

Artifacts & Artifice Volume 2

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

by J. Evans Payne
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Glamour Games



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Thanks

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

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

To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite

dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

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

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Some content, inspiration, and ideas produced in collaboration with **Glamour Games LLC**.

Dedication

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

Foreward

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

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

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

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

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

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

But probably not.

Thanks for coming along for the ride.

J. Evans Payne

Malvern, Pennsylvania

June 2018 (*volume 2 September 2018*)

Fifth Edition Foreward

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

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

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

Inescapable is the fundamental difference in approach and

complexity between the two rules systems.

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

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

I'm not going to try and argue in favor of one system or another. But I will point out that the **Artifacts & Artifice**

books were designed around the goal of having unique and interesting magic items that support a wide range of difficulty levels and character advancement.

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

The advantage of this approach is of course flexibility and usability. That *eclipse blade* that your players lusted after when they were 4th-level fighters will be just as much of a sought-after item when they are 17th-level, because the Elite version is much more powerful.

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

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

out of its way to avoid.

For example, instead of the very straightforward “**advantage/disadvantage**” mechanic employed throughout 5E, some **AA** items grant a *chance of advantage*. Also different from the Pathfinder edition of AA is the absence of rigor around construction requirements, given 5E's emphasis away from magic items as a general statement.

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

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

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

Onward!

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About Infinium Game Studio

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

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

Values and Key Differences

Plays Well With Everyone

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

Comprehensive and Immersive

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

Everything You Need

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

Maps: Where Are We, Again?

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

Pervasive Maps

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

Prepared for Anything

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

Thoroughness: But What If...?

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

Flexible

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

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

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

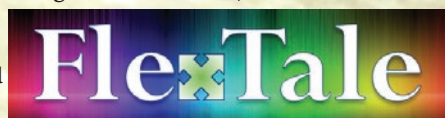
FlexTale

What is FlexTale?

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

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

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



Dynamic Content

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

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

FlexTables

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

A Traditional RPG Lookup Table


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

Table 1: Traditional Lookup Table

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

The FlexTable Difference

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

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

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

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

Contexts

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

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

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

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

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

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


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




FlexTable 1: Sample Treasure Chest Contents

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

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

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

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

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

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



Introduction

What Is This Book?

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

- A **compendium of magical items** that can be used in any campaign setting, with PCs of any level.
- An assortment of **mini-adventures**, each one related (at least vaguely!) to a new, unique, magical item.
- **Inspiration** to guide the creation of dozens of other new adventures and plotlines in your gaming group's overall story.
- A **companion** to *Dark Obelisk 1: Berinncorte*, *Dark Obelisk 2: The Mondarian Elective*, and other adventures and gaming resources in the campaign setting of **Aquilae**.
- **Inspiration** for construction of your own adventures and content.

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

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

Notes & Conventions

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

Player Descriptive Text

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

GM-Only Notes

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

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

Designer's Soapbox

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

Quests

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

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

🏆 Quest: Rats in the Cellar (example)

- 📄 **Summary:** Kill rats in a fantasy tavern. Fun and creative.
- 👉 **Rewards:** Rat corpses. Plus 10 gp from the bartender.
- 📍 **Locations:** Bar.
- 👤 **Key NPCs:** Bartender.
- ▶ **Kickoff:** When any PC speaks with the bartender.
- ❓ **Description:**

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

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

Obstacles


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

🔒 Locked Secret Door (example)

- 🔒 5" thick; **Hardness 5; hp 30; Perception DC 16; Break DC 15; Disable Device DC 18**
- 🔒 5" thick; **Hardness 5; hp 30; Perception DC 18; Break DC 17; Disable Device DC 20**
- 🔒 5" thick; **Hardness 5; hp 30; Perception DC 20; Break DC 19; Disable Device DC 22**
- 🔒 5" thick; **Hardness 5; hp 30; Perception DC 22; Break DC 21; Disable Device DC 24**

Skill Checks

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

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



Skill Challenges



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

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

Falling Timbers (example)


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

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

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


Rewards

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

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

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

Secret Closet Chest

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

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

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

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

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

gp)


Traps

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


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

Acid Arrow Chest Trap


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

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


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

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

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

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

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

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


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

Items

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

Adventurer's Chronicle (example)

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

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

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

Variable Challenge

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

overpowered; above those levels, it's underpowered.

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

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

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

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

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

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

Experience Points and Reward Nuggets

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

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

I Want Candy

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

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

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

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

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

Candy as XP

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

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

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

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

Namely: to have fun!

Reward Stars: The Formalized Approach


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

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

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

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

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

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

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

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

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

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

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

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

Stay In Character... Or Else

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

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

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

Converting Reward Stars to XP

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

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

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

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a

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

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

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


- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 2: Converting Reward Stars to XP

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

“Quadded” Stat Blocks

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

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

- ⊗ **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.
- ⊗ **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.
- ⊗ **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.
- ⊗ **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

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

Quadded Challenge Blocks

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

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

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

🔒 Locked Secret Wooden Door

- ⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18
- ⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22
- ⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24
- ⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Magic Item Conventions

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

Magic Item Profile

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

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

Description

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

Effect

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

Synergy & Sets

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

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

Discovery

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

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

Ubiquity

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

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

Notoriety

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

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

Quirks of Ownership

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

History & Background

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

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

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

Rumors & Lore

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

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

Hooks & Integration

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

Class-Based Hooks

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

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

General Hooks

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

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

Quests

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

Incorporation

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

Adventure / Explicit Hook

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

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

Randomized

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

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

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

Table 3: Random Selection of Artifacts & Artifice Items

D100	Type	Item	Page
01-04	Artifact	Ring of the Risen	306
05-09	Artifact	Stubborn Rod	332
10-13	Artifact	Instant Seeds	323
14-16	Artifact	Ring of Darkstorms	313
17	Miscellaneous	Concoctatorium	20
18-19	Miscellaneous	Fetish of the Insali	27
20	Miscellaneous	Harp of Infinite Melodies	35
21	Miscellaneous	Harp of Sorrows	42
22-23	Miscellaneous	Hell's Bell	49
24-25	Miscellaneous	Magister Runes	57
26-27	Miscellaneous	Obelisk Shard	64
28-29	Miscellaneous	Razorcrystal	70
30-32	Usable Item	Bloodthinner Potion	78
33-34	Usable Item	Dreadslime Poison	85
35	Usable Item	Dreadslime Web	107
36-38	Usable Item	Gorgon Teeth	92
39	Usable Item	Philtre of Bodily Avarice	99
40-41	Weapon	Abhorrent Naginata	116
42-43	Weapon	Blackhatch Sabre	124
44-45	Weapon	Bludgeondart	130
46-47	Weapon	Bonespike	137
48-50	Weapon	Carvish Sword	143
51-52	Weapon	Crone Sabre	149
53-54	Weapon	Culler	155
55-56	Weapon	Dart of the Nightswarm	161
57-58	Weapon	Diretendril	168
59-60	Weapon	Disembowler Knife	174
61-62	Weapon	Duskblade	181
63-64	Weapon	Eclipse Blade	188
65-66	Weapon	Feralite Armor	194
67-68	Weapon	Fingerblade	201
69-70	Weapon	Fishflenser	207
71-72	Weapon	Fisticuffs	213
73-74	Weapon	Greymist Bow & Arrow	220

D100	Type	Item	Page
75-76	Weapon	Grimscraper	228
77-78	Weapon	Hale Harvester	235
79-80	Weapon	Hellwasp Stinger	241
81-82	Weapon	Hellwasp Swarmer	248
83-84	Weapon	Netherbow	255
85-86	Weapon	Nightstrand Garotte	264
87-88	Weapon	Obelisk Mote Bolt	271
89-90	Weapon	Obelisk Shard Sword	278
91-92	Weapon	Obelisk Splinter Dagger	285
93-96	Weapon	Scorpion Gauntlet	292
97-00	Weapon	Scytheknife	298



Miscellaneous

Concoctatorium

Concoctatorium (tool)

Value:

✗ 800 gp / ✗ 4,500 gp / ✗ 11,000 gp / ✗ 42,000 gp

Weight 20 lbs.; **Materials** leather, glass, steel; **Nature** magical; **Aura** slight enchantment, strong transmutation; **Slot** n/a

CL: ✗ 6th / ✗ 10th / ✗ 12th / ✗ 14th

Effect Summary:

- ✗ Counts as **alchemist's supplies**; multiplies **downtime crafting throughput** by 2x
- ✗ Counts as **alchemist's supplies**; multiplies **downtime crafting throughput** by 3x
- ✗ Counts as **alchemist's supplies**; ; multiplies **downtime crafting throughput** by 4x
- ✗ Counts as **alchemist's supplies**; ; multiplies **downtime crafting throughput** by 5x

Description

This semi-portable alchemy set accelerates the pace of potion-making and similar pursuits.

Formidable iterations also grant bonuses to the resulting product.

It typically takes the form of a portable leather-wrapped wooden case with dozens of pipes, tubes, reagents, and other devices and ingredients.

Effect

All *concoctatoriums* count as **alchemist's supplies**.

Each iteration also grants a **multiplier** to the gp value produced per day of crafting. This multiplier applies only for alchemical products; the GM is left to adjudicate which items qualify.

Synergy & Sets

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

Discovery

These items are nearly always in use, or at least in residence, with current owners.

Most will be cherished tools of alchemists, though secrecy ranges from making it a featured showy prize in the entryway of the shop, to hiding it away lest a jealous competitor seek to thief it.

Anyone with **proficiency** with **alchemist's supplies** can automatically use a *concoctatorium*, and will instantly understand the benefits it provides.



Ubiquity

Concoctatoriums are quite rare, though nearly every semi-portable set of alchemist's kit can be mistaken for the more potent artifact.

Notoriety

Among alchemists or tinkerers, these devices are prized indeed, to the point of ending friendships and enticing theft or sabotage. In a commercial environment, the competitive advantage offered by these items is sizeable indeed.

For the layperson, however, there is little interest, even for those who dabble, but do not routinely forge items with mortar and pestle.

Quirks of Ownership

Showing a *concoctatorium* to anyone with proficiency in alchemy or related tools will immediately improve that person's **Attitude** by one category.





That said, it is left to the GM as to how this manifests, and it should be noted that this improvement could very easily degrade if the PC who owns it does not share!

History & Background

The first *concoctatorium* was invented by an alchemist wizard, as one might expect. But perhaps not for the reasons one might expect.

Hundreds of years ago, a lonely mage with a penchant for alchemy was toying with the idea of a love potion. His skills were more than meager, but less than great; despite his

Table 4: Concoctatorium Flavors

Difficulty Band	Prefix	Downtime Crafting Multiplier
 Low	Minor	2x
 Moderate	Lesser	3x
 Advanced	Greater	4x
 Elite	Elite	5x

middling talents for wizardry, his alchemy at least tended to produce potent results.

But try as he might, his attempts at coaxing *charm person* into a bottle failed. His every try resulted in nothing but poison, an outcome that fairly quickly got him locked up by the constabulary when he tried his charms out on the hapless denizens of a local pub.

Under duress to provide an explanation, the captured wizard came up with a desperate plea: “free me,” he said, “and I will complete the greatest gift to alchemists the world has ever seen!” With a shrug and a fine, the authorities freed him... but promised to follow up on his work, and they expected results.


With renewed fervor, the wizard plied his trade, and did in due order come up with the invention we see here. The creation, well-received by entrepreneur and dabbler alike, ended up winning him much wealth, respect, and, in fairly short order alongside those accomplishments, the love of a charming and intelligent woman.


From his marriage on to his grave, he was fond of pointing out to others that ultimately, he achieved what he wanted most, not by setting out directly to deceive others into love, but by excelling in the field through motives a bit more pure.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *concoctatorium* into your gaming sessions beyond simply “on the dead wizard’s table is a nifty-looking apparatus”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes are somewhat unlikely to have ranks in the needed skills, so might otherwise simply resell the device.

However, perhaps a needy local church or hospital is in dire need of a means of improving their healing trade?

Rogues

Dexterous and nimble, it’s not unheard of for the odd Rogue

to dabble in alchemy as well, particularly those inclined toward assassinations.

Making one's own poison, after all, is simply the economical, logical approach, and anything that facilitates that sort of approach would be useful.

Marital Characters

Few Fighters or Barbarians tinker with a pestle, so it's likely these types would simply resell a *concoctatorium* encountered in the course of their adventures, or let a colleague or party member use it if their skills are more aligned with the device.

Arcane Classes

These are the most likely targets for this item, to such an extent that they may change the progress of their characters as a result of having access to a *concoctatorium*.

Monks, Rangers, and Druids

Rangers and Druids are much more likely to have ranks in **Craft (Alchemy)** or related skills, so they would probably want to keep this artifact if encountered.

General Hooks

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

Potent Potables

The PCs are commissioned to create a potent potion or posion. This works best if the quest-giver falls in a position of power in a Faction to which the PCs or one of their member owes a debt, or has sworn a great allegiance.

This adventure seed has enormous potential depending on the nature of the alchemy involved, and its ultimate purpose.

Paladins could be tempted into creating a curative elixir for the diseased poor.

Rogues could be convinced the efCon is worth their time if it is a potion that increases Dexterity.

Bards may flock to a love potion, and of course while they're at it, might as well draft one for themselves, just in case it comes in handy.

Collector

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

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

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

Competitive Edge

The PCs befriend an alchemist whose shop is crumbling and ancient. Despite the crone's talents and passion, a younger, but less capable, competitor has set up shop across town.


Although the two are more or less peers in terms of raw talent, it's clear that the younger, more charming entrepreneur has stolen quite a bit of the market.

The PCs are asked to discover the source of the fledgling alchemist's skills. As they investigate, they discover a *concoctatorium* in the competitor's back room.


What they do then is up to the PCs, their alignment, and their relationship with the befriended alchemist who sought their help to begin with.







Quests

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

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


Quest: In Vino, Veritas

 **Summary:** The party is asked to take a particularly potent potion and slip it into the drink of a target.

 **Rewards:**  500 gp /  2,500 gp /  7,500 gp /  15,000 gp (promised); up to  **2 Reward Stars;** *concoctatorium*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

A **Quest Giver** asks the party to slip a potion into the drink of a target.

The terms of this Quest are intentionally flexible so as to adapt to the particular Factions, key NPCs, and relationships that your campaign setting contain.


Perhaps the target is a noble, whom has contracted a rather virulent disease under rather embarrassing circumstances.

It could be that the target is a despicable murderer who has escaped justice on many occasions by bribing or coercing others into taking the fall for her; the draught is a poison that will bring about her downfall once and for, making the PCs an accessory to righteous, vigilante justice.

Helpful potion or harmful poison, the act could coincide well, or conflict greatly with, the alignment and beliefs of the party members. Either way is a great opportunity to roleplay.

For example, a Lawfully-aligned party tasked with vigilante justice must either contort their worldview to justify the act, or rail against it even as they follow through.

Contrarily, an Evil party asked to help a deserving target may complain, but still see the task done.

In either case, a party asked to do something difficult to their alignment should be granted  **1 Reward Star** if they roleplay it effectively.

Similarly, the **Quest Giver** is equally flexible. She could be the Mayor of the town, or a leader of a Faction within it.

FlexTable 2: Concoctatorium Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Semi-portable alchemy labs come in all shapes and sizes... and capabilities.	✔ True. Though this doesn't do much more than hint at a device like the <i>concoctatorium</i> .
15-29	15-30	15-30	01-30	13	Some alchemy labs grant skills to even the worst talents at the trade.	✔ True. This begins to describe the powers of this artifact.
30-44	31-45	31-45	31-39	14	A certain portable alchemy kit allows a fledgling alchemist the ability to forge potent results.	✔ True. This refers to the DC-enhancing aspects of more potent versions.
45-59	46-60	46-60	40-49	15	With skill, an alchemist can use a device called a <i>concoctatorium</i> to craft alchemical creations more cheaply.	✔ True. This refers to the % discount factor of the device's abilities.
60-74	60-69	60-69	50-59	16	Advanced versions of an alchemy lab called a <i>concoctatorium</i> grant additional abilities to alchemists as though they were more trained.	✔ True. This refers to the Feat-related aspects of the device's powers.
75-89	70-97	70-94	60-69	11	Cursed alchemy labs steal life force from ill-equipped alchemists.	✘ False. This may be the case, but it has nothing to do with the powers of the <i>concoctatorium</i> .
90-00	98-00	95-00	70-00	13	Although the <i>concoctatorium</i> grants alchemists mighty powers, it occasionally produces cursed output that can unintentionally harm imbibers.	✘ False. This is a function of the user's skill and intent more than the device's powers.

This **Quest** functions best if the Quest Giver is someone with an established relationship to the party, and/or from a Faction that has some pre-existing impact on the party. This provides a bit of context and incentive for the PCs to engage.

- 📌 If the PCs decline the task, there may be consequences in the context of the Faction that asked them to perform the deed.
- 📌 If the PCs accept, they must succeed in the objective. The exact mechanics are left to the GM and the circumstances of your campaign world, but it is suggested that at minimum it should involve a series of skill checks and social challenges, resulting in the clandestine dosing of a beverage. Success nets the party a further 🌟 **1 Reward Star**.
- 📌 As part of the set-up to the Quest, the Quest Giver should make it clear that the potion or poison is almost certain to work, given that the draught was crafted with the help of a marvelous device that heightens alchemical potency. The PCs may wish to steal the *concoctatorium* to which the Quest Giver refers; they may even do so in the context of fulfilling the objective itself.

Concoctatorium User

CR 1; XP 200

NE; Medium Humanoid (Gnome)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)
HP	7	24	41	57
ARMOR CLASS	14	14	15	16
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 7 (-2) DEX 13 (+1) CON 12 (+1) INT 18 (+6) WIS 11 (+2) CHA 14 (+2)	STR 7 (-2) DEX 13 (+1) CON 12 (+1) INT 20 (+8) WIS 11 (+3) CHA 14 (+2)	STR 7 (-2) DEX 15 (+2) CON 12 (+1) INT 20 (+9) WIS 11 (+4) CHA 14 (+2)	STR 7 (-2) DEX 17 (+3) CON 12 (+1) INT 20 (+10) WIS 11 (+5) CHA 14 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10	Passive Perception 10	Passive Perception 10	Passive Perception 10
LANGUAGES	Common, Gnomish			
ATTACKS	Ranged Dart (Small) --> 20 ft.: -7 (1d4+1); 80 ft.: -7 (1d4+1) Melee Quarterstaff (Small) +0 (1d6-2) Melee Melee Dagger (Small) +3 (1d4+1) Ranged Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged Dart (Small) --> 20 ft.: -6 (1d4+1); 80 ft.: -6 (1d4+1) Melee +1 Quarterstaff (Small) +2 (1d6-1) Melee Melee Dagger (Small) +4 (1d4+1) Ranged Dagger (Small/Thrown) 20 ft.: +4 (1d4+1); 60 ft.: +4 (1d4+1)	Ranged Dart (Small) --> 20 ft.: -4 (1d4+2); 80 ft.: -4 (1d4+2) Melee +2 Quarterstaff (Small) +4 (1d6) Melee Melee Dagger (Small) +6 (1d4+2) Ranged Dagger (Small/Thrown) 20 ft.: +6 (1d4+2); 60 ft.: +6 (1d4+2)	Ranged Dart (Small) --> 20 ft.: -2 (1d4+3); 80 ft.: -2 (1d4+3) Melee +3 Quarterstaff (Small) +6 (1d6+1) Melee Melee Dagger (Small) +8 (1d4+3) Ranged Dagger (Small/Thrown) 20 ft.: +8 (1d4+3); 60 ft.: +8 (1d4+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

SPELL-CASTING	Low	Moderate	Advanced	Elite
	Save DC 14; Spell Atk +6 1st: detect magic; unseen servant	Save DC 16; Spell Atk +8 3rd: clairvoyance; dispel magic; sending 2nd: arcane lock; enlarge/reduce; knock 1st: alarm; detect magic; illusory script; unseen servant	Save DC 17; Spell Atk +9 5th: animate objects; mislead 4th: arcane eye; fabricate; private sanctum 3rd: clairvoyance; dispel magic; sending 2nd: arcane lock; enlarge/reduce; knock 1st: alarm; detect magic; illusory script; unseen servant	Save DC 18; Spell Atk +10 7th: teleport 6th: true seeing 5th: animate objects; mislead 4th: arcane eye; fabricate; private sanctum 3rd: clairvoyance; dispel magic; sending 2nd: arcane lock; enlarge/reduce; knock 1st: alarm; detect magic; illusory script; unseen servant

EQUIPMENT	Low	Moderate	Advanced	Elite
	Dart (small, 5x); quarterstaff (small); dagger (small)	Dart (small, 5x); +1 quarterstaff (small); dagger (small)	Dart (small, 5x); +2 quarterstaff (small); dagger (small)	Dart (small, 5x); +3 quarterstaff (small); dagger (small)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 2.

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

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

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. **Music**

Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

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

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

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

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

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's

damage (if any) but suffers no additional effect from the cantrip.

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

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

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

Fetish of the Insali

Fetish of the Insali (wand)

Value:

☒ 3,500 gp / ☒ 18,000 gp /
☒ 56,000 gp / ☒ 92,000 gp

Weight 1 lbs.; **Materials** metal, wood; **Nature** magical; **Aura** moderate divination; **Slot** wand (hand)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Effect Summary:

- ☒ *detect magic* at will;
detect aberration at will;
read magic 3x/day;
total charges 20x/day
- ☒ *detect magic* at will;
detect aberration at will;
read magic at will;
detect good at will;
detect evil at will;
detect poison and disease 5x/day;
detect secret doors 2x/day;
total charges 40x/day
- ☒ *detect magic* at will;
detect aberration at will;
read magic at will;
detect good at will;
detect evil at will;
detect poison and disease at will;
detect secret doors at will;
detect undead 3x/day;
detect chaos 3x/day;
detect law 3x/day;
detect demon 2x/day;
total charges 80x/day
- ☒ *detect magic* at will;
detect aberration at will;
read magic at will;
detect good at will;
detect evil at will;
detect poison and disease at will;
detect secret doors at will;
detect undead at will;
detect chaos at will;
detect law at will;
detect demon at will;
detect scrying 5x/day;
detect snares and pits 5x/day;
detect thoughts 5x/day;
total charges 100x/day

Description

This curious carving is made of an unidentifiable metal, and usually sports a handle about 6" long from the base.

The single lidded eye will range from wide open to closed, based on the amount of power channeled through the fetish.

Effect

A *fetish of the insali* allows the user to generate a number of



spell-like effects. Some of these are at will, and others have a restriction of a maximum number of uses per day.

Only one of the *fetish's* spell-like effects may be activated per round; this requires a **standard action**, though if the *fetish* is drawn using a standard action, it may be activated using a **bonus action** or **reaction** that same round.

Each use of any one of the *fetish's* abilities consumes a charge, meaning that even for at-will abilities, there is a limit to the number of times per day they may be used. Charges are replenished in full 24 hours after the first charge is used from a full set of charges, regardless of how many charges were consumed in that timespan. Charges are device-related, not user-related; transferring the *fetish* to a new user does not affect the charges expended in any way.

Selecting an ability to activate is a matter of physical selection and mental expression; although most *fetishes* are studded with control knobs and divots, their exact function is not intuitive.

Synergy & Sets

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

Discovery

These devices are often encountered as centerpieces of tribal culture, carried as tokens of power and authority by elders or chieftains.

In many such cases, however, the wielder has no, or perhaps minimal, knowledge of the device's true nature and function.

Table 5: Fetish of the Insali Flavors

Difficulty Band	Prefix	Charges/Day	Powers
☒ Low	Minor	20	<i>detect magic</i> at will; <i>detect aberration</i> at will; <i>read magic</i> 3x/day
☒ Moderate	Lesser	40	<i>detect magic</i> at will; <i>detect aberration</i> at will; <i>read magic</i> at will; <i>detect good</i> at will; <i>detect evil</i> at will; <i>detect poison and disease</i> 5x/day; <i>detect secret doors</i> 2x/day
☒ Advanced	Greater	80	<i>detect magic</i> at will; <i>detect aberration</i> at will; <i>read magic</i> at will; <i>detect good</i> at will; <i>detect evil</i> at will; <i>detect poison and disease</i> at will; <i>detect secret doors</i> at will; <i>detect undead</i> 3x/day; <i>detect chaos</i> 3x/day; <i>detect law</i> 3x/day; <i>detect demon</i> 2x/day

Fetishes of the Insali are commonly passed down from leader to leader in such cultures as a sign of transitional leadership.

In any case, this means that it can be exceedingly difficult for a new owner, for example the PCs, to understand and appreciate how the artifact functions. Without proper research or a knowledgeable guide, it is little more than a fancy rattle.

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

Ubiquity

Fetishes of the Insali are exceptionally rare.

Even in the time of their invention and predominance, they were few in number; today, most are lost or destroyed, and those few that survive are hoarded in ignorance, displayed only during ceremonies or events of significance.

Notoriety

It's difficult to escape the allure of a *fetish*, even for those ignorant of its true nature. This is one of the reasons that the artifacts are typically used as emblems of leadership and ritual.

Those aware of the device are likely to assume that it has been stolen from its rightful place in the tribe. Those never having encountered a *fetish of the insali* before might assume its bearer is noteworthy in some respect: on an important mission, of senior rank in tribal leadership, or an emissary of the culture.

Quirks of Ownership

Bearing a *fetish of the insali* brazenly and using it as part of a plea to command primitive cultures may grant a bonus to the

☒ **skill check(s)** involved.

It is left to the GM as to how best to implement this mechanically in the context of the culture in question.

History & Background

Fetishes of the insali are remnants of an advanced civilization of deep magic and great lore, lost eons ago in a combination of departure and dying out.

They are, indeed, part of a grander story, a history far-flung from even the distant echoes of today. It is enough to know that once, when they were crafted, *fetishes* were much more powerful and potent, granting access to great magics and immense talents that outstrip much of what today's wizards and sages can muster even with great skill and longevity.

Over thousands of years, however, even great magicks can fade, and what few *fetishes* have survived in various forms are but shallow shadows of their former potency and capabilities.

Despite the faded power of the artifacts, *fetishes of the insali* remain quite useful, both as symbolic foci of influence and from the perspective of personal utility.

Rumors & Lore

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

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





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

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

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

Generally speaking, the information in this **FlexTable** may be

inserted into your campaign as foreshadowing for eventually revealing an *fetish of the insali*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *fetish of the insali* into your gaming sessions beyond simply “the chieftain drops a nifty-looking miniature club”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

Clerics, certainly, would be intrigued to learn more about these devices, their use, their powers, their origins. They will likely be disappointed, however, in that few in the Realm know much about these artifacts beyond perhaps how they currently function from the standpoint of simple usability.

Rogues

Detecting things is a valuable tool in a Rogue’s toolbox. Detecting many, many things is even more valuable. And all in a compact little trinket? Sign me up.

Who cares if the local tribe reveres it as a symbol of their primitive gods?

Martial Characters

Although detecting various types of threats, allies, and circumstances may be useful to any character, martial types are unlikely to be interested in devoting an entire hand to the prospect, not when it could be better used bearing a shield or helping to wield a large weapon.

Arcane Classes

These classes perhaps more than any other would flock to the skills granted by a *fetish of the insali*. This may seem ironic, given that most wizards and sorcerers are probably able to reproduce much of the device’s abilities on their own... but remember, if a device can do it for you, then you can use that spell slot for something else even more useful!

Monks, Rangers, and Druids

These classes fit right in the middle of the spectrum in terms of how they might value a *fetish of the insali*: neither overly covetous nor eager to resell, they would assess the item’s utility in the context of the moment and for what might be planned in the near future.

General Hooks

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

Sensory Overload

This is a complex scenario, but one that is straightforward to organize: essentially, the PCs must navigate an environment where many threats lurk. Having a device that allows them to detect these things before they interfere with their progress will allow them to traverse the area safely.

The group must therefore use a device such as the *fetish* in order to achieve their goals. Whether they steal one, obtain one through barter or exchange or threat, or otherwise make a deal to borrow one, is up to the specific campaign environment they find themselves in.

Collector

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

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

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


Tribal Rule

A primitive tribe, not too far from where the PCs routinely resupply or otherwise have connections, have grown more powerful recently, and have started to interfere with the town or village. The PCs are tasked with investigating, and it turns out that the tribe has discovered a *fetish of the insali*, which has emboldened them.

This scenario forms the basis for the **Quest** below.

Quests

Another, more thorough, means of introducing a *fetish of the insali* is via the following **Quest**.


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







FlexTable 3: Fetish of the Insali Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	What appears to be a baby rattle is actually a potent magical artifact.	<input checked="" type="checkbox"/> Partially True. It's a powerful artifact, but it's debatable to what extent it resembles a baby rattle.
15-29	15-30	15-30	01-30	16	There's a magic device that allows its bearer a wide variety of awareness of their surroundings.	<input checked="" type="checkbox"/> True. This is a great summary of the <i>fetish's</i> capabilities.
30-44	31-45	31-45	31-39	18	Revered for its godlike powers, a <i>fetish of the insali</i> is a relic of ancient ancestors long lost to history.	<input checked="" type="checkbox"/> True. This correctly describes the origins of the <i>fetish</i> .
45-59	46-60	46-60	40-49	15	Once crafted as potent magical artifacts that heighten wizardly powers, a trinket-like <i>fetish's</i> abilities have faded over eons.	<input checked="" type="checkbox"/> True. This assesses the history of the <i>fetish</i> leading to its current capabilities.
60-74	60-69	60-69	50-59	10	Carved out of the bone of a long-extinct creature that resembles a hundred-foot-tall elephant, there is a totem that allows its wielder to conquer armies.	<input checked="" type="checkbox"/> False. No part of this description matches the nature, origins, or abilities of the <i>fetish</i> , though its social prominence has led to some leadership.
75-89	70-97	70-94	60-69	13	Of demonic origin, a <i>fetish of the insali</i> allows the bearer grand powers, but with a curse which guarantees that their followers will inevitably betray them.	<input checked="" type="checkbox"/> False. This gets the name correct, at least, and it's possible that someone at some point was betrayed, but it's not as a result of the <i>fetish</i> itself.
90-00	98-00	95-00	70-00	14	Primitive tribes revere the <i>fetish of the insali</i> as an instrument of the gods.	<input checked="" type="checkbox"/> True. This does not speak to the item's powers, but is accurate as far as it goes.

Magic Items


Quest: A Sign From the Gods

 **Summary:** The PCs are asked to investigate a local, interfering tribe, only to discover that they are emboldened by the recent discovery of a magical artifact.

 **Rewards:**  1,500 gp /  4,500 gp /  10,500 gp /  18,000 gp (promised); up to  **2 Reward Stars;** *fetish of the insali*

 **Locations:** Any.

 **Key NPCs:** None.

 **Kickoff:** Random Encounter.


Description:


The PCs are asked by a village authority figure to investigate recent incursions by a primitive tribe within a day's ride of the town. Though the villagers have always been aware of the tribe, and occasionally even encountered tribe members during travel between cities, the tribe has never been any sort of threat to the village.

That's changed recently, and the village doesn't know why. The tribe's warriors seem to be using the same weapons and armor they always have, and they don't seem to have any

new abilities in the way of magic.

The Authority Figure can be anyone in town with a prominent influence: the mayor or other political leader, whomever is in charge of the armed forces or police, even a church or other community leader pleading for assistance on behalf of the citizens.

 If the party refuses, the incursions become greater, perhaps culminating in the PCs themselves getting attacked, and forcing the issue of their further involvement.

 If the party pursues the tribe, they will find them as directed by the villagers, who know well where the tribe typically can be found.

Speaking with them, the PCs will immediately make note of the mysterious bauble borne by their leader; even if the device is unknown to the party, common sense would indicate that such an item would likely have been mentioned by the villagers in their description of the tribe. That it was not suggests that it may be a recent discovery, which is accurate.

This bauble is, of course, a *fetish of the insali*. The tribe found it during their excavations of earth to form barrow

mounds. They revere the *fetish* as an instrument of their gods, and exalt the bearer as a direct connection to the supernatural, a manifestation of their belief. It is indeed the discovery of this artifact that has emboldened them of late toward a life of growing interference with the villagers nearby.

At the GM's discretion, this conclusion can be arrived at via a series of skill checks; alternately, enough clues and suggestions might be dropped for the players to piece things together themselves.

↳ If the party tries to steal the *fetish*, they will incur the wrath of the tribe if they ever suspect. So long as they can keep the artifact hidden for a few weeks, though, the tribe will eventually give up their search, and things will return to normal before the *fetish* was discovered. Claiming that they have fixed things, the party may receive the monetary reward promised, and may of course keep the stolen *fetish*, as well as receiving ✨ 1 **Reward Star**.

↳ Alternately, the party may slay the chieftain who bears the fetish, and take the device. The tribe will be stunned, uncertain of whether to worship the conquerors who took over the symbol of their gods, or try and kill them.

Any sort of successful ⚠ **skill check** may work to convince them to sway one way or the other; at the GM's discretion, this may be a more significant obstacle depending on how the PCs have conducted themselves. In the end, the PCs will end up either having an enormous slaughter on their hands, or a new gaggle of followers of dubious devotion. Either way, they get to keep the *fetish*, gain the money from the village, and benefit from ✨ 2 **Reward Stars**.

↳ If the party fails in a theft attempt, or is forced to flee the tribe without possessing the *fetish*, they have failed; they receive no benefit, but can try again.

Fetish of the Insali User

CR 1; XP 200

LN; Medium Humanoid (Dwarf)

Magic Items

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium TN Dwarf (Hill)	Medium TN Dwarf (Hill)	Medium TN Dwarf (Hill)	Medium TN Dwarf (Hill)
HP	8	39	68	106
ARMOR CLASS	14	14	15	15
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 13 (+1) CON 13 (+1) INT 16 (+5) WIS 12 (+3) CHA 11 (+0)	STR 10 (+0) DEX 13 (+1) CON 13 (+1) INT 18 (+7) WIS 12 (+4) CHA 11 (+0)	STR 10 (+0) DEX 15 (+2) CON 13 (+1) INT 18 (+8) WIS 12 (+5) CHA 11 (+0)	STR 10 (+0) DEX 15 (+2) CON 15 (+2) INT 18 (+9) WIS 12 (+6) CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11	Passive Perception 11	Passive Perception 11	Passive Perception 11
LANGUAGES	Common, Dwarvish			
ATTACKS	Ranged Crossbow, Light) --> 80 ft.: -3 (1d8+1); 320 ft.: -3 (1d8+1) Melee Dagger +3 (1d4+1) Ranged Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged +1 Crossbow, Light) --> 80 ft.: -1 (1d8+2); 320 ft.: -1 (1d8+2) Melee Dagger +4 (1d4+1) Ranged Dagger (Thrown) 20 ft.: +4 (1d4+1); 60 ft.: +4 (1d4+1)	Ranged +2 Crossbow, Light) --> 80 ft.: +2 (1d8+4); 320 ft.: +2 (1d8+4) Melee Dagger +6 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +6 (1d4+2); 60 ft.: +6 (1d4+2)	Ranged +3 Crossbow, Light) --> 80 ft.: +4 (1d8+5); 320 ft.: +4 (1d8+5) Melee Dagger +7 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +7 (1d4+2); 60 ft.: +7 (1d4+2)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

SPELL-CASTING

Save DC 13; Spell Atk +5
1st: *burning hands; charm person*

Save DC 15; Spell Atk +7
3rd: *fireball; fly; major image*
2nd: *blur; hold person; invisibility*
1st: *burning hands; charm person; floating disk; jump*

Save DC 16; Spell Atk +8
5th: *cloudkill, passwall*
4th: *black tentacles; fire shield; stoneskin*
3rd: *fireball; fly; major image*
2nd: *blur; hold person; invisibility*
1st: *burning hands; charm person; floating disk; jump*

Save DC 17; Spell Atk +9
7th: *prismatic spray*
6th: *disintegrate*
5th: *cloudkill, passwall*
4th: *black tentacles; fire shield; stoneskin*
3rd: *fireball; fly; major image*
2nd: *blur; hold person; invisibility*
1st: *burning hands; charm person; floating disk; jump*

EQUIPMENT

Light crossbow; dagger; crossbow bolts (20x)

+1 *Light crossbow; dagger; crossbow bolts (20x)*

+2 *Light crossbow; dagger; crossbow bolts (20x)*

+3 *Light crossbow; dagger; crossbow bolts (20x)*

SPECIAL ABILITIES

Ability Score Increase Your Constitution score increases by 2.

Ability Score Increase Your Wisdom score increases by 1.

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

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

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

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

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

Mason's Tools Proficient with Artisan Mason's Tools.

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

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

Arcane Recovery You have learned to regain some of your magical energy

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

Empowered Evocation Beginning at 10th level, you can add +4 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

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

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

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

Preparing and Casting Spells The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher.

You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to 18. The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

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

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

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

Harp of Infinite Melodies

Harp of Infinite Melodies (instrument)

Value:

✖ 4,500 gp / ✔ 21,000 gp /
✔ 46,000 gp / ✔ 94,000 gp

Weight 2 lbs.; **Materials** wood, string, bone; **Nature** magical; **Aura** strong enchantment/transmutation; **Slot** hand (instrument)

CL: ✔ 6th / ✔ 10th / ✔ 12th / ✔ 14th

Effect Summary:

- ✔ Additional Bard spells known: **oth** 2x, **1st** 1x; **Charisma (Performance)** required to access additional spells: **DC 16 + SL**
- ✔ Additional Bard spells known: **oth** 2x, **1st** 2x, **2nd** 1x; **Charisma (Performance)** required to access additional spells: **DC 15 + SL**; **Performance** bonus +1; +1 **Wisdom** saves vs. Bardic Performance, sonic, or language-dependent spells or effects
- ✔ Additional Bard spells known: **oth** 2x, **1st** 3x, **2nd** 2x, **3rd** 1x; **Charisma (Performance)** required to access additional spells: **DC 15 + SL**; **Performance** bonus +2
- ✔ Additional Bard spells known: **oth** 3x, **1st** 4x, **2nd** 3x, **3rd** 2x; **Charisma (Performance)** required to access additional spells: **DC 15 + SL**; **Performance** bonus +4;

Description

This harp allows a Bard who plays it to cast a new song-related spell, a spell with a verbal component, or to use a performance-related talent that s/he does not already have. It also grants bonuses to Performance and Bardic-related skills that rely upon an instrument.

These items can usually be identified via an infinity symbol, carved one or more times into the device.

Effect

All *harps of infinite melodies* grant additional Bard spells known per day. For this effect to occur, it requires that the wielder already possesses sufficient Bardic class levels to know and cast spells at the associated spell level. For example, a character who can only cast first-level Bard spells does not receive and second-level bonus spells known or castable from any version of the *harp*.

When the wielder comes by this knowledge, mark on your character sheet which spells known are “bonus” as a result of this effect. In order to cast one of these spells, you must succeed at a **A** **Performance** skill check, with DC as described. Success means you may cast the spell as normal, as though it was any other of your known spells. Failure means you cannot quite recall the spell you wanted, and you



spend the round's standard action trying to recollect.

More advanced versions of the *harp* grant **bonuses** to **A** **Performance** skill checks as noted. This effect is automatic, applies to all **Performance** skill checks (not only those made with the *harp*) and cannot be suppressed while the item is wielded.

Synergy & Sets

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

Discovery

Most *harps of infinite melodies* are in use by bards or at least entertainers.

Those who value skill and instrument quality would be loath to keep such a device in a treasure hoard, and would only resell it if pressed to do so in the most dire of circumstances.

Upon picking up a *harp*, anyone with Bardic class levels will immediately recognize the spell-related benefits afforded by the device; no special knowledge is required to make use of these features.

Ubiquity

Harps of infinite melodies are rare, but not unheard of, particularly among the elite performers of the Realm.

Table 6: Harp of Infinite Melodies Flavors

Difficulty Band	Prefix	Additional Bard Spells Known	Check to Access DC	Performance Bonus
☒ Low	Minor	oth 2x, 1st 1x	16 + SL	-
☒ Moderate	Lesser	oth 2x, 1st 2x, 2nd 1x	15 + SL	±1
☒ Advanced	Greater	oth 2x, 1st 3x, 2nd 2x, 3rd 1x	15 + SL	±2
☒ Elite	Elite	oth 3x, 1st 4x, 2nd 3x, 3rd 2x	15 + SL	±4

Notoriety

Whether or not someone is familiar with instruments or the *harp of infinite melodies* as a specific device, seeing a *harp* will immediately register with practically anyone.

At minimum, it's a masterwork item; a seasoned performer may well conclude on sight that the device must be a potent magical artifact, regardless of their prior experience with the particular artifact that it is.

Quirks of Ownership

A *harp of infinite melodies* is certain to attract attention. Whether this is good or bad depends on the extent to which the owner prefers attention at all in the first place. Given that most Bards prefer attention, seek it, crave it even, this is not necessarily a terrible thing.

In game terms, it would be remarkably easy to introduce all manner of adventure hooks into a context in which the PCs own a *harp*.

History & Background

Shockingly, the *harp of infinite melodies* was created by a terrible Bard with uneven skill in performance, but an aptitude for the arcane.

Mechanically a dual-classed Bard/Wizard, there was once a half-elf whose innate inability to strike a chord or pick a tune kept him from realizing his perhaps-unrealistic lifelong dream of playing lyre for kings and nobility.

Sullen and depressed after repeated rejections, this would-be performer retreated into his home, where he had been forced into a side business of crafting small magical trinkets and even weapons for sale at the general store in town.

Through this pursuit, however, he had learned a great deal about the craft of the arcane. One day he awoke from a particularly stunning dream in which his talents had been accentuated by magic. His first thought upon waking was, what if I created an instrument to grant me the power I so lack?

And so the first *harp of infinite melodies* was born.

Ironically, the *harp* was such a success that the Bard/Wizard ended up hardly ever using the devices himself, instead producing them for sale almost exclusively into his early and rich retirement.

Rumors & Lore

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

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

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

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

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

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

- **🏠 Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- **🏠 Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **🏠 Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- **🏠 Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *harp of infinite melodies* into your gaming sessions beyond simply "the elite foppish thespian drops a nifty-looking lyre", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

The *harp* is fairly unique in that it is quite isolated to a particular class.

As a result, Divine classes are unlikely to forge a relationship with the instrument, as they are less suited to multiclassing as a Bard.

These classes would gladly pass the artifact on to their group's performer, if there is one; otherwise, they would resell it.

Rogues

Rogueish Bards are hardly unheard of, so it's quite possible for a Rogue to take interest in a device like the *harp*.

Its powers are so useful, in fact, that a mono-classed Rogue happening upon a *harp* might even consider multiclassing as a result.

Martial Characters

As with Rogues, the extent to which a Martial character desires a *harp of infinite melodies* is likely related to the extent to which they multiclass with Bardic levels.

Arcane Classes

These classes may perform, or take the odd level of Bard to round out their arcane talents. Sorcerers, after all, are already quite used to a large volume of a tightly-controlled collection of known spells; extending that via a potent device such as the *harp* seems natural.

Monks, Rangers, and Druids

Generally speaking, these classes have talents that are somewhat well-suited to Bardic multiclassing, so it's quite possible that they would take interest in a *harp*.

General Hooks

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

Soothe the Savage Beast

This is a straightforward concept: the PCs must navigate an area controlled by a savage predator, known to succumb to the tones of music if played by a performer of sufficient talent.

Approaching the beast with a *harp of infinite melodies* would virtually guarantee safe passage.

Will the PCs steal a *harp*? Buy one? Coerce a current owner into joining their ranks for the duration of the expedition?

Collector

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

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

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

Alarm in Decorum


Assuming that one of their number carries at least a single rank in a Bardic class, the PCs are asked to perform at a banquet.

It turns out that the PCs were commissioned to play by someone with an ulterior motive: creating pandemonium at the event through magic. The PCs are loaned a *harp of infinite melodies* for the duration of the event.


This scenario forms the basis of the **Quest** described below.







Quests

Another, more thorough, means of introducing a *harp of infinite melodies* is via the following **Quest**.

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


Quest: Party Crashers


 **Summary:** The PCs are commissioned to ruin a party at which they are expected to be the musical performance.

 **Rewards:**  1,800 gp /  3,200 gp /  8,100 gp /  13,800 gp (promised); up to  **1 Reward Star**; *harp of infinite melodies*

 **Locations:** Any.

 **Key NPCs:** None.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs are commissioned to play at a banquet celebrating one or more significant NPCs in town.

The nature of the celebration is left flexible: it could be a marriage, or an anniversary, or a birthday party, or anything else, really, so long as it focuses on one or two specific people.

It turns out that the person who hires the PCs arranged

FlexTable 4: Harp of Infinite Melodies Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	10	There exists a harp that emboldens Bards who play it.	✓ True. Quite vague, however.
15-29	15-30	15-30	01-30	12	A special magic harp grants extra Bardic powers to those who have them already.	✓ True. A bit more specific.
30-44	31-45	31-45	31-39	14	Playing a certain magic harp will make the player perform even better.	✓ True. This refers to but one aspect of the <i>harp's</i> powers, however.
45-59	46-60	46-60	40-49	15	Those gifted in Bardic talents will find their powers enhanced and multiplied by playing a <i>harp of infinite melodies</i> .	✓ True. Very close to a complete description.
60-74	60-69	60-69	50-59	17	Playing some <i>harps of infinite melodies</i> will allow a Bard to play as though trained in certain approaches to the craft.	✓ True. This refers to the Feat-based powers of the <i>harp</i> .
75-89	70-97	70-94	60-69	16	Performing with a <i>harp of infinite melodies</i> will force the player to keep playing until their fingers bleed and they physically cannot continue.	✗ False. This is likely a misunderstanding of the word “infinite” in the name of the device.
90-00	98-00	95-00	70-00	13	A <i>harp of infinite melodies</i> grants a Bardic performer the ability to play any one song forever, imbued with magical power.	✗ False. This is not how a <i>harp of infinite melodies</i> works.

Magic Items

for them to perform, as s/he has an ulterior motive: they actually want to ruin the party, as an act of vengeance against one of the people whom it is to celebrate.

The exact origin and legitimacy of the grievance are left flexible in service to your campaign world and established characters.

In order to enhance the PCs’ abilities during this sabotage, they are loaned a *harp of infinite melodies* for the duration of the event.

↪ If the PCs decline, the event still occurs, and the hiring party finds someone else to do it: the party gains wind of what happens afterward.

↪ The PCs can accept. If they perform normally, ignoring the ulterior motive, they will of course forfeit the monetary reward, and the hiring party will expect the return of their *harp*.

Assuming that sabotage is not in the party’s character, and that this is good roleplaying, they benefit from ✨ **1 Reward Star** in the aftermath. Furthermore, they may threaten to turn in the hiring party for attempted sabotage; although the hiring party will complain and threaten back, no skill check is required to see through their bluff; they will back off and allow the party to keep the *harp* in exchange for their silence.

↪ If the PCs accept, and sabotage the event as requested,

they are rewarded with the money as promised. “Sabotage” can take many forms, in relation to the nature of the event, the nature of the revenge, and the alignment and character of the party; even something as simple as causing strife or *charming* the bride could work, as could a bloody carnage. At the GM’s discretion, so long as the actions taken are in league with good roleplaying, the party benefits from ✨ **1 Reward Star** as well. Finally, threats or hints of any nature will convince the Quest-giver to let the party keep the *harp* for their success.

Harp of Infinite Melodies

User

CR 1; XP 200

CG; Medium Humanoid (Elf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Bard 1	Bard 6	Bard 10	Bard 14
SIZE / ALN	Medium CG Elf (High)	Medium CG Elf (High)	Medium CG Elf (High)	Medium CG Elf (High)
HP	8	32	53	74
ARMOR CLASS	14	15	17	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 14 (+4)	DEX 14 (+5)	DEX 16 (+7)	DEX 18 (+9)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 18 (+6)	CHA 20 (+8)	CHA 20 (+9)	CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12 +2 Dulcimer, Lute, Lyre	Passive Perception 13 +3 Dulcimer, Lute, Lyre	Passive Perception 14 +4 Dulcimer, Lute, Lyre	Passive Perception 15 +5 Dulcimer, Lute, Lyre
LANGUAGES	Common, Elvish, Halfling			
ATTACKS	Melee Dagger +4 (1d4+2)	Melee Dagger +5 (1d4+2)	Melee Dagger +7 (1d4+3)	Melee Dagger +9 (1d4+4)
	Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	Ranged Dagger (Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2)	Ranged Dagger (Thrown) 20 ft.: +7 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)
	Melee Shortsword +4 (1d6+2)	Melee +1 Shortsword +6 (1d6+3)	Melee +2 Shortsword +9 (1d6+5)	Melee +3 Shortsword +12 (1d6+7)
	Ranged Shortbow) --> 30 ft.: +4 (1d6+2); 120 ft.: +4 (1d6+2)	Ranged Shortbow) --> 30 ft.: +5 (1d6+2); 120 ft.: +5 (1d6+2)	Ranged Shortbow) --> 30 ft.: +7 (1d6+3); 120 ft.: +7 (1d6+3)	Ranged Shortbow) --> 30 ft.: +9 (1d6+4); 120 ft.: +9 (1d6+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting

SPELL-CASTING

Save DC 14; Spell Atk +6 1st: charm person; cure wounds	Save DC 16; Spell Atk +8 3rd: dispel magic; sending; tongues 2nd: enthrall; magic mouth; silence 1st: charm person; cure wounds; identify; sleep	Save DC 17; Spell Atk +9 5th: dominate person; seeming 4th: confusion; dimension door; hallucinatory terrain 3rd: dispel magic; sending; tongues 2nd: enthrall; magic mouth; silence 1st: charm person; cure wounds; identify; sleep	Save DC 18; Spell Atk +10 7th: teleport 6th: find the path 5th: dominate person; seeming 4th: confusion; dimension door; hallucinatory terrain 3rd: dispel magic; sending; tongues 2nd: enthrall; magic mouth; silence 1st: charm person; cure wounds; identify; sleep
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EQUIPMENT

Dagger; shortsword; studded leather armor; shortbow; arrows (20x)	Dagger; +1 shortsword; +1 studded leather armor; shortbow; arrows (20x)	Dagger; +2 shortsword; +2 studded leather armor; shortbow; arrows (20x)	Dagger; +3 shortsword; +3 studded leather armor; shortbow; arrows (20x)
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SPECIAL ABILITIES

- Ability Score Increase** Your Dexterity score increases by 2.
- Ability Score Increase** Your Intelligence score increases by 1.
- Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Elf Weapon Training** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- Fey Ancestry** You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- Keen Senses** You have proficiency in the Perception skill.
- Languages** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.
- Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.
- Bardic Inspiration** You can inspire others through stirring words or music.

To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or

words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Secrets By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Harp of Sorrows

Harp of Sorrows (instrument)

Value:

3,900 gp / 14,000 gp / 33,000 gp / 71,000 gp

Weight 2 lbs.; **Materials** wood, string, bone; **Nature** magical; **Aura** strong enchantment / transmutation; **Slot** hand (instrument)

CL: 6th / 10th / 12th / 14th

Effect Summary:

- +1 DC to all **Bardic Performance** effects; +1 **Performance** bonus
- +1 DC to all **Bardic Performance** effects; +2 **Performance** bonus; +1 **damage** per die to sonic spells or spell effects produced using the *harp*
- +2 DC to all **Bardic Performance** effects; +4 **Performance** bonus; +1 **damage** per die to sonic spells or spell effects produced using the *harp*
- +3 DC to all **Bardic Performance** effects; +6 **Performance** bonus; +2 **damage** per die to sonic spells or spell effects produced using the *harp*

Description

Talented players of this instrument can imbue those listening with a sense of true regret, dread, and despair. Depending on the mental resistance offered, those afflicted might be distracted, wearied, rendered entirely unable to fight, or even rendered incapacitated or comatose.

Most iterations give a visual impression of being dreary, grey, and have a greasy wooden texture. The harp is typically carved from driftwood taken from a swamp and air-dried in a graveyard.

Effect

Harps of sorrows may have up to four types of beneficial effect.

First, all *harps of sorrows* grant a bonus to the DC of **Bardic Performances** that are generated using the *harp*. There is no limit to the number of times this benefit is generated, and it may apply to any number of users throughout the day.

Secondly, all types of *harp* also grant **bonuses** to **Performance** skill checks made using the *harp*, as listed.

Thirdly, most *harps of sorrows* grant **bonuses to damage effects** produced by Bardic powers while holding the harp; this includes any Bardic Performances and Bard spells cast. Only spells with the **Sonic descriptor** gain this benefit.

Synergy & Sets

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



Discovery

A *harp of sorrows* may be discovered being played, on the body of an adventurer, or even in a long-lost treasure hoard.

Although clearly potent and almost certainly magical simply from inspection, the *harp* is quite gloomy, and as a result is not as sought after or coveted innately as other magical instruments might be.

Carved runes and symbols around the device give some inkling as to its powers, but absent a clear explanation from a current and knowledgeable owner, a would-be player requires some research or trial-and-error to figure out how to use the device's spell-like abilities.

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

Ubiquity

Harps of sorrows are quite rare. Those that exist are seldom talked about or referenced, giving the impression of uniqueness or even greater rarity.

Notoriety

Someone carrying a *harp of sorrows* is likely to be recognized as a Bard with a masterwork instrument of peculiar and grim design. One might reasonably conclude that the bearer has necromantic leanings, even.

Table 7: Harp of Sorrows Flavors

Difficulty Band	Prefix	Bardic Performance DC	Performance Bonus	Sonic Dmg/Die
Low	Minor	+1	+1	-
Moderate	Lesser	+1	+2	+1
Advanced	Greater	+2	+4	+1
Elite	Elite	+3	+6	+2

Quirks of Ownership

None. Even those who lust after magical instruments will not be overly inclined to do so over the *harp of sorrows*, unless they have prior experience with the specific device and are aware of its true nature.

History & Background

The first *harp of sorrows* was designed to be played only once.

Two Bards fell in love, long ago. Life was sweet, and joyous, for a time. Their burgeoning passion enhanced not only their demeanor and happiness, but also their performance abilities: although somewhat mediocre individually, truly, each was uplifted by the other, and when the two played together, it was masterful.

This phenomenon, and their love, grew a reputation, to the point where the duo was hired together to perform, and then to discuss their relationship afterwards. Held as inspiration to the lovelorn and talentless alike, they grew in fame and wealth.

As is oft the case in tales of love and success, there were those who grew jealous of the duo, and plotted to destroy what made them special. Charm spells and love potions failed, as the duo were ever canny to threats, having themselves employed them on occasion in their former lives. Poison and sabotage failed, for similar reason.

It took a king to bring them down, in the end: having seen her perform, a nobleman lusted after the female of the duo. Gifts, cajoling, threats, and even a failed kidnapping all saw his love scorned. Feeling mocked and belittled, the nobleman beseeched his king to hire the woman for his birthday, but to make it a surprise, to not tell the woman for whom she was to perform.

When she showed up to play, the trap was sprung; one final time, the scion asked for his attentions to be returned. Once more, he was scorned. Enraged, he had the female Bard tossed in jail.

The scion, now angry well past the point of reason, threatened to kill the woman if she did not sleep with him. Confident in her love's abilities and commitment, she didn't even answer him.

Knowing it folly to go against the armed might of the castle, the male Bard of the duo resigned himself to an heroic, but suicidal, rescue attempt. He commissioned the *harp of sorrows* to aid him in his plight: a device designed to enhance power, but even with its aid, he knew that he was

outmatched.

One night, the male Bard performed under a disguise, and, revealing himself afterwards, cut a bloody swath of guests, dignitaries, and guards on his way to find his lady love.

There, in front of her at last, he was undone: the scion held a knife to her throat. With a resigned shared glance that confirmed his only option, the male Bard proceeded to sing a song that brought them all death.

Many have shied away from the artifact in the wake of knowing its history, considering it cursed, or at best in gruesomely bad taste, to ever play again.

Rumors & Lore

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

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

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



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

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

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

- Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these

purposes.

-  **Use Context C:**
 If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
 If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *harp of sorrows* into your gaming sessions beyond simply "the entertainer drops a nifty-looking lyre", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes, perhaps alone of all character types, might be drawn to the tragic backstory of the *harp*, and desirous of righting any wrongs associated with it. That said, the scion and his misdeeds are hundreds of years old, with any vestige of imbalance remedied or lost to history.

It's much more likely that they would be uncomfortable with the *harp of sorrows* being used as a simple combat tool.

Rogues

Rogues who multiclass as Bards are likely to be some of the most covetous of this artifact.

Marcial Characters

These classes would almost certainly simply pass it to the group's Bard, or, lacking one such, would resell it without much thought.

Arcane Classes

The artifact has great power, regardless of whether one has need of its particular uses in the context of Bardic performances. Arcanists might use it for research, or simply resell it if the party lacks a Bard.

Monks, Rangers, and Druids

These classes also are likely to multiclass with some Bardic influence, and as such might be interested in the *harp of sorrows*.

General Hooks

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

motivations of the party.

In Sorrow's Steps

Misunderstanding the namesake of the device, a doomed Bard commissions the party to play at his funeral.

This scenario forms the basis for the somewhat unique **Quest** below.

Collector

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

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

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


Memento Mori

A penniless vagrant accosts the party, claiming to be a formerly famous performer who was wronged and ruined by a jealous competitor.


He has but one meaningful possession left, and it is the party's, if they will but promise to use it for revenge.







Quests

Another, more thorough, means of introducing a *harp of sorrows* is via the following **Quest**.

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

Quest: Seeding Sorrow

 **Summary:** A doomed entertainer asks the PCs to play his favorite instrument at his impending funeral.

 **Rewards:**  100 gp /  1,000 gp /  10,000 gp /  25,000 gp (promised); up to  **2 Reward Stars**; *harp of sorrows*

 **Locations:** Any.

 **Key NPCs:** None.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs are approached by a well-to-do looking older woman with an air of the dramatic. She lays out her situation plainly: she has an incurable disease, and rather than waste away slowly and lose what is left of her physical and mental abilities, she prefers to go out while she is still aware of her impact to the world.

She has arranged to poison herself in a fortnight. It's hardly a sad affair, however, for, as she points out, who else gets to plan their own funeral?

She has no parents, no children, and no siblings, and cares not to seek out any family more far-flung than that. The performer has always hated charity, preferring to believe

FlexTable 5: Harp of Sorrow Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	10	A special harp grants Bardic powers to those who play it.	✓ True. But this could apply to virtually any magic harp.
15-29	15-30	15-30	01-30	12	Certain magic harps allow the player to cast more powerful versions of spells they already know.	✓ Partially True. One might read this and conclude that the power in question is a metamagic feat, but it is somewhat close to the truth.
30-44	31-45	31-45	31-39	14	A <i>harp of sorrows</i> was once crafted as a means of facing a horde of guards to save the player's lady love.	✓ True. An oversimplification of the origin, but accurate as far as it goes.
45-59	46-60	46-60	40-49	15	A <i>harp of sorrows</i> grants greater power and enhanced abilities to a Bardic wielder.	✓ True. Somewhat vague, however.
60-74	60-69	60-69	50-59	18	Playing a <i>harp of sorrows</i> causes great pain and suffering in those who hear it.	✗ False. Well, technically, this could be accurate, depending on the actions of the Bard wielding it, but the origin of the effect is not innately the harp itself.
75-89	70-97	70-94	60-69	16	Each time a <i>harp of sorrows</i> is played, someone dies.	✗ False. Technically probably true, given the huge amount of people in the Realm... but the <i>harp</i> doesn't kill them merely by being played.
90-00	98-00	95-00	70-00	13	Great power is granted to the wielder of a <i>harp of sorrows</i> ... but woe betide the Bard who plays it while in love, for the device will cause great suffering for the beloved.	✗ False. Despite the horrid origin of the artifact, the <i>harp of sorrows</i> lacks any such curse or effect.

that one's talent is what gives one wealth and success in life. As a result, she intends to leave none of her modest fortune to anyone, instead spending nearly everything on her funeral and after-party.

Her only request is that the PCs play her harp of sorrows at her funeral. Thereafter, they are welcome to stay for the party, and may keep a small fee and the *harp* for their troubles.

↪ The PCs may refuse. The venerable entertainer will shrug, and simply find someone else. She will not negotiate.

↪ Evil and greedy PCs may simply kill her where she stands. Though quite a talented bard, she poses no threat in her advanced condition, and in any event would not in any way turn down an opportunity to die in such a dramatic fashion.

Such an action is quite evil indeed, however, and should merit considerable consequences unless it is very solidly in keeping with the party's character.

In any event, however, this approach yields the woman's remaining fortune—which is the fee she would have paid them—and the *harp of sorrows*.

↪ Alternately, of course, the PCs can simply perform as asked. The doomed artiste has no setlist, no tune in mind, necessarily: she wants merely for the instrument specifically to be played as her colleagues and townsfolk wish her well into the afterlife.

Doing so grants the party the fee listed, ✨ **1 Reward Star**, and the harp of sorrow.

If the party makes a speech, places flowers on her grave, or in any other way marks the occasion in a manner greater than simply complying to her request, they are owed an additional ✨ **1 Reward Stars**.

Harp of Sorrows User

CR 1; XP 200

NE; Medium Humanoid (Human)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Bard 1	Bard 6	Bard 10	Bard 14
SIZE / ALN	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	8	31	54	81
ARMOR CLASS	15	17	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 14 (+2) DEX 17 (+5) CON 11 (+0) INT 10 (+0) WIS 7 (-2) CHA 19 (+6)	STR 14 (+2) DEX 18 (+7) CON 11 (+0) INT 10 (+0) WIS 7 (-2) CHA 20 (+8)	STR 14 (+2) DEX 20 (+9) CON 11 (+0) INT 10 (+0) WIS 7 (-2) CHA 20 (+9)	STR 14 (+2) DEX 20 (+10) CON 13 (+1) INT 10 (+0) WIS 7 (-2) CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8 +2 Flute, Horn, Lute	Passive Perception 8 +3 Flute, Horn, Lute	Passive Perception 8 +4 Flute, Horn, Lute	Passive Perception 8 +5 Flute, Horn, Lute
LANGUAGES	Common, Goblin			
ATTACKS	Ranged Crossbow, Light) --> 80 ft.: -5 (1d8+3); 320 ft.: -5 (1d8+3) Melee Mace +4 (1d6+2)	Ranged Crossbow, Light) --> 80 ft.: -3 (1d8+4); 320 ft.: -3 (1d8+4) Melee +1 Mace +6 (1d6+3)	Ranged Crossbow, Light) --> 80 ft.: -1 (1d8+5); 320 ft.: -1 (1d8+5) Melee +2 Mace +8 (1d6+4)	Ranged Crossbow, Light) --> 80 ft.: +0 (1d8+5); 320 ft.: +0 (1d8+5) Melee +3 Mace +10 (1d6+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Languages, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
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SPELL-CASTING

Save DC 14; Spell Atk +6 1st: cure wounds; disguise self	Save DC 16; Spell Atk +8 3rd: fear; stinking cloud; tiny hut 2nd: detect thoughts; hold person; knock 1st: cure wounds; disguise self; hideous laughter; silent image	Save DC 17; Spell Atk +9 5th: dream; geas 4th: dimension door; greater invisibility; hallucinatory terrain 3rd: fear; stinking cloud; tiny hut 2nd: detect thoughts; hold person; knock 1st: cure wounds; disguise self; hideous laughter; silent image	Save DC 18; Spell Atk +10 7th: etherealness 6th: guards and wards 5th: dream; geas 4th: dimension door; greater invisibility; hallucinatory terrain 3rd: fear; stinking cloud; tiny hut 2nd: detect thoughts; hold person; knock 1st: cure wounds; disguise self; hideous laughter; silent image
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EQUIPMENT

Light crossbow; mace; studded leather armor; crossbow bolts (20x)	Light crossbow; +1 mace; +1 studded leather armor; crossbow bolts (20x)	Light crossbow; +2 mace; +2 studded leather armor; crossbow bolts (20x)	Light crossbow; +3 mace; +3 studded leather armor; crossbow bolts (20x)
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SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

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

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard

would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Secrets By 10th level, you have plundered magical knowledge

from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Hell's Bell

Hell's Bell

Value:

✕ 14,000 gp / ✕ 51,000 gp /
✕ 98,000 gp / ✕ 142,000 gp

Weight 140 lbs.; **Materials** iron, blood; **Nature** magical; **Aura** strong abjuration [evil]/enchantment (charm) [mind-affecting]/necromancy; **Slot** n/a

CL: ✕ 6th / ✕ 10th / ✕ 14th / ✕ 18th

Effect Summary:

- ✕ *charm person* (DC 14, 3x/day); up to 6 creatures for each effect
- ✕ *charm person* (DC 15, 5x/day); *suggestion* (DC 16, 3x/day); *inflict wounds* (DC 16, 2x/day, evil creatures immune); up to 10 creatures for each effect
- ✕ *charm person* (DC 16, 5x/day); *suggestion* (DC 17, 5x/day); *inflict wounds* (DC 17, 3x/day, evil creatures immune); *dispel evil and good* (DC 18, 1x/day); *dispel magic* (DC 18, 2x/day); up to 14 creatures for each effect
- ✕ *charm person* (DC 17, 5x/day); *suggestion* (DC 18, 5x/day); *inflict wounds* (DC 18, 3x/day, evil creatures immune); *dispel evil and good* (DC 19, 3x/day); *dispel magic* (DC 19, 3x/day); up to 18 creatures for each effect

Description

This immense bell is coated in infernal runes, set in a blue-green metal that is slimy to the touch. The bell is over 9' tall, and weighs well over three tons.

The clapper, made from the same material as the bell itself, is carved to look like two devils in profane embrace, leering down on whomever looks at up into the bell from below.

Effect

The *hell's bell* is somewhat unique in that it typically does not have a single user or wielder when its abilities are employed. Instead, it must be set up in a bell tower or similar structure.

It's possible to configure an improvised framework for the *bell*; however, it is essential that it be allowed to swing freely from side to side so that its clapper may activate.

Once it is ensconced in an appropriate infrastructure, operation of the *bell* is straightforward: one simply presses the appropriate symbols to denote the desired effect, and then the *bell* is swung.

Each version of the *bell* has a variety of abilities, each of which is treated as a spell-like ability. Only one may be used at a time. The limitations as to number of times per day reset in full 24 hours after the first use of each ability.

To change from one ability to another, runes on the *bell* must be pressed; as this is virtually impossible while the *bell* is



swinging, it must be stopped (which requires a full-round action) before a new ability is activated. Pressing runes to pick an ability is a standard action; swinging the bell is also a standard action.

So, if the *bell* is currently swinging, it requires a minimum of 5 rounds to fully activate another ability: 1 full round to stop the *bell*, a standard action to pick the new ability, a standard action to swing the *bell*, and 2 rounds for the ability to activate. If two people are involved, they may work together to compress this timeline: in the same single round, the *bell* may be stopped, a new ability selected, and swung again.

All spell-like abilities may affect up to the maximum number of creatures mentioned; this overrides the normal behavior of the spells involved. Creatures closer to the bell are affected first. At the GM's discretion, which creatures are affected may be impacted by obstacles and

Creatures must be able to hear in order to be affected by the *bell*. Creatures that are deafened, either temporarily, permanently, or by their nature, cannot be affected by the *bell's* abilities. Creatures immune to sonic or sound-based effects are immune to those generated by the *bell*.

All spell-like abilities generated by the bell gain the **Sonic** descriptor while in use.

Crucially, any creature who has touched the *bell* in the last hour is immune to its effects, so long as they are within 20' of the device as it is rung.

Synergy & Sets

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

Table 8: Hell's Bell Flavors

Difficulty Band	Prefix	Spell-Like Abilities	Scope of Effect
☒ Low	Minor	<i>charm person</i> (DC 14, 3x/day)	Up to 6 creatures
☒ Moderate	Lesser	<i>charm person</i> (DC 15, 5x/day); <i>suggestion, mass</i> (DC 16, 3x/day); <i>inflict light wounds, mass</i> (DC 16, 2x/day, evil creatures immune)	Up to 10 creatures
☒ Advanced	Greater	<i>charm person</i> (DC 16, 5x/day); <i>suggestion</i> (DC 17, 5x/day); <i>inflict wounds</i> (DC 17, 3x/day, evil creatures immune); <i>dispel evil and good</i> (DC 18, 1x/day); <i>dispel magic</i> (DC 18, 2x/day)	Up to 14 creatures
☒ Elite	Elite	<i>charm person</i> (DC 17, 5x/day); <i>suggestion</i> (DC 18, 5x/day); <i>inflict wounds</i> (DC 18, 3x/day, evil creatures immune); <i>dispel evil and good</i> (DC 19, 3x/day); <i>dispel magic</i> (DC 19, 3x/day)	Up to 18 creatures

Discovery

A *hell's bell* is almost always discovered in a bell tower or similar infrastructure.

Whether it has ever been rung, or is covered in the dust of eons and neglected, or whether it is used to preside over weekly ceremonies and punishments, it is always ensconced in a frame and ready to ring.

The carvings about the device are hieroglyphical in a somewhat easily interpretable sense, though trial and error are likely necessary to interpret which symbols denote which abilities.

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

Ubiquity

These artifacts are effectively **unique** for the purposes of most storytelling and campaign settings.

Notoriety

Whether used for magical purposes, or simply used as a summons to an evil church, *hell's bells* are not simple objects, or easily dismissed.

Stories abound of those who have glimpsed one, and the image haunts their dreams. In their nightmares, those who have heard the *bell's* peal and survived see horrible twisted images in the carved iconography.

Quirks of Ownership

These potent and foreboding artifacts are gruesome examples of vile power focused and used for ill intent. It is impossible to have a *hell's bell* and not have it be a focal point—for a church, for ritual, or as a punishment.

Remember the size and weight of the device: it is generally speaking not feasible for a standard adventuring party to

either transport, or make use of, this artifact outside of a very specific enclosure dedicated for the purpose.

☐ It is strongly suggested that any GM choosing to include a *hell's bell* in their adventures make it a centerpiece to either an adventure, or a setting. It should define a tribe, or a cult, or a building; its description and use should define a vile presence that is inescapable.

History & Background

Unsurprisingly, the *hell's bell* was forged as a device of pain and power, crafted by an evil cult bent on destruction and blood.

An evil cult centered on sentient sacrifice designed the *bell* as a means of focusing attendance and punishing those deserving of pain. Once created, it stood at floor level in a special brass enclosure constructed specifically for the purpose.

Peals echoed through the cult's underground demesnes, calling all to ritual.

During ceremonies, those judged unworthy were made to suffer the effects of the *bell*, alone, while the rest of the congregation circled about the device to ensure safety and to focus their wrath.

Those seeking to gain admittance to the cult were first tested via the *bell's* dispelling abilities to ensure their nature and commitment.

Such is the horrid tone of the *bell's* clapper, and such is the overwhelming presence of the device and the zeal of its brethren, that many willing applicants turned and fled during initiation, even if none of the magical aspects of the *bell's* function had yet been activated.


For many decades, the cult used the *bell* in this vein, until the inherent chaos of the membership brought about their ruin. In the aftermath of bloody slaughter, few cultists remained standing... and the *bell* fell into disuse.


Rumors & Lore

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

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *hell's bell* into your gaming sessions beyond simply "at the head of the church, next to a pulpit covered in ichor, stands an enormous bell", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

All but the most evil Clerics would want a *hell's bell* found and destroyed. Indeed, for Paladins or Good-aligned Clerics, this could form the basis of an entire crusade, mission... or even character backstory.

Rogues

Even the best Rogue would find it difficult to steal something that might be larger than they are.

That said, disabling or otherwise preventing a *hell's bell* from being used may be right up their alley.

Martial Characters

These classes are best suited to a direct approach on a *hell's bell*; even if it is ringing with its most vile magic, they stand a good chance of sustaining injury enough to get close.

Arcane Classes

Arcanists may want to study the bell, but it's likely that their view will be overruled by others. That said, knowledge-seeking Wizards might point out the inherent difficulty in destroying something so powerfully magical, and large and sturdy in its own right.

This disagreement of destroy vs. study might form the basis of a very interesting personality conflict or division among the party, or between the party and other interested stakeholders.

Monks, Rangers, and Druids

These classes may have the most ambivalent perspective on the artifact: yes, it's likely being used for terrible purpose, but let's focus on solving the problem of who is using it, not what the device inherently is.

General Hooks

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

Tolls for Chee

One of the party is kidnapped in the middle of the night. Tracking the kidnappers, the rest of the party finds that the stolen PC has been brought by cultists in front of a *hell's bell* for judgment and punishment. The actual cause for this, or perceived injustice committed against the cult, is almost irrelevant to the nature of the rescue that now stands before the group.

Collector

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

A Collector, or group thereof, asks the PCs to retrieve the *hell's bell* from its current cult, and to return it so that it might be stored among other valuables.

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

Forged in Blood

The PCs are tasked with infiltrating an evil cult, and

FlexTable 6: Hell's Bell Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A magic bell grants evil cults special powers.	✓ True. A very, very succinct summary of the device.
15-29	15-30	15-30	01-30	13	Long ago, an evil cult forged a magic bell as a means of focusing their power and punishing the unworthy.	✓ True. A solid summary of the artifact's history.
30-44	31-45	31-45	31-39	16	Those using a <i>hell's bell</i> are immune to its effects.	✓ True. Please see the description of Effects for more detail.
45-59	46-60	46-60	40-49	14	A <i>hell's bell</i> can inflict pain, mental influence or destruction upon those who hear it.	✓ True. A very truncated summary of the item's effects.
60-74	60-69	60-69	50-59	19	Certain versions of a <i>hell's bell</i> can dispel enchantments, good, and produce pain and suffering when they peal.	✓ True. These are all abilities of certain <i>bells</i> .
75-89	70-97	70-94	60-69	13	A special magic bell causes blood to flow out of the victims' ears and nose when struck.	✗ False. This is not the function of the artifact.
90-00	98-00	95-00	70-00	16	A <i>hell's bell</i> has the power to siphon out the souls of the listeners.	✗ False. This is not the function of the artifact.

retrieving a magic bell used for their rituals.

This scenario forms the basis of the **Quest** described below.

Quests

Another, more thorough, means of introducing a *hell's bell* is via the following **Quest**.

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

Quest: Forged in Blood

Summary: The party is asked to infiltrate an evil cult, and to retrieve or destroy the bell used for their vile rituals.

Rewards: 3,500 gp / 9,200 gp / 14,000 gp / 27,000 gp (promised); up to 2 **Reward Stars**; *hell's bell*

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A prominent city authority gives the PCs a mission: investigate a nearby cult operating outside of town, and either steal, disable, or destroy the magic bell that is rumored to power their rituals.

It is thought that the cult and its membership is too powerful to take down via a direct assault—and indeed, they have several dozen members. The thinking is that much of the mystique and influence of the cult is derived from the power of its artifact, so if that source is disabled, the membership will dissolve, and the cult will lose its power.

Infiltrating the cult proves somewhat easy, as they are always on the lookout for new members. However, it requires that the PC(s) in question endure the power of the *hell's bell* at close range, individually.


If the PCs ignore the request, the cult will continue to grow, and the PCs will be asked again to help. They may return at any time, but it should be underscored that the threat of the cult trying to attack the city and take it over grows with each month. Good-aligned PCs can hardly refuse to at least investigate without a challenge to their character.

If the PCs accept, they will have to endure a series of **skill checks** and social challenges to connect with existing cultists and get initiated. The exact nature is left flexible in service to your campaign world.

Successfully gaining membership grants the PC in question 1 **Reward Star** immediately.

Once initiated, it's a simple task to sneak the other PCs into the cult's headquarters. From there, they may attempt to steal it; this is easier said than done, since it is large and heavy. It's nearly impossible to destroy on-site, as the noise will almost certainly summon attention.

Successfully destroying, or retrieving, the bell is worth

another  **1 Reward Star** to all involved, and the monetary reward described.

Note that it is not feasible for the party to end up owning the *hell's bell* once the **Quest** is completed, owing to the device's size and unique requirements to operate. In addition, the village authority will have some serious questions as to what the party might intend to do with it.

Hell's Bell User

CR 1; XP 200

LE; Medium Humanoid (Tiefling)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Cleric 1	Cleric 6	Cleric 10	Cleric 14
SIZE / ALN	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling
HP	8	38	59	86
ARMOR CLASS	16	18	19	21
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 12 (+1) DEX 13 (+1) CON 11 (+0) INT 8 (-1) WIS 17 (+5) CHA 15 (+4)	STR 12 (+1) DEX 13 (+1) CON 11 (+0) INT 8 (-1) WIS 19 (+7) CHA 15 (+5)	STR 12 (+1) DEX 14 (+2) CON 11 (+0) INT 8 (-1) WIS 20 (+9) CHA 15 (+6)	STR 12 (+1) DEX 16 (+3) CON 11 (+0) INT 8 (-1) WIS 20 (+10) CHA 15 (+7)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 13	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	Melee Mace +3 (1d6+1) Ranged Crossbow, Light) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1) Melee Dagger +3 (1d4+1) Ranged Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Melee +1 Mace +5 (1d6+2) Ranged Crossbow, Light) --> 80 ft.: +4 (1d8+1); 320 ft.: +4 (1d8+1) Melee Dagger +4 (1d4+1) Ranged Dagger (Thrown) 20 ft.: +4 (1d4+1); 60 ft.: +4 (1d4+1)	Melee +2 Mace +7 (1d6+3) Ranged Crossbow, Light) --> 80 ft.: +6 (1d8+2); 320 ft.: +6 (1d8+2) Melee Dagger +6 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +6 (1d4+2); 60 ft.: +6 (1d4+2)	Melee +3 Mace +9 (1d6+4) Ranged Crossbow, Light) --> 80 ft.: +8 (1d8+3); 320 ft.: +8 (1d8+3) Melee Dagger +8 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +8 (1d4+3); 60 ft.: +8 (1d4+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Bonus Proficiency, Cantrips, Disciple of Life, Divine Domain, Spellcasting Ability

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability

SPELL-CASTING

Save DC 13; Spell Atk +5
1st: *command; inflict wounds*

Save DC 15; Spell Atk +7
3rd: *animate dead; dispel magic; glyph of warding*
2nd: *blindness/deafness; hold person; silence*
1st: *command; inflict wounds; protection from evil and good; shield of faith*

Save DC 17; Spell Atk +9
5th: *geas; raise dead*
4th: *banishment; divination*
3rd: *animate dead; dispel magic; glyph of warding*
2nd: *blindness/deafness; hold person; silence*
1st: *command; inflict wounds; protection from evil and good; shield of faith*

Save DC 18; Spell Atk +10
7th: *symbol*
6th: *forbiddance*
5th: *geas; raise dead*
4th: *banishment; divination*
3rd: *animate dead; dispel magic; glyph of warding*
2nd: *blindness/deafness; hold person; silence*
1st: *command; inflict wounds; protection from evil and good; shield of faith*

EQUIPMENT

Mace; chain shirt; shield; light crossbow; crossbow bolts (20x); dagger

+1 Mace; chain mail; shield; light crossbow; crossbow bolts (20x); dagger

+2 Mace; +1 chain mail; shield; light crossbow; crossbow bolts (20x); dagger

+3 Mace; +2 chain mail; shield; light crossbow; crossbow bolts (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

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

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 15.

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

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

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

regain your expended uses.

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

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

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

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

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

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

Magister Runes

Magister Runes

Value:

☒ 3,500 gp / ☒ 17,000 gp /
☒ 72,000 gp / ☒ 162,000 gp

Weight 1 lb.; **Materials** crystal; **Nature** magical; **Aura** moderate enchantment (charm, compulsion) [mind-affecting]/necromancy [fear, mind-affecting]; **Slot** n/a

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Effect Summary:

- ☒ Effect options: *symbol* (does not require reading); all numeric effects are reduced by 75%, rounded down (e.g., 10d10 damage becomes 3d10)
- ☒ Effect options: *symbol* (does not require reading); all numeric effects are reduced by 50%, rounded down (e.g., 10d10 damage becomes 5d10)
- ☒ Effect options: *symbol* (does not require reading); all numeric effects are reduced by 25%, rounded down (e.g., 10d10 damage becomes 7d10)
- ☒ Effect options: *symbol* (does not require reading)

Description

These runes always take on the appearance of quartz crystal, with the rune suspended within the mineral itself.

In some versions, the runes glow red, blue, or purple from within the crystal's substance.

Effect

Ordinarily, *magister runes* are in a dormant state, and are harmless.

With a standard action, they may be activated. When activating a *magister rune*, the holder selects one of the effect options listed. Two rounds later, the rune fully activates.

A fully-activated *magister rune* functions as the spell effect selected during activation, as though the spell had been cast on the crystal itself.

There is no duration limit on an activated *magister rune*.

Any living creature who touches a fully activated *magister rune* triggers the effect selected immediately. After the effect is resolved, the spell disappears, and the *rune* returns to a dormant and harmless state.

Even for the person who activated it, there is no workaround to disable a fully-activated *magister rune*—there is no “cancel” button, or other means to suppress its effect from triggering.

Similarly, there is no means to change the desired effect; once a *magister rune* is fully activated, the only means of changing that state is to trigger it and suffer the consequences.

Crafty PCs might conspire to push a rat against the item, so as to trigger the device without themselves suffering the effects.



A *magister rune* may be re-used any number of times.

Enterprising PCs may attempt to fire *magister runes* via a sling or other device in an attempt to get them to contact enemies at range; doing so requires the use of gauntlets or other heavy gloves or hand protection to avoid activating the *rune*.

Synergy & Sets

Magister runes are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

The exception is when multiple *magister runes* are **bundled**. The *runes* will adhere to each other if pressed together. A bundle of *runes* may be activated simultaneously using the same standard action; thereafter, anyone who triggers any of the *runes* in the bundle will trigger all of the *runes* in the bundle.

The effects produced in such a configuration are individually identical to non-bundled *runes*.

Discovery

Most *magister runes* are discovered fully activated, and function therefore as traps.

Unless armed with foreknowledge about the nature and possible presence of a *magister rune*, they are nearly indistinguishable from other jewels and gemstones in a treasure pile.


Occasionally, a *rune* will be found in the collection of a gem dealer, but it will always be the “odd one out” of the collection: no cutting impement seems to affect it, and

Table 9: Magister Rune Flavors

Difficulty Band	Prefix	Effect Options
☒ Low	Minor	<i>symbol</i> (does not require reading); all numeric effects are reduced by 75%, rounded down (e.g., 10d10 damage becomes 3d10)
☒ Moderate	Lesser	<i>symbol</i> (does not require reading); all numeric effects are reduced by 50%, rounded down
☒ Advanced	Greater	<i>symbol</i> (does not require reading); all numeric effects are reduced by 25%, rounded down
☒ Elite	Elite	<i>symbol</i> (does not require reading)

therefore despite its size and obvious quality, it's impossible to craft it into a setting or carve it into a more radiant or reflective presentation.

Activating a *magister rune* requires knowledge of what the device can do, and the particular nature of the iteration in question. Lacking explanation or research, there is no amount of trial and error that will generate this insight.

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

Ubiquity

Magister runes are fairly common for odd magical items. They're used as traps, wards, and deterrents, primarily.

Notoriety

As *magister runes* appear nearly identical to gemstones and jewels, owning or holding one is no cause for great distraction, even for those who know of the existence of such objects.

Quirks of Ownership

Owning a *magister rune* causes no unusual consequences.

History & Background

These items were first crafted as an attempt to codify knowledge.

Hundreds of years ago, a wizard with a particular penchant for gemstones grew fed up with spellbooks and parchment. Wishing instead to leverage the structure of crystals and minerals, she concocted a means of storing magical energies and writings in the substance of a stone.

Starting from a nearly-pristine crystal or gem, the wizard was able to store a spell for later activation. However, the result was unstable: spells would trigger days, even hours, after they were stored, causing no end of havoc.

After a decade of further refinement, the *magister runes* we know of today were the best result she obtained.


Unfortunately, one of her earlier trials, used to store a *fireball* spell, exploded years after it was first activated; the resulting fire destroyed all her notes as well as the wizard


herself.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *magister rune* into your gaming sessions beyond simply "atop the hoard is a peculiar-seeming gemstone", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes would appreciate getting their hands on arcane powers, particularly higher-level ones. Laying traps may not fall well within the typical approach of Paladins and Clerics, but it's difficult to shun a useful option.

Rogues

Rogues are used to working around traps; setting them is right up the alley of several roguish types. What better way to set a trap than with a magical item that is safe until activated?

Marcial Characters

These types may simply use *magister runes* as grenades, timing things just right so as to generate the needed effect.

Arcane Classes

True, arcanists might well be able to generate the same effects through spells, but why waste a spell known or a memorized spell slot when a dedicated and flexible magic item can do it for you?

Monks, Rangers, and Druids

All these classes have inclinations toward trap-setting; although *magister runes* are an expensive option, their versatility and potential effectiveness make them an excellent option.

General Hooks

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

Ever Aware

The PCs know they are being followed. It's been happening for a while, now; it's just not clear who, or what, is stalking them across their adventures.

Partly to dissuade their stalker, and partly to bring them out of the woodwork, the party might consider setting a trap with a *magister rune* so that anyone following in their wake might trip it.

Collector

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

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

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


The Frugal Trapsmith

A shopkeeper wishes to have only the very finest and best traps set to protect their wares. He's heard of a magic gemstone that can be activated as a trap, and commissions the PCs to locate it and return it to him so that he might better guard his valuables.


This scenario forms the basis for the **Quest** below.







Quests

Another, more thorough, means of introducing a *magister rune* is via the following **Quest**.

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

Quest: The Frugal Trapsmith

 **Summary:** A shopkeeper asks the PCs to steal a *magister rune* for him for use in protecting his own store.

 **Rewards:**  800 gp /  1,700 gp /  4,200 gp /  9,100 gp (promised); up to  **1 Reward Star**; *magister rune*

 **Locations:** Any.

 **Key NPCs:** None.


 **Kickoff:** Random Encounter.




 **Description:**

A wealthy merchant of some repute contacts the PCs, and asks their assistance. Nominally, the task is to help protect his store, but mechanically, the mission takes the form of stealing a *magister rune* from a magic-items shop in town.

As the shopkeeper needs only one rune, the PCs are welcome, the merchant says, to keep the others as part of their payment. In addition, he will gladly pay them the listed monetary reward.

If the PCs are caught in the act, the merchant will pretend he has never heard of the party, and they will be on their own.

 If the PCs decline, the merchant will keep the offer on the table; they may return at any time to take him up on the mission.

 If the PCs accept, they will find it an evening's quick work of a few  skill checks to obtain the runes, of which there are  **2d4** to be found. Successful completion of the task yields the party all of the listed

FlexTable 7: Magister Rune Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	10	Special gemstones can trap magical powers.	✓ True. Very, very vague, and in fact, applies equally accurately to a wide variety of established magic gems.
15-29	15-30	15-30	01-30	12	Jewels inscribed with runic carvings can be used to fuel spells.	✓ Partially True. This cosmetically describes <i>magister runes</i> in the abstract, but their power does not fuel spells so much as activates them.
30-44	31-45	31-45	31-39	14	By concentrating, one may activate a <i>magister rune</i> to trigger a spell.	✓ True. Still a bit vague as to how they function, however.
45-59	46-60	46-60	40-49	16	Those seeking a reusable magical trap can look no further than <i>magister runes</i> , an inscribed gemstone that can be used to trigger a traplike spell.	✓ True. Nearly complete explanation of the item's powers.
60-74	60-69	60-69	50-59	15	Long ago, a wizard sought to capture magical writings in gemstones. Although she failed in her attempt to replace spellbooks entirely via this approach, it did yield magical stones that can be used to set traps.	✓ True. A good summary of the item's origins, and function.
75-89	70-97	70-94	60-69	14	Magical gemstones can be used to steal the souls or intellects of those who trigger the trap.	✗ False. This is not how the item functions.
90-00	98-00	95-00	70-00	13	Jewels can be used to set traps, to store ethereal enemies in their crystalline structure.	✗ False. Although used as traps, <i>magister runes</i> are not ghost-trapping devices.

Magic Items

rewards, minus one *magister rune* for the merchant's own purposes, of course.

Magister Runes User

CR 1; XP 200

LE; Medium Humanoid (Human)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Sorcerer 1	Sorcerer 6	Sorcerer 10	Sorcerer 14
SIZE / ALN	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	9	37	62	80
ARMOR CLASS	14	14	14	15
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 6 (-2)	STR 6 (-2)	STR 6 (-2)	STR 6 (-2)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+2)
	CON 15 (+4)	CON 15 (+5)	CON 15 (+6)	CON 15 (+7)
	INT 15 (+2)	INT 17 (+3)	INT 19 (+4)	INT 20 (+5)
	WIS 7 (-2)	WIS 7 (-2)	WIS 7 (-2)	WIS 7 (-2)
	CHA 20 (+7)	CHA 20 (+8)	CHA 20 (+9)	CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
LANGUAGES	Common, Draconic, Orc			
ATTACKS	Melee Dagger +3 (1d4+1)	Melee Dagger +4 (1d4+1)	Melee Dagger +5 (1d4+1)	Melee Dagger +7 (1d4+2)
	Ranged Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged Dagger (Thrown) 20 ft.: +4 (1d4+1); 60 ft.: +4 (1d4+1)	Ranged Dagger (Thrown) 20 ft.: +5 (1d4+1); 60 ft.: +5 (1d4+1)	Ranged Dagger (Thrown) 20 ft.: +7 (1d4+2); 60 ft.: +7 (1d4+2)
	Melee Quarterstaff +0 (1d6-2)	Melee +1 Quarterstaff +2 (1d6-1)	Melee +2 Quarterstaff +4 (1d6)	Melee +3 Quarterstaff +6 (1d6+1)
	Ranged Dart) --> 20 ft.: +3 (1d4+1); 80 ft.: +3 (1d4+1)	Ranged Dart) --> 20 ft.: +4 (1d4+1); 80 ft.: +4 (1d4+1)	Ranged Dart) --> 20 ft.: +5 (1d4+1); 80 ft.: +5 (1d4+1)	Ranged Dart) --> 20 ft.: +7 (1d4+2); 80 ft.: +7 (1d4+2)
	Ranged Sling) --> 30 ft.: +3 (1d4+1); 120 ft.: +3 (1d4+1)	Ranged Sling) --> 30 ft.: +4 (1d4+1); 120 ft.: +4 (1d4+1)	Ranged Sling) --> 30 ft.: +5 (1d4+1); 120 ft.: +5 (1d4+1)	Ranged Sling) --> 30 ft.: +7 (1d4+2); 120 ft.: +7 (1d4+2)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Languages, Cantrips, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Sorcerous Origin, Spell Casting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Twinned Spell

SPELL-CASTING

Save DC 15; Spell Atk +7 1st: <i>burning hands</i> ; <i>detect magic</i>	Save DC 16; Spell Atk +8 3rd: <i>fireball</i> ; <i>stinking cloud</i> ; <i>water breathing</i> 2nd: <i>blur</i> ; <i>invisibility</i> ; <i>scorching ray</i> 1st: <i>burning hands</i> ; <i>detect magic</i> ; <i>disguise self</i> ; <i>expeditious retreat</i>	Save DC 17; Spell Atk +9 5th: <i>cone of cold</i> ; <i>hold monster</i> 4th: <i>confusion</i> ; <i>dimension door</i> 3rd: <i>fireball</i> ; <i>stinking cloud</i> ; <i>water breathing</i> 2nd: <i>blur</i> ; <i>invisibility</i> ; <i>scorching ray</i> 1st: <i>burning hands</i> ; <i>detect magic</i> ; <i>disguise self</i> ; <i>expeditious retreat</i>	Save DC 18; Spell Atk +10 7th: <i>fire storm</i> 6th: <i>chain lightning</i> 5th: <i>cone of cold</i> ; <i>hold monster</i> 4th: <i>confusion</i> ; <i>dimension door</i> 3rd: <i>fireball</i> ; <i>stinking cloud</i> ; <i>water breathing</i> 2nd: <i>blur</i> ; <i>invisibility</i> ; <i>scorching ray</i> 1st: <i>burning hands</i> ; <i>detect magic</i> ; <i>disguise self</i> ; <i>expeditious retreat</i>
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EQUIPMENT

Dagger; quarterstaff; sling; sling bullets (20x); dagger	Dagger; +1 <i>quarterstaff</i> ; sling; sling bullets (20x); dagger	Dagger; +2 <i>quarterstaff</i> ; sling; sling bullets (20x); dagger	Dagger; +3 <i>quarterstaff</i> ; sling; sling bullets (20x); dagger
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SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Copper, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Metamagic At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Sorcery Points You have 14 sorcery points. You can never have more sorcery points than 14 at once. You regain all spent sorcery points when you finish a long rest.

Twinned Spell When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Obelisk Shard

Please note that this item in particular references **dark obelisks** and **obelisk**-related effects and lore.

Although the item will make the most sense and be the most easily used in a campaign setting that includes other IGS adventures such as the **Dark Obelisk** **adventure path**, the description herein is intended to be ready-to-use as-is, without any further context or grander use.

Everything you need as a GM to drop it into any existing campaign setting or adventure should be present and easy to use, without any other information about **obelisk** lore.

Obelisk Shard (neck)

Value:

3,100 gp / 8,300 gp / 21,000 gp / 48,000 gp

Weight 1 lb.; **Materials** dark obelisk; **Nature** magical; **Aura** strong necromancy [evil]; **Slot** neck

CL: 6th / 10th / 12th / 14th

Effect Summary:

- While active: **+1** natural armor bonus to **AC**; additional **+1** bonus to **AC** when **Surprised**; **+1** bonus to **Perception** skill checks;
Total active time per day **1 hour**
- While active: **+2** natural armor bonus to **AC**; additional **+2** bonus to **AC** when **Surprised**; **+3** bonus to **Perception** skill checks; **+1** bonus to saves vs. **evocation** spells affecting user; **-1 Wisdom** penalty to user
Total active time per day **2 hours**
- While active: **+3** natural armor bonus to **AC**; additional **+4** bonus to **AC** when **Surprised**; **+6** bonus to **Perception** skill checks; **+2** bonus to saves vs. **evocation** and **transmutation** spells affecting user; **-1 Wisdom** and **-1 Charisma** penalties to user
Total active time per day **3 hours**
- While active: **+4** natural armor bonus to **AC**; additional **+6** bonus to **AC** when **Surprised**; **+10** bonus to **Perception** skill checks; **+3** bonus to saves vs. **evocation** and **transmutation** spells affecting user; **-2 Wisdom**, **-1 Charisma**, and **-1 Constitution** penalties to user
Total active time per day **5 hours**

Description

This is a palm-sized “heart” of a Dark Obelisk; they are typically a rainbow obsidian with a reddish glow.

The shard floats in eccentric circles around the wielder, leaving a trail of greenish motes in its wake.

In addition to the motes visible surrounding the stone, it drips a reddish liquid that materializes just below the bottom of the shard, rather than coming off its surface.

Effect

An *obelisk shard* has two states: **dormant** and **active**.



Dormant stones are stored in a pouch or pocket, or held in one hand, and produce no effect.

Active stones float nearby when released, and spin gently about the user while active. While active, *obelisk shards* produce the effects described herein.

It requires a standard action to release, or to retrieve, an *obelisk shard*. Only the person around whom the *shard* is active may retrieve it; an active *shard* will evade any other attempts to retrieve it. Magical or other means that cannot be evaded will retrieve an active *shard*, immediately cancel their effects, and will revert to dormant state.

Each *obelisk shard* has a limit as to how long each day they can be active. This limit is per-stone, not per-user; a depleted *shard* cannot be given to another person for their use. The total active time limit resets in full 24 hours after the *shard* is first used from full.

When this total time duration expires, a depleted *shard* will revert to its dormant state, and fall to the ground.

While active, *shards* imbue their user with magical energy, and produce a variety of effects. An active *shard* does not consume any body slots, but only one *obelisk shard* may be active around a user at a time. Activating a second *shard* while a first is active simply causes the first to fall to the ground, dormant.

None of the effects of an *obelisk shard* may be suppressed while the *shard* is active.

All active *shards* grant a natural armor bonus to AC, as described. In addition, they grant a further **bonus to AC** when the user is **Surprised**.

Furthermore, all *shards* grant the user a **bonus to Perception skill checks** while active.

Table 10: Obelisk Shard Flavors

Difficulty Band	Prefix	Natural AC Bonus	Surp AC Bonus	Perception Bonus	Evo/Trans Save Bonus	Use Penalties	Total Active Time/Day
☒ Low	Minor	+1	+1	+1	-	-	1 hour
☒ Moderate	Lesser	+2	+2	+3	+1	-1 Wis	2 hours
☒ Advanced	Greater	+3	+4	+6	+2	-1 Wis, -1 Cha	3 hours
☒ Elite	Elite	+4	+6	+3	+3	-2 Wis, -1 Cha, -1 Con	5 hours

Finally, advanced versions of the *obelisk shard* will grant the user a **bonus** to any **Saves** used against **evocation** and/or **transmutation** spells that affect the user. Note that the user need not be specifically targeted in order for the save to apply.

With great power comes a drawback, in most cases: all but the most basic of obelisk shards draw heavily on the consciousness of their users, sapping willpower and energy even as they grant other benefits. The listed penalties apply to the user whenever the *obelisk shard* is active. These **Ability Score** penalties are not **ability damage** or **ability drain** effects, and they cannot be nullified or canceled while the *shard* is active.

Synergy & Sets

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

Discovery

Most *obelisk shards* will be discovered in treasure hoards, or in the possession of an evil or chaotic sentient enemy.

It is wholly unlikely that an *obelisk shard* would ever be on display for purchase in a magic-item shop.

Anyone using an *obelisk shard* can decipher the item's abilities fairly quickly.

Ubiquity

Obelisk shards are extremely rare. Even in the vicinity of **dark obelisks**, shards are uncommon.

Notoriety

Very, very few denizens of the Realm are familiar with any lore surrounding the mysterious **obelisks**. That said, it hardly takes a great deal of intellect to see for one's self the glowing, floating object pulsing with a vile light.

Anyone seeing an active *obelisk shard* will recognize it as an evil and chaotic object. Those familiar at all with the artifacts can recognize them on sight anywhere.

In either case, the items are likely to cause a stir.

Quirks of Ownership

The most significant "quirk" of using an *obelisk shard* is of

course the penalties that apply while the item is active.

Other than that, and the perhaps-unwanted attention that using the item will attract, there are no further or longer-term effects.

☐ At the GM's option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Disturbingly, nobody knows how these items came to be. Even those well-versed in **obelisk** lore are at a loss to describe their origins.

In reality, the answer is somewhat simple: these are chunks of **dark obelisk**, imbued with additional vile magicks. They were first crafted by chaotic wizards eons ago as a means of augmenting their power and making them more effective bringers of death and destruction.

Sometimes the simplest things have the most awful of consequences.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce an *obelisk shard* into your gaming sessions beyond simply “the chaos dragon drops a vile-looking rock”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

With the exception of Chaotic- and/or Evil-aligned Clerics, these classes would seek to obtain an *obelisk shard* only in the context of denying its use to enemies, or toward the eventual goal of destroying them.

They would never make use of them unless pushed to do so by the most dire circumstances.

In particular, even touching an *obelisk shard* should feel anathema to Paladins.

Rogues

Floating, hands-free benefit to armor and Perception? Rogues need not worry about things so trivial as alignment to recognize the obvious benefit here.

Martial Characters

All of the benefits of an obelisk shard are things that

Fighters, Barbarians, and others would seek greatly. The penalties in all but the most elite iterations of this artifact are easily sustained by most martial characters.

Arcane Classes

Hands-free benefits are always desirable, but the penalties may not be endurable for some.

Monks, Rangers, and Druids

These classes may be uniquely positioned to make use of *obelisk shards* without unduly challenging their nature as a consequence.

That said, the more neutral one is, the more easily swayed one may be to a life more chaotic and/or evil...

General Hooks

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

By Dark Red Moonlight

The party’s rogue needs a little extra boost to fulfill a contract. An *obelisk shard* seems to grant just the right balance of benefit; might she steal or buy one in advance of the job?

Collector

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

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

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


Looming Evil

A woeful adversary utilizes a vile, glowing, floating rock to augment his powers. The party must take him out to stop assassinations in town.


This scenario forms the basis of the **Quest** below.







Quests

Another, more thorough, means of introducing an *obelisk shard* is via the following **Quest**.

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

Quest: Looming Evil





 **Summary:** The PCs are asked to slay a chaotic, evil warrior who has been assassinating more and more villagers. Rumor from survivors is that he makes use of a floating, glowing rock to augment his abilities.

 **Rewards:**  1,200 gp /  3,900 gp /  9,100 gp /  17,500 gp (promised); up to  **2 Reward Stars;**

FlexTable 8: Obelisk Shard Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	Chunks of ancient, evil rocks float about powerful warriors to grant them combat bonuses.	✓ True. Simplistic, but accurate.
15-29	15-30	15-30	01-30	16	Long ago, vile wizards took pieces of solidified chaos to warp to their own purposes.	✓ True. This describes the origins of the <i>shard</i> .
30-44	31-45	31-45	31-39	18	<i>Obelisk shards</i> are related to dark obelisks , and indeed are pieces thereof.	✓ True. This is how the <i>shards</i> were created.
45-59	46-60	46-60	40-49	15	For the worthy, the vile, and the cruel, <i>obelisk shards</i> provide grand combat powers... but come with a cost.	✓ True. This is overly dramatic, perhaps, but accurate as far as it goes.
60-74	60-69	60-69	50-59	19	Those who wield <i>obelisk shards</i> gain combat and perception bonuses, but may suffer weaknesses while the item is in use.	✓ True. This refers to the Ability Score penalties while the <i>shard</i> is active.
75-89	70-97	70-94	60-69	16	<i>Obelisk shards</i> grant the wielder the ability to siphon blood and life force from enemies.	✗ False. They certainly look this vile, but it's not something they can accomplish.
90-00	98-00	95-00	70-00	15	For the chaotic and the evil, <i>obelisk shards</i> grant the ability to turn enemies into ash with the flick of a wrist.	✗ False. It's true that chaotic and evil creatures gain the most benefit from these devices, but the described ability is not possible.




obelisk shard

-  **Locations:** Any.
-  **Key NPCs:** None.
-  **Kickoff:** Random Encounter.
-  **Description:**


The city's main authority figure (Mayor, Minister, or whomever rules the roost) asks the party's help to solve a burgeoning problem: a chaotic, evil, and cruel warrior has been killing townsfolk, and the murders have been escalating.

The slayings appear to be for no obvious reason: no possessions are stolen, and the bodies are left to rot where they fall. Survivors describe a horrible tiefling warrior, surrounded by a floating rock that glows with a purplish-red throb.

The party is to locate this vile warrior, and kill him.

-  If the party refuses, at the GM's discretion, the warrior may approach the PCs and they will be forced to fight or flee.
-  If the party agrees, they will easily locate the warrior, and the fight will be straightforward. If the party is victorious, they gain  **1 Reward Star**.

Virtuous parties, or those which contain any Good- or Lawfully-aligned PCs, should lean toward returning or

destroying the shard; if they do so, it's worth another  **1 Reward Star**. In a similar vein, a more chaotic- or evil-aligned party would likely keep the shard for their own use; that behavior is not worth a further reward other than keeping the *obelisk shard*.

Upon returning to the city, the party will be rewarded with the monetary bonus promised if they were successful.

Obelisk Shard Wielder

CR 1; XP 200

CE; Medium Humanoid (Tiefling)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	10	36	75	115
ARMOR CLASS	16	17	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 17 (+5) DEX 13 (+1) CON 10 (+2) INT 15 (+2) WIS 8 (-1) CHA 8 (-1)	STR 20 (+8) DEX 14 (+2) CON 10 (+3) INT 15 (+2) WIS 8 (-1) CHA 8 (-1)	STR 20 (+9) DEX 14 (+2) CON 12 (+5) INT 15 (+2) WIS 8 (-1) CHA 8 (-1)	STR 20 (+10) DEX 14 (+2) CON 16 (+8) INT 15 (+2) WIS 8 (-1) CHA 8 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	Melee Dagger +5 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3) Melee Flail +5 (1d8+3) Ranged Crossbow, Heavy) --> 100 ft.: +3 (1d10+1); 400 ft.: +3 (1d10+1)	Melee Dagger +8 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5) Melee +1 Flail +9/+9 (1d8+6) Ranged Crossbow, Heavy) --> 100 ft.: +5/+5 (1d10+2); 400 ft.: +5/+5 (1d10+2)	Melee Dagger +9 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5) Melee +2 Flail +11/+11 (1d8+7) Ranged Crossbow, Heavy) --> 100 ft.: +6/+6 (1d10+2); 400 ft.: +6/+6 (1d10+2)	Melee Dagger +10 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +10/+10/+10 (1d4+5); 60 ft.: +10/+10/+10 (1d4+5) Melee +3 Flail +13/+13/+13 (1d8+8) Ranged Crossbow, Heavy) --> 100 ft.: +7/+7/+7 (1d10+2); 400 ft.: +7/+7/+7 (1d10+2)
SPECIAL	-	-	-	-

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

PROFICIENCIES

Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

SPECIAL QUALITIES

Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Dueling

Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling

Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling

Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling

SPELL-CASTING

-

-

-

-

EQUIPMENT

Dagger; flail; chain mail; heavy crossbow; crossbow bolts (20x)

Dagger; *+1 flail*; *+1 chain mail*; heavy crossbow; crossbow bolts (20x)

Dagger; *+2 flail*; *+2 chain mail*; heavy crossbow; crossbow bolts (20x)

Dagger; *+3 flail*; *+3 chain mail*; heavy crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

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

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Razorcrystal

Razorcrystal

Value:

500 gp / 1,500 gp / 3,800 gp / 8,000 gp

Weight 1-5 lbs.; **Materials** razorcrystal; **Nature** mundane; **Aura** none; **Slot** n/a

CL: n/a; naturally occurring compound

Effect Summary:

- 1 piercing damage per round handled without protective gloves
- +1 damage per die and +1 DC for effects produced by for potions or alchemical products
- +2 damage per die and +1 DC for effects produced by for effects produced by for potions or alchemical products; +10% radius of area of effect results from all **Alchemy** creations
- +2 damage per die and +2 DC for effects produced by for effects produced by for potions or alchemical products; +20% radius of area of effect results from all **Alchemy** creations
- +3 damage per die and +3 DC for effects produced by for effects produced by for potions or alchemical products; +30% radius of area of effect results from all **Alchemy** creations

Description

This naturally-occurring geological formation is typically found in a clump amidst other sharp-edged stone or ore. Razorcrystal is composed of sharp-edged, pointy arrangements of mineral, nearly as hard as diamond and incredibly dangerous to handle. Special gloves, or magical means, are typically used to avoid injury when harvesting or transporting.

Alchemists enjoy the material for its application in concoctions that are meant to inflict damage, particularly area-effect bombs and thrown potions.

Although *razorcrystal* varies in color and size, most formations consist of a pointy clump in the midst of other, duller, sharp rock edges. The *razorcrystal* itself is typically orange/tan, with whorls of red—as though someone just bled on an orange iced treat.

Effect

Razorcrystal is primarily used as an ingredient, an additive, in alchemical concoctions, and has effects only in that context.

When used as an additive when making any Alchemy-related products, the resulting bombs have a greater lethality, as reflected in the **increased damage per die** noted.

Secondly, the **DC** for effects produced by Alchemy creations is increased as noted if *razorcrystal* is used in the mixture.

Finally, more potent versions of *razorcrystal* grant increased area of effect radius to those concoctions that already have an area of effect. It does not grant an area of effect to bombs, potions, or other alchemical products that do not



already have one.

Razorcrystal can only be used with effect in alchemical concoctions, bombs, or other alchemy products that inflict damage. It may be included in other such mixtures, but doing so produces no additional effect.

Finally, note that all variants of *razorcrystal* are spiky to an extreme, and will inflict damage as noted without protective gear for the hands. It can be assumed that any alchemy set or lab contains protective gloves; gauntlets of any kind also qualify.

Synergy & Sets

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

The exception of course is that it is only a useful substance when used as an additive to alchemical creations.

Discovery

Razorcrystal may be purchased in an alchemy shop, a magic-item store, or even a general store. It may also, on occasion, be acquired “in the wild” in caves, caverns, and mines.

Ubiquity

Razorcrystal is uncommon, but hardly rare.

Notoriety

The substance is interesting in appearance, but its use

Table 11: Razorcrystal Flavors

Difficulty Band	Prefix	Bomb Dmg/Die	DC Effect	Area of Effect Radius
☒ Low	Minor	+1	+1	-
☒ Moderate	Lesser	+2	+1	+10%
☒ Advanced	Greater	+2	+2	+20%
☒ Elite	Elite	+3	+3	+30%

is unclear simply from observing it. Other alchemists or geologists may spark interest from seeing someone hold it.

Quirks of Ownership

None.

History & Background

Razorcrystal is a naturally-occurring substance, often found in deep mountain caverns. It's thought to be a crystalline form of a quartz, which has been exposed to lava or extreme heat during its formation.

It was first discovered in a mine a hundred years ago, and noted for its pointiness and lethality. Initial attempts to weaponize it saw large clumps attached to the end of spears or dagger hilts; while these were successful in forming a weapon, the tips broke off quite easily, and it was not a durable solution.

One evening, in drunken resignation, an alchemist threw a chunk into a cauldron he was using, and the resulting concoction turned out to be quite a bit more potent than expected.

Further experimentation and trial confirmed *razorcrystal's* contribution to the output, and resulted in the approach described herein.

Rumors & Lore

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

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

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

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

Alternately, if a specific quest explicitly rewards the PCs

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

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

- **🏠 Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- **🏠 Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **🏠 Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- **🏠 Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *razorcrystal* into your gaming sessions beyond simply "you see a clump of pointy quartz on the cave wall", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes might be interested in supplying their church with additional potency for alchemical mixtures.

Rogues

Resell value is likely the only interesting aspect of

razorcrystal to Rogues.

Martial Characters

Similar to Rogues, Martial types would be unlikely to dabble in alchemy, so would probably go for the resell value of the odd mineral.

Arcane Classes

These classes are most likely to have skill with alchemy, and so would most be interested in using *razorcrystal* for their own concoctions.

Monks, Rangers, and Druids

Second to arcanists, these classes may dabble or multiclass in alchemy. They may seek the mineral for their own use.

General Hooks

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

Gathering Spikes

The town's alchemist knows of a spiky mineral that is of particular use to her craft. She asks the PCs to be on the lookout for *razorcrystal*, and reward them with a full-value reimbursement for any they find.

This scenario forms the basis of the **Quest** below.

Collector


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

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

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


Quests

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

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

Quest: Gathering Spikes

 **Summary:** A local

 **Rewards:** 100% value resale of any *razorcrystal* gathered; *razorcrystal*


 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**


The town's apothecary, alchemist, or general store owner commissions the PCs to gather any *razorcrystal* they may come across, and resell it to them.

 At the GM's option, this motive may be driven by a larger, more sinister plot involving war, sabotage, assassination, or other macabre intent behind the scenes.

Many aspects of this **Quest** are intentionally left flexible, in service to your campaign world.

Once this **Quest** is triggered, mountainous and cavernous areas in the region will start to have *razorcrystal* clumps in them now that the PCs know what they are looking for.

Any *razorcrystal* the PCs bring back to the merchant are purchased for 100% their full retail value as listed.

 This is a good way of allowing the PCs to accumulate extra wealth without doing too much threatening. For campaigns or contexts where you feel the PCs are underpowered, this is a reasonable means of adjusting.

To the extent to which the GM feels the PCs are getting too powerful and/or wealthy compared to their level, the merchant in question could simply refuse any further purchases.

FlexTable 9: Razorcrystal Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	10	Certain minerals can be valuable in ways other than simply resale as a gemstone.	✔ True. Incredibly vague, however, and applies equally to many other substances.
15-29	15-30	15-30	01-30	12	There exists a quartz that is particularly spiky and painful to handle.	✔ True. This refers to the damaging aspect of <i>razorcrystal</i> for unprotected hands.
30-44	31-45	31-45	31-39	13	<i>Razorcrystal</i> is the result of quartz, combined with lava or prolonged heat underground.	✔ True. This is how the substance is formed.
45-59	46-60	46-60	40-49	14	<i>Razorcrystal</i> can commonly be found in mountains, and in subterranean caves near mountains and/or volcanic regions.	✔ True. This is the source of the crystal.
60-74	60-69	60-69	50-59	15	Added to damaging concoctions, a skilled alchemist can improve the potency of her creations by adding <i>razorcrystal</i> .	✔ True. A complete overview of the item's use.
75-89	70-97	70-94	60-69	12	<i>Razorcrystal</i> sucks blood out of wounds caused by its pointed edges.	✘ False. The crystal is simply a mineral, and not sentient or alive in any sense.
90-00	98-00	95-00	70-00	13	Those mixing <i>razorcrystal</i> into their alchemical creations may cause the mixture to explode painfully.	✘ False. Though it does touch upon the intended use of the substance in alchemy.

Razorcrystal User

CR 1; XP 200

TN; Small Humanoid (Halfling)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)	Small TN Halfling (Lightfoot)
HP	7	21	52	69
ARMOR CLASS	14	14	14	15
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 9 (-1) DEX 13 (+1) CON 13 (+1) INT 17 (+5) WIS 7 (+0) CHA 16 (+3)	STR 9 (-1) DEX 13 (+1) CON 13 (+1) INT 19 (+7) WIS 7 (+1) CHA 16 (+3)	STR 9 (-1) DEX 13 (+1) CON 14 (+2) INT 20 (+9) WIS 7 (+2) CHA 16 (+3)	STR 9 (-1) DEX 15 (+2) CON 14 (+2) INT 20 (+10) WIS 7 (+3) CHA 16 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
LANGUAGES	Common, Halfling			
ATTACKS	Ranged Crossbow, Light (Small) --> 80 ft.: -3 (1d8+1); 320 ft.: -3 (1d8+1) Melee Dagger (Small) +3 (1d4+1) Ranged Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged Crossbow, Light (Small) --> 80 ft.: -2 (1d8+1); 320 ft.: -2 (1d8+1) Melee +1 Dagger (Small) +5 (1d4+2) Ranged +1 Dagger (Small/Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2)	Ranged Crossbow, Light (Small) --> 80 ft.: -1 (1d8+1); 320 ft.: -1 (1d8+1) Melee +2 Dagger (Small) +7 (1d4+3) Ranged +2 Dagger (Small/Thrown) 20 ft.: +7 (1d4+3); 60 ft.: +7 (1d4+3)	Ranged Crossbow, Light (Small) --> 80 ft.: +1 (1d8+2); 320 ft.: +1 (1d8+2) Melee +3 Dagger (Small) +10 (1d4+5) Ranged +3 Dagger (Small/Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting

Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

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SPELL-CASTING

Save DC 13; Spell Atk +5
1st: *burning hands; magic missile*

Save DC 15; Spell Atk +7
3rd: *fireball; fly; magic circle*
2nd: *acid arrow; gust of wind; rope trick*
1st: *burning hands; jump; magic missile; shield*

Save DC 17; Spell Atk +9
5th: *conjure elemental; legend lore*
4th: *fire shield; ice storm; polymorph*
3rd: *fireball; fly; magic circle*
2nd: *acid arrow; gust of wind; rope trick*
1st: *burning hands; jump; magic missile; shield*

Save DC 18; Spell Atk +10
7th: *mirage arcane*
6th: *programmed illusion*
5th: *conjure elemental; legend lore*
4th: *fire shield; ice storm; polymorph*
3rd: *fireball; fly; magic circle*
2nd: *acid arrow; gust of wind; rope trick*
1st: *burning hands; jump; magic missile; shield*

EQUIPMENT

Light crossbow (light); crossbow bolts (10x); dagger (small)

Light crossbow (light); crossbow bolts (10x); +1 dagger (small)

Light crossbow (light); crossbow bolts (10x); +2 dagger (small)

Light crossbow (light); crossbow bolts (10x); +3 dagger (small)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 1.

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

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

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

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

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

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

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

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

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

Usable Items





Bloodthinner Potion

Bloodthinner Potion (neck)





Value:

 2,500 gp /  11,500 gp /  34,000 gp /  71,000 gp

Weight 1 lb.; **Materials** silver, glass; **Nature** magical; **Aura** moderate conjuration; **Slot** neck

CL:  6th /  10th /  12th /  14th

Effect Summary:

-  +2 to checks to stabilize wearer while dying; *detect poison and disease* 3x/day
-  +4 to checks to stabilize wearer while dying; *detect poison and disease* 5x/day; *protection from poison* 1x/day
-  Wearer automatically stabilizes while dying; *detect poison and disease* 5x/day; *protection from poison* 3x/day; *lesser restoration* 1x/week
-  Wearer automatically stabilizes while dying; *detect poison and disease* 5x/day; *delay poison* 5x/day; *protection from poison* 5x/day; *diagnose disease* 5x/day; *lesser restoration* 1x/day; *remove curse* 1x/day

Description

This substance has two uses: applied to a weapon as a poison, it accelerates the rate of bleeding in its victims, causing any further injuries to inflict additional bleeding damage. As a preventative on friendly creatures, it slows the rate of progression of poisons and injury-inflicted diseases.

Most designs comprise a hollow potion, typically worn as a necklace on a chain about the neck. The pendant itself appears in the shape of a tooth. The potion within is an ironically viscous dark red.

Effect

To be clear, although this artifact contains the word “potion”, and contains a liquid, it is not a substance that is meant to be imbibed. In fact, if the liquid within is ever removed from the container, the *bloodthinner potion* loses its abilities; these cannot be restored thereafter.

There are two kinds of effect with a worn *bloodthinner potion*: passive, and activated.

Passively, the wearer receives a benefit when s/he is dying. Lower-tier iterations of the *potion* grant bonuses to attempts to **stabilize**; more powerful versions grant the user the ability to automatically stabilize (i.e., the check to stabilize passes automatically). This effect does not require activation, and cannot be suppressed while the item is worn.

Intentionally, the wearer may activate a **spell-like effect** from the *potion*; this requires a standard action, and up to a single effect may be produced per round.

Each of the described spell-like abilities has a limitation; these are item-based, not user-based, and reset in full after the ability's first use from a full charge at the end of the timespan indicated.



The spells listed function as normal, excepting that the target of each must be the wearer.


Synergy & Sets

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

Discovery

These items are frequently for sale, but can also be found in the armories of armed or security forces, and might also be in a treasure hoard or on the body of a slain foe.

To activate the spell-like abilities, one must touch command studs secreted in the metal collar of the *potion*; this requires trial and error or research to identify for certain in the absence of an informed current user.

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





Ubiquity

Bloodthinner potions are rare, but only uncommon in armed services or barbarian camps, where they are highly prized.

Notoriety

For armies and barbarian tribes, a *bloodthinner potion* is

Table 12: Bloodthinner Poition Flavors

Difficulty Band	Prefix	Stabilize Check Bonus
 Low	Minor	+2
 Moderate	Lesser	+4
 Advanced	Greater	Automatic
 Elite	Elite	Automatic

akin to a lucky charm that is actually known to perform miracles; as a result, it carries the emotional and social weight of both a strongly-held superstition, and a religious artifact.

Those familiar with these devices will recognize them immediately on sight.

Those unacquainted with *bloodthinner potions* will note the pendant as an unusual piece of jewelry, and might even conclude erroneously that it is a vial of a lost loved one's blood, or even more macabre, that it is a device used in necromantic rituals.

Quirks of Ownership

Other than the possible social implications of others misunderstanding the use and intent of these devices, owning a *bloodthinner potion* carries with it no further oddities.

History & Background

Bloodthinner potions were first created by a barbarian tribe seeking immortality. They achieved a small sample of their aim, and for a while, it was sufficient to rule their region.

Hundreds of years ago, a barbarian tribe whose name is lost to history captured a small enclave of wizards from a particularly easy conquest of a medium-sized city. Some in the tribe suggested eating the wizards; others claimed that they must be slain and their body parts hacked apart, scattered, and buried, so that they did not come back to life.

Primitive misconceptions of necromancy and cannibalism aside, the matter was settled when one aspiring lieutenant recommended that the captured wizards be put to work as slaves, for the betterment of the tribe. He pointed out that most wizards were capable of forging magical devices, and that, given proper incentive, these could do the same, giving the tribe a huge advantage over others in their constant warlike posturing.

Under heavy and attentive guard, the wizards labored to their task: create a device that would make the wearer impervious to death in combat. Attempt after attempt was made, with other slaves being given the prototypes and put into a combat ring in order to test things out.

Finally, after a year of such efforts, and on the very edge of the patience of the tribe's chieftain, the wizards were able to produce what we now know as a *bloodthinner potion*: a device far short of what was asked for, but a potent and useful artifact nevertheless.

The chieftain took it for himself, and wore it into many

battles. He commissioned others to be made, and gifted them to trusted lieutenants; the first such was given to the lieutenant who had the idea of putting the wizards to work in the first place, and he was elevated to be the right-hand man of the chieftain in all matters.

The tribe rampaged across the plains, conquering all the more successfully for their newfound protection. They grew in power and prominence over decades.

As his age grew more advanced, the chieftain was faced with a problem new to his kind: death looming, not from battle, but from becoming brittle. Rather than face his tribe as an aging shadow of what he once was, he passed the reins of power on to the clever lieutenant, and wore his *bloodthinner potion* as he ventured forth into the mountains and forests alone, on one final grand adventure.

This act started a tradition: at a certain age, or after a certain number of conquests, or if ever they received a wound that hampered their abilities in combat, a current chieftain retired, adventuring alone in the wilderness, bearing the *bloodthinner potion* that had protected him in war.


Over the decades, this tradition had the long-term effect of spreading the devices into the wild, and it was not long before several were accumulated by a competing tribe.


A messy, and prolonged, battle followed, culminating in the near-destruction of both tribes, and hundreds of *bloodthinner potions* being lost to the dust and graves of the battlefield.

Rumors & Lore

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



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

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



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

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

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

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

If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.

-  **Use Context C:**
 If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
 If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *bloodthinner potion* into your gaming sessions beyond simply “the raging chieftain drops a nifty-looking pendant”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

Although some might balk at the prospect of wearing blood on a chain, Paladins and Clerics alike would welcome the benefits of a *bloodthinner potion* in battle for themselves, but also to loan to others as a means of healing comrades.

Rogues

Poison, disease, and other nasty effects are part and parcel of the life of many Rogues; certainly having proof against these maladies on a chain about one’s neck is a grand concept for these types.

Martial Characters

The original intended users of the *bloodthinner potion*, and the most likely classes to make use of them today. It is difficult to imagine a Fighter, Barbarian, or other martial class who would not make welcome use of this artifact.

Arcane Classes

Although combat, poison, and disease are things to be greatly avoided altogether by most arcanists, their relative frailty means their need is all the greater when faced with these threats.

Monks, Rangers, and Druids

All Monks, some Rangers, and many Druids favor a melee focus, and all may well find themselves in a location of supernatural duress. A *bloodthinner potion* would do them well, too.

General Hooks

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

Slings and Arrows

The PCs must pass a region known to be particularly challenging, containing threats poisonous, disease-ridden, and physically painful. In order to help ensure their survival, the group must collect a *bloodthinner potion* for each member of the party.

Each such artifact might be stolen, taken from a slain enemy, purchased, or discovered in a treasure hoard.

Collector

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

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

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


Friend in Need

A friend of the party has been poisoned, and riddled with disease. The PCs are tasked with obtaining a *bloodthinner potion* to bring back to save her life.


This scenario forms the basis of the **Quest** below.







Quests

Another, more thorough, means of introducing a *bloodthinner potion* is via the following **Quest**.

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

Quest: A Friend in Need

 **Summary:** The PCs must locate a *bloodthinner potion* so that its protective powers can heal a mortally injured friend.

 **Rewards:**  1,000 gp /  2,800 gp /  8,200 gp /  16,500 gp (promised); up to  **1 Reward Star**; *bloodthinner potion*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs are approached by a friendly party they know, with terrible news: a friend of the party has been horribly injured.

The friend mentions that she knows of an artifact able to

FlexTable 10: Bloodthinner Potion Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A special pendant was forged long ago to benefit barbarian warriors.	✓ True. This summarizes the device's origins.
15-29	15-30	15-30	01-30	14	What appears to be a vial of blood on a chain actually grants the user durability in combat, and curative powers.	✓ True. This accurately summarizes the device's appearance and function.
30-44	31-45	31-45	31-39	15	A <i>bloodthinner potion</i> allows the wearer to cure poison, and even disease, in themselves.	✓ True. This refers to one aspect of the artifact's abilities.
45-59	46-60	46-60	40-49	15	Worn on a chain around the neck, a <i>bloodthinner potion</i> can help even the most mortally-wounded creatures stabilize and not bleed out.	✓ True. This refers to the stabilization bonuses granted by the <i>potion</i> .
60-74	60-69	60-69	50-59	13	<i>Bloodthinner potions</i> make the wearer impervious to bodily injury for a short time in combat.	✓ Partially True. "Impervious" is quite a stretch, but the device does make the wearer more durable.
75-89	70-97	70-94	60-69	12	<i>Bloodthinner potions</i> create fissures in the wearer's skin and flesh, letting poison out, but causing more physical damage in so doing.	✗ False. This is neither the mechanism of function, nor the resulting effect, of these devices.
90-00	98-00	95-00	70-00	13	Using a <i>bloodthinner potion</i> to avoid combat damage will cause long-term injury if magical restoration is not applied.	✗ False. This is quite vague, but even in its vagueness, is inaccurate.

cure her wounds and remedy her condition: a *bloodthinner potion*, rumored to exist nearby.

The PCs must find a *bloodthinner potion*, and return with it, before their friend's time is up.

Several key elements of this scenario are left intentionally flexible, so that this Quest might better fit into your campaign world, the known friends of the party, and what threats might have been the cause. Perhaps a friend from the tavern went adventuring, and happened into a nest of venomous snakes. Maybe a church leader was poisoned as retribution for a successful suppression of some key right the townsfolk previously enjoyed. Or it could be that the town constable is barely surviving an assassination attempt from an underworld crimelord, out of vengeance or simple cruelty.

Flexible, too, is the means by which the party might come by a *bloodthinner potion* to solve the problem.

↪ The PCs can ignore the request, though this will guarantee that their friend will die. This decision should have additional repercussions.

↪ The PCs could seek out a *bloodthinner potion*, and use it to cure their friend. This might involve a heist to steal it from a current owner, a battle to win it from a current user, or simply money, to purchase it from a store; the

mechanics are left to the GM's preference.

Obtaining the potion and using it on their friend wins them respect, and the money proffered. Assuming the PCs are Good-aligned, they may decline the money, chalking the act up to friendship; doing so nets them ✨ **1 Reward Star** so long as this is consistent with their character.

In either case, they may keep the *bloodthinner potion*.

↪ Especially at higher levels of ability, the PCs could simply cast curative spells themselves. Doing so grants them the reward described, though they may still turn down the cash and will receive ✨ **1 Reward Star** so long as this is consistent with their character.

Bloodthinner Potion User

CR 1; XP 200

CN; Small Humanoid (Gnome)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium CN Gnome (Rock)	Medium CN Gnome (Rock)	Medium CN Gnome (Rock)	Medium CN Gnome (Rock)
HP	17	80	126	180
ARMOR CLASS	11	12	14	16
SPEED	Walk 25'	Walk 35'	Walk 35'	Walk 35'
ABILITY SCORES / SAVES	STR 18 (+6) DEX 9 (-1) CON 20 (+7) INT 9 (-1) WIS 6 (-2) CHA 13 (+1)	STR 20 (+8) DEX 9 (-1) CON 20 (+8) INT 9 (-1) WIS 6 (-2) CHA 13 (+1)	STR 20 (+9) DEX 11 (+0) CON 20 (+9) INT 9 (-1) WIS 6 (-2) CHA 13 (+1)	STR 20 (+10) DEX 13 (+1) CON 20 (+10) INT 9 (-1) WIS 6 (-2) CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
LANGUAGES	Common, Gnomish			
ATTACKS	Melee Greataxe (Small) +6 (1d12+4) Melee Handaxe (Small) +6 (1d6+4) Ranged Handaxe (Small/Thrown) 20 ft.: +6 (1d6+4); 60 ft.: +6 (1d6+4)	Melee +1 Greataxe (Small) +9/+9 (1d12+6) Melee Handaxe (Small) +8/+8 (1d6+5) Ranged Handaxe (Small/Thrown) 20 ft.: +8/+8 (1d6+5); 60 ft.: +8/+8 (1d6+5)	Melee +2 Greataxe (Small) +11/+11 (1d12+7) Melee Handaxe (Small) +9/+9 (1d6+5) Ranged Handaxe (Small/Thrown) 20 ft.: +9/+9 (1d6+5); 60 ft.: +9/+9 (1d6+5)	Melee +3 Greataxe (Small) +13/+13 (1d12+8) Melee Handaxe (Small) +10/+10 (1d6+5) Ranged Handaxe (Small/Thrown) 20 ft.: +10/+10 (1d6+5); 60 ft.: +10/+10 (1d6+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Rage, Unarmored Defense	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Greataxe (small); hide armor; handaxes (small, 4x)	+1 Greataxe (small); +1 hide armor; handaxes (small, 4x)	+2 Greataxe (small); +2 hide armor; handaxes (small, 4x)	+3 Greataxe (small); +3 hide armor; handaxes (small, 4x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 2.

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

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

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

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

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature

that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Dreadslime Poison

Please note that this item in particular references **dark obelisks** and **obelisk**-related effects and lore.

Although the item will make the most sense and be the most easily used in a campaign setting that includes other IGS adventures such as the **Dark Obelisk** **adventure path**, the description herein is intended to be ready-to-use as-is, without any further context or grander use.

Everything you need as a GM to drop it into any existing campaign setting or adventure should be present and easy to use, without any other information about **obelisk** lore.

Dreadslime Poison

Value:

750 gp / 1,500 gp / 3,500 gp / 7,000 gp

Weight 1 lb.; **Materials** glass, dreadslime; **Nature** mundane; **Aura** none; **Slot** n/a (poison)

CL: n/a (naturally occurring substance)

Effect Summary:

- Type** injury; **Save** Con DC 14;
Frequency persistent effect for **5 min**;
Effect -1 penalty to **attack rolls**, **skill checks**, and **damage rolls**; penalty increases to -2 vs. creatures with the **Chaotic** descriptor;
Cure 1 save
- Type** contact; **Save** Con DC 16;
Frequency persistent effect for **5 min**;
Effect -2 penalty to **attack rolls**, **skill checks**, and **damage rolls**; penalty increases to -4 vs. creatures with the **Chaotic** descriptor; **Chaotic** creatures may **Check Passively (+10 modifier)** with any skill check used against poisoned creatures;
Cure 1 save
- Type** contact; **Save** Con DC 18;
Frequency persistent effect for **30 min**;
Effect -3 penalty to **attack rolls**, **skill checks**, and **damage rolls**; penalty increases to -6 vs. creatures with the **Chaotic** descriptor; **Chaotic** creatures may **Check Passively (+10 modifier)** with any skill check used against poisoned creatures;
Cure 2 saves
- Type** contact; **Save** Con DC 20;
Frequency persistent effect for **1 hour**;
Effect -4 penalty to **attack rolls**, **skill checks**, and **damage rolls**; penalty increases to -8 vs. creatures with the **Chaotic** descriptor; **Chaotic** creatures may **Check Passively (+10 modifier)** with any skill check used against poisoned creatures;
Cure 2 saves

Obelisk Taint

Shards of and particulates from a **Dark Obelisk**, no matter how large, produce an atmosphere of evil and chaos, from the effects of which few are immune.



This takes the form of **auras**, which influence creatures based on their proximity to the physical presence of the **Obelisk**.

Aura: Minor Obelisk Taint

Effect: **Lawful** creatures within 30 ft. suffer a -1 penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may **Check Passively (+10 modifier)** on skill checks used in opposition to groups of creatures with at least one member who has the **Lawful** descriptor.

The effects of this **aura** do not stack with those of **Greater Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin: All creatures with the **Chaotic** descriptor, who are within 50 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **1 hour** after this proximity. In the context of this adventure, all **Chaotic** monsters have this aura.

Aura: Greater Obelisk Taint

Effect: **Lawful** creatures within 30 ft. suffer a -3 penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may **Check Passively (+10 modifier)** on skill checks used in opposition to groups of creatures with at least one member who has the **Lawful** descriptor.

The effects of this **aura** do not stack with those of **Minor Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin: All creatures with the **Chaotic** descriptor, who are within 20 ft. of an **Obelisk**, gain the benefit of this aura,

Table 13: Dreadslime Poison Flavors

Difficulty Band	Prefix	Type	Save	Frequency	Effect	Cure
☒ Low	Minor	Injury	Con 14	Persistent for 5 min	-1 to attack rolls, skill checks, and damage rolls (-2 vs. creatures w/ Chaotic descriptor)	1 save
☒ Moderate	Lesser	Contact	Con 16	Persistent for 5 min	-2 to attack rolls, skill checks, and damage rolls (-4 vs. creatures w/ Chaotic descriptor); Chaotic creatures may Check Passively (+10 modifier) w/ skill checks vs. poisoned creatures	1 save
☒ Advanced	Greater	Contact	Con 18	Persistent for 30 min	-3 to attack rolls, skill checks, and damage rolls (-6 vs. creatures w/ Chaotic descriptor); Chaotic creatures may Check Passively (+10 modifier) w/ skill checks vs. poisoned creatures	2 saves
☒ Elite	Elite		Con 20	Persistent for 1 hour	-4 to attack rolls, skill checks, and damage rolls (-8 vs. creatures w/ Chaotic descriptor); Chaotic creatures may Check Passively (+10 modifier) w/ skill checks vs. poisoned creatures	2 saves

which lasts for **10 minutes** after this proximity.

Description

Dreadslime is a viscous, purplish-black ooze that remains stationary and drains energy and corrodes anything it touches.

To differentiate, **dreadslime ooze** is a semi-sentient mobile monster that produces similarly nasty effects on those it slams a pseudopod against.

Dreadslime poison is derived from one or the other, and has properties of each. Applied to a bladed weapon or ammunition, it inflicts **Obelisk Taint** and acid damage in the victim.

Most versions pulsate with a dull blackish-purple glow.

Effect

Treat *dreadslime poison* as a typical poison, with the attributes described in its profile above.

The main effect of *dreadslime poison* is that poisoned creatures suffer penalties to **attack rolls, skill checks, and damage rolls** for the duration of the poison. These penalties are doubled when applied to circumstances involving creatures with the **Chaotic** descriptor.

☐ There may be circumstances in which a creature poisoned with dreadslime poison faces a mixture of enemies: some with, and some lacking, the **Chaotic** descriptor.

In such situations, if even one enemy possesses the **Chaotic** descriptor, apply the worse of the two possible penalties.

Synergy & Sets

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

Discovery

Dreadslime poison may be purchased, but only from the most nefarious of vendors—a thieves' guild supplier, a necromantic organization, or other black-market establishment.

It's also possible, of course, to suffer the effects of the poison as a result of combat facing a foe who currently possesses it.

Ubiquity

Dreadslime poison is virtually unheard of, outside of the context of a **dark obelisk**. In that context, it is fairly common, particularly among chaotic and evil sects related to the **obelisk**.

Notoriety

Few are aware of the *poison*, but nevertheless, it has a clear, obvious, and definite vileness to it. Those glimpsing a flask of the substance are likely to be revolted by it; evil creatures may wish to know more and be mesmerized by it.

Quirks of Ownership

There are no quirks of ownership as such.

However, it should be noted that *dreadslime poison* is inherently an evil, and chaotic, substance, and this should be taken into consideration in the context of alignment and character.w

☐ At the GM's option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Dreadslime poison was first crafted accidentally, by those who sought to take the power of **dreadslime**, and to convert it into a more convenient, weaponized form.

They partially succeeded in this aim.

Cultists devoted to the **dark obelisk** and its power came upon large pools of **dreadslime**. In an effort to harness its power for their militant aims, they repeatedly attempted to distort, repurpose, and otherwise adapt the substance to a more stable, portable format.

In trying, dozens of cultists were slain, or perverted into horrible creations that had to be put to death or to be fed back to the slime which had morphed them.

Eventually, a stable resin was reduced from the raw source, and *dreadslime poison* was born as a concept.


From there, it has spread throughout the Realm: in some cases, cultists have stolen reserves of the substance to resell. Other cultists took *dreadslime poison* to use as part of their personal missions to enact vengeance and sow discord.


As a result, the substance has spread, a bit, from its origins, and can occasionally be found throughout the Realm.

Rumors & Lore

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




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

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


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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**

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

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

Hooks & Integration

If you're looking for an excuse to introduce *dreadslime poison* into your gaming sessions beyond simply "the cultist drops a horrible bottle of icky substance", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes would almost universally view *dreadslime poison* as an evil, vile substance to be avoided. Even Evil and/or Chaotic Clerics might still shy away from the influence and unknown of the stuff.

Rogues

Assassins, particularly Chaotic ones, might seek *dreadslime poison* to aid in their craft.

Marital Characters

In combat, as a contact or injury poison, *dreadslime poison* would be useful to all characters. Chaotic ones in particular would benefit greatly.

Arcane Classes

Arcanists would likely shy away from the substance unless they were themselves Chaotic Evil, in which case they may simply keep it in their labs for intimidation purposes.

Monks, Rangers, and Druids

These classes are all known to leverage poisons; *dreadslime poison* is certainly a potent and useful one, particularly if mixed with combat, which all these classes focus on at least partly.

General Hooks

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

Plug the Poison

A local assassin has been making kills with great success. It's rumored that a special poison aids her in her craft. The

FlexTable 11: Dreadslime Poison Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	13	There exists a vile, viscous substance that can be used as a poison.	✓ True. Very vague, however.
15-29	15-30	15-30	01-30	15	A chaotic poison reduces one's combat effectiveness.	✓ True. Still quite vague.
30-44	31-45	31-45	31-39	16	A viscous poison is chaotic and evil in nature, and is derived from a horrible, rare substance.	✓ True. This describes the origins of the substance.
45-59	46-60	46-60	40-49	18	<i>Dreadslime poison</i> is derived from dreadslime, a vile and evil substance that corrodes flesh.	✓ True. This is an even better description of the poison's origins.
60-74	60-69	60-69	50-59	19	<i>Dreadslime poison</i> can be used to grant chaotic creatures an advantage in combat, and to weaken all creatures.	✓ True. This describes most of the substance's properties.
75-89	70-97	70-94	60-69	14	<i>Dreadslime poison</i> corrodes flesh like an acid.	✗ False. This is somewhat how dreadslime functions, but the <i>poison</i> derived from it is not quite that.
90-00	98-00	95-00	70-00	15	Creatures slain by <i>dreadslime poison</i> rise as dreadslime golems a day later.	✗ False. The poison is not quite that macabre.

Magic Items

PCs are tasked with suppressing her supply, if not finding and killing her outright.

Collector

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

A Collector, or group thereof, asks the PCs to retrieve some *dreadslime poison* from a current owner, and to return it so that it might be stored among other valuables.

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

Deny the Chaos

It's an open secret that a Chaotic temple outside of town has a large jar of *dreadslime poison* on display. They use it to intimidate and to impress as part of ceremonies.

It's not even clear if the substance is legitimate; it certainly looks the part, but as it's only ever been just shown in a glass jar, nobody is certain.


A new preacher has renewed zeal in his followers, and they have been clamoring to open the supply and make use of it. Exactly what this means is unclear, but it is clear that it is not in the village's best interests!

The PCs are tasked with destroying the jar of *dreadslime poison*.


This scenario forms the basis of the **Quest** below.







Quests

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

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

Quest: Deny the Chaos

 **Summary:** A local Chaos temple has been clamoring to make use of their display jar of *dreadslime poison*. The PCs are asked to destroy it before this happens.

 **Rewards:**  700 gp /  2,900 gp /  8,200 gp /  16,500 gp (promised); up to  **2 Reward Stars**; *dreadslime poison*

 **Locations:** Any.

 **Key NPCs:** None.


 **Kickoff:** Random Encounter.



 **Description:**




A village authority—perhaps the Mayor or political leader, perhaps a military or church leader—asks the party to seek out and destroy a supply of *dreadslime poison* before zealous chaos worshippers open the glass jar they have in their church and use it for evil.



The location of the church is well-known, so this is a very straightforward sneak in, smash, and escape sort of

prospect.

 If the PCs ignore the request, the temple breaks open the jar, and goes on a murderous rampage, fueled by the lethality of the *poison*. Good-aligned PCs should suffer some qualms as to their role in failing to prevent this tragedy.

 The PCs may take a frontal assault approach; this guarantees that a dozen or so townsfolk who worship at the church will attack them. If successful, they receive the monetary reward promised, and  **1 Reward Star**.

 Alternately, the party could sneak in.  **Stealth** checks for certain are required; beyond that, it is left to the GM as to success chances and requirements. If successful, they receive the monetary reward promised, and  **2 Reward Stars**.

 However they choose to approach the situation, if they take the jar instead of smashing it, the PCs may simply keep the supply of *dreadslime poison*, which consists of  **4d20** doses.

Dreadslime Poison User

CR 1; XP 200

CE; Small Humanoid (Halfling)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)	Small CE Halfling (Lightfoot)
HP	8	31	63	99
ARMOR CLASS	16	18	19	20
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 9 (-1) DEX 19 (+6) CON 10 (+0) INT 13 (+3) WIS 7 (-2) CHA 11 (+0)	STR 10 (+0) DEX 20 (+8) CON 10 (+0) INT 13 (+4) WIS 7 (-2) CHA 11 (+0)	STR 12 (+1) DEX 20 (+9) CON 12 (+1) INT 13 (+5) WIS 7 (-2) CHA 11 (+0)	STR 12 (+1) DEX 20 (+10) CON 14 (+2) INT 13 (+6) WIS 7 (-2) CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	Melee Dagger (Small) +6 (1d4+4) Ranged Dagger (Small/Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4) Melee Shortsword (Small) +6 (1d6+4) Ranged Crossbow, Light (Small) --> 80 ft.: +6 (1d8+4); 320 ft.: +6 (1d8+4)	Melee Dagger (Small) +8 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +8 (1d4+5); 60 ft.: +8 (1d4+5) Melee +1 Shortsword (Small) +9 (1d6+5) Ranged Crossbow, Light (Small) --> 80 ft.: +8 (1d8+5); 320 ft.: +8 (1d8+5)	Melee Dagger (Small) +9 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5) Melee +2 Shortsword (Small) +11 (1d6+7) Ranged Crossbow, Light (Small) --> 80 ft.: +9 (1d8+5); 320 ft.: +9 (1d8+5)	Melee Dagger (Small) +10 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5) Melee +3 Shortsword (Small) +13 (1d6+8) Ranged Crossbow, Light (Small) --> 80 ft.: +10 (1d8+5); 320 ft.: +10 (1d8+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsight, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Dagger (small); shortsword (small); studded leather armor (light crossbow (small); crossbow bolts (20x)	Dagger (small); +1 shortsword (small); +1 studded leather armor (light crossbow (small); crossbow bolts (20x)	Dagger (small); +2 shortsword (small); +2 studded leather armor (light crossbow (small); crossbow bolts (20x)	Dagger (small); +3 shortsword (small); +3 studded leather armor (light crossbow (small); crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 1.

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

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

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

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

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

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

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

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra

movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

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

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

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

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

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

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

Gorgon Teeth

Gorgon Teeth

Value:

☒ 1,000 gp / ☒ 3,500 gp / ☒ 18,000 gp / ☒ 34,000 gp

Weight 2 lbs.; **Materials** bone, ichor; **Nature** magical; **Aura** strong transmutation [earth]; **Slot** n/a (hand, potion, or necklace)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Effect Summary:

- ☒ *flesh to stone* OR *stone to flesh* 1x/month
- ☒ *meld into stone* 1x/day; *stoneskin* 2x/day; *flesh to stone* OR *stone to flesh* 1x/month
- ☒ *meld into stone* 2x/day; *stoneskin* 5x/day; *flesh to stone* 1x/week; *stone to flesh* 1x/month
- ☒ *meld into stone* 5x/day; *stoneskin* 5x/day; *flesh to stone* 1x/day; *stone to flesh* 1x/day

Description

These are magically treated teeth from a gorgon, suffused by its lifetime of magically toxic breath. Must be handled with gloves—magic is ever present.

Effect

A set of *gorgon teeth* is held in one hand, and for combat purposes may be treated like a rod or wand.

Using a standard action, the wielder may activate any one of the *teeth's* spell-like effects per round. These function exactly like the spells they reference, excepting that they require the *teeth* to be touched to the target.

Each effect has a time-based limitation on the number of uses; this resets in full after a complete duration from that ability's first use. These restrictions are item-based, not user-based.

Synergy & Sets

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

Discovery

These items may be discovered on the body of a foe, in the laboratory of a wizard, or ignorantly for sale as a curiosity in a general store. Very rarely, they may be seen used as part of rituals or ceremonies.

There is no innate knowledge of the device's powers given upon holding it. Triggering abilities requires a mental command as well as a physical squeezing of the artifact. As a result, without research or imparted wisdom from a knowledgeable current owner, the item will be quite worthless.

☐ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This



can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *gorgon teeth's* capabilities.

Ubiquity

Gorgon teeth are rare.

Notoriety

The item seems macabre and odd, out of place in civilized society, for sure. Other than that, it's not unusual for odd items to be present, particularly in a wizard's or alchemist's hands. A raised eyebrow may be the extent of reaction *gorgon teeth* elicit.

Quirks of Ownership

None. Owning, or using *gorgon teeth* in no way influences the wielder.

History & Background

Gorgon teeth were crafted to preserve ailing loved ones against a possible cure.

(In today's parlance, we would consider it to be a somewhat gruesome approach to cryogenic freezing.)

The ability to transmute a suffering beloved into a preserved-stone version of their former self may seem a somewhat dire step to take. As a last resort, however, in the hearts of those attempting to grapple with the situation, a macabre curio is more favorable than watching a slow and incurable decline into death.

Table 14: Gorgon Teeth Flavors

Difficulty Band	Prefix	Spell-Like Effects
☒ Low	Minor	<i>flesh to stone</i> OR <i>stone to flesh</i> 1x/month
☒ Moderate	Lesser	<i>meld into stone</i> 1x/day; <i>stoneskin</i> 2x/day; <i>flesh to stone</i> OR <i>stone to flesh</i> 1x/month
☒ Advanced	Greater	<i>meld into stone</i> 2x/day; <i>stoneskin</i> 5x/day; <i>flesh to stone</i> 1x/week; <i>stone to flesh</i> 1x/month
☒ Elite	Elite	<i>meld into stone</i> 5x/day; <i>stoneskin</i> 5x/day; <i>flesh to stone</i> 1x/day; <i>stone to flesh</i> 1x/day

A dozen generations ago, a wizard was contracted by a wealthy noble family to create a magic item that would let them turn their ailing patriarch into a statue, so that they and he might be spared the decline from which he suffered and for which no cure existed. In this, the wizard was successful; however, he also built additional, related powers into the mix.

One generation led to another, and over time, the patriarch's statue was treated increasingly as just that: a statue. It was only three generations until the family forgot that their once-beloved family leader still sat as a stone form, ready to transmute back and be cured and resume his life.

The statue stands there still, in their family estate, alongside actual stone carvings that mark graves and remembrances.

The gorgon teeth themselves were sold, a few dozen years ago, to fund an additional minaret on the family compound. Recognizing the value of such a device, the merchant who bought it commissioned a wizard to construct several more such devices for resale.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *gorgon teeth* into your gaming sessions beyond simply "the dead merchant lies hunched over a grim-looking set of teeth", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

There are some curative powers in the *teeth*, as well as some restorative utility capabilities. These features might be useful to most Paladins and Clerics.

Rogues

Rogues could benefit from the craftiness made possible by the *teeth*.

Martial Characters

Perhaps the least needful class of a device such as this, Fighters and Barbarians can generally ill afford a hand dedicated to a device that requires touch and may not have

much combat value.

Arcane Classes

Wizards and Sorcerers and the like might benefit from a device whose abilities they may themselves be able to produce, but it's always beneficial to not have to spend a spell slot in such endeavors.

Monks, Rangers, and Druids

These classes might appreciate the utility that *gorgon teeth* provide.

General Hooks

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

Lifelike Resemblance

This scenario echoes the origins of the *teeth* themselves: a loved one lies ensconced in stone form, unbeknownst to the current “owners” of the “statue”. The PCs are asked to use gorgon teeth to restore their loved one, and to see her safely returned home.

This scenario forms the basis for the **Quest** below.

Collector

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

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

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


Hardened Heart

A lovelorn scion pines for a woman whose family disapproves of him. Distraught, he seeks a set of *gorgon teeth*; his plan is to turn himself into stone, then have the *teeth* delivered to his beloved by a courier, with instructions to turn him human again once her family has come to its senses.


The PCs are to act in capacity both as locator, and courier, for these aims.


Quests


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

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

Quest: Lifelike Resemblance

 **Summary:** The PCs are asked to turn a stone-form loved one back into flesh, with the aid of *gorgon teeth*.

 **Rewards:**  250 gp /  1,100 gp /  4,200 gp / 

6,900 gp (promised); up to  **1 Reward Star**; *gorgon teeth*

 **Locations:** Any.

 **Key NPCs:** None.

 **Kickoff:** Random Encounter.

 **Description:**

The party is approached by a middle-aged man with sadness in his eyes. This could be in a church, or a tavern, or even on the street, or it could be a character with whom the PCs have an existing relationship.


It turns out that the man’s wife had been quite a successful adventurer when she was young. As age ripened her outlook and polished her memories of the glory she had once enjoyed, and as aches and pains of everyday rustic life had mounted, she had what we would today call a mid-life crisis, and sought out the thrill of adventure once more.


Armed with refitted armor and the best blade and shield her new lifestyle could justify, she set out.



That was a few weeks ago.

Just yesterday, another group of adventurers had returned to town, bearing a stone statue of a woman warrior. Her hardened features look exactly like the wife adventurer, with the same equipment she had borne to what was her final quest.

The husband asks the PCs to find a set of *gorgon teeth*, and to use them to restore his wife.

 The PCs can ignore the request; there are no repercussions other than loss of Attitude from the husband himself, who will find someone else to take up the activity.

 Finding a set of *gorgon teeth* can be its own **Quest** unto itself, or it can simply be a matter of purchasing a set from the local merchant; this step is left intentionally flexible so as to better fit the whim of the GM.

 Once acquired, the gorgon teeth will do the job in restoring the wife; she will weep, embrace her beloved, and hang up her arms and armor for good. The couple will gift the PCs with the reward money promised, and encourage them to keep the *gorgon teeth*. The PCs will further benefit from  **1 Reward Star**.

FlexTable 12: Gorgon Teeth Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	A set of magical teeth taken from a gorgon have special powers.	✓ True. A very accurate generalization of the <i>teeth's</i> abilities.
15-29	15-30	15-30	01-30	11	Long ago, wealthy nobles crafted a set of magic teeth intended to preserve the diseased.	✓ Partially True. It was not a general, altruistic aim, but rather a selfish one, of an aging and ailed patriarch.
30-44	31-45	31-45	31-39	14	One of the nearby wealthy families of venerable and noble lineage hides a terrible secret: an elder of the family was turned to stone many generations ago, and his statue lies neglected and forgotten in the bowels of the family estate.	✓ True. Whether it is nearby or far-flung, this scenario is precisely what occurred following the creation of the first set of <i>gorgon teeth</i> .
45-59	46-60	46-60	40-49	15	<i>Gorgon teeth</i> can turn flesh to stone, and vice versa, to limited degree.	✓ True. The “limited” aspect refers to the limitations on the frequency of use.
60-74	60-69	60-69	50-59	16	<i>Gorgon teeth</i> often possess a wide variety of stone-based or stone-like powers.	✓ True. This is exactly the function of <i>gorgon teeth</i> .
75-89	70-97	70-94	60-69	13	<i>Gorgon teeth</i> , if used without proper training, might accidentally turn the wielder into stone!	✗ False. Only if the wielder intentionally wants to do so.
90-00	98-00	95-00	70-00	14	<i>Gorgon teeth</i> have the power to shatter miles-long trenches of solid rock.	✗ False. <i>Stone to mud</i> is about the extent of this type of power.

Gorgon Teeth Wielder

CR 1; XP 200

CN; Medium Humanoid (Dwarf)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)
HP	14	56	92	134
ARMOR CLASS	18	19	20	21
SPEED	Walk 25'	Walk 35'	Walk 35'	Walk 35'
ABILITY SCORES / SAVES	STR 15 (+4) DEX 15 (+2) CON 13 (+3) INT 8 (-1) WIS 13 (+1) CHA 8 (-1)	STR 17 (+6) DEX 15 (+2) CON 13 (+4) INT 8 (-1) WIS 13 (+1) CHA 8 (-1)	STR 19 (+8) DEX 15 (+2) CON 13 (+5) INT 8 (-1) WIS 13 (+1) CHA 8 (-1)	STR 20 (+10) DEX 15 (+2) CON 14 (+7) INT 8 (-1) WIS 13 (+1) CHA 8 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Battleaxe +4 (1d8+2) Melee Dagger +4 (1d4+2) Ranged Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) Ranged Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	Melee +1 Battleaxe +7/+7 (1d8+4) Melee Dagger +6/+6 (1d4+3) Ranged Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) Ranged Crossbow, Light) --> 80 ft.': +5/+5 (1d8+2); 320 ft.': +5/+5 (1d8+2)	Melee +2 Battleaxe +10/+10 (1d8+6) Melee Dagger +8/+8 (1d4+4) Ranged Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) Ranged Crossbow, Light) --> 80 ft.': +6/+6 (1d8+2); 320 ft.': +6/+6 (1d8+2)	Melee +3 Battleaxe +13/+13 (1d8+8) Melee Dagger +10/+10 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) Ranged Crossbow, Light) --> 80 ft.': +7/+7 (1d8+2); 320 ft.': +7/+7 (1d8+2)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
SPECIAL QUALITIES	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Rage, Unarmored Defense	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Battleaxe; scale mail; shield; light crossbow; corssbow bolts (20x); dagger	+1 Battleaxe; +1 scale mail; shield; light crossbow; corssbow bolts (20x); dagger	+2 Battleaxe; +2 scale mail; shield; light crossbow; corssbow bolts (20x); dagger	+3 Battleaxe; +3 scale mail; shield; light crossbow; corssbow bolts (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Constitution score increases by 2.

Ability Score Increase Your Wisdom score increases by 1.

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

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

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

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

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

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

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

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

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

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

Fast Movement Starting at 5th level, your speed increases by 10 feet

while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Philtre of Bodily Avarice

Philtre of Bodily Avarice (potion)

Value:

☒ 1,000 gp / ☒ 3,500 gp / ☒ 12,000 gp / ☒ 21,000 gp

Weight 1 lb.; **Materials** glass, gemstones; **Nature** magical; **Aura** strong enchantment (compulsion) [emotion, mind-affecting]; **Slot** potion

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Effect Summary:

- ☒ **Type** ingested; **Save** Con DC 13; **Frequency** persistent effect for **1 day**; **Effect** *calm emotions*
Cure 1 save
- ☒ **Type** ingested; **Save** Con DC 15; **Frequency** persistent effect for **3 days**; **Effect** *calm emotions; charm person*
Cure 1 save
- ☒ **Type** contact; **Save** Con DC 17; **Frequency** persistent effect for **1 week**; **Effect** *calm emotions; charm person*
Cure 1 save
- ☒ **Type** contact; **Save** Con DC 19; **Frequency** persistent effect for **1 week**; **Effect** *calm emotions; charm person; dominate person*
Cure 2 saves

Description


Far beyond a simple love potion, this concoction causes the victim to desire, physically and insatiably. The exact effects depend to some extent on the psychological makeup of the victim: those naturally inclined to lust desire sexual activity; those for whom exercise is a daily ritual will want to run until their feet bleed into stumps; military fighters will seek out war where none may exist, and take their comrades with them into possible doom.

These potions come in various strengths, related to the magnitude of the compulsion and its duration: at best, the effects last for a few minutes and might be resisted; the most formidable mixtures demand a self-destructive level of compulsion for days on end.

Most versions involve a carved glass stopper which extends into the body of the potion, and takes the form of a crystalline naked woman with whorls of fabric covering the more tantalizing places thereupon. Gold and green accents and carvings describe the edges of the bottle.

Effect

Treat *philtres of bodily avarice* as a poison, with the profiles described. Note that higher-potency iterations with a **Type** of **contact** may also be used as an **ingested** poison.

A typical bottle found contains  **1d4-1** (minimum **1**) doses. The values listed refer to gp value per dose.

The spell effects described apply to the ingester as the target of the effect, and function as the spells of the same name, excepting that the duration is as mentioned in the *philtre's*



profile.

There is typically a gemstone somewhere on the philtre's container that acts as a button. Pressing it causes the liquid to glow gently, once, with a crimson pulse, that fades a second later. After all doses of the poison have been removed from the container, this pulse no longer occurs.

For spell effects whose descriptions refer to the caster, the last person to have pressed the gemstone button while that dose was in the container is the caster. In other words, once a dose of the poison has been removed from the container, the "caster" of the spell effects it generates is fixed.

Synergy & Sets

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

Discovery

Sometimes, these items are simply for sale in magic-item shops, apothecaries, or alchemy stores. More often, fakes are peddled by witches... or those who fancy themselves witches.

Far more often, however, someone will commission the concoction in secret, and then make use of the liquid as they will, either destroying the evidence afterwards or refilling it with mundane liquid and selling it.

Coming across a bottle, or purchasing without knowledge, does not in any way dampen the effects of the substance, though the function of the gemstone button may not be obvious, and the effects produced may not be known for sure

Table 15: Philtre of Bodily Avarice Flavors

Difficulty Band	Prefix	Type	Save	Frequency	Effect	Cure
☒ Low	Minor	Ingested	Con 13	Persistent, 1 day	<i>calm emotions</i>	1 save
☒ Moderate	Lesser	Ingested	Con 15	Persistent, 3 days	<i>calm emotions; charm person</i>	1 save
☒ Advanced	Greater	Contact	Con 17	Persistent, 1 week	<i>calm emotions; charm person</i>	1 save
☒ Elite	Elite	Contact	Con 19	Persistent, 1 week	<i>calm emotions; charm person; dominate person</i>	2 saves

without experimentation.

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

Ubiquity

These poisons are quite rare, often only found as a commissionable, one-use sort of item.

They are also requisitioned by stalkers, emotional predators, creeps, rejected lovers of a sociopathic bent, and horrible people in a general sense.

Notoriety

Although they do not kill, *philtres of bodily avarice* have a potential socio-emotional impact that is in some ways far, far greater than a simple assassination poison.

As a result, in nearly every civilized society that is aware of it, *philtres of bodily avarice* have been outlawed.

In such zones, mere possession of the liquid may merit a substantial fine and/or jail time; in other cultures who have suffered an impact from the poison's use, it may be cause even for exile.

In certain circumstances, if it can be proven that someone has put a *philtre of bodily avarice* to intentional use, it could be a deadly offense.

Quirks of Ownership

Creating a *philtre of bodily avarice* is almost always a willfully evil act, as it is difficult to conceive of a legitimate use of this liquid.

Commissioning that a *philtre* be crafted is similarly vile.

History & Background

Quite surprisingly perhaps, the very first *philtre of bodily avarice* was crafted with good intent.

An elderly couple had endured many trials and challenges to their love over dozens of years together. Through famine, war, several moves, and career changes, they remained together, bound tightly by their commitment and fascination of each other.

Then, in venerable age, the husband began to lose his mind. The odd loss of short-term memory a few times a month grew into a daily forgetfulness... which then morphed into a growing sense of unease, paranoia, and ill temper.

What had been a loving relationship slowly transformed into an uneasy partnership of roommates, as the husband gradually lost his ability to remember his surroundings... and even his love.

As his condition worsened, the wife grew despondant. She sought cure after cure, from religion, from apothecaries, from witches... all to no avail.

In a brief moment of clarity, the husband spoke to her as he once had, free from his delusional chains for a sparse window. He was fully aware of his mental degradation, and pleaded with his wife for release from this horrid condition, hateful of himself and of what he was unintentionally, uncontrollably doing to his wife and their relationship. Seconds later, before she could reply, he slipped back into his mental anguish, and could not recognize her.

Desperate, the wife worked with an alchemist in an attempt to devise a solution. Although skeptical of whether his efforts would bear fruit, the alchemist nevertheless worked to craft a cocktail of magic that might assist.

It worked... but not quite in the way that either the wife or the alchemist intended.


Supplied with the poison/potion, the husband immediately grew obsessed and amorous, and for a few minutes, all seemed well; the wife cried in relief and happiness. But it was soon apparent that the fabricated attraction was unnatural, and unnerving, as the mental disease it had been intended to cure. The spell effects in combination with the mental disease mixed to produce alternating periods of slavish obedience, volatile obsession, and, eventually, outright physical assault. Horrified beyond belief by the prospect of her lifelong love attacking her, the wife defended herself, and slew her embattled spouse... unintentionally fulfilling his last sentient wish.


Although the tragedy of the pair swiftly became legend, the alchemist who had concocted the first *philtre of bodily avarice* knew immediately that he had hit upon something of great, but vile, use.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *philtre of bodily avarice* into your gaming sessions beyond simply “the apothecary gestures to a voluptuous decanter”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

With the exception of Evil Clerics, these classes would almost

certainly seek out *philtres of bodily avarice* exclusively to destroy them. Even reselling the poison may conflict with their alignment or character, as this makes the seller complicit in its later, nefarious use.

Rogues

Perhaps uniquely amongst most classes, Rogues may very well have job-related, if not truly legitimate, purpose for a *philtre of bodily avarice*.

Martial Characters

These types may not have a regular use for the artifact, but may willingly resell it.

Arcane Classes

These classes may be called upon to craft a *philtre*, but may not have use for them. They may well have qualms about reselling, lest they themselves be affected by the poison.

Monks, Rangers, and Druids

These classes do dabble in poisons, but this is more of a “socio-emotional” poison, so it may not be to their purpose outside of a specific quest or mission.

General Hooks

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

He Just Doesn't Know It Yet

This scenario treats the *philtre* as a straightforward love potion: an obsessed woman seeks the love of a man who is unaware of her presence. She asks the PCs to steal a draught so that she can “make her intentions known in a meaningful way”.

Putting a “hit On” a Target

Assuming the party has a Rogue and/or Ranger, they are contacted to perform an assassination... but the poison they must dose the target with is actually a *philtre of bodily avarice*. The PCs are unaware of the true nature of their task until it takes effect; they must then deal with the repercussions.

This scenario forms the basis of the **Quest** below.

Collector

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

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

Strange Revenge

A wife cheated on her husband. The trouble is, he has no outright proof, and the man he suspects is a pillar of the community, well-regarded, and is known to be utterly committed to his family. It would be nearly impossible for the cheated-upon man to convince others of the deed, and the need for him to separate.

FlexTable 13: *Philtre of Bodily Avarice Rumors & Lore*


A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A special poison acts as a love potion if applied right.	✓ True. Though this is hardly a unique tale.
15-29	15-30	15-30	01-30	14	Love potions that come in a bottle with a curvy-bodied stopper are particularly potent.	✓ Partially True. Dirty water could be poured into the container a <i>philtre of bodily avarice</i> comes in, and it won't become a love potion.
30-44	31-45	31-45	31-39	15	A <i>philtre of bodily avarice</i> can make a slave of the imbiber.	✓ Partially True. Temporarily, and only with certain versions, and then only if the "master" of the proposed slavery relationship knows to push the gemstone button.
45-59	46-60	46-60	40-49	16	Once, long ago, a woman concocted a love potion as a last means of restoring the sanity of her longtime love.	✓ True. This is the genesis of what we now know of as a poison.
60-74	60-69	60-69	50-59	17	A <i>philtre of bodily avarice</i> must be activated in order for a person poisoned by it to form an attraction to you.	✓ True. This refers to the gemstone button on the container.
75-89	70-97	70-94	60-69	11	Love potions always backfire, either making the target hate you, or its effect running out just before you can take advantage of it.	✗ False. Sadly for the innocent, love potions such as the <i>philtre of bodily avarice</i> are all too real and effective.
90-00	98-00	95-00	70-00	12	A <i>philtre of bodily avarice</i> may be cursed to enslave the user to the poisoned!	✗ False. Though this would be a fitting end for the would-be poisoner.

Magic Items


The husband contacts the party, strangely asking their help in inducing his unfaithful wife toward an additional affair. His plan is that if she sleeps with a lowly or despicable enough man, he will socially be justified in leaving her.







Quests

Another, more thorough, means of introducing a *philtre of bodily avarice* is via the following **Quest**.

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

Quest: Take Her Out

 **Summary:** The party is asked to assassinate a target, and provided a poison to use. When they do, they learn that it was not a poison, but a *philtre of bodily avarice*.

 **Rewards:**  1,300 gp /  4,500 gp /  9,100 gp /  18,000 gp (promised); up to  **2 Reward Stars**; *philtre of bodily avarice*

 **Locations:** Any.


 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.


Description:


A man approaches the party with a somewhat dark request: assassinate a lady with whom he has had an affair in the past. He claims that the woman has had some dark times of late, manic episodes and addictions to drugs, and he fears for her family's reputation.

Although he is clearly distraught and impassioned for her welfare, his conclusion is nevertheless shocking: she must be assassinated, so that her family's reputation and her own fortune remains untarnished.

Any social awareness about the village in question, or mechanically,  **Knowledge (Local)** or **Knowledge (Nobility)** checks will reveal that the man's story is somewhat spurious, but it's possible that only he has insight into the woman's behavior, and that it is somewhat recent.



It is important for the context of the twist of this **Quest** that the poison is not provided in the *philtre of bodily avarice* container. The man provides the poison in an ordinary-looking vial.



 The PCs can ignore the request. The man will simply hire another to complete his vile task. Later in the month, the PCs may be shocked to discover that the man and his ex-lover are once again together, and that she is very much alive!



 Completing the man's task is somewhat straightforward: the woman is often at home, and often alone when so. Upon applying the poison successfully, however, the PCs observe something strange: she does not die, or collapse. Rather, her pupils dilate, her breathing increases its pace, and she gathers belongings together.



It turns out that the "poison" given to the PCs by the man is not intended for assassination, but for a darker purpose: it was from a *philtre of bodily avarice*, and of course the man was the last to press the gemstone button on its surface.


The PCs have a variety of actions possible once they realize that the woman intends to seek out the man who hired them with amorous intent.

 They can do nothing. In this scenario, the man who hired them gladly gives them the promised monetary reward, and they benefit from to  **1 Reward Star**.

 They can confront the man with their conclusion. He will try and spin the events, explaining that the woman not only survived the party's bungled attempt on her life, but in so doing came to a revelatory conclusion about her former lover... but any amount of challenge will see him admit to his ruse. He will give them the money, but will also bribe them with the remnants of his *philtre*. If they take the bribe, the PCs still benefit from  **1 Reward Star** for completing their task.

 In confronting the man, they may force him to admit the truth to his new lady love. Under the influence of another dose of the *philtre*, however, she will shrug it all off as coincidence, and unimportant. If the PCs accept that turn of events, and leave her to her fate, they receive the money and  **1 Reward Star** for completing their task.

 The most profitable path for the PCs is if they confront the man, force him to admit the truth to his new lover, and then conclude that she remains under his influence, and wait the spell out, forcing him to tell her again once she is sober. She will, naturally, he appalled, will slap him, and will leave, promising to enact vengeance soon. The man will give up the money, his extra doses of the *philtre*, and the party will receive  **2 Reward Stars**.

 Note that many of the decisions and actions involved in this **Quest** have good/evil implications. What the PCs do should be compared heavily to their character and alignments.

The GM is encouraged to enact consequences if the PCs, in their pursuit of reward, roleplay poorly.

Philtre of Bodily Avarice User

CR 1; XP 200

CE; Medium Humanoid (Human)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Bard 1	Bard 6	Bard 10	Bard 14
SIZE / ALN	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	8	41	70	92
ARMOR CLASS	13	14	16	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 9 (-1)	STR 9 (-1)	STR 9 (-1)	STR 9 (-1)
	DEX 15 (+4)	DEX 17 (+6)	DEX 19 (+8)	DEX 20 (+10)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 11 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)	INT 9 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 20 (+7)	CHA 20 (+8)	CHA 20 (+9)	CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 +2 Flute, Horn, Viol	Passive Perception 11 +3 Flute, Horn, Viol	Passive Perception 11 +4 Flute, Horn, Viol	Passive Perception 11 +5 Flute, Horn, Viol
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Dagger +4 (1d4+2)	Melee Dagger +6 (1d4+3)	Melee Dagger +8 (1d4+4)	Melee Dagger +10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +8 (1d4+5); 60 ft.: +8 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)
	Melee Rapier +4 (1d8+2)	Melee +1 Rapier +7 (1d8+4)	Melee +2 Rapier +10 (1d8+6)	Melee +3 Rapier +13 (1d8+8)
	Ranged Shortbow --> 30 ft.: +4 (1d6+2); 120 ft.: +4 (1d6+2)	Ranged Shortbow --> 30 ft.: +6 (1d6+3); 120 ft.: +6 (1d6+3)	Ranged Shortbow --> 30 ft.: +8 (1d6+4); 120 ft.: +8 (1d6+4)	Ranged Shortbow --> 30 ft.: +10 (1d6+5); 120 ft.: +10 (1d6+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Languages, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
SPELL-CASTING	Save DC 15; Spell Atk +7 1st: <i>charm person; disguise self</i>	Save DC 16; Spell Atk +8 3rd: <i>clairvoyance; hypnotic pattern; nondetection</i> 2nd: <i>detect thoughts; enthrall; invisibility</i> 1st: <i>charm person; disguise self; sleep; unseen servant</i>	Save DC 17; Spell Atk +9 5th: <i>dream; mislead</i> 4th: <i>compulsion; confusion; locate creature</i> 3rd: <i>clairvoyance; hypnotic pattern; nondetection</i> 2nd: <i>detect thoughts; enthrall; invisibility</i> 1st: <i>charm person; disguise self; sleep; unseen servant</i>	Save DC 18; Spell Atk +10 7th: <i>project image</i> 6th: <i>irresistible dance</i> 5th: <i>dream; mislead</i> 4th: <i>compulsion; confusion; locate creature</i> 3rd: <i>clairvoyance; hypnotic pattern; nondetection</i> 2nd: <i>detect thoughts; enthrall; invisibility</i> 1st: <i>charm person; disguise self; sleep; unseen servant</i>
EQUIPMENT	Dagger; rapier; padded armor; shortbow; arrows (20x)	Dagger; +1 rapier; leather armor; shortbow; arrows (20x)	Dagger; +2 rapier; studded leather armor; shortbow; arrows (20x)	Dagger; +3 rapier; +1 studded leather armor; shortbow; arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

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

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms

and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you

can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Dreadslime Web

Please note that this item in particular references **dark obelisks** and **obelisk**-related effects and lore.

Although the item will make the most sense and be the most easily used in a campaign setting that includes other IGS adventures such as the **Dark Obelisk** **adventure path**, the description herein is intended to be ready-to-use as-is, without any further context or grander use.

Everything you need as a GM to drop it into any existing campaign setting or adventure should be present and easy to use, without any other information about **obelisk** lore.

Dreadslime Web

Value:

750 gp / 2,100 gp / 6,800 gp / 14,000 gp

Weight 2 lbs.; **Materials** dreadslime; **Nature** mundane; **Aura** none; **Slot** n/a

CL: 6th / 10th / 12th / 14th

Effect Summary:

web effect: 20' radius, DC 14

web effect: 25' radius, DC 16;

1d4 negative energy damage for each failed save; webbed creatures suffer **-1 penalty to attack rolls, skill checks, and damage rolls**; penalty increases to **-4** vs. creatures with the **Chaotic** descriptor; **Chaotic** creatures may **Check Passively (+10 modifier)** with any skill check used against webbed creatures

web effect: 30' radius, DC 18;

1d6 negative energy damage for each failed save; webbed creatures suffer **-2 penalty to attack rolls, skill checks, and damage rolls**; penalty increases to **-6** vs. creatures with the **Chaotic** descriptor; **Chaotic** creatures may **Check Passively (+10 modifier)** with any skill check used against webbed creatures

web effect: 30' radius, DC 20;

2d4 negative energy damage for each failed save; webbed creatures suffer **-3 penalty to attack rolls, skill checks, and damage rolls**; penalty increases to **-8** vs. creatures with the **Chaotic** descriptor; **Chaotic** creatures may **Check Passively (+10 modifier)** with any skill check used against webbed creatures

Description

This is a portable web that can be used as a throwable net, or strung up as a traplike device to block a doorway, for example.

It is formed from viscous ichor and threads of **dreadslime**, often taken from a mixture of **dreadslime** pools and **dreadslime**-based creatures.

Effect

A **dreadslime web** creates a **web** effect, per the spell of the same name, wherever it is placed. It may be spread or



placed intentionally, or it may be thrown like any other object.

If thrown, it generates the effect centered from its point of impact immediately upon striking any object or creature.

If placed, it has a two-round delay before exploding into the web effect, centered on where it was placed.

Placed or thrown, the resulting web effect has a radius and DC as described.

More powerful versions of *dreadslime web* afflict creatures caught in it. For such iterations, any creature failing a web-based save while in the web effect suffers **negative energy damage** as described.

Whether they fail saves to escape or not, any creatures caught in the web of all but the most basic versions suffer **penalties to attack rolls, skill checks, and damage rolls**. This penalty increases for any checks or circumstances in which a *webbed* creature is facing one or more creatures or effects with the **Chaotic** descriptor. In a scenario in which a trapped creature faces multiple effects or enemies, if even one of those factors contains the **Chaotic** descriptor, the greater penalty applies.

Finally, with **Advanced** and **Elite** versions, creatures making **skill checks** that involve one or more creatures trapped in a *dreadslime web* may **Check Passively (+10 modifier)** on the check.

Once used, a *dreadslime web* lasts a number of hours equal to half the DC it forces. Thus an **Advanced** *dreadslime web* lasts 9 hours once deployed.

Dreadslime webs have a single use, and are thereafter expended. They cannot be collected and reused.

Table 16: Dreadslime Web Flavors

Difficulty Band	Prefix	Web Radius	Web DC	Failed Save	Webbed Impact
☒ Low	Minor	20'	14	-	-
☒ Moderate	Lesser	25'	16	1d4 negative energy damage	-1 penalty to attack rolls, skill checks, and damage rolls (-4 vs. Chaotic creatures); Chaotic creatures Check Passively (+10 modifier) vs. webbed
☒ Advanced	Greater	30'	18	1d6 negative energy damage	-2 penalty to attack rolls, skill checks, and damage rolls (-6 vs. Chaotic creatures); Chaotic creatures Check Passively (+10 modifier) vs. webbed
☒ Elite	Elite	30'	20	2d4 negative energy damage	-3 penalty to attack rolls, skill checks, and damage rolls (-8 vs. Chaotic creatures); Chaotic creatures Check Passively (+10 modifier) vs. webbed

A deployed *dreadslime web* may be made permanent using a *permanency* spell or similar effect.

A *dreadslime web* may be set in its un-deployed, egglike state and made to trigger in the event of someone walking nearby. Treat this as a **trap**: any character whose class abilities grant them the ability to set up traps (e.g., Rangers) can configure this automatically using a full-round action.

Once deployed, there is a five-round delay until the device is active. Thereafter, walking within 10' of the placed *web* triggers it as though it had been thrown and struck.

Alternately, the same traplike effect may be generated via a *contingency* spell.

A *dreadslime web* is more durable than a web created by the spell of the same name. Permanent or temporary, a *dreadslime web* may only be destroyed only in 5' x 5' chunks.

Treat each 5' x 5' piece of a deployed *dreadslime web* as an object with **Hardness 6** and 25 **Hit Points**, with **DR 5/good**.

Deployed *dreadslime webs* are not flammable like webs created via the *web* spell.

Synergy & Sets

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

Discovery

Most often, the PCs are likely to encounter a *dreadslime web* deployed and as an obstacle in a dungeon.

It's also possible for **Chaotic**, particularly **Chaotic Evil**, enemies to possess and make use of them as combat weapons, or as a means to facilitate escape.

Discovering an unused *dreadslime web*, or purchasing one from a magic item shop, requires a knowledge of use. There cannot be trial and error or other research, as the device has but a single use. This may lead to hilarious, but deadly, consequences, if the PCs attempt to probe and discover what their new gel-like, egg-shaped item is!

☐ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the

wielder to immediately gain the benefit of the *dreadslime web's* capabilities.

Ubiquity

Dreadslime webs are very rare, though close to **dark obelisks** and related cults and activities, they are merely uncommon.

Notoriety

Although very few have ever encountered a *dreadslime web*, far fewer have ever seen the item in its un-deployed form. As a result, a "new" *dreadslime web* will solicit little intrigue, aside from interest if it is explicitly placed in front of someone.

Quirks of Ownership

There are no formal, mechanical impacts to possessing a *dreadslime web*.

☐ At the GM's option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Dreadslime webs were crafted by evil cultists as a means of containing the power of a **dark obelisk**.

In this initial purpose, they failed terribly; however, they accidentally created a quite useful device that many have used in years since.

Starting with a particularly thin sliver of obelisk, the substance is worked and hammered and stretched until it is thin and less opaque. It is then tempered by dipping it into *dreadslime*; this requires special equipment and protective tongs. This hammering and tempering process is repeated dozens of times until the material ends up a resinous, semiviscous state.


This semi-liquid pool of goo is then formed into an egg shape, and placed within the membrane of an actual monster egg; typically this is some sort of draconic creature, but in reality it can be any beast whose eggs are used to dealing with extreme conditions such as acid, lightning, and fire.


The result is a *dreadslime web* capsule.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dreadslime web* into your gaming sessions beyond simply “before she can escape, the chaos cultist drops a resinous egg-like object”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These devices are anathema to all but the most vile Clerics worshipping at the feet of Chaotic Evil masters. It's difficult to fathom anything but a Chaotic Evil Cleric seeking to make use of a *dreadslime web*, in any but the most dire circumstances.

Rogues

Although some Good-aligned Rogues may have qualms, it's not uncommon for a Rogue to be in need of a quick getaway. Hard to imagine a more useful device than a *dreadslime web* for such a purpose.

Marital Characters

Assuming use of the item is in keeping with their alignment, Fighters, Barbarians, and the like can make great use of a *dreadslime web* in combat. One such application might be to deploy the device to slow or stall enemies, then wading into melee.

Arcane Classes

These classes are typically less durable than others, and as a result, it can be incredibly useful to delay assailants via a *dreadslime web*.

Monks, Rangers, and Druids

As these classes are either very quick, and/or focus on ranged combat capabilities, a *dreadslime web* can be a hugely useful tool to ensure that enemy targets don't escape before maximum damage can be inflicted.

General Hooks

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

A Trap of a Different Color

As straightforward as it gets: the PCs are crawling through a dungeonlike environment, and come across a deployed *dreadslime web*.

Collector

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

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

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

FlexTable 14: Dreadslime Web Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Dark powers crafted a portable web that traps the reckless.	✓ True. This is fair warning for those who are to encounter the <i>dreadslime web</i> .
15-29	15-30	15-30	01-30	13	Struggling against the bonds of an evil webbing may cause pain and suffering.	✓ True. This refers to the negative energy damage effects of advanced versions.
30-44	31-45	31-45	31-39	16	Those trapped in the ropes of chaotic slime webs are at a huge disadvantage in combat, and may be picked off by monsters easily.	✓ True. The penalties most versions of the <i>web</i> inflict are summarized well ehre.
45-59	46-60	46-60	40-49	24	<i>Dreadslime webs</i> are portable, throwable webs of dark obelisk tempered in dreadslime.	✓ True. This correctly describes the device's origins and manufacture.
60-74	60-69	60-69	50-59	23	<i>Dreadslime webs</i> were first crafted by chaotic evil cultists worshipping at the feet of dark obelisks .	✓ True. This extends the etymology.
75-89	70-97	70-94	60-69	15	Evil webbing will grow over time like a sentient kudzu.	✗ False. <i>Dreadslime webs</i> may spread over a large region, but they are stationary.
90-00	98-00	95-00	70-00	17	Dreadslime webs will trap the spirits, if not the physical forms, of those who trespass into their reach.	✗ False. Dreadslime webs affect the physical, not the spiritual.

Magic Items

Clear the Room

Someone has deployed a *dreadslime web* on the altar of a Good-aligned church in town. The web has been made permanent, meaning the church is completely unusable (and unsafe!) until the object is removed.

The PCs are asked to investigate.

This scenario forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing a *dreadslime web* is via the following **Quest**.

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

Quest: Void the Desecration

Summary: A Good-aligned church in town has been cause feared by a *dreadslime web* made permanent. The PCs are asked to clean it up.

Rewards: 1,900 gp / 3,200 gp / 10,300 gp / 18,100 gp (promised); up to **2 Reward Stars**; *dreadslime web*

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A congregant or leader in a local Good-aligned church approaches the party with a ghastly revelation: the church’s pulpit and altar area have been cause feared by a purplish-red, horrid resin that damages and traps anyone who approaches it.

The PCs, given their experience with things vile and nasty, are asked to assist and clear the area as best they are able.


The substance is, of course, a *dreadslime web* made permanent. Beneath it, **1d4-1** (minimum 1) additional pods of un-deployed *dreadslime web* have been dropped by the instigators, though this is only apparent with a successful **Perception** check with DC equal to the DC of the *dreadslime web*, minus 2.

The church need not be one to which the PCs have any prior allegiance, or even have prior awareness of, though of course the request comes a little bit more strongly if made from someone with an established relationship to the party.

If the PCs seem reticent to engage, perhaps a more prominent figure, or a leader of the city with whom they **do** have a relationship or to whom they owe a debt, makes the request instead.



The PCs can, of course, ignore the plea. Additional

requests will come from other sources. At the GM's discretion, perhaps someone else cleans up the mess.

 Cleaning up the mess requires hacking, slashing, and cleaning, plain and simple. In this way, this Quest is somewhat straightforward, in that its danger is limited only to the recklessness of the PCs.

In the end, it's likely that the PCs spend a great deal of time testing and trying the web before actually hacking at it; in so doing, they will gain an appreciation of how to make use of the un-deployed *dreadslime web* eggs they discover underneath all the resinous goo.

Destroying all of the *dreadslime web* earns the PC the monetary reward and of course the *dreadslime web* eggs.

Cleaning the area also grants the PCs  **1 Reward Star**; if they are anything but predominantly Chaotic and/or Evil in alignment, they may gain a second  **Reward Star** by destroying the discovered *dreadslime web* eggs, or giving them to the church for safe keeping.

Dreadslime Web User

CR 1; XP 200

CN; Medium Humanoid (Dwarf)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)
HP	11	50	83	129
ARMOR CLASS	18	20	23	25
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 13 (+3) DEX 16 (+3) CON 11 (+2) INT 13 (+1) WIS 9 (-1) CHA 10 (+0)	STR 17 (+6) DEX 16 (+3) CON 11 (+3) INT 13 (+1) WIS 9 (-1) CHA 10 (+0)	STR 17 (+7) DEX 16 (+3) CON 13 (+5) INT 13 (+1) WIS 9 (-1) CHA 10 (+0)	STR 19 (+9) DEX 16 (+3) CON 13 (+7) INT 13 (+1) WIS 9 (-1) CHA 10 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Flail +3 (1d8+3) Ranged Shortbow --> 30 ft.: +5 (1d6+3); 120 ft.: +5 (1d6+3) Melee Dagger +5 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Melee +1 Flail +7/+7 (1d8+6) Ranged Shortbow --> 30 ft.: +6/+6 (1d6+3); 120 ft.: +6/+6 (1d6+3) Melee Dagger +6/+6 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +6/+6 (1d4+3); 60 ft.: +6/+6 (1d4+3)	Melee +2 Flail +9/+9 (1d8+7) Ranged Shortbow --> 30 ft.: +7/+7 (1d6+3); 120 ft.: +7/+7 (1d6+3) Melee Dagger +7/+7 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +7/+7 (1d4+3); 60 ft.: +7/+7 (1d4+3)	Melee +3 Flail +12/+12/+12 (1d8+9) Ranged Shortbow --> 30 ft.: +8/+8/+8 (1d6+3); 120 ft.: +8/+8/+8 (1d6+3) Melee Dagger +9/+9/+9 (1d4+6) Ranged Dagger (Thrown) 20 ft.: +9/+9/+9 (1d4+4); 60 ft.: +9/+9/+9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
SPECIAL QUALITIES	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Fighting Style, Second Wind, Dueling	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Flail; scale mail; shield; shortbow; arrows (20x); dagger	+1 Flail; +1 chain mail; +1 shield; shortbow; arrows (20x); dagger	+2 Flail; +2 chain mail; +2 shield; shortbow; arrows (20x); dagger	+3 Flail; +3 chain mail; +3 shield; shortbow; arrows (20x); dagger

SPECIAL ABILITIES

- Ability Score Increase** Your Constitution score increases by 2.
- Ability Score Increase** Your Wisdom score increases by 1.
- Brewer's Supplies** Proficient with Artisan Brewer's Supplies.
- Darkvision** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Dwarven Combat Training** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).
- Dwarven Toughness** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- Languages** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.
- Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- Tool Proficiency** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
- Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.
- Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.
- Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks

- increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.
- Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.
- Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.
- Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +4.
- Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.
- Defense** While you are wearing armor, you gain a +1 bonus to AC.
- Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.



Weapons

Abhorrent Naginata

Abhorrent Naginata (weapon)

Value:

10,000 gp / 22,000 gp /
36,000 gp / 54,000 gp

Weight 9 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** moderate conjuration and enchantment; **Slot** weapon (two-handed, melee, martial);

CL: 11th / 14th / 18th / 20th

Effect Summary: +1 / +2 / +3 / +4
plus **dynamic bane** (see below)

Description

A typical naginata consists of a 6-foot staff affixed to a 2-foot-long, swordlike, slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons.

In this specific case, a two-handed wooden pole ends in a long, swooped-back blade; its rear edge is gruesomely serrated. The shaft is black, with rings every few inches of a shimmering metal; these rings are each of a different color. The hilt separating shaft and blade is a ring of gold, with spiked thorns.

This weapon functions as though designed to specifically slay a certain type of creature—dwarves, elves, humans, animals, etc. Each creature type corresponds to a different colored glow the blade will give off when unsheathed.

The wielder may twist one of the colored bands on the shaft to change the type of creature that the weapon harms; this immediately causes the blade to change its glow color.

The vital stats of an *abhorrent naginata* are summarized below.

Effect

Abhorrent naginatas come in flavors of magnitude based on the difficulty band.

In addition to this bonus to Attack Rolls and damage, the weapon may be “set” to a specific type of enemy.

Mechanically, this equates to a **Favored Enemy** class ability or **Bane** weapon effect; although it is far more versatile, as it may be changed at will.

Favored Enemy bonuses from an *abhorrent naginata* stack with similar bonuses granted via other effects. This means that, for example, a **Ranger** may use the weapon to gain additional benefit against a **Favored Enemy** she has already selected.

As a **swift action**, the wielder may twist a different-colored band, changing the type of enemy against which the bonus is applied.

Synergy & Sets

None. *Abhorrent naginatas* are standalone items, and do not



Table 18: Abhorrent Naginata Flavors

Difficulty Band	Prefix	Weapon Bonus	Damage Bonus to Targeted Enemy	Additional Weapon Bonus to Targeted Enemy
☒ Low	Lesser	+1	+1d6	+2
☒ Moderate	Lesser	+2	+1d6	+2
☑ Advanced	Greater	+3	+2d6	+3
☒ Elite	Greater	+4	+2d6	+3

gain further benefit or effects from use alongside any other specific equipment.

Table 19: Abhorrent Naginata Preset Enemy

D%	Favored Enemy Preset
01-05	Aberrations
06-09	Animals
10-16	Constructs
17-22	Dragons
23-27	Fey
28	Humanoid (aquatic)
29-33	Humanoid (dwarf)
34-37	Humanoid (elf)
38	Humanoid (giant)
39	Humanoid (goblinoid)
40	Humanoid (gnoll)
41-44	Humanoid (gnome)
45-48	Humanoid (halfling)
49-55	Humanoid (human)
56-57	Humanoid (orc)
58-59	Humanoid (reptilian)
60	Humanoid (other)
61-65	Magical beast
66-70	Monstrous humanoid
71-72	Ooze
73-74	Outsider (air)
75-76	Outsider (chaotic)
77-78	Outsider (earth)
79-80	Outsider (evil)
81-82	Outsider (fire)
83-84	Outsider (good)
85-86	Outsider (lawful)
87	Outsider (native)
88	Outsider (water)
89-90	Plant
91-98	Undead
99-00	Vermin

Discovery

When discovered, the *abhorrent naginata* will be “preset” to one of its enemy types, granting an inherent **Favored Enemy** bonus to one of the following.

🎲 **Roll** on the following table to determine the random setting of the *naginata* when it is found.

This list also serves as the set of possible “settings” of the weapon; each entry corresponds to a colored band that may be twisted to target that type of enemy.

Discovering which bands correspond to which enemy types can be difficult, as it’s not generally possible to “test” attacks out against a variety of enemies!

If the weapon is discovered at random, or recovered from a slain current owner who did not impart knowledge of the device’s use, then it may be nearly impossible to figure out how to properly employ the weapon.

📖 At the GM’s discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *abhorrent naginata’s* capabilities.

Generalized Effect: Dynamic Bane

Dynamic Bane weapons function very much like their more basic **Bane** weapon counterparts, except that they may switch the nature of their enemy as a **swift action**.

Dynamic bane weapons inflict an additional **2d6** points of damage if wielded against a type of enemy of the type selected. When so wielded, they also receive an additional enhancement bonus of **+2**.

Table 17: Dynamic Bane Weapons

Stat	Value
Price	+2 bonus (lesser); +3 bonus (greater)
Aura	moderate conjuration and enchantment
CL	8th (lesser); 14th (greater)
Weight	no impact
Construction Requirements	Craft Magic Arms and Armor; <i>summon monster I</i> ; <i>instant enemy</i>

Note that the construction requirements for a generalized

dynamic bane weapon are greater than for an *abhorrent naginata* specifically; this is by design and in reflection of the particulars of that weapon.


Ubiquity

Abhorrent naginatas are exceedingly rare. They're favored by the best assassins, for obvious reasons.

Several are hoarded by rangers, not for use so much as to protect their use by those who would wield the weapons for mercantile purposes.

Notoriety

These weapons are of such renown, their use so versatile, and their value so much higher than the gold-piece currency that is hardly ever used to acquire them, that their owners tend to draw a great deal of attention.

 In game terms, owning an *abhorrent naginata* could be a lightning rod for subsequent Quests or plotlines involving jealous rogues, would-be assassins, magical-item collectors, or other such zealous pilferers.

Quirks of Ownership

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

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

History & Background

These weapons are produced in a total count of dozens long ago by an advanced guild of assassins and guards.

The thinking was that those who wielded such an item would have a versatile advantage against any sort of foe.


While this proved to be true, the mass production of a weapon that could be turned against any enemy with equal and formidable impact was looked ill upon by other factions, and ironically, this weapon proved to be the undoing of the now-long-lost guild that had created it.


The recipe for building an *abhorrent naginata*, or indeed a **dynamic bane** weapon in general, has been lost or jealously guarded for hundreds of years now.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

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

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

Class-Based Hooks

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

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

Paladins & Clerics

A device like this one is either an affront to your God, or the single greatest means of securing Her will in earth.

Which view you take will largely be a function of your deity's personality, and your own approach to exerting their will.

Either way, identifying who has an *abhorrent naginata*, and making sure it is either destroyed, preserved, or taken for one's own holy purposes, can become a priority.

Rogues

FlexTable 15: Abhorrent Naginata Rumors & Lore

D%A	D%B	D%C	D%D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-09	01-15	01-12	31-37	12	There is a polearm that allows any wielder to elongate his arms so as to strike from great distances	 False. Although this sounds like a useful weapon, it has nothing to do with the capabilities of the <i>abhorrent naginata</i> .
10-19	16-30	13-25	38-45	16	The ultimate assassin's weapon is a bladed two-handed scythe that kills any foe outright if handled in the right manner.	 Partially True. Although the <i>abhorrent naginata</i> does not slay outright, it frequently causes sufficient damage to kill with few strokes.
20-28	31-40	26-35	46-52	19	A certain rare kind of exotic martial weapon can focus to kill a specific target, making it a perfect rogue tool.	 True. This is a partial description of the weapon's capabilities.
29-38	41-42	36-42	53-60	17	Once, long ago, there was a Faction of guards, who forged a new blade that could overcome any foe. Through jealousy and anger, the Faction was overcome by those who sought to possess this weapon.	 True. Although it may not help the PCs get closer to laying hands on the weapon, this is a succinct version of the legacy of the <i>abhorrent naginata</i> .
39-47	43-52	43-50	61-67	15	A bladed polearm may be found buried in the earth; this weapon can shoot darts out of its haft.	 False, though this sounds like a very interesting concept!
48-56	53-60	51-60	68-72	17	A local assassin has a special talent: she strikes with particular lethality at any foe she is contracted to kill.	 True. Though this is less skill and more use of the <i>abhorrent naginata</i> .
57-66	61-72	61-72	73-79	14	There's a weapon called the <i>abhorrent naginata</i> —a superior polearm in combat, but cursed, such that it attracts the jealousy and ire of all around the wielder.	 Partially True. This rumor gets the name correct, but although possessing the weapon does indeed tend to draw attention and hatred, it's not a magical effect.
67-76	73-82	73-82	80-84	12	Weapons from far away bear the curse and boon of their forgers: they are especially effective against elves, giants, and humans alike!	 Partially True. These are indeed categories of foe that the <i>abhorrent naginata</i> may be "tuned" to, but its true capabilities go far beyond this selection, and of course the weapon may only "target" one of these groups at a time.
77-86	83-85	83-88	85-90	14	An evil, cursed artifact can be coaxed into slaying a named foe if the correct code word is whispered and a sacrifice is made.	 False. Though powerful and versatile, the <i>abhorrent naginata</i> is neither evil nor cursed, is not sentient, and is not an artifact. There is no code word, but depending on how the GM introduces the weapon, the colored bands may bear some investigation.
87-93	86-94	89-96	91-95	10	The naginata is a cruelly hooked and often poisoned exotic weapon that causes bleeding damage with each strike.	 False. No part of this is accurate.
94-00	95-00	97-00	96-00	8	An <i>abhorrent naginata</i> is a rare weapon that lets the wielder choose what kind of enemy it is particularly effective against.	 True. This is perhaps the best description of the weapon's capabilities.

Rogues are excellent assassins... and so an *abhorrent naginata* is an outstandingly valuable tool.

Even for those rogues who are not personally inclined toward the death-for-hire profession will likely have acquaintances who are, or gain wind of such pursuits.

Regardless of other factors, the sheer value and collectability of such an item should drive further action.

Marcial Characters

It's a two-handed weapon that is extremely powerful against literally any kind of enemy.

You probably want one of these!

Arcane Classes

Though you of course cannot wield such a weapon, it's nevertheless interesting from a purely academic perspective, let a lone what such a device represents from an historical standpoint.

Wizards and other arcanists will delight to own an *abhorrent naginata*, even though realistically they will be immediately deprived of its use in favor of a more melee-focused comrade.

You may simply wish to study such a weapon, to pore over it and glean what history you might out of its scratchings and carvings. Any character with a focus on **Divination** will likely wish to understand the weapon's shifting properties to assist in location augmentation.

Monks and Druids

Typically, Monks and Druids will want to secure an *abhorrent naginata*, if for no other reason than to preserve a balance. Such a potent weapon, they might well reason, should be in a museum, or in the hands of those whom would safeguard it against a time when its power is truly merited as opposed to being wielded opportunistically.

Thoughtful, balance, or Law-oriented classes will have ample justification in seeking the *naginata* out, though their aims should ultimately be to preserve balance and to keep it out of the wrong hands. It's helpful that any existing *naginata* is almost certainly in the "wrong hands" from this perspective!

General Hooks

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

Assassin

This hook is explored in greater detail in the enclosed Quest, "o **Quest: Adaptable Assassin**".

In short, however, there's a talented contract killer about, and the PCs are commissioned to take her out and retrieve whatever weapon or gear makes her so formidable.

It's easy to imbue this storyline with greater detail. For example, it could be that those who hire the PCs in this manner are tied into a greater plotline that the GM has already established, or to a **Faction** with ulterior motive.

Collector

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

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

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


Needs Must hunt

This hook is a bit more convoluted, and requires a bit more guidance from the GM to make it seem reasonable and sensible.


If the PCs are faced with a number of different foes, big bad nasties that they realize they require assistance bringing down, as part of their preparation for tackling the encounter, they might take a side quest to track down an *abhorrent naginata*.







Quests

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

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

Quest: Adaptable Assassin

 **Summary:** The party is contracted by an interested third party to locate and subdue a renowned local assassin, and recover the weapon she wields.

 **Rewards:**  1,000 gp /  5,000 gp /  10,000 gp /  15,000 gp (promised); up to  **2 Reward Stars;** *abhorrent naginata*


 **Locations:** Any.

 **Key NPCs:** Xanaphia.


 **Kickoff:** Random Encounter.

 **Description:**

If the party contains one or more PCs with one or more Rogue levels, select the one with the most levels of Rogue (or randomize in the event of a tie). For parties without any Rogue levels, select a PC at random.

That PC, however determined via the above method, is solicited by an acquaintance of an acquaintance, a connection so tenuous you wonder if it's legitimate. However,  **Sense Motive** checks of any level of success seem to indicate authenticity.

This man, the **Acquaintance**, describes the situation, and his offer, thusly:

 "There's an assassin about. She's ranger-lethal... but against any kinda foe, not just this'un or that'un. So good, makes me fear for me job. Bad business for us all, that sort—get too good at offing folks for coin, only the

richest have enough coin to not get offed!"

His pitch is simple: he's in the employ of those who would see this talented local assassin slain, and her gear collected. He can pay quite handsomely for this feat, and has information as to the assassin's whereabouts tonight.

The only condition is that the assassin's gear must be returned to the **Acquaintance**. If the PCs fail to make the kill, no harm no foul and no payment, but if they do slay the assassin but fail to produce the gear, the **Acquaintance** promises that a second contract will be put out... on the PCs.

↳ No amount of cajoling, bribery, threats, or even outright violence will coerce the **Acquaintance** into revealing his employers. They are a consortium of interested wealthy local nobles.

☐ At the GM's discretion, and if the campaign world used supports it, the man's employers may be any Faction with enough influence and wealth to take an interest.

It could even be a rival assassin, wealthy in her own right, looking to stem competition!

↳ If the party declines, the man persists, offering **10%** more on the prices cited above. If the party still says no, he leaves them be, though at the GM's discretion if the PCs change their mind at any point in the future, and are heard to say so in a tavern or similar place of general population, the **Acquaintance** may return to make another go of it.

↳ Queries trying to pin down exactly what sort of gear is involved will get evasive responses. A ⚠ DC 17 **Diplomacy** or **Intimidate** check will reveal the methods of the assassin in question: melee attacks from a large, bladed, slashing weapon are typical of completed contracts.

↳ Most parties will be tempted by the wealth, and/or the promise of interesting gear. Select an appropriate location in the game world for the event to go down, but ultimately, the PCs notice Xanaphia in the midst of attempting a contract kill.

If they successfully slay her in combat, they have some options as to what to do with the equipment they salvage from the encounter.

↳ The party may attempt to keep the gear, including (of course) the *abhorrent naginata*. In the short term, this is successful; however, it's only a matter of time before the **Acquaintance** hires another group of contract killers to take out the party and retrieve the weapon. The *naginata* is the only item of true interest; ultimately the party may keep the reward gold and everything else on the corpse.

↳ Cornering Xanaphia and trying to talk to her may be difficult: a ⚠ **Diplomacy** or **Intimidate** check, opposed by the assassin's **Bluff** check, is necessary to even get her talking instead of fighting.

Once discussion is started, the following **Skill Challenge** applies. This description assumes that the PCs will take the approach of being honest, with an ultimate goal of trying to convince Xanaphia to give up her equipment without the need for violence; the GM may have to tweak the challenges and/or descriptions as appropriate for what the PCs actually do!

⚠ Asking the Assassin

First Check: Diplomacy or **Intimidate**, opposed by Xanaphia's **Sense Motive**, to describe the situation and have her accept it; failure means she attacks the PCs and they will have to succeed at the check described above to re-initiate this **Skill Challenge**.

Second Check: Bluff or **Intimidate**, opposed by Xanaphia's **Sense Motive**, to introduce the possibility of resolving the situation non-violently; failure reverts to the **First Check**, which must be attempted again to proceed.

Third Check: Diplomacy or **Intimidate**, opposed by Xanaphia's **Bluff**, to get her to accept the terms. Failure reverts to the First Check, which must be attempted again to proceed. Success quits the challenge, and convinces Xanaphia to give the PCs her *abhorrent naginata*.

No matter how the Quest is resolved, the party should receive ⚡ XP as normal for vanquishing the assassin.

Xanaphia

CR 1; XP 200

CN; Medium Humanoid (Half-Elf)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
HP	8	28	41	63
ARMOR CLASS	15	17	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 18 (+4) DEX 16 (+5) CON 10 (+0) INT 8 (+1) WIS 11 (+0) CHA 13 (+1)	STR 18 (+4) DEX 18 (+7) CON 10 (+0) INT 8 (+2) WIS 11 (+0) CHA 13 (+1)	STR 18 (+5) DEX 20 (+9) CON 10 (+0) INT 8 (+3) WIS 11 (+0) CHA 13 (+1)	STR 20 (+5) DEX 20 (+10) CON 10 (+0) INT 8 (+5) WIS 11 (+0) CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12 +4 Thieves' Tools	Passive Perception 16 +6 Thieves' Tools	Passive Perception 18 +8 Thieves' Tools	Passive Perception 20 +10 Thieves' Tools
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	Melee Dagger +6 (1d4+4) Ranged Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) Melee Spear +6 (1d6+4) Ranged Spear (Thrown) 20 ft.': +6 (1d6+4); 60 ft.': +6 (1d6+4)	Melee Dagger +7 (1d4+4) Ranged Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) Melee +1 Spear +8 (1d6+5) Ranged +1 Spear (Thrown) 20 ft.': +8 (1d6+5); 60 ft.': +8 (1d6+5)	Melee Dagger +9 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) Melee +2 Spear +11 (1d6+7) Ranged +2 Spear (Thrown) 20 ft.': +11 (1d6+7); 60 ft.': +11 (1d6+7)	Melee Dagger +10 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) Melee +3 Spear +13 (1d6+8) Ranged +3 Spear (Thrown) 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

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

SPECIAL ABILITIES

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

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

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

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

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

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

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

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

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

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

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

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so

do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

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

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

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

Blackhatch Sabre

Blackhatch Sabre (weapon)

Value:

✖ 3,500 gp / ✖ 18,000 gp /
✖ 62,000 gp / ✖ 119,000 gp

Weight 4 lbs.; **Materials** steel, leather; **Nature** magical; **Aura** slight abjuration; **Slot** weapon (sword, martial)

CL: ✖ 6th / ✖ 10th / ✖ 12th / ✖ 14th

Base Weapon Profile:

Dmg 1d6 (1d4 S); **Critical** 18-20/x2; **Type** slashing

Effect Summary:

✖✖✖✖ Wielder benefits from **Bull Rush Strike** feat

- ✖ +4 bonus to bull rush attempts; counts as a +1 weapon in all respects
- ✖ +6 bonus to bull rush attempts; counts as a +2 weapon in all respects
- ✖ +8 bonus to bull rush attempts; counts as a +3 weapon in all respects
- ✖ +10 bonus to bull rush attempts; counts as a +4 weapon in all respects

Description

A dark pirate's weapon, this sword is brutal and lethal.

When its power is activated, it can be used to shove opponents some distance; while under many circumstances this may not have much effect, on the open sea, on rooftops, or in close or precarious quarters, this can spell doom for even the most capable enemy.

Effect

These cutlasses grant a number of passive benefits to their wielders. All of these effects are automatic when wielded, and none can be suppressed while the weapon is held.

First, all versions grant the benefit of having at least one Feat: **Bull Rush Strike**. More advanced iterations grant additional Feat benefits. Wielders who have one or more of the Feats granted by this weapon gain no additional benefit from having the Feat a second time, as none of the Feats involved stacks with itself.

Second, all versions grant a **bonus to confirm critical hits** inflicted with this weapon. No such bonus is gained to critical hits inflicted with other weapons held.

Third, all *blackhatch sabres* grant a **bonus to Bull Rush** attempts, as described.

Finally, all *sabres* are **magical weapons**, and count as weapons with an inherent **enhancement bonus** as described.

Synergy & Sets

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



Discovery

These weapons are typically found wielded by enemies, particularly roguish or piratical foes.

They may also commonly be discovered in treasure hoards, and rarely for sale in magic item shops.

Ubiquity

Blackhatch sabres are rare, though much more common in coastal areas or on the high seas, where the weapons have gained a reputation as a quintessential pirate's tool.

Notoriety

Naive observers will conclude that the wielder has a fancy cutlass.

Those familiar with the device and its preponderant use may assume the bearer is of piratical inclination.

Quirks of Ownership

None. Other than the prejudices noted above, there are no unusual reactions or behaviors to be expected simply by wielding a *blackhatch sabre*.

History & Background

As one might imagine, these weapons were first forged by half-orcish pirates. However, what may be somewhat surprising is the recency: these artifacts date back only a few dozen years.

Table 20: Blackhatch Sabre Flavors

Difficulty Band	Prefix	Bull Rush Bonus	Counts as
☒ Low	Minor	+4	+1 weapon
☒ Moderate	Lesser	+6	+2 weapon
☒ Advanced	Greater	+8	+3 weapon
☒ Elite	Elite	+10	+4 weapon

Blackhatch sabres were commissioned by the wizardly-leaning elements of a successful pirate cult. Its admiral fancied his crew and amalgamated entourage of a half-dozen ships as an army at sea, and treated his men and women much like the soldiers he once served with in his youth.


Toward this end, he decided that the host needed uniforms and weaponry. He spent much of his amassed fortune outfitting everyone with custom garb, and tasked his more magically-inclined crew with forging a weapon worthy of their task.


Blackhatch sabres have inevitably spread, both as spoils of armed conflict with the pirates who created them, as well as in some cases through resale from desperate pirate crew seeking coin on the side.

Rumors & Lore

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



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

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



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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from

a **Key NPC**. Any named NPC is a “key” NPC for these purposes.

-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *blackhatch sabre* into your gaming sessions beyond simply “the halforcish pirate king drops a nifty-looking cutlass”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

It's a useful weapon that can be wielded fairly easily. These classes may seek one out, but would likely only go out of their way to do so if they already favored that combat style.

Rogues

It's not as dexterous to use as, say, a short sword, but it has flair, it has charisma... it's a weapon with moxie, is what it is.

Plus, although most Rogues would likely shy away from the Bull Rush approach to combat, the style is in keeping with the weapon's pirate origins.

Martial Characters

Any Fighter, Barbarian, or similar martial class wielding a one-handed weapon could seek benefit from using a *blackhatch sabre*, particularly if their combat style already involves a Bull Rush approach.

Arcane Classes

All but the most militant of arcanists would have little use for a *blackhatch sabre*... but those who do dabble in melee might find a versatile weapon.

Monks, Rangers, and Druids

To the extent to which these classes rely upon melee combat skills, they might well gain benefit from a *blackhatch sabre*.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the

GM sees fit as best matches the play style and existing motivations of the party.

Return the Pirate's Treasure

A *blackhatch sabre* was taken from the body of a pirate underling. How the hapless lad had come by such a weapon is beyond reason, but nevertheless, it was his, and someone took it.

This Quest involves the party finding the weapon and returning it to the wife the lad had on dry land.

Collector

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

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

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


By the Cut of Their Blades

A pirate ship has docked in port, and the crew has set about carousing. The village constable deputizes the PCs, and tasks them with keeping an eye out for anyone bearing a certain type of blade.


This scenario forms the basis of the **Quest** below.







Quests

Another, more thorough, means of introducing a *blackhatch sabre* is via the following **Quest**.

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

Quest: By the Cut of Their Blades

 **Summary:** Pirates have taken ashore, and have been spending their pilfered coin in town. The PCs are asked to help keep an eye out for those disturbing the peace.

 **Rewards:**  250 gp /  1,200 gp /  4,000 gp /  6,500 gp (per pirate, promised); up to  **2 Reward Stars**; *blackhatch sabres*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.

 **Description:**

Seems a local port is host to a ship full of dozens of pirates. These criminal seamen have broken no law in town as a group, at least not that the town's security authority is aware of, but there is great trepidation about their presence.

After all, the town's sheriff tells the PCs sagely, the line between generous and brawl can be a small draught of the right liquor.




The mayor, sheriff, or other security authority essentially


deputizes the PCs for the duration of the pirates' stay in town, which could be a day or up to a week. (Mechanically, determine this yourself; the duration is equal to  **2d4** days).

During this time, the PCs are asked to keep an eye out. They need not even do anything they wouldn't normally be doing—they can frequent bars, but do not have to; they may even adventure during the day. But each night, they should be in town, and stay out and about from dusk until midnight, just in case there are ill events afoot.


It seems that the entire crew has a particular sort of cutlass, very notable; the sheriff shows the party a sample, taken from one pirate who grew too inebriated to keep his hands to himself and who is currently sleeping his crime off in the town's jail.



For each pirate who is disturbing the peace that the PCs detain, they will receive the monetary reward described above. There is no upper limit to the possible bounty.


At each social area or gathering the PCs go to during this time of day, there is a  **30%** chance that  **1d4** pirates will be present, each wearing a *blackhatch sabre*. Each pirate present has a  **15%** chance of causing a ruckus, groping a barmaid, or otherwise “qualifying” to be detained.

This chance goes up by **5%** for each other pirate present. Thus, in a group of **3** pirates, each has a  **25%** chance of behaving poorly.

Most of the pirates will be too drunk to fight back very effectively. Treat this as a single round of melee combat, in which all pirates will join together to defend the group whether they individually behaved well or poorly. If the pirates inflict more damage than the PCs do, the fight continues. At the end of any round in which the PCs inflict more damage than the pirates do, all remaining pirates will pass out unconscious and can be hauled away to jail.

 If the PCs ignore the request, the sheriff still considers them deputized for the duration of the pirates' stay, and pirates will still “pop up” as described above. The PCs may take advantage of the opportunity at any time.

 PCs who actively troll through bars, nightclubs, brothels, and other evening establishments will find ample opportunity to ply their new trade. In addition to the monetary reward described, they will receive to  **1 Reward Star** the first time they jail an offender.

If the party “deposits” a number of pirates greater to the number of PCs in the party, they will receive a second to  **Reward Star**.

Finally, the party may keep any *blackhatch sabres* they come across or pilfer off of unconscious pirate bodies; the towns' security forces will pretend not to notice, and the pirates involved will be too ashamed to ask for their weapon back.

FlexTable 16: Blackhatch Sabre Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	10	All manner of magic swords may be found on the high seas.	✓ True. Though worded so vaguely that it could not possibly be false.
15-29	15-30	15-30	01-30	11	Among pirates, a particular sort of cutlass is favored.	✓ Partially True. Most pirates favor the most lethal thing they can get their hands on.
30-44	31-45	31-45	31-39	13	A few dozen years ago, orcish pirates crafted a scimitar that grants its wielder combat prowess.	✓ True. This describes the artifact's origins.
45-59	46-60	46-60	40-49	16	<i>Blackhatch sabres</i> grant combat bonuses to the bold and the brazen.	✓ True. This refers to the Bull Rush aspect of the device's power.
60-74	60-69	60-69	50-59	18	A <i>blackhatch sabre</i> is a kind of cutlass, favored by and crafted by pirates, that grants its wielder powers as though they had combat training.	✓ True. This is a good summary of the artifact's abilities.
75-89	70-97	70-94	60-69	11	A <i>blackhatch sabre</i> is a dancing blade used to open an ebony portal to another dimension.	✗ False. This likely stems from a misunderstanding of the "blackhatch" portion of the weapon's name.
90-00	98-00	95-00	70-00	12	Magic cutlasses used on the high seas can be used as divining rods to capture buried pirate treasure.	✗ False. This is simply wishful thinking, perhaps on the part of the more lowly elements of the pirate crew who use these weapons!

Blackhatch Sabre Wielder

CR 1; XP 200

CN; Medium Humanoid (Half-Orc)

Magic Items

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
HP	10	30	56	109
ARMOR CLASS	18	20	23	25
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 19 (+6)	STR 20 (+8)	STR 20 (+9)	STR 20 (+10)
	DEX 14 (+2)	DEX 17 (+3)	DEX 19 (+4)	DEX 19 (+4)
	CON 10 (+2)	CON 10 (+3)	CON 10 (+4)	CON 14 (+7)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 7 (-2)	WIS 7 (-2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
LANGUAGES	Common, Orc			
ATTACKS	Melee Scimitar +6 (1d6+6)	Melee +1 Scimitar +9/+9 (1d6+8)	Melee +2 Scimitar +11/+11 (1d6+9)	Melee +3 Scimitar +13/+13/+13 (1d6+10)
	Melee Dagger +6 (1d4+6)	Melee Dagger +8/+8 (1d4+7)	Melee Dagger +9/+9 (1d4+7)	Melee Dagger +10/+10/+10 (1d4+7)
	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10/+10/+10 (1d4+5); 60 ft.: +10/+10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Fighting Style, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Scimitar; scale mail; shield; dagger	+1 Scimitar; +1 chain mail; +1 shield; dagger	+2 Scimitar; +2 chain mail; +2 shield; dagger	+3 Scimitar; +3 chain mail; +3 shield; dagger

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

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

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

Menacing You gain proficiency in the Intimidation skill.

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

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

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Bludgeondart

Bludgeondart (weapon)

Value:

☒ 1,200 gp / ☒ 3,800 gp / ☒ 15,000 gp / ☒ 62,000 gp

Weight 1/2 lb.; **Materials** steel, wood; **Nature** magical; **Aura** moderate evocation [force]; **Slot** weapon (simple, thrown, ranged)

CL: ☒ 6th / ☒ 12th / ☒ 16th / ☒ 18th

Base Weapon Profile:

Dmg 1d4 (1d3 S); **Critical** x2; **Range** 10'-100';
Type Ranged (Thrown), piercing/bludgeoning (see below)

Effect Summary:

- ☒☒☒☒ Inflicts **1d4 (1d3 S)** piercing damage in addition to damage noted below; **20%** chance reusable
- ☒ Treat as a **+1 weapon** in all respects; adds **1d4+1 bludgeoning** damage
- ☒ Treat as a **+2 weapon** in all respects; adds **1d6+2 bludgeoning** damage; generates an *interposing hand* effect after damage is inflicted
- ☒ Treat as a **+3 weapon** in all respects; adds **2d4+3 bludgeoning** damage; generates a *forceful hand* effect after damage is inflicted
- ☒ Treat as a **+4 weapon** in all respects; adds **3d6+4 bludgeoning** damage; generates a *bigby's hand* effect after damage is inflicted

Description

Tossed by any creature with any momentum, this dart expands and gathers speed after flying 10'. The result is that it will fly up to 100' in a straight line when thrown, and upon impact, generates a force equivalent to a massive boulder thrown by a giant.

In practical terms, this weapon inflicts a huge amount of crushing damage, and pushes enemies back.

Most versions consist of a metal shaft, carved rocklike head, and wooden fluting in the rear.

Effect

First, note the range of the weapon: when thrown, it flies in a straight line up to 100'. If it does not strike anything after 100', it thuds to the ground at that point with no further effect; it may be reused thereafter.

A *bludgeondart* is generally speaking a single-use thrown weapon fashioned after a dart. Treat it as a dart for purposes of proficiency and usability.

All versions of *bludgeondart* are magical weapons, and have an innate **enhancement bonus** as described.

In addition, all *bludgeondarts* inflict **additional piercing** and **bludgeoning damage** upon impact as noted.

Advanced iterations also generate a spell effect upon impact. This effect is identical to the spell of the same name; spells requiring or referencing a target automatically designate the creature or surface struck by the *bludgeondart*.



Bludgeondarts are semi-durable. After throwing one and resolving its effect, check to see if it is reusable; all forms of *bludgeondart* have a standard **20% chance of reusability**.

Synergy & Sets

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

Discovery

These items are sometimes available for sale at magic weapons shops. They can also be discovered in treasure hoards.

Upon examination, it's clear that this device is a magical dart, though what its effect is, and how it might be used, are mysteries absent experimentation or a knowledgeable handoff from a current owner familiar with its function.

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

Ubiquity

Bludgeondarts are uncommon, but in regions of high magic and/or common magic weaponry, they are more easily found.

Table 21: Bludgeondart Flavors

Difficulty Band	Prefix	Counts As	Additional Damage	Spell Effect Generated
☒ Low	Minor	+1	1d4 P; 1d4+1 B	-
☒ Moderate	Lesser	+2	1d4 P; 1d6+2 B	<i>interposing hand</i>
☒ Advanced	Greater	+3	1d4 P; 2d4+3 B	<i>forceful hand</i> (or any above)
☒ Elite	Elite	+4	1d4 P; 3d6+4 B	<i>bigby's hand</i> (or any above)

Notoriety

The device appears to be a magic dart: as a result, it is unlikely to gather much attention outside of that somewhat mundane context.

Quirks of Ownership

None.

History & Background

Bludgeondarts were originally conceived as a key element of a trap, meant to ward off intruders to a wizard's laboratory.

A venerable, and increasingly paranoid, wizard had given up the adventuring life in favor of a crafting-for-hire mercenary laboratory. In his new position, he outfitted many adventuring parties with common and custom gear, and in so doing increasingly saw younger versions of himself echoed in the parties' compositions.

A mixture of senility and jealousy gathered in his gut over the years, as his wrinkles deepened and those seeking his services appeared to grow younger and younger from his ancient eyes. Though nobody had even made such an attempt, he grew furtive and cautious, convinced that some of his customers had stolen from his laboratory.

Eventually, he took to setting up makeshift traps at the entrances to his lab, an establishment that he increasingly considered to be his "lair" more than his workplace. The traps grew steadily more complex and elaborate, and culminated in the *bludgeondart*: a device intended to ward off the most inquisitive foes.

Sadly, the wizard forgot to disarm the trap one day, and fell victim to his own invention.

Rumors & Lore

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

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

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

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

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

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

- **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *bludgeondart* into your gaming sessions beyond simply "the sorcerer draws a funky-looking dart", here are some ideas.

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

Class-Based Hooks

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

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue

someone who may be in the possession of a *bludgeondart*.

Paladins & Clerics

These types would almost certainly have better combat alternatives, but to the extent to which they are more focused in melee, a *bludgeondart* would be an easy-to-use alternative for ranged attacks.

Rogues

Most Rogues have at least a passing ability in ranged combat; a *bludgeondart* would fit well with the style of most Rogues. It's also a possible choice for a somewhat inelegant and potentially messy assassination tool.

Marcial Characters

Perhaps the team's Fighter wants to destroy enemy mages from afar while focusing melee abilities to sturdier foes. Or, perhaps the party's Barbarian has a need for ranged combat before raging.

Whatever the conditions, a *bludgeondart* offers a quick, disposable ranged attack with massive impact.

Arcane Classes

Arcanists likely get the best use out of a tool such as a *bludgeondart*: easily used, ranged weaponry at the outer limits of what a Wizard or Sorcerer might otherwise expect in terms of range and damage potential.

Monks, Rangers, and Druids

These classes all tend to be nimble, agile, versatile: a quick and lightweight ranged weapon such as the *bludgeondart* gives them additional options.

General Hooks

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

Strike From Afar

The PCs are faced with a foe who is preventing them from crossing an obstacle; a *bludgeondart* might make short work of such an opponent.

Perhaps there is a river crossing, with an adept crossbowman on the opposing side. Or a chasm, across which a rickety bridge exposes crossers to a longbow archer.

Collector

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

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

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

Trapped from Afar


This situation is very straightforward and flexible: the PCs

trigger a trap, which involves a *bludgeondart* fired at them from maximum range.


This scenario forms the basis of the **Quest** below.

Quests

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

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

Quest: Trapped From Afar

 **Summary:** The PCs trigger a trap which fires a *bludgeondart* at them.

 **Rewards:** *bludgeondart*.

 **Locations:** Any.

 **Key NPCs:** None.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs trigger a trap. It fires a *bludgeondart* toward them from a great distance.


This trap has the best impact if the *bludgeondart* fires from far enough away that they cannot see the origin; the projectile simply hurls toward them and impacts with devastating effect.

This is quite vague and flexible, intentionally so. This trap can be inserted into any situation, circumstance, or environment.

The *bludgeondart* the trap fires should be assumed to strike the foremost member of the party.


There is of course no monetary reward to this encounter in and of itself.

However, the *bludgeondart* that impacts the party automatically succeeds in its "durability check", so the party may use it again.


If by chance the party is able to disable the trap before it is sprung, they should benefit from a stored cache of  **1d4+1** *bludgeondarts*.

Bludgeondart Trap


Type Mechanical; **Trigger** Touch; **Reset** Manual


 **Perception** DC 20; **Disable Device** DC 23


Effect  *minor bludgeondart*; Atk +9


 **Perception** DC 22; **Disable Device** DC 25

Effect  *lesser bludgeondart*; Atk +13

 **Perception** DC 24; **Disable Device** DC 27

Effect  *greater bludgeondart*; Atk +17

 **Perception** DC 26; **Disable Device** DC 29

Effect  *elite bludgeondart*; Atk +19

FlexTable 17: Bludgeondart Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	Long ago, a wizard crafted weapons to use in traps to protect his workshop.	✔ True. This refers to the origins of the device.
15-29	15-30	15-30	01-30	13	Certain magical darts have extended range.	✔ True. Though this is hardly the most compelling aspect of the <i>bludgeondart</i> .
30-44	31-45	31-45	31-39	15	<i>Bludgeondarts</i> inflict additional smashing damage.	✔ True. This is one aspect of the weapon's features.
45-59	46-60	46-60	40-49	14	Magical darts may inflict additional damage, and/or grant bonuses to accuracy.	✔ True. This is a small subset of the effects of the weapon.
60-74	60-69	60-69	50-59	17	<i>Bludgeondarts</i> may be thrown to extreme range, cause extra damage... and may even produce phantom force hands when they strike!	✔ True. This is a good rundown of all of the weapon's features.
75-89	70-97	70-94	60-69	11	Magical darts are often cursed to reverse and strike the thrower!	✘ False. While this may be true occasionally, it has nothing to do with <i>bludgeondarts</i> .
90-00	98-00	95-00	70-00	15	<i>Bludgeondarts</i> inflict additional damage... but at the expense of causing suffering in the thrower as well.	✘ False. There is no negative impact to the user.

Bludgeondart Wielder

CR 1; XP 200

LE; Medium Humanoid (Elf)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Sorcerer 1	Sorcerer 6	Sorcerer 10	Sorcerer 14
SIZE / ALN	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	7	33	60	77
ARMOR CLASS	15	16	17	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'; Fly 30'
ABILITY SCORES / SAVES	STR 9 (-1) DEX 15 (+2) CON 10 (+2) INT 20 (+5) WIS 7 (+2) CHA 13 (+3)	STR 9 (-1) DEX 17 (+3) CON 10 (+3) INT 20 (+5) WIS 7 (+2) CHA 13 (+4)	STR 9 (-1) DEX 19 (+4) CON 10 (+4) INT 20 (+5) WIS 7 (+2) CHA 13 (+5)	STR 9 (-1) DEX 20 (+5) CON 11 (+5) INT 20 (+5) WIS 7 (+2) CHA 13 (+6)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
LANGUAGES	Common, Draconic, Dwarvish, Elvish			
ATTACKS	Ranged Dart) --> 20 ft.: -6 (1d4+2); 80 ft.: -6 (1d4+2) Melee Quarterstaff +1 (1d6-1) Melee Dagger +4 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2) Ranged Sling) --> 30 ft.: +4 (1d4+2); 120 ft.: +4 (1d4+2)	Ranged Dart) --> 20 ft.: -4 (1d4+3); 80 ft.: -4 (1d4+3) Melee +1 Quarterstaff +3 (1d6) Melee Dagger +6 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3) Ranged Sling) --> 30 ft.: +6 (1d4+3); 120 ft.: +6 (1d4+3)	Ranged Dart) --> 20 ft.: -2 (1d4+4); 80 ft.: -2 (1d4+4) Melee +2 Quarterstaff +5 (1d6+1) Melee Dagger +8 (1d4+4) Ranged Dagger (Thrown) 20 ft.: +8 (1d4+4); 60 ft.: +8 (1d4+4) Ranged Sling) --> 30 ft.: +8 (1d4+4); 120 ft.: +8 (1d4+4)	Ranged Dart) --> 20 ft.: +0 (1d4+5); 80 ft.: +0 (1d4+5) Melee +3 Quarterstaff +7 (1d6+2) Melee Dagger +10 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5) Ranged Sling) --> 30 ft.: +10 (1d4+5); 120 ft.: +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Cantrips, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Sorcerous Origin, Spell Casting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting ,	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting
SPELL-CASTING	Save DC 11; Spell Atk +3 1st: charm person; color spray	Save DC 12; Spell Atk +4 3rd: blink; fear; fireball 2nd: blur; knock; scorching ray 1st: charm person; color spray; silent image; sleep	Save DC 13; Spell Atk +5 5th: cloudkill; hold monster 4th: blight; confusion; ice storm 3rd: blink; fear; fireball 2nd: blur; knock; scorching ray 1st: charm person; color spray; silent image; sleep	Save DC 14; Spell Atk +6 7th: finger of death 6th: disintegrate 5th: cloudkill; hold monster 4th: blight; confusion; ice storm 3rd: blink; fear; fireball 2nd: blur; knock; scorching ray 1st: charm person; color spray; silent image; sleep
EQUIPMENT	Darts (5x); quarterstaff; sling; sling bullets (10x); dagger	Darts (5x); +1 quarterstaff; sling; sling bullets (10x); dagger	Darts (5x); +2 quarterstaff; sling; sling bullets (10x); dagger	Darts (5x); +3 quarterstaff; sling; sling bullets (10x); dagger

SPECIAL ABILITIES

- Ability Score Increase** Your Dexterity score increases by 2.
- Ability Score Increase** Your Intelligence score increases by 1.
- Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Elf Weapon Training** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- Fey Ancestry** You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- Keen Senses** You have proficiency in the Perception skill.
- Languages** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.
- Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.
- Careful Spell** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of

- those creatures up to 1. A chosen creature automatically succeeds on its saving throw against the spell.
- Creating Spell Slots** Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.
- Draconic Bloodline** Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.
- Draconic Resilience** As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- Dragon Ancestor** At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Blue, Damage Type Lightning. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 1 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 1. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Metamagic At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 14 sorcery points. You can never have more sorcery points than 14 at once. You regain all spent sorcery points when you finish a long rest.





Bonespike

Bonespike (weapon)



Value:

 3,800 gp /  23,000 gp /
 62,000 gp /  105,000 gp



Weight varies (see below).; **Materials** bone, sinew, leather;
Nature magical; **Aura** moderate necromancy [evil, pain];
Slot weapon (one/two-handed, melee, thrown)

CL:  6th /  10th /  12th /  14th

Base Weapon Profile:





  As Shortspear:

Weight 3 lbs; **Dmg** 1d6 (1d4 S); **Critical** x2; **Type** piercing; **Range** 20'; **Class** Simple One-Handed (Melee/Thrown)

  As Spear:

Weight 6 lbs; **Dmg** 1d8 (1d6 S); **Critical** x3; **Type** piercing; **Range** 20'; **Class** Simple Two-Handed (Melee/Thrown); **Special** brace

Effect Summary:

-  Critical hits vs. vertebrate enemies: inflicts **1 Strength** damage (**Constitution** save **DC 15** negates), plus **Shaken** condition for **1d4** rounds (separate **Constitution** save **DC 14** halves condition duration, rounded down); treat as **+1 weapon** in all respects
-  Critical hits vs. vertebrate enemies: inflicts **1d2 Strength** damage (**Constitution** save **DC 17** halves, rounded down), plus **Shaken** condition for **1d6** rounds (separate **Constitution** save **DC 16** halves condition duration, rounded down); treat as **+2 weapon** in all respects
-  Critical hits vs. vertebrate enemies: inflicts **1d4 Strength** damage (**Constitution** save **DC 19** halves, rounded down), plus **Shaken** condition for **2d4** rounds (separate **Constitution** save **DC 18** halves condition duration, rounded down), plus **Sickened** condition for **1d4** rounds (separate **Constitution** save **DC 16** halves condition duration, rounded down); treat as **+3 weapon** in all respects
-  Critical hits vs. vertebrate enemies: inflicts **1d6 Strength** damage (**Constitution** save **DC 21** halves, rounded down), plus **Shaken** condition for **2d6** rounds (separate **Constitution** save **DC 20** halves condition duration, rounded down), plus **Sickened** condition for **1d6** rounds (separate **Constitution** save **DC 18** halves condition duration, rounded down); treat as **+4 weapon** in all respects





Description

Functioning in combat like a spear, this weapon causes fear in enemies. When striking a vertebrate foe, it causes a tremor that shakes the foe to their very bones, possibly causing critical-hit bone-break damage as well. Formidable versions of this weapon also cause a brittle-bone disease that must be magically cured.



It appears to be an unwieldy arrangement of bones, segmented as though along an enormous and horrible finger from a larger-than-life demon.

Effect

In combat,  **Low** and  **Moderate** iterations are sized like a **shortspear**;  **Advanced** and  **Elite** versions are sized like full **spears**.

All versions are **magical weapons**, and enjoy an inherent **enhancement bonus** as listed.

Beyond that, *bonespikes* possess a single effect, that is only triggered when the weapon is used to confirm a critical hit against a vertebrate opponent. Each such critical hit inflicts **Strength damage**, and has the potential to inflict one or more **conditions** as well.

Victims must make separate saves for the ability damage and each condition as noted.

Against opponents without a skeletal structure, the *bonespike* functions as a normal magical weapon, gaining only its enhancement bonus.

Note that skeletons and other animated creatures **are** affected by the *bonespike*'s abilities, though they may of course be immune to the individual effect components.

Synergy & Sets

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

Table 22: Bonespike Flavors

Difficulty Band	Prefix	Critical Hit Damage	Critical Hit Conditions	Enhancement Bonus
☒ Low	Minor	1 Str (Con DC 15 negates)	Shaken 1d4 rounds (Con 14 halves)	+1
☒ Moderate	Lesser	1d3 Str (Con DC 17 negates)	Shaken 1d6 rounds (Con 16 halves)	+2
☒ Advanced	Greater	1d4 Str (Con DC 19 negates)	Shaken 2d4 rounds (Con 18 halves); Sickened 1d4 rounds (Con 16 halves)	+3
☒ Elite	Elite	1d6 Str (Con DC 21 negates)	Shaken 2d6 rounds (Con 20 halves); Sickened 1d6 rounds (Con 18 halves)	+4

Discovery

These items are usually discovered wielded by enemies, though it's also possible to find them in treasure hoards.

It is extremely rare to find them for sale in any sort of shop.

Among barbarian tribes, these weapons are prized trophies and symbols of power.

It's not immediately apparent what the weapon does, aside from look unusual, without trial and error or knowledgeable handoff from an informed current owner.

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

Ubiquity

Bonespikes are very rare in general.

In barbarian and rural plains tribes, however, they flourish, as they are items of symbolic power and influence within the tribe.

Notoriety

Outside of cultures which prize them, *bonespikes* seem to be macabre spears of unnecessarily threatening design, fabricated either by madmen or those looking to impart their necromatic intentions.

Someone from a culture which reveres these weapons will instantly recognize it in the hands of others, and may assume either membership in the tribe, or that the person bearing the weapon slew a tribesperson to obtain the weapon.

Quirks of Ownership

None. Other than potentially attracting attention from tribes who value these weapons.

History & Background

Bonespikes were first crafted as celebratory items to commemorate the slaying of great monsters.

Early *bonespikes* were literally forged from the elongated bones of enormous monsters, and borne by the warriors who

gave the felling blow to the beast.

Later, as demand grew beyond the tribe's ability to find and destroy large enough creatures, they were fashioned from wood, augmented with smaller pieces of bone from slaughtered humanoid enemies where possible.

The intent and use remained the same: honor great deeds, and bring enhanced abilities to those who have slain great enemies.

Rumors & Lore

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

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

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


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

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

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

- **A Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- **B Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **C Use Context C:**

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

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

Hooks & Integration

If you're looking for an excuse to introduce a *bonespike* into your gaming sessions beyond simply "the barbarian warrior drops a morbid-looking spear", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes may seek to bring honor to the fallen through use of a *bonespike*.

They're likely to want to understand the item's history so that they can use it with intent and with clarity of purpose.

As a result, they are also more likely to retain ownership of a *bonespike*, even after encountering tribespeople who may have a bone to pick with someone outside their ranks bearing such a favored weapon.

This latter scenario forms the basis for the **Quest** below.

Rogues

Rogues are not typically spear-carriers, but any bonus to critical hit impact and damage potential is a boon worth seeking regardless of combat styles.

Martial Characters

For whom this weapon was created originally: Fighters, Barbarians, and other martial classes would do well to bear such a weapon, particularly if they focus on critical hit capabilities.

Arcane Classes

As arcanists tend to avoid skill sets and talents related to inflicting melee critical hits, they're least likely of all classes to bear a *bonespike* themselves.

However, there is something to be said for the atmosphere such an item brings to those already inclined toward the necromantic.

Monks, Rangers, and Druids

These classes can all make good use of spears in their combat forms, and can all take a focus in inflicting critical hits.

General Hooks

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

Fell the Beast

The PCs are asked to slay a great beast, that local tribespeople might fashion magic weapons from its corpse.

For their troubles, the PCs will be gifted one such weapon, a *bonespike*.

Collector


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

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


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


Quests

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

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

Quest: A Bone to Pick

 **Summary:** The PCs come across a *bonespike*, only to later encounter tribespeople from the fallen soldier to whom it belonged.

 **Rewards:** Up to  **2 Reward Stars**; *bonespike*



 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.



 **Description:**

In a completely unrelated treasure hoard, the PCs come across a *bonespike*. Assuming they take the weapon, and do not resell it, this Quest is initiated.

A few days later ( **1d4 days**, if you wish to formalize it mechanically), the party will come across a group of  **2d6 barbarian tribespeople**. It turns out they are from a tribe which makes extensive use of *bonespikes* as a symbols of combat prowess, and it is illegal in their eyes for such a weapon to be used outside of the tribe.

For the PCs to possess such a weapon is unconscionable to them.

Forced with this situation, the PCs are given a few options.

 They may fight the tribespeople. Succeeding lets them keep the *bonespike*, and grants them  **1 Reward Star**.

FlexTable 18: Bonespike Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Certain magical weapons are forged from the bones of great beasts.	✓ True. This applies to the <i>bonespike</i> as well as other weapons.
15-29	15-30	15-30	01-30	13	Crafted from the femurs of gargantuan monsters, the <i>bonespike</i> is a magical spear with combat powers.	✓ True. Accurate, so far as it goes.
30-44	31-45	31-45	31-39	14	Those wielding a <i>bonespike</i> in combat inflict greater damage than a normal spear.	✓ True. Somewhat vague, but not inaccurate.
45-59	46-60	46-60	40-49	15	Scoring a lucky or precise strike with a <i>bonespike</i> can cripple your opponent.	✓ True. This refers to the ability damage of the weapon.
60-74	60-69	60-69	50-59	17	<i>Bonespikes</i> lessen the combat effectiveness of enemies, and can leave them staggered or stunned.	✓ True. These are not exactly the conditions inflicted, but are close enough in parlance.
75-89	70-97	70-94	60-69	12	<i>Bonespikes</i> are necromatic staves used to raise the dead.	✗ False. They do seem necromantic in nature, but they do not perform this function.
90-00	98-00	95-00	70-00	14	Spears fashioned of monster bone grant one the power of the monster used to forge them.	✗ False. This may apply elsewhere, but the abilities granted by a <i>bonespike</i> have nothing to do with the monster from which it came.

Magic Items

However, at the GM’s discretion, this may not settle matters: perhaps another few days pass, and this time, a larger group comes to avenge their fallen comrades.

🔍 The party may simply hand over the *bonespike* and apologize for not knowing about their law. Assuming this is in keeping with their character, they receive 🌟 1 **Reward Star** as a result.

At the GM’s discretion, the tribespeople may consider this insufficient to placate the wounded honor of the tribe, or perhaps the tribespeople consider this too easy of a resolution and think of the PCs as easy marks, and demand additional tribute in the form of gold.

🔍 The PCs may try and talk their way out of things. Perhaps they offer to honor the spirit of the law, and carry the name and values of the tribe with them as they use the fallen soldier’s weapon to bring further honor to the tribe.

This should involve at least one 🗡️ **skill check**, likely in **Diplomacy** or **Intimidate**. Succeeding lets them keep the *bonespike*, and grants them 🌟 2 **Reward Stars**.

Bonespike Wielder

CR 1; XP 200

CE; Medium Humanoid (Human)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	10	33	60	95
ARMOR CLASS	15	18	20	21
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 17 (+5)	STR 20 (+8)	STR 20 (+9)	STR 20 (+10)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 15 (+2)
	CON 10 (+2)	CON 10 (+3)	CON 13 (+5)	CON 15 (+7)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 7 (-2)	WIS 7 (-2)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Greatsword +5 (2d6+3)	Melee +1 Greatsword +9/+9 (2d6+6)	Melee +2 Greatsword +11/+11 (2d6+7)	Melee +3 Greatsword +13/+13/+13 (2d6+8)
	Ranged Crossbow, Heavy) --> 100 ft.: +3 (1d10+1); 400 ft.: +3 (1d10+1)	Ranged Crossbow, Heavy) --> 100 ft.: +4/+4 (1d10+1); 400 ft.: +4/+4 (1d10+1)	Ranged Crossbow, Heavy) --> 100 ft.: +5/+5 (1d10+1); 400 ft.: +5/+5 (1d10+1)	Ranged Crossbow, Heavy) --> 100 ft.: +7/+7/+7 (1d10+2); 400 ft.: +7/+7/+7 (1d10+2)
	Melee Shortsword +5 (1d6+3)	Melee Shortsword +8/+8 (1d6+5)	Melee Shortsword +9/+9 (1d6+5)	Melee Shortsword +10/+10/+10 (1d6+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Languages, Fighting Style, Second Wind, Great Weapon Fighting	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting
SPELL-CASTING	-	-	-	-
EQUIPMENT	Greatsword; scale mail; heavy crossbow; crossbow bolts (20x); shortsword	+1 Greatsword; plate armor; heavy crossbow; crossbow bolts (20x); shortsword	+2 Greatsword; +1 plate armor; heavy crossbow; crossbow bolts (20x); shortsword	+3 Greatsword; +2 plate armor; heavy crossbow; crossbow bolts (20x); shortsword

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

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

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Carvish Sword

Carvish Sword (weapon)

Value:

☒ 2,500 gp / ☒ 7,100 gp / ☒ 18,000 gp / ☒ 62,000 gp

Weight 2 lbs.; **Materials** steel, leather; **Nature** magical; **Aura** moderate enchantment / transmutation; **Slot** weapon (one-handed, melee/thrown, martial)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 2 lbs; **Dmg** 1d6 (1d4 S); **Critical** 19-20/x2; **Type** piercing/slashing; **Range** 20'; **Class** Martial One-Handed (Melee/Thrown)

Effect Summary:

- ☒ +2 bonus to **Trip** or **Sunder**; +2 bonus vs. **Trip** or **Sunder**; counts as a +1 **weapon** in all respects
- ☒ +4 bonus to **Trip** or **Sunder**; +4 bonus vs. **Trip** or **Sunder**; counts as a +2 **weapon** in all respects; wielder benefits from **Improved Trip** feat
- ☒ +6 bonus to **Trip** or **Sunder**; +6 bonus vs. **Trip** or **Sunder**; counts as a +3 **weapon** in all respects;
- ☒ +8 bonus to **Trip** or **Sunder**; +8 bonus vs. **Trip** or **Sunder**; counts as a +4 **weapon** in all respects

Description

A curved shortsword with a bladed crossguard, this weapon is made for close-quarters caravan fighting, and is quite versatile. It can be thrown, used as a traditional shortsword, dual-wielded with most other light or one-handed weapons, and in a pinch, can be used to grant melee skill bonuses on tricks like tripping and sundering.

Advanced versions of this weapon also grant perception and other skill bonuses when wielded, and can glow or vibrate even when sheathed to alert the owner to danger or surprise.

Effect

All *carvish swords* are magical shortswords, with an innate **enhancement bonus** as described.

While wielded, they grant **bonuses** to **CMB** to **Trip** or **Sunder**. Furthermore, they grant bonuses to **CMD** against these maneuvers.

Finally, most versions grant the talent of one or more **Feats**, as though the wielder had that Feat themselves. Wielders who already have one or more of the granted Feats receive no additional benefit from those Feats, as none of the Feats granted by a *carvish sword* stack with themselves.

All of these effects are automatic, and none can be suppressed, while the *sword* is wielded.



Synergy & Sets

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

Discovery

Carvish swords are most often discovered on the body of a slain enemy—Rogues, pirates, Rangers, Bards, or other ne'er-do-wells are typical.

They may on occasion be available in magic-weapon shops.

There are no innate designs or instructions with this weapon; knowledge their function absent an informed handoff from a present owner must be a result of research or trial and error.

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

Ubiquity

Carvish swords are rare, but in martially-focused regions, or those with a prominent military component, they are more common.

Notoriety

Even for those aware of the existence of this weapon, it's not obvious as to whether any given *carvish sword* is anything

Table 23: Carvish Sword Flavors

Difficulty Band	Prefix	Trip / Sunder Bonus	Bonus vs. Trip / Sunder	Enhancement Bonus
☒ Low	Minor	+2	+2	+1
☒ Moderate	Lesser	+4	+4	+2
☒ Advanced	Greater	+6	+6	+3
☒ Elite	Elite	+8	+8	+4

more than a very fancy short sword.

Quirks of Ownership

None.

History & Background

Carvish swords were crafted by a Thieves Guild as a means of enhancing their collective abilities.

The Guild commissioned the first batch of *carvish swords* from a freelance wizard. The thought was that, armed with these weapons, the collective guild membership would more than make back their investment through better combat options.

This was, at least initially, accurate, as the membership grew prosperous. However, in so doing, they drew the focused attention of the town's security force, and it was a simple matter to determine the source of the mass production.

Forced with significant fines and jail time, the forging wizard agreed to help the security forces. For the next batch of *carvish swords*, he laced into the magical pattern of the weapons a divination beacon, such that it was a simple matter to track down anyone bearing one of the swords.

Within a week thereafter, the Thieves Guild as it had been evaporated. Fully half the membership was jailed, another quarter slain in escape, and the remaining few scattered to the winds, their weapons discarded once word dispersed as to the means of tracking.

Rumors & Lore

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

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





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

The party may use **A Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate

vicinity, and a *carvish sword* is not really location-bound or related).

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *carvish sword* into your gaming sessions beyond simply "the fallen bard drops a fancy-looking shortsword", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes might wish to employ a *carvish sword* for their non-lethal combat abilities.

Rogues

Bread and butter, here: Rogues of all stripes would greatly enjoy the abilities afforded by these magical shortswords, whether their other talents are aligned with tripping and sundering or not.

Marital Characters

Fighters, and dual-wielding fighters in particular, can make the most use of these divine fighting instruments.

Arcane Classes

It's unlikely that many arcanists possess the focus and talent for correctly wielding such a device.

Monks, Rangers, and Druids

As all these classes can easily employ shortswords in their combat function, they may all greatly benefit from a *carvish sword*.

General Hooks

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

Disable, Not Destroy

The PCs are tasked with disarming and collecting a drunken scion. They are given a *carvish sword* with which to perform the task, and specifically prohibited from killing the man.

This scenario forms the basis of the **Quest** below.

Collector

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

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

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


Smash and Grab

A vindictive employee was swindled out of a partnership in a profitable merchant's shop in town. Rather than seek legal recourse, she asks the PCs to facilitate revenge: destroy all the wares and windows in the establishment before the authorities detect entry.


Toward this goal, she gifts them a *carvish sword*.







Quests

Another, more thorough, means of introducing a *carvish sword* is via the following **Quest**.

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

Quest: Disable, Not Destroy

 **Summary:** The son of a wealthy noble has been causing drunken ruckus in town. The PCs are asked to bring him to justice without undue injury.

 **Rewards:**  800 gp /  3,100 gp /  8,600 gp /  17,200 gp (promised); up to  **2 Reward Stars**; *carvish sword*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.


 **Description:**


A village authority candidly asks the party's assistance. It seems the son of a wealthy and powerful noble in town has been causing ale-fueled havoc in the evenings of late. Nobody has gotten hurt... yet.


The quest-giver could instead be another, lower-profile intermediary, or even the noble himself.

As the lad involved is a powerful scion, it's uncouth to use lethal force; the request specifically dictates that the PCs are to use nonlethal means to quell the ruckus.


Toward this end, the PCs are given a *carvish sword*, and told of its capabilities.


 If the PCs accept the request and the sword, but take no action, the town's militia or other security force will stop them in two days and demand the return of the *carvish sword*. They will also suffer Attitude degradation from both the town's security forces and the noble involved.

 The PCs may simply decline the offer, and refuse the sword. In such an event, it's no harm, no foul, though the quest-giver may be disappointed the PCs do not wish to help.

 Successfully bringing the scion under control requires not one, but two successful trip attempts against him.

The PCs may use the *carvish sword*, or any other means. They can also knock the man unconscious, *charm* him, or use alternate methods to subdue him.

Successfully knocking the scion down or otherwise subduing him gains the party the monetary reward and  **2 Reward Stars**. They may also keep the *carvish sword*.

 Whether they initially set out to do so, or end up doing so by accident, if the party kills or substantially wounds (>50% maximum hit points of damage) the scion, they will forfeit the money, will be forced to return the *carvish sword*, and may suffer additional penalties under the law.

If the PCs accidentally kill the scion—for example, if they cast a *sleep* spell on him, and he falls from the roof of a building to his death—the GM is encouraged to take it easy on the party as a result.

Perhaps the nobleman is worried about public impressions, so in return for corroborating a story of much lesser embarrassment, he will forego any further

FlexTable 19: Carvish Sword Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	11	Magic swords are crafted toward nonlethal ends as well as lethal goals.	✔ True. Though incredibly vague.
15-29	15-30	15-30	01-30	15	Swords that trip and shatter objects have made their way across the Realm.	✔ True. This hints at the sword's capabilities.
30-44	31-45	31-45	31-39	17	Long ago, a Thieves Guild crafted magic short swords to increase their profits.	✔ True. This begins to describe the <i>carvish sword's</i> origins.
45-59	46-60	46-60	40-49	16	A <i>carvish sword</i> grants the wielder enhanced abilities to trip and destroy objects.	✔ True. This well summaries the basic effects of the weapon.
60-74	60-69	60-69	50-59	17	<i>Carvish swords</i> grant the wielder talents as though they had undergone extensive training.	✔ True. This refers to the Feat-granting abilities of the weapon.
75-89	70-97	70-94	60-69	10	Some magic short swords allow enhanced abilities in fish-gutting and food preparation.	✘ False. Though the <i>carvish sword</i> can of course be used for such purposes, it is not the device's innate ability.
90-00	98-00	95-00	70-00	12	<i>Carvish swords</i> can "backfire", inflicting damage to the wielder on a fumble.	✘ False. There is no drawback to using this weapon.

Magic Items

pursuit of punishment of the PCs.

Carvish Sword Wielder

CR 1; XP 200

NG; Medium Humanoid (Human)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium NG Human	Medium NG Human	Medium NG Human	Medium NG Human
HP	8	34	49	88
ARMOR CLASS	14	16	18	19
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)
	DEX 17 (+5)	DEX 19 (+7)	DEX 20 (+9)	DEX 20 (+10)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 13 (+1)
	INT 11 (+2)	INT 11 (+3)	INT 11 (+4)	INT 11 (+5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	Melee Dagger +6 (1d4+4)	Melee Dagger +7 (1d4+4)	Melee Dagger +9 (1d4+6)	Melee Dagger +9 (1d4+6)
	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +7 (1d4+4); 60 ft.: +7 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)
	Melee Shortsword +6 (1d6+4)	Melee +1 Shortsword +8 (1d6+5)	Melee +2 Shortsword +11 (1d6+7)	Melee +3 Shortsword +13 (1d6+8)
	Ranged Crossbow, Light) --> 80 ft.: +5 (1d8+3); 320 ft.: +5 (1d8+3)	Ranged Crossbow, Light) --> 80 ft.: +7 (1d8+4); 320 ft.: +7 (1d8+4)	Ranged Crossbow, Light) --> 80 ft.: +9 (1d8+5); 320 ft.: +9 (1d8+5)	Ranged Crossbow, Light) --> 80 ft.: +10 (1d8+5); 320 ft.: +10 (1d8+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

SPECIAL QUALITIES

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
	Ability Score Increase, Languages, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsight, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device

SPELL-CASTING

	-	-	-	-
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EQUIPMENT

Dagger; shortsword; leather armor; light crossbow; crossbow bolts (10x)	Dagger; +1 <i>shortsword</i> ; studded leather armor; light crossbow; crossbow bolts (10x)	Dagger; +2 <i>shortsword</i> ; +1 <i>studded leather armor</i> ; light crossbow; crossbow bolts (10x)	Dagger; +3 <i>shortsword</i> ; +2 <i>studded leather armor</i> ; light crossbow; crossbow bolts (10x)
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SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

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

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

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

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

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

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

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

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

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

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers,

explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

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

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

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

Crone Sabre

Crone Sabre (weapon)

Value:

☒ 3,100 gp / ☒ 12,000 gp / ☒ 42,000 gp / ☒ 89,000 gp

Weight 4 lbs.; **Materials** steel; **Nature** magical; **Aura** strong necromancy [curse]; **Slot** weapon

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 4 lbs; **Dmg** 1d6 (1d4 S); **Critical** 18-20/x2; **Type** slashing; **Class** Martial, One-Handed (Melee)

Effect Summary:

☒ *curse water* 2x/day; counts as a **+1 weapon** in all respects

☒ *curse water* 5x/day; *bestow curse* (DC 16) on critical hit or 1x/day; *remove curse* 2x/week (wielder only); counts as a **+2 weapon** in all respects

☒ *curse water* 5x/day; *curse, major* (DC 18) on critical hit or 1x/day; *remove curse* 1x/day (wielder only); counts as a **+3 weapon** in all respects

☒ *curse water* 5x/day; *bestow curse, greater* (DC 20) on critical hit or 1x/day; *remove curse* 2x/day (wielder only); counts as a **+4 weapons** in all respects



Description

Halfway between a cleaver and a traditional sabre, this blackened weapon appears stained with soot, grime, and rust, but is actually quite lethal and vicious in combat. It exudes a perpetual minor curse, and its struck foes suffer horrid effects if they fail to resist its power.

Effect

All flavors of *crone sabre* are magical weapons, and enjoy an **enhancement bonus** as described above.

All versions allow the wielder to generate one or more spell-like effects. Each has a limitation as described. These limits are weapon-based, and not user-based; a depleted *crone sabre* cannot be given to another person for fresh use of these abilities. These limitations reset in full after the duration described has elapsed, as measured from the first usage of each ability.

All but the most basic *crone sabres* can cast curses. This may be activated with intent by the wielder; doing so has the described limitation in number of uses over a timespan.

In addition to this intentional usage, the weapon's cursing ability may be triggered any number of times, whenever the weapon inflicts a confirmed critical hit. The curse is automatically activated as part of the critical hit, and cannot be suppressed; inflicting a cursed critical in this manner does not deplete the weapon's counted limitation of curse uses.

Synergy & Sets

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

Discovery

Crone sabres are typically found in the hands of witches, sorcerers, necromancers, or other evil magicians with a penchant for melee combat.

Knowledgeable usage of the weapon requires an informed handoff from an existing owner, research, or trial and error.

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

Ubiquity

Crone sabres are very rare.

Notoriety

These weapons are vile in appearance. It's impossible to look at this as a standard cutlass or short sword; one is drawn to the conclusion that the bearer is either a necromancer, a witch, or at the very least, aspires to portray themselves as such.

Quirks of Ownership

Other than the assumptions and conclusions from onlookers described above, there are no other quirks of owning a *crone sabre*.

Table 24: Crone Sabre Flavors

Difficulty Band	Prefix	Enhancement Bonus	Spell-Like Effects
☒ Low	Minor	+1	curse water 2x/day
☒ Moderate	Lesser	+2	curse water 5x/day; bestow curse (DC 16) on crit or 1x/day; remove curse 2x/week (wielder only)
☒ Advanced	Greater	+3	curse water 5x/day; curse, major (DC 18) on crit or 1x/day; remove curse 1x/day (wielder only)
☒ Elite	Elite	+4	curse water 5x/day; bestow curse, greater (DC 20) on crit or 1x/day; remove curse 2x/day (wielder only)

History & Background

The first *crone sabre* was crafted as an anniversary present, if you can believe it.

A married couple had been together long enough to start to feel the advances of time. They joked, in half-gallows humor, that they were becoming too old, too rapidly; the wife in particular was fond of referring to herself as a “crone”.

The husband was a wizard, and the woman a Bard of some mild renown. When she had toured and performed, her focus had been a military performance using sabres as a performance weapon.

So as an anniversary present, the husband forged a *crone sabre*, and named it as such upon presenting it to her, as a half-joke. She so loved it, and the thought behind it, that it sparked a renaissance in her abilities.

Thereafter, though they had both grown to middle age, the wife toured for a decade further, using the *crone sabre* as a performance focus for militaries across the Realm.


In her journeys, many remarked upon the design and dread of the weapon she used; she ever referred them to her husband, who with her blessing was only too happy to forge more of the artifacts. Often, she would perform at a village or camp, and a month later, return to perform again, her sack filled with new swords to sell to those who had commissioned them.


Thus were husband and wife professionally fulfilled via the half-joking fabrication of a magical cutlass.

Rumors & Lore

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

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





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

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general

history will apply in only a limited basis to any immediate vicinity, and a *crone sabre* is not really location-bound or related).

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *crone sabre* into your gaming sessions beyond simply “the witch drops an evil-looking shortsword”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

Paladins would likely shy away from crone sabres based on their vileness and curse-based capabilities.

Clerics of non-Good stripes may flock to the item: embellished with holy sigils, it could easily be a focus for religious ceremony.

Rogues

Though originally fashioned for a Bard, and ably usable by that class, evil Rogues are the target audience for these devices, for sure.

Martial Characters

Depending on the combat style of a Fighter or Barbarian, a *crone sabre* may well fit the combat approach of a character of martial abilities.

Arcane Classes

Some arcanists wield shortswords. Others may wear them as a means of intimidation and influence. Even those with zero melee ability can derive social benefit from wearing a vile-looking sabre.

Monks, Rangers, and Druids

These classes may all derive benefit from short swords, and depending on their combat and alignment approach, a *crone sabre* may be an excellent tool.

General Hooks

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

Desecrate and Destroy

This links best to evil-oriented PCs: A local Faction leader asks the PCs to cause fear a local Good-aligned church as payback for a recently-implemented social policy.

Toward this end, the party is given a *crone sabre*.

This scenario forms the basis of the **Quest** below.

Collector

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

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

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


An Ounce of Prevention

This is somewhat the reverse of the “Cause fear and Destroy” concept above: an evil cleric is wielding a *crone sabre* in his sermons, and making use of its vile abilities on occasion.


The PCs are tasked by the village authorities to find and steal the weapon.







Quests


Another, more thorough, means of introducing a *crone sabre* is via the following **Quest**.

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


Quest: Cause fear and Destroy

 **Summary:** The PCs are asked to cause fear a church with the help of a *crone sabre*.

 **Rewards:**  200 gp /  1,400 gp /  5,100 gp /  8,900 gp (promised); up to  **1 Reward Star**; *crone sabre*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.


 **Description:**


This Quest works only for parties whose makeup does not factor heavily in the Good side of alignment.


A local authority in town asks the PCs to cause fear a Good-aligned church. This is intentionally flexible as to the root cause: perhaps the Good church implemented or blocked a social policy in contradiction to an Evil church's desires.

Toward this goal, the party is given a *crone sabre*, and is given a full run-down of its abilities.

 If the PCs ignore the request, they cannot keep the *sabre*, of course.

 If the PCs accept the sabre, but abstain from the desecration, two days later, they will be accosted by those who requested their involvement. They will demand the return of the *crone sabre*, an explanation, and will degrade their Attitude toward the PCs.

 Successfully cursing the holy water, knocking over pulpits, and similar desecratory activities is worth the monetary reward described and the retention of the *crone sabre*.

 **1 Reward Star** is also granted to evil PCs who use the sabre's cursing abilities on a member of the Good church.

FlexTable 20: Crone Sabre Rumors & Lore

Magic Items

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	10	Dark shortswords appear vile and work evil magicks.	✔ True. This is so vague, it can be applied to a dozen devices.
15-29	15-30	15-30	01-30	14	Once long ago, a vile-looking cutlass was fashioned by a wizard as a gift for his wife, who had been a Bard in earlier life.	✔ True. This fully describes the item's origins.
30-44	31-45	31-45	31-39	15	A <i>crone sabre</i> grants the wielder the ability to curse water.	✔ True. This describes one of the item's capabilities.
45-59	46-60	46-60	40-49	16	A certain magic sabre allows the wielder to cast cursing spells.	✔ True. This covers many of the weapon's spell-like effects.
60-74	60-69	60-69	50-59	17	<i>Crone sabres</i> will curse victims on a critical hit.	✔ True. This references the critical-hit effects of the weapon.
75-89	70-97	70-94	60-69	11	<i>Crone sabres</i> gradually transform wielders into wizened hags.	✘ False. This is not an effect of using the weapon.
90-00	98-00	95-00	70-00	13	<i>Crone sabres</i> gradually transform struck victims into wizened hags.	✘ False. It does inflict curses, but not of this description.

Crone Sabre Wielder

CR 1; XP 200

NE; Medium Humanoid (Tiefling)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling
HP	13	53	84	129
ARMOR CLASS	12	13	14	15
SPEED	Walk 30'	Walk 40'	Walk 40'	Walk 40'
ABILITY SCORES / SAVES	STR 15 (+4)	STR 17 (+6)	STR 19 (+8)	STR 20 (+10)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)
	CON 13 (+3)	CON 13 (+4)	CON 13 (+5)	CON 13 (+7)
	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)	INT 20 (+5)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)	CHA 5 (-3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
LANGUAGES	Common, Infernal			
ATTACKS	Melee Dagger +4 (1d4+2)	Melee Dagger +6 (1d4+3)	Melee Dagger +8 (1d4+4)	Melee Dagger +10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	Ranged Dagger (Thrown) 20 ft.: +6/+6 (1d4+3); 60 ft.: +6/+6 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+4); 60 ft.: +8/+8 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
	Melee Scimitar +4 (1d6+2)	Melee +1 Scimitar +7/+7 (1d6+4)	Melee +2 Scimitar +10/+10 (1d6+6)	Melee +3 Scimitar +13/+13 (1d6+8)
	Ranged Crossbow, Light) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1)	Ranged Crossbow, Light) --> 80 ft.: +4/+4 (1d8+1); 320 ft.: +4/+4 (1d8+1)	Ranged Crossbow, Light) --> 80 ft.: +5/+5 (1d8+1); 320 ft.: +5/+5 (1d8+1)	Ranged Crossbow, Light) --> 80 ft.: +6/+6 (1d8+1); 320 ft.: +6/+6 (1d8+1)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Rage, Unarmored Defense	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Dagger; scimitar; leather armor; light crossbow; crossbow bolts (10x)	Dagger; +1 scimitar; studded leather armor; light crossbow; crossbow bolts (10x)	Dagger; +2 scimitar; +1 studded leather armor; light crossbow; crossbow bolts (10x)	Dagger; +3 scimitar; +2 studded leather armor; light crossbow; crossbow bolts (10x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

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

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 10.

Languages You can speak, read, and write Common and Infernal.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

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

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Culler

Culler (weapon)

Value:

9,200 gp / 48,000 gp /
97,000 gp / 142,000 gp

Weight 10 lbs.; **Materials** steel, leather, bone; **Nature** magical; **Aura** strong necromancy [evil]; **Slot** weapon

CL: 10th / 14th / 16th / 18th

Base Weapon Profile:

Weight 4 lbs; **Dmg** 2d6 (1d8 S); **Critical** x3;
Type Piercing or Slashing; **Class** Martial, Two-Handed (Melee); **Special** trip

Effect Summary:

- power word kill upon critical hit (struck creature target, melee touch attack succeeds automatically, DC 16), max 1x/day; counts as a +1 weapon in all respects
- upon critical hit:
power word kill (struck creature target, melee touch attack succeeds automatically, DC 18), max 2x/day; OR circle of death (DC 19), max 1x/day; counts as a +2 weapon in all respects
- upon critical hit:
power word kill (struck creature target, melee touch attack succeeds automatically, DC 20), max 3x/day; OR circle of death (DC 21), max 1x/day; OR finger of death (DC 22), max 1x/day; counts as a +3 weapon in all respects
- upon critical hit:
power word kill (struck creature target, melee touch attack succeeds automatically, DC 21), max 4x/day; OR circle of death (DC 21), max 2x/day; OR finger of death (DC 22), max 2x/day; OR symbol of death (DC 23, count as triggered) max 1x/week; counts as a +4 weapon in all respects

Description

A serrated-backed scythe that has a chance to slay outright if conditions are met. It has been used as a ritualistic component to dark cults and evil warrior sects: most uses involve it as a focus of a rite of passage, a final cosmic test of one's worthiness to advance to the faction's next level of membership.

Typically, the candidate neophyte is struck with the *culler*; if they are slain, the conclusion is that they were unworthy or lacking in some manner; simple wounding represents a fullness of spirit and a readiness to advance.

Effect

All *cullers* are magical weapons, and enjoy an innate enhancement bonus as noted.

Note, too, the enhanced damage in the base weapon profile, which applies to all four iterations.

The second effect applies only when the *culler* makes a



confirmed critical hit against a living opponent. At the wielder's option, up to one of the listed spell-like effects may be generated, up to a maximum limit as described.

Each of these spell-like effects functions just like the spell of the same name, with the exception that the target must be the creature struck with the critical hit that round in combat.

The limitations on these effects are weapon-based, not user-based; a depleted *culler* cannot be given to another wielder to "recharge" its abilities. Each ability "recharges" in full after the listed timeframe expires from the first use of that ability.

Synergy & Sets

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

Discovery

Typically, these weapons will be discovered on the bodies of slain enemies. It's also possible to spot one in the corner of a necromancer's lair. It is almost inconceivable that a *culler* would be for sale in a magic items shop.

Selection of the preferred critical-hit effect is a mental free action that is made upon confirmation of a critical hit. The wielder must be aware of the weapon's abilities in this regard in order to make a selection.

Lacking an informed handoff from a knowledgeable current owner, the wielder must perform research in order to understand the weapon's capabilities. Trial and error will not result in the information.

Table 25: Culler Flavors

Difficulty Band	Prefix	Enhancement Bonus	Critical Hit Effects
☒ Low	Minor	+1	<i>Power word kill</i> 1x/day (DC 16)
☒ Moderate	Lesser	+2	<i>Power word kill</i> 2x/day (DC 18); <i>circle of death</i> 1x/day (DC 19)
☒ Advanced	Greater	+3	<i>Power word kill</i> 3x/day (DC 20); <i>circle of death</i> 1x/day (DC 21); <i>finger of death</i> 1x/day (DC 22)
☒ Elite	Elite	+4	<i>Power word kill</i> 4x/day (DC 21); <i>circle of death</i> 2x/day (DC 21); <i>finger of death</i> 2x/day (DC 22); <i>symbol of death</i> 1x/week (DC 23)

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

Ubiquity

Cullers are very rare, though they are most commonly found in the keeping of evil necromancers or their underlings.

Notoriety

The weapon looks and feels evil, and exudes a grim purpose like a tangible aura.

It is impossible to carry this weapon in public without substantial anxiety arising from commoners.

Those familiar with the weapon’s existence will immediately recognize another one.

Quirks of Ownership

Other than the reactions noted above by onlookers, there is no systemic impact of owning this weapon.

☐ At the GM’s option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It’s unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Cullers were created by evil military leaders to thin their ranks of the weak.

Hundreds of years ago, a merciless general grew frustrated with their soldiers. Despite floggings and abuse, they remained imperfect specimens.

Fed up, one general tasked a wizard slave with forging a weapon for one purpose alone: culling the weak from their numbers. The weapon would slay weak-willed soldiers outright, and could be used repeatedly by lieutenants to ensure the army was comprised solely of formidable

warriors.

The resulting weapon is much as we know it today: successful in its stated intent, but greatly limited in frequency of use compared to the desire of the general.


Needless to say, the general’s disappointment and resulting wrath were sufficient to slay a dozen wizards, most of whom had no fault but an occupational sympathy with the ones who had failed.


Despite the weapon falling short of expectations, it proved nevertheless to be an able tool, and many more were commissioned in the months to come.

Rumors & Lore

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



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



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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.

-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *culler* into your gaming sessions beyond simply "the necromancer chieftain drops a wicked-looking scythe", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

Paladins should not even touch this weapon, and in fact, an entire Quest could revolve around retrieving this artifact and either destroying it or returning it for safekeeping so that the forces of evil are not able to misuse it.

All but Evil Clerics would also shy away from this device, for similar purpose and fear of taint and influence.

Rogues

Scythes are rarely in the Roguish milieu, however, with the proper look and feel to match, it could make for an able assassination implement.

Marital Characters

The target user of this weapon, from inception to its current form. Any two-handed weapon combat style should be able to make great use of this artifact.

Arcane Classes

Although arcanists tend to shy away from both melee, and specifically from two-handed weapons other than crossbows and quarterstaves, necromancers in particular might build their character around a weapon like this just to fit with the atmosphere.

Monks, Rangers, and Druids

An uneven approach is the best way to characterize these Classes' potential use of a weapon such as this.

If specifically built around its use, one of these classes could feasibly use this weapon.

General Hooks

These hooks are not linked directly to any particular race,

class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Cull the Weak

A local evil church has received a donation of a terrible scythe, which they have integrated into their rituals. The town's security forces have grown concerned, and task the PCs with investigating and stealing the weapon.

This scenario forms the basis of the **Quest** below.

Collector


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

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


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







Quests

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

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

Quest: Cull the Weak

 **Summary:** The PCs are asked to steal a formidable scythe used by an Evil church in town in their increasingly lethal ceremonies.

 **Rewards:**  1,700 gp /  3,000 gp /  9,200 gp /  17,800 gp (promised); up to  **2 Reward Stars;** *culler*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

The Quest-Giver in this Quest may be pretty much any authority in the city: a security authority such as the town militia captain, a political authority such as the mayor or king, or even a civil or Factional authority such as a church leader.

Whomever it is, the plea is straightforward: an Evil church in town has received a generous and dangerous donation from an unknown patron of their flock.

Perhaps it was intended merely as a trophy, or as a symbol, but it is an actively lethal and murderous weapon with dark capabilities.

Increasingly, preachers in their number have made use of the item in their rituals. Recently, the situation has come to a head when they murdered three people while dozens more looked on in exultation: the ritual paid homage to the





FlexTable 21: Culler Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Magical scythes can produce a variety of lethal effects.	✔ True. This is a very high-level summary of the effects of the weapon.
15-29	15-30	15-30	01-30	14	<i>Cullers</i> are magical scythes that grant accuracy and lethality bonuses in combat.	✔ True. This names the weapon, but is otherwise somewhat vague as to the specific abilities involved.
30-44	31-45	31-45	31-39	16	Long ago, ruthless military generals forged a scythe of excessive lethality.	✔ True. This touches upon the origins of the weapon.
45-59	46-60	46-60	40-49	17	Lethal scythes were forged long ago as a means of culling weak soldiers from the ranks of an army.	✔ True. This is the original purpose of the weapon.
60-74	60-69	60-69	50-59	19	<i>Cullers</i> are magical scythes that have the ability to power word kill victims outright with a critical hit.	✔ True. This accurately summarizes the capabilities of the weapon.
75-89	70-97	70-94	60-69	10	Magical scythes can reap the spirits of their victims.	✘ False. This may in fact be true, however it is not an effect of the <i>culler</i> .
90-00	98-00	95-00	70-00	12	<i>Cullers</i> are magical scythes engineered to affect only the undead.	✘ False. And what horrid accidents such a misconception might lead to!

Magic Items

original purpose of the weapon, to cull the weak.

The village authority asks the PCs to investigate, and if possible, to steal or destroy the *culler* being used. In exchange they offer a monetary reward, and if they manage to steal the weapon, the PCs are welcome to keep it, provided they will swear to keep it out of evildoers' hands.

- 🔍 The PCs can ignore the plea. Things continue to escalate in the church, and further pleas are made of the party. Each successive plea increases the money offered by **25%** over its most recent value.
- 🔍 The PCs can investigate, and report back. Doing so gains them  **1 Reward Star**, and 20% of the promised money, and should require at least one successful  **Bluff, Diplomacy, or Intimidate skill check** against the flock of the evil church. Reporting back in this manner will prompt the quest-giver to ask the party to return to the church and steal or destroy the weapon, in exchange for the remainder of the money.
- 🔍 Successfully stealing the weapon will require either mass slaughter of the congregation, or sneaking about and several repeated successful  **Stealth** checks. Either way, the party claims the *culler* (which they can keep), the promised monetary reward, and  **2 Reward Stars**.

Culler Wielder

CR 1; XP 200

NE; Medium Humanoid (Human)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	15	63	131	166
ARMOR CLASS	16	17	18	19
SPEED	Walk 30'	Walk 40'	Walk 40'	Walk 40'
ABILITY SCORES / SAVES	STR 20 (+7)	STR 20 (+8)	STR 20 (+9)	STR 20 (+10)
	DEX 15 (+2)	DEX 15 (+2)	DEX 15 (+2)	DEX 17 (+3)
	CON 16 (+5)	CON 18 (+7)	CON 20 (+9)	CON 20 (+10)
	INT 7 (-2)	INT 7 (-2)	INT 7 (-2)	INT 7 (-2)
	WIS 4 (-3)	WIS 4 (-3)	WIS 4 (-3)	WIS 4 (-3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth
LANGUAGES	Common, Halfling			
ATTACKS	Melee Halberd +7 (1d10+5) Melee Sickle +7 (1d4+5)	Melee +1 Halberd +9/+9 (1d10+6) Melee Sickle +8/+8 (1d4+5)	Melee +2 Halberd +10/+10 (1d10+7) Melee Sickle +9/+9 (1d4+5)	Melee +3 Halberd +13/+13 (1d10+8) Melee Sickle +10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
SPECIAL QUALITIES	Ability Score Increase, Languages, Rage, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Halberd; scale mail; sickle	+1 Halberd; half plate armor; sickle	+2 Halberd; +1 half plate armor; sickle	+3 Halberd; +2 half plate armor; sickle

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

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

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

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

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to

5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.





Dart of the Nightswarm

Dart of the Nightswarm (weapon)





Value:

 3,800 gp /  14,000 gp /
 69,000 gp /  105,000 gp





Weight 1/2 lb.; **Materials** wood, iron; **Nature** magical; **Aura** strong conjuration (summoning); **Slot** weapon

CL:  6th /  12th /  14th /  18th

Base Weapon Profile:

    **Weight** 1/2 lb; **Dmg** 1d4 (1d3 S); **Critical** x2;
Type Piercing and Bludgeoning; **Class** Simple, Ranged (Thrown)

Effect Summary:

-  *black tentacles* centered at point of impact; item consumed once triggered; counts as a **+1 weapon** in all respects
-  *insect plague* centered at point of impact and arranged as thrower desires; ability consumed once triggered
Re-use: *black tentacles* centered at point of impact; item consumed once triggered; counts as a **+2 weapon** in all respects
-  *cloudkill* centered at point of impact and arranged as thrower desires; ability consumed once triggered
Re-use: *insect plague* centered at point of impact; item consumed once triggered; counts as a **+3 weapon** in all respects
-  *incendiary cloud* centered at point of impact and arranged as thrower desires; ability consumed once triggered
Re-use: *cloudkill* centered at point of impact; item consumed once triggered; counts as a **+4 weapon** in all respects

Description

These darts are heavier than their mundane bretheren. When thrown, they split apart into a thousand metal fragments, and as they crest the apex of their loft, accelerate at a 45 degree angle downward, generating a great deal more momentum than the initial toss.

The resulting effect is a barrage of metal shards that afflicts a broad area. Depending on the version of this item, the shards may be barbed, poisoned, magical, create smoke, and other effects as well.

Because the damage and impact are generated by the item itself, any creature capable of tossing a small object into the air may make use of these weapons.

These devices consist of a black metal, with silvery images of wasps throughout.

Effect

All *darts of the nightswarm* are magical weapons, and enjoy the noted **enhancement bonus**.

Beyond that, the function of the *dart* is straightforward: when they impact (and any damage is resolved as normal), they generate a **spell-like effect**, centered at the point of



impact, as described.

In lower-tier versions of the *dart*, the inherent magic is consumed once used in this manner. Some versions, however, are slightly more durable: after the initial use of the weapon, it may be re-used, albeit with a different and somewhat lesser effect.

Even for more potent iterations, however, the *dart's* magic is fully expended after this second usage. Thereafter it may be reused as a magic *dart* with only its original **enhancement bonus**.

Synergy & Sets

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

Discovery

These items are commonly found for sale in shops. They may also be discovered in treasure piles.

Although the iconography is somewhat descriptive of the weapon's purpose, true knowledge of the *dart of the nightswarm's* capabilities is possible only through research or informed handoff from a knowledgeable current owner.

That said, the weapon's abilities are automatic, and cannot be suppressed when the weapon is used, so true knowledge of what is in store is not strictly necessary.


 At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the

Table 26: Dart of the Nightswarm Flavors

Difficulty Band	Prefix	Enhancement Bonus	Spell-Like Effect Generated at Impact	Re-Usability
☒ Low	Minor	+1	<i>black tentacles</i>	none
☒ Moderate	Lesser	+2	<i>insect plague</i>	<i>black tentacles</i>
☒ Advanced	Greater	+3	<i>cloudkill</i>	<i>insect plague</i>
☒ Elite	Elite	+4	<i>incendiary cloud</i>	<i>cloudkill</i>

wielder to immediately gain the benefit of the *dart of the nightswarm's* capabilities.

Ubiquity

Darts of the nightswarm are rare, though somewhat more common in high-magic areas of affluence.

Notoriety

Few pay much attention to a magical dart; there is no stigma associated with this item.

Quirks of Ownership

None.

History & Background

The first *darts of the nightswarm* were fashioned as a means of distanced, semi-anonymous vengeance against a restaurant.

Dissatisfied with the service, a halfling bard left without paying. The restaurant's owner filed a grievance with the town watch, and the bard was made to pay a fine.

Enraged, the bard worked with his comrade, a wizard of some ability, to create a weapon that could generate a disastrous, vermin-riddled consequence for the establishment. It was key, however, that the pair not be linked back to the incident, so a ranged weapon, tossed preferably, was created.

To say whether the resulting sabotage "worked" is a matter of perspective.

Certainly, chaos was invoked, and the restaurant was forced to close.

However, even in their affront, neither the bard nor the wizard truly meant anyone to get really hurt: and so, they likely were a bit taken aback by the outcome that a half-dozen people were slain in the resulting effect.


The bard and the wizard left town shortly thereafter, mainly to escape justice, but also to ply their trade of crafting and selling *darts of the nightswarm* elsewhere, in regions beyond which it had created such a well-known tragedy.


Rumors & Lore

The following snippets of conversation, convoluted retelling,

misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dart of the nightswarm* into your gaming sessions beyond simply "the sorcerer drops an interesting dart", here are some ideas.

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

inspiration or something to get started quickly.

Class-Based Hooks

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

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

Paladins & Clerics

Particularly if they lack capabilities in ranged combat, these classes might make good use of a *dart of the nightswarm* as a rare-use weapon.

Rogues

Rogues rarely have much in the way of “crowd control” combat capabilities: talents that affect multiple enemies potentially. They do, however, tend to have great ranged weapon talents.

Thus, a *dart of the nightswarm* seems to match both aspects.

Martial Characters

Although many martial PCs focus on melee, even the most close-combat-oriented combatant has occasional need to affect enemies far away.

Arcane Classes

One might argue that sorcerers, wizards, and the like are most likely to get use out of these weapons.

Monks, Rangers, and Druids

Although many Rangers and Druids have longer-range weaponry, all these types may benefit from the chaos and area-effect results of using a *dart of the nightswarm*.

General Hooks

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

Service Disruption

Harkening back to the origins of the weapon, a *dart of the nightswarm* must be used to disrupt normal service of a restaurant, church, theatrical performance, wedding, funeral, or other group gathering, indoors or outdoors.

The PCs are given the *dart*, and are asked to use it to cause the disruption.

This scenario forms the basis of the **Quest** below.

Collector

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

A Collector, or group thereof, asks the PCs to retrieve a *dart of the nightswarm* from its current wielder, and to return it

so that it might be stored among other valuables.

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


Note that a collector may be interested in even a depleted *dart of the nightswarm*.

Crowd Control


A large crowd has gathered, and is in danger. The PCs may use a *dart of the nightswarm* to incite the crowd away from a much greater threat that is approaching.







Quests

Another, more thorough, means of introducing a *dart of the nightswarm* is via the following **Quest**.


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

Quest: Service Disruption

 **Summary:** The PCs are given a *dart of the nightswarm* and asked to use it to cause chaos at a gathering.

 **Rewards:**  300 gp /  1,200 gp /  4,000 gp /  9,000 gp (promised); up to  **1 Reward Star**; *dart of the nightswarm*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.


 **Description:**



A vindictive party approaches the PCs with an offer: take some money and a magic dart, and cause complete chaos at a group gathering.

Who the party is, why they feel aggrieved, and who the target of their ire is, are all left intentionally flexible in service to the campaign setting and known NPCs and/or Factions in your gaming group.

The vindictive party offers two *darts of the nightswarm*: one for use in the event, and a second for the party to keep as part of their payment.

 The PCs can ignore the request. They will not be able to keep the *darts* offered. The vindictive party simply finds someone else willing to perform the activity, or they execute it themselves; perhaps the PCs later hear of the disruption.

 The PCs can accept, take the *darts*, and then take no action. This will enrage the vindictive party, who will likely seek revenge, or at least the return of their *darts*. The vindictive party will only let the PCs off the hook if the party pays a bribe equal to the amount of reward that had been promised.

 If the PCs accept the task, and execute it, the vindictive party will find them afterwards and pay, true to their word. The party will also benefit from  **1 Reward Star**, but only if the majority of their alignments is

FlexTable 22: Dart of the Nightswarm Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Magical darts were created as an act of petty vengeance.	✔ True. This hints at the item's origins.
15-29	15-30	15-30	01-30	14	Certain magic darts are enchanted to spawn tiny creatures upon impact.	✔ True. This suggests the true nature of the item's abilities.
30-44	31-45	31-45	31-39	15	<i>Darts of the nightswarm</i> create a vermin effect when thrown.	✔ True. This is a very succinct summary of the item's capabilities.
45-59	46-60	46-60	40-49	16	A <i>dart of the nightswarm</i> can generate a horrid plague upon striking a target.	✔ True. This hints at some specific abilities.
60-74	60-69	60-69	50-59	19	Darts of the nightswarm generate spell-like effects upon impact, and some may be reused, though with decreased effect.	✔ True. This also references the reusability of advanced items.
75-89	70-97	70-94	60-69	13	<i>Darts of the nightswarm</i> create shadowy figures when thrown.	✘ False. This does not occur.
90-00	98-00	95-00	70-00	15	A <i>dart of the nightswarm</i> causes those struck to be hunted by vermin.	✘ False. The weapon creates vermin via some spell effects, but does not imbue targets with any susceptibility to those effects.

Magic Items

Chaotic.

Dart of the Nightswarm Wielder

CR 1; XP 200

LE; Medium Humanoid (Dwarf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)
HP	8	29	65	93
ARMOR CLASS	16	16	16	17
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 7 (-2)	STR 7 (-2)	STR 7 (-2)	STR 7 (-2)
	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)
	CON 13 (+1)	CON 13 (+1)	CON 15 (+2)	CON 15 (+2)
	INT 18 (+6)	INT 20 (+8)	INT 20 (+9)	INT 20 (+10)
	WIS 12 (+3)	WIS 12 (+4)	WIS 12 (+5)	WIS 12 (+6)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11	Passive Perception 11	Passive Perception 11	Passive Perception 11
LANGUAGES	Common, Dwarvish			
ATTACKS	Ranged Dart) --> 20 ft.: -5 (1d4+3); 80 ft.: -5 (1d4+3)	Ranged Dart) --> 20 ft.: -4 (1d4+3); 80 ft.: -4 (1d4+3)	Ranged Dart) --> 20 ft.: +3 (1d4+3); 80 ft.: +3 (1d4+3)	Ranged Dart) --> 20 ft.: -1 (1d4+4); 80 ft.: -1 (1d4+4)
	Melee Quarterstaff +0 (1d6-2)	Melee +1 Quarterstaff+2 (1d6-1)	Melee +2 Quarterstaff+4 (1d6)	Melee +3 Quarterstaff+6 (1d6+1)
	Melee Dagger +5 (1d4+3)	Melee Dagger +6 (1d4+3)	Melee Dagger +7 (1d4+3)	Melee Dagger +9 (1d4+4)
	Ranged Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +7 (1d4+3); 60 ft.: +7 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

SPELL-CASTING

Save DC 14; Spell Atk +6 1st: <i>charm person; magic missile</i>	Save DC 16; Spell Atk +8 3rd: <i>fear; fireball; fly</i> 2nd: <i>acid arrow; gust of wind; misty step</i> 1st: <i>charm person; magic missile; shield; sleep</i>	Save DC 17; Spell Atk +9 5th: <i>cone of cold; hold monster</i> 4th: <i>black tentacles; fire shield; resilient sphere</i> 3rd: <i>fear; fireball; fly</i> 2nd: <i>acid arrow; gust of wind; misty step</i> 1st: <i>charm person; magic missile; shield; sleep</i>	Save DC 18; Spell Atk +10 7th: <i>reverse gravity</i> 6th: <i>magic jar</i> 5th: <i>cone of cold; hold monster</i> 4th: <i>black tentacles; fire shield; resilient sphere</i> 3rd: <i>fear; fireball; fly</i> 2nd: <i>acid arrow; gust of wind; misty step</i> 1st: <i>charm person; magic missile; shield; sleep</i>
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EQUIPMENT

Mace; chain shirt; shield; light crossbow; crossbow bolts (20x)	+1 Mace; +1 chain mail; +1 shield; light crossbow; crossbow bolts (20x)	+2 Mace; +2 chain mail; +2 shield; light crossbow; crossbow bolts (20x)	+3 Mace; +3 chain mail; +3 shield; light crossbow; crossbow bolts (20x)
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SPECIAL ABILITIES

Ability Score Increase Your Constitution score increases by 2.

Ability Score Increase Your Wisdom score increases by 1.

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

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

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

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

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

Mason's Tools Proficient with Artisan Mason's Tools.

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

Arcane Recovery You have learned to regain some of your magical energy

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

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

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

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

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell

level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

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

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

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

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

Diretendril

☞ Diretendril (weapon)

Value:

☒ 4,800 gp / ☒ 11,000 gp / ☒ 45,000 gp / ☒ 93,000 gp

Weight 1 lbs.; **Materials** ichor, outsider pseudopod; **Nature** magical; **Aura** strong necromancy [evil, disease]; **Slot** weapon

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 1 lb; **Dmg** 1d4 (1d3 S); **Critical** 19-20/x2; **Type** Piercing or Slashing; **Class** Simple, Light (Melee/Thrown)

Effect Summary:

- ☒ Counts as a **+1 weapon** in all respects; **+1d4 acid** damage
- ☒ Counts as a **+2 weapon** in all respects; **+1d6 acid** damage; *toxic rain* (struck creature only, DC 16, 1x/day)
- ☒ Counts as a **+3 weapon** in all respects; **+2d4 acid** damage; *contagion* (struck creature only, DC 18, 1x/day); *toxic rain* (struck creature only, DC 16, 2x/day)
- ☒ Counts as a **+4 weapon** in all respects; **+2d6 acid** damage; *contagion, greater* (struck creature only, DC 20, 1x/day); *contagion* (struck creature only, DC 18, 3x/day); *toxic rain* (struck creature only, DC 16, 5x/day)

Description

Resembling nothing so much as a dagger made of a tentacle from an otherworldly beast... well, as a matter of fact, that is precisely what a *diretendril* is.

Hardened resin and ichor are applied to the severed pseudopods of a chaotic outsider from beyond this plane.

The resultant mass is left to fester in a vacuum of collapsed pain; after a year of such putrid isolation, a hardened, vile weapon remains.

Effect

All *diretendrils* are magical weapons, and enjoy the innate **enhancement bonus** listed above.

Upon each successful damaging hit in combat, *diretendrils* inflict **additional acid damage** as described.

Finally, at the wielder's preference, a *diretendril* can inflict additional **spell-like effects** upon a successful strike in combat. This decision must be made before resolving the strike; misses still count as a usage of the ability involved.

These effects function just as the spells of the same name, excepting that A) the target must be the creature attacked with the *diretendril*, and B) any touch attacks or other conditions of hitting the target are automatic if the *diretendril* attack succeeds.

Only one spell-like effect per round may be activated, and it applies to only one attack with the *diretendril*.



Each spell-like effect has a limitation, the count of which resets in full 24 hours after the first use from a full quantity. These limitations are artifact-based, not wielder-based; it is not possible to transfer a depleted *diretendril* to another combatant so that they may enjoy renewed usage of these abilities.

Synergy & Sets

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

Discovery

These weapons are most often found on the bodies, or in the lairs of, sorcerers or witches.

They are hardly ever for sale in shops, but occasionally might be commissioned from an odd hermit or the like.

Although one might reasonably guess at the weapon's capabilities for additional damage, the spell-like effects require a mental command to activate, and can only be discovered through research or a knowledgeable handoff from an informed current owner.

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

Table 27: Diretendril Flavors

Difficulty Band	Prefix	Enhancement Bonus	Additional Damage	Spell-Like Effects
☒ Low	Minor	+1	1d4 acid	-
☒ Moderate	Lesser	+2	1d6 acid	<i>toxic rain</i> (DC 16, 1x/day);
☒ Advanced	Greater	+3	2d4 acid	<i>toxic rain</i> (DC 16, 2x/day); <i>contagion</i> (DC 18, 1x/day)
☒ Elite	Elite	+4	2d6 acid	<i>toxic rain</i> (DC 16, 5x/day); <i>contagion</i> (DC 18, 3x/day); <i>contagion, greater</i> (DC 20, 1x/day)

Ubiquity

Diretendrils are quite rare, though in swamps and bogs of high magic, they may be found in greater supply.

Notoriety

The weapon appears to be a vile and venomous artifact... which it is.

This might attract a bit of attention, particularly in a xenophobic atmosphere.

Quirks of Ownership

Other than the social interest mentioned above, owning a *diretendril* inflicts no notable long-term impact.

History & Background

These weapons are adapted from a bizarre race of Outsiders now long lost to the Realm.

A thousand years ago, portals from another realm opened on occasion, once a year at first, and eventually as commonly as a thunderstorm might be. These ebon disks of inexplicable existence were never fully understood in their time.

Their purpose remains unclear: invasion? Research? Happenstance?

Their effect, however, was startling and evident: through these portals slunk creatures of bizarre nature and unknown origin.

Bipedal, monstrously humanoid, some describe them as. Elongated snakes with arms, write other accounts. Still other scribings attribute the beings sentience, which conflicts with annotations elsewhere. It is not recorded whether the beings had language or even any meaningful interactions with people of the time, though much of time recorded in that era is lost to history and dust.


Some recoiled in horror, and took to slaying the beasts however they might. From their corpses were harvested the elongated digits; “fingers”, some called them. Someone pointed out that they resembled weapons, and so the *diretendril* was born, adapted through magic and forging.


Rumors & Lore

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

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *diretendril* into your gaming sessions beyond simply “the witch drops a venomous-looking dagger”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it’s always useful to have some

inspiration or something to get started quickly.

Class-Based Hooks

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

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

Paladins & Clerics

Though there is nothing inherently evil about the weapon, Paladins and many Clerics might shy away from a device whose use centers so much around poison and malaise.

Evil Clerics or Antipaladins might relish the atmosphere such a device might help to create, however.

Rogues

Small, compact, easily hidden, and capable of lethal effects: such a dagger is the dream of many Rogues, particularly those who make ample use of their Sneak Attack skills.

Marital Characters

It's quite likely that Fighters, Barbarians, et al will have weaponry with significantly greater damage potential.

Still, it can be useful to have so lethal a fallback blade!

Arcane Classes

Diretendrils require next to zero training to use, can be thrown if needed, and can inflict great damage to even the most well-armored opponents.

It would be the first choice of few Wizards, but as a last-ditch defensive weapon, a *diretendril* is a sure thing.

In addition, Witches and Sorcerers and Oracles might embrace the mystique that such an artifact grants; necromancers might also seek such a weapon for the same reason.

Monks, Rangers, and Druids

These classes are able to transform the humble dagger into lethal tools with their talents already; adding extra powers to the weapon makes it all the more appealing.

General Hooks

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

Finger of Death

A local necromancer has been threatening townsfolk, exacting tribute payments as best they are able to provide him. He uses a vile-looking dagger in his threats, insinuating that with this device, he can slay at a gesture, from afar, when folk least expect it.

The PCs are asked to investigate, and put a stop to the abhorrent behavior.

This scenario forms the basis of the **Quest** below.

Collector

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

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

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

In the Wrong hands


A *diretendril* is on display in an evil church in town, purported to be a relic of an insane Outsider who co-founded the church.

Recently, Good-aligned clerics have identified that the artifact is in fact a *diretendril*. The fear is that the evil church will realize the weaponized nature of the artifact, and that they might start to use it for ill purpose.


The PCs are asked to investigate and either steal or destroy the weapon before it can be used.







Quests

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

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

Quest: Finger of Death

 **Summary:** The PCs are asked to investigate a necromancer who is threatening to slay townsfolk with the aid of his venomous dagger.

 **Rewards:**  800 gp /  3,100 gp /  8,600 gp /  16,900 gp (promised); up to  **1 Reward Star;** *diretendril*

 **Locations:** Any.

 **Key NPCs:** None.

 **Kickoff:** Random Encounter.

 **Description:**

A necromancer in town has never caused much ruckus, other than a foreboding presence on occasion. Recently, however, he has taken to threatening townsfolk, demanding that they pay him tribute money as a form of protection against his magic artifact: a vile-looking dagger that seems to be capable of everything he threatens.

The weapon is, of course, a *diretendril*; the necromancer came into possession of it during a gravedigging a few weeks ago.


Although the necromancer's behavior is clearly abhorrent, all evidence thus far is hearsay, and when the man has been stopped by the militia, they could find no odd items on him to support the claims.


Village security and civil authorities are worried about this

FlexTable 23: Diretendril Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	A foul dagger was fashioned from the body of an alien.	<input checked="" type="checkbox"/> Partially True. “Alien” is a bit of a stretch, as it happens, but hardly anyone in the Realm would know this.
15-29	15-30	15-30	01-30	15	Long ago, a weapon was fashioned from the bodies of strange intruders from beyond the Realm.	<input checked="" type="checkbox"/> True. This describes the artifact’s origins.
30-44	31-45	31-45	31-39	16	A certain kind of venomous dagger inflicts lethal acid damage and may also cause long-term effects in victims.	<input checked="" type="checkbox"/> True. This refers to the acid damage and spell effect abilities of the <i>diretendril</i> .
45-59	46-60	46-60	40-49	17	<i>Diretendrils</i> are magic daggers that can poison and disease opponents in combat.	<input checked="" type="checkbox"/> True. This is a good summary of the item’s powers.
60-74	60-69	60-69	50-59	16	<i>Diretendrils</i> are actually the adapted fingers of Outsiders from another plane.	<input checked="" type="checkbox"/> True. This is precisely what these weapons are.
75-89	70-97	70-94	60-69	15	<i>Diretendrils</i> function as beacons to aliens from beyond the stars, who one day will return to the Realm to slay those who have been using their weaponry.	<input checked="" type="checkbox"/> False. There is no evidence to suggest this other than otherworldly paranoia.
90-00	98-00	95-00	70-00	17	Alien fingerblades will slice through armor as though through leaves, and woe betide the soul of one so afflicted.	<input checked="" type="checkbox"/> False. Enhancement bonuses and extra effects aside, <i>diretendrils</i> behave like any other weapon.


practice, and whether it might escalate to actual deaths. They ask the PCs to investigate, and to put a stop to the threats if they are legitimate.

 If the PCs decline, they will continue to hear stories along these lines; the threat will become greater and greater, and eventually, the necromancer will follow through on his threats when someone cannot pay him.

 If the PCs investigate, they will find the necromancer fairly easily, and will even conveniently happen to observe him extorting money as described.

Confronting him reveals the *diretendril*; the necromancer will fight to the death to defend the weapon, believing it to be a massively powerful artifact beyond his current abilities to control.

There is no means of talking him out of his behavior, or of his possession of the weapon.

Slaying the necromancer will yield the monetary reward described,  **1 Reward Star**, and the *diretendril*. The PCs are under no particular obligation to honestly report that they have kept the weapon, so aside from alignment- and character-based implications of lying or obfuscating a vile weapon, they may keep that item as well as part of their reward.

Diretendril Wielder

CR 1; XP 200

CN; Medium Humanoid (Tiefling)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling
HP	11	49	70	95
ARMOR CLASS	18	19	21	13
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 17 (+5) DEX 13 (+1) CON 13 (+3) INT 12 (+1) WIS 9 (-1) CHA 10 (+0)	STR 19 (+7) DEX 13 (+2) CON 13 (+4) INT 12 (+1) WIS 9 (-1) CHA 10 (+0)	STR 20 (+9) DEX 16 (+3) CON 13 (+5) INT 12 (+1) WIS 9 (-1) CHA 10 (+0)	STR 20 (+10) DEX 20 (+5) CON 13 (+6) INT 12 (+1) WIS 9 (-1) CHA 10 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	Melee Battleaxe +5 (1d8+5) Melee Dagger +5 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	Melee +1 Battleaxe +8/+8 (1d8+7) Melee Dagger +7/+7 (1d4+6) Ranged Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	Melee +2 Battleaxe +11/+11 (1d8+9) Melee Dagger +9/+9 (1d4+7) Ranged Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	Melee +3 Battleaxe +13/+13/+13 (1d8+10) Melee Dagger +10/+10/+10 (1d4+7) Ranged Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Battleaxe; chain mail; shield; dagger	+1 Battleaxe; +1 chain mail; shield; dagger	+2 Battleaxe; +2 chain mail; shield; dagger	+3 Battleaxe; +3 chain mail; +1 shield; dagger

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

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

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 13.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Disembowler Knife

Disembowler Knife (weapon)

Value:

20,500 gp / 38,000 gp /
61,000 gp / 89,000 gp

Weight 1 lb.; **Materials** steel, leather; **Nature** magical; **Aura** strong necromancy; **Slot** weapon

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 2 lb; **Dmg** 1d6 (1d4 S); **Critical** 19-20/x2;
Type Piercing or Slashing; **Class** Martial, Light (Melee)

Effect Summary:

- Wounded enemies struck must save (**Constitution DC 14**) or suffer **1d4** points of **bleed damage** each round (**Heal DC 15** or any magical healing stops); counts as a **+1 weapon** in all respects
- Wounded enemies struck must save (**Constitution DC 16**) or suffer **1d6** points of **bleed damage** each round (**Heal DC 17** or any magical healing stops); counts as a **+2 weapon** in all respects
- Wounded enemies struck must save (**Constitution DC 18**) or suffer **2d4** points of **bleed damage** and **1 Con bleed damage** each round (**Heal DC 20** or any magical healing stops); counts as a **+3 weapon** in all respects
- Wounded enemies struck must save (**Constitution DC 20**) or suffer **2d6** points of **bleed damage**, **1 Con bleed damage**, and **1 Str bleed damage** each round (**Heal DC 22** or any magical healing stops); counts as a **+4 weapon** in all respects

Description

A curved, wicked blade with serrations and vile-looking metal carvings.

If this weapon strikes open flesh of any kind, it has a chance of flaying the skin in that area broadly, causing additional bleeding damage and critical wounds.

Effect

A *disembowler knife* is a magical weapon, and as such enjoys an **enhancement bonus** as described.

All flavors of the weapon inflict additional **bleed damage and effects**.

Each time the weapon inflicts 1 or more points of damage to a living opponent, that opponent must make a save as described or suffer the bleed damage effects listed. Recall that bleed damage and effects do not stack.

Unlike most other bleed effects, those inflicted with the *disembowler knife* may have more difficult Heal DCs to resolve.

Any magical healing effect will also cure the bleed effect to an afflicted creature.



Synergy & Sets

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

Discovery

These weapons are often discovered at the feet of a conquered enemy, particularly vicious and warlike creatures.

They may also be observed in the hands or on the grisly workbenches of necromancers or construct creators.

There are no abilities to activate with this weapon, and full knowledge can be come by fairly quickly with trial and error.

Ubiquity

Disembowler knives are rare, but more common in the circles of those most likely to make use of them.





Notoriety

The weapon looks clearly magical, and crafted to ill or macabre intent... or, at the very least, fashioned to support such an interpretation.

Quirks of Ownership

Other than being slightly more noteworthy than a typical shortsword, a *disembowler knife* has no additional effects of ownership.

Table 28: Disembowler Knife Flavors

Difficulty Band	Prefix	Enhancement Bonus	Bleed Damage	Bleed Damage DC	Heal DC
 Low	Minor	+1	1d4	Constitution 14	15 or magic heal
 Moderate	Lesser	+2	1d6	Constitution 16	17 or magic heal
 Advanced	Greater	+3	2d4 + 1 Con	Constitution 18	20 or magic heal
 Elite	Elite	+4	2d6 + 1 Con + 1 Str	Constitution 20	22 or magic heal

History & Background

The first *disembowler knives* were crafted as medical implements.

A surgeon of some renown was constantly refining his trade. Tools of that generation were insufficient for his talents and skill, so much so that he took up smelting and apprenticed as a blacksmith for a time simply to gain skill enough to forge his own.

Knives, in particular, he found lacking. Over the several decades that he practiced medicine, he forged many hundreds of knives, to the point where clients and townsfolk began to wonder and mumble between themselves.

Whether or not there had been a clear point at which the surgeon's desire to craft a more efficient tool had transformed into a macabre obsession with cutting implements, what was clear after several years is that that grisly evolution had indeed taken place.

What resulted was a crafty and talented surgeon, with a growing penchant for cutting when unnecessary. Operations grew more frequent, with each one requiring more and more cutting and more recovery.

Unintended deaths as a result of these ever-more-invasive procedures mounted, to the point where he began to lose business out of fear and rumor.


The surgeon grew paranoid, convinced that someone was out to get him and ruin his trade. He convinced himself that he had need, therefore, not merely for better tools, but for defensive blades, to arm himself against possible invasion.


The *disembowler knife* was in many ways the first of his creations that could be truly and exclusively considered a weapon, not a medical implement.

Rumors & Lore

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

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





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

The party may use  **Knowledge (Local)** or **Diplomacy** in

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *disembowler knife* into your gaming sessions beyond simply "the necromancer wields a horrid-looking short sword", here are some ideas.

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

Class-Based Hooks

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

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue

someone who may be in the possession of a *disembowler knife*.

Paladins & Clerics

The blade may not be vile, but it appears so, and its grisly origins might further curtail the interests of these classes, with the exception of non-Good Clerics.

Rogues

A shortsword with extra damage-dealing capability, with a focus on enabling an attrition-based victory in a one-on-one conflict, seems a harmonic scenario for most Rogues.

Marital Characters

Dual-wielding or nimble Fighters are most likely to seek a *disembowler knife* for aid in their combat abilities.

Arcane Classes

Short swords are atypical implements for arcanists. However, with niche training, necromancers in particular might cultivate a meaningful use of these weapons.

Monks, Rangers, and Druids

All these classes have the ability to wield short swords with true purpose; dedication to the pursuit of a *disembowler knife* might simply be a matter of style preference.

General Hooks

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

Carving Churgeon

A local apothecary-turned-doctor has been practicing for a while and only recently has begun to have unexplained deaths. The PCs are asked to investigate; it turns out that he has discovered a *disembowler knife* and has been using it as a surgery tool.

This scenario forms the basis of the **Quest** below, and harkens back to the origins of the blade.

Collector

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

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

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

Sanguine Rituals


An evil-aligned church in town has been performing rituals involving blood; they have begun to integrate a *disembowler knife* into their ceremonies.

Several deaths have resulted, though they are chalked up as unrelated by the faithful.


The PCs are called upon to investigate and resolve.







Quests

Another, more thorough, means of introducing a *disembowler knife* is via the following **Quest**.

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

Quest: Carving Churgeon

 **Summary:** A local doctor has begun killing her patients accidentally; the PCs are asked to investigate.

 **Rewards:**  650 gp /  2,850 gp /  8,700 gp /  16,500 gp (promised); up to  **2 Reward Stars**; *disembowler knife*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.


 **Description:**

A town apothecary has taken to medicine over the past few years. This evolution has generally been well-regarded, as her results have been mostly successful, and her skill as an apothecary are lauded.




In the past few weeks, however, deaths related to her work have mounted. Each case individually can be explained by certain phenomena or conditions surrounding the deceased’s condition prior to the surgery—hardly surprising, since the victims and the doctor had agreed in each case that surgery was required for some valid reason.


Village security and civil authorities are concerned, and have asked the PCs to investigate, and ideally, to put a stop to the behavior.

 The PCs can ignore the request. If they do, they will continue to hear rumor of the apothecary’s death toll mounting; this may incent them to become involved at some point.

 If the PCs investigate, they will quickly discover the *disembowler knife*. The apothecary claims she obtained it about a month ago, gifted her by a patient as barter in lieu of monetary payment in exchange for her services.

She’s taken to the tool fondly, and has used it, she proudly proclaims, in many cases since she got it.

 If the PCs succeed at a succession of  **skill checks** (**Diplomacy** and/or **Intimidate** are suggested), they can talk reason into the would-be doctor, who happily gives up the weapon in exchange for the party’s cooperation in putting in a good word with the town so that she can once again practice. This yields the party the *disembowler knife* as well as the monetary payment; they are under no obligation of course to report the weapon. It also nets them  **2 Reward Stars**.

 The PCs can forego conversation and simply kill the apothecary. This nets them the weapon, and half the promised monetary payment—it will indeed prevent further deaths, but as the apothecary cannot be proven

FlexTable 24: Disembowler Knife Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	11	A magic knife was once forged as a medical tool.	✔ True. This hints at the item's origins.
15-29	15-30	15-30	01-30	13	Convinced of superior surgical technique, a doctor of growing insanity crafted a tool that was instead a weapon.	✔ True. This is a more thorough description of the weapon's origins.
30-44	31-45	31-45	31-39	15	A certain magical knife causes lethal, dripping cuts.	✔ True. This refers to the bleed damage effect.
45-59	46-60	46-60	40-49	17	A <i>disembowler knife</i> can inflict bleeding damage.	✔ True. Very close to a complete description of the weapon's abilities.
60-74	60-69	60-69	50-59	19	Those struck with certain <i>disembowler knives</i> can feel their energy and abilities seep out of the wounds.	✔ True. This refers to the ongoing ability bleed damage inflicted by the weapon.
75-89	70-97	70-94	60-69	14	<i>Disembowler knives</i> inflict massive damage when used against an opponent's gut.	✘ False. There is no particular effect when targeting a specific body part. This rumor is most likely a misunderstanding of the weapon's name.
90-00	98-00	95-00	70-00	13	A <i>disembowler knife</i> is not a weapon, but instead a very delicate, precision surgical instrument.	✘ False. This refers to the original, intended purpose of the weapon.

Magic Items

to have done anything truly wrong, it seems quite the overkill approach.

At the discretion of the GM, so long as it is in keeping with the party's alignment to take so lethal an approach, this solution is also worth ✨ **1 Reward Star.**

Disenbowler Knife Wielder

CR 1; XP 200

CE; Small Humanoid (Gnome)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium CE Gnome (Rock)	Medium CE Gnome (Rock)	Medium CE Gnome (Rock)	Medium CE Gnome (Rock)
HP	11	41	62	97
ARMOR CLASS	15	17	19	20
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 15 (+2) DEX 17 (+5) CON 16 (+3) INT 10 (+2) WIS 7 (-2) CHA 11 (+0)	STR 15 (+2) DEX 19 (+7) CON 16 (+3) INT 10 (+3) WIS 7 (-2) CHA 11 (+0)	STR 18 (+4) DEX 20 (+9) CON 16 (+3) INT 10 (+4) WIS 7 (-2) CHA 11 (+0)	STR 20 (+10) DEX 20 (+10) CON 16 (+3) INT 10 (+5) WIS 7 (-2) CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 +4 Thieves' Tools	Passive Perception 10 +6 Thieves' Tools	Passive Perception 12 +8 Thieves' Tools	Passive Perception 13 +10 Thieves' Tools
LANGUAGES	Common, Gnomish			
ATTACKS	Melee Dagger (Small) +5 (1d4+3) Ranged Dagger (Small/Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3) Melee Shortsword (Small) +5 (1d6+3) Ranged Shortbow (Small) --> 30 ft.: +5 (1d6+3); 120 ft.: +5 (1d6+3)	Melee Dagger (Small) +7 (1d4+4) Ranged Dagger (Small/Thrown) 20 ft.: +7 (1d4+4); 60 ft.: +7 (1d4+4) Melee +1 Shortsword (Small) +8 (1d6+5) Ranged Shortbow (Small) --> 30 ft.: +7 (1d6+4); 120 ft.: +7 (1d6+4)	Melee Dagger (Small) +9 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5) Melee +2 Shortsword (Small) +11 (1d6+7) Ranged Shortbow (Small) --> 30 ft.: +9 (1d6+5); 120 ft.: +9 (1d6+5)	Melee Dagger (Small) +10 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5) Melee +3 Shortsword (Small) +13 (1d6+8) Ranged Shortbow (Small) --> 30 ft.: +10 (1d6+5); 120 ft.: +10 (1d6+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

SPECIAL QUALITIES

Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Expertise, Sneak Attack, Thieves' Cant

Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge

Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge

Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device

SPELL-CASTING

-

-

-

-

EQUIPMENT

Dagger (small); shortsword (small); studded leather armor; shortbow (small); arrows (20x)

Dagger (small); +1 shortsword (small); +1 studded leather armor; shortbow (small); arrows (20x)

Dagger (small); +2 shortsword (small); +2 studded leather armor; shortbow (small); arrows (20x)

Dagger (small); +3 shortsword (small); +3 studded leather armor; shortbow (small); arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 2.

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

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

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

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

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

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm

spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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

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

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

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

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

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

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

on the run.

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

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





Duskblade

Duskblade (weapon)





Value:

 4,800 gp /  13,100 gp /  26,300 gp /  49,500 gp





Weight 2 lbs.; **Materials** steel, grave earth; **Nature** magical; **Aura** moderate transmutation; **Slot** weapon (melee, martial, light, finessable)

CL:  6th /  10th /  12th /  14th

Base Weapon Profile:

    **Weight** 2 lb; **Dmg** 1d6 (1d4 S); **Critical** 19-20/x2; **Type** Piercing or Slashing; **Class** Martial, Light (Melee), Finessable

Effect Summary:

-  Counts as a **+1 weapon** in all respects; **+1d6 damage** to existing **Sneak Attack** abilities; **+2 bonus** to **Stealth** skill checks while wielding
-  Counts as a **+2 weapon** in all respects; **+2d6 damage** to existing **Sneak Attack** abilities; **+4 bonus** to **Stealth** skill checks while wielding; *invisibility* 1x/day
-  Counts as a **+3 weapon** in all respects; **+3d6 damage** to existing **Sneak Attack** abilities; **+6 bonus** to **Stealth** skill checks while wielding; *invisibility* 3x/day
-  Counts as a **+4 weapon** in all respects; **+4d6 damage** to existing **Sneak Attack** abilities; **+8 bonus** to **Stealth** skill checks while wielding; *invisibility* 5x/day; *invisibility, greater* 1x/day

Description

A curved shortsword of elegant elven design, this weapon is prized for its stealth and lethality. It grants bonuses to sneak attacks and, in more powerful versions, Stealth skills.

Effect

All *duskblades* are magical weapons, and benefit from an innate enhancement bonus as listed.

Each iteration of *duskblade* also grants **additional Sneak Attack** damage. This ability is automatic, requires no activation, and cannot be suppressed while the weapon is wielded. This ability only functions for Sneak Attack damage inflicted using the *duskblade* itself. Wielders who have no Sneak Attack capability already receive no benefit from this effect.

While wielded in one hand, the bearer gains a **bonus to Stealth skill checks**. The weapon need not have anything to do with the skill being used, though it must be carried in one hand in order for this capability to function.

Some greater versions of *duskblade* grant the user the **Fast Stealth Rogue Talent** while the weapon is held in one hand. Wielders who already have this Rogue Talent receive no additional benefit from this ability.

Finally, most versions grant the wielder the capability to activate one or more spell-like abilities as noted. This requires a swift action to activate or deactivate; any



activation for any duration counts against the total number of uses allowed per day for that ability. This limitation is weapon-based, not user-based; a depleted *duskblade* cannot be transferred to another person to receive a fresh set of uses of spell-like abilities. These totals reset in full 24 hours after the first use of each ability from a full charge.


Synergy & Sets

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

Discovery

Fallen rangers or Druids are most commonly associated with this weapon.

Barring an informed transition from a knowledgeable current owner, a new wielder must use research in order to determine the spell-like abilities of the weapon.

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

Ubiquity

Duskblades are rare, excepting in forested areas of high magic and a dense presence of Druids and/or Rangers, where they are merely uncommon.

Table 29: Duskblade Flavors

Difficulty Band	Prefix	Enhancement Bonus	Additional Sneak Attack Damage	Stealth Bonus	Spell-Like Abilities
☒ Low	Minor	+1	1d6	+2	-
☒ Moderate	Lesser	+2	2d6	+4	<i>invisibility</i> 1x/day
☒ Advanced	Greater	+3	3d6	+6	<i>invisibility</i> 3x/day
☒ Elite	Elite	+4	4d6	+8	<i>invisibility</i> 5x/day; <i>invisibility, greater</i> 1x/day

Notoriety

Although the weapon strikes onlookers as a particularly well-crafted weapon, likely magical, there is no further social reaction incurred from the artifact.

Quirks of Ownership

None.

History & Background

Duskblades were first made to honor the dead, and to help right wrongs suffered in life.

The dead, they say, have stories to tell yet. Those who perish before their tales are told are rumored to walk the earth still, in constant search of closure.

To aid these lost spirits, a forest culture long ago fashioned a blade tempered with gravedust taken from the burial earth of the restless dead.

These *duskblades* were then given to warriors with a sacred task of using the weapons to right the wrongs suffered by the recently departed whose undead remains infused the artifact.


Once closure had been reached, the weapon was to be buried back amidst the earth that had helped give it form, bringing final peace to the soul beneath.


Over the generations, and as the weapons fell into the hands of the unrighteous outside the culture which created them, *duskblades* became less a vindicating force and more simply a potent and versatile weapon.

Rumors & Lore

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

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





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

The party may use  **Knowledge (Local)** or **Diplomacy** in

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *duskblade* into your gaming sessions beyond simply “atop a gravemound you discover a potent-seeming shortsword”, here are some ideas.

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

Class-Based Hooks

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

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks

to provide the entire party a believable reason to pursue someone who may be in the possession of a *duskblade*.

Paladins & Clerics

The story of righting wrongs and bringing peace to the dead should appeal to Paladins and Clerics of virtually all stripes and alignments.

Whether they seek to use the weapons in this capacity or not, these classes would be loathe to simply resell such a blade with such versatile history.

That said, as their true power requires talents outside the scope of these careers, multiclassed Rogue/Paladins or Rogue/Clerics would be most like to make best use of the artifact.

Rogues

Tailor-made for nearly every Rogue possible, the *duskblade* is a potent addition to an assassin type in particular.

Martial Characters

Though somewhat lethal in the hands of Fighters, Barbarians, and the like, it's multiclassed martial characters who take at least a few levels of Rogue who will most benefit from a *duskblade*.

Arcane Classes

There are few, but still a few, arcanists who aspire to roguish endeavors. Multiclassed Rogues with wizardly leanings can do great things with a *duskblade* in hand.

Monks, Rangers, and Druids

These classes can all use a shortsword with great potency; multiclassed Rogues with levels in these classes are positioned particularly well to make great use of this weapon.

General Hooks

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

Out of the Night That Covers Me

The PCs happen upon a *duskblade* in a graveyard, and learn that the person buried beneath it was murdered. They must avenge the fallen or fall victim to the Revenant or Ghost that the tragedy gives birth to.

This scenario forms the basis of the **Quest** below.

Collector

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

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

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


Bringer of Dusk

This scenario is fairly straightforward, and appeals in particular to Lawfully-aligned parties: an evil NPC has come upon a *duskblade*, and, even knowing its history and typical use, uses it for evil purpose.


The PCs are asked, or innately understand a calling, to remove the weapon from the hands of the unworthy.



Quests

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

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

Quest: Out of the Night That Covers Me

 **Summary:** The PCs discover a *duskblade*, and with it, a story of vengeance from beyond the grave, to be delivered via their own hands.

 **Rewards:** Up to  **3 Reward Stars**; *duskblade*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

This Quest kicks off when the PCs are traversing a graveyard. Atop a recently-buried gravesite, they discover a *duskblade*, fresh, clean, and unsheathed, glistening in the moonlight.

If there is no graveyard in town, and/or the PCs do not have any other reason to visit one, they might happen upon the blade in a museum, or even in a magic-item shop.

Once they possess it, they come by knowledge that the person whose grave is associated with this weapon was murdered. Perhaps they note the name of the deceased on the grave marker nearby, and inquire as to the conditions of her death. Or perhaps they show the weapon to someone, maybe as part of the process of identifying it and fully understanding its capabilities. Maybe they wish to buy it, and the shopkeeper himself tells the tale.

Or, in a bit more straightforward a manner, a voice in the head of the PC who wields it tells them outright that she was murdered.

The conditions surrounding the murder are flexible, in service to how well it aligns with your campaign world. She could have scorned the affections of a sociopathic man. She may have owed money to a group of ruffians. Perhaps she was simply in the wrong place, at the wrong time.

The key here is that the murderer is known to the PCs, or at the very least, easily located in town, and quite alive himself.

Lawful Good characters would likely flock to the call of justice without too much additional pressure. More neutral parties may need some coaxing: perhaps they begin to be haunted by a Ghost, Revenant, or other undead typically associated with unfinished business. Or, it could be that

FlexTable 25: Duskblade Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	11	A shortsword was forged to avenge the dead.	✓ True. Very limited information, but accurate so far as it goes.
15-29	15-30	15-30	01-30	14	Once, particular shortswords were forged in ritual involving the grave earth of the recently dead who died in tragedy or with unfinished business.	✓ True. This is a more thorough rundown of the artifact's origins.
30-44	31-45	31-45	31-39	15	<i>Duskblades</i> grant assassin-like powers to those who wield them.	✓ True. Even for those lacking Sneak Attack abilities, the other features of <i>duskblades</i> qualify for this description.
45-59	46-60	46-60	40-49	17	<i>Duskblades</i> amplify existing assassination skills.	✓ True. This refers to the Sneak Attack augmenting capabilities of the weapon.
60-74	60-69	60-69	50-59	19	<i>Duskblades</i> grant the wielder the ability to disappear entirely.	✓ True. This refers to the spell-like effects of the weapon.
75-89	70-97	70-94	60-69	13	<i>Duskblades</i> are magical weapons whose potency increases during certain phases of the moon.	✗ False. This may be a separate weapon, but it is not the <i>duskblade</i> .
90-00	98-00	95-00	70-00	14	<i>Duskblades</i> were forged from the grave earth of murderers, and are extra lethal against evil creatures.	✗ False. Grave earth is involved in the crafting of this weapon, but not in the manner described.

Magic Items

everyone in town knows exactly what happened, but there's insufficient evidence to truly bring the murderer to justice.

Whatever the circumstances, the PCs need a reason to take action. In the end, the undead harbinger of the murdered woman might simply attack them or demand that they either return the *duskblade* to its place atop her grave, or seek vengeance on her behalf.

🔍 The PCs can ignore the situation. Doing so and keeping the *duskblade*, however, has consequences; the undead remnant of the deceased might attack the party, or simply haunt them and make life miserable until they either return the weapon or right the wrong.

🔍 The PCs can return the *duskblade* to the gravesite. Doing so disappoints the deceased, but otherwise has no consequences.

🔍 If the PCs seek justice, it's easy to find, and it may turn out that the party has the full social support of the townsfolk in their quest. Bringing the man to justice via the legal system, however, is not possible.

Murdering the man is justifiable for characters of any alignment given the conditions of the act. This grants the party 🌟 **1 Reward Star.**

Returning to the gravesite of the departed, whatever the purpose, is worth a second 🌟 **Reward Star.** The party may simply want to say a few words to set the dead at ease.

The party may keep the *duskblade*; it will continue to function fully even though its task is complete. If the party did research into the weapon, or the shopkeep simply told them about the traditional ritual, they may wish to bury it in the gravesite instead: doing so nets them a third and final 🌟 **Reward Star.**

Duskblade Wielder

CR 1; XP 200

NE; Medium Humanoid (Elf)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	12	48	84	136
ARMOR CLASS	13	15	16	17
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 17 (+5)	STR 19 (+7)	STR 20 (+9)	STR 20 (+10)
	DEX 13 (+3)	DEX 13 (+4)	DEX 13 (+5)	DEX 13 (+6)
	CON 15 (+2)	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
LANGUAGES	Common, Abyssal, Deep Speech, Draonic, Elvish, Infernal			
ATTACKS	Melee Halberd +5 (1d10+3)	Melee +1 Halberd +8/+8 (1d10+5)	Melee +2 Halberd +11/+11 (1d10+7)	Melee +3 Halberd +13/+13 (1d10+8)
	Melee Dagger +5 (1d4+3)	Melee Dagger +7/+7 (1d4+4)	Melee Dagger +9/+9 (1d4+5)	Melee Dagger +10/+10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +7/+7 (1d4+4); 60 ft.: +7/+7 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
	Melee Sickle +5 (1d4+3)	Melee Sickle +7/+7 (1d4+4)	Melee Sickle +9/+9 (1d4+5)	Melee Sickle +10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Favored Enemy, Natural Explorer, Monstrosities, Swamp	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Fiends, Monstrosities, Swamp, Underdark	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter's Prey, Land's Stride, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Fiends, Monstrosities, Desert, Swamp, Underdark	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Whirlwind Attack, Defense, Fiends, Giants, Monstrosities, Desert, Swamp, Underdark

SPELL-CASTING	-	Save DC 11; Spell Atk +3	Save DC 12; Spell Atk +4	Save DC 13; Spell Atk +5
		2nd: <i>find traps; lesser restoration</i> 1st: <i>alarm; cure wounds; jump; speak with animals</i>	3rd: <i>nondetection; water breathing</i> 2nd: <i>find traps; lesser restoration; silence</i> 1st: <i>alarm; cure wounds; jump; speak with animals</i>	4th: <i>locate creature</i> 3rd: <i>nondetection; speak with plants; water breathing</i> 2nd: <i>find traps; lesser restoration; silence</i> 1st: <i>alarm; cure wounds; jump; speak with animals</i>

EQUIPMENT	Halberd; studded leather armor; dagger; sickle	+1 Halberd; +1 studded leather armor; dagger; sickle	+2 Halberd; +2 studded leather armor; dagger; sickle	+3 Halberd; +3 studded leather armor; dagger; sickle
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SPECIAL ABILITIES

- Ability Score Increase** Your Dexterity score increases by 2.
- Ability Score Increase** Your Intelligence score increases by 1.
- Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Elf Weapon Training** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- Fey Ancestry** You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- Keen Senses** You have proficiency in the Perception skill.
- Languages** You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.
- Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.
- Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.
- Favored Enemy** Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials,

- constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.
- Hide in Plain Sight** Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.
- Horde Breaker** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.
- Hunter** Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.
- Hunter's Prey** At 3rd level, you gain one of the following features of your choice.

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

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

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

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

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

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

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Eclipse Blade

Eclipse Blade (weapon)

Value:

☒ 3,800 gp / ☒ 21,000 gp /
☒ 84,000 gp / ☒ 142,000 gp

Weight 4 lbs.; **Materials** steel, crystal; **Nature** magical; **Aura** strong evocation [fire], necromancy, abjuration; **Slot** weapon

CL: ☒ 6th / ☒ 8th / ☒ 12th / ☒ 18th

Base Weapon Profile:

☒☒☒☒ **Weight** 4 lb; **Dmg** 1d8 (1d6 S); **Critical** 19-20/x2;
Type Slashing; **Class** Martial, One-Handed (Melee)

Effect Summary:

- ☒ Counts as a **+1 weapon** in all respects; *light* (at will); *continual light* (1x/day)
- ☒ Counts as a **+2 weapon** in all respects; *light* (at will); *continual light* (3x/day); *searing light* (1x/day); *dispel magic* (targeted, touched dispel only, 1x/day; DC 18)
- ☒ Counts as a **+3 weapon** in all respects; *light* (at will); *continual light* (5x/day); *searing light* (3x/day); *dispel magic* (targeted, touched dispel only, 2x/day; DC 20); *enervation* (struck creature only, 1x/day, DC 20)
- ☒ Counts as a **+4 weapon** in all respects; *light* (at will); *continual light* (5x/day); *searing light* (5x/day); *dispel magic, greater* (targeted, touched dispel only, 3x/day, DC 22); *enervation* (struck creature only, 2x/day, DC 22); *energy drain* (struck creature only, 1x/day, DC 24)

Description

A blade-within-a-blade, this is a single shard of quartz-looking crystal in a lattice of black metal and obsidian. Can come in any make or style a sword can come in.

The central metal typically glows like moonlight. The outer black lattice tends to have a black gloss-finished metal.

Effect

All four types of *eclipse blade* are **magical weapons**, benefitting from an innate **enhancement bonus** as described above.

The wielder of an *eclipse blade* may use a standard action to activate any one of the listed **spell-like effects** once per round. The limitations on each are weapon-based, not user-based; an *eclipse blade* transferred from one wielder to a second does not in any way recharge or change its remaining allowed uses of spell-like effects. Each effect's uses reset in full 24 hours after the first use of that ability from a full charge.

The spell-like effects each function as the spell of the same name, with one key exception: any spell requiring a target



may only target a creature that is struck with the *eclipse blade* in combat, or a willing creature or immobile object that is touched with it outside of combat. Any touch attack or other prerequisite to connect with the target is automatic if the target is willing, immobile, or an attack roll succeeds against the target.

Synergy & Sets

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

Discovery

These weapons are often discovered in places of reverence in churches. They are buried with knights, turned to or encased in stone or moulding, or otherwise concealed in plain sight.

In rare occasions, one might discover an *eclipse blade* in the hands of a Paladin, Cleric, or other devoted, purposeful servant of a higher power.

Informed discussion from a current owner or research is required to make use of the spell-like effects; they utilize a mental trigger and cannot be discovered via guesswork.

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

Table 30: Eclipse Blade Flavors

Difficulty Band	Prefix	Enhancement Bonus	Spell-Like Effects
☒ Low	Minor	+1	<i>light</i> (at will); <i>continual light</i> (1x/day);
☒ Moderate	Lesser	+2	<i>light</i> (at will); <i>continual light</i> (3x/day); <i>searing light</i> (1x/day); <i>dispel magic</i> (1x/day, DC 18)
☒ Advanced	Greater	+3	<i>light</i> (at will); <i>continual light</i> (5x/day); <i>searing light</i> (3x/day); <i>dispel magic</i> (2x/day, DC 20); <i>enervation</i> (1x/day, DC 20)
☒ Elite	Elite	+4	<i>light</i> (at will); <i>continual light</i> (5x/day); <i>searing light</i> (5x/day); <i>dispel magic, greater</i> (3x/day, DC 22); <i>enervation</i> (2x/day, DC 22); <i>energy drain</i> (1x/day, DC 24)

Ubiquity

Eclipse blades are incredibly rare outside of the context of a crusade-like efCon on behalf of a church or other institution.

Notoriety

These weapons reek of magic and purpose. For those familiar with their existence, they are instantly recognizable and carry with them an assumption of a noble quest or other endeavor associated with the weapon.

Quirks of Ownership

Other than the assumptions onlookers may have about the bearer as mentioned above, none.

History & Background

Eclipse blades were forged by crusading knights, thousands of years ago. In some circles, far-flung from the day-to-day life of the Realm, the practice persists still.

In the dark of the Realm, a lone light shines, goes the saying. Churches of many different stripes, alignments, and purpose have all claimed the original recipe of the *eclipse blade*. It's impossible to know the truth of the matter; *eclipse blades* appear forge-new and pristine throughout their life, and most of those lives are indeed long, measured in centuries, if not millennia.

The one thing that all *eclipse blades* have in common, however, is purpose and intent: all are forged in zeal, tempered in ritual, and employed with focus.

Conquest, righteousness, vengeance, and other aims have all been made real with the aid of *eclipse blades*. Once their initial purpose is fulfilled, tradition demands that the victor pass their tool on to a successor of worthy endeavor, for their own initiative.

An average *eclipse blade*, through this pattern, has seen dozens, sometimes hundreds, of masters.


One more is always welcome.


Rumors & Lore

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

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *eclipse blade* into your gaming sessions beyond simply "the paladin gives you a beautiful sword", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes, particularly Lawful and/or Good characters, would be most interested in an *eclipse blade*, and in its backstory and traditional usage.

Rogues

Longswords aren't always a Rogue's style, but the lethality and extra features of this artifact might change minds.

Martial Characters

A wonderful weapon for any one-handed-weapon character of martial abilities, the *eclipse blade* need not be treated as it has been in ages past.

It's perfectly acceptable for a Fighter, Barbarian, or similar class to view it as a potent and capable longsword.

Arcane Classes

Arcanists are least likely to make use of an *eclipse blade*, but certain sorcerers or other classes may take specific training simply to be able to make use of the weapon's more advanced abilities.

Monks, Rangers, and Druids

Monks might be unlikely to use such a martial weapon, but melee-focused Rangers and Druids may have use of them.

General Hooks

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

A Worthy Successor

A paladin seeks out one or more PCs to give her *eclipse blade* to. In so doing, she advises that the recipient must embark on a quest worthy of the blade in order to keep it.

This scenario forms the basis for the **Quest** below.

Collector

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

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

This angle plays particularly well with Lawfully-aligned

classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.


Keep it Secret

A wounded cleric stumbles upon the party bearing an *eclipse blade*. He's being chased, hunted really, by an antipaladin in search of the weapon for evil use.


With dying breaths, the cleric beseeches the party keep the weapon from the antipaladin's clutches.

Quests

Another, more thorough, means of introducing an *eclipse blade* is via the following **Quest**.


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

Quest: A Worthy Successor

 **Summary:** A paladin gives an *eclipse blade* to the party, and asks them to use it in service of a noble quest.

 **Rewards:** Up to  2 **Reward Stars**; *eclipse blade*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.


 **Description:**


A paladin approaches the PCs; this can be in a church ideally, but could as well be in a tavern, a market square, or even in a street in the middle of town.

She explains that the *eclipse blade* she bears is a responsibility, a tool toward noble goals. She herself was gifted it a year ago by her mentor in the church, and was given a task to accomplish. A few weeks ago, the paladin saw the deed done; she has been in search of a worthy successor who can take up the weapon.

The paladin has heard of the party's accomplishments, and feels that they might be a good match for the worthiness of the blade. She describes the origins of the weapon, and the tradition of passing it on to others as a result of a good deed achieved.

Her offer is straightforward: take the artifact, use it toward some noble purpose, and pass it on to another. She herself need not even know what quest the party embarks upon with it, and they do not need to check in with the paladin at any point; the proposal is strictly on the honor system.

 The party can decline the offer. Doing so disappoints the paladin, but her respect (and, formally, her **Attitude**) grows for the honesty of the party.

 If the PCs accept the offer, the paladin will explain the workings of the weapon, and take her leave of the group. The PCs can keep the blade and take no further action, treating it like found treasure. Although this has no formal impact, the GM is urged to consider character consequences if this approach is taken by Lawful Good characters, or Paladins in particular.


FlexTable 26: Eclipse Blade Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	13	Gallant knights once forged longswords to aid them in their quests.	✓ True. This describes the basic origins of the weapon.
15-29	15-30	15-30	01-30	15	Long ago, <i>eclipse blades</i> were used to fulfill noble quests, and thereafter gifted to a worthy successor for their own quest.	✓ True. This is an accurate rendition of the traditional succession of this artifact.
30-44	31-45	31-45	31-39	17	<i>Eclipse blades</i> can generate light even in the most dire of circumstances.	✓ True. This refers to the <i>light</i> and <i>continual</i> light spell-like effects of the weapon.
45-59	46-60	46-60	40-49	19	<i>Eclipse blades</i> can generate noble, holy effects toward worthy aims.	✓ True. Though they can also generate these effects toward evil aims; it's about the wielder, not the sword.
60-74	60-69	60-69	50-59	20	An <i>eclipse blade</i> that is not returned to its church, giver, or to a worthy successor will destroy itself and its owner in a blaze of holy light.	✗ False. This artifact does not do this, although repercussions for this behavior from the church that gave it originally may be expected.
75-89	70-97	70-94	60-69	13	<i>Eclipse blades</i> can rebuke undead and destroy them in holy fire.	✗ False. Undead are not specific targets of the weapon's abilities.
90-00	98-00	95-00	70-00	14	Each <i>eclipse blade</i> contains the tormented soul of an antipaladin.	✗ False. Even for an antipaladin victim, this would hardly be a worthy device for a paladin's weapon!

Perhaps the party's Paladin belongs to a church that learns of the eclipse blade gifting, or perhaps he serves the same church as the paladin who gave him the weapon.

📌 Taking the blade and accomplishing a noble Quest of some sort is in keeping with the intent. A separate Quest of any significance should suffice, though a "goody two-shoes" kind of noble effort of saving the weak, defending the poor, rescuing the princeling, etc. should be the style involved here. In and of itself, the reward involved is simply that the party may use the *eclipse blade*; they accrue no further benefit beyond that and the rewards of the Quest involved.

Once the Quest is accomplished, the party may keep the *eclipse blade*, justifying any conflict of character by stating that they intend to continue to use it in pursuit of noble goals.

📌 The party only truly gains further from this Quest if they accomplish a noble deed using the eclipse blade, and then give it to someone, handing it down as tradition recommends. Of course they will lose the *blade*, but benefit from  **2 Reward Stars.**

📌 If at any point the party **sells** the *eclipse blade*, the GM is urged to consider significant repercussions, possibly involving the church at which the paladin who gave them the sword served.

Eclipse Blade Wielder

CR 1; XP 200

CE; Medium Humanoid (Tiefling)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling	Medium CE Tiefling
HP	10	43	68	123
ARMOR CLASS	17	20	23	25
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+4) DEX 13 (+1) CON 10 (+2) INT 11 (+0) WIS 7 (-2) CHA 16 (+3)	STR 17 (+6) DEX 13 (+1) CON 12 (+4) INT 11 (+0) WIS 7 (-2) CHA 16 (+3)	STR 17 (+7) DEX 15 (+2) CON 12 (+5) INT 11 (+0) WIS 7 (-2) CHA 16 (+3)	STR 17 (+8) DEX 15 (+2) CON 16 (+8) INT 11 (+0) WIS 7 (-2) CHA 16 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	Melee Longsword +4 (1d8+4) Ranged Crossbow, Light) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1) Melee Dagger +4 (1d4+4) Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	Melee +1 Longsword +7/+7 (1d8+6) Ranged Crossbow, Light) --> 80 ft.: +4/+4 (1d8+1); 320 ft.: +4/+4 (1d8+1) Melee Dagger +6/+6 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +6/+6 (1d4+3); 60 ft.: +6/+6 (1d4+3)	Melee +2 Longsword +9/+9 (1d8+7) Ranged Crossbow, Light) --> 80 ft.: +6/+6 (1d8+2); 320 ft.: +6/+6 (1d8+2) Melee Dagger +7/+7 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +7/+7 (1d4+3); 60 ft.: +7/+7 (1d4+3)	Melee +3 Longsword +11/+11/+11 (1d8+8) Ranged Crossbow, Light) --> 80 ft.: +7/+7/+7 (1d8+2); 320 ft.: +7/+7/+7 (1d8+2) Melee Dagger +8/+8/+8 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +8/+8/+8 (1d4+3); 60 ft.: +8/+8/+8 (1d4+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Longsword; scale mail; shield; light crossbow; crossbow bolts (20x); dagger	+1 Longsword; +1 chain mail; +1 shield; light crossbow; crossbow bolts (20x); dagger	+2 Longsword; +2 chain mail; +2 shield; light crossbow; crossbow bolts (20x); dagger	+3 Longsword; +3 chain mail; +3 shield; light crossbow; crossbow bolts (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

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

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 16.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +3.

Second Wind You have a limited well of stamina that you can draw on to

protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Feralite Armor

Feralite Armor (armor, light)

Value:

✖ 3,500 gp / ✖ 8,900 gp / ✖ 46,000 gp / ✖ 91,000 gp

Weight 20 lbs.; **Materials** leather, resin; **Nature** magical; **Aura** moderate enchantment; **Slot** armor (light)

CL: ✖ 8th / ✖ 12th / ✖ 14th / ✖ 16th

Effect Summary:

✖ +2 **armor** bonus; +8 **Max Dex** bonus; 0 **Armor Check** penalty; 10% **Arcane Spell Failure**; +1 **stacking enhancement bonus** to hit and damage for melee weapons while raging

✖ +3 **armor** bonus; +7 **Max Dex** bonus; 0 **Armor Check** penalty; 15% **Arcane Spell Failure**; +2 **stacking enhancement bonus** to hit and damage for melee weapons while raging; +1 **Dex bonus** while raging

✖ +4 **armor** bonus; +7 **Max Dex** bonus; 0 **Armor Check** penalty; 15% **Arcane Spell Failure**; +3 **stacking enhancement bonus** to hit and damage for melee weapons while raging; +2 **Dex bonus** while raging

✖ +6 **armor** bonus; +7 **Max Dex** bonus; 0 **Armor Check** penalty; 15% **Arcane Spell Failure**; +4 **stacking enhancement bonus** to hit and damage for melee weapons while raging; +4 **Dex bonus** while raging



the armor, other than the wearer's own ability to Rage.

Description

Conveys rage bonuses and ignores Dex penalties while raging or crits. Lightweight, well-crafted leather armor smeared with magical resin, typically in red, to grant magical benefits to the most animal-minded of wearers.

Effect

This item is categorized with weapons, not with armor, owing to its particular use in the context of Rage effects.

At all times, *feralite armor* functions similarly to leather or studded leather armor as noted. Of note, more advanced iterations grant an **armor bonus** well in excess of what typical mundane leather armor might grant.

Unless the wearer is capable of entering a **Rage** condition, the armor's effects are limited to the basic armor statistics given.

When Raging, the armor has up to two additional effects. All versions of *feralite armor* grant a **stacking enhancement bonus** to AC as noted while the wearer is Raging.

Most versions also grant a **bonus** to **Dexterity** as a result of a Rage condition as well.

Note that the wearer need not enter a Rage as a function of their class abilities; a Rage spell or other similar effect applies to the wearer also triggers these features.

At the GM's discretion, other conditions that result in an effect similar to a Rage might also trigger the armor's additional effects.

There is no limitation to the duration or number of times per day that these additional, Rage-based effects are granted by

Synergy & Sets

None. *Feralite armor* is a standalone item, and does not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Feralite armor is rarely shelved, stored, or otherwise inactive for very long; its value to Barbarians in particular makes it a well-sought-after item.

If discovered in the absence of a current owner, research or trial and error should make quick work of figuring out the item's function.

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

Ubiquity

Feralite armor is fairly uncommon, though among highly successful Barbarian tribes or cultures, it is frequently found among the ruling or class or military elite.

Notoriety

Feralite armor is immediately recognizable for anyone familiar with it.

Table 31: Feralite Armor Flavors

Difficulty Band	Prefix	Armor Bonus	Max Dex	Armor Check	Arcane Spell Failure	Raging Enhancement Bonus	Raging Dex Bonus
☒ Low	Minor	+2	+8	0	10%	+1	-
☒ Moderate	Lesser	+3	+7	0	15%	+2	+1
☒ Advanced	Greater	+4	+7	0	15%	+3	+2
☒ Elite	Elite	+6	+7	0	15%	+4	+3

For those to whom this artifact is new, it is still noteworthy as a well-crafted suit of leather armor.

Quirks of Ownership

None. Though some who know of the item may assume that ownership denotes some association with Barbarian tribes nearby.

History & Background

Feralite armor was first forged as a means of suppressing rages.

A Barbarian from a successful tribe fell in love toward the end of his conquering career. Wishing for nothing now so much as a quiet, peaceful life, she gave up her violent ways, vowing to life simply, and without war.

One's nature rarely changes, however, even in the presence of love; it was not long before the barbarian's ragelike nature had laid waste to many household objects... and even a few walls.

The barbarian's husband, a practicing combination of blacksmith and wizard, sought to forge a device that would suppress these urges, and to bring his wife the peace that she so sought and could not control.

The problem with this pursuit was twofold: first, the barbarian wife was in denial of her tendencies, to the point where the husband had to forge his solution in secret.

Second, it was very difficult to test out! After all, it was not as though one of the household's chickens could enter a rage, or even wear the armor.

So it could not be a piece of jewelry, or a cuff; the device had to be something that would be worn around the clock, practically. A suit of lightweight armor, an homage, perhaps, to the wife's former life, and one that granted her some modicum of protection as well.

One birthday, the husband gifted the armor to his wife, who adored it and wore it nearly all day, every day. Things seemed good, and the device seemed to be working, for a time.

Something must have gone wrong with the calculations, ultimately, as instead of denying violent urges, the resulting armor amplified them, and made them more potent and capable.

A few months after receiving the armor for the first time, the barbarian wife entered a rage, and began to smash housewares. The husband could not understand it, and, in

a moment of ill-considered professional pride, shouted the true nature of the artifact to his infuriated spouse.


The wife, on the brink of battle-madness already, nearly killed him in the aftermath.


Further refinements were eventually successful, and the pair weathered the storm of both rage and reaction... but they did seize upon the opportunity the "failed" set of *feralite armor* presented, mass-producing it and selling it to the tribe that had once been the wife's.

Rumors & Lore

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




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

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


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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic

townsfolk, or NPCs without specific names. For example, **Townsfolk**.

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

Hooks & Integration

If you're looking for an excuse to introduce a suit of *feralite armor* into your gaming sessions beyond simply "the barbarian king drops a fiery-red suit of studded leather armor", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes are unlikely to enter a Rage outside of multiclassing; however, even without that aspect, the armor is an advantage over other leathers.

Rogues

As with Paladins and Clerics above, Rogues might flock to *feralite armor* even if they lack any class levels that would allow a Rage.

Martial Characters

These characters, and in particular Barbarians, of course, are those best able to make use of this armor's effects. In particular, dextrous Barbarians are well-inclined toward its use.

Arcane Classes

Armor is rarely sought by arcanists, and Wizard/Barbarian multiclassing is quite rare, but to the extent to which a Wizard or other arcanist might wish for leather armor, *feralite armor* represents an advantage.

Monks, Rangers, and Druids

These classes tend to be nimble and adept with light armors, and so might seek *feralite armor* even if they lack Barbarian multiclass levels.

General Hooks

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

Battle Fugue

A barbarian staggers into town, deeply exhausted and

drenched in blood. He wears a suit of *feralite armor*, and has no memory of his actions earlier that day, though from his appearance, it seems obvious that he was involved in something brutal.

The PCs must investigate.

This scenario forms the basis of the **Quest** below.

Collector

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

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

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


Cleave the horde

In order to achieve greater objectives, the PCs must traverse an area teeming with smaller, but quite numerous, foes.


A Barbarian equipped with *feralite armor* seems the only means to safely get past; toward this end, the party must seek out, barter for, or purchase the artifact.







Quests

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

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

Quest: Battle Fugue

 **Summary:** A bloodied and depleted barbarian staggers into town with amnesia; the PCs must backtrack to determine what happened.

 **Rewards:**  200 gp /  1,300 gp /  4,200 gp /  9,300 gp (promised); up to  **1 Reward Stars**; *feralite armor*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs encounter a barbarian whose armor is magical in appearance, but splattered in fresh ichor. It seems obvious that he was involved very recently in a massive and brutal battle, but he has no memory of what has happened to him today.


Realizing that he is soaked in blood and bits of flesh, he strips his armor off... and, looking at it, he's not even sure he recalls donning the armor in the first place.


He checks himself, and comes up with the gold listed as a Reward in the quest profile: he offers all of it to the PCs, if they can help him recover his memory. He also offers the

FlexTable 27: Feralite Armor Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Barbarians forged magic armor that helps them wage war.	<input checked="" type="checkbox"/> Partially True. Technically, it was the husband of a former barbarian, and it was meant to prevent raging.
15-29	15-30	15-30	01-30	13	A wizard once crafted magic leather armor for his wife to help suppress her battle rages.	<input checked="" type="checkbox"/> True. This precisely describes the origins of the armor.
30-44	31-45	31-45	31-39	15	<i>Feralite armor</i> grants the wearer enhanced protection versus mundane leather armor	<input checked="" type="checkbox"/> True. This is but one of the item's effects, however
45-59	46-60	46-60	40-49	16	<i>Feralite armor</i> grants the wearer enhanced abilities during a rage trance.	<input checked="" type="checkbox"/> True. This gets closer to the advanced abilities of the armor.
60-74	60-69	60-69	50-59	18	<i>Feralite armor</i> grants a raging wearer enhanced protection and may make them more nimble.	<input checked="" type="checkbox"/> True. This speaks to the rage effects of the armor.
75-89	70-97	70-94	60-69	11	<i>Feralite armor</i> lowers intelligence of the wearer, making them more feral.	<input checked="" type="checkbox"/> False. This is likely a misunderstanding of the item's name.
90-00	98-00	95-00	70-00	12	Barbarians forged <i>feralite armor</i> as a means of enslaving those they have conquered.	<input checked="" type="checkbox"/> False. This is not part of the intent, nor the effect, of the armor.

strange armor, which the party can take now and use toward this goal.


 The PCs can decline, though this is hardly a Good course to take.

 If the PCs wish to help, they may take the *feralite armor* immediately and don it, though they may wish to clean it up first!

Backtracking the trail of blood, they discover a battlefield of corpses of humanoids and monsters alike. Gazing at the macabre display, the barbarian gradually recalls finding magic armor, but as he put it on, it turned out to be a trap laid by semi-intelligent monsters, who attacked him and his adventuring party.

In the resulting melee, only the barbarian himself, powered by the *feralite armor's* capabilities, survived.

Faced with this knowledge, the barbarian weeps, gives the PCs their reward, and wanders off to the nearest tavern.

If the PCs are kind enough to at least leave the man enough gold to drink himself once more into forgetfulness, they receive  **1 Reward Star**; in any event they may keep the armor and the gold.

Feralite Armor Wearer

CR 1; XP 200

CN; Medium Humanoid (Dwarf)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)
HP	15	71	116	171
ARMOR CLASS	15	16	17	18
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 18 (+6) DEX 13 (+1) CON 15 (+4) INT 13 (+1) WIS 9 (-1) CHA 9 (-1)	STR 20 (+8) DEX 13 (+1) CON 15 (+4) INT 13 (+1) WIS 9 (-1) CHA 9 (-1)	STR 20 (+9) DEX 13 (+1) CON 17 (+7) INT 13 (+1) WIS 9 (-1) CHA 9 (-1)	STR 20 (+10) DEX 13 (+1) CON 19 (+9) INT 13 (+1) WIS 9 (-1) CHA 9 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Maul +6 (2d6+4) Melee Light Hammer +6 (1d4+4) Ranged Light Hammer (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	Melee +1 Maul +9/+9 (2d6+6) Melee Light Hammer +8/+8 (1d4+5) Ranged Light Hammer (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5)	Melee +2 Maul +11/+11 (2d6+7) Melee Light Hammer +9/+9 (1d4+5) Ranged Light Hammer (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Melee +3 Maul +13/+13 (2d6+8) Melee Light Hammer +10/+10 (1d4+5) Ranged Light Hammer (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
SPECIAL QUALITIES	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Rage, Unarmored Defense	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Maul; scale mail; light hammers (2x)	+1 Maul; half plate armor; light hammers (2x)	+2 Maul; +1 half plate armor; light hammers (2x)	+3 Maul; +2 half plate armor; light hammers (2x)

SPECIAL ABILITIES

- Ability Score Increase** Your Constitution score increases by 2.
- Ability Score Increase** Your Wisdom score increases by 1.
- Darkvision** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Dwarven Combat Training** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).
- Dwarven Toughness** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- Languages** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.
- Mason's Tools** Proficient with Artisan Mason's Tools.
- Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- Brutal Critical** Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.
- Danger Sense** At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.
- Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.
- Fast Movement** Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.
- Feral Instinct** By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the

beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor

Class equals 10 + your Dexterity modifier + your Constitution modifier.
You can use a shield and still gain this benefit.

Fingerblade

Fingerblade (weapon)

Value:

☒ 1,800 gp / ☒ 5,100 gp / ☒ 10,000 gp / ☒ 32,000 gp

Weight 1/2 lb.; **Materials** steel; **Nature** magical; **Aura** moderate transmutation, necromancy [poison]; **Slot** weapon (simple, light, melee, one-handed)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 1/2 lb; **Dmg** 1d4 (1d3 S); **Critical** 19-20/x2; **Type** Piercing or Slashing; **Class** Simple, Light, One-Handed (Melee)

Effect Summary:

☒☒☒☒ The hand wielding a *fingerblade* may be largely used for other purposes as well. Somantic components for spells, rituals, or other purposes which might normally be affected by wielding a weapon or holding an object are unaffected by a *fingerblade*.

☒☒☒☒ +4 **bonus** to **Sleight of Hand** checks made to conceal the *fingerblade*

☒ Treat as a +1 **weapon** in all respects; 0% **self-poison** chance for poisons applied; 25% chance each use that applied poison dose is **not consumed**

☒ Treat as a +2 **weapon** in all respects; 0% **self-poison** chance for poisons applied; applied poisons benefit from *accelerate poison* effect; 50% chance each use that applied poison dose is **not consumed**

☒ Treat as a +3 **weapon** in all respects; 0% **self-poison** chance for poisons applied; 60% chance each use that applied poison dose is **not consumed**

☒ Treat as a +4 **weapon** in all respects; 0% **self-poison** chance for poisons applied; 80% chance each use that applied poison dose is **not consumed**

Description

A small daggerlike spike mounted to a finger-based armature has little direct combat value, but can be used to apply a small amount of poisoning damage in melee by a skilled combatant. These may be used in combination with a weapon wielded in the hand on which they sit, albeit with a penalty to the use of both weapons.

Advanced versions can grant combat bonuses, enhance poisons they employ, or automatically replenish poison application for a number of doses.

Effect

Although it may rarely come up mechanically, from a storytelling perspective, it's worth noting that although a *fingerblade* has a weapon profile, and cannot be used in the same hand as another weapon, for most purposes, it counts as **not occupying one's entire hand**.



For example, rituals or spells requiring an entire hand to be used as a somantic component are unaffected by a *fingerblade*.

As the devices are compact, they are easily concealed: all *fingerblades* grant a **bonus** on such attempts, but only in the context of concealing the *fingerblade* itself.

All *fingerblades* are magical weapons, and enjoy the listed **enhancement bonuses** as a result.

Applying poison to any *fingerblade* involves **zero chance** of accidental **self-poisoning**, regardless of the poison involved.

Any **touch spells** or spell-like effects cast or originated by the wielder of a *fingerblade*, and delivered via the weapon, automatically benefit from the **Toxic Spell** metamagic feat. This effect does not in any way otherwise alter the spell or ability in question; e.g., it does not increase the level of its spell slot. There is no limit to the frequency of this effect.

For most versions of *fingerblade*, poisons applied and delivered via the weapon benefit from the *accelerate poison* spell-like effect automatically. This does not in any other way impact the poison used or its innate effects.

Poisonous attacks made with a *fingerblade* are efficient and lethal: each time a *fingerblade* delivers a **poisoned attack**, there is a chance that the poison remains on the weapon and fully usable.

Finally, advanced versions of *fingerblade* can be used to generate one or more **spell-like effects**. Each requires a standard action and physical movement to activate, and are limited to one per round. Furthermore, each effect has a limitation of frequency; this limitation is item-based, not user-based; a depleted *fingerblade* given to another wielder will not recharge it. The frequency for each effect resets in full 24 hours after its first use from a full charge.

Table 32: Fingerblade Flavors

Difficulty Band	Prefix	Enhancement Bonus	Chance Applied Poison is Not Consumed
☒ Low	Minor	+1	25%
☒ Moderate	Lesser	+2	50%
☒ Advanced	Greater	+3	60%
☒ Elite	Elite	+4	80%

Synergy & Sets

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

Discovery

Fingerblades are most often found on the bodies of necromantic, roguish, witchly, or other sorts of foes.

They are almost never for sale in shops; to the extent to which they are, they are typically in curiosity shops, dark-seeming apothecaries, or black-market establishments of nefarious intent.

Lacking an informed handoff from a knowledgeable current owner, research must be performed to understand the spell-like effect abilities of the *fingerblade*; the other features can be deduced from trial and error.

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

Ubiquity

Fingerblades are very rare, even among the circles which would typically employ them.

Notoriety

The device is odd and seems out of place in all but the most bizarre circumstances. One might reasonably conclude membership in a sacrifice-oriented cult, seeing it on display.

Quirks of Ownership

None.

History & Background

Fingerblades were first crafted as a nefarious offshoot of establishing a means of performing more exacting surgery.

A Druid apothecary with a knack for healing retired from adventuring, took up a career in politics, and then retired from that in order to pursue the life of a healer. Despite her advancing years, she felt more and more able to perform exacting operations, and grew more displeased with the tools

available.

She worked with a wizard and a blacksmith in cooperation to produce a precise blade, to be manipulated via the finger only. This would, she reasoned, free the rest of the hand to hold onto body parts or other tools as needed.

The initial efCon seemed successful, and the Druid went about her business... never the wiser that the wizard and blacksmith with whom she had worked had taken the design, and adapted it to a more weaponized purpose.

The new design focused on enhancing one's abilities to poison enemies, and to grant skill and lethality. This approach resulted in the *fingerblade* we know of today.

After a few months of crafting increasingly powerful prototypes, the blacksmith and wizard pair moved out of town, and set up shop in a city a few days' ride from their origins. They sold dozens of the items until they were shut down and exiled by the city authorities, who viewed the weapon as having but one purpose: assassination, and looked unkindly upon such an item among civilized society.

Today, very few in the Realm recall sufficient lore to trace back the *fingerblade* to its true, humble, and mundane origins.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *fingerblade* into your gaming sessions beyond simply “the witch slashes at you with a wicked-looking finger-mounted razor”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes would be most inclined to decry the use of poison in a general sense, and it’s difficult to imagine using a *fingerblade* without such intent.

Paladins and Clerics would therefore be most likely to try and remove this artifact from use, destroying or storing it for safe keeping.

Rogues

The ideal wielders of *fingerblades*, whether a given Rogue leans toward assassination-oriented skills or not.

Martial Characters

Although most martial characters will have much more lethal, more obvious and large weapons with which to inflict damage, those who make use of poison could do much worse than to employ a *fingerblade*.

Nimble, dual-wielding characters could likewise use a *fingerblade* as a lethal off-hand option.

Arcane Classes

Arcanists often employ poison, and in any event, usually require no further training to make use of a *fingerblade*, making it an excellent last-ditch defensive weapon.

Of particular value is the fact that a *fingerblade* inflicts damage as a “real” weapon, but does not occupy the hand used for many purposes.

Monks, Rangers, and Druids

All these classes can already make potent use of a dagger; doing so with a *fingerblade* makes it more easily concealed.

General Hooks

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

Fingerblade of Death

This is a flexible and straightforward premise: the PCs must use a *fingerblade* to assassinate a target.

This serves as the basis of the **Quest** below.

Collector

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

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

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


On the One hand

The PCs get wind of a finger-mounted razor that has been used increasingly in cultist rituals on the outskirts of town.


The party is asked to investigate, and to put a stop to the devilish practice if possible.







Quests

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

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

Quest: Fingerblade of Death

 **Summary:** The party is tasked with performing an assassination using a *fingerblade* and poison.

 **Rewards:**  1,800 gp /  4,200 gp /  9,100 gp /  17,500 gp (promised); up to  **1 Reward Star;** *fingerblade*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

FlexTable 28: Fingerblade Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Long ago, a wizard and blacksmith conspired to forge a poisonous finger-mounted razor.	<input checked="" type="checkbox"/> Partially True. This is what occurred, but the true origins of the weapon go back a bit farther, and the weapon that resulted is a perversion of the original intent.
15-29	15-30	15-30	01-30	19	Generations ago, a successful healer commissioned the creation of a helpful razor. The blacksmith and wizard who helped forge it created a more nefarious, weaponized version.	<input checked="" type="checkbox"/> True. This tells the full story of how the weapon came to be.
30-44	31-45	31-45	31-39	14	A certain finger-mounted weapon grants many benefits related to poisoning.	<input checked="" type="checkbox"/> True. This speaks to many of the weapon's abilities.
45-59	46-60	46-60	40-49	17	<i>Fingerblades</i> can prevent accidental poisoning and make applied poisons more lethal.	<input checked="" type="checkbox"/> True. This refers to a subset of the weapon's capabilities.
60-74	60-69	60-69	50-59	18	A <i>fingerblade</i> is a finger-mounted razor that makes applied poisons more lethal, and can even generate a magical poison effect.	<input checked="" type="checkbox"/> True. This refers to advanced iterations.
75-89	70-97	70-94	60-69	13	A <i>fingerblade</i> is a medical tool that is used for delicate surgeries.	<input checked="" type="checkbox"/> False. This actually speaks to the item's original design, but the weapon itself is another thing entirely.
90-00	98-00	95-00	70-00	14	<i>Fingerblades</i> are used in demonic rituals to summon demons.	<input checked="" type="checkbox"/> Partially True. <i>Fingerblades</i> do enjoy common use in sacrificial rituals, which may in turn summon demons. The artifact itself, however, has no innate part in such magic.

Magic Items

? Description:

An NPC with whom the PCs have an existing relationship connects with them, and asks them to perform a grisly but necessary task: take out a target with the aid of poison and a finger-mounted dagger to deliver the lethal dose.

The target, the quest-giver, and the nature of the justification for this assassination are intentionally left flexible, in service to your campaign setting and established characters. That the PCs have an extant link to the quest-giver is important, mainly because otherwise, it seems a quite unbelievable thing to ask of a stranger!

If Factions that make use of such tactics are in play (e.g., Thieves Guilds, assassination-based contractors), the quest-giver likely shows up as a representative of that faction.

The fingerblade and dose of poison are supplied by the quest-giver. The PCs are told to expect the monetary reward listed, and to keep the *fingerblade*, upon completion of the killing... so long as they are not caught!

Note that the "poison" in question is the oiled extract of a certain kind of nut, to which the assassination target happens to be violently allergic. The vial contains 2 doses of the substance in terms of its applications to weapons, and has **0 gp** in inherent value.

If the PCs decline, there is likely no further impact, unless the quest-giver approached the group in the context of the PCs owing them, or their Faction, a favor.

The party may accept, take the poison and fingerblade, and ignore the assassination request. This will cause them to lose a great deal of standing in any Faction involved in the request, and Attitude with the NPC who asked them. In addition, they may be hunted down by Faction members seeking to retrieve the *fingerblade*.

Executing the assassination as requested, and escaping successfully, nets the party the promised monetary reward and **1 Reward Star**. They may also, as promised, keep the *fingerblade*.

Succeeding in the kill, but getting captured, puts the PCs in a tricky situation. The exact implications of the party keeping their mouths shut vs. informing on the quest-givers. The particulars are a function of the NPCs and Factions involved in your gaming world, but in summary as it relates to this Quest, the PCs will likely forfeit all rewards if they inform on the guild that hired them.

Fingerblade Wielder

CR 1; XP 200

CN; Small Humanoid (Halfling)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)
HP	8	35	44	57
ARMOR CLASS	12	14	17	19
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 13 (+3) CON 10 (+0) INT 12 (+3) WIS 9 (-1) CHA 20 (+5)	STR 10 (+0) DEX 15 (+5) CON 10 (+0) INT 12 (+4) WIS 9 (-1) CHA 20 (+5)	STR 10 (+0) DEX 19 (+8) CON 10 (+0) INT 12 (+5) WIS 9 (-1) CHA 20 (+5)	STR 11 (+0) DEX 20 (+10) CON 10 (+0) INT 12 (+6) WIS 9 (-1) CHA 20 (+5)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 +4 Thieves' Tools	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	Melee Dagger (Small) +3 (1d4+1) Ranged Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1) Melee Shortsword (Small) +3 (1d6+1) Ranged Crossbow, Light (Small) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1)	Melee Dagger (Small) +5 (1d4+2) Ranged Dagger (Small/Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2) Melee +1 Shortsword (Small) +6 (1d6+3) Ranged Crossbow, Light (Small) --> 80 ft.: +5 (1d8+2); 320 ft.: +5 (1d8+2)	Melee Dagger (Small) +8 (1d4+4) Ranged Dagger (Small/Thrown) 20 ft.: +8 (1d4+4); 60 ft.: +8 (1d4+4) Melee +2 Shortsword (Small) +10 (1d6+6) Ranged Crossbow, Light (Small) --> 80 ft.: +8 (1d8+4); 320 ft.: +8 (1d8+4)	Melee Dagger (Small) +10 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5) Melee +3 Shortsword (Small) +13 (1d6+8) Ranged Crossbow, Light (Small) --> 80 ft.: +10 (1d8+5); 320 ft.: +10 (1d8+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

SPECIAL QUALITIES

Low

Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant

Moderate

Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge

Advanced

Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge

Elite

Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device

SPELL-CASTING

EQUIPMENT

Dagger (small); shortsword (small); leather armor; light crossbow; crossbow bolts (20x)

Dagger (small); +1 shortsword (small); studded leather armor; light crossbow; crossbow bolts (20x)

Dagger (small); +2 shortsword (small); +1 studded leather armor; light crossbow; crossbow bolts (20x)

Dagger (small); +3 shortsword (small); +1 studded leather armor; light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 1.

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

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

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

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

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

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

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

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

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

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

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

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

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

Fishflenser

Fishflenser (weapon)

Value:

❌ 1,600 gp / ❌ 3,600 gp / ❌ 8,900 gp / ❌ 16,800 gp

Weight 1 lb.; **Materials** steel, wood; **Nature** magical; **Aura** moderate transmutation; **Slot** weapon (simple, light, melee, one-handed)

CL: ❌ 6th / ❌ 10th / ❌ 12th / ❌ 14th

Base Weapon Profile:

❌❌❌❌ **Weight** 1/2 lb; **Dmg** 1d4 (1d3 S); **Critical** 19-20/x2; **Type** Piercing or Slashing; **Class** Simple, Light, One-Handed (Melee)

Effect Summary:

- ❌ Treat as a **+1 weapon** in all respects; automatic critical hit when used off-hand in a combat round in which the primary hand's weapon causes at least 1 point of damage to same opponent (max 1 per combat encounter)
- ❌ Treat as a **+2 weapon** in all respects; automatic critical hit when used off-hand in a combat round in which the primary hand's weapon causes at least 1 point of damage to same opponent (max 3 per combat encounter)
- ❌ Treat as a **+3 weapon** in all respects; automatic critical hit when used off-hand in a combat encounter in which the primary hand's weapon causes at least 1 point of damage to same opponent (max 3 per combat encounter); **+1d4** points of **Bleed damage** (does not stack on same creature)
- ❌ Treat as a **+4 weapon** in all respects; automatic critical hit when used off-hand in a combat encounter in which the primary hand's weapon causes at least 1 point of damage to same opponent (max 5 per combat encounter); **+1d6** points of **Bleed damage** (does not stack on same creature)

Description

Appears similar to a knife designed specifically to gut fish, and indeed, it does well at this task. Typically dual-wielded by melee combatants who wish to finish the job bloodily; the Fishflenser is most effectively used on an already-bloodied opponent to spill guts and render the foe unable to fight further.

Effect

All *fishflensers* are **magical weapons**, and benefit from an innate **enhancement bonus** as described.

When used dual-wielded, in a combat round in which the weapon in the alternate hand has already inflicted at least 1 point of damage on an opponent, an off-hand attack made with the *fishflenser* can be made as normal; if it hits the same wounded foe as the other weapon, it automatically causes a **confirmed critical hit**. This capability is limited to a certain maximum number of uses in the context of a given



combat encounter. Note that this limitation is per encounter, not per opponent!

Some versions of *fishflenser* grant the wielder **Feat** capabilities; this is an automatic and constant effect that operates whenever the weapon is wielded. Wielders who have one or more of the granted Feats receive no additional benefit from this effect.

Finally, some potent iterations of the weapon inflict additional **bleed damage** as noted. This is automatic, requires no activation, and cannot be suppressed; it also has no limit in terms of how often it may be used.

Synergy & Sets

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

Discovery

These weapons are often discovered in the hands of a slain enemy.

They are occasionally also for sale in weapons shops.

As the weapon's effects are all automatic and do not require activation, a new owner can establish knowledge through trial and error or research.

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

Table 33: Fishflenser Flavors

Difficulty Band	Prefix	Enhancement Bonus	Auto-Critical Max Per Encounter	Bleed Damage
☒ Low	Minor	+1	1	-
☒ Moderate	Lesser	+2	3	-
☒ Advanced	Greater	+3	3	1d4
☒ Elite	Elite	+4	5	1d6

Ubiquity

Fishflensers are rare magic weapons. This scarcity seems unaffected by population, culture, or other factors.

Notoriety

The weapon is clearly unusual, and might garner some looks... but there's little innately about it to suggest its true nature.

Quirks of Ownership

None.

History & Background

Fishflensers take their name from the eponymous utility for which they were originally designed.

Long ago, a fishing town along a major river grew prosperous through its primary trade. Competition encroached, however, when settlement upstream began to perform similar duty, harvesting catch and affecting the yields to the south.

Faced with this, many alternatives were discussed, but ultimately, town leadership decided to take a two-pronged approach: first, they would seek a diplomatic solution, engaging with the northern town to find a middle ground where both towns could remain prosperous.

The second approach was to forge a tool that would give the southern town a competitive advantage over the production capabilities of their northern neighbors. Something that would make scaling, sectioning, and packing quicker and more efficient.

The resulting weapon, the *fishflenser*, failed for the purpose that it was designed for, but proved a quite capable instrument of war. As negotiations failed with the northern town, a veritably army of fishflenser-equipped townsfolk and fishworkers besieged it.


In the aftermath, those of the southern town became known as defensive, militant folk, and nearly all bore their own *fishflenser*.


Rumors & Lore

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

mysteries about the town.





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *fishflenser* into your gaming sessions beyond simply "the sea hag drops a serrated shortsword", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

These classes might be ambivalent about a *fishflenser*; those with a focus on melee combat will benefit regardless of other factors.

Rogues

Critical hits and additional damage are always to a Rogue's advantage; the more so as they can easily wield the daggerlike implement.

Martial Characters

Most martial classes will have larger, more formidable weapons at their disposal.

However, offhand strikes or situational advantage may make the *fishflenser* a valuable addition to their arsenal.

Arcane Classes

The weapon does count as a dagger, and so arcanists can make use of it, though they may seek to limit their exposure to melee combat.

Monks, Rangers, and Druids

All these classes can make devastating use of dual-wielded weapons; adding a *fishflenser* to their weaponry may grant additional benefit.

General Hooks

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

Double Threat

A gambler with a penchant for inebriated thievery has been making the rounds about town of late. The PCs are asked to investigate, and to put a stop to his drunken muggings.

This scenario forms the basis of the **Quest** below.

Collector


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

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


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







Quests

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

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

Quest: Double Threat

 **Summary:** A dual-wielding gambler has been mugging townfolk lately. The PCs are asked to resolve the situation.

 **Rewards:**  600 gp /  1,800 gp /  6,400 gp /  12,300 gp (promised); up to  **1 Reward Star**; *fishflenser*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.


 **Description:**

Several victims have come forth declaring that they have been mugged, held at swordpoint by a drunken man who wields a dagger in each hand. Though quite inebriated, he nevertheless has his wits about him sufficiently to make demands and to make his competence to follow through on threats quite clear.


Notable in their renditions is that each and every victim has reported that one of the weapons is noteworthy. They describe a *fishflenser*.

The town militia asks the PCs to investigate, and to put a stop to the behavior by any means necessary.

 If the PCs ignore the plea, they will continue to hear reports of the thievery, and they themselves may even be mugged by the man at some point. If they are mugged, having not accepted the quest, they will receive no reward other than the *fishflenser* the drunken man holds.

 If they accept the task, they will encounter the drunk that very night. Stumbling, he will hold up a townfolk.

The PCs can attempt diplomacy, but the man is far too far gone for this approach to work. The party will have to defeat him in combat.

Doing so yields the party the promised monetary reward and  **1 Reward Star**. They may also of course keep the *fishflenser* they take off the body of the drunk.

FlexTable 29: Fishflenser Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Long ago, fishermen crafted a weapon to help them defeat their competitors.	✔ True. This is not quite the original purpose of the forging, but it was what resulted.
15-29	15-30	15-30	01-30	14	Serrated magic daggers make fish-cleaning much easier.	✔ True. This is not the current weapon's real purpose today, but it is what was originally intended.
30-44	31-45	31-45	31-39	13	<i>Fishflensers</i> are magic daggers that grant combat bonuses to those who wield them.	✔ True. Though this scratches the surface of the item's potency.
45-59	46-60	46-60	40-49	16	A certain type of serrated magic dagger causts lethal damage far more easily than mundane versions.	✔ True. This refers to the critical hit capabilities of the weapon.
60-74	60-69	60-69	50-59	18	<i>Fishflensers</i> grant enhanced critical hit abilities, and training, to those who wield them.	✔ True. This refers to more advanced aspects of the weapon.
75-89	70-97	70-94	60-69	11	A certain serrated magical dagger can cause fish sickness in its victims.	✘ False. "Fish sickness" is not an actual thing.
90-00	98-00	95-00	70-00	12	<i>Fishflensers</i> are magic daggers imbued with the ichor of rotten, undead sealife.	✘ False. This sounds disgusting.

Magic Items

Fishlenser Wielder

CR 1; XP 200

NE; Medium Humanoid (Human)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	13	62	101	158
ARMOR CLASS	18	19	21	22
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 20 (+7)	STR 20 (+8)	STR 20 (+9)	STR 20 (+10)
	DEX 15 (+2)	DEX 17 (+3)	DEX 19 (+4)	DEX 20 (+5)
	CON 17 (+5)	CON 19 (+7)	CON 19 (+8)	CON 20 (+10)
	INT 7 (-2)	INT 7 (-2)	INT 7 (-2)	INT 7 (-2)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
LANGUAGES	Common, Elvish			
ATTACKS	Melee Scimitar +7 (1d6+7)	Melee +1 Scimitar +9/+9 (1d6+8)	Melee +2 Scimitar +11/+11 (1d6+9)	Melee +3 Scimitar +13/+13/+13 (1d6+10)
	Melee Dagger +7 (1d4+7)	Melee Dagger +8/+8 (1d4+7)	Melee Dagger +9/+9 (1d4+7)	Melee Dagger +10/+10/+10 (1d4+7)
	Ranged Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	Ranged Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	Ranged Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
	-	-	-	-
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
SPECIAL QUALITIES	Ability Score Increase, Languages, Fighting Style, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Scimitar; scale mail; shield; dagger	+1 Scimitar, +1 chain mail; shield; dagger	+2 Scimitar, +2 chain mail; shield; dagger	+3 Scimitar, +3 chain mail; shield; dagger

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

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

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Fisticuffs

Fisticuffs (weapon)

Value:

☒ 1,600 gp / ☒ 3,800 gp / ☒ 8,400 gp / ☒ 18,600 gp

Weight 1 lb.; **Materials** leather, brass; **Nature** magical; **Aura** moderate transmutation; **Slot** weapon (simple, light, melee, one-handed)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 1 lb; **Dmg** 1d3 (1d2 S); **Critical** x2; **Type** Bludgeoning; **Class** Simple, Light, One-Handed (Melee); monk weapon

Effect Summary:

- ☒ Counts as a **+1 weapon** in all respects; wielder benefits from **Improved Unarmed Strike** class feature; wielder may inflict nonlethal or lethal damage in combat at their option; **+1 bonus** to **Initiative** while wearing
- ☒ Counts as a **+2 weapon** in all respects; wielder benefits from **Improved Unarmed Strike** class feature; wielder may inflict nonlethal or lethal damage in combat at their option; **+2 bonus** to **Initiative** while wearing
- ☒ Counts as a **+3 weapon** in all respects; wielder benefits from **Improved Unarmed Strike** class feature; wielder may inflict nonlethal or lethal damage in combat at their option; **+3 bonus** to **Initiative** while wearing
- ☒ Counts as a **+4 weapon** in all respects; wielder benefits from **Improved Unarmed Strike** class feature; wielder may inflict nonlethal or lethal damage in combat at their option; **+4 bonus** to **Initiative** while wearing

Description

A set of brass-studded leather bracers with thongs that wrap around the wearer's hand between the fingers. When activated, they enable the wielder to cause lethal or nonlethal damage in unarmed combat, and convey an initiative and dexterity bonus when fighting in this manner.

Powerful versions of these items also convey the benefits of Feats and training as though the wearer had those capabilities naturally.

Effect

Fisticuffs are magical weapons, and as such enjoy an **enhancement bonus** as listed.

All versions also grant one or more **Feats** to the wielder at all times while the artifact is worn. A wielder who has a Feat already that is granted via this item receives no additional benefit.

At the wielder's option, s/he may choose to inflict nonlethal damage with a given attack. This must be declared before the attack is made. You can mix lethal and nonlethal attacks in the same round if you are capable of making multiple attacks with *fisticuffs*. The option of inflicting nonlethal damage applies only to attacks made with *fisticuffs*; if you are dual-wielding, *fisticuffs* do not grant that other weapon this ability.



Finally, all iterations grant a **bonus** to the user's **Initiative**. This applies at all times so long as the weapon is worn/wielded.

All of the effects of *fisticuffs* are automatic, requiring no knowledge or activation, and cannot be suppressed while the item is worn.

Synergy & Sets

Some. *Fisticuffs* as described are a single weapon, like the brass knuckles on which the weapon profile is based. A single *fisticuff* may be employed on one hand, or in a pair, with a *fisticuff* on each hand.

Unfortunately, the **Initiative** bonuses do not stack, and the Feats granted of course do not grant further benefit as they do not stack either.

However, the combination of wielding both weapons simultaneously grants the wielder the **Two-Weapon Fighting** and **Two-Weapon Defense** Feats. To whatever extent one or both of these is already possessed by the wearer, the wielder gains no further benefit as these feats also do not stack.

Discovery

Most often, these weapons will be discovered in the arsenal of a gladiator-style arena. They may also be in the reserves of an armed force of some kind.

Occasionally, they are also for sale in a magic-weapons shop.

Table 34: Fisticuffs Flavors

Difficulty Band	Prefix	Enhancement Bonus	Class Feature Benefit	Initiative Bonus
☒ Low	Minor	+1	Improved Unarmed Strike	+1
☒ Moderate	Lesser	+2	Improved Unarmed Strike	+2
☒ Advanced	Greater	+3	Improved Unarmed Strike	+3
☒ Elite	Elite	+4	Improved Unarmed Strike	+4

Ubiquity

Fisticuffs are uncommon, but not unheard of in most developed regions.

Notoriety

The weapon is obviously an enhanced set of brass knuckles... which may have connotations as to the brawling nature of the owner.

Quirks of Ownership

None, outside of the conclusions possibly jumped to as mentioned above.

History & Background

Fisticuffs have a somewhat straightforward etymology: they were created as a means of making arena combat more interesting.

Hundreds of years ago, in the great arena known as the **Pit of Hope**, hand-to-hand combat was in vogue at the time, and enjoyed a great deal of popularity in smaller gambling dens and basement fight circles.

However, punching and grappling had two drawbacks when put on display in a large, outdoor arena such as the Pit: First, it was difficult to tell what was going on from the stands. Secondly, it tended to not be very gory, making it even tougher to discern the nature of the combat.


To address these shortcomings, the arena managers added improvised weapons and brass knuckles to the mix. This was moderately successful, as it introduced a bit of blood to the sport, but the feeling was that even more had to be added.


Thus, the *fisticuffs*: brass knuckles, enhanced to a weaponized point of lethality. The icing on the cake was the option to inflict nonlethal damage whenever the fighter wished: this led not only to spectacular matches, but miraculous “returns from beyond the grave” for warriors who had seemingly been slain in hand-to-hand combat, only to rise again weeks later to the roar of the crowd.

Rumors & Lore

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





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

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

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

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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce *fisticuffs* into your gaming sessions beyond simply “you discover some particularly deadly-looking brass knuckles on the floor of the dungeon”, here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

Brutal sport, hand-to-hand combat. Most Paladins and Clerics might think themselves “above” such endeavors.

Even so, *fisticuffs* may not be such a bad thing to have on hand (pun intended) for emergencies.

Rogues

Easily concealed, lethal in the right circumstances, and granting a passive host of benefits that align well with a typical Rogue’s skill set: *fisticuffs* are a natural augmentation to this class’ talents.

Martial Characters

Most Fighters, Barbarians, et al will have access to a much grander damage-dealing potential.

But dual-wielding martial classes may see a great deal of benefit to *fisticuffs* as a useful offhand weapon.

Arcane Classes

Fisticuffs require minimal training, hardly interfere at all with spellcasting, and grant initiative bonuses which may help ensure escape.

An arcanist would do far worse than this as a defensive weapon option.

Monks, Rangers, and Druids

Monks in particular are tailor-made for this weapon; Rangers and Druids may also find a great deal of utility here to the extent to which they might take a nimble melee approach to combat.

General Hooks

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

Pugilism Performance

The PCs are heckled in a bar to the point where a fight seems the only way out of the situation. The innkeeper slips them *fisticuffs* as an option.

This scenario forms the basis of the **Quest** below.

Collector

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

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

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


Arena Combat

This harkens back to the origins of the weapon: one of the PCs must survive a bout of hand-to-hand arena combat. This could be as a consequence of having been arrested, or that the PCs have been captured and enslaved, or because they wish to curry favor with those who operate or watch the games.


To aid them, they may select *fisticuffs*.



Quests

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

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

Quest: Pugilistic Performance

 **Summary:** The PCs are pressured to fight a drunk antagonist in a tavern. *Fisticuffs* may help them bring an end to the conflict.

 **Rewards:** Up to  2 **Reward Stars**; *fisticuffs*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**


This Quest kicks off as the PCs are relaxing in a tavern of some sort. A drunken dwarf at the end of the bar gets increasingly rowdy, commenting pointedly at the party and disparaging their origins, dress, appearance, and questioning their fighting prowess.


No matter what the PCs do, things escalate, to the point where the drunk is openly challenging the party to a brawl, right here in the tavern.

It turns out that this sort of challenge, from this woman in particular, is common; win or lose, she always puts on a good show when fists begin to fly, and it’s viewed as a free and even welcome performance by many of the patrons.

The crowd, therefore, will be against the PCs, should they try to beg out of the combat.

It’s important to note that although the drunken dwarf, and the crowd, all want a fight, it is meant to be weapons-free. Drawing any weapon more lethal than brass knuckles, or casting anything but an entangle, daze, or color spray sort of spell, will cause someone to dart out the tavern door and call the town militia.

 The PCs can try to leave. This will be difficult without magical means, or outright threats, since everyone is hankerking for a brawl.

 If the PCs, grudgingly or otherwise, start to fight back, the barkeep will slip them *fisticuffs*, one set for each PC. He’ll explain their function, and offer that should they

FlexTable 30: Fisticuffs Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Magical brass knuckles were once crafted to make arena combat interesting.	✓ True. This describes the artifact's origins.
15-29	15-30	15-30	01-30	11	Certain brass knuckles grant combat bonuses.	✓ True. So vague, however, that it's hardly helpful.
30-44	31-45	31-45	31-39	14	The Pit of Hope gave birth to a range of magical brass knuckles that allow nonlethal solutions to hand-to-hand combat.	✓ True. This expands upon the etymology of the weapon, name-dropping its particular location of origin, and also touches upon one of the weapon's abilities.
45-59	46-60	46-60	40-49	15	<i>Fisticuffs</i> are magical weapons that grant fighting abilities to those who don them.	✓ True. This refers to the Feat-based effects of the weapon.
60-74	60-69	60-69	50-59	17	<i>Fisticuffs</i> have the ability to make combatants quicker in combat.	✓ True. This links to the Initiative bonuses of the artifact.
75-89	70-97	70-94	60-69	13	<i>Fisticuffs</i> will cause bloody wounds if used to make a critical strike.	✗ False. <i>Fisticuffs</i> do not inflict bleed damage.
90-00	98-00	95-00	70-00	14	<i>Fisticuffs</i> grant many combat bonuses, but are cursed: whomever throws a punch cannot stop fighting until they pass out or are killed.	✗ False. This artifact does not bear a curse.

Magic Items

wish, they can use them to knock the dwarven woman out rather than slay her. He advises as to the popularity of the drunken dwarf, and points out that if the party kills her, they might not face militia-based justice, but they will certainly lose standing with the people.

🔍 If the PCs fight, they'll probably win, given that they outnumber the dwarf. At the GM's option, to make things interesting, additional bar patrons of similar gear and level will join, to even things out.

If the PCs win, and kill the drunken dwarf and any of her followers, they get to keep the fisticuffs they have been loaned, but they lose Attitude with all present.

🔍 If the PCs draw more lethal weapons, or kill anyone else, the town's security forces will arrest them. They will also forfeit the *fisticuffs*.

🔍 The "best" solution is to fight with *fisticuffs*, but opt to inflict nonlethal damage. This allows the PCs to keep the fisticuffs, and also benefits them by ✨ **2 Reward Stars.**

Finally, Attitude for all present toward the party increases.

🔍 Using alternate means to subdue the drunk and her comrades is worth the fisticuffs and ✨ **1 Reward Star.**

Fisticuffs Wielder

CR 1; XP 200

CG; Medium Humanoid (Dwarf)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium CG Dwarf (Hill)	Medium CG Dwarf (Hill)	Medium CG Dwarf (Hill)	Medium CG Dwarf (Hill)
HP	15	64	97	128
ARMOR CLASS	14	15	17	19
SPEED	Walk 25'	Walk 35'	Walk 35'	Walk 35'
ABILITY SCORES / SAVES	STR 17 (+5)	STR 19 (+7)	STR 20 (+9)	STR 20 (+10)
	DEX 15 (+2)	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)
	CON 14 (+4)	CON 14 (+5)	CON 14 (+6)	CON 14 (+7)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10	Passive Perception 10	Passive Perception 10	Passive Perception 10
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Dagger +5 (1d4+3)	Melee Dagger +7/+7 (1d4+4)	Melee Dagger +9/+9 (1d4+5)	Melee Dagger +10/+10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged Dagger (Thrown) 20 ft.: +7/+7 (1d4+4); 60 ft.: +7/+7 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
	Ranged Crossbow, Heavy) --> 100 ft.: +4 (1d10+2); 400 ft.: +4 (1d10+2)	Ranged Crossbow, Heavy) --> 100 ft.: +6/+6 (1d10+3); 400 ft.: +6/+6 (1d10+3)	Ranged Crossbow, Heavy) --> 100 ft.: +9/+9 (1d10+5); 400 ft.: +9/+9 (1d10+5)	Ranged Crossbow, Heavy) --> 100 ft.: +12/+12 (1d10+7); 400 ft.: +12/+12 (1d10+7)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Rage, Unarmored Defense	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense

SPELL-CASTING	-	-	-	-
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EQUIPMENT	Dagger; studded leather armor; heavy crossbow; crossbow bolts (10x)	Dagger; <i>+1 studded leather armor</i> ; <i>+1 heavy crossbow</i> ; crossbow bolts (10x)	Dagger; <i>+2 studded leather armor</i> ; <i>+2 heavy crossbow</i> ; crossbow bolts (10x)	Dagger; <i>+3 studded leather armor</i> ; <i>+3 heavy crossbow</i> ; crossbow bolts (10x)
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SPECIAL ABILITIES

- Ability Score Increase** Your Constitution score increases by 2.
- Ability Score Increase** Your Wisdom score increases by 1.
- Brewer's Supplies** Proficient with Artisan Brewer's Supplies.
- Darkvision** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Dwarven Combat Training** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).
- Dwarven Toughness** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- Languages** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.
- Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- Brutal Critical** Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.
- Danger Sense** At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.
- Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.
- Fast Movement** Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.
- Feral Instinct** By 7th level, your instincts are so honed that you have

advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Greymist Bow & Arrow

Greymist Bow (weapon)

Value:

☒ 1,600 gp / ☒ 5,500 gp / ☒ 21,000 gp / ☒ 61,000 gp

Weight 3 lbs.; **Materials** wood, resin; **Nature** magical; **Aura** evocation [darkness]; **Slot** weapon (martial, ranged, two-handed)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 3 lb; **Dmg** 1d8 (1d6 S); **Critical** x3; **Type** Piercing; **Class** Martial, Ranged, Two-Handed; **Range** 100'

Effect Summary:

- ☒ Treat as a **+1 weapon** in all respects; arrow fired may produce *darkness* effect in 5' wide trail during flight (1x/day)
- ☒ Treat as a **+2 weapon** in all respects; arrow fired may produce *darkness* effect in 5' wide trail during flight (3x/day); arrow fired may produce *darkness* effect as normal upon impact (1x/day)
- ☒ Treat as a **+3 weapon** in all respects; arrow fired may produce *deeper darkness* effect in 5' wide trail during flight (5x/day); arrow fired may produce *darkness* effect as normal upon impact (3x/day); arrow fired may produce *blindness/deafness* effect in creature damaged (1x/day)
- ☒ Treat as a **+4 weapon** in all respects; arrow fired may produce *deeper darkness* effect in 5' wide trail during flight (5x/day); arrow fired may produce *darkness* effect as normal upon impact (5x/day); arrow fired may produce *blindness/deafness* effect in creature damaged (3x/day); arrow fired may produce *bestow curse* effect in creature damaged (1x/day)

Greymist Arrow (ammunition)

Value:

☒ 15 gp / ☒ 500 gp / ☒ 1,200 gp / ☒ 2,800 gp

Weight 0 lbs.; **Materials** wood, resin, ash; **Nature** magical; **Aura** slight evocation [darkness]; **Slot** ammunition (bow)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 0 lb; **Dmg** per weapon used; **Critical** per weapon used; **Type** Bludgeoning; **Class** ammunition (bow)

Effect Summary:

- ☒ Treat as **+1 ammunition**; can function as a *smoke arrow* at wielder's option; 25% chance to be intact and reusable (including magical properties and abilities) after use
- ☒ Treat as **+2 ammunition**; can function as a *smoke arrow* at wielder's option; 50% chance to be intact and reusable (including magical properties and abilities) after use; 50% chance to produce a *darkness* effect centered at impact



- ☒ Treat as **+3 ammunition**; can function as a *smoke arrow* at wielder's option; 75% chance to be intact and reusable (including magical properties and abilities) after use; 75% chance to produce a *darkness* effect centered at impact; 25% chance to produce a *blindness/deafness* effect in creature damaged
- ☒ Treat as **+3 ammunition**; can function as a *smoke arrow* at wielder's option; reusable (including magical properties and abilities) after use; produces a *darkness* effect centered at impact; 50% chance to produce a *blindness/deafness* effect in creature damaged; 25% chance to produce a *bestow curse* effect in creature damaged

Greymist Bow & Arrow (combination)

Combined Effect Summary:

- ☒ Treat as a **+1 weapon** in all respects; arrow fired may produce *darkness* effect in 5' wide trail during flight (3x/day); 50% chance arrow to be intact and reusable (including magical properties and abilities) after use
- ☒ Treat as a **+2 weapon** in all respects; arrow fired may produce *darkness* effect in 5' wide trail during flight (5x/day); arrow fired may produce *darkness* effect as normal upon impact (3x/day); 75% chance arrow to be intact and reusable (including magical properties and abilities) after use
- ☒ Treat as a **+3 weapon** in all respects; arrow fired may produce *deeper darkness* effect in 5' wide trail during

Table 35: Greymist Bow Flavors

Difficulty Band	Prefix	Enhancement Bonus	Trail Effect	Impact Effects
☒ Low	Minor	+1	darkness 5' wide (1x/day)	-
☒ Moderate	Lesser	+2	darkness 5' wide (3x/day)	darkness (1x/day)
☒ Advanced	Greater	+3	darkness 5' wide (5x/day)	darkness (3x/day); blindness/deafness (1x)
☒ Elite	Elite	+4	darkness 5' wide (5x/day)	darkness (5x/day); blindness/deafness (3x); bestow curse (1x/day)

Table 36: Greymist Arrow Flavors

Difficulty Band	Prefix	Enhancement Bonus	Reusability	Impact Effects
☒ Low	Minor	+1	25%	-
☒ Moderate	Lesser	+2	50%	darkness (50%)
☒ Advanced	Greater	+3	75%	darkness (75%); blindness/deafness (25%)
☒ Elite	Elite	+4	100%	darkness (100%); blindness/deafness (50%); bestow curse (25%)

flight (5x/day); arrow fired may produce *darkness* effect as normal upon impact (5x/day); arrow fired may produce *blindness/deafness* effect in creature damaged (3x/day); *greymist arrows* fired are reusable (including magical properties and abilities) after use

☒ Treat as a +4 **weapon** in all respects; arrow fired may produce *deeper darkness* effect in 5' wide trail during flight (5x/day); arrow fired may produce *darkness* effect as normal upon impact (5x/day); arrow fired may produce *blindness/deafness* effect in creature damaged (5x/day); arrow fired may produce *bestow curse* effect in creature damaged (3x/day); *greymist arrows* fired are reusable (including magical properties and abilities) after use

Description

A grey bow, well-made, with a black string and black handle; its accompanying arrows are black with an assortment of dark grey splotches that look like clouds forming and whorling on its surface.

When these special arrows are fired from this bow in particular, they trail a greyish mist, and when the arrow impacts, a similar, but darker mist erupts from the point of impact, covering a glen-sized area. The mist is harmless, but makes vision incredibly difficult, and is viscous, impeding movement and slowing everything down.

Effect: Greymist Bow

The bow itself is a **magical weapon**, and benefits from the listed **enhancement bonus**.

All arrows fired from a *greymist bow* generate a *darkness* effect in a trail 5' wide along the path the arrow takes.

Most *greymist bows* may also generate an effect upon impact of any arrow fired from it. This is an intentional effect that

the wielder must intentionally trigger, and announce prior to firing the weapon. Up to one of these effects may be applied to a fired arrow in a given round of combat, and only one arrow fired per round can benefit from this effect.

Announcing the intention to trigger one of these effects, and missing the target, still counts as having expended the effect.

Each effect possible has a limited number of uses per day of these effects; these limitations are weapon-based, not user-based. The limitation count of each effect resets in full 24 hours after the first use from a full charge of that ability.

Effect: Greymist Arrows

Each *greymist arrow* is **magical ammunition**, and benefits from an **enhancement bonus** as listed.

Any *greymist arrow* may function as a normal **smoke arrow** at the wielder's option. Announce this intent before firing; the arrow still benefits from the enhancement bonus but cannot generate spell-like effects upon impact.

All *greymist arrows* are at least partially **reusable**. After resolving the launch of a given *arrow*, check to see if it retains its capabilities; if so, then it remains a fully-usable, fresh *greymist arrow* in all respects, as though it was never fired. A given *greymist arrow* may be used, theoretically, infinitely in this manner, so long as these checks are successful.

☒ *Elite greymist arrows* do not have to make such a check; they are always reusable.

Finally, most *greymist arrows* have a chance to generate one or more **spell-like effects** at the point of impact. When an arrow strikes a target, check for each listed ability; a single arrow may therefore generate multiple effects upon impact.

A *greymist arrow* capable of generating a spell-like effect on impact that misses its target, or fails via check to generate

any spell-like effects, still counts as having been fired and expended, and loses its capabilities unless it succeeds in the reusability check described above.

Effect: Greymist Bow & Arrows

Used in combination, a *greymist bow* firing *greymist arrows* benefits from a superset of the abilities of both artifact components used.

In summary, fired *greymist arrows* are more likely to be reusable, and the chances for generating spell-like effects on impact are greatly increased so as to be automatic.

The combined effect summary only mentions differences in effect over and above the individual component capabilities.


Synergy & Sets

Greymist bows and *arrows* benefit from being used in combination as described above.

Discovery


These weapons are favorites of Rangers and Druids alike, and are nearly always found in the forests or jungles frequented by those classes, or the underground reaches to be found beneath.

A knowledgeable handoff from an informed current owner, or research, is required to make use of the equipment's effects that require a trigger or activation.

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

Ubiquity

Greymist bows are rare, though more frequently found among Rangers, particularly those who dwell in or delve into the underdark.

Greymist arrows are somewhat more common, though typically found only in clusters of  2d4.

Notoriety

The weapon and its ammunition appear unusual, but may simply be chalked by unlookers up to the sometimes hermitlike habits of Rangers in general.

Quirks of Ownership

None.

History & Background

Greymist bows were first carved from a now-extinct form of tree that had a latent sort of sentience.

Thousands of years ago, the greyoak grew sparsely, often as a solitary tree amidst hundreds of others in the deep wood. Greyoaks always thrived, however, and were nearly always

the tallest in their cluster. Their trunks were legendarily tough, and survived any ecological disaster one might think of. Their branches seemed to be able to shift, very slowly over the course of weeks, but definitely noticeable, to capture light and resources more effectively.

For generations, Rangers of the deep forest would harvest wood from fallen greyoaks, particularly for bows and arrows. These were the first *greymist* artifacts, and the ones we still find today, as the weapons and ammunition are nearly indestructible unless intentionally damaged or destroyed.

It was not until many generations of this practice that Druid seers determined that greyoaks were actually living, sentient creatures, capable of pain and a very long-term form of communication. It was then decreed that to take wood from a dead greyoak was a crime.


This was a controversial stance, as re-use of natural resources was a respectful aspect of normal forest life, and there had been no ill intent in forging weapons from the husks of trees, just as there would likely be no ill purpose from harvesting from dead sentients.


On the sly, *greymist bows* and *arrows* have continued to be produced, though as a result of the decree which most Druidic cultures and Rangers generally observe, the practice has taken on a slightly sinister undertone.

Rumors & Lore

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



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

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

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



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

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

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

FlexTable 31: Greymist Bow & Arrows Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Long ago, Rangers forged magic weapons out of special trees.	✓ True. This is how the weaponry was first crafted.
15-29	15-30	15-30	01-30	15	Greyoak trees used to exist over a thousand years ago. They say its wood was particularly durable and imbued with magic.	✓ True. This does describe greyoak.
30-44	31-45	31-45	31-39	19	<i>Greymist bows</i> are magical artifacts created from the wood of a now-extinct tree.	✓ True. This is how the weapons were forged.
45-59	46-60	46-60	40-49	17	<i>Greymist arrows</i> can trail a line of magical smoke, and create magical effects upon impact.	✓ True. This summarizes many of the weapon's qualities.
60-74	60-69	60-69	50-59	21	<i>Greymist bows</i> can produce darkness and curselike effects from fired arrows.	✓ True. This describes some of the features of the weapon.
75-89	70-97	70-94	60-69	13	<i>Greymist arrows</i> create a noxious mist that will poison any who breathe it.	✗ False. The arrows do not do this.
90-00	98-00	95-00	70-00	14	<i>Greymist bows</i> can fire mist arrows, a ghostly incorporeal missile that harms only other incorporeal beings.	✗ False. Though this sounds like an interesting artifact unto itself!

-  **Use Context C:**
 If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
 If the party is blindly trying to obtain information in an unstructured manner.

Although the darkness that arises as an effect from these items is not inherently evil, Good classes may be wary of the possible connotations of their use.

Hooks & Integration

If you're looking for an excuse to introduce a *greymist bow* into your gaming sessions beyond simply "the ranger drops a sinister-looking bow", here are some ideas.

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

Class-Based Hooks

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

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

Paladins & Clerics

Non-Good Clerics might be best attuned to this equipment.

Rogues

Ranged-attack-focused Rogues can make excellent use of *greymist bows* and *arrows*, particularly in the context of assassinations.

Marital Characters

Ranged-weaponry Fighters are probably most skilled at these weapons.

However, a few *greymist arrows* can be excellent tools in the right situation regardless of one's skill set.

Arcane Classes

As most arcanists lack bow skill, these weapons are unlikely to be of much use to Sorcerers, Wizards, and the like.

Monks, Rangers, and Druids

Rangers and Druids in particular are excellent candidates for using this equipment, as it originates from their orders. Monks, too, can make favorable use of *greymist* equipment, assuming some skill in ranged weaponry.

General Hooks

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

motivations of the party.

Walk the Blinding Path

A Ranger is lost and stranded, wounded to the point of immobility. He has a *greymist bow* and *arrows*, however, and uses them to create *darkness* trails, hoping it might lead to rescue.

The PCs come upon one of these trails, and investigate.

This scenario forms the basis of the **Quest** below.

Collector

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

A Collector, or group thereof, asks the PCs to retrieve a *greymist bow* and some *greymist arrows* from their current wielder, and to return it so that it might be stored among other valuables.

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


Obfuscate & Escape

The PCs are on the run through dense terrain, pursued by NPCs intent on their capture or demise.


Using a *greymist bow* and/or *arrows* might help them secure escape.







Quests

Another, more thorough, means of introducing a *greymist bow & arrows* is via the following **Quest**.

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

Quest: Walk the Blinding Path

 **Summary:** An immobile Ranger uses a *greymist bow and arrow* to create lines of darkness, hoping to secure a rescue. The PCs happen upon one of these.

 **Rewards:**  400 gp /  2,100 gp /  6,400 gp /  12,000 gp; up to  **2 Reward Stars**; *greymist bow & arrows*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs happen upon a 5’ wide trail of magical darkness. There is nothing else unusual, damaging, or volatile about the trail, except that it exists, and is shaped so.


If the PCs follow it, it leads in a straight line to a small clearing in the terrain (forest, jungle, caverns, etc.). Amidst it is a Ranger, lying on the ground, barely able to clutch an ornate and vaguely sinister-looking longbow.



He appears to be cripplingly wounded; his ankle is shattered



and he suffers many other, smaller lacerations and gouges. Still alive for now, he tells the tale quickly of fighting off a group of monsters, successfully, but not without cost.

He has been firing *greymist arrows* periodically into the terrain for three days, in the hope that someone would see, and come help.

The Ranger offers the party all the gold he has, and his *greymist bow and arrows*, if they heal or help him get back to town.

 If the PCs walk away, and ignore the plea, there is no impact, other than perhaps to their character if they are Good-aligned in any manner.

 If the PCs heal the man, he will deliver his *greymist bow*, and  **2d4+2** *greymist arrows*. He will also give them the gold reward described.

 Healing the man, and/or escorting or carrying him back to town to make sure he arrives intact and can recover, is worth all of the above rewards, plus  **2 Reward Stars**.

Greynist Bow Wielder

CR 1; XP 200

CN; Medium Humanoid (Half-Elf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
HP	9	35	59	93
ARMOR CLASS	16	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 9 (+1)	STR 9 (+2)	STR 9 (+3)	STR 9 (+4)
	DEX 18 (+6)	DEX 20 (+8)	DEX 20 (+9)	DEX 20 (+10)
	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)	CON 11 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 15	Passive Perception 16	Passive Perception 18	Passive Perception 19
LANGUAGES	Common, Draconic, Dwarvish, Elvish, Giant, Halfling			
ATTACKS	Ranged Longbow --> 150 ft.: +6 (1d8+4); 600 ft.: +6 (1d8+4)	Ranged +1 Longbow --> 150 ft.: +11/+11 (1d8+6); 600 ft.: +11/+11 (1d8+6)	Ranged +2 Longbow --> 150 ft.: +13/+13 (1d8+7); 600 ft.: +13/+13 (1d8+7)	Ranged +3 Longbow --> 150 ft.: +15/+15 (1d8+8); 600 ft.: +15/+15 (1d8+8)
	Melee Dagger +6 (1d4+4)	Melee Dagger +8/+8 (1d4+5)	Melee Dagger +9/+9 (1d4+5)	Melee Dagger +10/+10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
	Melee Spear +6 (1d6+4)	Melee Spear +8/+8 (1d6+5)	Melee Spear +9/+9 (1d6+5)	Melee Spear +10/+10 (1d6+5)
Ranged Spear (Thrown) 20 ft.: +6 (1d6+4); 60 ft.: +6 (1d6+4)	Ranged Spear (Thrown) 20 ft.: +8/+8 (1d6+5); 60 ft.: +8/+8 (1d6+5)	Ranged Spear (Thrown) 20 ft.: +9/+9 (1d6+5); 60 ft.: +9/+9 (1d6+5)	Ranged Spear (Thrown) 20 ft.: +10/+10 (1d6+5); 60 ft.: +10/+10 (1d6+5)	
SPECIAL	-	-	-	-

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

PROFICIENCIES

Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Favored Enemy, Natural Explorer, Oozes, Grassland

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Oozes, Forest, Grassland

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Oozes, Forest, Grassland, Mountain

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Volley, Archery, Beasts, Humanoids, Oozes, Forest, Grassland, Mountain

SPELL-CASTING

-

Save DC 14; Spell Atk +6
2nd: *lesser restoration; pass without trace*
1st: *fog cloud; hunter's mark; longstrider; speak with animals*

Save DC 16; Spell Atk +8
3rd: *plant growth; protection from energy*
2nd: *lesser restoration; pass without trace; silence*
1st: *fog cloud; hunter's mark; longstrider; speak with animals*

Save DC 17; Spell Atk +9
4th: *conjure woodland beings*
3rd: *plant growth; protection from energy; wind wall*
2nd: *lesser restoration; pass without trace; silence*
1st: *fog cloud; hunter's mark; longstrider; speak with animals*

EQUIPMENT

Longbow; studded leather armor; arrows (20x); spear; dagger

+1 Longbow; +1 studded leather armor; arrows (20x); spear; dagger

+2 Longbow; +2 studded leather armor; arrows (20x); spear; dagger

+3 Longbow; +3 studded leather armor; arrows (20x); spear; dagger

SPECIAL ABILITIES

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

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional

favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In

addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Grimscraper

Grimscraper (weapon)

Value:

☒ 2,900 gp / ☒ 18,000 gp /
☒ 64,000 gp / ☒ 132,000 gp

Weight 1/2 lb.; **Materials** steel; **Nature** magical; **Aura** moderate transmutation, necromancy [poison, curse, disease, evil]; **Slot** weapon (simple, light, melee, one-handed)

CL: ☒ 8th / ☒ 12th / ☒ 14th / ☒ 16th

Base Weapon Profile:

☒☒☒☒ **Weight** 1/2 lb; **Dmg** 1d4 (1d3 S); **Critical** 19-20/x2; **Type** Piercing or Slashing; **Class** Simple, Light, One-Handed (Melee)

Effect Summary:

- ☒ Treat as a **+1 weapon** in all respects;
0% self-poison chance for poisons applied;
25% chance each use that applied poison dose is **not consumed**;
bestow curse effect in creature damaged this combat round (1x/day, Wis DC 16 negates)
- ☒ Treat as a **+2 weapon** in all respects;
0% self-poison chance for poisons applied;
applied poisons benefit from *accelerate poison* effect;
50% chance each use that applied poison dose is **not consumed**;
bestow curse effect in creature damaged this combat round (3x/day, Wis DC 18 negates);
contagion effect in creature damaged this combat round (1x/day, Constitution DC 16 negates)
- ☒ Treat as a **+3 weapon** in all respects;
0% self-poison chance for poisons applied;
60% chance each use that applied poison dose is **not consumed**;
bestow curse effect in creature damaged this combat round (5x/day, Wis DC 19 negates);
contagion effect in creature damaged this combat round (3x/day, Constitution DC 18 negates);
epidemic effect in creature critically hit and damaged this combat round (1x/week, Constitution DC 20 negates)
- ☒ Treat as a **+4 weapon** in all respects;
0% self-poison chance for poisons applied;
80% chance each use that applied poison dose is **not consumed**;
bestow curse effect in creature damaged this combat round (5x/day, Wis DC 20 negates);
contagion effect in creature damaged this combat round (5x/day, Constitution DC 20 negates);
wielder can cast *insect plague* as a full-round action (1x/week, Constitution DC 21 negates)

Description

A version of a *fingerblade* (p 201) imbued with evil, these tiny weapons cause combat damage and inflict poison, curse, and disease, and can slay weak foes outright at a touch.

Effect

A *grimscraper* shares many qualities with *fingerblades*,



including its **enhancement bonus**.

All forms of *grimscraper* offer the safety of reducing the chance of **accidental self-poisoning** during the application of poison to the weapon to **0%**.

Touch spells or spell-like effects cast or generated by the wielder, delivered via the *grimscraper*, automatically benefit from the **Toxic Spell** metamagic feat. The spell cast is not affected in any other way; specifically, its spell level and spell slot remain unaffected.

With advanced versions, poisons applied to the *grimscraper* benefit from an *accelerate poison* effect automatically.

Poisons applied to the *grimscraper* and used in combat may become **durable**, and remain on the weapon to use again. After a successful strike involving poison is resolved, check against the chance listed; if successful, the poison remains on the *grimscraper* and fully usable. There is no limit to the number of times this effect may be triggered, meaning that theoretically, a single dose of applied poison may be reused countless times so long as the checks keep being made.

Finally, a *grimscraper* may be used to generate a range of spell-like effects. Each requires a standard action to invoke unless otherwise specified, and no more than one may be generated in a given round. These effects are frequency-limited, and the frequencies are bounded by the weapon, not by the wielder; giving a depleted *grimscraper* to another person does not recharge it in any way. The number of uses for each effect resets in full after the time period specified elapses from first use of a full charge of that ability.

Synergy & Sets

None. *Grimscrapers* are standalone items, and do not gain

Table 37: Grimscrapper Flavors

Difficulty Band	Prefix	Enhancement Bonus	Poison Reuse	Spell-Like Effects
☒ Low	Minor	+1	25%	<i>bestow curse</i> (1x/day, Wis DC 16)
☒ Moderate	Lesser	+2	50%	<i>bestow curse</i> (3x/day, Wis DC 18); <i>contagion</i> (1x/day; Con DC 16)
☒ Advanced	Greater	+3	60%	<i>bestow curse</i> (5x/day, Wis DC 19); <i>contagion</i> (3x/day; Con DC 18)
☒ Elite	Elite	+4	80%	<i>bestow curse</i> (5x/day, Wis DC 20); <i>contagion</i> (5x/day; Con DC 20); <i>insect plague</i> (1x/week; Con DC 21)

further benefit or effects from use alongside any other specific equipment.

effect, and to consider roleplaying it if these items form a large presence in your campaign.

Discovery

Grimscrapers are most commonly discovered on the bodies of the dead, entombed with the corpse of their last user.

Occasionally, one might be in use by a practicing necromancer, or even more rarely, for sale in a magic items shop of ill repute.

The activateable abilities of the *grimscrapper* require either extensive research, or a knowledgeable handoff from an informed current owner.

☐ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *grimscrapper's* capabilities.

Ubiquity

Grimscrapers are very rare. Only a few dozen are known to have been produced, ever.

Notoriety

Grimscrapers appear as evil, vile devices of torture and death, even to those who have never seen them in person or have never heard of them.

It's impossible to view one without drawing definite conclusions about the owner. Thankfully, they're also quite easily concealed, so a cautious wielder need never worry about others.

Quirks of Ownership

Other than the reception mentioned above, none.

☐ At the GM's option, prolonged use of an evil item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this

History & Background

Grimscrapers evolved as a custom-crafted, necromantic variant of the *fingerblade*, which in turn was created as a variant of a surgical instrument.

When the wizard and blacksmith who were commissioned to invent the *fingerblade* set up shop hundreds of miles away from the town where they created it, they catered to a wide variety of clientele. Some were adventurers looking for a convenient offhand weapon. Others were looking for a tool, much in the vein of the weapon's original intent.

And some were looking for a vile weapon, to be used to either slice apart corpses, or create them.

Despite some degree of moral qualm, the pair worked on many commissioned variants of the *fingerblade* that clearly had no decent application.

One of these was the *grimscrapper*, a particularly horrid and potent artifact. After its initial success, they briefly catered to a few dozen necromancers, but then stopped the practice, fearing that if they went too far down that path, things would not turn out too well for them.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:





First, if the PCs are actively searching for information, you can make a **A Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use **A Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *grimscrapper* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs

with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *grimscriaper*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *grimscriaper* into your gaming sessions beyond simply “the necromancer drops a vile-looking finger gadget”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it’s always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *grimscriaper*.

Paladins & Clerics

These classes, with the exception of Evil Clerics, would shy away from a *grimscriaper* at all costs, excepting to secure it against possible use by the evil, or to destroy it.

Evil Clerics might well use it in ritual, or to add to their mystique.

Rogues

Rogues might use a *grimscriaper* effectively as an assassination tool.

Martial Characters

Most martial classes will have grander damage-dealing implements to make use of, but a *grimscriaper* can nevertheless be a very useful offhand weapon, or backup weapon.

Arcane Classes

The target audience for a *grimscriaper*, particularly

necromancers.

Monks, Rangers, and Druids

These classes all make lethal use of small, light, and nimble weaponry; the *grimscriaper* combines all of those features with some additional potency to boot.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

More Harm Than Good

A local apothecary-turned-healer is using a *grimscriaper* to poison, curse, and infect patients. The village seems to think it may have a more natural cause; the PCs are asked to investigate.

This scenario forms the basis of the **Quest** below.

Collector

“It belongs in a museum” is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states “it belongs in *my* museum”.

A Collector, or group thereof, asks the PCs to retrieve a *grimscriaper* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Ritual Runoff


A local church has been performing sacrifices with the help of a bizarre blade.

Disease has begun to run rampant in town, and authorities are convinced they have traced it back to dead small creatures involved in these rituals.


Suspicion is that a diseased, or magic, blade is being used in the rituals. The party is asked to intervene.







Quests

Another, more thorough, means of introducing a *grimscriaper* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: More Harm Than Good

 **Summary:** The PCs are asked to investigate a string of bizarre infections and curses related to patients of a local apothecary.

 **Rewards:**  400 gp /  2,200 gp /  6,700 gp /  13,000 gp (promised); up to  **1 Reward Star**; *grimscriaper*

 **Locations:** Any.

 **Key NPCs:** Any.

FlexTable 32: Grimscriaper Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	11	A finger-mounted razor exists that inflicts great injury.	✓ True. This could also apply to the <i>fingerblade</i> , however.
15-29	15-30	15-30	01-30	13	Long ago, a blacksmith and wizard teamed up to forge magical finger-razors for necromancers.	✓ True. Although this was neither their initial nor their full intent, it is accurate.
30-44	31-45	31-45	31-39	14	Necromancers seek a finger-mounted blade that inflicts dark injuries beyond the physical.	✓ True. This refers to the spell-like abilities of the weapon.
45-59	46-60	46-60	40-49	17	A small, dagger-like finger razor grants the ability to poison its victims.	✓ True. This refers to most of the effects of the artifact.
60-74	60-69	60-69	50-59	19	<i>Grimscriapers</i> are magical finger-mounted weapons that inflict magical disease and poison damage.	✓ True. This refers mostly to advanced versions.
75-89	70-97	70-94	60-69	12	<i>Grimscriapers</i> are tools used to cull bone fragments from the deceased for use in necromantic concoctions.	✗ False. Those employing these devices in such a limited fashion are missing out!
90-00	98-00	95-00	70-00	15	Necromancers value <i>grimscriapers</i> as tools for harvesting life force from smaller creatures in ritual.	✗ False. Though grimscriapers are indeed often used by necromancers, in ritual, and in the sacrifice of small creatures, they do not work in the manner described.

Kickoff: Random Encounter.

Description:

Patients have been coming home from a local clinic in worse shape than when they went in.

Although this phenomenon appears to be limited to a single apothecary-turned-healer, it is such a pattern that village authorities fear that it may be representative of a broader epidemic.

They ask the PCs to investigate, and to get to the bottom of things.

↳ The PCs may ignore the request. If they do, they will continue to hear stories of people going in to receive treatment or healing, and coming out infected, diseased, and/or cursed. Perhaps another key NPC the party knows about is one such victim.

↳ The PCs could investigate. If they do, they will quickly note the vile-looking instrument the apothecary uses. Questioning him about it yields little information and much muttering and rambling about how he dug it up in a ditch while scouring the graveyard for corpses... a necromantic slip of the tongue he quickly tries to cover up.

If the PCs confront the apothecary, they realize he is too far gone in his madness to see sense; they will have to kill him if they are to get the weapon away from him.

↳ Simply turning the apothecary in yields little; the authorities will pay half the promised amount, and then try to take him in themselves. Whether or not this is successful, and to what extent the PCs have a second opportunity to confront the deranged healer themselves, is left to the GM.

↳ If the party investigates, confronts the man, and eventually slays him, they benefit from keeping the grimscriaper if they wish, along with the full monetary reward and **1 Reward Star**.

Grinscraper Wielder

CR 1; XP 200

CE; Small Humanoid (Gnome)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)	Small CE Gnome (Rock)
HP	9	38	65	105
ARMOR CLASS	16	16	17	17
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 16 (+3) CON 17 (+3) INT 18 (+6) WIS 8 (+1) CHA 5 (-3)	STR 10 (+0) DEX 16 (+3) CON 17 (+3) INT 20 (+8) WIS 8 (+2) CHA 5 (-3)	STR 10 (+0) DEX 18 (+4) CON 17 (+3) INT 20 (+9) WIS 8 (+3) CHA 5 (-3)	STR 10 (+0) DEX 18 (+4) CON 19 (+4) INT 20 (+10) WIS 8 (+4) CHA 5 (-3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
LANGUAGES	Common, Gnomish			
ATTACKS	Ranged Crossbow, Light (Small) --> 80 ft.: -1 (1d8+3); 320 ft.: -1 (1d8+3) Melee Dagger (Small) +5 (1d4+3) Ranged Dagger (Small/Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged +1 Crossbow, Light (Small) --> 80 ft.: +1 (1d8+4); 320 ft.: +1 (1d8+4) Melee Dagger (Small) +6 (1d4+3) Ranged Dagger (Small/Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3)	Ranged +2 Crossbow, Light (Small) --> 80 ft.: +4 (1d8+5); 320 ft.: +4 (1d8+5) Melee Dagger (Small) +8 (1d4+4) Ranged Dagger (Small/Thrown) 20 ft.: +8 (1d4+4); 60 ft.: +8 (1d4+4)	Ranged +3 Crossbow, Light (Small) --> 80 ft.: +6 (1d8+7); 320 ft.: +6 (1d8+7) Melee Dagger (Small) +9 (1d4+4) Ranged Dagger (Small/Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting ,	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting

SPELL-CASTING	Low	Moderate	Advanced	Elite
	Save DC 14; Spell Atk +6 1st: charm person; magic missile	Save DC 16; Spell Atk +8 3rd: counterspell; magic ricle; sleet storm 2nd: arcane lock; blur; invisibility 1st: charm person; color spray; magic missile; shield	Save DC 17; Spell Atk +9 5th: dominate person; passwall 4th: banishment; hallucinatory terrain; phantasmal killer 3rd: counterspell; magic ricle; sleet storm 2nd: arcane lock; blur; invisibility 1st: charm person; color spray; magic missile; shield	Save DC 18; Spell Atk +10 7th: sequester 6th: magic jar 5th: dominate person; passwall 4th: banishment; hallucinatory terrain; phantasmal killer 3rd: counterspell; magic ricle; sleet storm 2nd: arcane lock; blur; invisibility 1st: charm person; color spray; magic missile; shield

EQUIPMENT	Low	Moderate	Advanced	Elite
	Mace; chain shirt; shield; light crossbow; crossbow bolts (20x)	+1 Mace; +1 chain mail; +1 shield; light crossbow; crossbow bolts (20x)	+2 Mace; +2 chain mail; +2 shield; light crossbow; crossbow bolts (20x)	+3 Mace; +3 chain mail; +3 shield; light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

- Ability Score Increase** Your Intelligence score increases by 2.
- Artificer's Lore** Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.
- Darkvision** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Gnome Cunning** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- Languages** You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.
- Tinker** You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a

- candle, torch, or campfire. Using the device requires your action. **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.
- Tinker's Tools** Proficient with Artisan Tinker's Tools.
- Arcane Recovery** You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.
- Empowered Evocation** Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.
- Evocation Savant** Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.
- Overchannel** Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.
- Potent Cantrip** Starting at 6th level, your damaging cantrips affect even

creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to $1 +$ the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Hale Harvester

Hale Harvester (weapon)

Value:

☒ 3,100 gp / ☒ 18,000 gp / ☒ 41,000 gp / ☒ 84,000 gp

Weight 10 lbs.; **Materials** steel, wood, ichor; **Nature** magical; **Aura** moderate enchantment (charm, compulsion) [emotion, mind-affecting]; **Slot** weapon (martial, two-handed, melee)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 10 lbs; **Dmg** 2d4 (1d6 S); **Critical** x4;
Type Piercing or Slashing; **Class** Martial, Two-Handed (Melee)

Effect Summary:

☒☒☒☒ 30' radius spell-like effects when triggered, centered on the weapon

☒ Treat as a **+1 weapon** in all respects;
calm emotions (3x/day, Wis DC 14)
charm person (1x/day, Wis DC 15)

☒ Treat as a **+2 weapon** in all respects;
calm emotions (5x/day, Wis DC 15)
charm person (3x/day, Wis DC 16)

☒ Treat as a **+3 weapon** in all respects;
calm emotions (5x/day, Wis DC 16)
charm person (5x/day, Wis DC 17)

☒ Treat as a **+4 weapon** in all respects;
calm emotions (5x/day, Wis DC 17)
charm person (5x/day, Wis DC 18)

Description

Incongruously cheery red adorns this somewhat compact scythe, with a yellow ribbon about its base. It exudes an aura of happiness and glee, such that weaker opponents will wander into the melee in a daze and be struck down happily.

Effect

All *hale harvesters* are magical scythes, and enjoy an **enhancement bonus** as listed above.

The weapons also have a number of **spell-like effects**, each with its own limitation. These limitations are weapon-based, not user-based; a depleted *hale harvester* passed to another person does not recharge any of its effect limitations. Each effect's charges reset to full a time expenditure after that ability is first used from a full count.

Each effect requires a full-round action to activate. Each functions as the spell of the same name, with one major difference: any creatures within the range specified are affected. For spells that require a single target, the effect generated by the *hale harvester* is as though each individual in range had been targeted by a separate spell.

Furthermore, for any creature who fails their save and suffers the effects of the *hale harvester*, those effects remain for the effect's duration, even if the affected creature is attacked by the wielder of the *hale harvester*. This means that a creature *charmed* by the weapon may be then struck



down by it without resisting.

☒ This is a potentially tremendously potent effect. At the GM's discretion, use of a *hale harvester* may be limited to once per combat encounter.

Synergy & Sets

None. *Hale harvesters* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These weapons are discovered in treasure caches or as instruments of power in the hands of chaotic or evil demons.

It is unthinkable that a device of such power and chaos would be for sale in any circumstances.

Tremendous research, or informed handoff from a knowledgeable current owner, is required for a new owner to understand the spell-like effects of the weapon. Triggering these requires a mental command, somatic movement of the scythe, as well as awareness of the effect that is to be brought about.

☒ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *hale harvester's* capabilities.

Table 38: Hale Harvester Flavors

Difficulty Band	Prefix	Enhancement Bonus	Spell-Like Effects
☒ Low	Minor	+1	<i>calm emotions</i> (3x/day, Wis DC 14); <i>charm person</i> (1x/day, Wis DC 15)
☒ Moderate	Lesser	+2	<i>calm emotions</i> (5x/day, Wis DC 15); <i>charm person</i> (3x/day, Wis DC 16);
☒ Advanced	Greater	+3	<i>calm emotions</i> (5x/day, Wis DC 16); <i>charm person</i> (5x/day, Wis DC 17)
☒ Elite	Elite	+4	<i>calm emotions</i> (5x/day, Wis DC 17); <i>charm person</i> (5x/day, Wis DC 18)

Ubiquity

Hale harvesters are tremendously rare; there may be but a handful that exist in the entire Realm.

Notoriety

This weapon looks woefully out of place in the hands of anything but a demon, devil, or similar monster. The fact that it often appears draped in ribbons and decorations in no way deflects attention from the obvious fact that it is a magical scythe of likely ill purpose.

Quirks of Ownership

Other than the attention gained per the above description, none.

History & Background

Hale harvesters were forged as a means of improving morale in military troops.

Generals of an ancient army were concerned about their soldiers. Their foe at the time had begun to employ fire arrows, boiling oil catapults, and other flame-based weaponry that caused a great deal of fear in the masses. Spirits were already low due to the coldness of the battlefield winter, and the fight itself was not going nearly as smoothly and victoriously as had been promised and prophesized.

One captain tasked his blacksmith to forge a magical weapon, one that would improve morale, even if it needed to trick or fool the soldiers into a good mood.

The *hale harvester* as we know it was born of that idea. Whether the blacksmith, herself suffering from low morale and depression and fear, had intentionally taken this interpretation of the captain's command, or whether she simply made a mistake and ended up with something not quite what was intended, will never be known.


What we do know is the result: the captain led his troops to battle using the *harvester*, and triggered its abilities on his own soldiers. They waded into battle without care for their own safety or welfare. Casualties were 50% in the first ten seconds; after that, the only thing that saved the charmed and lustful soldiers is a fear that resulted in the enemy, seeing troops so willingly march into death without fear.


Though the immediate purpose was a complete disaster, one general who heard reports of what happened realized the potential in the device, and began to use it against enemies.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.





There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *hale harvester* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *hale harvester*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *hale harvester* into your gaming sessions beyond simply "the centaur demon

drops a flowery yet grim scythe”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *hale harvester*.

Paladins & Clerics

Good morale is not a bad thing, and indeed many Paladins and Clerics would classify the original goal as noble.

However, the implications of charming enemies so as to lead them to their demise seems a bit unfair. As a result, Paladins and Clerics may shy away from using this weapon.

Rogues

Scythes aren't typical of the Roguish approach to things, but the idea of charming enemies en masse is a very tempting thing.

Marcial Characters

These classes are tailor-made to wield this weapon. Charming enemies and then cleaving them down en masse is the dream of many Barbarians; Fighters and others too can derive great slaughter from this weapon.

Arcane Classes

Although most arcanists are untrained with scythes, it does match a necromantic, enchantment, or similar approach to magic. Plus, the ability to suppress a huge amount of enemy risk all with a single ability is quite compelling.

Monks, Rangers, and Druids

Despite their potent abilities, these classes can become overwhelmed when faced with many enemies all at once. As a result, a *hale harvester* would be a great way of reducing threats.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Wade Into Battle

This is a versatile scenario: the party must navigate a region populated with a huge volume of enemies. Area-affect spells will definitely help, but the quantity should be such that it may overwhelm even the most well-prepared parties.

To succeed, the PC smay require something like a *hale harvester* to nullify a huge host of enemies simultaenously.

This scenario forms the basis of the **Quest** below.

Collector

“It belongs in a museum” is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states “it belongs in *my* museum”.

A Collector, or group thereof, asks the PCs to retrieve a *hale harvester* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Charming Ceremony


A local church is gleaning record donations from its brethren. The suspicion is that the new scythe that is used for ceremonies has something to do with this bizarre influence.



Quests

Another, more thorough, means of introducing a *hale harvester* is via the following **Quest**.

 This Quest may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: Wade Into Battle

 **Summary:** The PCs must navigate a region containing a huge host of enemies. A *hale harvester* is needed to nullify enemies en masse.

 **Rewards:** Up to  **1 Reward Star**; *hale harvester*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.


 **Description:**

The party needs to get through a certain region of terrain. What this is, where it is located, and where they need to get to on the other side, are all left flexible in service to your campaign setting.

The scope of this Quest relates to what is in store for the PCs when they get to this region: a huge volume (dozens, if not more) of enemies, attacking en masse. Perhaps it's a warren, lair, or nest; perhaps it's simply that the creatures are highly territorial.

Whatever the circumstances, area-effect spells may only do so much. A mass-charming weapon with a radius effect such as the *hale harvester* has a much better chance of success.

The PCs may have to steal the scythe, or kill an existing owner, to obtain it.

When they use it to successfully traverse the terrain containing the dozens of threats, they gain the XP associated with the kills involved of course, plus  **1 Reward Star**.

FlexTable 33: Hale Harvester Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	13	A magic scythe can affect the minds of enemies.	✔ True. This scratches the surface, however.
15-29	15-30	15-30	01-30	15	Charming enemies is part of what makes a certain magic scythe so potent.	✔ True. More than this, though, it is truly the entirety of what makes the weapon so potent.
30-44	31-45	31-45	31-39	17	Those faced with a <i>hale harvester</i> may lose their minds in rapture to the bearer.	✔ True. This could describe many effects of the weapon.
45-59	46-60	46-60	40-49	19	<i>Hale harvesters</i> are magic scythes that cause feelings of uncontrollable attraction in enemies.	✔ True. This speaks to many of the device's powers.
60-74	60-69	60-69	50-59	21	<i>Hale harvesters</i> can charm anyone within 30 feet of the weapon.	✔ True. This speaks to the range of the weapon's abilities.
75-89	70-97	70-94	60-69	12	<i>Hale harvesters</i> grant health benefits to those around the weapon.	✘ False. This is likely a misunderstanding of the weapon's name.
90-00	98-00	95-00	70-00	15	<i>Hale harvesters</i> are weapons that require immense physical endurance to wield properly.	✘ False. No more so than any other scythe.

Magic Items

Hal Harvester Wielder

CR 1; XP 200

CN; Small Humanoid (Halfling)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)
HP	14	59	98	133
ARMOR CLASS	13	14	15	16
SPEED	Walk 25'	Walk 35'	Walk 35'	Walk 35'
ABILITY SCORES / SAVES	STR 16 (+5) DEX 13 (+1) CON 14 (+4) INT 9 (-1) WIS 9 (-1) CHA 16 (+3)	STR 18 (+7) DEX 13 (+1) CON 14 (+5) INT 9 (-1) WIS 9 (-1) CHA 16 (+3)	STR 20 (+9) DEX 13 (+1) CON 14 (+6) INT 9 (-1) WIS 9 (-1) CHA 16 (+3)	STR 20 (+10) DEX 13 (+1) CON 16 (+8) INT 9 (-1) WIS 9 (-1) CHA 16 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
LANGUAGES	Common, Halfling			
ATTACKS	Melee Glaive (Small) +5 (1d10+3) Melee Dagger (Small) +5 (1d4+3) Ranged Dagger (Small/Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3) Melee Sickle (Small) +5 (1d4+3)	Melee +7 Glaive (Small) +8/+8 (1d10+5) Melee Dagger (Small) +7/+7 (1d4+4) Ranged Dagger (Small/Thrown) 20 ft.: +7/+7 (1d4+4); 60 ft.: +7/+7 (1d4+4) Melee Sickle (Small) +7/+7 (1d4+4)	Melee +2 Glaive (Small) +11/+11 (1d10+7) Melee Dagger (Small) +9/+9 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5) Melee Sickle (Small) +9/+9 (1d4+5)	Melee +3 Glaive (Small) +13/+13 (1d10+8) Melee Dagger (Small) +10/+10 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5) Melee Sickle (Small) +10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Rage, Unarmored Defense	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Glaive (small); hide armor; dagger (small); sickle (small)	+1 Glaive (small); +1 hide armor; dagger (small); sickle (small)	+2 Glaive (small); +2 hide armor; dagger (small); sickle (small)	+3 Glaive (small); +3 hide armor; dagger (small); sickle (small)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 1.

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the

chaos of battle, heedless of your own health or well-being.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.





Hellwasp Stinger

Hellwasp Stinger (arrow or bolt)





Value:

 125 gp /  550 gp /  1,250 gp /  2,100 gp





Weight 3 lbs per 20x (arrow), 1 lb per 5x (bolt); **Materials** wood, amber, wasp; **Nature** magical; **Aura** moderate necromancy [poison]; **Slot** ammunition (arrow or bolt)

CL:  6th /  10th /  12th /  14th

Base Weapon Profile:

    **Weight** 3 lbs per 20x; **Dmg** as weapon used; **Critical** as weapon used; **Type** Piercing; **Class** as weapon used

Effect Summary:

-  Treat as **+1 ammunition** in all respects; adds **1d4 bleed** damage
-  Treat as **+2 ammunition** in all respects; successful hit inflicts *venomous strike* effect (Constitution DC 16 negates); adds **1d6 bleed** damage
-  Treat as **+3 ammunition** in all respects; successful hit inflicts *venomous strike* effect (Constitution DC 18 negates); *poisonous cloud* produced on impact (Constitution DC 18); adds **2d4 bleed** damage
-  Treat as **+4 ammunition** in all respects; successful hit inflicts *venomous strike* effect (Constitution DC 19 negates); *toxic rain* produced on impact (Constitution DC 19) OR *cloudkill* produced on impact (Constitution DC 19) at wielder's option; adds **2d6 bleed** damage

Description

Bolts and arrows that look like gnarled bolts or arrows, with an inverted hellwasp stuck to the tip with amber as an arrowhead.

Grants combat bonuses and applies poison to strikes.


Arrow/bolt heads are more demonic-looking wasp/metal hybrids, with the upper body of the wasp affixed to the shaft of the arrow/bolt, and the stinger providing the “point” of the arrowhead.

Effect

Hellwasp stingers are magical arrows or bolts which enjoy an **enhancement bonus** as listed.

All *hellwasp stingers* cause additional **bleed damage** on a successful hit as noted.

Successful hits in combat may inflict a **poison spell-like effect** in the creature struck.

Finally, more potent iterations of *hellwasp stinger* may produce a **spell-like effect** at the point of impact, centered on that point.  *Elite hellwasp stingers* let the wielder choose one of two possible effects; this selection must be



made and declared prior to rolling to hit.

Synergy & Sets


None. *Hellwasp stingers* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Hellwasp stingers may be discovered on the bodies of enemy Rangers or Druids. On occasion, they are found in a treasure hoard.

They are very rarely available for sale in a shop.

Cursory examination of this ammunition makes it clear that it is magical and special, but further awareness of the item's abilities requires either research, or an informed handoff from a knowledgeable current owner.

 At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *hellwasp stinger's* capabilities.

Ubiquity

Hellwasp stingers are rare, slightly less so in heavily forested, high-magic areas, or those thick with Ranger and/or Druid activity (such as the **Druid Enclave**).

Table 39: Hellwasp Stinger Flavors

Difficulty Band	Prefix	Enhancement Bonus	Hit Effect	Impact Effect
☒ Low	Minor	+1	1d4 bleed	-
☒ Moderate	Lesser	+2	1d6 bleed; <i>venomous strike</i> (Con DC 18)	-
☒ Advanced	Greater	+3	2d4 bleed; <i>venomous strike</i> (Con DC 18)	<i>toxic rain</i> (Con DC 18)
☒ Elite	Elite	+4	2d6 bleed; <i>venomous strike</i> (Con DC 19)	<i>poisonous cloud</i> (Con DC 19) OR <i>cloudkill</i> (Con DC 19)

Notoriety

The ammunition is unlikely to be brandished in public, and it is the head, not the tail, that makes it noteworthy; therefore, it's unlikely to have any impact on the owner's popularity or how they are viewed by others.

Quirks of Ownership

None.

History & Background

These weapons were originally crafted as a means of controlling animal populations.

Generations ago, a mixed encampment of Rangers and Druids faced a growing concern: wolves in the area had made use of a particular berry to remain thriving and vibrant. Animal population grew and grew, with little to stem the tide. Plants and smaller creatures became scarce as wolves ravaged everything they could get their fangs on.

Life may be precious and worthy of respect, but the balance of life in general is a higher order of priority. Thus it was with reticence that the tribe's leadership decided to enact an en-masse hunt of the wolves, in order to clear out the berry plants that granted them such strength and resilience.

Mechanically, the berry granted the wolves damage resistance and regeneration for a time when eaten. To combat this, poisoned weapons were employed.

In particular, *hellwasp stingers* were forged as a means of specifically blighting out the vibrant wolves.

The efCon was successful; wolf population was returned to normal, a greater ecological catastrophe was averted, and the berries were cultivated and burned.

Hellwasp stingers were retained and continued to be potent weapons in the arsenal of those who would defend the forest and maintain balance in all facets of life.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a **A Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use **A Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *hellwasp stingers* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *hellwasp stingers*, or as a means of introducing a plot hook into the **Quests** listed herein.

- **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *hellwasp stingers* into your gaming sessions beyond simply "the ranger produces some interesting arrows", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *hellwasp stingers*.

Paladins & Clerics

Poison isn't typically the first choice of Paladins or Good Clerics, but the approach is not inherently evil, either. Faced with the right combination of challenges, these classes could be attracted to the potency of the weapon.

Rogues

To the extent to which a given Rogue has any capability with ranged weaponry, they would be interested in *hellwasp stingers* for sure.

Marcial Characters

Crossbow and bow wielding Fighter and Barbarians would greatly benefit from more lethal ammunition.

Arcane Classes

Likely the least interested in *hellwasp stingers*, arcanists can nevertheless typically wield crossbows in self-defense, or as an aid in ranged combat. As such, enhanced ammunition might add to their fighting capabilities.

Monks, Rangers, and Druids

These classes all have the native talents to make potent use of ranged weaponry. Ammunition such as *hellwasp stingers* can add to an already potent arsenal of abilities.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Death by Venom

The PCs are asked to assassinate a target, and are given *hellwasp stingers* with which to do it.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".


A Collector, or group thereof, asks the PCs to retrieve *hellwasp stingers* from their current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.


Quests








Another, more thorough, means of introducing *hellwasp*

stingers is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

Quest: Death by Venom

 **Summary:** The PCs are contracted to kill a target using *hellwasp stingers*.

 **Rewards:**  1,200 gp /  4,300 gp /  9,400 gp /  18,500 gp (promised); up to  **1 Reward Star**;  **2d4** *hellwasp stingers*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**


The PCs are asked by a quest giver to assassinate a target. Who the quest-giver is, and their relationship with the party, is intentionally left flexible, but the nature of the task requested limits the possibilities.


Thieves Guilds, or other Factions related to theft and murder and crime, could fit the bill. Even churches, or other societal or religious factions, could put a hit out on certain individuals. It could even be the town's political or military/security authority, seeking to correct a greivous wrong, or to remove from power someone whose influence and wealth place them beyond the reach of traditional justice.


It could, too, be a single individual, acting alone, seeking vengeance on a personal matter.


Obviously, this Quest works best if the party's alignment is not strictly Lawful Good.


No matter who gives the quest, s/he provides the PCs *hellwasp stingers*, and advises that the target is particularly susceptible to poison.

 The party may decline. They will likely lose standing (and, formally, Attitude) with the individual requesting, and possibly with any Faction involved with them.

 The PCs may accept, take the *hellwasp stingers*, and then ignore the duty implied. This reduces their Attitude with the quest-giver, and their standing in any Faction associated with them, likely to the point of that Faction sending thugs out to investigate and retrieve the ammunition.

 The party may accept, attempt the murder, and fail or be captured. They forfeit the money reward, but may keep any *hellwasp stingers* they do not consume in the attempt, though they may also incur the wrath of the town watch.

 Accepting, and successfully killing the target, is worth the full monetary reward; the party may keep any unused *hellwasp stingers*.

If the party makes the kill with *hellwasp stingers*, they earn an additional  **1 Reward Star**.

FlexTable 34: Hellwasp Stingers Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	11	Long ago, Rangers forged magic arrows to help slay overabundant wolves.	✔ True. This is a brief version of the item's origin story.
15-29	15-30	15-30	01-30	13	Magic arrows were used generations ago to keep the balance of life in the deep forest.	✔ True. This describes the overview of the item's origin and first true use.
30-44	31-45	31-45	31-39	15	<i>Hellwasp stingers</i> are magic arrows forged by Druids and Rangers long ago.	✔ True. This names the item, and provides a bit of background.
45-59	46-60	46-60	40-49	17	<i>Hellwasp stingers</i> grant the firer combat bonuses and inflict additional damage.	✔ True. Very vague, but accurate so far as it goes.
60-74	60-69	60-69	50-59	19	<i>Hellwasp stingers</i> are magical arrows that can poison and cause massiv, prolonged damage in their victims.	✔ True. This refers to the item's abilities at last.
75-89	70-97	70-94	60-69	10	<i>Hellwasp stingers</i> are magic arrows that emit a cloud of venomous bees upon impact.	✘ False. There are arrows and bolts that produce a vermin-like effect, but <i>hellwasp stingers</i> are not them.
90-00	98-00	95-00	70-00	15	<i>Hellwasp stingers</i> emit a loud, distracting, buzzing sound in flight.	✘ False.

Magic Items

Hellwasp Stinger Wielder

CR 1; XP 200

NG; Medium Humanoid (Half-Elf)

Magic Items

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 1
SIZE / ALN	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
HP	10	33	62	97
ARMOR CLASS	16	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+2)	STR 10 (+3)	STR 10 (+4)	STR 10 (+5)
	DEX 18 (+6)	DEX 20 (+8)	DEX 20 (+9)	DEX 20 (+10)
	CON 10 (+0)	CON 10 (+0)	CON 12 (+1)	CON 14 (+2)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
LANGUAGES	Common, Draconic, Dwarvish, Elvish, Goblin, Sylvan			
ATTACKS	Ranged Crossbow, Heavy) --> 100 ft.: +6 (1d10+4); 400 ft.: +6 (1d10+4)	Ranged +1 Crossbow, Heavy) --> 100 ft.: +11/+11 (1d10+6); 400 ft.: +11/+11 (1d10+6)	Ranged +2 Crossbow, Heavy) --> 100 ft.: +13/+13 (1d10+7); 400 ft.: +13/+13 (1d10+7)	Ranged +3 Crossbow, Heavy) --> 100 ft.: +15/+15 (1d10+8); 400 ft.: +15/+15 (1d10+8)
	Melee Dagger +6 (1d4+4)	Melee Dagger +8/+8 (1d4+5)	Melee Dagger +9/+9 (1d4+5)	Melee Dagger +10/+10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Favored Enemy, Natural Explorer, Giants, Grassland	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Extra Attack, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Giants, Grassland, Swamp	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Archery, Beasts, Giants, Forest, Grassland, Swamp	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Vanish, Volley, Archery, Beasts, Dragons, Giants, Forest, Grassland, Swamp

SPELL-CASTING

-	Save DC 13; Spell Atk +5 2nd: <i>barkskin</i> ; <i>lesser restoration</i> 1st: <i>alarm</i> ; <i>cure wounds</i> ; <i>fog cloud</i> ; <i>longstrider</i>	Save DC 14; Spell Atk +6 3rd: <i>protection from energy</i> ; <i>water walk</i> 2nd: <i>barkskin</i> ; <i>lesser restoration</i> ; <i>silence</i> 1st: <i>alarm</i> ; <i>cure wounds</i> ; <i>fog cloud</i> ; <i>longstrider</i>	Save DC 15; Spell Atk +17 4th: <i>stoneskin</i> 3rd: <i>protection from energy</i> ; <i>water walk</i> ; <i>wind wall</i> 2nd: <i>barkskin</i> ; <i>lesser restoration</i> ; <i>silence</i> 1st: <i>alarm</i> ; <i>cure wounds</i> ; <i>fog cloud</i> ; <i>longstrider</i>
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EQUIPMENT

Heavy crossbow; crossbow bolts (20x); studded leather armor; dagger	+1 Heavy crossbow; crossbow bolts (20x); +1 studded leather armor; dagger	+2 Heavy crossbow; crossbow bolts (20x); +2 studded leather armor; dagger	+3 Heavy crossbow; crossbow bolts (20x); +3 studded leather armor; dagger
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SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants,

soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you

can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Hellwasp Swarmer

Hellwasp Swarmer (weapon)

Value:

✖ 13,000 gp / ✖ 32,000 gp /
✖ 51,000 gp / ✖ 89,000 gp

Weight 5 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** evocation; **Slot** weapon (Exotic, Firearm, Pistol, One-Handed, Ranged)

CL: ✖ 6th / ✖ 10th / ✖ 12th / ✖ 14th

Base Weapon Profile:

✖✖✖✖ **Weight** 5 lbs; **Dmg** 2d6 (1d8 S); **Critical** x4; **Type** Bludgeoning and Piercing; **Class** Exotic, Firearm, One-Handed (Ranged); **Range** 35'; **Misfire** n/a; **Capacity** 1

Effect Summary:

- ✖ Treat as a **+1 weapon** in all respects; adds **+1d4 Acid** damage; on critical hit, make **1 additional single attack** at -4 penalty
- ✖ Treat as a **+2 weapon** in all respects; adds **+1d6 Acid** damage; on critical hit, make **1d4-2 additional single attacks** at -2 penalty (minimum 1)
- ✖ Treat as a **+3 weapon** in all respects; adds **+2d4 Acid** damage; on critical hit, make **1d4-1 additional attacks** (minimum 1)
- ✖ Treat as a **+4 weapon** in all respects; adds **+2d6 Acid** damage; on critical hit, make **1d4 additional attacks**

Description

This pistol has green-grey metal fittings, stock and wood parts are always garish yellow or reds. The trigger resembles a wasp stinger.

Effect

These pistols are all **magic weapons**, employing the **enhancement bonuses** listed.

On a successful hit of any kind, they inflict additional **acid damage** as noted.

The final effect is triggered when the weapon makes a critical hit: the wielder may immediately make one or more **additional attacks**, possibly with a penalty. If the number of additional attacks is variable, roll to determine how many additional attacks are involved before resolving any of them.

Additional attacks triggered in this manner do not consume additional ammunition. Each such additional attack is treated as though it were a normal attack, excepting that they cannot themselves trigger critical hits (and therefore cannot result in a “cacade” of additional attacks!). They do, however, each benefit from the additional acid damage this weapon inflicts.

All described effects of the *hellwasp swarmer* are automatic, requiring no activation or knowledge of the weapon’s function, and cannot be suppressed while the weapon is wielded.



Synergy & Sets

None. *Hellwasp swarmers* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

This weapon can be found on particularly lethal pirates. They are very, very rarely in wizard’s lairs, or even more rarely, in magic item shops.

Ubiquity

Even in regions used to firearms, *hellwasp swarmers* are incredibly rare. In areas where firearms are all but a myth, the weapon cannot be found at all.

Notoriety

To the ignorant, these weapons are beautiful, polished, and produced with obvious flair. They seem all but certainly magical, though their purpose is unknown via a simple glance. Onlookers may conclude the owner is some form of merchant prince, pirate, noble, or other lofty personality, to own such a device.

Those who know of the *hellwasp swarmer* will recognize them immediately at a glance.

Quirks of Ownership

None, other than the attention and assumptions of onlookers as noted above.

Table 40: Hellwasp Swarmer Flavors

Difficulty Band	Prefix	Enhancement Bonus	Additional Damage	Critical Hit Effect
☒ Low	Minor	+1	1d4 acid	1 additional attack at -4
☒ Moderate	Lesser	+2	1d6 acid	1d4-2 (min 1) additional attacks at -2
☒ Advanced	Greater	+3	2d4 acid	1d4-1 (min 1) additional attacks
☒ Elite	Elite	+4	2d6 acid	1d4 additional attacks

History & Background

The original *hellwasp swarmer* was produced as a boastful target-practice device.

A wealthy noble loved to host archery competitions. For years, he would throw lavish, weekend-long parties, inviting dozens to come and compete against him in various contests of accuracy. Although no stranger to wine and more potent indulgences, this noble nevertheless managed to best nearly everyone he came in contact with.

Ever in search of greater ranged-weapon challenges, the noble trained in, learned the ways of, and mastered a wide variety of distance weaponry, from bolas to dars to blowguns and beyond.

When firearms at least made their mark upon his region of the realm, the noble fell in love with the concept. He amassed dozens, then hundreds, of the weapons in all their forms.

He adapted his traditional contests to firearm-based games. He continued his parties, but started to bet money on them.

When he began to win nearly every time, he grew fearful that others would start declining his invitations.

And so, he devised a reward: were a party invitee to best him, he would give them half his considerable fortune.

Toward this end, he devised a weapon that would be so formidable, so versatile, that it could excel in any contest a challenger could name.

At its core, the *hellwasp swarmer* was designed to produce a multiple effect.

Though enamored of the end result, the noble was forced to admit the design did not quite fulfill everything of which he had dreamed. One day, a challenger simply called a long-shot competition, and using a simple rifle, beat the noble, who clung to his new invention, handily.

In the years that followed, the parties and contests persisted, but the offer of halving his fortune to seek a worthy challenger ceased.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you

can make a **A Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use **A Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *hellwasp swarmer* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *hellwasp swarmer*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 Use Context A:**
 As a default, or if no other context specifically applies to the circumstances.
- 🏡 Use Context B:**
 If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- 🏘️ Use Context C:**
 If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- 🏠 Use Context D:**
 If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *hellwasp swarmer* into your gaming sessions beyond simply "the vile merchant prince drops an expensive-looking pistol", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the

presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *hellwasp swarmer*.

Paladins & Clerics

These classes might flock to the weapon's versatility, and elegance; it does seem a regal, elite, and merciful means of dispensing justice or divine will.

Rogues

Rogues and Bards might love the ranged lethality of the *hellwasp swarmer*, but more cautious types might shy away from the noise it generates.

Marital Characters

These classes, particularly Cavaliers or Gunslingers, would do well to focus on the lethality offered by a *hellwasp swarmer*, should the opportunity arise.

Arcane Classes

Although it would be somewhat unusual for an arcanist to take up firearms, it would indeed be somewhat unusual for an arcanist to take up any sort of arms. A ranged weapon that offers an enormous, compound damage-dealing potential might be just the thing to coax a few usability Feats out of someone's character build to support the new weapon.

Monks, Rangers, and Druids

These classes all have the ability to make ranged weapons lethal. Although an exotic weapon such as a firearm might give these classes pause, the extra damage-dealing potential may sway them.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Double-Tap to Enter

The PCs are presented with a problem: there is a certain trapdoor that protects an interesting cavern, erected long ago. However, to get past the main gate, one must strike a control disc mounted way up in the mountainside repeatedly.

A *hellwasp swarmer* that fires a critical hit would certainly do the trick.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".


A Collector, or group thereof, asks the PCs to retrieve a *hellwasp swarmer* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned


classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.






Quests

Another, more thorough, means of introducing a *hellwasp swarmer* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.


Quest: Double-Tap to Enter

 **Summary:** A secret door is protected via an elaborate switch that only a *hellwasp swarmer* can activate.

 **Rewards:**  1,200 gp /  3,100 gp /  8,100 gp /  16,000 gp (promised); *hellwasp swarmer*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.


 **Description:**


The PCs are told of a secret cache. The teller bought a treasure map off a roadside vendor, on a lark, really, a few months ago. In a recent trip, she actually found the cave to which the map points, and was able to locate the pressure-sensitive plate resting high, high above the presumed cave entrance.

The plate requires a swift double-strike in order to activate. Single hits of, say, an arrow, or sling pebble, are insufficient. Furthermore, arrows or projectiles fired from two different sources may not arrive close enough together to trigger the plate, and that's assuming they both hit their mark.

A *hellwasp swarmer*, firing a critical hit, seems the perfect device to overcome this obstacle. The party must either steal, barter, or buy a *hellwasp swarmer*, and then use it to open the door.

She offers to split whatever treasure is inside, 50/50, if the party will help her open the door.

 If the party ignores the **Quest**, the treasure-mapper will simply find someone else interested.

 Helping out, obtaining a *hellwasp swarmer*, and then using it to open the door, will succeed; within they will find a few old bones, cobwebs, and an unlocked treasure chest. The party's cut is the monetary reward described above.

For an easier, more straightforward version of this **Quest**, presume that the *hellwasp swarmer* is simply provided to the party, though that begs the question as to why the quest-giver doesn't simply use it herself.

FlexTable 35: Hellwasp Swarmer Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A magic firearm was produced as a means of showing off skill.	✓ True. This was the noble's intent.
15-29	15-30	15-30	01-30	14	A magic pistol was designed to be able to surpass at any contest.	✓ True. That's how it was designed; to what extent it succeeded is debatable.
30-44	31-45	31-45	31-39	16	Firearms capable of repeated firing have been crafted in ages past.	✓ True. This gets closer to the capabilities of the weapon.
45-59	46-60	46-60	40-49	17	<i>Hellwasp swarms</i> are magical pistols that grant additional acidic lethality to their bullets.	✓ True. This refers to one of the capabilities of the artifact.
60-74	60-69	60-69	50-59	21	<i>Hellwasp swarms</i> can grant additional acid damage, and repeated hits if conditions are met.	✓ True. This refers to the critical hit trigger.
75-89	70-97	70-94	60-69	13	<i>Hellwasp swarms</i> are pistols that fire stinging insects.	✗ False. This is perhaps an overzealous or over-literal translation of the weapon's name.
90-00	98-00	95-00	70-00	14	<i>Hellwasp swarms</i> are firearms that grant the wielder the ability to shoot through any substance, boring a hole using hellfire itself.	✗ False. This is not part of what the weapon does.

Hellwasp Swarmer Wielder

CR 1; XP 200

CN; Medium Humanoid (Dwarf)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)
HP	11	49	90	135
ARMOR CLASS	15	17	19	20
SPEED	Walk 25'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 13 (+1) DEX 17 (+5) CON 14 (+2) INT 12 (+3) WIS 8 (-1) CHA 8 (-1)	STR 13 (+1) DEX 19 (+7) CON 14 (+2) INT 12 (+4) WIS 8 (-1) CHA 8 (-1)	STR 13 (+1) DEX 20 (+9) CON 17 (+3) INT 12 (+5) WIS 8 (-1) CHA 8 (-1)	STR 13 (+1) DEX 20 (+10) CON 19 (+4) INT 12 (+6) WIS 8 (-1) CHA 8 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
LANGUAGES	Common, Dwarvish			
ATTACKS	Ranged Crossbow, Hand) --> 30 ft.: -1 (1d6+3); 120 ft.: -1 (1d6+3) Melee Dagger +5 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged +1 Crossbow, Hand) --> 30 ft.: +2 (1d6+5); 120 ft.: +2 (1d6+5) Melee Dagger +7 (1d4+4) Ranged Dagger (Thrown) 20 ft.: +7 (1d4+4); 60 ft.: +7 (1d4+4)	Ranged +2 Crossbow, Hand) --> 30 ft.: +5 (1d6+7); 120 ft.: +5 (1d6+7) Melee Dagger +9 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5)	Ranged +3 Crossbow, Hand) --> 30 ft.: +7 (1d6+8); 120 ft.: +7 (1d6+8) Melee Dagger +10 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Warhammer			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Hand crossbow; crossbow bolts (20x); dagger; studded leather armor	+1 Hand crossbow; crossbow bolts (20x); dagger; +1 studded leather armor	+2 Hand crossbow; crossbow bolts (20x); dagger; +2 studded leather armor	+3 Hand crossbow; crossbow bolts (20x); dagger; +3 studded leather armor

SPECIAL ABILITIES

- Ability Score Increase** Your Constitution score increases by 2.
- Ability Score Increase** Your Wisdom score increases by 1.
- Brewer's Supplies** Proficient with Artisan Brewer's Supplies.
- Darkvision** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Dwarven Combat Training** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).
- Dwarven Toughness** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- Languages** You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.
- Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- Blindsense** Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.
- Cunning Action** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
- Evasion** Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- Fast Hands** Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use

- your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.
- Reliable Talent** By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.
- Second-Story Work** When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.
- Sneak Attack** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- Supreme Sneak** Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.
- Thief** You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.
- Thieves' Cant** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.
- Uncanny Dodge** Starting at 5th level, when an attacker that you can see

hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Netherbow

Netherbow, shortbow variant (weapon)

Value:

5,200 gp / 16,000 gp /
 52,000 gp / 105,000 gp

Weight 3 lbs.; **Materials** wood, resin; **Nature** magical;
Aura strong enchantment (compulsion) [emotion, fear, mind-affecting], evocation [evil], necromancy [evil], slight divination; **Slot** weapon (martial, ranged, two-handed)

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 2 lb; **Dmg** 1d6 (1d4 S); **Critical** x3; **Type** Piercing; **Class** Martial, Ranged, Two-Handed; **Range** 75'

Effect Summary:

good targets suffer **-4 penalty** to saves related to effects produced by this weapon; good creatures touching this item suffer **2d6 negative energy damage** and **1 Charisma damage** per round they are in contact; *detect good* (at will)

Treat as a **+1 weapon** in all respects; *protection from good* 3x/day (wielder only); **+2 additional enhancement bonus** vs. **good** targets; **+2d6 damage** vs. **good** targets; damaged creatures must save (Wis DC 15) or become **shaken** for **1d4 rounds**

Treat as a **+2 weapon** in all respects; *protection from good* 5x/day (wielder only); **+3 additional enhancement bonus** vs. **good** targets; **+3d6 damage** vs. **good** targets; damaged creatures must save (Wis DC 18) or become **shaken** for **1d6 rounds**

Treat as a **+3 weapon** in all respects; *protection from good* 5x/day (wielder only); **+4 additional enhancement bonus** vs. **good** targets; **+3d8 damage** vs. **good** targets; damaged creatures must save (Wis DC 19) or become **shaken** for **2d6 rounds**

Treat as a **+4 weapon** in all respects; *protection from good* 5x/day (wielder only); *harm* 1x/day on struck creature (Wis DC 20); **+5 additional enhancement bonus** vs. **good** targets; **+3d10 damage** vs. **good** targets; damaged creatures must save (Wis DC 20) or become **shaken** for **2d6 rounds**

Netherbow, longbow variant (weapon)

Value:

6,400 gp / 19,500 gp /
 61,000 gp / 118,000 gp

Base Weapon Profile:

Weight 3 lb; **Dmg** 1d8 (1d6 S); **Range** 125'

Netherquill (ammunition)

Value:



25 gp / 650 gp / 1,700 gp / 3,150 gp

Weight 0 lbs.; **Materials** wood, feathers, ichor, resin; **Nature** magical; **Aura** strong enchantment (compulsion) [emotion, fear, mind-affecting], evocation [evil], necromancy [evil], slight divination; **Slot** ammunition (bow)

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 0 lb; **Dmg** per weapon used; **Critical** per weapon used; **Type** Piercing; **Class** ammunition (bow)

Effect Summary:

Treat as **+1 ammunition**; **+1d4 negative energy damage** vs. **good** targets; **25%** chance to be intact and reusable (including magical properties and abilities) after use

Treat as **+2 ammunition**; **+2d4 negative energy damage** vs. **good** targets; damaged target must save (Wis DC 16) or be **sickened** for **1d4 rounds**; *cause fear* effect centered on impact; **50%** chance to be intact and reusable (including magical properties and abilities) after use

Treat as **+3 ammunition**; **+2d6 negative energy damage** vs. **good** targets; damaged target must save (Wis DC 17) or be **sickened** for **2d4 rounds**; damaged target must save (Wis DC 17) or be **staggered** for **1d4 rounds**; *cause fear* effect centered on impact; **75%** chance to be intact and reusable (including magical properties and abilities) after use

Treat as **+4 ammunition**;

Table 41: Netherbow Flavors

Difficulty Band	Prefix	Enhancement Bonus	Spell-Like Effects	Effects vs. Good Targets	Damaged Creature Effect
☒ Low	Minor	+1	<i>protection from good</i> (3x/day)	+2 enhancement bonus; +2d6 damage	Shaken 1d4 rounds (Wis DC 15 negates)
☒ Moderate	Lesser	+2	<i>protection from good</i> (5x/day); <i>aura of doom</i> (1x/day)	+3 enhancement bonus; +3d6 damage	Shaken 1d6 rounds (Wis DC 18 negates)
☒ Advanced	Greater	+3	<i>protection from good</i> (5x/day); <i>aura of doom</i> (3x/day); <i>circle of doom</i> (Con DC 18, 1x/day, centered on impact)	+4 enhancement bonus; +3d8 damage	Shaken 2d6 rounds (Wis DC 19 negates)
☒ Elite	Elite	+4	<i>protection from good</i> (5x/day); <i>aura of doom</i> (5x/day); <i>circle of doom</i> (Con DC 18, 3x/day, centered on impact); <i>harm</i> (Wis DC 20, struck creature, 1x/day)	+5 enhancement bonus; +3d10 damage	Shaken 2d6 rounds (Wis DC 20 negates)

Table 42: Netherquill Flavors

Difficulty Band	Prefix	Enhancement Bonus	Effects vs. Good Targets	Reuse	Damaged Creature Effect	Spell-Like Effects
☒ Low	Minor	+1	1d4 negative energy damage	25%	-	-
☒ Moderate	Lesser	+2	2d4 negative energy damage	50%	Sickened 1d4 rounds (Wis DC 16 negates)	<i>cause fear</i> centered on impact
☒ Advanced	Greater	+3	2d6 negative energy damage	75%	Sickened 2d4 rounds (Wis DC 17 negates); Staggered 1d4 rounds (Wis DC 17 negates)	<i>cause fear</i> centered on impact
☒ Elite	Elite	+4	2d8 negative energy damage	100%	Sickened 2d6 rounds (Wis DC 18 negates); Staggered 1d6 rounds (Wis DC 18 negates)	<i>cause fear</i> centered on impact

+2d8 negative energy damage vs. good targets; damaged target must save (Wis DC 18) or be **sickened** for 2d6 rounds;
damaged target must save (Wis DC 18) or be **staggered** for 1d6 rounds;
cause fear effect centered on impact;
reusable (including magical properties and abilities) after use

📖 Netherbow & Netherquill (combination)

Combined Effect Summary:

- ☒ Treat as a +1 **weapon** in all respects; *protection from good* 3x/day (wielder only); +2 **additional enhancement bonus** vs. good targets; +3d6 damage vs. good targets; damaged creatures must save (Wis DC 16) or become **shaken** for 1d4 rounds
- ☒ Treat as a +2 **weapon** in all respects; *protection from good* 5x/day (wielder only); +3 **additional enhancement bonus** vs. good targets;

+4d6 damage vs. good targets; damaged creatures must save (Wis DC 19) or become **shaken** for 1d6 rounds;
cause fear effect centered on impact

- ☒ Treat as a +3 **weapon** in all respects; counts as **evil** and **adamantium** for purposes of overcoming damage reduction; *protection from good* 5x/day (wielder only); +4 **additional enhancement bonus** vs. good targets; +4d8 damage vs. good targets; damaged creatures must save (Wis DC 21) or become **shaken** for 2d6 rounds;
cause fear effect centered on impact
- ☒ Treat as a +4 **weapon** in all respects; counts as **evil** and **adamantium** for purposes of overcoming damage reduction; *protection from good* 5x/day (wielder only); *harm* 1x/day on struck creature (Wis DC 22); +5 **additional enhancement bonus** vs. good targets; +4d10 damage vs. good targets; damaged creatures must save (Wis DC 20) or become **shaken** for 2d6 rounds;

cause fear effect centered on impact

Description

This shortbow appears carved from a very dark, almost black, wood. Carved along its entire surface are intricate runes; though they drift in whorls and swoops, their feel is not Druidic, but rather demonic. The string is a solid black, the treated gut of truly bleak abominations of the nether realms; when an arrow is notched to it, it seems to glow and pulse with a dark energy, as though the device itself is eager, and hungers for the kill.

Netherbows also come in longbow format, but are exceedingly rare in this configuration. Netherbows of any style are typically found with a weathered satchel of Netherquills: a black broadhead arrow, custom-forged from the fire-blackened bones of an enormous hell beast and fletched in the soot-soaked feathers of a harpy.

Effect: Netherbow

These weapons are all **magical**, and as such enjoy an **enhancement bonus** as listed.

Secondly, the wielder may generate a **spell-like effect** by spending a standard action, up to once per round. These function as their spell counterparts, with the exception that those requiring targets or areas of effect are shaped or selected as described, typically either affecting only the wielder, or centered on him/her.

These spell-like effects are limited to a certain number per day; these frequencies are weapon-based, not wielder-based; a depleted *netherbow* given to another creature does not in any way affect its remaining uses. The limitations for each effect reset in full 24 hours after that ability's first use from a full charge.

Netherquills are **evil** artifacts. Good-aligned creatures touching these items, let alone attempting to use them in combat, suffer dramatic and **ill effects**. Specifically, Good-aligned creatures touching this item suffer **2d6 negative energy damage** and **1 Charisma damage** per round they are in contact.

Good targets suffer a **-4 penalty** to all Saves related to effects produced by this weapon.

In addition to other spell-like effects and abilities, the wielder may generate a *detect good* spell-like effect using a standard action, at will. There is no limitation of the number of uses of this ability.

All *netherbows* also inflict **additional damage** when used against Good creatures, as noted. In addition, when aimed at a Good target, the wielder receives an additional enhancement bonus for that shot. These effects may affect more than one shot made with the *netherbow* per round, so long as the wielder is capable of making more than one shot, and that all those targets are Good.

Finally, each time a creature takes damage from a *netherbow*, that creature must make a Wisdom save as noted, or suffer a **condition effect** for the noted duration. Although these effects do not stack, when applying new damage to a creature already suffering this effect, roll to determine the new effect's duration; the longer of the new duration or the remaining existing duration will apply.

Effect: Netherquill

Netherquills are **magical ammunition**, and benefit from the **enhancement bonus** described.

All *netherquills* inflict **additional negative energy damage** when striking Good-aligned targets.

The arrows or bolts also inflict one or more **Conditions** on struck, living targets, unless they make the specified Save. Although these inflicted Condition durations do not stack, each time a creature is struck, roll for the newly-inflicted duration; if it is longer than the remaining duration for the condition currently suffered, the longer duration applies.

Most *netherquills* will generate a *cause fear* **spell effect** centered at the point of impact.

Finally, there is a chance that a given *netherquill* is durable, and retains all of its characteristics after being fired. Each time a *netherquill* is fired, resolve its effects, then check to see if it is durable. If it is, treat it as a "fresh" or new *netherquill*. There is no limit to the number of times a given *netherquill* can be reused in this manner, so long as it keeps making its checks.

✘ *Elite netherquills* are automatically reusable in perpetuity.

Synergy & Sets

In combination, a *netherbow* used to fire *netherquills* benefits from the effects of both artifacts, except as noted in the **Combined Effect Summary** above.

Discovery

These weapons are usually discovered on the bodies of evil fighters or rangers.

On rare occasion they may be in treasure hoards. It is nearly unthinkable that they appear in magic-item shops owing not only to their scarcity but their notoriety as well.

Informed usage of this equipment, or an understanding of how to trigger abilities that require activation or an action, requires either extensive research, or a knowledgeable handoff from an informed current owner.

📖 At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *netherbow's* capabilities.

Ubiquity

Netherbows are incredibly rare.

Netherquills are somewhat more common, but still very rare.

Notoriety

These items are so scarce, it's unlikely that anyone would know of them. However, even in ignorance of their true nature, onlookers can easily deduce that there is an aura of evil about these items.

It's quite possible that onlookers will jump to conclusions as

FlexTable 36: *Netherbow Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	13	Long ago, clerics commissioned special weaponry to launch a holy crusade.	✓ True. This is the weapons' origin.
15-29	15-30	15-30	01-30	15	Originally crafted to fight the undead, a certain magic bow was corrupted to turn against the holy.	✓ True. This refers to the Seamstress' work.
30-44	31-45	31-45	31-39	17	<i>Havenbows</i> were ranged weapons intended to slay undead; instead, they became <i>netherbows</i> , and were corrupted to slay the Good.	✓ True. This describes exactly what occurred to bring life to the <i>netherbow</i> we know.
45-59	46-60	46-60	40-49	16	<i>Netherbows</i> damage good enemies, and will harm good people who try to hold them.	✓ True. This refers to the damage sustained if a Good creature touches the weapons.
60-74	60-69	60-69	50-59	19	<i>Netherbows</i> can sense good enemies as though through magic.	✓ True. This refers to the <i>detect good</i> feature.
75-89	70-97	70-94	60-69	13	<i>Netherbows</i> grant combat bonuses, but have a chance of teleporting the wielder straight to a plane of negative energy.	✗ False. This is likely a fantastical embellishment of the item's name.
90-00	98-00	95-00	70-00	14	<i>Netherquills</i> are chaotic writing implements that imbue the script they create with curselike magics.	✗ False. <i>Netherquills</i> cannot be used to write!

Magic Items

to the owner's alignment and/or purpose simply by noting these weapons.

That said, it's unlikely that *netherquills* are obviously on display, in a quiver as they likely are.

Quirks of Ownership

None innately that are particular to the items themselves, outside of the assumptions noted above.

At the GM's option, prolonged use of an evil or chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

These weapons were crafted originally as tools to hunt undead. Instead, the design was perverted, and their nature corrupted.

Generations ago, a wealthy church drummed up a crusade

against the undead. Thanks to the resurgent efforts of a local cult of necromancers, undead had begun to crop up quite a bit in the region.

The fervorous faithful volunteered gold where they could not volunteer bodies, and within a few months, the church had amassed a small fortune in resources, and had personpower to rival small armies.

Toward the flaunted goal of wiping out all undead in the region, the church set about outfitting their force: arms, armor, flags, and vestments were the first objective attacked by the crusade.

Meant as the pinnacle of the army's tools was the *havenbow*: a ranged weapon, imbued with holy and positive energy in a way that would destroy most undead with but a touch, and generate spell-like effects on impact to weaken and destroy lesser undead.

A noble goal, it was brought low by a simple seamstress: as part of the design of all weapons and gear, a logo was sewn or stamped or carved into each and every piece of equipment. Overseeing this minutiae was a seamstress.

Little did the crusaders know that this simple seamstress was in fact an agent of the necromancers. Under cover of simplicity, she worked over long weeks to change the design of the *havenbow*, and cast powerful magicks atop the originals to corrupt the nature of the energies involved.

The project took so long to complete that the weapons

were employed the very next day, a lauded hallmark of the crusade.

When captains and lieutenants started falling, brought low by the very weaponry intended to bring them victory, morale was shattered in a heartbeat. Undead and cultists swarmed over the now-terrified force, for of course the seamstress had also brought them information about the battle and its timing.


In a handful of hours, a massive and well-provisioned army was nearly utterly destroyed.


The *netherbow* and *netherquills* that played so vital a function in this reversal of fortunes continued to be used by cultists and beyond, to this day.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.





There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *netherbows* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *netherbow*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *netherbow* or *netherquills* into your gaming sessions beyond simply “the cultist readies a cursed-looking bow”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *nether-* weaponry.

Paladins & Clerics

Evil Clerics will flock to these weapons, to the extent to which they may employ the weaponry with skill.

Paladins and non-evil Clerics will not only abstain from using this weaponry, but may even embark upon a crusade or quest specifically to prevent them from falling into the wrong hands.

Rogues

Evil Rogues would definitely want to make use of this equipment. Others would likely wish to benefit from the effects, but to what extent it impinges on their character to use an evil weapon is a case-by-case assessment.

Marital Characters

Fighters and Barbarians can likely use evil weaponry without too much damage to their spirits; if they are looking for powerful ranged weaponry, *netherbows* are an excellent match.

Arcane Classes

Arcanists rarely make use of bows, but to the extent to which they do, necromancers in particular can make excellent use of this ranged weapon.

Monks, Rangers, and Druids

Rangers in particular are excellent users of *netherbows* or *quills*. Monks and Druids may view the weaponry as too strongly balanced to the evil, but if they accept that, they, too, can use the weaponry well.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

No hands Are Fit

The PCs embark upon a mission to deny *nether-* weaponry to those who would use it for ill purpose.

This scenario forms the basis of the Quest below.

Collector


“It belongs in a museum” is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states “it belongs in *my* museum”.

A Collector, or group thereof, asks the PCs to retrieve a *netherbow* or *netherquills* from their current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.







Quests

Another, more thorough, means of introducing *nether*-weaponry is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: No Hands Are Fit

 **Summary:** The party must deny *nether*-weaponry to those who would use it to suit evil aims.

 **Rewards:**  1,200 gp /  3,800 gp /  9,100 gp /  19,000 gp (promised); up to  **2 Reward Stars**; *netherbow & netherquills*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**


A Faction leader approaches the PCs and asks their help. A group of cultists a day’s ride from town has discovered a strange, potent bow and arrows; their celebrant has vowed to use them to slay the “unbelievers”.

As far as anyone can tell, “unbelievers” refers equally to every single person who is not a part of the cult. So, naturally, there is concern as to how things might play out.


The Faction in question can be a church, a political or cultural group, or a military force. They should not be Evil-aligned; in fact, this hook works best if they are Good-aligned, and preferably have standing or involvement with the PCs already.


The PCs are offered a substantial monetary reward if they seek out the cult, and deny them the use of this weaponry.



It is up to the party as to whether they steal the weapons, destroy them, and/or attack the cult.


 If the party ignores the request, they may lose standing with the Faction that requested it, depending on the urgency of the claim and the existing relationship. It could also be that the cult attacks town, and the PCs, at some later point, bringing the conflict “home” in a manner that they may not have appreciated before.

If the party agrees, they have some options as to how to approach things.


 Stealing the weaponry involves sneaking into the church basement, finding the items, and retrieving them. This Quest works best with an existing structure, so the

particulars are left flexible in service to your campaign setting, but at minimum, it is suggested that this require several  **skill checks** (**Stealth**, **Perception**, and **Disable Device** at least).

Success means that the PCs may keep the *netherbow* and  2d4+2 *netherquills*. If they do, they receive only  **1 Reward Star** upon return.

If they destroy the weapons or return them to the requesting Faction for safekeeping, they benefit from  **2 Reward Stars**.

In either case, they gain the entire monetary reward.

 A more frontal approach requires combat, and likely upwards of a dozen guards and church staff to be slain, culminating in the wielder of the weaponry themselves.

Success offers the same options, and rewards, as above, plus the experience that goes along with the combat required.

Netherbow Wielder

CR 1; XP 200

TN; Medium Humanoid (Tiefling)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium TN Tiefling	Medium TN Tiefling	Medium TN Tiefling	Medium TN Tiefling
HP	10	28	61	73
ARMOR CLASS	14	16	18	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 11 (+2)	STR 11 (+3)	STR 11 (+4)	STR 12 (+6)
	DEX 15 (+4)	DEX 17 (+6)	DEX 19 (+8)	DEX 20 (+10)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)	INT 13 (+1)
	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
LANGUAGES	Common, Dwarvish, Giant, Halfling, Infernal			
ATTACKS	Ranged Longbow --> 150 ft.: +4 (1d8+2); 600 ft.: +4 (1d8+2) Melee Spear +4 (1d6+2) Ranged Spear (Thrown) 20 ft.: +4 (1d6+2); 60 ft.: +4 (1d6+2) Melee Dagger +4 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	Ranged +1 Longbow --> 150 ft.: +9/+9 (1d8+4); 600 ft.: +9/+9 (1d8+4) Melee Spear +6/+6 (1d6+3) Ranged Spear (Thrown) 20 ft.: +6/+6 (1d6+3); 60 ft.: +6/+6 (1d6+3) Melee Dagger +6/+6 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +6/+6 (1d4+3); 60 ft.: +6/+6 (1d4+3)	Ranged +2 Longbow --> 150 ft.: +12/+12 (1d8+6); 600 ft.: +12/+12 (1d8+6) Melee Spear +8/+8 (1d6+4) Ranged Spear (Thrown) 20 ft.: +8/+8 (1d6+4); 60 ft.: +8/+8 (1d6+4) Melee Dagger +8/+8 (1d4+4) Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+4); 60 ft.: +8/+8 (1d4+4)	Ranged +3 Longbow --> 150 ft.: +15/+15 (1d8+8); 600 ft.: +15/+15 (1d8+8) Melee Spear +10/+10 (1d6+5) Ranged Spear (Thrown) 20 ft.: +10/+10 (1d6+5); 60 ft.: +10/+10 (1d6+5) Melee Dagger +10/+10 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)
SPECIAL	-	-	-	-

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

PROFICIENCIES

Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Favored Enemy, Natural Explorer, Humanoids, Forest

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Humanoids, Monstrosities, Forest, Grassland

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Humanoids, Monstrosities, Desert, Forest, Grassland

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Volley, Archery, Humanoids, Monstrosities, Plants, Desert, Forest, Grassland

SPELL-CASTING

-

Save DC 13; Spell Atk +5

2nd: *barkskin; lesser restoration*

1st: *cure wounds; fog cloud; hunter's mark; speak with animals*

Save DC 14; Spell Atk +6

3rd: *protection from energy; wind wall*

2nd: *barkskin; find traps; lesser restoration*

1st: *cure wounds; fog cloud; hunter's mark; speak with animals*

Save DC 15; Spell Atk +17

4th: *conjure woodland beings*

3rd: *conjure animals; protection from energy; wind wall*

2nd: *barkskin; find traps; lesser restoration*

1st: *cure wounds; fog cloud; hunter's mark; speak with animals*

EQUIPMENT

Longbow; studded leather armor; arrows (20x); spear; dagger

+1 Longbow; +1 studded leather armor; arrows (20x); spear; dagger

+2 Longbow; +2 studded leather armor; arrows (20x); spear; dagger

+3 Longbow; +3 studded leather armor; arrows (20x); spear; dagger

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 14.

Languages You can speak, read, and write Common and Infernal.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes,

plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you

walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Nightstrand Garrote

Nightstrand Garrote (weapon)

Value:

❌ 3,100 gp / ❌ 12,000 gp / ❌ 32,000 gp / ❌ 63,000 gp

Weight 1 lb.; **Materials** bone, sinew; **Nature** magical; **Aura** moderate transmutation, necromancy [death]; **Slot** weapon (melee, exotic, one-handed)

CL: ❌ 6th / ❌ 10th / ❌ 12th / ❌ 14th

Base Weapon Profile:

❌❌❌❌ **Weight** 1 lb; **Dmg** 1d6 (1d4 S); **Critical** x2; **Type** Slashing; **Class** Exotic, Two-Handed, Melee

Effect Summary:

❌❌❌❌ Choked victim can only hold breath half as long as normal (i.e., 1 round per point of Con by default)

❌ Treat as a **+1 weapon** in all respects; wielder gains **+2 to Grapple** checks made with this weapon; choked victim suffers **-2 penalty to Con** checks to hold breath; choked victim suffers additional **1d4 slashing damage** each round

❌ Treat as a **+2 weapon** in all respects; wielder gains **+4 bonus** for **Grapple** checks made with this weapon; choked victim suffers **-3 penalty to Con** checks to hold breath; choked victim suffers additional **1d6 slashing damage** each round

❌ Treat as a **+3 weapon** in all respects; wielder gains **+6 bonus** for **Grapple** checks made with this weapon; choked victim suffers **-4 penalty to Con** checks to hold breath; choked victim suffers additional **1d8 slashing damage** each round; victims slain by this weapon raise as a **gargoyle 1d4 days** later

❌ Treat as a **+4 weapon** in all respects; wielder gains **+8 bonus** for **Grapple** checks made with this weapon; choked victim suffers **-5 penalty to Con** checks to hold breath; choked victim suffers additional **1d10 slashing damage** each round; victims slain by this weapon raise as a **margoyl 1d4 days** later

Description

Made from the blackened vertebrae and hip bones of an imp or quasit, slain in the hells, where the item is made. Bones are treated with acids to sharpen them, and threaded on a strand of shadow between the two pelvis bone handles. The weapon decapitates victims, turning their heads into a vargoyle.

Effect

Nightstrand garrotes are **magic weapons**, and benefit from



an **enhancement bonus** as listed.

All versions grant the wielder the benefit of one or more **Feats** while the weapon is wielded. If a wielder has a given **Feat** listed, they receive no additional benefit for having that **Feat** a second time as none of the granted **Feats** stack.

While using this weapon in a **Grapple**, the nightstrand garrote grants the user a **bonus to CMB**. Note that this bonus applies only if this weapon is used to perform the **Grapple**, and does not apply if the wielder themselves does not initiate the **Grapple** involved.

Victims being choked by this weapon may only hold their breath **half as long** as normal, rounded down. In addition, any **Constitution checks** made by a victim of this weapon to hold breath suffer additional penalties.

Certain iterations of this weapon allow the wielder to generate a **spell-like effect**; this requires a swift action. This ability has a limitation, and that limit is weapon-based, not user-based; transferring a depleted *nightstrand garrote* to another person does not affect its remaining uses of this effect. The limitation resets in full 24 hours after it is first used from a full charge.

Finally, victims slain by advanced versions of this weapon will **raise as a monster** 🎲 **1d4 days** after they die.

Synergy & Sets

None. *Nightstrand garrotes* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Table 43: Nightstrand Garrote Flavors

Difficulty Band	Prefix	Enhancement Bonus	Grapple Bonus	Choked Victim Effect
☒ Low	Minor	+1	+2	-2 to Con to hold breath; +1d4 slashing damage/round
☒ Moderate	Lesser	+2	+4	-3 to Con to hold breath; +1d6 slashing damage/round
☒ Advanced	Greater	+3	+6	-4 to Con to hold breath; +1d8 slashing damage/round; slain raises as gargoyle 1d4 days later
☒ Elite	Elite	+4	+8	-5 to Con to hold breath; +1d10 slashing damage/round; slain raises as margoye 1d4 days later

Discovery

These items are most often found on evil rogues, especially those inclined toward assassination.

They are very occasionally available in necromancer’s labs, and possibly in black-market magic-item shops.

Use of the item’s spell-like effect ability requires knowledge, gained either from research or from an informed handoff from a knowledgeable current owner.

☐ At the GM’s discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *nightstrand garrote’s* capabilities.

Ubiquity

Nighstrand garrotes are rare, though more common among evil assassins and related Factions.

Notoriety

The nature of a garrote, of any sort, implies that it would rarely be on display, so it’s unlikely that onlookers would ever know of the item’s presence.

Quirks of Ownership

None.

Note that although imbued with necromantic energy, the *nighstrand garrote* is not an inherently evil item, and therefore even Good wielders may not suffer any long-term effects from owning this artifact.

History & Background

As unbelievable as it may seem, the first *nightstrand garrote* arose out of an efCon to provide underwater breathing capabilities to rescuers.

On a northern shore, shipwrecks were common.

Construction of lighthouses was nearly impossible, thanks to the soft earth that made the banks little more than hardened sandbars, ill-fit for tall structures.

Continual light and other long-term magical solutions had a tendency to null out, due to unknown forces. Certainly there was a sense of dull foreboding and evil presence in the region, but it was also along a valuable shipping lane, with little circumvention feasible, so it was crucial that ships flow through the zone.

While some tackled the problem of preventing shipwrecks, there was a second team resigned to their inevitability. This second team was tasked with forming a “recovery army”—nominally to help save crew who would otherwise wash ashore or drown, but in reality, the team’s ultimate responsibility was to the merchants: their true task was to salvage and recover as much cargo as possible.

Toward these not-mutually-exclusive aims, the team forged equipment, both mundane and magic. One of their inventions was a design to provide underwater breathing in an apparatus that could be shared and transitioned between team members, and also used to provide air to those trapped underneath to aid them back to the surface.

The aim was noble. The design was, in fact, sound. The only critical error the team made was forging it in the shadow of the foreboding shiplane... the same forces that caused *continual lights* to blink out after a few days focused their energies on this new invention.

Perverted, corrupted, and utterly repellant, the first *nightstrand garrote* was immediately and obviously not a breathing device. However, glamered as it was, it was still brought into service.

Many tragic drownings took place before the glamer was dispelled, to reveal the item’s true nature.

It was cast aside in disgust, but evil magic has a habit of finding its way into the right hands eventually.


Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:





First, if the PCs are actively searching for information, you can make a **A Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM’s discretion, you may pick a result with a lower DC

and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *nightstrand garrote* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *nightstrand garrote*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *nightstrand garrote* into your gaming sessions beyond simply “the evil rogue readies a horrible-looking chokechain”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it’s always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *nightstrand garrote*.

Paladins & Clerics

Although the weapon is not inherently evil, these classes might nevertheless shy away from such a brutish and underhanded device.

Rogues

Rogues, particularly assassination-focused Rogues, are quite definitely the best users of this weapon.

Even those not typically interested in strangling might change their tactics if a potent enough artifact were available to them!

Martial Characters

Even though most martial PCs have access to much more formidable weaponry, sometimes in a one-on-one conflict, strangling and the extra potency granted by this weapon are a good tactic to employ.

Arcane Classes

It’s unlikely that arcanists would have the strength and melee resiliency required to make full use of this weapon, but it’s also possible to easily lurk in the shadows and take a victim by surprise with this weapon.

After all, who would suspect a wizard to jump on your back and strangle you?

Monks, Rangers, and Druids

These classes tend to be speedy, flexible, and excel in tactics-oriented melee combat. This combination speaks to a perfect ability to make use of a *nightstrand garrote*.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Take My Breath Away

The PCs are asked to strangle an assassination target to death. To aid their efforts, they are given a *nightstrand garrote*.

This scenario forms the basis of the **Quest** below.

Collector


“It belongs in a museum” is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states “it belongs in *my* museum”.

A Collector, or group thereof, asks the PCs to retrieve a *nightstrand garrote* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.



Quests

Another, more thorough, means of introducing a *nightstrand garrote* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: Take My Breath Away

 **Summary:** The PCs are commissioned to assassinate a target by choking them. Toward this goal, they are loaned a *nightstrand garrote*.

 **Rewards:**  1,400 gp /  4,100 gp /  9,000 gp

FlexTable 37: Nightstrand Garrote Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Long ago, there was a shipping lane plagued by shipwrecks.	✓ True. Not obviously related to this weapon, but it is a component of its origin story.
15-29	15-30	15-30	01-30	13	A cursed shipping lane resulted in dozens of shipwrecks a year... and merchants wanted to recover crew and cargo.	✓ True. This unfolds a bit as to the drivers behind the <i>nightstrand garrote's</i> origins.
30-44	31-45	31-45	31-39	15	In an efCon to enable rescuers to breathe underwater, the protectors of a cursed shipping lane invented a device that was eventually corrupted.	✓ True. This is how the weapon as we know it came to be.
45-59	46-60	46-60	40-49	17	A <i>nightstrand garrote</i> is a weapon intended to strangle even the hardiest of foes.	✓ True. Not specific as to capabilities, but accurate.
60-74	60-69	60-69	50-59	18	<i>Nightstrand garrotes</i> reduce victim's ability to resist, enhance damage, and are potent magic weapons on their own.	✓ True. This is a good explanation of the item's capabilities.
75-89	70-97	70-94	60-69	13	<i>Nightstrand garrotes</i> are made from piano wires, taken from instruments saturated with the blood of the innocent.	✗ False. What sort of ballroom party does this story come from?
90-00	98-00	95-00	70-00	14	<i>Nightstrand garrotes</i> are weapons intended to be used only by gargoyles.	✗ False. This has nothing to do with the weapon's origins, usage, or powers.

/ ✗ 19,000 gp (promised); up to ✨ 2 **Reward Stars**; *nightstrand garrote*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

🎮 **Kickoff:** Random Encounter.

❓ **Description:**

A quest-giver approaches the party and asks their help to dispatch a target. Who the target is, and the motive underlying it, are intentionally left flexible, in service to your campaign setting.

The quest-giver is ideally a part of a Faction in your gaming world known for assassination, though it could also be any Faction with which the PCs have an existing relationship and/or standing. It could be a civil authority, attempting to weed out a social stain who is otherwise beyond justice. It could be a personal issue, commissioned by a single, vengeful person.

Whomever it is, they offer a monetary reward for taking out the target. This is secure, regardless of the method used.

As it is important to them that the kill be via choking, the quest-giver offers an additional incentive: perform the execution in this manner, and the PCs may keep the loaned *nightstrand garrote*.

The PCs can easily locate the target, and he is frequently

found alone in his residence, which is locked, but not seriously so.


👉 If the PCs decline, the sensitive nature of the request may mean repercussions. The party may lose standing with the Faction involved, and/or Attitude with the quest-giver. The quest-giver may wish to secure some means of ensuring the party's silence regarding the assassination intent.

Within a week, the target is found strangled to death, done in by someone else more willing than the PCs.

👉 If the PCs agree, receive the *nightstrand garrote*, and then ignore the task, they will definitely be pursued, by the quest-giver, as well as other members of the Faction involved. In addition to losing standing and Attitude, the party may also face a penalty for stealing the weapon: they will have to pay half the promised reward money themselves in order to restore confidence.

👉 Agreeing, and actually performing the task, brings reward. To perform the execution, it's recommended that the PCs must face a combination of ⚠️ **skill checks** and the combat of actually performing the execution.

Making the kill via choking brings the best reward: the full promised money, ✨ 2 **Reward Stars**, and the party gets to keep the weapon.

Any other means of dispatching the target will reduce the above to  **1 Reward Star** and they will have to return the nightstrand garrote.

Nighstrand Garotte Wielder

CR 1; XP 200

NE; Small Humanoid (Halfling)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium NE Halfling (Lightfoot)	Medium NE Halfling (Lightfoot)	Medium NE Halfling (Lightfoot)	Medium NE Halfling (Lightfoot)
HP	9	39	80	126
ARMOR CLASS	17	18	19	20
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 20 (+7) CON 12 (+1) INT 17 (+5) WIS 6 (-2) CHA 8 (-1)	STR 10 (+0) DEX 20 (+8) CON 14 (+2) INT 17 (+6) WIS 6 (-2) CHA 8 (-1)	STR 12 (+1) DEX 20 (+9) CON 16 (+3) INT 17 (+7) WIS 6 (-2) CHA 8 (-1)	STR 10 (+1) DEX 20 (+10) CON 18 (+4) INT 17 (+8) WIS 6 (-2) CHA 8 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	Melee Shortsword (Small) +7 (1d6+5) Ranged Shortbow (Small) --> 30 ft.: -3 (1d6+5); 120 ft.: -3 (1d6+5) Melee Dagger (Small) +7 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +7 (1d4+5); 60 ft.: +7 (1d4+5)	Melee +1 Shortsword (Small) +9 (1d6+6) Ranged Shortbow (Small) --> 30 ft.: -2 (1d6+5); 120 ft.: -2 (1d6+5) Melee Dagger (Small) +8 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +8 (1d4+5); 60 ft.: +8 (1d4+5)	Melee +2 Shortsword (Small) +11 (1d6+7) Ranged Shortbow (Small) --> 30 ft.: -1 (1d6+5); 120 ft.: -1 (1d6+5) Melee Dagger (Small) +9 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5)	Melee +3 Shortsword (Small) +13 (1d6+8) Ranged Shortbow (Small) --> 30 ft.: +0 (1d6+5); 120 ft.: +0 (1d6+5) Melee Dagger (Small) +10 (1d4+5) Ranged Dagger (Small/Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

SPECIAL QUALITIES

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsight, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device

SPELL-CASTING	EQUIPMENT
-	Shortbow (small); shortsword (small); studded leather armor; arrows (20x); dagger (small)
-	Shortbow (small); +1 shortsword (small); +1 studded leather armor; arrows (20x); dagger (small)
-	Shortbow (small); +2 shortsword (small); +2 studded leather armor; arrows (20x); dagger (small)
-	Shortbow (small); +3 shortsword (small); +3 studded leather armor; arrows (20x); dagger (small)

SPECIAL ABILITIES

- Ability Score Increase** Your Charisma score increases by 1.
- Brave** You have advantage on saving throws against being frightened.
- Halfling Nimbleness** You can move through the space of any creature that is of a size larger than yours.
- Languages** You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.
- Lucky** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- Naturally Stealthy** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.
- Blindsight** Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.
- Cunning Action** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
- Evasion** Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- Fast Hands** Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.
- Reliable Talent** By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.
- Second-Story Work** When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.
- Sneak Attack** Beginning at 1st level, you know how to strike subtly and

exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Obelisk Mote Bolt

Please note that this item in particular references **dark obelisks** and **obelisk**-related effects and lore.

Although the item will make the most sense and be the most easily used in a campaign setting that includes other IGS adventures such as the **Dark Obelisk** **adventure path**, the description herein is intended to be ready-to-use as-is, without any further context or grander use.

Everything you need as a GM to drop it into any existing campaign setting or adventure should be present and easy to use, without any other information about **obelisk** lore.

Obelisk Mote Bolt (ammunition)

Value:

150 gp / 2,500 gp / 8,500 gp / 52,000 gp

Weight 0 lbs.; **Materials** wood, feathers, dark obelisk;

Nature magical;

Aura: strong necromancy [death, chaos],

+moderate evocation [chaotic, sonic]; **Slot** ammunition (crossbow)

CL: 8th / 12th / 16th / 18th

Base Weapon Profile:

Weight 0 lb; **Dmg** per weapon used; **Critical** per weapon used; **Type** Piercing; **Range** per weapon used; **Class** ammunition (crossbow)

Effect Summary:

- Treat as **+1 ammunition**; **+1d6 negative energy damage vs. non-evil targets**; **10%** chance to be intact and reusable (including magical properties and abilities) after use
- Treat as **+2 ammunition**; **+1d8 negative energy damage vs. non-evil targets**; **enervation** (struck creature only); **20%** chance to be intact and reusable (including magical properties and abilities) after use
- Treat as **+3 ammunition**; **+2d6 negative energy damage vs. non-evil targets**; **enervation** (struck creature only); **harm** (struck creature only, Wis DC 18); **30%** chance to be intact and reusable (including magical properties and abilities) after use
- Treat as **+4 ammunition**; **+2d8 negative energy damage vs. non-evil targets**; **enervation** (struck creature only); **harm** (struck creature only, Wis DC 20); **energy drain** (struck creature only, Constitution DC 21); **30%** chance to be intact and reusable (including magical properties and abilities) after use / 4,500 gp / 28,000 gp

Description

The fletching is typically hooked or bladed. Nocking these bolts/arrows is a painful thing, that draws blood from the



person shooting them!

Effect

These crossbow bolts are magical, and benefit from an enhancement bonus as listed.

All iterations are somewhat **durable**. When an *obelisk mote bolt* is fired, resolve its effects. Then check as to whether it is reusable; if successful, the *bolt* is like new, completely usable in every manner that it was before firing. There is theoretically no limit to the number of times a single *bolt* can be reused in such a manner, provided that it keeps making its saves.

Against all creatures that are not Evil as a component of their alignment (or have the Evil classification as part of their description), *obelisk mote bolts* inflict **additional negative energy damage** as described.

When a creature is struck with most types of *obelisk mote bolt*, it suffers one or more **spell-like effects** as noted.

Finally, all *obelisk mote bolts* count as **Evil** for the purposes of overcoming **damage reduction**.

All of these effects are automatic, requiring no activation or knowledge, and cannot be suppressed when the weapon is fired.

Synergy & Sets

None. *Obelisk mote bolts* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Table 44: Obelisk Mote Bolt Flavors

Difficulty Band	Prefix	Enhancement Bonus	Non-Evil Target Damage	Reuse	Struck Creature Spell-Like Effects
☒ Low	Minor	+1	+1d6	10%	-
☒ Moderate	Lesser	+2	+1d6	20%	<i>enervation</i>
☒ Advanced	Greater	+3	+2d6	30%	<i>enervation</i> ; <i>harm</i> (Wis DC 18)
☒ Elite	Elite	+4	+2d8	30%	<i>enervation</i> ; <i>harm</i> (Wis DC 20); <i>energy drain</i> (Con DC 21)

Discovery

These weapons are nearly always discovered as part of an evil cult or church's cache. They may also be employed in battle by antipaladins or evil clerics or sometimes fighters.

Ubiquity

Obelisk mote bolts are all but impossible to find outside of the context of a **dark obelisk** and its potential surrounding influence.

Notoriety

These weapons exude evil, even without testing for a certain aura. They're noteworthy and gain attention wherever they are shown.

That said, it's unlikely that a wielder would put the bolts on display outside of battle.

Those familiar with the weapon's existence will recognize it immediately from afar.

Quirks of Ownership

None, innately.

☐ At the GM's option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Obelisk mote bolts were forged as a means of sending bits of **dark obelisk** far and wide, and spreading the chaotic, evil influence of the substance as much as possible.

Eons ago, cultists dedicated to the **dark obelisk** sacrificed and sacrificed, but their influence seemed limited to that of the rock they worshipped. As they are giant things that cannot at all be relocated, this troubled cult leadership, who wished to spread the effect of their worship across the entire Realm.

Toward this goal, the cultists experimented with various ideas.

One was a trebuchet, but instead of tossing boulders, it was fitted to fling small rocks. This proved difficult, as handling or even prolonged proximate exposure even fist-sized chunks of **dark obelisk** had a tendency to drive the weapon's crew insane, to the point of violently stabbing their comrades rather than focusing on the task at hand.

Another was a courier service that delivered not just messages or cargo, but also small flecks of **obelisk**. Although a much more feasible approach mechanically, this option was doomed from the start: there was no way of being secretive enough about the service's true motives to get anyone to hire them!

Finally, they arrived at the *obelisk mote bolt*: a crossbow bolt imbued with a tiny fleck of **dark obelisk**. No prolonged exposure, and no reliance upon a third party's ignorance or stupidity.

Soon after the weapon was conceived, however, its combat potential was quickly identified, and future *obelisk mote bolts* were given even greater powers.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.





There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a **A Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use **A Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *obelisk mote bolt* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *obelisk mote bolt*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *obelisk mote bolt* into your gaming sessions beyond simply “the cultist fires a horrid-looking crossbow bolt at you”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *obelisk mote bolt*.

Paladins & Clerics

Evil clerics, particularly those dedicated to an obelisk-related deity, would be first to line up to use this weapon.

Non-Evil Clerics, and all Paladins, would likely invoke a crusade or holy mission dedicated specifically to eradicating these weapons, should they be found.

Rogues

Evil Rogues have it easy here: they would absolutely use this weapon, particularly as it makes for a devastatingly lethal assassination weapon.

Non-Evil Rogues may overcome any moral qualms they might have if the need to deliver massive damage and ill effect at range is great enough.

Marital Characters

As with other classes listed here, it depends on alignment: evil Fighters, Barbarians, and the like will flock to this weapon, and others may give in to the power it represents if they have need of it.

Arcane Classes

Crossbows are one of the few weapons that most arcanists can employ with the little combat training they have.

Pair that with the ability to deliver damage on a scale only their spells typically enjoy, and you have a recipe for a valuable tool in a Wizard, Sorcerer, or other arcane class' arsenal.

Monks, Rangers, and Druids

These classes are not frequently Good-aligned, and can all excel in ranged combat. As a result, *obelisk mote bolts* are likely very valuable to all of them.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Gut the Good

The PCs are tasked with slaying the leader of a Good church.

This scenario forms the basis of the **Quest** below.

Collector


“It belongs in a museum” is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states “it belongs in *my* museum”.

A Collector, or group thereof, asks the PCs to retrieve an *obelisk mote bolt* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.








Quests

Another, more thorough, means of introducing an *obelisk mote bolt* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: Gut the Good

 **Summary:** The PCs are asked to assassinate the leader of a Good church.

 **Rewards:**  2,000 gp /  8,500 gp /  13,000 gp /  25,000 gp (promised); up to  **1 Reward Star**;  1d4+1 *obelisk mote bolts*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs are contacted by a quest-giver with a cruel task: assassinate the leader of a Good church.

This works best, and most easily, for parties which contain

FlexTable 38: Obelisk Mote Bolt Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	Long ago, evil cultists wished to spread their influence far and wide.	✓ True. This is likely accurate of most cults, evil or otherwise!
15-29	15-30	15-30	01-30	16	Evil cultists who worshipped a dark obelisk devised a means of sending chips of it across long distances.	✓ Partially True. This was their intent, but the weapon that resulted cut the distance to a normal length.
30-44	31-45	31-45	31-39	18	A certain evil crossbow bolt can produce truly devastating effects when it strikes a living creature.	✓ True. This is vague, but accurate.
45-59	46-60	46-60	40-49	20	<i>Obelisk mote bolts</i> contain tiny flecks of dark obelisk, and can inflict great damage on those who are not evil.	✓ True. Both the composition and the effect described are accurate.
60-74	60-69	60-69	50-59	22	<i>Obelisk mote bolts</i> can inflict multiple deadly effects when they strike.	✓ True. A bit vague, but accurate.
75-89	70-97	70-94	60-69	17	<i>Obelisk mote bolts</i> will transform non-Evil victims into a mote, or small chunk of coal, on impact.	✗ False. Sounds convincing, but it also sounds like a misinterpretation of the name of the item.
90-00	98-00	95-00	70-00	18	<i>Obelisk mote bolts</i> are largely fakes and forgeries, intended to trick evil cultists into parting with money.	✗ False. Nobody would mess around with even a facsimile that involves obelisks , real or pretended.

Magic Items

one or more Evil-aligned PCs. However, it can be modified to fit a more traditionally Good-aligned party as well: perhaps the leader, despite being of a Good-aligned congregation, is himself an evil person.

In nearly every permutation of how you choose to present this Quest, Good-aligned PCs will have to assess to what extent the ends justify the means: is it acceptable to murder, and in so doing to use an Evil weapon, if it is toward at least a somewhat decent purpose?

The party is offered an enormous reward, and is given a handful of specially lethal ammunition with which to perform the deed. One shot should see things done, in most circumstances.

- 🔍 If the PCs ignore the task, it will be given to another; days later, the party hears of the assassination of the leader.
- 🔍 The party can accept, taking the weapons, but then ignore the duty. There will definitely be repercussions as the quest-giver and any involved Faction hunts the party down.
- 🔍 The intended resolution is that the party performs the kill. This grants them the gold promised; they may keep any leftover ammunition. If they make the kill with an *obelisk mote bolt*, they benefit from 🌟 **1 Reward Star** as well.

Obelisk Note Bolt User

CR 1; XP 200

NE; Medium Humanoid (Elf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	10	48	72	105
ARMOR CLASS	14	16	18	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 11 (+2) DEX 15 (+4) CON 10 (+0) INT 11 (+0) WIS 15 (+2) CHA 14 (+2)	STR 11 (+3) DEX 17 (+6) CON 10 (+0) INT 11 (+0) WIS 15 (+2) CHA 14 (+2)	STR 11 (+4) DEX 19 (+8) CON 10 (+0) INT 11 (+0) WIS 15 (+2) CHA 14 (+2)	STR 11 (+5) DEX 20 (+10) CON 11 (+0) INT 11 (+0) WIS 15 (+2) CHA 14 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
LANGUAGES	Common, Draconic, Dwarvish, Elvish, Giant, Gnomish			
ATTACKS	Melee Spear +4 (1d6+2) Ranged Spear (Thrown) 20 ft.: +4 (1d6+2); 60 ft.: +4 (1d6+2) Melee Dagger +4 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2) Ranged Crossbow, Heavy --> 100 ft.: +4 (1d10+2); 400 ft.: +4 (1d10+2)	Melee Spear +6/+6 (1d6+3) Ranged Spear (Thrown) 20 ft.: +6/+6 (1d6+3); 60 ft.: +6/+6 (1d6+3) Melee Dagger +6 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +6/+6 (1d4+3); 60 ft.: +6/+6 (1d4+3) Ranged +1 Crossbow, Heavy --> 100 ft.: +9/+9 (1d10+4); 400 ft.: +9/+9 (1d10+4)	Melee Spear +8/+8 (1d6+4) Ranged Spear (Thrown) 20 ft.: +8/+8 (1d6+4); 60 ft.: +8/+8 (1d6+4) Melee Dagger +8 (1d4+4) Ranged Dagger (Thrown) 20 ft.: +8/+8 (1d4+4); 60 ft.: +8/+8 (1d4+4) Ranged +2 Crossbow, Heavy --> 100 ft.: +12/+12 (1d10+6); 400 ft.: +12/+12 (1d10+6)	Melee Spear +10/+10 (1d6+5) Ranged Spear (Thrown) 20 ft.: +10/+10 (1d6+5); 60 ft.: +10/+10 (1d6+5) Melee Dagger +10 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5) Ranged +3 Crossbow, Heavy --> 100 ft.: +15/+15 (1d10+8); 400 ft.: +15/+15 (1d10+8)
SPECIAL	-	-	-	-

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

PROFICIENCIES

Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Favored Enemy, Natural Explorer, Humanoids, Mountain

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Humanoids, Grassland, Mountain

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Humanoids, Forest, Grassland, Mountain

Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Volley, Archery, Beasts, Elementals, Humanoids, Forest, Grassland, Mountain

SPELLCASTING

-

Save DC 11; Spell Atk +3

2nd: *lesser restoration; protection from poison*

1st: *alarm; cure wounds; fog cloud; goodberry*

Save DC 12; Spell Atk +4

3rd: *plant growth; water walk*

2nd: *lesser restoration; protection from poison; spike growth*

1st: *alarm; cure wounds; fog cloud; goodberry*

Save DC 13; Spell Atk +15

4th: *locate creature*

3rd: *plant growth; speak with plants; water walk*

2nd: *lesser restoration; protection from poison; spike growth*

1st: *alarm; cure wounds; fog cloud; goodberry*

EQUIPMENT

Spear; dagger; studded leather armor; crossbow bolts (20x); heavy crossbow

Spear; dagger; +1 studded leather armor; crossbow bolts (20x); +1 heavy crossbow

Spear; dagger; +2 studded leather armor; crossbow bolts (20x); +2 heavy crossbow

Spear; dagger; +3 studded leather armor; crossbow bolts (20x); +3 heavy crossbow

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such

meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to

create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Obelisk Shard Sword

Please note that this item in particular references **dark obelisks** and **obelisk**-related effects and lore.

Although the item will make the most sense and be the most easily used in a campaign setting that includes other IGS adventures such as the **Dark Obelisk** **adventure path**, the description herein is intended to be ready-to-use as-is, without any further context or grander use.

Everything you need as a GM to drop it into any existing campaign setting or adventure should be present and easy to use, without any other information about **obelisk** lore.

Obelisk Shard Sword, longsword variant (weapon)

Value:

5,200 gp / 18,000 gp / 56,000 gp / 102,000 gp

Weight 4 lbs.; **Materials** steel, bone, thorn, dark obelisk; **Nature** magical; **Aura** strong necromancy [evil, chaos], +moderate evocation [chaotic]; **Slot** weapon (martial, melee, one-handed)

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 4 lb; **Dmg** 1d8 (1d6 S); **Critical** 19-20/x2; **Type** Slashing; **Class** Martial, One-Handed (Melee)

Effect Summary:

- ✗ Treat as a **+1 weapon** in all respects; **+2d6 negative energy damage** to lawfully-aligned creatures; damaged creatures must save (worse of Constitution or Will, DC 16) or be **shaken** for **1d4** rounds
- ✗ Treat as a **+2 weapon** in all respects; **+2d8 negative energy damage** to lawfully-aligned creatures; damaged creatures must save (worse of Constitution or Will, DC 18) or be **shaken** for **1d6** rounds; damaged creatures must save (worse of Constitution or Will, DC 18) or be **staggered** for **1d4** rounds; *harm* produced targeting struck creature on a critical hit (Wis DC 18, 1x/day)
- ✗ Treat as a **+3 weapon** in all respects; **+4d6 negative energy damage** to lawfully-aligned creatures; damaged creatures must save (worse of Constitution or Will, DC 20) or be **shaken** for **2d4** rounds; damaged creatures must save (worse of Constitution or Will, DC 20) or be **staggered** for **1d6** rounds; damaged creatures must save (worse of Constitution or Will, DC 20) or be **exhausted** for **1d4** rounds; *harm* produced targeting struck creature on a critical hit (Wis DC 18, 3x/day); *bestow curse* (struck creature only, Wis DC 18, 1x/day)
- ✗ Treat as a **+4 weapon** in all respects; **+4d8 negative energy damage** to lawfully-aligned



creatures; damaged creatures must save (worse of Constitution or Will, DC 21) or be **shaken** for **2d6** rounds; damaged creatures must save (worse of Constitution or Will, DC 21) or be **staggered** for **2d4** rounds; damaged creatures must save (worse of Constitution or Will, DC 21) or be **exhausted** for **1d6** rounds; damaged creatures must save (worse of Constitution or Will, DC 21) or be **frightened** for **1d4** rounds; *harm* produced targeting struck creature on a critical hit (Wis DC 20, 5x/day); *bestow curse* (struck creature only, Wis DC 20, 3x/day); *harm* (struck creature only, Wis DC 21, 1x/day)

Obelisk Shard Sword, short sword variant (weapon)

Value:

4,900 gp / 17,200 gp / 54,300 gp / 100,500 gp

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 2 lbs; **Dmg** 1d6 (1d4 S); **Critical** 19-20/x2; **Type** Piercing; **Class** Martial, Light, One-Handed, Melee

Obelisk Shard Sword, greatsword variant (weapon)

Value:

6,100 gp / 19,200 gp / 57,800 gp / 104,500 gp

Table 45: Obelisk Shard Sword Flavors

Difficulty Band	Prefix	Enhancement Bonus	Lawful Victim Negative Energy Damage	Lawful Victim Effects	Struck Creature Spell Effects
☒ Low	Minor	+1	+2d6	Shaken 1d4 rounds (Fort/Wis DC 16)	-
☒ Moderate	Lesser	+2	+2d8	Shaken 1d6 rounds (Fort/Wis DC 18); Staggered 1d4 rounds (Fort/Wis DC 18)	<i>harm</i> (Wis DC 18, 1x/day)
☒ Advanced	Greater	+3	+4d6	Shaken 2d4 rounds (Fort/Wis DC 20); Staggered 1d6 rounds (Fort/Wis DC 20); Exhausted 1d4 rounds (Fort/Wis DC 20)	<i>harm</i> (Wis DC 18, 3x/day); <i>bestow curse</i> (Wis DC 18 1x/day)
☒ Elite	Elite	+4	+4d8	Shaken 2d6 rounds (Fort/Wis DC 21); Staggered 2d4 rounds (Fort/Wis DC 21); Exhausted 1d5 rounds (Fort/Wis DC 21); Frightened 1d4 rounds (Fort/Wis DC 21)	<i>harm</i> (Wis DC 20, 5x/day); <i>bestow curse</i> (Wis DC 20 3x/day); <i>harm</i> (Wis DC 21, 1x/day)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 8 lbs; **Dmg** 1d12 (1d10 S); **Critical** 19-20/x2; **Type** Slashing; **Class** Martial, Two-Handed, Melee

Additional Construction Requirements:

- ☒ +1 *greatsword*; ability to cast *fear*
- ☒ +2 *greatsword*; Staggering Critical feat; ability to cast *fear*, *harm*
- ☒ +3 *greatsword*; Staggering Critical and Exhausting Critical feats; ability to cast *fear*, *harm*, *bestow curse*
- ☒ +4 *greatsword*; Staggering Critical and Exhausting Critical feats; ability to cast *fear*, *harm*, *bestow curse*, *harm*

Description

The handle of these blades sport thirns, or spikes, that dig in to the palms of the wielder—this blade hurts the wielder as well as the person they wield it against!

Effect

Although these blades take many forms, which affect their base statistics and usage, their magical abilities are the same regardless of the size of the weapon.

Obelisk shard swords are **magical weapons**, and as such, enjoy an **enhancement bonus** as listed.

Lawfully-aligned creatures struck with the blade suffer **additional negative energy damage**, as described.

Creatures of any alignment struck by the blade will suffer one or more **Condition** effects, unless they save as noted. The creature making the save gets to choose which of

Constitution or Will they wish to use; they must pick before attempting the save. For iterations of the *sword* that inflict more than one Condition, make a separate check for each possible Condition. You may choose different saves for each Condition checked against. The durations for these Conditions do not stack, but each time a Condition is inflicted in this manner, check to see if the new Condition's duration is longer than the remaining duration for the existing Condition.

Finally, most *obelisk shard swords* may generate a **spell-like effect** upon impact. These effects function as the spells of their name, except that the struck creature is the only target. Only one effect may be generated per round, and it only affects one strike of the weapon; if the wielder is capable of making multiple attacks, the wielder must designate one of the attacks as the one inflicting the effect.

These effects each have a limitation of frequency; these limitations are weapon-based, not user based. Transferring a depleted *obelisk shard sword* to another user does not affect its charges.

These charges each reset in full 24 hours after their first use from a full charge.


Synergy & Sets

None. *Obelisk shard swords* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These weapons are only discovered in the treasure hoard of an evil, **obelisk**-worshipping cult, or in the hands of such a cult's most formidable warriors.

The activatable abilities must either be researched, or told of to a new wielder by a knowledgeable current owner.

 At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *obelisk shard sword's* capabilities.

Ubiquity

These weapons, like most **obelisk**-related artifacts, are all but unknown outside of cults and armed forces in service of the **dark obelisk**.


Notoriety

Although very few in the Realm know of these weapons, they will recognize them on sight.

Those ignorant of their existence will still note the evil-looking blade, and assume a similar alignment in the one who carries it.

Quirks of Ownership

Other than the conclusions noted above, none.

 At the GM's option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Obelisk shard swords are the most common **obelisk**-related weapons, employed by cultist warriors going back eons.


Though in recent millenia, the **obelisks** have lain dormant and are all but forgotten, these weapons have also stood ready for nefarious use.

Their origins date far, far back in time, to the origins of **obelisk** cults themselves. As a means of serving their stone masters, cultists strove to chip chunks of the obelisk and fashion them into weapons. Obelisk stone is easily imbued with magic, and the resulting weapons are formidable indeed.


Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:





First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you

come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and an *obelisk shard sword* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *obelisk shard sword*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *obelisk shard sword* into your gaming sessions beyond simply "the cultist drops a dire-seeming sword", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *obelisk shard sword*.

Paladins & Clerics

Evil Clerics might flock to this weapon, brandishing it like cultists of old. Paladins and all other Clerics would not only abhor the weapon, but would likely embark on a holy quest to destroy it or to at least prevent it from being used.

Rogues

FlexTable 39: Obelisk Shard Sword Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	Eons ago, evil cultists worshipped chunks of dark rock.	✓ True. This doesn't touch upon the sword itself, however.
15-29	15-30	15-30	01-30	16	Evil cultists once stripped chunks of chaotic rock and fashioned them into blades, imbued with magical energy.	✓ True. This summarizes the manner in which <i>obelisk shard</i> swords are crafted.
30-44	31-45	31-45	31-39	18	<i>Obelisk shard</i> swords are vile weapons that contain chunks of dark obelisk , and which have evil magicks within them.	✓ True. This discusses the nature of the weapon and its abilities.
45-59	46-60	46-60	40-49	20	<i>Obelisk shard</i> swords inflict greater damage on lawful opponents.	✓ True. This refers to one of the weapon's abilities.
60-74	60-69	60-69	50-59	21	<i>Obelisk shard</i> swords cause great suffering and worsen the health and focus of those struck.	✓ True. This refers to the Condition effects of the weapon.
75-89	70-97	70-94	60-69	15	<i>Obelisk shard</i> swords will turn opponents into rock.	✗ False. This is not an ability of the weapon.
90-00	98-00	95-00	70-00	13	<i>Obelisk shard</i> swords must be touched to obsidian every week, or they will turn into a demon and slay their wielder.	✗ False. This is in no way accurate.

Rogues might greatly esteem *obelisk shard* swords for their lethality.

Marcial Characters

Fighters, Barbarians, et al will be able to employ an *obelisk shard* sword for the greatest damage potential.

Arcane Classes

Most arcanists will not have the training necessary to employ these weapons properly.

Monks, Rangers, and Druids

These classes can all make some degree of use of swords, and the added abilities of an *obelisk shard* sword may make them particularly potent.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Deny the Evil

An evil cult has discovered a particularly lethal sword. The PCs are tasked with finding it and preventing it from being used to further the cult's goals.

This scenario forms the basis for the **Quest** below.

Collector


"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve an *obelisk shard* sword from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.







Quests

Another, more thorough, means of introducing an *obelisk shard* sword is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

Quest: Deny the Evil

 **Summary:** A cult has discovered a lethal evil sword. The party is asked to destroy it or to retrieve it.

 **Rewards:**  800 gp /  2,900 gp /  8,200 gp /  16,500 gp (promised); up to  **2 Reward Stars**; *obelisk shard* sword

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.


 **Description:**



A quest-giver informs the party that an evil cult, located just outside of town, has recently come into possession of a truly vile magical sword. How they obtained it is unknown, but it's suspected and rumored that their elite warriors went on a quest to locate it deep in nearby mountains.



The feat is that, emboldened by the power of this newfound weaponry, the cult's warriors will descend upon the town and wreak havoc.



The quest-giver and other circumstances are intentionally left flexible to suit the context of your campaign setting. The quest-giver could be an NPC with whom the party has an existing relationship, or it could be a political, civil, military, or religious authority in town.

The PCs are asked to either destroy the weapon, or steal it and give it back to the quest-giver for protective keeping.

 The party can ignore the plea. Eventually, though, the evil cult will indeed attack the town; the party may even be involved in the assault, forcing their hand without the potential for reward.

 Accepting the quest, the party will easily find the cult. They may make a frontal assault, which would involve combat with more than a dozen cultists, or they could sneak around and try to steal the *obelisk shard sword*. This should require several  **Stealth** checks to prove successful.

 The party may simply keep the *obelisk shard sword*. The town authorities will be somewhat pleased with this outcome, as they trust the PCs slightly more than an evil cult... but they are still wary. They grant the party a reward equal to half of the promised amount, and the PCs gain  **1 Reward Star**.

 Returning the *obelisk shard sword* to authorities for safekeeping grants the party significant standing and/or Attitude with the NPCs and Factions involved, as well as the full promised monetary reward, and  **2 Reward Stars**.

Obelisk Shard Sword Wielder

CR 1; XP 200

LE; Medium Humanoid (Dwarf)

Magic Items

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium LE Dawrf (Hill)	Medium LE Dawrf (Hill)	Medium LE Dawrf (Hill)	Medium LE Dawrf (Hill)
HP	14	67	113	164
ARMOR CLASS	18	20	23	26
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 17 (+5)	STR 19 (+7)	STR 20 (+9)	STR 20 (+10)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)
	CON 17 (+5)	CON 19 (+7)	CON 20 (+9)	CON 20 (+10)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 10 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish			
ATTACKS	Melee Longsword +5 (1d8+5)	Melee +1 Longsword +8/+8 (1d8+7)	Melee +2 Longsword +11/+11 (1d8+9)	Melee +3 Longsword +13/+13/+13 (1d8+10)
	Melee Light Hammer +5 (1d4+5)	Melee Light Hammer +7/+7 (1d4+6)	Melee Light Hammer +9/+9 (1d4+7)	Melee Light Hammer +10/+10/+10 (1d4+7)
	Ranged Light Hammer (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	Ranged Light Hammer (Thrown) 20 ft.: +7/+7 (1d4+4); 60 ft.: +7/+7 (1d4+4)	Ranged Light Hammer (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	Ranged Light Hammer (Thrown) 20 ft.: +10/+10/+10 (1d4+5); 60 ft.: +10/+10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

SPECIAL QUALITIES

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Fighting Style, Second Wind, Dueling	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling

	-			
SPELL-CASTING	-			
EQUIPMENT	Longsword; half plate armor; shield; light hammer	+1 Longsword; +1 half plate armor; +1 shield; light hammer	+@ Longsword; +2 half plate armor; +2 shield; light hammer	+3 Longsword; +3 half plate armor; +3 shield; light hammer

SPECIAL ABILITIES

Ability Score Increase Your Constitution score increases by 2.

Ability Score Increase Your Wisdom score increases by 1.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Obelisk Splinter Dagger

Please note that this item in particular references **dark obelisks** and **obelisk**-related effects and lore.

Although the item will make the most sense and be the most easily used in a campaign setting that includes other IGS adventures such as the **Dark Obelisk** **adventure path**, the description herein is intended to be ready-to-use as-is, without any further context or grander use.

Everything you need as a GM to drop it into any existing campaign setting or adventure should be present and easy to use, without any other information about **obelisk** lore.

Obelisk Splinter Dagger (weapon)

Value:

4,200 gp / 17,500 gp /
53,000 gp / 100,700 gp

Weight 1 lb.; **Materials** steel, bone, thorn, dark obelisk;
Nature magical; **Aura** moderate necromancy [evil, chaos], slight conjuration (teleportation),
+moderate evocation [fire], moderate evocation [electricity], strong necromancy [death]; **Slot** weapon (simple, light, melee, one-handed, thrown)

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 1 lb; **Dmg** 1d4 (1d3 S); **Critical** 19-20/x2; **Type** Piercing or Slashing; **Class** Simple, Light, One-Handed (Melee); **Range** 40'

Effect Summary:

Wielder suffers **1d4-1** (min 0) **piercing damage** each round

Treat as a **+1 weapon** in all respects;
+1d6 negative energy damage to lawfully-aligned creatures;
damaged creatures must save (worse of Constitution or Will, DC 16) or be **sickened** for **1d4** rounds;
darkness effect centered on weapon on impact when thrown;
treat as a **returning** weapon

Treat as a **+2 weapon** in all respects;
+2d6 negative energy damage to lawfully-aligned creatures;
damaged creatures must save (worse of Constitution or Will, DC 18) or be **sickened** for **1d6** rounds;
darkness effect centered on weapon on impact when thrown;
fireball (creature struck with throw only, 1x/day, Dexterity DC 18);
treat as a **returning** weapon

Treat as a **+3 weapon** in all respects;
+2d8 negative energy damage to lawfully-aligned creatures;
damaged creatures must save (worse of Constitution or Will, DC 20) or be **sickened** for **2d4** rounds;
darkness effect centered on weapon on impact when



Magic Items

thrown;
fireball (creature struck with throw only, 3x/day, Dexterity DC 20);
lightning bolt (creature struck with throw only, 1x/day, Dexterity DC 20);
treat as a **returning** weapon

Treat as a **+4 weapon** in all respects;
+2d10 negative energy damage to lawfully-aligned creatures;
+1d4 negative levels to **lawfully-aligned** creatures on a critical hit;
damaged creatures must save (worse of Constitution or Will, DC 21) or be **sickened** for **2d4** rounds;
darkness effect centered on weapon on impact when thrown;
fireball (creature struck with throw only, 5x/day, Dexterity DC 21);
lightning bolt (creature struck with throw only, 3x/day, Dexterity DC 21);
harm (struck creature only, Wis DC 21, 1x/day)
treat as a **returning** weapon

Description

Bogwood-handled, often with otherworldly patterns/designs. The daggers hurt the wielder as well as the person they are stabbing.

Stone in the midpiece appears to be obsidian with reddish highlights.

Effect

Obelisk splinter daggers are **magical weapons**, and enjoy an **enhancement bonus** as noted.

Table 46: Obelisk Splinter Dagger Flavors

Difficulty Band	Prefix	Enhancement Bonus	Lawful Victim Negative Energy Damage	Lawful Victim Negative Levels	Other Victim Effects	Spell-Like Effects
☒ Low	Minor	+1	1d6	-	Sickened 1d4 rounds (Fort/Wis DC 16)	-
☒ Moderate	Lesser	+2	2d6	-	Sickened 1d6 rounds (Fort/Wis DC 18)	fireball (1x/day, Dexterity DC 18)
☒ Advanced	Greater	+3	2d8	-	Sickened 2d4 rounds (Fort/Wis DC 20)	fireball (3x/day, Dexterity DC 20); lightning bolt (1x/day, Dexterity DC 20)

The spikes and thorns in the hilt inflict **1d4-1 piercing damage** in the wielder at the start of each one of their rounds. This damage is **not** affected by the weapon's enhancement bonus. A sheathed or stowed *obelisk splinter dagger* inflicts no damage to the person carrying it; it is only when wielded actively in a hand that the effect applies.

Lawful creatures struck with the weapon suffer additional **negative energy damage** as described. ☒ *Elite obelisk splinter daggers* inflict **negative levels** against lawful targets as well.

All damaged creatures, no matter their alignment, suffer the **Sickened** condition for the duration specified. To prevent this effect, they may make a save, though they must use the worse bonus of either Constitution or Will. This check must be made each time they are struck by an *obelisk splinter dagger*. A creature struck with this weapon that is already suffering a **Sickened** condition for a duration must still make the check and roll to determine the duration of the new effect; these effects do not stack, but the longer of the existing remaining duration and the newly-established duration will apply.

Upon impact when thrown, the weapon generates a *darkness* effect automatically, centered upon the point of impact.

Obelisk splinter daggers count as **returning weapons**.

With some advanced versions, the wielder may generate one or more **spell-like effects**. Doing so requires a standard action, and this ability is limited to once per round. Each effect has a limitation; these limitations are weapon-based, not user-based. Transferring a depleted *obelisk splinter dagger* to another person does not affect the remaining uses of these abilities.

Synergy & Sets

None. *Obelisk splinter daggers* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These weapons are often used to perform rituals, and can be found in evil churches toward this purpose.

They can also be found as sidearms or offhand weapons in the hands of formidable evil cultist warriors.

Rarely, they are discovered in treasure caches.

The abilities of the weapon that require activation must be learned through an informed handoff from a knowledgeable existing user, or through research.

☒ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *obelisk splinter dagger's* capabilities.

Ubiquity

Obelisk splinter daggers, like all obelisk-related artifacts, are virtually unheard of outside the context of evil cults that worship **dark obelisks**.

Even within these realms, however, these weapons are quite rare.

Notoriety

The weapon is clearly vile, evil, and of dark purpose. Those seeing it will jump to likely-accurate conclusions about its wielder in terms of alignment, and intent.

Those who know of the weapon will recognize it instantly, even from great distance.

Quirks of Ownership

Other than the reactions noted above, none.

☒ At the GM's option, prolonged use of an evil and chaotic item by good- and/or lawfully-aligned characters may

pose a greater and more severe risk to their nature. It's unnatural, and feels unnatural, to make extended and continued use of such a vile artifact without the alignment to match.

The GM, and players, are encouraged to recognize this effect, and to consider roleplaying it if these items form a large presence in your campaign.

History & Background

Obelisk splinter daggers were forged as a means of dedicating sacrifices to **dark obelisks** and the evil gods that cultists follow.

Thousands of years ago, chips of **dark obelisk** were fashioned into a variety of weapons, for a multitude of purposes.

Swords were forged for the cultist warriors; crossbow bolts as a multifunction ranged option. *Obelisk splinter daggers* were forged as a similarly versatile weapon, but intended primarily for hardy wizards and sorcerers, and rangers and druids as well.

Containing a tiny fleck of **dark obelisk**, a bit bigger than a grain of rice, *obelisk splinter daggers* are then imbued with a formidable array of nether magicks which combine to form a potent and versatile weapon. There were many in the dark armies of obelisk followers who relied upon these weapons solely as a ranged support function.


Self-inflicted wounds, either as a punishment for perceived moral failings or in satisfaction of masochistic needs, are widespread in the realm of the wicked. Thus, the painful impact of wielding this weapon was not greatly objected to during the heyday of its use.


The irony is that there is nothing about the splintered, thorny handle that is necessary to the function of the weapon: the self-damaging aspect of the weapon was added as a cosmetic or thematic effect, and has nothing whatsoever to do with the item's function.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:





First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *obelisk splinter dagger* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate

Context and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *obelisk splinter dagger*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *obelisk splinter dagger* into your gaming sessions beyond simply "the cultist sorcerer throws a horrid dagger at you", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *obelisk splinter dagger*.

Paladins & Clerics

As with most **obelisk**-based weapons, Evil Clerics are a very likely user of this weapon, and other Clerics and all Paladins would be certain to abhor its use, and go so far as to rampage across the Realm in efforts to deny its use to the wicked.

Rogues

Unless a given Rogue or Bard is Good-aligned, it's unlikely that they would shy away from employing this potent and versatile weapon.

Martial Characters

Of all classes, martial characters are most likely to be able to suffer the damage this weapon causes. However, they would likely also have weapons more capable of inflicting damage.

Obelisk splinter daggers would make an ideal tool for ranged magical damage for Fighters and Barbarians, adding a potent

FlexTable 40: Obelisk Splinter Dagger Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	14	Long ago, pieces of dark obelisk were chipped away to include in weapons.	✓ True. This is general to all obelisk-based weapons, though.
15-29	15-30	15-30	01-30	16	Certain daggers were forged for evil cultists who worshipped dark chunks of rock millenia ago.	✓ True. This was the originally-intended user of this weapon.
30-44	31-45	31-45	31-39	18	<i>Obelisk splinter daggers</i> have formidable powers in combat, but inflict damage to their wielders.	✓ True. Though this sounds almost like a false rumor about how cursed the item is.
45-59	46-60	46-60	40-49	20	<i>Obelisk splinter daggers</i> contain a fleck of evil dark obelisk rock, and the magic imbued within can cast powerful spells in combat.	✓ True. This refers to the nature of the weapon's construction, and to the spell-like effects it can generate.
60-74	60-69	60-69	50-59	21	Magical returning daggers forged from evil rock can lay low even the most powerful lawful enemy.	✓ True. This refers to the negative energy and negative level damage these weapons can inflict on lawful creatures.
75-89	70-97	70-94	60-69	15	<i>Obelisk splinter daggers</i> can be used to shoot tiny splinters of rock like a crossbow.	✗ False. This is most likely a misinterpretation of the weapon's name.
90-00	98-00	95-00	70-00	16	<i>Obelisk splinter daggers</i> cause damage to friend and foe alike in a spray of shards centered on the wielder.	✗ False. Although potent-sounding, this is not an effect the weapon possesses.

Magic Items

array of abilities to their melee or mundane ranged abilities.

Arcane Classes

Tailor-made for these classes, obelisk splinter daggers grant a huge augmentation of power to these classes.

However, Arcanists are likely the most frail in terms of being able to suffer the damage this weapon inflicts.

Monks, Rangers, and Druids

All these classes can make a simple dagger truly lethal; imagine what they might do with an *obelisk splinter dagger*!

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Dark Deeds

Murders have gone up considerably of late in town. Rumor points to a rogue who has come upon a dagger of significant power.

The PCs must investigate and put a stop to the deaths.

This scenario forms the basis of the **Quest** below.

Collector


"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve an *obelisk splinter dagger* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.







Quests

Another, more thorough, means of introducing an *obelisk splinter dagger* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

Quest: Dark Deeds

 **Summary:** Murders have gone up recently, owing to the use of a lethal dagger employed by a local rogue. The PCs must investigate and put a stop to it.

 **Rewards:**  800 gp /  3,100 gp /  8,200 gp /  17,500 gp (promised); up to  **2 Reward Stars**; *obelisk splinter dagger*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.


 **Description:**

A quest-giver talks with the PCs and relates a common rumor of macabre description: a local rogue has been murdering a growing number of citizens. At first, these deaths seemed to be muggings, but in the last week, bodies were found with gear and valuables intact, suggesting a motive far more psychological in nature.

Some witnesses speak of a wicked dagger that glows a purplish-red, throbbing in the moonlight as though it thirsts for the kills.


The PCs are asked to investigate, and to ultimately put a stop to the practice. They are promised a gold reward, and are asked to deliver the dagger, if truly it exists as described, to the city authorities so they can sequester it from further use.


 The PCs can refuse. Murders will continue, and rumors will spread. Perhaps the PCs themselves will be targeted.

 Accepting the task, the party will discover the rogue on the hunt that very evening. They intercept her as she happens upon a couple returning home from a night at the tavern.

The PCs can attempt reason and skill checks, but these will be fruitless; the rogue is quite heavily in the grip of the madness and influence of the dark obelisk from which the dagger's innards were taken, and no longer sees reason.

Killing the rogue, the party may keep the dagger for themselves. Assuming they tell the quest-giver that the dagger was just a fantasy of trauma-stricken witnesses, this nets them the promised monetary reward but only o

 **1 Reward Star.**

Returning the dagger grants the party a total of  **2 Reward Stars.**

Obelisk Splinter Dagger Wielder

CR 1; XP 200

NE; Medium Humanoid (Human)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	8	25	54	75
ARMOR CLASS	17	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 13 (+1)	STR 15 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 20 (+7)	DEX 20 (+8)	DEX 20 (+9)	DEX 20 (+10)
	CON 10 (+0)	CON 10 (+0)	CON 12 (+1)	CON 12 (+1)
	INT 13 (+3)	INT 13 (+4)	INT 13 (+5)	INT 13 (+6)
	WIS 6 (-2)	WIS 6 (-2)	WIS 6 (-2)	WIS 6 (-2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	Melee Dagger +7 (1d4+5)	Melee Dagger +8 (1d4+5)	Melee Dagger +9 (1d4+5)	Melee Dagger +10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.: +7 (1d4+5); 60 ft.: +7 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +8 (1d4+5); 60 ft.: +8 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)
	Melee Rapier +7 (1d8+5)	Melee +1 Rapier +9 (1d8+6)	Melee +2 Rapier +11 (1d8+7)	Melee +3 Rapier +13 (1d8+8)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Languages, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Dagger; rapier; studded leather armor	Dagger; +1 rapier; +1 studded leather armor	Dagger; +2 rapier; +2 studded leather armor	Dagger; +3 rapier; +3 studded leather armor

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading

unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Scorpion Gauntlet

Scorpion Gauntlet (weapon)

Value:

☒ 3,200 gp / ☒ 7,100 gp / ☒ 19,000 gp / ☒ 42,000 gp

Weight 1 lbs.; **Materials** steel; **Nature** magical; **Aura** ☒☒

☒☒ moderate transmutation, ☒☒ moderate necromancy [poison]; **Slot** weapon (simple, light, one-handed, melee)

CL: ☒ 6th / ☒ 10th / ☒ 12th / ☒ 14th

Base Weapon Profile:

☒☒☒☒ **Weight** 1 lb; **Dmg** 1d4 (1d3 S); **Critical** x2; **Type** Piercing or Slashing; **Class** Simple, Light, One-Handed (Melee)

Effect Summary:

☒☒☒☒ 0% chance of **self-poisoning** when applying poisons to this weapon; 5% **arcane spell failure**

☒ Treat as a **+1 weapon** in all respects;
+4 bonus vs. sunder attempts targeting this weapon;
+1 shield bonus to AC;
+1 bonus to **Dexterity** checks vs. melee effects

☒ Treat as a **+2 weapon** in all respects;
+6 bonus vs. sunder attempts targeting this weapon;
+2 shield bonus to AC;
+2 bonus to **Dexterity** checks vs. melee effects;
+2 DC of **poisons** applied to this weapon

☒ Treat as a **+3 weapon** in all respects;
+8 bonus vs. sunder attempts targeting this weapon;
+3 shield bonus to AC;
+3 bonus to **Dexterity** checks vs. melee effects;
+4 DC of **poisons** applied to this weapon;
venomous strike (Constitution DC 17, 1x/day)

☒ Treat as a **+4 weapon** in all respects;
+10 bonus vs. sunder attempts targeting this weapon;
+4 shield bonus to AC;
+4 bonus to **Dexterity** checks vs. melee effects;
+6 DC of **poisons** applied to this weapon;
venomous strike (Constitution DC 19, 1x/day)

Description

Over-the-top in design, these bladed gauntlets fashioned in the form of a scorpion attached to the wielder's forearm are mainly used as ceremonial elements. Carving, branding, and testing neophytes with venom, real or placebo, are all common sect-based applications of this tool.

However ridiculous in design, though, in combat they can be quite formidable when wielded properly, combining the functions of a buckler, dagger, and poisoned implement all in a convenient device that's difficult to have sundered or removed.

Effect

All *scorpion gauntlets* are **magical weapons**, and benefit from an **enhancement bonus** as listed.

The wielder of a *scorpion gauntlet* benefits from a **bonus** to their **CMD vs. Sunder** attempts made while wearing the weapon. This applies only any Sunder attempts targeting the



scorpion gauntlet, not to other weapons or equipment borne by the wielder.

While wearing the *gauntlet*, a wielder benefits from an **shield bonus to AC** as noted.

Additionally, users of a *scorpion gauntlet* receive a **bonus to Dexterity saves** they attempt against melee effects that target, or affect, them. Any circumstance in which the wielder would lose their Dexterity bonus to AC, or if they are Surprised, removes this benefit.

In most iterations, poisons applied to the *scorpion gauntlet* are extra lethal: they benefit from an additional bonus to their DC.

Advanced versions of *scorpion gauntlet* grant the wielder the ability to generate a *poison* spell-like effect once per day. This effect requires a swift action and may be combined with melee attacks made by this weapon; if so, the target of the poison effect must be the same creature struck with the weapon. The limitation per day is weapon-based; transferring a depleted *gauntlet* to another user does not affect its remaining uses. The limitation resets in full 24 hours after its first usage from a full charge.

Finally, ☒ *elite scorpion gauntlets* grant the user the benefits of the **Staggering Critical** feat while the weapon is wielded. This confers no additional benefit to wielders who possess this feat already, as the effects do not stack. The benefit applies only to attacks made using the *scorpion gauntlet*; critical hits made with other wielded weapons do not receive this benefit.

Synergy & Sets

None. *Scorpion gauntlets* are standalone items, and do not

Table 47: Obelisk Splinter Dagger Flavors

Difficulty Band	Prefix	Enhancement Bonus	AC vs. Sunder	Shield Bonus	Dexterity vs. Melee	DC of Applied Poisons	Spell-Like Effects
☒ Low	Minor	+1	+4	+1	+1	-	-
☒ Moderate	Lesser	+2	+6	+2	+2	+2	-
☒ Advanced	Greater	+3	+8	+3	+3	+4	<i>venomous strike</i> (Con DC 17, 1x/day)
☒ Elite	Elite	+4	+10	+4	+4	+6	<i>venomous strike</i> (Con DC 19, 1x/day)

gain further benefit or effects from use alongside any other specific equipment.

Discovery

This weapon is most often found on the fists of barbarian leaders or chieftains, or on formidable warriors of any stripe more generally.

Occasionally they can be found in exotic weapon shops.

The trigger to activate the poison ability of advanced versions is a button whose use may be researched, deduced through trial and error, or conferred to a new owner via the knowledge of an existing one.

☐ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *scorpion gauntlet's* capabilities.

Ubiquity

Scorpion gauntlets are rare, though more common among primitive, tribal, and barbarian cultures of the plains.

Notoriety

These weapons are garish, obviously intended to cause a reaction in design and function. They're sure to illicit a stir wherever they are taken.

Those familiar with the item's existence will recognize it on sight.

Quirks of Ownership

None.

History & Background

Scorpion gauntlets were first forged as a means of taming animals.

In the plains, life can be challenging. Monsters will pursue across great distances, as there is often very little to break line of sight and effect an escape. Domesticating creatures can take time, and adds to the allure of potential attack by meat-eaters.

In the plains of a region riddled with particularly vicious dinosaurs, a barbarian tribe wished to fight back against constant attack and fear.

They forged the *scorpion gauntlet*, designed to mimic in almost comedic fashion the mandibles and claws of predators, and to grant combat bonuses sufficient to aid even the lowliest warrior.

Though the design was a great success, it proved too expensive to mass-produce for a plains-based culture. As a result, they forged as many as they could, and gifted them to their elite warriors.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a **A Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.



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Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *scorpion gauntlet*, or as a means of introducing a plot hook into the **Quests** listed herein.

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If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these

purposes.

-  **Use Context C:**
 If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
 If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *scorpion gauntlet* into your gaming sessions beyond simply "the barbarian approaches you with a viscous-looking hand-hook", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *scorpion gauntlet*.

Paladins & Clerics

These classes may belittle the garishness of a *scorpion gauntlet* for day-to-day use. However, it has an undeniable advantage in combat, so much so that they may endure the cosmetics.

Rogues

Although gauntlets are not typically in the arsenal of Rogues, the mixture of offensive and defensive advantages represented by the weapon may sway them to take some specific training.

Marcial Characters

Clearly the target audience for the *scorpion gauntlet*, these classes will derive the greatest benefit from this weapon, either as a primary instrument of damage-dealing, or as a formidable off-hand weapon that presents a shield bonus as well.

Arcane Classes

These classes are least likely to use this item with proficiency... however, even the most melee-adverse arcanist might be swayed by the rich mixture of effects these artifacts enable.

Monks, Rangers, and Druids

These classes can make any light weapon such as this useful in virtually any circumstance. As a result, despite the bizarre appearance, they might make ample use of this weapon.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Tribal Justice

The PCs are captured by a barbarian tribe. To escape, they must fight a wielder of a *scorpion gauntlet*. Succeed, and they may leave freely, and may even take the *gauntlet* with them as a trophy.

This scenario forms the basis of the **Quest** below.

Collector


"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *scorpion gauntlet* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.



Quests

Another, more thorough, means of introducing a *scorpion gauntlet* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

Quest: Tribal Justice

 **Summary:** Captured by a barbarian tribe, the PCs must fight warriors in combat to escape.

 **Rewards:** Up to  **1 Reward Star**; *scorpion gauntlet*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** PCs must be captured by a barbarian tribe.

 **Description:**

As a precursor to this quest, the party must end up in the clutches of a barbarian tribe. This could be intentional, as part of a grander plan to infiltrate the tribe, or accidental, as a consequence of betraying the tribe, offending them in some way, or slaying one of their number.

No matter the circumstances, it's not feasible to escape through outright slaughter of the dozens of formidable warriors that surround them.

Thankfully, tribal justice offers a solution: the PCs must defeat an equal number of barbarian warriors, each armed with a *scorpion gauntlet*.

Succeed, and the party may leave without further harm or repercussions; they may even keep one of the *gauntlets* for their own use.

The PCs cannot refuse this Quest, if they are already in the

FlexTable 41: Scorpion Gauntlet Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	In plains tribes, barbarians forged a magic gauntlet of considerable ability.	✔ True.
15-29	15-30	15-30	01-30	14	Barbarians forged a magic gauntlet with an array of offensive and defensive capabilities.	✔ True. This refers to the sum of all possible abilities across iterations of the weapon.
30-44	31-45	31-45	31-39	15	A magical gauntlet grants the wielder combat bonuses, defensive bonuses, and can even make poisons applied more formidable.	✔ True. This correctly describes nearly all of the weapon's abilities.
45-59	46-60	46-60	40-49	13	<i>Scorpion gauntlets</i> appear garish and overdesigned, but are quite lethal in use.	✔ True. This is more commentary on the weapon's appearance than lore.
60-74	60-69	60-69	50-59	19	Some <i>scorpion gauntlets</i> can grant the wielder skills and talents, and can cast poisonous spells.	✔ True. This refers to the <i>poison</i> spell-like effect and Feat benefit of more advanced versions.
75-89	70-97	70-94	60-69	12	<i>Scorpion gauntlets</i> have poisoned stingers like those of their name.	✘ False. In appearance, there is a bit of a stinger effect, but it does not inherently have poison, nor can it be used as a weapon.
90-00	98-00	95-00	70-00	14	<i>Scorpion gauntlets</i> can launch venomous scorpions at opponents.	✘ False. The weapon does not launch creatures.

Magic Items

clutches of the tribe.

- ✔ If the PCs fail to overcome the warriors they face, they will be killed by them. So, no reward, then.
- ✔ Success means the PCs are free to go. They benefit from keeping one *scorpion gauntlet*, and ✨ **1 Reward Star.**

Scorpion Gauntlet Wielder

CR 1; XP 200

CN; Medium Humanoid (Human)

Magic Items

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
SIZE / ALN	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
HP	14	63	108	158
ARMOR CLASS	17	18	20	21
SPEED	Walk 30'	Walk 40'	Walk 40'	Walk 40'
ABILITY SCORES / SAVES	STR 20 (+7) DEX 13 (+1) CON 15 (+4) INT 6 (-2) WIS 8 (-1) CHA 12 (+1)	STR 20 (+8) DEX 13 (+1) CON 17 (+6) INT 6 (-2) WIS 8 (-1) CHA 12 (+1)	STR 20 (+9) DEX 15 (+2) CON 17 (+7) INT 6 (-2) WIS 8 (-1) CHA 12 (+1)	STR 20 (+10) DEX 17 (+3) CON 17 (+8) INT 6 (-2) WIS 8 (-1) CHA 12 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	Melee Dagger +7 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +7 (1d4+5); 60 ft.: +7 (1d4+5) Ranged Crossbow, Heavy) --> 100 ft.: +3 (1d10+1); 400 ft.: +3 (1d10+1)	Melee +1 Dagger +9/+9 (1d4+6) Ranged +1 Dagger (Thrown) 20 ft.: +9/+9 (1d4+6); 60 ft.: +9/+9 (1d4+6) Ranged Crossbow, Heavy) --> 100 ft.: +4/+4 (1d10+1); 400 ft.: +4/+4 (1d10+1)	Melee +2 Dagger +11/+11 (1d4+7) Ranged +2 Dagger (Thrown) 20 ft.: +11/+11 (1d4+7); 60 ft.: +11/+11 (1d4+7) Ranged Crossbow, Heavy) --> 100 ft.: +6/+6 (1d10+2); 400 ft.: +6/+6 (1d10+2)	Melee +3 Dagger +13/+13 (1d4+8) Ranged +3 Dagger (Thrown) 20 ft.: +13/+13 (1d4+8); 60 ft.: +13/+13 (1d4+8) Ranged Crossbow, Heavy) --> 100 ft.: +8/+8 (1d10+3); 400 ft.: +8/+8 (1d10+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Languages, Rage, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Dagger; scale mail; shield; heavy crossbow; crossbow bolts (20x)	+1 <i>Dagger</i> ; +1 <i>scale mail</i> ; shield; heavy crossbow; crossbow bolts (20x)	+2 <i>Dagger</i> ; +2 <i>scale mail</i> ; shield; heavy crossbow; crossbow bolts (20x)	+3 <i>Dagger</i> ; +3 <i>scale mail</i> ; shield; heavy crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able

to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Scytheknife

Scytheknife (weapon)

Value:

9,400 gp / 26,000 gp /
49,000 gp / 71,000 gp

Weight 1 lbs.; **Materials** steel; **Nature** magical; **Aura** moderate necromancy; **Slot** weapon (simple, light, one-handed, thrown, melee)

CL: 6th / 10th / 12th / 14th

Base Weapon Profile:

Weight 1 lb; **Dmg** 1d4 (1d3 S); **Critical** x2; **Type** Piercing or Slashing; **Class** Simple, Light, One-Handed, Thrown (Melee); **Range** 20'

Effect Summary:

- Treat as a **+1 weapon** in all respects; **+1d6 bleed** damage; **+2d6 bleed** damage on critical hit (1x/day); treat as a **returning** weapon
- Treat as a **+2 weapon** in all respects; **+1d8 bleed** damage; **+2d8 bleed** damage on critical hit (3x/day); treat as a **returning** weapon
- Treat as a **+3 weapon** in all respects; **+1d10 bleed** damage; **+2d10 bleed** damage on critical hit (5x/day); treat as a **returning** weapon
- Treat as a **+4 weapon** in all respects; **+1d12 bleed** damage; **+2d12 bleed** damage on critical hit (5x/day); treat as a **returning** weapon

Description

A split-tip, viciously serrated long dagger that causes massive bleeding damage and persistent wounds in its victims.

Effect

These weapons are all magical, enjoying an **enhancement bonus** as noted.

Every strike from a *scytheknife* inflicts additional **Bleed** damage as noted.

At the wielder's option, a **critical hit** from this weapon can inflict even further **Bleed damage**. This requires no additional action, but must be declared before rolling to confirm a possible critical hit. Only one attack per round may be given this ability. Using this ability is limited to a certain number of times per day as noted. This limitation is weapon-based, not user-based; transferring a depleted *scytheknife* to another person does not affect its remaining charges.

Many versions grant a **bonus** to **confirm critical hits** inflicted with this weapon. This bonus is automatic and cannot be suppressed, and applies only to critical hits made with the *scytheknife*.

Some versions grant the benefit of one or more **Feats**. A



wielder who has one or more of these Feats receives no additional benefit from receiving them again as they do not stack.

Synergy & Sets

None. *Scytheknives* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These weapons are typically discovered on the bodies of enemies, or in weapons caches.

Very rarely, they can be purchased in exotic weapons shops.

The ability to inflict additional bleed damage on a critical hit is activated via a nub on the hilt; it is possible to discover this feature through trial and error.

At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *scytheknife's* capabilities.





Ubiquity

These weapons are uncommon. They are less uncommon in roguish circles.

Notoriety

From the perspective of a casual observer, these weapons are

Table 48: Scytheknife Flavors

Difficulty Band	Prefix	Enhancement Bonus	Bleed Damage	Critical Hit Bleed Damage
 Low	Minor	+1	1d6	2d6
 Moderate	Lesser	+2	1d8	2d8
 Advanced	Greater	+3	1d10	2d10
 Elite	Elite	+4	1d12	2d12

clearly mastercrafted, and may likely be magical.

Since the exact design of a *scythenife* alters from blade to blade, even those who know of these artifacts may not recognize one immediately on sight.

Quirks of Ownership

None.

History & Background

Scythenives were first made as a tool for hunting... or, more specifically, for preparing meat in the aftermath of the actual hunt.

Bleeding a beast out has always been one of the least desirable predecessors to the more valuable utilities of skinning and carving.

To make this process quicker and less frustrating, the *scythenife* was invented by hunters in the arctic mountains of the north.


Although the design was successful in its intended purpose, it wasn't long before the combat value of the blade was realized. Soon, military commanders had commissioned the production of the weapons en masse.


Owing to the weapon's utility for rogues, necromancers, and even wealthy but vicious merchants, military blades became valuable black-market currency, and the weapons spread greatly.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:





First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general

history will apply in only a limited basis to any immediate vicinity, and *scythenives* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *scythenife*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *scythenife* into your gaming sessions beyond simply "the necromancers before you draw vicious-looking blades", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *scythenife*.

Paladins & Clerics

These classes can make good use of a dagger, but would typically prefer to avoid the brutality of bleeding damage. That said, the lethality of the weapon may overcome such squeamishness.

Rogues

These classes, more than any other, would greatly love a scythenknife. Massive damage potential and concealability are a potent combination, particularly in the hands of a capable Rogue.

Marcial Characters

Although these classes likely have access to greater damage potential, the combination of effects granted by a *scythenknife* make it a valuable backup option, or a potent offhand weapon.

Arcane Classes

Although melee combat is not an arcanist's first choice, neither is being helpless when forced into melee.

A *scythenknife*, in addition to adding to the mystique of sorcerers and necromancers, also grants something of a formidable capability to otherwise hampered melee combatants.

Monks, Rangers, and Druids

These classes are all nimble and versatile, and lethal with a dagger... a *scythenknife* simply makes them tremendously more so.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Staunch the Flow

The PCs hear wind of a magic dagger that causes unstoppable bleeding. Rumor is that it is to be used in a ritual in church in a few days.

The PCs must swap out the knife for an imposter forged to resemble the deadly blade, lest dozens of faithful be slain.

This scenario forms the basis of the **Quest** below.

Collector


"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *scythenknife* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.







Quests

Another, more thorough, means of introducing a *scythenknife* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

Quest: Staunch the Flow

 **Summary:** The PCs must replace a lethal magical dagger with a facsimile to avoid dozens of unintended deaths.

 **Rewards:**  600 gp /  2,600 gp /  8,000 gp /  17,000 gp (promised); up to  **2 Reward Stars;** *scythenknife*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

A church in town has come by a magical dagger. One wizard recognizes the blade, and describes it as a *scythenknife*.

Church leadership has refused to listen to anyone, believing that everyone wants this weapon they have found, and not wanting to share the artifact. While not necessarily evil by nature, they nevertheless take part in blood rituals, mostly where they simply bloodlet each of their flock a little bit so as to form a collective pool of blood that is then fed to goats, which are then sacrificed.


The knowledgeable wizard warns that if this dagger is used on the upcoming ceremony day, each person touched with it shall suffer massive wounds, and likely die, as a result of the weapon's power.



Because the church has refused to listen to the warnings, a blacksmith has forged a reasonable, yet mundane, duplicate of the weapon (treat as a normal dagger).


The PCs are to sneak into the church, swap the *scythenknife* out for the fake, and escape with no one the wiser.



Since the church believes the weapon to simply be a wicked-looking blade, and not magical, they will never know the difference, and dozens of lives will be saved.

The party is offered a monetary reward if they assist.

 If the PCs ignore or refuse, the authorities will attempt to enlist help elsewhere, but will fail; the ceremony will go through with the lethal blade, and 64 people will die. This blood is on the PCs' hands, to the extent to which any are Good in alignment.

 To succeed in the task, the PCs will have to best multiple  **skill checks (Stealth, Sleight of Hand)**. The exact nature is left flexible so as to fit into your campaign setting and its factions and churches.

Success means that the party performs the swap; they will return to the money and  **2 Reward Stars**. The authorities also offer that the PCs may keep the *scythenknife*.

 If the PCs succeed in taking the *scythenknife*, but are discovered, they may still escape, and may keep the weapon, but are out the money, as the authorities will have to use it to make good with the church that was offended. The party also only receives  **1 Reward Star**

FlexTable 42: Scytheknife Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A certain magical dagger was forged to bloodlet animals to prepare their carcasses for carving and skinning.	✓ True. Grisly, but accurate, origins of this weapon.
15-29	15-30	15-30	01-30	13	Long ago, arctic hunters forged a small blade intended to assist in hunting, but it was so lethal that they turned it to military use.	✓ True. This describes the intent, success, and eventual repurposing of the weapon.
30-44	31-45	31-45	31-39	14	<i>Scytheknives</i> grant combat bonuses and cause bleeding wounds.	✓ True. This accurately summarizes the weapon's abilities.
45-59	46-60	46-60	40-49	15	<i>Scytheknives</i> are daggers that cut deeply, and may grant the wielder additional skill.	✓ True. This refers to the Feat effects.
60-74	60-69	60-69	50-59	17	<i>Scytheknives</i> are magical daggers that make critical strikes more likely and more lethal.	✓ True. This refers to the critical confirmation and additional critical damage effects.
75-89	70-97	70-94	60-69	11	<i>Scytheknives</i> are medical implements used for surgeries.	✗ False. This would be a disaster, as the blade's magic would cause massive internal bleeding.
90-00	98-00	95-00	70-00	13	<i>Scytheknives</i> are tiny daggers that magically grow to full-sized scythes with the flick of a switch on the hilt.	✗ False. This is not how the weapon works.

in this scenario.

Scytheknife Wielder

CR 1; XP 200

NE; Medium Humanoid (Half-Orc)

Magic Items

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	11	63	95	147
ARMOR CLASS	18	19	20	21
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+4) DEX 20 (+5) CON 13 (+3) INT 9 (-1) WIS 7 (-2) CHA 13 (+1)	STR 19 (+7) DEX 20 (+5) CON 13 (+4) INT 9 (-1) WIS 7 (-2) CHA 13 (+1)	STR 20 (+9) DEX 20 (+5) CON 14 (+6) INT 9 (-1) WIS 7 (-2) CHA 13 (+1)	STR 20 (+10) DEX 20 (+5) CON 18 (+9) INT 9 (-1) WIS 7 (-2) CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
LANGUAGES	Common, Orc			
ATTACKS	Melee Dagger +7 (1d4+5) Ranged Dagger (Thrown) 20 ft.: +7 (1d4+5); 60 ft.: +7 (1d4+5)	Melee +1 Dagger +9/+9 (1d4+6) Ranged +1 Dagger (Thrown) 20 ft.: +9/+9 (1d4+6); 60 ft.: +9/+9 (1d4+6)	Melee +2 Dagger +11/+11 (1d4+7) Ranged +2 Dagger (Thrown) 20 ft.: +11/+11 (1d4+7); 60 ft.: +11/+11 (1d4+7)	Melee +3 Dagger +13/+13/+13 (1d4+8) Ranged +3 Dagger (Thrown) 20 ft.: +13/+13/+13 (1d4+8); 60 ft.: +13/+13/+13 (1d4+8)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Fighting Style, Second Wind, Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Protection	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Protection
SPELL-CASTING	-	-	-	-
EQUIPMENT	Dagger; studded leather armor	+1 <i>Dagger</i> ; +1 <i>studded leather armor</i>	+2 <i>Dagger</i> ; +2 <i>studded leather armor</i>	+3 <i>Dagger</i> ; +3 <i>studded leather armor</i>

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.



Artifacts

Ring of the Risen

Ring of the Risen (artifact ring)

Value:

✗ 120,000 gp / ✗ 320,000 gp / ✗ 1.4M gp / ✗ 2M gp

Weight 1 lb.; **Materials** bone, crystal; **Nature** magical; **Aura** strong necromancy (haunted) [curse, emotion, fear, mind-affecting, death, evil], illusion (glamer); **Slot** ring

CL: ✗ 8th / ✗ 12th / ✗ 14th / ✗ 16th

Effect Summary:

✗✗✗✗ *detect undead* at will; persistent *cause fear* effect

✗ *animate dead* 1x/day; *false life* 1x/day

✗ *animate dead* 3x/day; *false life* 1x/day; *create undead* 1x/day; *speak with dead* at will
wearer suffers **-1d8 to max HP** per month worn

✗ *animate dead* 5x/day; *false life* 3x/day; *create undead* 3x/day; *speak with dead* at will; *raise dead* 1x/week; wearer suffers **-1d8 to max HP** per week worn

✗ *animate dead* at will; *false life* at will; *create undead* at will; *speak with dead* at will; *raise dead* 1x/day; *resurrection* 1x/day; wearer suffers **-1d8 to max HP** per day worn

Description

A bonelike loop with macabre carvings all around, this ring culminates in a darkly glowing purple crystal laced with black and white veins of pulsing light, surrounded by an elongated skull relief that seems to be swallowing the gem whole.

Gazing within the gemstone for more than a round may hypnotize the onlooker.

One of the most potent necromantic artifacts in existence, the *ring of the risen* is a dark and vile gift that grants the wearer numerous powers over the undead.

Effect

All *rings of the risen* can cast *detect undead* at will; this requires a standard action to activate or suppress.

Furthermore, each *ring of the risen* acts as a constant *cause fear*, centered on the ring itself. This effect cannot be suppressed while the *ring* is worn.

Most versions of the *ring* inflict **negative levels** upon the wearer: this happens at a different frequency based on the potency of the artifact as noted.

Removing the *ring* will deactivate the *cause fear* effect. Keeping the *ring* off will eventually restore the negative levels it has inflicted; the wearer shakes off negative levels at the same rate s/he gained them while wearing the *ring*. Negative levels suffered from other sources cannot be removed simply by taking the *ring of the risen* off.

Beyond the above effects, each *ring of the risen* allows the wearer to activate a number of **spell-like effects** as noted. Each has its own limitation and frequency. These limitations are ring-based, not user-based; a depleted *ring of the risen* given to another does not affect its charges. The limitations



for a given ability will reset in full after the listed duration, starting from when that ability was first used from a “full charge” of that ability.

Synergy & Sets

None. *Rings of the risen* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

The *ring of the risen* is a unique artifact ring. Its discovery cannot be accidental, or if it is, it should be a part of a much greater storyline.

Its abilities, both helpful and negative, are not intuitive; to understand the artifact requires a great deal of research or an informed handoff from a knowledgeable existing owner.

Activating an effect of the *ring* is a mental activity.

☐ At the GM’s discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *ring’s* capabilities.

Ubiquity

The *ring of the risen* is a unique artifact.

Table 49: Ring of the Risen Flavors

Difficulty Band	Prefix	Max HP Reduction Inflicted	Spell-Like Effects
☒ Low	Minor	-	<i>animate dead</i> 1x/day; <i>false life</i> 1x/day
☒ Moderate	Lesser	-1d8/month worn	<i>animate dead</i> 3x/day; <i>false life</i> 1x/day; <i>create undead</i> 1x/day; <i>speak with dead</i> at will
☒ Advanced	Greater	-1d8/week worn	<i>animate dead</i> 5x/day; <i>false life</i> 3x/day; <i>create undead</i> 3x/day; <i>speak with dead</i> at will; <i>raise dead</i> 1x/week
☒ Elite	Elite	-1d8/day worn	<i>animate dead</i> at will; <i>false life</i> at will; <i>create undead</i> at will; <i>speak with dead</i> at will; <i>raise dead</i> 1x/day; <i>resurrection</i> 1x/day

Notoriety

The ring exudes evil and death, even for those who lack special abilities to detect such auras. It is clearly evil, and its composition speaks to a great and terrible power.

Anyone seeing this ring knows the bearer is a force with which to be reckoned.

Quirks of Ownership

Other than the negative levels suffered, the persistent *cause fear* effect, and the notoriety noted above, none.

History & Background

The *ring of the risen* was intended as a holy artifact, meant to bring dead loved ones back to life.

Forged by well-meaning and devoted clerics, the ring was not meant to be unique. Following the presumed success of the initial ring, others would be forged, and one given to each church of the faith that created it.

These rings would be used in the most dire of circumstances, or when great sacrifice was made, or a great debt was owed by the church.

Full and complete resurrection of the dearly departed is an immense, formidable power. To fuel and balance this effect, the ring was designed with a penalty: the wearer, to invoke the resurrection, would sacrifice a year of his or her own life.

Furthermore, wearing the ring—for any length of time at all, even a brief second—would prevent the wearer from being resurrected, in any form, at any time, under any conditions.

In addition to being a powerful balance to the energies involved, it seemed a well-suited consideration, for the preacher or cleric to perform this act to give of themselves as part of the bargain.

The mixture of holy and unholy magicks, of life power and death power to fuel it, proved unstable at best.

The first attempt at forging the *ring of the risen* took twelve high-level clerics an entire year, toiling endlessly, day and night, sacrificing sleep, social interaction, and all other aspects of life. Each man and woman became shells, husks of what they had been at the start of the initiative, losing half their body weight in some cases. They appeared aged a decade or more longer than the year it had been.

On the night of what was meant to be the final, finishing ceremony, the twelve gathered to cast their final rituals.

In an explosion of malevolent, dark energy, all twelve were incinerated where they stood. The explosion and sound deafened dozens in the church, and the dozen staff who had been standing guard outside the chamber were rendered blind as well.

An unhallowed haze of fickle greenish light lay atop the scene of the catastrophe for a hundred years after.

The ring itself also lay there, in the center. What had been crafted as a delicate, finely-carved loop of ivory was now a dark bone. What had been a fluorescent opal of the highest quality was now the brutish, haunting purple.

Stationary, it pulsed. Alone, it called. Within days, the ring had gathered to it an assemblage of dark priests, necromancers, and undead.

The twelve clerics who had hoped to forge new life rose as mohrgs and worse, and took up their place in the ceremony of completing a ritual that represented the opposite of what they had sought to accomplish in life.

While a vile coterie of undead stood guard outside, those with magic focused their abilities within. For a further year, they toiled, much as the priests had before them, but to darker, more definite, and more sinister purpose.

The ceremony that capped off the second year of tireless labor ended much the same as the first: an explosion of dank, rending energy tore apart everyone present. Those who had given of their time and sweat now gave of their very souls, for the ring sucked life force and energy from every being present in the now-cause feared church, both living and undead.


In the wake of the explosion of dark energies, not a single creature, living or undead, could be seen. They had all—more than a hundred beings—been disintegrated, their essence funneled into what was now one of the most formidable objects of the age.


The *ring of the risen*.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.





There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *ring of the risen* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing the *ring of the risen*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce the *ring of the risen* into your gaming sessions beyond simply “amidst the pile of corpses is a particularly evil-looking ring”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of the *ring of the risen*.

Paladins & Clerics

A Paladin's, or non-Evil Cleric's, entire backstory might

be related to the ring: their family may have been slain to power it, it might have been used to raise their dead loved one as a monster.

Or it might be simply that the church or Faction to which the PC belongs has learned of the vile artifact, and has embarked on a crusade to destroy it.

Rogues

Rogues aren't likely to raise the dead, and the abilities it grants them are unlikely to mesh well with their talents.

Marital Characters

Fighters and Barbarians are unlikely to be necromancers... martial characters would be involved in the quest to retrieve or destroy the ring, but not to make use of it.

Arcane Classes


Necromancers are clearly the preferred users of the ring, but in truth, nearly all evil wizards or sorcerers would want to acquire a weapon of this potency.

Monks, Rangers, and Druids


These classes may dabble in dark magics on occasion, but they are not true necromancers. All, however, may have a concerted interest in maintaining the balance of life and death.

Quests

Another means of introducing the *ring of the risen* is via the following **Quest**.


 This **Quest** may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: Ashes to Ashes

 **Summary:** An entire village is razed to the ground. The PCs are asked to investigate.

 **Rewards:** Up to  **4 Reward Stars**; *ring of the risen*

 **Locations:** Any.

 **Key NPCs:** Any.


 **Kickoff:** Random Encounter.

 **Description:**

A nearby town of about 100-200 people has been utterly destroyed. No bodies can be found in the aftermath.

The PCs are asked by the local political, military, and religious authorities to investigate what might have happened.

The fear of course is that whatever brought disaster to the smaller village will eventually invade the larger city.

 The PCs can ignore the request, though it's fairly clear that things will continue to progress until the party's home city is destroyed.

Investigating, the PCs discover blood, discarded weapons and armor, and valuables strewn everywhere.

FlexTable 43: Ring of the Risen Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	15	An artifact ring grants immense power over the undead.	✓ True. This is very general, however.
15-29	15-30	15-30	01-30	18	Long ago, clerics sought to imbue a ring with the power to restore life to the fallen.	✓ True. This speaks to the origins of the <i>ring</i> .
30-44	31-45	31-45	31-39	20	Eons past, holy magicks were worked into a ring meant to resurrect the dead. However, to balance out this gift, a price had to be exacted from she who wore the ring.	✓ True. This evolves the story of the <i>ring's</i> origins a bit.
45-59	46-60	46-60	40-49	22	A balance of life and death, the <i>ring of the risen</i> was meant to restore life to the holy, but those involved in its forging were slain in a horrid accident, only to rise again as a perversion of the life they sought to control.	✓ True. This names the artifact, and further tells of the tragedy of its origins.
60-74	60-69	60-69	50-59	24	The <i>ring of the risen</i> was forged by a group of twelve good clerics for a year, who were all slain in a massive explosion of necrotic energy. A year later, another group of twelve, these evil, clerics, forged the ring anew, as a powerful artifact granting control over undead.	✓ True. This is a complete summary of the item's backstory.
75-89	70-97	70-94	60-69	25	The <i>ring of the risen</i> grants its wearer immense spell-like powers over the undead: controlling, enhancing, and	✓ True. This speaks to the spell-like effects the <i>ring</i> enables.
90-00	98-00	95-00	70-00	26	A <i>ring of the risen</i> will eventually destroy the wearer if they do not take it off.	✓ True. This refers to the negative level effects.

Whatever did this left no corpses, and did not seem interested in looting.

🔍 Searching the remains will increasingly give the PCs the impression that whomever did this either wanted the town destroyed, and/or was interested in accumulating bodies. Bits of diseased and rotted flesh here and there at sites of conflict suggest that undead were heavily represented in the fighting.

A trail of blood, debris, and hundreds of shuffling feet lead away from the site of the calamity, back toward the mountains.

🔍 The PCs can follow the trail. They will discover a massive enclave of undead, and dozens of still-living prisoners taken from the village. At their lead is a necromancer who bears the *ring of the risen*; he appears wizened and near death himself, owing to the power of the ring and the toll it takes on his spirit.

🔍 Watching from afar to stake out the situation, the PCs will note that the leader dresses in wizards robes, but appears quite capable in many different forms of combat and ability. They see him cast spells to raise undead from the corpses of citizens, and to augment and strengthen existing undead in his retinue.

The PCs will notice that many of the undead here appear to be skeleton crew from the sea. They all wear nautical gear and seem fresh from a ghost ship.

🔍 A successful frontal assault, alone as a group of adventurers, is likely beyond the capabilities of the party. Going back to town, they may rally dozens of capable fighters to their cause, taken from the military forces and rank-and-file citizenry.

Returning with such a force grants a much more assured victory against the necromancer leader.

No matter how they achieve their victory, the PCs will benefit from 🌟 **4 Reward Stars**. If they are the ones who deliver the killing blow to the necromancer leader, they may also keep the *ring of the risen*. If citizens or soldiers kill Figaro, however, the *ring* will be taken by authorities.

Figaro

CR 1; XP 200

NE; Medium Humanoid (Half-Orc)

Magic Items

Combat Tactics

Figaro is an immensely powerful necromancer, made the moer so by his artifact prize. But he is keenly aware of his limitations, and will react with careful tactics, placing self-preservation first and all other priorities second.

Description

It's important to note this isn't some crazed necromancer. While he isn't good, he uses his abilities to mostly fight other evil necromancers or to stop undead menaces by giving them the option to join under him rather than eventually be killed by some adventuring party. He is also a follower of Pharasma.

Appearance

He is usually seen in wizards robes (we don't know why). He currently is a captain of a bone ship crewed by skeletons located in the shackles.



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Cleric 1	Cleric 6	Cleric 10	Cleric 14
SIZE / ALN	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	7	24	41	63
ARMOR CLASS	16	17	18	19
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0)	STR 10 (+0)	STR 12 (+1)	STR 12 (+1)
	DEX 13 (+1)	DEX 15 (+2)	DEX 15 (+2)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 8 (-1)	CON 10 (+0)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)
	WIS 20 (+7)	WIS 20 (+8)	WIS 20 (+8)	WIS 20 (+10)
	CHA 16 (+5)	CHA 16 (+6)	CHA 16 (+7)	CHA 16 (+8)
SKILLS	-	-	-	-
SAVES	-	-	-	-

**Low****Moderate****Advanced****Elite****VULNERABILITIES**

-

IMMUNITIES

-

SENSES

Passive Perception 15
Armor - Disadvantage on Stealth

LANGUAGES

Common, Orc

ATTACKS

Ranged Crossbow, Light) --> 80 ft.: -7 (1d8+1); 320 ft.: -7 (1d8+1)	Ranged Crossbow, Light) --> 80 ft.: -5 (1d8+2); 320 ft.: -5 (1d8+2)	Ranged Crossbow, Light) --> 80 ft.: -4 (1d8+2); 320 ft.: -4 (1d8+2)	Ranged Crossbow, Light) --> 80 ft.: -3 (1d8+2); 320 ft.: -3 (1d8+2)
Melee +1 <i>Vicious Spear</i> +4 (1d6+2)	Melee +2 <i>Vicious Spear</i> +7 (1d6+4)	Melee +3 <i>Vicious Spear</i> +9 (1d6+5)	Melee +3 <i>Vicious Spear</i> +10 (1d6+5)
Melee +1 <i>Vicious Spear</i> 20 ft.: +4 (1d6+2); 60 ft.: +4 (1d6+2)	Melee +2 <i>Vicious Spear</i> 20 ft.: +7 (1d6+4); 60 ft.: +7 (1d6+4)	Melee +3 <i>Vicious Spear</i> 20 ft.: +9 (1d6+5); 60 ft.: +9 (1d6+5)	Melee +3 <i>Vicious Spear</i> 20 ft.: +10 (1d6+5); 60 ft.: +10 (1d6+5)
Melee Dagger +3 (1d4+1)	Melee Dagger +5 (1d4+2)	Melee Dagger +6 (1d4+2)	Melee Dagger +7 (1d4+2)
Ranged Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged Dagger (Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2)	Ranged Dagger (Thrown) 20 ft.: +6 (1d4+2); 60 ft.: +6 (1d4+2)	Ranged Dagger (Thrown) 20 ft.: +7 (1d4+2); 60 ft.: +7 (1d4+2)

SPECIAL

-

PROFICIENCIES

Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike

SPECIAL QUALITIES

Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Bonus Proficiency, Cantrips, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
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SPELL-CASTING

Save DC 15; Spell Atk +7 1st: <i>cure wounds; inflict wounds</i>	Save DC 16; Spell Atk +8 3rd: <i>animate dead; glyph of warding; speak with dead</i> 2nd: <i>augury; gentle repose; lesser restoration</i> 1st: <i>cure wounds; inflict wounds; protection from evil and good; sanctuary</i>	Save DC 17; Spell Atk +9 5th: <i>greater restoration; raise dead</i> 4th: <i>death ward; locate creature; stone shape</i> 3rd: <i>animate dead; glyph of warding; speak with dead</i> 2nd: <i>augury; gentle repose; lesser restoration</i> 1st: <i>cure wounds; inflict wounds; protection from evil and good; sanctuary</i>	Save DC 18; Spell Atk +10 7th: <i>resurrection</i> 6th: <i>create undead</i> 5th: <i>greater restoration; raise dead</i> 4th: <i>death ward; locate creature; stone shape</i> 3rd: <i>animate dead; glyph of warding; speak with dead</i> 2nd: <i>augury; gentle repose; lesser restoration</i> 1st: <i>cure wounds; inflict wounds; protection from evil and good; sanctuary</i>
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EQUIPMENT

Light crossbow; crossbow bolts (10x); +1 <i>Vicious Spear</i> ; chain mail; dagger	Light crossbow; crossbow bolts (10x); +2 <i>Vicious Spear</i> ; +1 <i>chain mail</i> ; dagger	Light crossbow; crossbow bolts (10x); +3 <i>Vicious Spear</i> ; +2 <i>chain mail</i> ; dagger	Light crossbow; crossbow bolts (10x); +3 <i>Vicious Spear</i> ; +3 <i>chain mail</i> ; dagger
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SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Domain Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and

17th levels.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Ring of Darkstorms

Ring of Darkstorms (artifact ring)

Value:

XXXXX 7.5M gp *

Weight 0 lbs.; **Materials** coral, jade; **Nature** magical; **Aura** strong evocation; **Slot** ring

CL: X 12th / X 14th / X 16th / X 18th

Effect Summary:

XXXXX **weather effects** generated when spells are cast from ring (see below)

X (Wizard class levels 1-4) *spell storing slots:*

3x 1st-level,

3x 2nd-level (unlocks at Wizard level 3)

X (Wizard class levels 5-10) *spell storing slots:*

3x 1st-level, 3x 2nd-level; 3x 3rd-level;

3x 4th-level (unlocks at Wizard level 7);

3x 5th-level (unlocks at Wizard level 9)

X (Wizard class levels 11-14) *spell storing slots:*

3x 1st-level, 3x 2nd-level; 3x 3rd-level; 3x 4th-level;

3x 5th-level; 3x 6th-level;

3x 7th-level (unlocks at Wizard level 13)

X (Wizard class levels 15+) *spell storing slots:*

3x 1st-level, 3x 2nd-level; 3x 3rd-level; 3x 4th-level;

3x 5th-level; 3x 6th-level; 3x 7th-level; 3x 8th-level;

3x 9th-level (unlocks at Wizard level 17)

X * Regarding value and construction costs: this artifact is unique, both in the sense of being singular in existence, as well as that it behaves unusually.

When discovered, it is actually less useful to its wearer than a regular *ring of spell storing*, but by degrees, it will eventually become more potent than virtually any magical artifact imaginable.

As a result, assigning a monetary value to the *ring* is nearly impossible, and perhaps ultimately meaningless. These values have nevertheless been provided as guides.

Description

The ring looks like clouds bound together when in use by an attuned individual.

Prior to that, it appears to be an exceptionally well-crafted ring, engraved with iconography depicting storms, clouds, and weather effects.

Effect: Spell Slots

The *ring* may only be discovered by a first-level wizard.

At the GM's discretion, this requirement may be generalized to be any first-level character who is currently able to cast arcane spells.

The *ring of darkstorms* is essentially a very complex *ring of spell storing*, with additional abilities and quirks.

As the owner gains in experience and power, so too do



aspects of the *ring* unlock. Unlike all other magical items described in *Artifacts & Artifice* books, there is but a single version of this ring: however, as it unlocks abilities, it behaves like four different, increasingly powerful artifacts.

The *ring of darkstorms* is therefore a potentially massively potent magical artifact, but as it only unlocks abilities as it is worn, and can only be discovered and put on by a novice wizard, it is typically a great deal of time until the *ring* is fully potent.

At its core, the *ring of darkstorms* stores spells. The ring magically conveys to its wearer which spells it contains, and what spell level slots are available/empty.

Casting any stored spell requires the same activation time as the spell itself did, with a minimum of 1 standard action required.

Any spellcaster, including the wearer, may cast spells into the *ring* to be stored, with the wearer's permission. For a new spell to be cast into the *ring* and stored, there must be an empty spell slot of the same level as the spell being cast.

Spells augmented with metamagic feats may be cast into the *ring*; they take up a spell slot of the same level the metamagic feat(s) modify the spell into.

A spell cannot be cast into the *ring* into a higher level slot than the spell requires. For example, you cannot cast a 3rd-level spell into the *ring* and have it consume a 4th-level spell slot.

Trying to cast a spell into the *ring* when there is not an available spell slot of the required level causes the spell to fizzle with no effect. No spell is stored, and the spell still counts as cast.

Table 53: Ring of Darkstorms Flavors

Difficulty Band	Prefix	Spell Storing Slots
☒ Low	Minor	3x 1st-level, 3x 2nd-level (at Wizard 3)
☒ Moderate	Lesser	3x 1st-level, 3x 2nd-level; 3x 3rd-level; 3x 4th-level (at Wizard 7); 3x 5th-level (at Wizard 9)
☒ Advanced	Greater	3x 1st-level, 3x 2nd-level; 3x 3rd-level; 3x 4th-level; 3x 5th-level; 3x 6th-level; 3x 7th-level (unlocks at Wizard level 13)
☒ Elite	Elite	3x 1st-level, 3x 2nd-level; 3x 3rd-level; 3x 4th-level; 3x 5th-level; 3x 6th-level; 3x 7th-level; 3x 8th-level; 3x 9th-level (at Wizard 17)

A newly-discovered *ring of darkstorms* contains three 1st-level **spell slots**.

Generally speaking, each time the wearer increases in level, and gains access to spell slots at a new spell level, the *ring of darkstorms* **unlocks three spell-storing slots** at that newly-accessed spell level.

For example, a wearer who gains a third Wizard class level will unlock three 2nd-level slots in the *ring* when she does so.

Spells of a level that is “new” to the *ring* wearer that are unlocked as a consequence of having bonus spells due to a high Ability Score do count in terms of when the *ring* unlocks additional spell slots.

When new spell slots are unlocked in this manner, they are empty by default, and must be filled.

Thus, the *ring’s* capabilities are fully unlocked only when a wearer achieves Wizard level 17, when s/he unlocks 9th-level spellcasting capabilities.

A *ring of darkstorms* fully unlocked in this manner contains **27 spell slots**: three for each spell level 1st through 9th.

Spells Learned

Each time the wearer levels up, and gains access to spell slots of a spell level new to them, the *ring of darkstorms* not only unlocks spell slots for that level, but automatically “teaches” the wearer of new spells.

The following table advises as to which spells are learned at which spell levels.

If somehow the wearer already knows one or more of the spells indicated already upon learning them from the *ring*, there is no further effect or benefit from learning it twice.

Note that upon putting on the *ring* for the first time, the wearer automatically learns from the *ring* all spells listed that are of Arcane spell levels that s/he can cast.

For example, most commonly, a 1st-level Wizard will don the *ring*; doing so automatically teaches them *obscuring mist*.

If somehow the *ring* is put on the finger of a 5th-level Wizard, s/he immediately learns *obscuring mist*, *whispering wind*; *alter winds*; *fog cloud*; *aggressive thundercloud*; *gust of wind*; *call lightning*; *ash storm*; and *wind wall*. Note that the only scenario in which this could possibly occur is if a 1st-level Wizard discovers the *ring*, but they do not put it on at first, and meticulously care for and ensure the location of the ring at all times as they level up to level 5, and then and only

then put it on... an exceptionally unlikely scenario!

Any time that the *ring* teaches the wearer more than one new spell at a time, it takes the wearer some time to absorb the knowledge. Only one of the newly-learned spells is immediately usable in this scenario. Each day after putting the ring on and learning multiple spells, another of the newly-learned spells becomes usable.

Assuming a first-level Wizard knows none of the imparted spells, putting on the *ring of darkstorms* for the first time will teach him three new spells, only one of which is immediately usable. The next day, a second of the three learned spells (his choice) is accessible. The day after that, all three are accessible.

Table 50: Ring of Darkstorms New Spells Learned

Spell Slot Level Unlocked	Spell(s) Learned
1st	<i>obscuring mist</i> ; <i>whispering wind</i> ; <i>alter winds</i>
2nd	<i>fog cloud</i> ; <i>aggressive thundercloud</i> ; <i>gust of wind</i>
3rd	<i>call lightning</i> ; <i>ash storm</i> ; <i>wind wall</i>
4th	<i>sleet storm</i> ; <i>ball lightning</i>
5th	<i>ice storm</i> ; <i>lightning arc</i> ; <i>fickle winds</i>
6th	<i>control winds</i> ; <i>chain lightning</i> ; <i>wind walk</i>
7th	<i>control weather</i> ; <i>scouring winds</i>
8th	<i>whirlwind</i> ; <i>stormbolts</i>
9th	<i>storm of vengeance</i> ; <i>ride the lightning</i>

Weather Effects

Each time the *ring* is used to cast a spell stored within, it may generate an additional **weather effect**.


Roll  **1d20** to determine whether there is a weather effect. The likelihood depends on the level of spell cast:

Table 51: Ring of Darkstorms Weather Effect Generation

Spell Level Cast	1d20 Roll Resulting in Effect
1st	20

Spell Level Cast	1d20 Roll Resulting in Effect
2nd	19-20
3rd	18-20
4th	17-20
5th	16-20
6th	15-20
7th	14-20
8th	13-20
9th	12-20

If a weather effect is generated per the above roll, the effects generated depend on the **Difficulty Band** to which the *ring* has been unlocked.

Use the table below to assess the types of weather effects that are generated.

Table 52: Ring of Darkstorms Weather Effects Generated

Difficulty Band	Weather Effect(s) Generated
Low	Temperature fluctuations; <i>gust of wind</i> ; <i>ash storm</i> ; clouds changing formation / shape
Moderate	<i>sleet storm</i> ; <i>wind wall</i> ; <i>volcanic storm</i> ; <i>ice storm</i>
Advanced	<i>chain lightning</i> ; <i>scouring winds</i> ; <i>sirocco</i>
Elite	<i>whirlwind</i> ; <i>vortex</i> ; <i>fire storm</i>

These auxiliary weather effects are tough for the wearer to control... but, with time and skill, a formidable wearer may wrest them into intent.

Formally, this means that a *ring* unlocked to a given **difficulty band**, that triggers a weather effect, will automatically generate that effect uncontrollably. The GM is encouraged to select both the effect(s) generated, and the location and/or targets of the effects.

The intent of random weather effects triggering is to represent the chaotic and random nature of weather, and of the ring itself. It is not meant strictly to “punish” the wearer, though some balance is intended.

As a result, it is recommended that damaging weather effects only occasionally target, or include in their area of effect, the PCs. The *ring of darkstorms* should be viewed with caution, with awe, and with respect, but the potential for damage should never completely overwhelm the wearer’s decision to make use of their artifact!

Once the *ring* has been unlocked to a higher **difficulty band**, the wearer may choose whether to trigger any or all of the listed effects for all difficulty bands lower than the one to which the ring has been unlocked. S/he may also choose any targets or areas of effect for the triggered effect(s).

For example: a level 10 Wizard wearing a *ring of darkstorms* means that the *ring* has been unlocked to the **Moderate difficulty band**. Casting a spell that triggers a weather effect, this wizard may choose whether to invoke any or

all of the effects listed in the **Low difficulty band**; in addition, the GM may also choose to invoke one or more effects from the **Moderate difficulty band**.

The effects listed under the **Elite difficulty band** in the table above can never fully be mastered by the *ring* wearer, no matter how powerful they grow in the arcane arts.

Synergy & Sets

None. The *ring of darkstorms* is a standalone item, and does not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Only a creature with **only one class level of Wizard** can discover the *ring of darkstorms*. Note that multiclassed creatures can still discover the *ring*; they must only have a single level of Wizard, however, regardless of levels of other classes.

For the purposes of this requirement, any classes (e.g., prestige classes) that grant arcane spellcasting power, caster level augmentations to Wizard, or other “Wizard-like classes” **do count** as Wizard class levels, and would therefore prohibit a creature from discovering the ring if they were present more than singly.

A *ring of darkstorms* given from one creature to another immediately disappears, and reverts to **pending discovery** status (see below), unless the new recipient is a 1st-level Wizard.

At the GM’s option, the *ring* may seem to be fine and normal for a time... but suddenly disappears in the night while the new bearer is sleeping!

Regardless of the mechanics involved, a *ring of darkstorms* donned by anything but a first-level Wizard does not confer any learned spells or other benefits.

Note, too, that the intent is for the *ring* to be discovered by first-level Wizards, not to have it given to them... however, if an apprentice were to receive the gift from a mentor...

At any given moment, the *ring of darkstorms* is in one of three states: **actively used**, **pending discovery**, or **absent**.

Actively used rings are, well, being actively used, worn constantly (or nearly so) by their current owner. There is a chance that such a ring might **become lost** (see above), and a *ring* worn by wearers of certain power will **call out** to rival wizards (see above).

A *ring* that **becomes lost** transitions immediately to **absent** status. **Absent rings** are adrift in between planes, or at the very least, not within a discoverable region of terrain on this plane. A *ring of darkstorms* may be **absent** for an hour, or for a generation, until it surfaces again.

At the whim of the GM, an **absent ring** will transition suddenly to **pending discovery** status. Such *rings* are here, physically present, in the material plane, within the Realm of your campaign setting.

A **pending discovery ring** may only ever be discovered by a

FlexTable 44: Ring of Darkstorms Rumors & Lore


A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	16	Long ago, a powerful stormcaller had a mental condition that caused her pain and grief.	✓ True. This is the origin of the ring.
15-29	15-30	15-30	01-30	18	Eons ago, a very powerful and revered wizard was guided toward peace by her hundreds of students.	✓ True. This doesn't speak to the method of that peace, however.
30-44	31-45	31-45	31-39	21	Concerned for her troubled spirit, hundreds of students of a respected wizard concentrated for three generations to imbue her soul into a magical artifact ring.	✓ True. This speaks to the ring of darkstorms and how it came to be.
45-59	46-60	46-60	40-49	23	The ring of darkstorms grants the wearer knowledge of powerful, weather-related spellcraft.	✓ True. This refers to the automatic learning effect.
60-74	60-69	60-69	50-59	25	A ring of darkstorms stores spells of any power, in direct proportion to the magical knowledge and power of the wearer.	✓ True. This speaks to how the spell slots unlock as the wearer grows in experience.
75-89	70-97	70-94	60-69	27	The ring of darkstorms is often lost, and can only be discovered by a neophyte wizard.	✓ True. This refers to the conditions under which a pending discovery ring can be discovered.
90-00	98-00	95-00	70-00	17	A ring of darkstorms causes mental illness and derangement in proportion to the power of the ring discovered.	✗ False. This is a misunderstood perversion of the scalable spell slots effect, and the condition of the stormcaller from whom the ring came.

Magic Items

first-level Wizard (or, at the GM's discretion, a first-level character of any class that can cast first-level Arcane spells; see above for other qualifiers).

A ring of darkstorms that is **pending discovery** can be found in virtually any place—a long-unlocked cabinet, a curio shop, or in a treasure hoard.

Although the ring automatically conveys to its wearer information about what spells are stored within, and what slots are empty, the full implications and effects of the ring are beyond a new owner's knowledge.

 To speed gameplay and to reduce frustration, most magic items contain an option at this point that allows the GM to simply tell the PC what the artifact does.

Given the power, and the interesting potential for gameplay and story that the ring's evolution makes possible, it is in fact strongly recommended that the GM **not** tell the PC what the ring does when it is picked up.

Ubiquity

The ring of darkstorms is a unique and potent magical artifact.

Notoriety

Every arcanist of any stripe or power or discipline craves the ring of darkstorms.

In particular, it's noteworthy that throughout history, the artifact is occasionally lost. Add to that the fact that it can only be found by a fledgling wizard, and the net effect is that anyone aware of the ring's current existence will stop at nothing to obtain it.

Furthermore, the ring "calls" to wizards of power, in direct proportion to the arcane talents of the wearer. The mechanical effect of this in game terms is flexible. Generally speaking, the wearer should be subtle about the artifact, and not flaunt it. It is also suggested that around Wizard level 10, the owner will start to become the target of rival wizards, seeking the ring they sense in their bones.

Quirks of Ownership

If ever the ring becomes lost to its current owner, it is **gone from their grasp forever**. This applies even if the owner misplaces it temporarily!

Once lost, it vanishes briefly from this plane, to reappear a day or a generation later, in a random location somewhere in

the Realm, to be discovered only by a 1st-level Wizard.

Additionally, there's really no better way to say it: the *ring of darkstorms* **hates towns**.

An artifact of nature, of the storm, and of air and wind and free space, the *ring* craves outdoor spaces and freedom. Each consecutive week spent in a town causes a greater chance of the *ring* becoming lost.

Like other, more sentient, and perhaps evil, artifact rings, the *ring of darkstorms* has some ability to "become lost" should it wish to do so.

History & Background

The *ring of darkstorms* was crafted lovingly and carefully over three generations, as a means of paying respect and giving peace to a troubled weather wizard.

A great arcanist, a towering talent, and a formidable foe was born into the Realm an eon ago. Her aptitude was large, and her ambition moreso; even at a young age, she quickly outstripped the wizard to whom she had been apprenticed, setting out on her own soon thereafter.

Through her long and storied life, she aided farms, armies, cities, and adventurers in quests both humble and noble. She grew potent, and rich, and lived a comfortable, able, and satisfying life.

But all was not peaceful within this gifted mind. For although she could command the elements, on rare occasion, she was prone to seizures, visions, and a generally troubled mind. These effects increased in frequency with age, and as she grew venerable, they began to afflict her more often than not.

Her notable coterie of apprentices of her own numbered in the dozens, and the extended reach of her tutelage and wisdom in the hundreds. That her condition had worsened escaped the recognition of none of them, for all had loved the formidable woman with a grasp of magic of which most could only dream.

They began to care for her during her "dark spells", rotating in and out of her home in an endless, loving watchfulness.

Within a few years, the stormcalling wizard with once-in-a-generation talents had been laid low by her woes. She saw more visions than reality, and had begun to use her magic to fight back against the hallucinations.

At first, it took four watchful wizards at a time to shield and suppress the stormcaller's seizure-induced magicks. A year later, it required eight. Months after that, a dozen sufficed.

Things kept getting worse, and none knew of a good solution. Seers, churgeons, doctors, medics, clerics, wizards, and more came and went, and although some had prescriptions, none could devise a cure; this malady was beyond mortal means to resolve.

As things grew truly dire, and even twenty of her students at a time were straining to keep her from raining lava and ice down upon the Realm, a solution was proposed by one of her oldest students.

It was a drastic, dramatic, and terrifying solution. But it was meant from the heart: to immortalize the stormcaller, and give her peace.

A hundred wizards labored for months to craft an artifact into which would be conveyed the stormcaller's spirit. Design after design was proposed, and research conducted at the farthest-flung reaches of the Realm, to devise a means of doing so without risk to the tormented woman's soul.

The solution that was devised was a dedicated one: three generations of wizards must pour their magicks into the ring in an efCon to separate the malady from the spirit, and to finish encoding the soul into the artifact intact.


The result is the *ring of darkstorms* that a choice few in the Realm know of today. For a thousand years, it has traveled the Realm, in service to hundreds of wizards both lowly and grand. As she serves, and as the long-term magicks worked into the ring function, her spirit grows ever stronger, ever more vital.


In another generation, she shall emerge fully from the malady that kept her from peace. None, not even those who designed and dedicated their entire lives to the artifact, truly know what will take place when this occurs.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.




There are two ways to use this **FlexTable**:


First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *ring of darkstorms* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing the *ring of darkstorms*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townfolk, or NPCs without specific names. For example, **Townfolk**.

-  **Use Context D:**
 If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce the *ring of darkstorms* into your gaming sessions beyond simply "you find a curious little ring in a cabinet", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of the *ring of darkstorms*.

Paladins & Clerics

These classes would love the backstory, and the history, of the *ring of darkstorms*, and would likely seek to ensure the *ring* found a home where it could advance toward its goal of providing the stormcaller's spirit peace.

Rogues

Rogues would likely be involved with the *ring* to steal it from an existing owner, if it is determined that their course is misusing the artifact.

Marital Characters

These characters would be essential in defending the *ring*, or in obtaining it from an existing owner, but may have little use for the device themselves.

Arcane Classes

Wizards, obviously, are the target user of this artifact, and indeed are the only ones who can discover it if it is **pending discovery** (see above). At the GM's discretion, however, other arcanists may play a role in finding and using the *ring*.

Ultimately, wizards or arcanists in general are the ones who must act as stewards of the *ring* along its course.

Monks, Rangers, and Druids

These classes may have a vested interest in the weather-related effects of the *ring*, either intentional or accidental.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Discovery

The simplest of scenarios: the PCs discover the *ring of darkstorms*.

This, perhaps obviously, requires that the party contain a 1st-level Wizard.

After acquiring the ring, the new PC wielder will of course find occasion to use it to cast spells. This will result in odd weather effects.

The Quest element here is that local superstition arises that the PCs are cursed, as odd weather seems to follow them. They are exiled from the town, and farmers, tavernkeepers, and the like all make superstitions signs with their hands when they see the party.

The solution is for the PCs to discover the pattern of using the ring, and seeing impact, and trying not to use the ring while in front of those who might conclude things.

Learned Loop

The PCs discover, or already have, the *ring of darkstorms*. A member of an ancient church or temple contacts them.


They learn from this church about the history of the *ring*, and its legacy. There is no follow-up or tack-on effect, and the church asks nothing, for they believe the will of the *ring* is infallible, and if the *ring* has chosen the PCs, there must be some valid reason why.

They wish only to spread the lore of the *ring*, and to impress upon the party their desire to see the *ring* used safely, that the spirit of its occupant be allowed to progress toward final peace.


This is an effective, yet story-based, means of educating the party about the *ring of darkstorms*.







Quests

Another, more thorough, means of introducing the *ring of darkstorms* is via the following **Quest**.


 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.


Quest: Formidable Farmhands

 **Summary:** The party discovers a *ring of darkstorms*, and is called upon to use it for a seemingly mundane purpose.

 **Rewards:**  100 gp /  1,250 gp /  4,500 gp /  9,800 gp (promised); up to  **3 Reward Stars**; *ring of darkstorms*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter; requires that the party contain a PC with one class level of Wizard


 **Description:**


The PCs find a *ring of darkstorms*. This can be via virtually any mechanism whatsoever: in a cabinet, in a treasure cache, etc. It cannot be on the body of a deceased opponent, or for sale or trade, but it can be on a long-dead corpse or skeleton, even an undead foe.


No matter the means, the *ring* must be found by the party's first-level Wizard.

Shortly after discovering the *ring*, and after a number of days necessary for the *ring* wearer to have absorbed the knowledge of having learned the new spells it contains, the PCs are set upon by a group of farmers.


They have noticed the wizard's robes, appearance, staff, demeanor, or other telltale signs of wizardry, and have come to ask the party's help in controlling the weather to help their crops.


 As Quests go, this is a fairly tame one, particularly in contrast to the enormity of the power of the artifact that is central to resolving it. However, it's a perfect opportunity to gradually, casually almost, introduce the *ring* in an accessible context.


 The PCs can ignore the request. Doing so should automatically trigger a **weather effect** from the *ring*, and should target or include the PCs in the most frustrating and/or damaging way possible.

 Accepting the task, all the PCs have to do is something related to weather, rain, or ice. Any spell or magical effect will do the trick, though of course it would be appropriate for the *ring of darkstorms* to be the source of the power.

Aiding in any manner automatically triggers a combination of **weather effects** from the *ring*, but these should be in the most favorable manner possible, and the most beneficial to the farmers and the party.

Successfully helping the farmers grants the PCs a monetary token of their appreciation, and  **1 Reward Star**.

If the PCs refuse the money, recognizing that the farmers cannot truly afford it, they receive a second  **Reward Star**.

Finally, if the PCs used a spell cast from the *ring of darkstorms* to effect a solution to the farmers' plight, they receive a third  **Reward Star**.

Wyzakkap (Ring of Darkstorms wielder)

CR 1; XP 200

CN; Medium Humanoid (Human)

Combat Tactics

Wyzakkap is a bit of an anomaly tactics-wise. As a fighter, he is adept in melee combat, and can hold his own quite well. As a wizard, however, he's conscious of his limitations in this regard.

Versatile on the battlefield, Wyzakkap will play to his strengths if given the opportunity. Specifically, he will use his *ring of darkstorms* and native spellcasting talents at range and against masses. In a one-on-one confrontation, he will wade into melee only if there is space to do so, and there are no other friendly combatants more capable than he.

Description

Wyzakkap is a fighter and a wizard, a hybrid of two powerful occupations with a penchant for shifting between the two.

Appearance

Tall, swarthy, and bearded, Wyzakkap also bears glasses. His garb is a bit piratical, but also touched with whimsy.



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
HP	12	31	43	62
ARMOR CLASS	17	19	20	21
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 13 (+1)	DEX 15 (+2)	DEX 17 (+3)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 20 (+7)	INT 20 (+8)	INT 20 (+9)	INT 20 (+10)
	WIS 9 (+1)	WIS 9 (+2)	WIS 9 (+3)	WIS 9 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
LANGUAGES	Common, Elvish			
ATTACKS	Ranged Crossbow, Light) --> 80 ft.: -7 (1d8+1); 320 ft.: -7 (1d8+1) Melee Longsword +2 (1d8) Melee Dagger +3 (1d4+1) Ranged Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged Crossbow, Light) --> 80 ft.: -5 (1d8+2); 320 ft.: -5 (1d8+2) Melee +1 Longsword +4 (1d8+1) Melee Dagger +5 (1d4+2) Ranged Dagger (Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2)	Ranged Crossbow, Light) --> 80 ft.: -3 (1d8+3); 320 ft.: -3 (1d8+3) Melee +2 Longsword +6 (1d8+2) Melee Dagger +7 (1d4+3) Ranged Dagger (Thrown) 20 ft.: +7 (1d4+3); 60 ft.: +7 (1d4+3)	Ranged Crossbow, Light) --> 80 ft.: -1 (1d8+4); 320 ft.: -1 (1d8+4) Melee +3 Longsword +8 (1d8+3) Melee Dagger +9 (1d4+4) Ranged Dagger (Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Languages, Arcane Recovery, Cantrips, Fighting Style, Preparing and Casting Spells, Ritual Casting, Second Wind, Spellcasting, Dueling	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Fighting Style, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Second Wind, Spellcasting, Dueling	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Fighting Style, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Second Wind, Spellcasting, Dueling	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Fighting Style, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Second Wind, Spellcasting, Dueling
SPELL-CASTING	Save DC 15; Spell Atk +7 1st: feather fall; jump	Save DC 16; Spell Atk +8 3rd: lightning bolt; sleet storm; stinking cloud 2nd: gust of wind; levitate; web 1st: feather fall; jump; mage armor; sleep	Save DC 17; Spell Atk +9 5th: cloudkill; wall of stone 4th: control water; hallucinatory terrain; wall of fire 3rd: lightning bolt; sleet storm; stinking cloud 2nd: gust of wind; levitate; web 1st: feather fall; jump; mage armor; sleep	Save DC 18; Spell Atk +10 7th: reverse gravity 6th: move earth 5th: cloudkill; wall of stone 4th: control water; hallucinatory terrain; wall of fire 3rd: lightning bolt; sleet storm; stinking cloud 2nd: gust of wind; levitate; web 1st: feather fall; jump; mage armor; sleep
EQUIPMENT	Light crossbow; longsword; chain shirt; crossbow bolts (10x); dagger	Light crossbow; +1 longsword; +1 chain shirt; crossbow bolts (10x); dagger	Light crossbow; +2 longsword; +2 chain shirt; crossbow bolts (10x); dagger	Light crossbow; +3 longsword; +3 chain shirt; crossbow bolts (10x); dagger

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Instant Seeds

Instant Seeds (usable item)

Value:

☒ 32,000 gp / ☒ 71,000 gp /
☒ 168,000 gp / ☒ 230,000 gp

Weight 1 lb.; **Materials** seedpod; **Nature** magical; **Aura** strong transmutation, slight divination, ☒☒ moderate conjuration (teleportation), moderate transmutation (polymorph); **Slot** usable item

CL: ☒ 8th / ☒ 12th / ☒ 16th / ☒ 18th

Effect Summary:

☒☒☒☒ generates plants when planted or tossed on the ground

☒ **plant effect:** 5' x 5';
plant growth 1x/day; blight 1x/day;
detect animals or plants at will

☒ **plant effect:** 10' x 10';
plant growth 2x/day; blight 2x/day;
detect animals or plants at will; speak with plants at will;
plant shape I 1x/day

☒ **plant effect:** 20' x 20';
plant growth 3x/day; blight 3x/day;
detect animals or plants at will; speak with plants at will;
transport via plants 1x/day;
plant shape II 2x/day; animate plants 1x/day

☒ **plant effect:** 30' x 30';
plant growth 3x/day; blight 3x/day;
detect animals or plants at will; speak with plants at will;
transport via plants 1x/day;
plant shape III 2x/day; animate plants 2x/day;
control plants 3x/day

Description

These are innocuous artifacts, resembling seed bulbs or clumps. They are often found in a small canvas or hemp sack. Looking at them, it's difficult to tell if they are fresh, or a hundred years old... and in fairness, either could be accurate.

Effect

Touching *instant seeds* to the ground automatically activates the artifact's primary effect: **plant growth**, in an area as defined. Before planting or tossing the *seeds* to the ground, the user can mentally command the *seeds* as to the shape s/he wishes them to take; this can be any contiguous patch of space up to the total area listed. For example, ☒ moderate *instant seeds* can create up to 4 squares (each 5' x 5') of foliage.

The plants grown can be any kind the user wishes; by default, they will automatically resemble any vegetation within view. Their size is user-selected via mental command, and can be anywhere from thin grass to 10' tall. The user also picks whether they should count as **difficult terrain**; by default, they do not.

The plants that result are normal in every way; they bear fruit if appropriate. Once grown, they are indistinguishable



from plants of the same type. This means that if grown next to existing foliage, there is no visual difference between the artifact and its surroundings.

Touching the generated foliage, anyone may command the plants to **diminish** back to their seed form, which takes a full round. If the user who planted the seeds wishes, s/he may take a free action to prevent this diminishing if it is attempted by another creature; to do this, the planting user must be within visual range of the *instant seeds* foliage.

The plants remain in effect until they are diminished intentionally.

Foliage generated by the *instant seeds* may be damaged, or even destroyed; in this manner they behave precisely like whatever plant they emulate. So long as at least one 5' x 5' square of the plants remain, however, the *instant seeds* themselves remain viable. If all squares of an *instant seeds*-generated plant zone are destroyed, so are the *seeds* themselves. Foliage generated via *instant seeds* does not regenerate automatically, though the next time they are activated, they produce a full zone of plants as normal.

If the plants are damaged, it takes 1 additional minute per square damaged or destroyed for the plants to diminish back into seed form when requested. Thus a zone of *instant seeds*-generated plants that suffers damage to 5 squares will take 5 minutes to diminish back to seed form.

As a secondary effect, while holding the seeds, the bearer can generate a number of **spell-like effects** as noted. This requires a standard action in all cases; only one spell-like effect may be triggered in a round. Most have limitations per day; these are artifact-based, not user-based; transferring depleted *instant seeds* to another creature does not affect its remaining uses. These counts restore to full 24 hours after the first use of a given ability from a full charge.

Table 54: Instant Seeds Flavors

Difficulty Band	Prefix	Foliage Size	Spell-Like Effects
☒ Low	Minor	5' x 5'	<i>plant growth</i> 1x/day; <i>blight</i> 1x/day; <i>detect animals or plants</i> at will
☒ Moderate	Lesser	10' x 10'	<i>plant growth</i> 2x/day; <i>blight</i> 2x/day; <i>detect animals or plants</i> at will; <i>speak with plants</i> at will; <i>plant shape I</i> 1x/day
☒ Advanced	Greater	20' x 10'	<i>plant growth</i> 3x/day; <i>blight</i> 3x/day; <i>detect animals or plants</i> at will; <i>speak with plants</i> at will; <i>transport via plants</i> 1x/day; <i>plant shape II</i> 2x/day; <i>animate plants</i> 1x/day
☒ Elite	Elite	30' x 30'	<i>plant growth</i> 3x/day; <i>blight</i> 3x/day; <i>detect animals or plants</i> at will; <i>speak with plants</i> at will; <i>transport via plants</i> 1x/day; <i>plant shape III</i> 2x/day; <i>animate plants</i> 2x/day; <i>control plants</i> 3x/day

The *plant growth* and *blight* effects may be applied to other plants as desired. However, the acts of “growing” the seeds or reducing them back to seed form consumes a corresponding usage of these effects.

Synergy & Sets

None. *Instant seeds* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Instant seeds can be stored in the open with no one the wiser, owing to their appearance. As a result, herbalists, druids, and rangers will sometimes store them in their gardens, ready to use when necessary.

On occasion, one might discover a “grown” or “deployed” set of *instant seeds* in foliage form. Discovering the true nature of these plants would require a *detect* spell to identify the aura, and/or other magical insight.

The growth and diminishment capabilities of the *seeds* are automatically conveyed to the holder.

The other, spell-like effect abilities require research or a knowledgeable handoff from an informed current owner.

At the GM’s discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *instant seeds’* capabilities.

Ubiquity

Instant seeds are uncommon, but much more frequently found among rangers, druids, and herbalists of all stripes.

Notoriety

As it’s virtually impossible to differentiate these artifacts from their natural brethren without magic, there is no additional attention to be had from owning these items.

Quirks of Ownership

None.

History & Background

Instant seeds hail from a noble purpose: end hunger and poverty.

A few generations ago, an herbalist grew in power and influence. Well-regarded, she toiled with equal will and strength toward two goals: one, to enhance her abilities and profit by them; and two, to cater to the poor and those unable to pay.

She was talented enough to succeed in the first goal, and kindhearted enough to devote the necessary time to the second. However as her years advanced, and she contemplated a retirement she had always dreamed of, she felt incomplete, as though her task was half-finished.

And indeed it was, for poverty and famine were as rampant as they had been in her youth. Her endless dedication to these problems had perhaps addressed things on an individual level, but writ large, these concerns lay unaddressed.

At its core, she reasoned, much of crime and poverty was due to lack of food and resources. What if, she thought, one could solve the root issue of food supply? What if she were able to produce magical seeds that grew a limitless amount of crop?

She dedicated a full year to crafting something to meet this goal. Her results were impressive, but ultimately fell quite short of the lofty goal.


Hunger wasn’t ended via her efforts, and indeed *instant seeds* as we know them today aren’t even truly helpful toward that goal. However, she realized the utility of her invention and was able to sell them quite cheaply toward a retirement she spent giving free care to the poor.


Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover

mysteries about the town.





There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *instant seeds* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *instant seeds*, or as a means of introducing a plot hook into the **Quests** listed herein.

-  **Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
-  **Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *instant seeds* into your gaming sessions beyond simply “the herbalist produces a handful of ordinary-looking seeds from his pouch”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *instant seeds*.

Paladins & Clerics

Most Clerics, and certainly all Paladins, would flock to the

central tenets of the original goal of these items.

That said, their use in helping others is somewhat limited; they remain a useful tool in combat and to aid with obfuscation, however.

Rogues

What escaping or lurking Rogue hasn't wished for a chest-high hedge maze at just the right time? Certainly, *instant seeds* could form a very useful tool in the tactics toolbox of virtually all Rogues.

Martial Characters

These classes may not have much direct use for the artifact. However, *instant seeds* may be useful in cordoning off pieces of the battlefield.

Arcane Classes

Herbalists, apothecaries, and crafters might long for *instant seeds*: one potential use that may not occur to other classes is that the *seeds* gives arcanists the ability to produce virtually any non-magical plant, berry, or fruit.

Monks, Rangers, and Druids

These classes are all nature-based to varying degrees; the ability to produce more plant life, and manipulate existing plant life to greater effect, can only be a great boon to them.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

The Curious Case of the Regenerating hedgemaze

A group of children has been playing in the gardens of a noble, sneaking in under a wall meant to keep their like out.

They've noticed something curious: a certain wall of hedgemaze was damaged a month ago during their play. The next day, they returned to find it completely restored, as though the damage had never happened.

The PCs have the opportunity of investigating to see if there is more to this schoolyard tale than meets the eye.

This scenario forms the basis of the **Quest** below.

Collector

“It belongs in a museum” is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states “it belongs in *my* museum”.

A Collector, or group thereof, asks the PCs to retrieve *instant seeds* from their current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing *instant seeds* is via the following **Quest**.

FlexTable 45: Instant Seeds Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	Long ago, an herbalist wished to solve hunger via a magical artifact.	✓ True. This was the genesis of the project.
15-29	15-30	15-30	01-30	14	Magical seeds can be made to grow into virtually any person-height plant at command.	✓ True. This is the primary function of <i>instant seeds</i> .
30-44	31-45	31-45	31-39	16	Using magical seeds, one can create rows of plants, and then revert those plants back into seed form at a whim.	✓ True. This refers to both primary features of the seeds.
45-59	46-60	46-60	40-49	18	<i>Instant seeds</i> can enable the holder to speak with plants and grow or diminish existing foliage.	✓ True. This explains some of the spell-like effects of the <i>seeds</i> .
60-74	60-69	60-69	50-59	20	Some <i>instant seeds</i> can allow grand plant-related powers to those who hold them.	✓ True. This refers to the more advanced spell-like effects granted by the <i>seeds</i> .
75-89	70-97	70-94	60-69	14	<i>Instant seeds</i> is a magical pouch that can produce seeds of any plant.	✗ False. This is not what the artifact is or how it works.
90-00	98-00	95-00	70-00	15	<i>Instant seeds</i> can revert any plant back into seed form.	✗ False. They can do this, but only to foliage into which they themselves transform.

This **Quest** may be inserted into any campaign setting or adventure, either as a “side quest”, or as a tie-in or kickoff to a larger storyline.

Quest: The Curious Case of the Regenerating Hedgemaze

Summary: The PCs may investigate an odd case of plants recovering unusually fast from damage.

Rewards: Up to **1 Reward Star**; 2d6+2 *instant seeds*

Locations: Any.

Key NPCs: Any.

Kickoff: Random Encounter.

Description:

The PCs hear a bunch of children bragging about sneaking into a nearby nobleman’s garden. More specifically, they tell a tale of a mysteriously regenerating hedge.

Talking with them further reveals that they themselves damaged the hedge one day about a month ago. Scared, they fled immediately, lest they be discovered. A day later, they returned, to discover that the hedge had been restored completely, as though nothing had ever happened.

Although the nobleman is widely rumored to be anti-magic as a general rule, magic seems the most likely explanation. It could also be a type of plant that is simply about to regenerate much, much more quickly than typical foliage.

The PCs can investigate further if they wish, but it will almost unavoidably involve breaking into the estate.

The PCs can ignore the request. There are no further consequences, excepting that the children no longer think of the party as “cool”.


The only Lawful means of investigating is to approach the nobleman and request a tour of the grounds, likely under some pretense.

Sneaking in seems a straightforward affair: after all, the kids do it several times a week, with no consequences as of yet. A quick **Disable Device** check for the jury-rigged fence should do the trick to get inside; thereafter, periodic **Stealth** checks should keep the PCs concealed.

Once inside, the PCs are able to quickly identify which patch of plants in the hedgemaze are of concern. As the bushes behave normally, only magical investigation will produce any results or valuable information.

If the party is caught, they can talk their way out of things, or inform on the children. In many event, the noble wants everyone to love and desire his garden, so that the occasional passerby sneaks in is not a huge concern to him.

If the party successfully figures out the true nature of the hedgemaze—that it is composed of *instant seeds*, in quantity as listed as a possible reward—they can diminish that many sections and take them.

Figuring out not only that the “regenerating” foliage is actually a magical artifact, but that the hedgemaze is comprised of multiple iterations of that artifact, is worth an additional reward of  **1 Reward Star.**

Jhaane (Instant Seeds owner)

CR 1; XP 200

TN; Small Humanoid (Gnome)

Combat Tactics

Jhaane is a cautious observer, and recorder, of activities. He will engage only when absolutely essential, either for his own survival, or that of his comrades. When doing so, he will favor ranged spells that neutralize enemies and threat; secondly, he will rely upon those actions that provide escape or distraction.

Description

Jhaane is an unassuming gnome, a roving apothecary and herbalist. He very much fits the mold of a robed naturalist, friend to plant and animal alike, one who is attuned to nature and who strives to live in harmony with it.

Appearance

Robes, a beard, a pipe, a staff: these are the typical trappings of a woodland gnome of a background mixed between arcane and divine magicks. Owing to his experience with instant seeds, **Jhaane** can often be found with trimmings, fruits, seeds, and leaves dangling—one might say exploding—from pouches and pockets aplenty.



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Small TN Gnome (Rock)	Small TN Gnome (Rock)	Small TN Gnome (Rock)	Small TN Gnome (Rock)
HP	8	26	41	62
ARMOR CLASS	14	15	17	18
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
ABILITY SCORES / SAVES	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 15 (+2)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)
	INT 17 (+5)	INT 17 (+6)	INT 17 (+7)	INT 17 (+8)
	WIS 18 (+6)	WIS 20 (+8)	WIS 20 (+9)	WIS 20 (+10)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 +2 Herbalism Kit	Passive Perception 15 +3 Herbalism Kit	Passive Perception 15 +4 Herbalism Kit	Passive Perception 15 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Gnomish			
ATTACKS	Melee Quarterstaff (Small) +2 (1d6)	Melee +1 Quarterstaff (Small) +4 (1d6+1)	Melee +2 Quarterstaff (Small) +6 (1d6+2)	Melee +3 Quarterstaff (Small) +8 (1d6+3)
	Ranged Sling (Small) --> 30 ft.: -7 (1d4+1); 120 ft.: -7 (1d4+1)	Ranged Sling (Small) --> 30 ft.: -6 (1d4+1); 120 ft.: -6 (1d4+1)	Ranged Sling (Small) --> 30 ft.: -4 (1d4+2); 120 ft.: -4 (1d4+2)	Ranged Sling (Small) --> 30 ft.: -2 (1d4+3); 120 ft.: -2 (1d4+3)
	Melee Dagger (Small) +3 (1d4+1)	Melee Dagger (Small) +4 (1d4+1)	Melee Dagger (Small) +6 (1d4+2)	Melee Dagger (Small) +8 (1d4+3)
	Ranged Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	Ranged Dagger (Small/Thrown) 20 ft.: +4 (1d4+1); 60 ft.: +4 (1d4+1)	Ranged Dagger (Small/Thrown) 20 ft.: +6 (1d4+2); 60 ft.: +6 (1d4+2)	Ranged Dagger (Small/Thrown) 20 ft.: +8 (1d4+3); 60 ft.: +8 (1d4+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

SPELL-CASTING

Save DC 14; Spell Atk +6

1st: *create or destroy water; entangle*

Save DC 16; Spell Atk +8

3rd: *conjure animals; meld into stone; plant growth*

2nd: *barkskin; lesser restoration; protection from poison*

1st: *create or destroy water; entangle; goodberry; healing word*

Save DC 17; Spell Atk +9

5th: *awaken; greater restoration*

4th: *conjure minor elementals; giant insect; locate creature*

3rd: *conjure animals; meld into stone; plant growth*
2nd: *barkskin; lesser restoration; protection from poison*

1st: *create or destroy water; entangle; goodberry; healing word*

Save DC 18; Spell Atk +10

7th: *regenerate*

6th: *conjure fey*

5th: *awaken; greater restoration*

4th: *conjure minor elementals; giant insect; locate creature*

3rd: *conjure animals; meld into stone; plant growth*
2nd: *barkskin; lesser restoration; protection from poison*

1st: *create or destroy water; entangle; goodberry; healing word*

EQUIPMENT

Quarterstaff (small); sling (small); sling bullets (20x); elven chain; dagger (small)

+1 Quarterstaff (small); sling (small); sling bullets (20x); +1 elven chain; dagger (small)

+2 Quarterstaff (small); sling (small); sling bullets (20x); +2 elven chain; dagger (small)

+3 Quarterstaff (small); sling (small); sling bullets (20x); +3 elven chain; dagger (small)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 2.

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking

damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest. For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher

than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Stubborn Rod

Stubborn Rod (rod / misc)

Value:

☒ 31,000 gp / ☒ 92,000 gp /
☒ 165,000 gp / ☒ 480,000 gp

Weight 1 lb.; **Materials** obsidian, titanium alloy; **Nature** magical; **Aura** strong enchantment (compulsion) [mind-affecting], moderate abjuration [good], strong conjuration (creation) [earth], moderate evocation [force]; **Slot** rod/wand

CL: ☒ 8th / ☒ 12th / ☒ 14th / ☒ 16th

Effect Summary:

☒☒☒☒ **called** (as a dagger of that ability)

☒ **immovable 30 minutes / day** total duration (Str DC 30, 8,000 lbs);
hold person (touched creature only, 3x/day);
hold portal (touched portal only, 5x/day)

☒ **immovable 60 minutes / day** total duration (Str DC 32, 10,000 lbs);
hold person (touched creature only, 5x/day);
hold portal (touched portal only, at will);
hold monster (touched creature only, 3x/day);
wall of stone 1x/day

☒ **immovable 4 hours / day** total duration (Str DC 34, 12,000 lbs);
hold person (touched creature only, at will);
hold portal (touched portal only, at will);
hold monster (touched creature only, 5x/day);
wall of stone 3x/day; *wall of force* 1x/day

☒ **immovable** (no daily limit, Str DC 36, 15,000 lbs);
hold person (touched creature only, at will);
hold portal (touched portal only, at will);
hold monster (touched creature only, at will);
wall of stone 5x/day; *wall of force* 3x/day;
prismatic wall 1x/day


Description

These simple-looking rods come in many forms. Often, they take the appearance of a branch or stick, with knobs and ridges as though taken fresh from a tree. Other times, they more resemble the hilt and pommel or a sword.

Typically, they have at least one stud, button, or switch, usually on one end of the rod, to toggle the **immovable** effect (see below).

Effect

All *stubborn rods* count as *immovable rods*. However, most of them are limited in effect to a certain duration per day. Toggling the “immovability” on or off requires a standard action. The total duration per day that is allowed resets in full 24 hours after the device’s first use from a full charge.

Stubborn rods have different **weight limits** and  **Strength check DCs** based on their potency as noted.

Secondly, each *stubborn rod* may generate a variety of **spell-like effects**. Most of these have a limitation on the number

of times per day they are allowed; these limitations are item-based, not user-based. Transferring a depleted *stubborn rod* to another person does not affect its charges or remaining uses.

The listed spell-like effects function exactly as the spells of their name, with one exception: targets and range.

Any spell-like effects that require one or more targets (e.g., *hold person* requires a target creature) can only and must target creature(s) physically touched with the *rod* (for unwilling targets, use a touch attack to confirm).

Other spell-like effects (i.e., *wall*-based spells) are generated by placing the *stubborn rod* on the ground; the wall effect is then generated however the wielder wishes, but the wall that springs forth must touch the *rod* at some point. Wall effects generated need not be centered on the *rod*.

Finally, all *stubborn rods* may be **called** back to their most recent wielder. The range of this ability is 1,000 feet.

Synergy & Sets


None. *Stubborn rods* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Stubborn rods are typically discovered in treasure caches. On very rare occasions, they might be for sale in magic-item shops.

These items do contain a single, obvious button as described; a simple trial-and-error will divulge the mechanics of this feature quite quickly.

The spell-like effects of the *rod* require a mental command; this requires research or a knowledgeable handoff from an informed current owner.

 At the GM’s discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *stubborn rod*’s capabilities.

Ubiquity

Stubborn rods are incredibly rare.

Notoriety

These artifacts are quite ordinary in appearance, and therefore are unlikely to bring about any attention.

Quirks of Ownership

None.

History & Background

The *stubborn rod* was invented by a mountain-climbing

Table 55: Stubborn Rod Flavors

Difficulty Band	Prefix	Immovable Daily Duration	Immovable Strength Check	Immovable Max Weight	Spell-Like Effects
Low	Minor	30 min	DC 30	8,000 lbs.	hold person 3x/day; hold portal 5x/day
Moderate	Lesser	60 min	DC 32	10,000 lbs	hold person 5x/day; hold portal at will; hold monster 3x/day; wall of stone 1x/day
Advanced	Greater	4 hours	DC 34	12,000 lbs	hold person at will; hold portal at will; hold monster 5x/day; wall of stone 3x/day; wall of force 1x/day
Elite	Elite	unlimited	DC 36	15,000 lbs	hold person at will; hold portal at will; hold monster at will; wall of stone 5x/day; wall of force 3x/day; prismatic wall 1x/day

afficionado as a vital tool for her scaling.

Already a very versatile and useful item for climbing, an *immovable rod* was part of the climber’s toolkit for years. One day, she scaled up to a plateau which led to a cave. It turned out that the cave was crawling with monsters... and although she had prepared for combat, they were too many for her.

Complicating matters greatly was the fact that it was impossible to scale back down while monsters still pursued her.

She barely made it home alive.

Once back and recovered, she took an *immovable rod*, and modified it to be able to generate wall effects. This way, she could put a portable wall into place wherever she needed it.

In discourse with fellow adventurers over the coming month, she quickly realized the broader applicability of her invention. Within the year, she had hung up her pitons for anything but entertainment, and produced and sold *stubborn rods* full-time.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM’s discretion, you may pick a result with a lower DC and read that instead.

The party may use **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *stubborn rod* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *stubborn rod*, or as a means of introducing a plot hook into the **Quests** listed herein.

- Use Context A:**
As a default, or if no other context specifically applies to the circumstances.
- Use Context B:**
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
- Use Context C:**
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- Use Context D:**
If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you’re looking for an excuse to introduce a *stubborn rod* into your gaming sessions beyond simply “the mountaineer pockets a plain-looking rod”, here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it’s always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *stubborn rod*.

Paladins & Clerics

These classes might look upon the protective capabilities of the *rod* as a useful means of partitioning threats.

Rogues

Rogues might combine the wall effects with the **called** nature

to effect a more capable getaway.

Marcial Characters

Tactics on the battlefield can spell the difference between success and death. A handheld device that can generate a wall at will is an enormously helpful tool in this regard.

Arcane Classes

Defensively, *stubborn rods* are an arcanist's best friend; simply toss down a wall on demand when threatened.

Monks, Rangers, and Druids

These classes all rely upon tactics, mobility, and positioning for their combat aims, no matter what their particular approach. The ability to form a wall on demand is a greatly beneficial tool for these classes.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Summit Scale

The PCs have the opportunity to engage in a local challenge: climb to the top of a nearby mountain peak. The twist is that one may only pack a small assortment of equipment: four items, and clothing counts as one.

One or more *stubborn rods* will help not only with climbing, but with preventing other competitors from interfering with one's own progress.

This scenario forms the basis for the **Quest** below.

Collector


"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *stubborn rod* from its current wielder, and to return it so that it might be stored among other valuables.


This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.







Quests

Another, more thorough, means of introducing a *stubborn rod* is via the following **Quest**.

 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.


Quest: Summit Scale

 **Summary:** The PCs can participate in a challenge to scale a mountain with limited equipment.





 **Rewards:**  1,000 gp /  5,000 gp /  10,000 gp /  20,000 gp (promised); up to  **1 Reward Star**; *stubborn rod*

 **Locations:** Any.

 **Key NPCs:** Any.

 **Kickoff:** Random Encounter.

 **Description:**

The PCs hear of a local competition. Participants throw in an anti to compete ( 100 gp /  500 gp /  1,000 gp /  2,000 gp); winner gets the monetary prize noted above.



The objective is to scale to the top of a local mountain peak. It's not too tall, but it requires decent equipment and determination to mount.


Although the contest is nominally about skill and climbing ability, in practice, past a certain assumed level of talent, it becomes a combat exercise, where climbers war with each other to fling each other off the mountain and scramble for position.

A *stubborn rod*, singly or in quantity, is a nearly-ideal tool for this contest: facilitating ascent, and combat, simultaneously.

The PCs can obtain one as part of the Quest, or separately, via separate adventure or as a purchase.

To successfully scale to the peak, the PCs will have to defeat at least a handful of competitors.

 If the PCs are the first to the summit, they will be given the full gold reward listed above, as well as  **1 Reward Star**.

 Attaining the peak after another competitor does grants the party 1/3 the gold-piece reward, rounded down.

 Failing to reach the summit grants the PCs no reward.

FlexTable 46: Stubborn Rod Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	A mountain climber invented a new form of <i>immovable rod</i> for use in climbing.	✔ True. This refers to the device's etymology.
15-29	15-30	15-30	01-30	13	<i>Stubborn rods</i> are like <i>immovable rods</i> , but with extra powers.	✔ True. This is a perfect summary of the device.
30-44	31-45	31-45	31-39	15	<i>Stubborn rods</i> may be used to generate wall-like effects.	✔ True. This refers to the device's spell-like effects.
45-59	46-60	46-60	40-49	17	A <i>stubborn rod</i> may be used like an <i>immovable rod</i> , but usually not quite as often as that device.	✔ True. This refers to the time limitation that most types of <i>stubborn rod</i> have in this function.
60-74	60-69	60-69	50-59	19	<i>Stubborn rods</i> can generate a variety of spell-like wall effects, and can restrain creatures, but these effects must be touching or sourced from the <i>rod's</i> physical location.	✔ True. This refers to the nature and limitations of the spell-like effects of the device.
75-89	70-97	70-94	60-69	12	<i>Stubborn rods</i> cannot be moved from where they are found, and are therefore useless.	✘ False. Though this would indeed make them useless if it were true.
90-00	98-00	95-00	70-00	14	<i>Stubborn rods</i> grant the holder a nearly impossibly high level of willpower against all manner of effects.	✘ False. This is not at all part of the effects of the artifact.

Jacarae Boucherier “The Butcher” (Stubborn Rod wielder)

CR 1; XP 200

CN; Medium Humanoid (Human)

⚔ Combat Tactics

Jacarae is an intelligent, seasoned combatant. No stranger to armed conflict, he is fully aware of his abilities and limitations, and will not overextend himself unless on rare occasion he gets caught up in the gallantry or panache potential of a certain maneuver.

📖 Description

Jacarae Boucherier, the son of a sixth-generation butcher, left his family to become an entertainer when a traveling circus came to town. After years of tutelage he became an accomplished bard and performed in some of the acts by the road show.

Jacarae was a traveling entertainer when he was shanghaied. Now a pirate, he traveled the sea with the crew of the pirate ship.

Jacarae and some fellow crew mates were betrayed by the first mate who tried to have us all killed, but was instead killed himself.

Having taken the ship we elected one of our own to become the new captain. Renaming the ship *Besmara's Wrath*.

After many adventures and successful raids on ship we were nearly defeated and Jacarae and the captain were killed along with several other crewman.

Finding myself before *Besmara* herself onboard her ship, I eloquently explained that no other Deity had ever shone any interest in him and swore to spread her fame throughout the world and give her an officers share of any booty taken by *Besmara's Wrath* if I was allowed to return to the mortal world.

Jacarae awoke to find himself about to be buried at sea and thus became know as a gallows jumper and quickly voted as the new captain of *Besmara's Wrath*.



A devout worshiper of *Besmara*, Jacarae and *Besmara's wrath* sail the sea looking for booty, striking fear in the hearts of all who hear the name *Besmara's wrath* captained by ‘The Butcher’, in name only as Jacarae is a kind person who looks out for his crew. The unwilling pirate now embraces the life and it’s now a pirates life for me.

👤 Appearance

Jacarae wears his breastplate boldly, often topping it with a colorful vest and using a loose tunic or blouse as an undergarment. He’s rarely without a spyglass and his custom-made rapier, “*Singer*”.

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

CHALLENGE
CR 1
XP 200

CR 6
XP 2,300

CR 10
XP 5,900

CR 14
XP 11,500

CLASS / HD Bard 1

Bard 6

Bard 10

Bard 14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SIZE / ALN	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
HP	10	46	75	113
ARMOR CLASS	16	17	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 14 (+2)	STR 14 (+2)	STR 14 (+2)	STR 14 (+2)
	DEX 18 (+6)	DEX 18 (+7)	DEX 20 (+9)	DEX 20 (+10)
	CON 15 (+2)	CON 15 (+2)	CON 15 (+2)	CON 17 (+3)
	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 17 (+5)	CHA 19 (+7)	CHA 19 (+8)	CHA 19 (+9)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12 +2 Lute, Lyre, Viol	Passive Perception 12 +3 Lute, Lyre, Viol	Passive Perception 12 +4 Lute, Lyre, Viol	Passive Perception 12 +5 Lute, Lyre, Viol
LANGUAGES	Common, Elvish			
ATTACKS	Ranged Crossbow, Hand) --> 30 ft.': -4 (1d6+4); 120 ft.': -4 (1d6+4)	Ranged Crossbow, Hand) --> 30 ft.': -3 (1d6+4); 120 ft.': -3 (1d6+4)	Ranged Crossbow, Hand) --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5)	Ranged Crossbow, Hand) --> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5)
	Melee Rapier +6 (1d8+4)	Melee +1 Rapier +8 (1d8+5)	Melee +2 Rapier +11 (1d8+7)	Melee +3 Rapier +13 (1d8+8)
	Melee Dagger +6 (1d4+4)	Melee Dagger +7 (1d4+4)	Melee Dagger +9 (1d4+5)	Melee Dagger +10 (1d4+5)
	Ranged Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	Ranged Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	Ranged Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	Ranged Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Languages, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

SPELL-CASTING

Save DC 13; Spell Atk +5
1st: *charm person; sleep*

Save DC 15; Spell Atk +7
3rd: *dispel magic; hypnotic pattern; tongues*
2nd: *calm emotions; enthrall; hold person*
1st: *charm person; disguise self; heroism; sleep*

Save DC 16; Spell Atk +8
5th: *dominate person; scrying*
4th: *compulsion; dimension door; greater invisibility*
3rd: *dispel magic; hypnotic pattern; tongues*
2nd: *calm emotions; enthrall; hold person*
1st: *charm person; disguise self; heroism; sleep*

Save DC 17; Spell Atk +9
7th: *teleport*
6th: *mass suggestion*
5th: *dominate person; scrying*
4th: *compulsion; dimension door; greater invisibility*
3rd: *dispel magic; hypnotic pattern; tongues*
2nd: *calm emotions; enthrall; hold person*
1st: *charm person; disguise self; heroism; sleep*

EQUIPMENT

Hand crossbow; crossbow bolts (10x); rapier; studded leather armor; dagger

Hand crossbow; crossbow bolts (10x); +1 rapier; +1 studded leather armor; dagger

Hand crossbow; crossbow bolts (10x); +2 rapier; +2 studded leather armor; dagger

Hand crossbow; crossbow bolts (10x); +3 rapier; +3 studded leather armor; dagger

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 4. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack

roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

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