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# NEW EVIL

## INTRODUCTION

Our story takes place in a forest. A stranger has stumbled on some news that lizardfolk have been gathering in one large location. The adventurers will be offered a quest to figure out why this is. After which, the party will decide on whether to help the lizardfolk or let evil start a new era.

## STORY OVERVIEW

A dragon is trying to figure out a way to live forever.

### CHAPTER 1. LIZARDFOLK GATHERING

The main quest is to determine why the Lizardfolk are gathering.

## OPENING

The adventurers will be heading into a village called Nealion. Along the road to Nealion, their caravan get's attacked by a group of Orc's. **Side Quest 1. Orc Trouble p5**

In Nealion the party can be offered up to 3 quest's.

- One main quest.
- Two side quest.

The players that gather intelligence by asking around the village can figure out its layout along with the surrounding lands. Within these lands, a raiding party of orcs are terrorizing this part of the region. This was the same group of orcs the party ran into on the way there.

If the party doesn't ask around, then stick to telling them on the quest board inside their local tavern.

The party can see two slips of paper hanging on the quest board for anyone interested in some side work.

- **Side Quest 1. Orc Trouble p5**
- **Side Quest 2. In The Capture of Flying Snakes p5**

## REWARD

19

IN ELVEN SP

DEAD OR ALIVE

ORC RAIDER'S

See the local elven noble for further details.

## REWARD

50

IN ELVEN GP

ALIVE

FLYING SNAKES

See the local elven scout for location. Your reward will follow up with a Moonstone (worth 50 GP) for each Flying Snake past one.

## MAIN QUEST: TWO QUEST'S IN ONE

When the party decides to see the local noble. The noble will tell them

Greetings, have you all traveled this way to help with the Orc troubles from time to time. It's making hunting and trading harder and harder for my people.

*The party needed to take something that the orcs would carry. If a player didn't take an **Orc Trophy**. The party can't go back and gather something. Have the noble say*

How much time has passed. Wild animal's dragged or something claimed the sight. I'm still pleased, please sit, if you took care of them with such ease. Maybe just maybe you all can help with something.

*Skip the "How much time has passed" if the party managed to take an **Orc Trophy**.*

I'm glad to hear my friends. Please sit, (The noble looks at one of his members and tells them.) Go get 19 SP for are fellow friends. (As the noble turns back to the party.) If you took care of those orcs with ease. Maybe just maybe you all can help with something.

*Wait for the party to discuss it between themselves.*

One of my men has seen a group of two legged lizard's gathering in one spot. I keep getting informed every couple days that their numbers keep growing. We have heard stories of lizard people capturing local's and trader's alike. We just don't know for sure.

*Double the reward or what you see fit's if a player brings and offers the noble elven ears or flayed elven hide. That way they can honor their dead. Now if a player decides to keep one of those two as a keepsake. The adventurer party is not welcomed back.*



# SIDE QUEST

## SIDE QUEST 1. ORC TROUBLE

Four Orcs are found together raiding. 1 **Orc**, 3 **Young Orc**. When searching the orcs and succeed on a DC 11 Intelligence (Investigation) check. The Orc Leader is carrying A Ruby of the War Mage on the hilt of his Greataxe, a pair of engraved bone dice (worth 25 gp), and rolls off **VGM p90**. The Younger Orcs are carrying a carved bone statuette of gruumsh (worth 25 gp), & roll off **VGM p90** for each orc. *(Beyond four player's, add 1 Young Orc for each player added. Include carved bone statuette & roll table.)*

### A RUBY OF THE WAR MAGE

Wondrous item, *common* (requires attunement by a spellcaster)

Etched with eldritch runes, this 1-inch-diameter ruby allows you to use a simple or martial weapon as a spellcasting focus for your spells. For this property to work, you must attach the ruby to the weapon by pressing the ruby against it for at least 10 minutes. Thereafter, the ruby can't be removed unless you detach it as an action or the weapon is destroyed. Not even an antimagic field causes it to fall off. The ruby does fall off the weapon if your attunement to the ruby ends.

Caster Level: 3rd; Market Price:  $(1d6 + 1) \times 10$ ; Tool: Jeweler's; Component: Ruby;

Source: XGE p 138

ORC TROPHIES			
d10	Trophy	d10	Trophy
1	1d12 elf ears	6	1d20 severed fingers
2	1d4 dwarf beards	7	1d8 eyeballs
3	1d6 human heads	8	Flayed elf skin
4	Skulls and bones	9	Dire wolf hide
5	Cave bear paw	10	Random trinket*
* Roll on the Trinkets table in chapter 5 of the <i>Player's Handbook</i> .			

Source: VGM p90

## SIDE QUEST 2. THE CAPTURE OF FLYING SNAKES

The local scout will tell the party about a spot on a couple's day journey North West of the wood's.

When you go outside of Nealion. Head North West for 3 days threw the wood, 2 day's back. *(Do what time of day it's.)* You will see a grove of trees making a perfect circle. In the center is nothing but green grass flowing in the wind. I ask that you don't go near the center and respect my wish. Once you are there. You will see the flying snake's about.

If a player asks the elven scout how does the scout know. Replay with,

This is the time of year the flying snake's gathering to mate. After all, it's mating season for them.

A member of the party need's to roll and succeed on a DC 15 Wisdom (Survival) check. Once a day. If the party member fails the check. The party lands up wasting the day and gets lost. It will add a new day to their travel's. **Optional:** A different party member can roll and succeed on a DC 10 Wisdom (Survival) check. On a successful check, roll 1d6 + their Wisdom modifier to determine how much food (in pound's), then repeat the same roll for water (in gallon's).

As the party makes it to the grove of trees. They can see something flying overhead every so often when the light passe's through the tree's. Succeed on a DC 14 Wisdom (Perception Perception). 16 **Flying Snake**. *(Beyond four player's, add 4 Flying Snake's.)*

The party or player can (A) climb up a tree to gather as many Flying Snake's passing over head or (B) small rodent from the elven scout for bait.

(A) After the player captures a Flying Snake from anywhere. Roll a d10 to know the number of round's the Flying Snake's will stick around.

(B) If the party is using a small rodent. Roll 2d10 to know the number of round's the Flying Snakes will stick around.

# MONSTERS

## DWARVEN CITIZEN

This is your everyday dwarven citizen. Environments: Hill, Mountain, Underdark

### DWARVEN CITIZEN

Medium humanoid (dwarf), lawful good

**Armor Class** 16 (scale mail, shield)  
**Hit Points** 26 (4d8 + 4)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** poison  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Dwarvish  
**Challenge** 1 (200 XP)

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

### ACTIONS

**Battleaxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

**Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

## ELVEN CITIZEN

This is your everyday elven citizen. Environments: Forest, Underdark

### ELVEN CITIZEN

Medium humanoid (elf), chaotic good

**Armor Class** 14 (studded leather armor)  
**Hit Points** 13 (3d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	11 (+0)

**Skills** Perception +2, Stealth +4  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Common, Elvish  
**Challenge** 1/4 (50 XP)

**Fey Ancestry.** The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



GNOMISH CITIZEN

This is your everyday gnomish citizen. Environments: Hill, Forest, Underdark

### GNOMISH CITIZEN

*Small humanoid (gnome), neutral good*

**Armor Class** 16 (chain shirt, shield)  
**Hit Points** 16 (3d6 + 6)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

**Skills** Investigation +3, Perception +2  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Common, Gnomish  
**Challenge** 1/2 (100 XP)

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

#### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

AGING NPC’S

Age	Str	Dex	Con	Int	Wis	Cha
Infant	+2	+0	+1	+1	+1	+1
Young	+2	+0	+1	+1	+1	+1
Adult	+2	+0	+1	+1	+1	+1
Middle	-2	+0	+1	+1	+1	+1
Old	-2	+0	+1	+1	+1	+1
Venerable	-2	+0	+1	+1	+1	+1

For those that want to have differnt race’s age’s. Go two size’s down off the original creature’s stats.

*Examples are Infant Orc, Young Orc, Adult Orc is found on MM p.246, Middle Orc, Old Orc, & Venerable Orc.*

ORC LIFE STAGES

Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

**Infant Orc.** This is infant orc entering the world.

**Young Orc.** This is young orc just starting out in life.

**Middle Orc.** This is middle age orc.

**Old Orc.** This is old age orc.

**Venerable Orc.** This is venerable age orc.

### INFANT ORC

*Tiny humanoid (orc), chaotic evil*

**Armor Class** 11 (natural armor)  
**Hit Points** 4 (1d4 + 2)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	5 (-3)	9 (-1)	8 (-1)

**Skills** Intimidation +0  
**Senses** darkvision 30 ft., passive Perception 10  
**Languages** Common, Orc  
**Challenge** 1/8 (25 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 + 1 piercing damage.

## YOUNG ORC

*Small humanoid (orc), chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 5 (1d6 + 2)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	9 (-1)

**Skills** Intimidation +1

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## MIDDLE ORC

*Medium humanoid (orc), chaotic evil*

**Armor Class** 12 (hide armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	8 (-1)	12 (+1)	11 (+0)

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 0 (0 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## OLD ORC

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	9 (-1)	13 (+1)	12 (+1)

**Skills** Intimidation +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 0 (0 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

## VENERABLE ORC

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	10 (+0)	14 (+2)	13 (+1)

**Skills** Intimidation +3

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 0 (0 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d12) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

REMORHAZ

The heat secretion of a remorhaz, thrym, is valuable as a component for heat-related magical items and can be sold to alchemists for 5-10 gold pieces per flask. The remorhaz will contain 10 flasks worth of thrym per Hit Die. Environments: Arctic

**Ancient Remorhaz.** Roll (1d100) with 25 percent chance of a mate and with (1d2) eggs. The eggs value are at 500 gp.

### INFANT REMORHAZ

*Medium monstrosity, unaligned*

**Armor Class** 11 (natural armor)  
**Hit Points** 27 (5d8 + 5)  
**Speed** 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

**Senses** darkvision 30 ft. tremorsense 30 ft., passive Perception 10  
**Languages** —  
**Challenge** 1/4 (50 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage plus 3 (1d6) fire damage.

### ANCIENT REMORHAZ

*Gargantuan monstrosity, unaligned*

**Armor Class** 20 (natural armor)  
**Hit Points** 402 (23d20 + 161)  
**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	25 (+7)	5 (-3)	10 (+0)	6 (-2)

**Senses** darkvision 60 ft. tremorsense 60 ft., passive Perception 10  
**Languages** —  
**Challenge** 20 (25,000 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 21 (4d6) fire damage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 59 (9d10 + 10) piercing damage plus 21 (4d6) fire damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

**Swallow.** The remorhaz makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 28 (8d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 40 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 15 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.



SKELETON

Something or someone had it where the resting place was disturbed.

**Dwarven Skeleton.** Environments: Hill, Mountain, Underdark

**Elven Skeleton.** Environments: Forest, Underdark

**Gnomish Skeleton.** Environments: Hill, Forest, Underdark

**Orc Skeleton.** Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

**DWARVEN SKELETON CITIZEN**  
*Medium undead (dwarf), lawful evil*

**Armor Class** 17 (scale mail, shield)  
**Hit Points** 26 (4d8 + 4)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	7 (-2)	10 (+0)	5 (-3)

**Damage Vulnerabilities** bludgeoning  
**Damage Immunities** cold, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands Common, Dwarvish but can't speak  
**Challenge** 3 (700 XP)

**ACTIONS**

**Battleaxe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

**Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**ELVEN SKELETON CITIZEN**  
*Medium undead (elf), lawful evil*

**Armor Class** 15 (studded leather armor)  
**Hit Points** 13 (3d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	7 (-2)	11 (+0)	7 (-2)

**Damage Vulnerabilities** bludgeoning  
**Damage Immunities** cold, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands Common, Elvish but can't speak  
**Challenge** 2 (450 XP)

**ACTIONS**

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## GNOMISH SKELETON CITIZEN

*Small undead (gnome), lawful evil*

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 16 (3d6 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common, Gnomish but can't speak

**Challenge** 1 (200 XP)

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## ORC SKELETON

*Medium undead (orc), lawful evil*

**Armor Class** 14 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	3 (-4)	11 (+0)	6 (-2)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common, Orc but can't speak

**Challenge** 1 (200 XP)

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



# ITEMS

## RING OF STRETCH

Ring, *rare (requires attunement)*

A target's size double's in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category and everything it's wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. The target's weapon's also grow to match its new size. While these weapon's are enlarged, the target's attack's with them deal 1d4 extra damage.

**Lore.** Dwarf's would make these ring's in order for them to fight back the hill giant's. In which the hill giant's where once their slaves and now are their enemies. The ring would be covered in dwarven rune's at which a faint glow would occur once's activated.

*Caster Level:* 6th; *Prerequisites:* Enlarge/Reduce; *Market Price:* 2d10 × 1,000; *Tool:* Jeweler's; *Component:* A pinch of powered iron, Object (Signet Ring 5 gp 0.5 lb.); *Weight:* 0.5 lb.

## WONDER OF CONDENSE

Wondrous item, *rare (requires attunement)*

A object size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category & if weapon is reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

**Lore:** Dwarf's would make their equipment easier to carry on their person. But over time rogues would ether steal these item's into their line of field. To make it easier to conceal their equipment. In order to steal from parties.

*Caster Level:* 6th; *Prerequisites:* Enlarge/Reduce; *Market Price:* 2d10 × 1,000; *Tool:* (Any tool set that best fit's them the DM or Player have in mind.); *Component:* A pinch of powered iron, Object (any); *Weight:* varies lb.

## STANDARD EXCHANGE RATE CURRENCY

Coin	PP	GP	SP	CP
Platinum (PP)	1	10	100	1,000
Gold (GP)	1/10	1	10	100
Silver (SP)	1/100	1/10	1	10
Copper (CP)	1/1,000	1/100	1/10	1

## BANK CURRENCY EXCHANGE RATE

Coin	PP	GP	SP	CP
Platinum (PP)	.4	4	40	400
Gold (GP)	1/4	.4	4	40
Silver (SP)	1/40	1/4	.4	4
Copper (CP)	1/400	1/40	1/4	0

## MAIN RACE & BLACK MARKET CURRENCY & TREASURE EXCHANGE RATE FOR GOODS

Coin	PP (DC10)	GP (DC15)	SP (DC20)	CP (DC25)
Platinum (PP)	.5	5	50	500
Gold (GP)	1/5	.5	5	50
Silver (SP)	1/50	1/5	.5	5
Copper (CP)	1/500	1/50	1/5	0

## CURRENCY TO TREASURE EXCHANGE RATE

Coin	PP	GP	SP	CP
Platinum (PP)	.65	6.5	65	650
Gold (GP)	1/6.5	.65	6.5	65
Silver (SP)	1/65	1/6.5	.65	6.5
Copper (CP)	1/650	1/65	1/6.5	0

*Gems, Jewelry, and Art Objects. These items keep their full value in the marketplace.*

*Buying Goods from individual's needs a check.*

*Dwarf, Elf, Humam, Yuan-ti are the main race's.*

*Gems, Jewelry, and Art Objects. These items keep their full value in the marketplace.*

*You can buy items for cheap on the black market. But keep in mind it can be hot.*