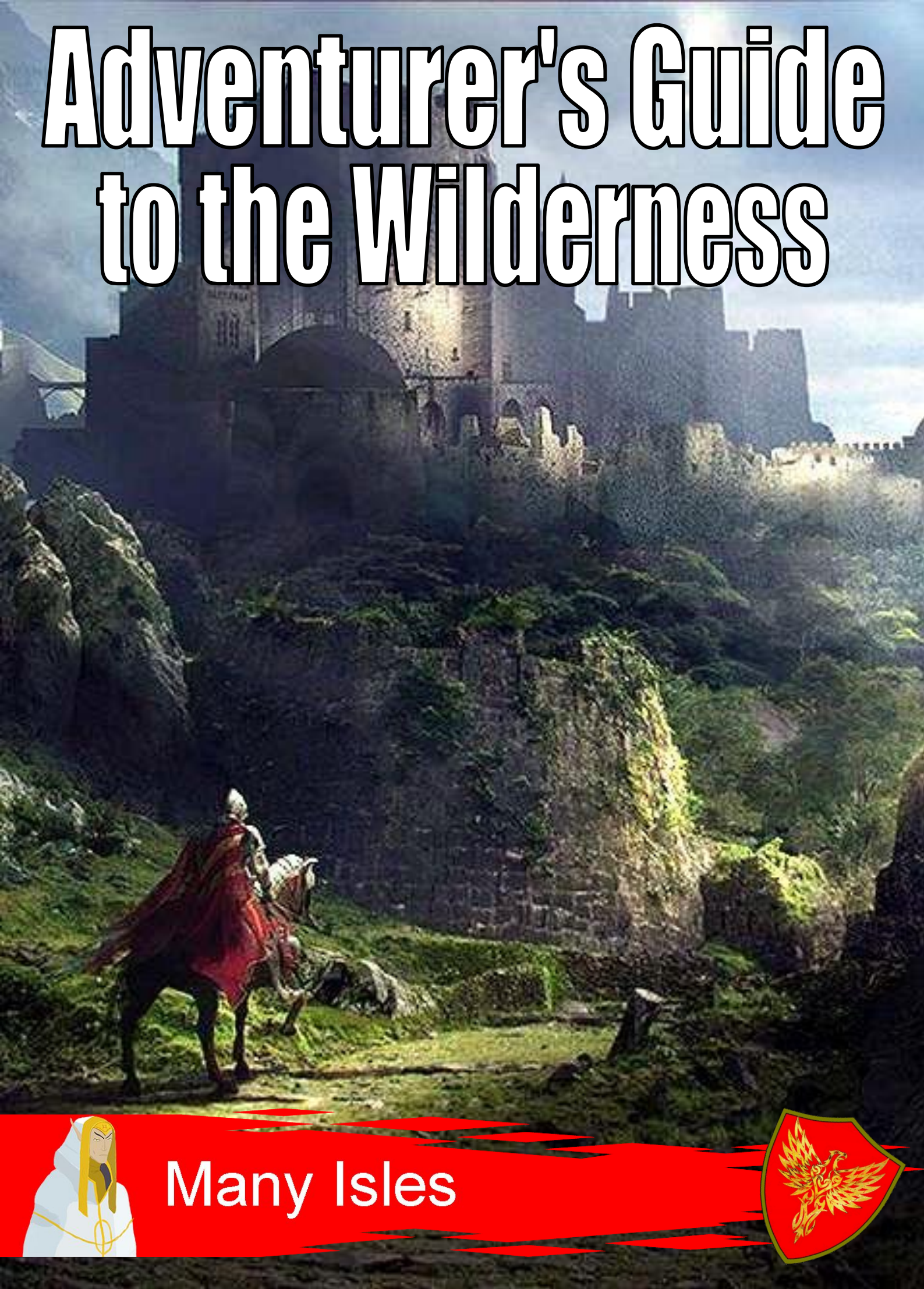
Adventurer's Guide to the Wilderness



Many Isles

1 - Equipment

All adventurers braving the wilderness need to be equipped correctly, be it with good armor, or warm clothes, protection from the sun, tents and sleeping utilities, antidotes, or gear. Whoever doesn't have the necessary equipment will have a hard time in wilderness, and most likely not survive it.

The table below shows all the gear an adventurer might need, and also contains all the equipment referenced in other parts of this guide.

Additional Explorer's Equipment

Name	Price	Effect	Weight
Bedroll	1 gp	Increases Warmth Level by 1	8 lb.
Fishing Tackle	1 gp	Tool used for fishing, see Chapter 4	1 lb.
Gourd of Water	5 sp	Contains up to 4 units of a liquid	1 lb.
Hat	5 sp	Grants Sun Protection	n.a.
Heavy layering (for tent)	15 gp	Increases Warmth Level by 2	25 lb.
Heavy Tarp	5 gp	Grants Precipitation Protection 1	10 lb.
Heavy winter clothes	10 gp	Increases Warmth Level by 2	5 lb.
Hunting Trap	5 gp	Used for hunting, see Chapter 4	8 lb.
Layering (for tent)	10 gp	Increases Warmth Level by 1	15 lb.
Mat	5 gp	Increases Comfort by 1	10 lb.
Medium winter clothes	10 sp	Increases Warmth Level by 1	4 lb.
Sack	10 sp	Contains up to 20 units of food	2 lb.
Tent	5 gp	Grants Precipitation Protection 1, Warmth Level +1	8 lb.
Sleeping Bag	20 gp	Increases Warmth Level by 2, Comfort by 1	5 lb.

Also, many diseases and poisons might affect a character trying to live his life and survive a tough travel. Some antidotes exist.

Antidotes

Name	Price per Dose
Eyebright ointment	500 gp
Herbal Saver	100 gp
Jackal's Breath	100 gp
Liveon	150 gp
White Bliss	2000 gp

Eyebright Ointment. This ointment, made of rare northern flowers, can heal a creature of sight rot.

Herbal Saver. This small vial of green liquid can help a creature survive a poison. It takes one round to ingest and two rounds to take effect. Once in effect, the creature has resistance to all damage dealt by poisons within it for 4 hours.

Jackal's Breath. This liquid, made from jackal blood, can heal a creature from red rash.

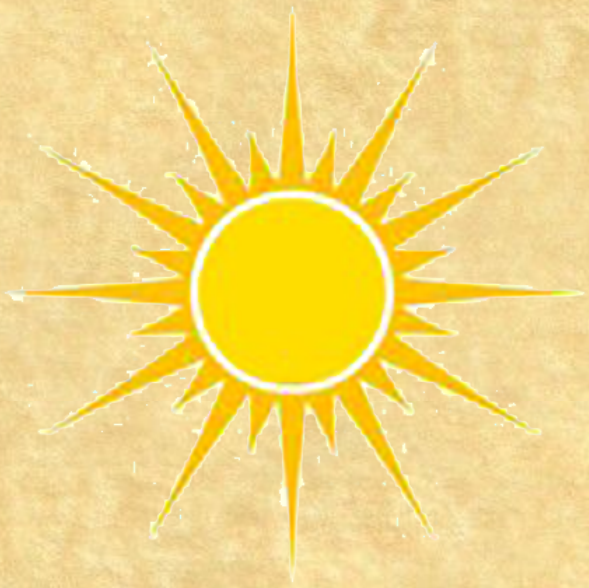
Liveon. It is used to heal people with yellow fever.

White Bliss. This medicine is used to linder the effects of the black death disease on a creature.

2 - Travelling and Climate

When travelling, one must pay great care to the climate, the terrain, and how all these might affect one's own health and endurance. In total, there are two factors that, during travel, might affect a creature: terrain and temperature. Whenever a party is travelling, the effects of both the terrain and the temperature they are in apply and must be fended off.

You can use the travel time table as base reference, which will then be affected by the other elements listed below.



Travel Time

Terrain	Speed	Total Travel Distance
Desert	2 mph	13 miles
Ice expanse	2 mph	13 miles
Mountains, eased	2 mph	11 miles
Mountains, rough	1 mph	6 miles
Plains, easy	3 mph	20 miles
Plains, high grass	2 mph	16 miles
Road, flat	3 mph	25 miles
Road, rough	2 mph	19 miles
Swamp	1 mph	4 miles

Dietary Needs per Day

Type	Amount
Food	1 unit (a ration)
Water	1 unit (a quarter gallon)

A character may try **foraging** during a day. To do so, he must roll a Survival check against the DC given by the terrain type, see "Terrain". On a success, the character finds 1d6+his Wisdom modifier units of food, as well as a source of water.

A further source of food in the wilderness can be acquired through hunting; see part 5. A character can also attempt cooking the found goodies; see part 6.

A creature's **Warmth Level** represents how warmly it's dressed, and how well it resists temperature. Every point of warmth level increases the effective temperature on a creature by 10; meaning, a Warmth Level of 2 makes a warmth of 10 into 30, and one of -2 into of -10.

Overheating and Undercooling

Overheating. If a creature's effective temperature level (outdoors temperature+Warmth Level times 10, with modifiers) is over 30 degrees, it overheats, and must make a DC 13 Constitution saving throw. This DC increases by 1 for every hour spent overheating. If a creature fails this, it gains 1 level of exhaustion. From exhaustion level 3 on, the creature is also unconscious.

Undercooling. If a creature's effective temperature is under 10, it's undercooling. It must make a DC 13 Constitution saving throw. This DC increases by 1 for every hour spent undercooling. If a creature fails this, it gains 1 level of exhaustion. From exhaustion level 3 on, the creature is also paralyzed.

Climate

There are four seasons in the Many Isles, as one would expect. However, those seasons are not all homogen, and there are some gray areas. That is why there are more time zones in which the characters might be traveling.

Below are listed all the effects that may be caused by weather, and what they actually mean. Under the list are shown the different periods of the year, and which effects they cause.

Hail Storm. Balls of ice fall from the sky. Visibility is reduced to 20 feet. DCs to find food are increased by 5, and DCs to find water are decreased by 5 (roll separately). For every hour spent out in the open, a creature gets 3d12 bludgeoning damage, except if they are sufficiently armored. Your total travel distance for the day is reduced by 12 miles, and your speed by 1 mph.

Slush. Streaks of snow dot the countryside, and make walking as well as finding food harder. Reduce your foraging rolls by 5. Also, if you are travelling on non-hard terrain, such as a road or mountains, reduce travel distance by 6 miles and travel speed by 1 mph.

Snow. The lands are covered in a thick layer of snow, and advancing has become difficult. Reduce travel distance by 13 miles and travel speed by 1 mph.

Snowstorm. Everything turns white, and snow whips around everywhere. Visibility is reduced to 10 feet, and DCs for foraging are increased by 10. The Snow effect automatically applies to this day and the next three, even if there normally wouldn't be Snow.

Storm. Fierce swaths of rain beat the land. Visibility is reduced to 20 feet. DCs to find food are increased by 5, and DCs to find water are decreased by 5 (roll separately). If you aren't walking on a solid surface, such as a good road or mountains, your total travel distance for the day is reduced by 12 miles, and your speed by 1 mph.

Strong Sun. The sun truly beats down. If a creature doesn't have Sun Protection, it must make a DC 15 Constitution saving throw every hour of marching, +1 for every previous hour spent marching. On a fail, their sight flimmers. They must rest in shadow for an hour within 10 minutes, or fall unconscious and take 20 damage for every hour in the sun. Water can lower this DC by 1 for every unit drunk.

Wet Lands. The terrain has become wet from all the water pouring down from the heavens. DCs for finding water are lowered by 5 (roll for food separately). If you aren't walking on a solid surface, such as a good road or mountains, your total travel distance for the day is reduced by 6 miles, and your speed by 1 mph.

At night, temperatures usually lower by 10. Resistance to fire lowers effective temperature by 10, but no less than 0, and resistance to fire increases in such a way. Vulnerability does the opposite.

High Summer

During high summer, the sun beats down, and the weather doesn't change much.

Weather	Temperature	Effect
Good	30	Strong sun

Water. Every creature needs an additional unit of water each day spent travelling in high summer.

Late Summer

Temperatures have lowered, and the climate has suddenly become wet.

Weather	Probability	Temperature	Effect
Good	50%	30	Strong sun
Rainy	40%	10	Wet lands
Storm	10%	10	Wet lands, storm

Autumn

Leaves fall, and nature turns into all beautiful colors.

Weather	Probability	Temperature	Effect
Cloudy	60%	15	
Rainy	35%	10	Wet lands
Storm	5%	10	Wet lands, storm

Early Winter

The lands start turning white, and temperatures already drop.

Weather	Probability	Temperature	Effect
Cloudy	60%	10	
Snow	35%	0	Slush
Storm	5%	5	Wet lands, storm

High Winter

The countryside is now white, and thick layers of snow are everywhere.

Weather	Probability	Temperature	Effect
Clear, Cloudy	60%	0	Snow
Snow	35%	0	Snow
Snowstorm	5%	-10	Snowstorm, snow
Hail storm	5%	-10	Hail storm, snow

Frozen Everywhere. Thanks to the cold temperatures, most lakes and swamps are frozen. They can now be treated as "ice expanse" in the Travel Time table.

Frozen Water. Whenever you find water whilst foraging, it is highly likely that it is frozen, and you cannot glean any water from it.

Thaw

Winter is finally over, the snow starts melting, and plants start to spring up.

Weather	Probability	Temperature	Effect
Cloudy, clear	60%	10	Slush
Rainy	35%	5	Wet lands, Slush
Storm	5%	5	Wet lands, storm, slush

Too Early. DCs for finding food are increased by 5.

Spring

Life blossoms everywhere.

Weather	Probability	Temperature	Effect
Cloudy, clear	70%	20	
Rainy	20%	5	Wet lands
Storm	10%	5	Wet lands, storm

Terrain

Different types of terrain, which can affect traveling speed, temperature, and foraging DCs. They are listed here, in alphabetical order.

Desert

An unending ocean of sand, coupled with unbearable heat.

Temp.change	Water DC	Food DC
+20	20	20

Changing Temperatures. At night, instead of dropping by 10, demperature drops by 30 (so, -10 from the weather's temperature).

Ice Expanse

A glacier, Ancetartic, or any other such icy place.

Temp.change	Water DC	Food DC
-20	20	20

Mountains

Unmovable peaks reach up into the skies.

Temp.change	Water DC	Food DC
-10	15	15

Plains

Long swaths of grass, interspersed with grazing animals and rich trees.

Temp.change	Water DC	Food DC
0	8	8

Swamp

Oh no, bullywug territory.

Temp.change	Water DC	Food DC
+5	1	13

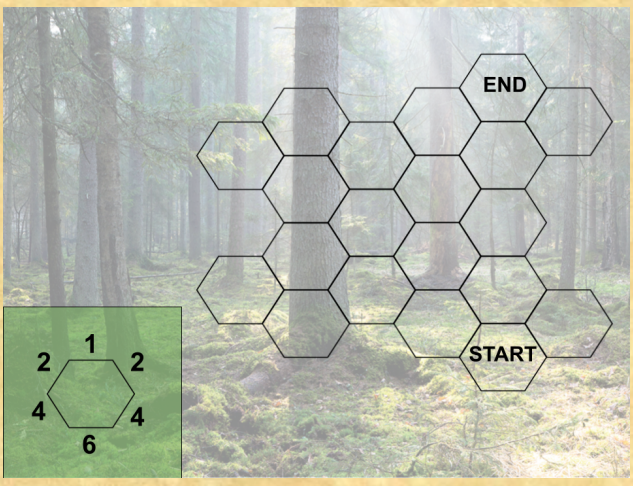
3 - Navigation

Keeping track of where you are in dense forests can be difficult. This navigation system by *u/statibartfast* will help you finding out just where the party is going.

Of course, this system applies only for exploration. If the party is following a road, then it can be expected that they are able to stay on it. However, if they're following winding trails with multiple intersections, you could apply this system. Up to you.

The Map

For the purpose of the party's navigation, divide the forest or other area the party is walking through into hexagons. Then, mark the starting position - where the party enters the area - as START, and their objective as END.



The next step is to calculate the quickest distance between the START and END hexagons, and to label the sides of the hexagon accordingly. In the first example, the quickest line is a straight route from top to bottom. The best possible general direction for the party to follow is labelled 1 and the worst is labelled 6. Some directions can have equal benefit, which results in a shared value and the next number being skipped (for example in this case there are two 2s and two 4s, and therefore the numbers 3 and 5 are skipped).

Then, divide the forest into different areas. For example, you can color each area's hexagons differently. Each area should have a general description of the biotope, how it feels and looks etc., as well as either a basic list of encounters that could occur, or even a random encounter table.

Styling Encounters

Make sure that your encounters are varied, and that you don't have exclusively combat. Mix in NPCs, problem solving, and just interesting landmarks.

And, make sure that you don't have an encounter in each hex. You could set a probability of encounter upon entering a hex for each area. Also make sure that most encounters, if the party so chooses, could be cirumvented through stealth or otherwise.

Navigation

Once you've got your map set up, it's time to throw the party in there and see how they make do!

The guide of the party should make a Survival check. He can be helped by another party member, but allow only one roll. Then, compare the result of their roll with the table below:

Navigation Roll

Result	Direction Taken
1-3	5
4-6	4
7-9	3
10-12	2
13-15	1
16+	Yes

No matter how far the players move in the wrong direction, the numbers on the hexagon's sides do not change. The reasoning behind this is that your party has no way of knowing whether they have passed their destination or not. This helps to make the forest feel like an extensive and confusing terrain.

If the characters walk across a place whose location is obvious (usually through comparison with a map), or if they roll a 16 or above, they automatically fall back on the correct direction.

Compasses?

In contrast to european medieval people, who had compasses from the 13th century on, the people of the Many Isles don't have any - because there is no magnetic north pole. Instead, maps have to depend completely

For maps which skip numbers due to doubling, as seen on the examples, achieving a number not attached to a direction can be rounded to the next one up. For example, in the example above, rolling 7-9 would be determined as 2 because there isn't a hexagon side with a 3.

The scores on the table are fairly low, especially for players with proficiencies and high modifiers. I find this works best, because getting lost in the forest for too long can become tedious, but if you find that your players are navigating your forest more easily than you'd like, it's easy enough to alter some of the numbers on the table to make the difficulty a little higher. Also consider increasing the difficulty in bad weather.

A good size for the hexagons is of a day's travel, so the characters roll at the start of a fresh new day. But, depending on the size of the forest and how long your adventure is, you may reduce or increase this amount.

4 - Making Camp

Building camp is an important thing, because sleeping is necessary for an adventurer to feel fresh and be ready to face the challenges of the next day. The purpose of building camp is for sleep, and all things here affect how well a creature will be able to sleep.

Base Rules

In all kind of shelter-making, these base rules apply. Comfort and protection from the elements are both necessary aspects of camping. You can use solely these rules, with the party using equipment from Chapter 1 to build a pre-made camp. Alternatively, use these base rules to influence their finding or constructing of shelters.

Protection from the Elements

Sometimes, the weather isn't all that good: it's raining, or it's really cold (as seen in part 2). To that effect, a tent is the best solution.

Precipitation Protection. Sometimes, it's raining, or even snowing. For that, a tent is usually perfect. If it's hailing, Precipitation Protection 2 will be needed, as the missiles will just break the tent fabric. The weather in Chapter 2 doesn't have a precipitation level given, but this can easily be deduced. If Precipitation Protection is missing by 1, a creature will gain two levels of exhaustion, but profit of the long rest. If the protection is lacking of 2, then the greature gains exhaustion and does not profit of the long rest.

> Precipitation Protection does not stack: two effects grainting PP 1 does not result in PP 2.

Temperature Protection. Typically, a creature cannot sleep in its clothes in an enclosed space, such as a tent. If they do, they must make a DC 15 Constitution saving throw: on a fail, they gain a level of exhaustion. The effective temperature must be in concordance with the Overheating and Undercooling rules of part 2, and if they aren't, things must be done to achieve this: tent layering or sleeping bags are required. A tent layering has warmth levels, which counts as if they were on the creature sleeping within that protection.

Comfort

Comfort is no necessity, but it makes for much better sleep and gives bonuses for the next day's acitivties. Comfort level can be increased with equipment.

Negative Comfort Level: If this is the case, a creature gains a level of exhaustion for each negative point.

Comfort 0: Nothing.

Comfort 1: The creature gains Inspiration.

Comfort 2: The creature gains Inspiration and 5 temporary HP.

Comfort 3+: The greature gains Inspiration and 5 temporary HP for each comfort level above 1.

Finding Natural Shelter

If the party doesn't have any tents or shelter available, they may need to find one in the wild.

Terrain and time are the major factors in finding shelter out in the wild. The terrain type is based on Chapter 2's terrain.

To find a shelter, the party must spend the given amount of time searching, and then roll a fitting ability check. The ability check determines the kind of shelter found, as seen below.

Finding a Shelter

Terrain	Time Spent
Desert	1 hour
Forest (Plains)	10 minutes
Ice Expanse	30 minutes
Mountains	20 minutes
Plains	20 minutes
Swamp	10 minutes

The forest terrain here counts as plains in Chapter 2.

Shelter Found

After searching for the amount of time given on the table above, the party finds the given shelter below.

> Note that if no shelter is found, comfort level is automatically -1. If a tent or such is available, base comfort is instead 0.

Desert. There is hardly no shelters in a desert aside from large rocks and dunes or hills. On a result of 1-10, no shelter is found. On an 11-20, a large rock that may serve as wind shelter is discovered; at least base comfort is 0. On a 21+, a small nook fitting up to 3 squeezing medium creatures is found: it has Precipitation Protection 2.

Forest. Forests are full of underbrush and such, and shelter can easily be made. On a 1-5, a mossy spot under some trees is found; at least comfort is 0. A 6-10 yields a nook in a tree fitting two medium creatures; it grants Precipitation Protection 1. An 11-20 yields a good enough spot with Precipitation Protection 1 fitting the whole party. 21+ results in a nice mossy spot with PP 1 and base comfort of 1.

Ice Expanse. This place is desolate, and it's nearly impossible to find a good spot. A 1-15 yields in no shelter. 16-20 reveals a small crevasse in which the whole party can squeeze, granting 1 Warmth Level. A 21+ reveals a small ice cave, which grants 2 Warmth Levels.

Mountains. A 1-8 yields no shelter. A 9-14 reveals a space between boulders; at least comfort is 0. A 15+ reveals a small cave that is dripping from all sides, but that grants Precipitation Protection 2.

Plains. Refuge is hard to find in endless green swaths. A 1-7 reveals no shelter; an 8-16 finds some cuddly grass that at least grants comfort 0. 17-21 finds a rough gash made in a hill by a small landslide; PP 1. Finally, a 22+ finds a tiny muddy cave under a large boulder. Precipitation Protection 2!

Swamp. Everything is flat and wet in a swamp. Base comfort will always be -1, plus the high risk of contracting diseases. On a 1-18, no refuge is found. On a 19+, some thick thorny bushes on dry land at least grant PP 1.

Constructing a Shelter

Finding a place in the wild good enough to rest in is a difficult task, and if the party doesn't have packed shelter (such as tents) available, they'll have to build a shack of their own, if possible.

Collecting Natural Resources

First off, to be able to build a shelter, characters must collect materials to do so. Materials are counted in units, and a number of units are required to build certain upgrades.

These upgrades can be complimentary to a natural shelter, but mustn't be: for example, a platform can be built under thick thorny bushes found in a swamp to increase comfort to at least 0.

Keep units narrative. A character can describe what they do, and feel free to give more or less units depending on their activity. Also, set a limit on units to be easily found: a forest, for example, might have no more than 10 stone units (those big rocks in the old ruin).

The time required to find the amount of units given in brackets below should be oriented on the time necessary to find shelter, in the table "Finding a Shelter". Terrains noted in italics means that the given resource is difficult to find in that terrain.

Types of Units and where to find them

Clay (2). This natural resource usually found on eroded slopes can be found in Forests, *Mountains*, *Plains* and Swamp.

Branches (6). The easiest resource by far to collect and use. Found in *Desert*, Forest, *Mountains*, *Plains* and Swamp.

Grass (6). Used for protection from the elements. Can be found in Forest, Plains and Swamp.

Stone (3). Random rocks lying around are the best way to go for shelter. They can be found in Desert, *Forest*, Mountains and *Plains*.

Wood (3). Good, hard timber cut by hand. Can be found in Forest, *Plains* and Swamp.

Working and collection time can be split by multiple characters.

Building the Shelter

To construct the shelter, the given amount of resources needs to be invested.

Shelter Construction Cost

Feature	Unit Cost
Cabin wall	4 wood
Platform	10 branches
Posts	2 wood
Reinforced Wall	8 stones, 4 clay
Stone Wall	8 stones
Straw Roof	10 grass
Thatched Roof	5 wood
Wall	4 branches

Cabin Wall (2 hours). A good sturdy wall with a 100 square feet surface, with possibility for windows and doors. If completely enclosed, a cabin grants up to 2 Warmth Levels. Rots after 30 years.

Platform (2 hours). A raised level platform. Increases the comfort level by 1, to a maximum of 1.

Posts (10 minutes). Easily erected, allow for roofing without walls.

Reinforced Wall (5 hours). Unbreakeble 100 square feet surface, with possibility for doors and windows. If completely enclosed, grants up to 1 Warmth Level. Stays forever.

Stone Wall (3 hours). Loose stones, might tumble apart. Covers up to 100 square feet. No possibility for windows or doors.

Straw Roof (1 hour). Requires posts, walls, or a similar surface to be built on. Covers up to 100 square feet. Grants Precipitation Protection 1; breaks if subjected to effects requiring PP 2. Rots after a year.

Thatched Roof (8 hours). A good roof, with full protection. Covers up to 100 square feet. Grants Precipitation Protection 2.

Wall (30 minutes). A basic wooden palisade, see-through but halfway working. Covers up to 100 square feet, allows for doors. Might break under effects of storm or worse.

Commodities

The party might decide that they want some additional, non-essential items for their shelter. These can be built in the same way as the basic shelter itself.

Shelter Commodity Cost

Feature	Unit Cost
Clay oven	5 clay
Fire	1 branch
Firepit	1 stone
Mat	1 grass
Spike barrier	10 branches

Clay Oven (10 hours). Most of the oven's constructing time comes from the fact that the clay must be allowed to dry before usage. The oven allows good cooking, and grants up to 2 warmth levels, requiring 1 branch of fuel per eight hours of warmth level.

Fire (10 minutes). Grants 1 warmth level and burns out after 8 hours. Two fires can stack, but no more. A fire cannot be placed on a wooden plaform or similar flammable place.

Firestone (1 minute). A surface to build a fire on without burning the things below it.

Mat (15 minutes). A crude woven mat to rest on. Grants 1 comfort level.

Spike Barrier (30 minutes). An up to 30 feet long line of spiked sticks. Any creature crossing the sticks must make a DC 18 Dexterity saving throw or take 1d8 piercing damage and end its movement at the sticks.

5 - Hunting

When you undertake a hunt, you must first decide what type of creature you are hunting for. You can hunt any creature that is CR 0 and that is native to the terrain that you are in, though the DM may determine that you are skilled enough to hunt stronger creatures.

To hunt, you must be proficient in the Survival skill.

A tiny creature usually grants a single ration's worth of food. A small one grants 4, medium 16, and large 64.

You must then determine how long you are going to be hunting for and then roll a Wisdom (Survival) check. Your Wisdom (Survival) check will be affected by how long you are hunting for.

Hunting Time

Hours	Effect
2 or less	Disadvantage
2-6	No effect
6 or more	Advantage

The effects that correspond to time may change depending on the area or circumstances of the hunt. If the DM decides that the immediate area is extremely fertile, they may choose to grant advantage on your hunt even if you only spend 2 Hours or Less on the hunt.

If the land is barren, they may decide that any hunt that lasts for less than 6 hours automatically fails and any hunt that lasts for 6 Hours or More has disadvantage.

After you roll your Wisdom (Survival) check, you then form your dice pool and roll a number of dice equal to the result of your Wisdom (Survival) check. If you rolled a total of 13 on a Wisdom (Survival) check, you would have 13 dice in your dice pool.

The dice in your dice pool start out as d8s, but change based on what you are hunting, the rarity and other circumstances. See Building the Dice Pool for more information.

After you roll your dice pool, you count the number of dice where you achieved the highest value on the die. This means that if you rolled d8s, then every 8 on a dice means you achieved success during your hunt and were able to catch what you were hunting for. You can choose to end your hunt before you finish rolling all of your dice pool, but you can not increase your dice pool.

If you wish to continue hunting, you must make spend more time and make a new Wisdom (Survival) check.

Building the Dice Pool

To build your dice pool, the DM must determine the type of dice you are to roll. This is affected by a variety of situations which include things like terrain, weather, the rarity of creatures you are hunting, the fertility of the surrounding areas, and other key points.

The dice pool die is defaulted at a d8, though this changes based on the circumstances. If a hunt is started for rabbits, and they are quite populous in the surrounding areas, the die decreases to a d6. On the other hand, if you are out in the desert looking for a rare lizard, the dice might increase to a d10 or a d12.

The dice can typically go as low as a d4, or as high as a d12. The GM may decide that to hunt extremely rare creatures, your dice pool is composed of d20s, which represent extremely hard challenges to hunt and you can only succeed once during that hunt.

Starting with d8, adjust the dice per the examples provided below or per the DM's discretion.

Hunting Situations

Situation	Die Size
Fertile Area	Decrease size by one
Barren Area	Increase size by one
Large Population	Decrease size by one
Small Population	Increase size by one
Dense Foilage	Increase size by one
Have a Guide	Decrease size by one
Over-Hunted Area	Increase size by two
Under-Hunted Area	Decrease size by two
Rare Creature	Increase size by one
Very Rare Creature	Increase size by two

Complications

Occasionally trouble and other surprises may happen while out hunting. These complications can be rolled for, or the DM can choose one that fits their specific situation. These complications happen every once in a while during and after hunts and aren't typical.

Hunting Complications

d10	Complication
1	What you thought was a full-grown bear was actually a dire bear cub, and its mother is charging after you.
2	*Hunting Traps* - The creature in your hunting trap is not what you intended for and is a dangerous predator in the area.
3	*Hunting Traps* - Your hunting trap was successful, but something far larger came before you and stole your prize. You can see bloody drag marks going deeper into the forest.
4	You thought your aim was true, but for some reason, every arrow you fired during your hunt was blocked by something magical.
5	The spirit of the forest seems displeased by your hunting and has warped the wood of your bow, rendering it broken. By offering something to the forest, you might get it fixed.
6	This area has been over-hunted and you must travel at least 1d4 days to a new location to find any game.
7	Your guide who brought you into the forest has turned on you and attacks, hoping to mug you for your items and gold.
8	You spot a dead unicorn with bite wounds all over it.
9	You are ambushed by a monster tribe whilst hunting.
10	Some sort of forest spirit is creating a huge ruckus whenever you try to hunt, foiling any attempt at hunting.

Hunting Equipment

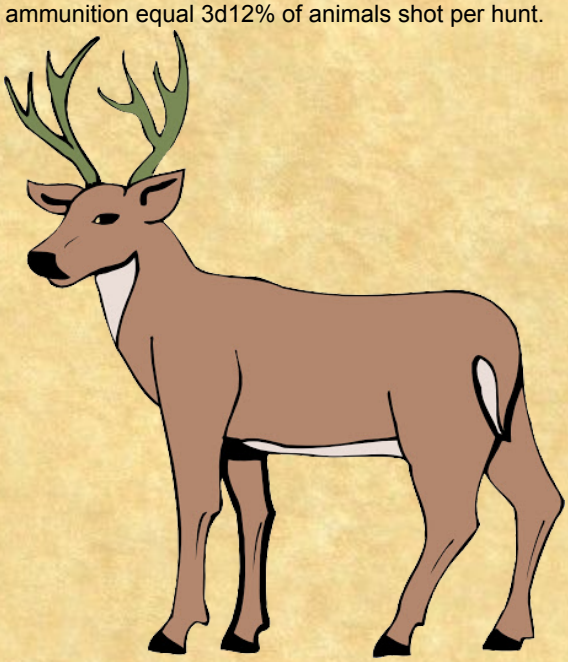
While hunting you must use the appropriate equipment. The options are: Hunting Traps, Ranged Weapons, and Thrown Weapons. You can find Hunting Traps in part 1.

Hunting Traps. The benefits of using Hunting Traps is that you can set the trap and then come back later to check on it. When you set up your Hunting Trap, you roll a Wisdom (Survival) check as usual. You may roll only one die from the pool per hunting trap placed, up to the maximum pool. You may perform other activities, such as direct hunting, during the time your traps are hunting: but you may not hunt in the same area that the traps are in, or they don't work.

Your Wisdom (Survival) check also determines the DC to see the trap, and if a creature's passive Perception score is equal to or higher than the hunting trap, they do not set off the trap and your hunting trap catches none of those creatures, though it may catch something else.

Per the DM's discretion, your hunting trap may have caught a different creature than you planned or a larger creature came along and took a creature that was caught in your trap. See Hunting Complications for more complications.

Weapons. You must have access to a Ranged or Thrown weapon you are proficient with while hunting in this way and have the requisite ammunition to fire your Ranged weapon. Some weapons, like a dagger, may have the thrown property but aren't suitable for going on hunts and the DM may decide that you automatically fail your hunt if you try to use that weapon on certain animals. You use ammunition equal 3d12% of animals shot per hunt.



Selling and Trading

Butchers and Tanners are always looking to buy skins and meat. By taking any hunted creatures to a butcher or tanner, you can make some money based on the size of the kill.

Butchers and Tanners may offer less or more depending on their supplies and stock. A character can attempt to skin their hunted beasts by succeeding on a Wisdom (Survival) check, this allows them to sell to both the Butcher and Tanner.

If they are proficient in Leatherworker's tools they can make the check with advantage. Tanning, in any case, takes 30 minutes for each size category a creature has.

The DC for skinning the creature is shown in the chart below. If they fail the check, they are unable to sell to the Tanner.

Selling and Trading

Size	Butcher	Tanner	Time to Skin	Skinning DC
Tiny	3 sp	5 sp	1 hour	8
Small	5 sp	1 gp	2 hours	10
Medium	1 gp	2 gp	3 hours	12
Large	4 gp	8 gp	4 hours	15

Additional Rules

There are some additional aspects to hunting, written here.

Favored Terrain

If you are in your Favored Terrain, you gain advantage on your Wisdom (Survival) check if you spend 2-6 Hours hunting, and you do not suffer disadvantage if you are hunting for 2 Hours or Less. If you hunt for 6 Hours or More, you can treat a d20 roll of 9 or lower as a 10.

Archery Skill

If hunting manually (without traps), your sniping skill makes a difference. Calculate your archer's skill by adding the attack bonus of your used weapon to 10. Subtract your target creature's AC from this number. The result affects your dice pool, simply by adding it to the amount of dice in the pool (note that a negative number, through math, means you'll be reducing the pool's size).

Multiple Hunters

If more than one character is part of the hunt, they do not make their own Wisdom (Survival) checks. Instead, one character can help the other and add their Wisdom (Survival) bonus to the other's check. They must both be hunting for the same amount of time. This total bonus granted by additional creatures cannot exceed 10, as the hunting territory is then fully used. A character may still hunt even if they aren't proficient so long as they are assistning a creature that is proficient. The bonus they grant is reduced by 2.

Optional Rule: Fishing

Instead of hunting, a character might choose to fish. To do so, a sufficient body of water must be available, and a Fishing Tackle (see Chapter 1) is necessary.

To fish, a Wisdom check with Fishing Tackle must be made to see if a fish is hooked, chosen by the DM based on fish sparsity. A single check requires 15 minutes of time. On a success, the character must make a Wisdom check with Fishing Tackle contested by the fish's Acrobatics or Athletics. If the character succeeds, they've succesfully fished!

Fish Save Bonus per Size

Size	Bonus
Tiny	-3
Small	0
Medium	+5
Large	+10

6 - Cooking

Characters might find an interest in investing gold or found foodstuffs in preparing meals, depending on what they expect to need in the near future and altering their mechanical stats accordingly.

They may go to a tavern to acquire these meals for their normal price (if the tavern offers the requested meal, which isn't always the case), or to produce it themselves at half the ingredient cost at the expense of a possible failure.

A meal's effect lasts around 3d4 hours.

Bardic Brandy of Bazoon

DC 20 with Brewer's Kit

Requires a week of downtime to prepare and two years storage to age. A 300gp bottle holds 30 charges.

Effect: Shoot a single charge of Bardic Brandy of Bazoon during a long or short rest to add your proficiency modifier to performance and persuasion checks. While under the influence of Bardic Brandy of Bazoon, all dexterity checks are made at disadvantage.

Honeyed Ox Tongue

DC 15 with Cooking Utensils

Requires one hour to prepare and sells for 1gp per serving. Meal must be consumed within one hour of preparation to benefit from any special effects.

Effect: +2 Heroism.

Cheese of Giant Strength

DC 20 with Cooking Utensils

Requires a week of downtime to prepare and two years storage to age. A 2lb wheel costs 60gp and holds 6 charges.

Requires a DC 12 Constitution save to consume. Failure causes the effect to fail and the charge to be wasted.

Effect: +2 Strength, disadvantage on Persuasion checks against targets within 5 feet who have have the ability to smell. Strength based Intimidation checks (barbarian) have advantage if the target is within 5' of the character.

Resilient Blood Pudding

DC 15 with Cooking Utensils

Requires one hour to prepare and sells for 1gp per serving. Meal must be consumed within one hour of preparation to benefit from any special effects.

Effect: Advantage on death saves. If you are stable on 0 hp at the beginning of your turn, gain 1hp.

Windchester's Daring Whiskey

DC 20 with Brewer's Kit

Requires a week of downtime to prepare and two years storage to age. A 300gp bottle holds 30 charges.

Effect: +2 Constitution, add your proficiency to Athletics and Acrobatics checks. Disadvantage on Wisdom saving throws.

Sahuagin Roe on Crisp Bread

DC 15 with Cooking Utensils

Requires ten minutes to prepare from fresh ingredients and sells for 1gp per serving. Meal must be consumed within one hour of preparation to benefit from any special effects.

Effect: gain a base swim speed of 30 and the ability to breathe underwater

Doppleganger Vindaloo

DC 25 with Cooking Utensils

Requires one hour to prepare and sells for 10gp per serving. Meal must be consumed within one hour of preparation to benefit from any special effects.

Effect: gain +2 Intelligence, and the ability to cast *Disguise Self* at will.

Risk: if doppleganger flesh is cooked imperfectly it can have dangerous side effects. If the check failed, the character eating the meal must roll a DC 15 Constitution save. On a success, the meal has no effect. On a failure the character appears to gain all the benefits of the meal but also becomes afflicted by the doppelganger's curse. Each night they are afflicted by strange nightmares; they are unable to gain benefits from a short or long rest and will acquire a level of exhaustion each day. At the point where they would gain their sixth level of exhaustion, roll a d20: 1-9 the character dies, replaced with a doppleganger who retains all of their memories; 10-19 the character instead gains a long-term madness and regains the ability to sleep soundly; 20 the character recovers completely and permanently gains the ability to cast *Disguise Self* at will and their creature type becomes aberration.

Smoked Quipper

DC 15 with Cooking Utensils

Requires one hour to prepare and sells for 1gp per serving.

Effect: +2 Intelligence

Saucy Spaghetti

DC 15 with Cooking Utensils

Requires ten minutes to prepare from fresh ingredients and sells for 1gp per serving. Meal must be consumed within one hour of preparation to benefit from any special effects.

Effect: +2 Strength

Risk: while eating this meal, roll a DC 15 Heroism check. Failure results in disadvantage to all Wisdom checks for duration of the meal's effect.

Herbal Infusion

DC 15 with Herbalist's Kit

Requires 2 minutes to prepare, and must be consumed within 5 minutes of preparation to benefit from effects. Costs 1gp to purchase.

Effect: +2 Wisdom. Additionally, your Heat Level increases by 5.

7 - Diseases and Poisons

Wandering the wilderness, many fierce beasts exist that can deliver terrible poison to a creature, paralyzing it, stunning it, or just outright killing it.

Diseases ravage civilizations, jumping from one creature to another and laying a kingdom down in a month when a horde of orcs couldn't.

Alcohol is seen as a boon by many people, and drunk in large quantities, especially by dwarves. They also have debilitating effects, however, and may well poison a creature as badly as a scorpion would.

Poisons

Name	Type	Price per Dose
Assasin's Blood	Ingested	150 gp
Carrion crawler mucus	Contact	200 gp
Curare	Injury	200 gp
Drow poison	Injury	180 gp
Hemlock	Ingested	100 gp
Nightshade	Ingested	30 gp
Purple worm poison	Injury	2000 gp
Wyvern poison	Injury	1,200 gp

Assasin's Blood. A creature subjected to this poison must make a DC 15 Constitution saving throw. On a failed save, it takes 1d12 poison damage and is poisoned for 24 hours. On a successful save, none of these effects apply.

Carrion Crawler Mucus. A creature subjected to this poison, collected from a carrion crawler corpse, must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 2d6 poison damage. After three successful saves, the poison ends.

Curare. A creature subjected to this poison must make a DC 20 Constitution saving throw, or be paralyzed. Whilst parlyzed in this way, a creature takes 1d12 poison damage at the start of each of its turns, ignoring resistances, until the creature dies.

Drow Poison. A creature subjected to this poison must make a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving thow failed by 5 or more, the creature is also unconscious for the duration. It wakes up if it takes damage or if another creature uses an action to shake it awake.

Hemlock. A creature that ingests this poison must make a DC 20 Constitution saving throw, or be poisoned. This condition cannot be alleviated through nonmagical means, or means not specifically targeting hemlock. Whilst poisoned, a creature must make a DC 18 Constitution saving throw at the start of each of its turns. After 3 failed saves, the creature is paralyzed. After another 3 failed saves, it dies.

Nightshade. A creature subjected to nightshade must make a DC 17 Constitution saving throw, or be poisoned. Whilst poisoned in this way, the creature is also paralyzed and cannot breathe.

Purple Worm Poison. This poison is harvested from a purple worm. A creature subjected to it must make a DC 19 Constitution saving throw, taking 44 (12d6) poison damage on a failed save, or half as much on a successful one.

Wyvern Poison. This thick reddish liquid is harvested from wyverns, and applied onto blades. A creature subjected to it must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Diseases

Name	Climate	Affects	Rarity
Black Death	All	mammals	Uncommon
Crown disease	Tempered	humans, elves	Rare
Dragonite	Warm, tempered	dragons	Very rare
Red Rash	Warm	humanoids	Uncommon
Sight Rot	All	all	Rare
Mummy Rot	All	all	Very rare
Yellow fever	Warm, tempered	humanoids	Common
Zorl's curse	All	humans	Very rare

Black Death

This ilness is especially widespread among societies with widespread trade and movement of populations. Any mammal can propagate it, and it is typically transmitted through contact of body fluids. It can survive in water or food for a week.

Symptoms manifest three days to a week after infection, during which time an infected creature could infect others. Now, parts of its skin start turning black, or white if its skin is dark. It becomes highly infectious, and cannot profit from a long rest anymore.

Two weeks after infection, the creature is subject to an unremovable poisoned condition, its speed is reduced to 5 feet, and it cannot profit of a short rest anymore. It is now highly infectious, and can transmit the disease through the air. Its HP maximum is reduced by 2d12 every morning, until it dies. The corpse stays infectuous over a period of two weeks.

The black death can be healed and circumvented, but doing so is very difficult and expensive. Typically, a government will place whole cities under quarantine, hoping to limit the spread of the disease. Masks with leering faces of a race's death god are often believed to help. An antidote, called White Bliss, exists and can be fabricated, but it is very expensive to make. A mix of northern herbs and jungle fruits mashed together and eaten can heal an infected person as long as the second phase of the disease hasn't kicked in. If the creature is already in the second stage, it must succeed on a DC 14 Constitution saving throw, or the White Bliss doesn't heal it.

Crown Disease

This is an odd ilness that only befell the elves of old and humans, casting them into a kind of madness that slowly eats away at their will to live.

A creature is infected by odd means, and cannot transmit the disease. Sometimes, a powerful spell or creature bestows the ilness upon someone, or they just get it with no reason. Rulers and rich people are much more often hit by this disease than others, hence its name.

A creature that has crown disease is mad (see DM's Guide for inspiration) and cannot be cured - not even ancient elven high mages could save their rulers. Each month, the creature must make a Constitution saving throw with a DC of 1+the amount of months since they fell ill. If they fail, their madness increases dramatically for a week, and they cannot profit from short or long rests. At the end of the week, they drop dead, exhausted by their mad deeds.

Dragonite

Dragonite is a very unknown disease, but one of the deadliest ones. Only dragons can get it, and its getting it is very arbitrary. The illness is spread through the air, but hardly any creatures are actually affected by it.

A dragon-like creature, which includes dragonborns and kobolds, must make a DC 18 Constitution saving throw with disadvantage, being affected by the disease if they fail. An infected creature can spread the disease, and slowly dies as a terrible fever affects it. It has disadvantage to attack rolls and saving throws, and has no resistance to climate affecting it.

Every week, the creature's HP maximum is reduced by 2d12, until it dies. No cures are known.

Red Rash

It appears suddenly, plaguing a population, and then disappearing again, only to reappear somewhere else. It can only be transmitted through sexual intercourse or by giving birth.

When infected with red rash, a creature sometimes feels itchy, most often in the genital area, but very rarely do any other symptoms show. This incubation can last a few months to the creature's entire life, and no means have been found to accelerate it's discovery or even to know a creature is affected in the first place.

However, when the disease *does* come out, it comes out in full. An affected creature is quite quickly covered in red flecks, and feels a desperate need to scratch itself. Its natural armor is negated if it has any, and it cannot concentrate on anything or sleep as long as the rash is on. It cannot profit of resting for 5 days.

After this duration, it must make a DC 15 Constitution saving throw: on a success, the rashes disappear after a day, and it is healed. On a failure, the rashes remain, and the check must be done again the next day. Rarely have people died from the red rash, but exhaustion has been a serious problem.

An antidote, named Jackal's Breath, can be made from jackal blood. It removes the disease from an infected creature.

Sight Rot

This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a −1 penalty to Attack rolls and Ability Checks that rely on sight. At the end of each Long Rest after the symptoms appear, the penalty worsens by 1. When it reaches −5, the victim is Blinded until its sight is restored by magic such as Lesser Restoration or heal.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with an Herbalism Kit can turn the flower into one dose of ointment. Applied to the eyes before a Long Rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

Mummy Rot

This highly potent disease is transmitted through wounds caused by mummies, and is the bane of would-be grave looters.

Once cursed with mummy rot, a creature can't regain hit points, and its HP maximum is decreased by 3d6 every 24 hours that elapse. If the curse reduces a creature's HP maximum to 0, it dies, and its body turns to dust.

The curse can be healed by a *remove curse* spell or other magic, but not through nonmagical means.

Yellow Fever

This is a very common disease in warmer climates, especially ones with high humidity or swamps around. The disease is commonly transmitted by mosquitoes or other small animals, but can only be shared through contact of bodily fluids.

Once affected by this disease, a creature is subjected to a permanent poisoned condition. Every time it completes a long rest, it must make a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed one. After three successful saves, it is healed. After three failed saves, it is paralyzed and dies in 1d4 days if not healed of the disease.

An ointment can be prepared in a day using a Herbalism kit from warm marsh plants, producing a single dose. This dose can grant a +4 bonus to the next saving throw performed, or negate the poisoned effect of yellow fever for 8 hours. The ointment is called Liveon.

Zorl's Curse

This disease cannot be healed or transmitted, and befalls those that have displeased Zorl, the human god of death.

A creature with Zorl's Curse is subject to a permanent poisoned condition, has a movement speed of 5 feet, cannot be healed, and cannot speak or profit of short or long rests. Every 24 hours, its HP maximum is reduced by 1, and its eyes slowly glaze over.

After an immensely painful period, the human agonizingly dies as its HP maximum reaches 0, its skin turning a dark black and the eyes a pure white. The corpse cannot be burned or decomposed, and remains forever as an effigy of Zorl's wrath.

Alcohol

Name	Price per Barrel
Ale	90 gp
Beer	150 gp
Dwarfblood	150 gp
Dwarffather's Brew	3000 gp
Hydromel	1000 gp
Myr'Dalleram	2200 gp
Stoutdrink	310 gp
Wine	600 gp

Ale. This alcohol is a kind of beer fermented in a warm environment, often missing hops. It is quite cheap, and isn't too strong; the commoner human's drink. After half a gallon, make a DC 15 Constitution saving throw to not become poisoned. Every additional gallon requires a DC 20 throw to not fall unconscious.

Beer. Beer is just higher-quality, more tasty ale. After half a gallon, make a DC 15 Constitution saving throw to not become poisoned. Every additional gallon requires a DC 20 throw to not fall unconscious.

Dwarfblood. This is a very strong alcohol, fabricated by dwarves for their own pleasures. They drink it similarly to how humans drink ale. A single glass drunk by a non-dwarf typically requires a DC 15 saving throw to not fall unconscious; a dwarf rolls this with advantage, and becomes poisoned on a fail. They are used to this stuff.

Dwarffather's Brew. When one takes dwarfblood and keeps only the bad stuff, one gets what a dwarf calls "dwarrfather's brew" - a poison more potent than most actual poisons, with some horrible aftereffects. After drinking some of this, a DC 18 Constitution savin throw must be done; on a fail, one takes 3d6 poison damage, is unconscious, and is poisoned. On a success, one gains 10 temporary hit points.

Hydromel. This is a high-quality alcohol, with some traces of honey mixed in during the fermentation process. It has the same poisoning ability as beer, but a much more enjoyable taste.

Myr'Dalleram. Made by the elves since they learned how to drink, this fragrant green liquid delights whomever touches it. When one glass is drunk, one's Heroism score increases by 2 for 1d4 hours. This effect cannot be cumulated. From three quarters a gallon on, DC 15 saving throws must be done so as to not be poisoned.

Stoutdrink. The common drink of all gnomes (and many others), this red alcohol has the same properties as beer.

Wine. Made from fermented grapes, this transparent or red liquid is often seen as the drink of the nobles (those who are too poor to afford hydromel, that is). It has similar properties to beer.

Inebriation and Intoxication

When drinking alcohol, you might very well start getting slightly tipsy, or worse. It's up to the player and the DM to decide when to increase the drunken stages.

Buzzed. You gain advantage on Heroism-based rolls, and disadvantage on Wisdom-based rolls.

Tipsy. Gain advantage on Heroism-based rolls, and advantage against being frightened. Gain disadvantage to Wisdom and Dexterity-based rolls.

Drunk. Immunity to being frightened. Disadvantage on Strength, Dexterity, Constitution, Wisdom and Intelligence-based rolls. If the character takes a long rest before being sober, they must make a Constitution save against a DC set by the DM or roll a d8 on the Hangover table.

Hammered. Immunity to being frightened and paralyzed. Move at half speed, disadvantage on all rolls, poisoned condition. If the character takes a long rest before being sober, they must make a Constitution save against a DC set by the DM or roll a d10 on the Hangover table.

Wasted. Whenever using an action, the character must make a Constitution save set by the DM or fall unconscious, rolling a d10 on the Hangover table.

Black Out. The character falls unconscious for the next 8 hours. They must roll a d12 on the Hangover table.

Hangover Table

Result	Effect
1	Your muscles are cramped, pulled, and ouch that hurt! You have Disadvantage on all STR based checks for the next 4 hours.
2	You can't quite walk in a straight line, or see in a straight line for that matter. You have Disadvantage on all DEX based checks for the next 4 hours.
3	One way or another, everything you put into yesterday, is coming back out. You have Disadvantage on all CON based checks for the next 4 hours.
4	Your faith in yourself has been broken a bit, and you have a lot to think about. You have Disadvantage on all INT checks for the next 4 hours.
5	Every clank and ping is like an explosion in your head. You have Disadvantage on all WIS checks for the next 4 hours.
6	You wake up looking, soundling, and smelling like a disaster. You have Disadvantage on all HON based checks for the next 4 hours.
7	You wake up feeling like you were run over by a band of horses. You have Disadvantage on all Ability Checks for the next 4 hours.
8	You are sluggish and slow on the uptake. You have Disadvantage on all Saving Throws for the next 4 hours.
9	You just can't seem to keep your head in the game. You have Disadvantage on Attack rolls for the next 4 hours.
10	Maybe another drink won't be so bad. You gain a Point of Addiction which lasts for 6 months. If you have 3 or more points of Addiction at any time you become an alcoholic.
11	You said or did something you really shouldn't have. The consequences of which will be at the DM's discretion.
12	All your money is missing. If you didn't have any money to begin with, one magic item of the DM's choosing is missing, other than your primary weapon.

The Many Isles thank you!

v. 3.2.0

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Made with the Homebrewery