

Advanced Options

0.6

Advanced Options

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Species

Ancestry Traits

The description of each ancestry includes traits that are common to members of that ancestry. The following entries appear among the traits of most ancestries.

Ability Score Increase(s)

Every ancestry increases one or more of a character's ability scores.

Size

Characters of most ancestries are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few ancestries are Small (between 2 and 4 feet tall).

Speed

Your speed determines how far you can move.

Languages

By virtue of your ancestry, your character can speak, read, and write certain languages.

Human

It's hard to make generalizations about humans.

Humans reach adulthood in their late teens and live less than a century. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall.

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: Giant curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Human Traits

Ability Score Increases: +2 to one ability score of your choice

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Bonus Feat: Choose one feat. You gain that feat.

Bonus Skill: Choose one class skill. You become trained in that skill.

Hardy Stock: +1 ancestry bonus to Fortitude, Reflex and Will defenses.

Dabbler: You have a third level 1 at-will attack power from your class.

Variant: True Grit

Instead of giving humans a third level 1 at-will attack power from their class, GMs may want to offer them the *true grit* power instead – especially if they are taking a class that does not have at-will attack powers. However, GMs should note that *true grit* is unusually powerful for an ancestry power and it overlaps with the elf's *careful focus* power.

Human Power: You have the *true grit* power.

True Grit

Encounter No Action

Human Utility Ancestry

Self

Trigger: You fail a saving throw or miss with an attack roll

Effect: Add a +4 ancestry bonus to the roll/throw.

Vishyas

Vishyas are graceful humanoids with venomous fangs and serpentine eyes. Their supple skin is covered with tiny scales, often of a light green, which are sometimes arrayed in patterns not unlike those of a serpent.

Vishya Traits

Ability Score Increases: Pick two of +2 Constitution, +2 Dexterity and +2 Charisma.

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Languages: You can speak, read, and write Common and Draconic.

Low-Light Vision: You can see in dim light as if it were bright light.

Skill Bonuses: +2 Acrobatics, +2 Bluff.

Reptile Ancestry: You have the reptile tag.

Hold Breath: +5 ancestry bonus to Endure checks to hold your breath.

Swamp Stride: Mud, marsh and shallows are not difficult terrain for you.

Whistle: Vishya can communicate using high-pitch whistles that adults cannot hear but dogs and children can.

Poisonous Nip: You have the *poisonous nip* power.

Poisonous Nip

Your fangs excrete a mild poison.

Encounter Swift Action

Vishya Attack Ancestry • Poison

Melee 1, one target

Attack: Dexterity or Constitution +2 vs AC

Hit: 1d8 + your Dexterity or Constitution modifier poison damage.

Level 11: Attack bonus increases to +4. 2d8 + modifier damage.

Level 21: Attack bonus increases to +6. 3d8 + modifier damage.

Whoms

Whoms are humanoid wombats who live in burrows underground.

Whom Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Wisdom.

Size: Your size is Small.

Speed: Your base walking speed is 5 squares.

Burrow: You have a burrow speed of 1 square. Your burrow cannot extend too far or it risks caving in; you must double back to the surface after burrowing for 5 squares.

Languages: You can speak, read, and write Common and Dwarvish.

Low-Light Vision: You can see in dim light as if it were bright light.

Skill Bonuses: +2 Dungeoneering, +2 Insight.

Whom Weapon Proficiencies: You have proficiency with martial weapons of the Pick group.

Just Keep Digging: When you make Endure checks as part of a group check or extended challenge, or to Aid Another, roll twice and take the higher result.

Barrel Along: You have the *barrel along* power.

Barrel Along

Encounter Swift Action

Whom Utility Ancestry

Self

Trigger: You are staggered.

Effect: You have a +2 bonus to speed and to damage rolls until the end of the encounter.

Designing Your Own Ancestries

While Orcus only comes with a handful of ancestries by default, you can design your own by following the steps below.

Ability Score Increases

Pick three ability scores. A player that chooses that ancestry can choose two of the three abilities to receive a +2 bonus to.

Skill Bonuses

Pick two skills. The ancestry grants a +2 ancestry bonus to each skill.

Size, Speed

By default, ancestries are Medium with a speed of 6. Other options include:

- Small, speed 5.
- Small, speed 6.
- Medium, speed 5, your speed is not reduced by wearing heavy armor or carrying a heavy load.

Language

Common, plus one or two others that make sense.

Color Traits

Choose none, or as many as you like. Adding a couple of color traits to an ancestry can be a way to compensate for underwhelming traits in other areas, like a speed of 5 or one of the weaker minor traits.

Additional Language: Members of this ancestry know an additional language, either one of their player's choice or one shared by all members of the ancestry.

Fey Ancestry: You have the fey tag.

Hold Breath: +5 ancestry bonus to Endure checks to hold your breath.

Ice Stride: Ice, snow or slurry are not difficult terrain for you.

Low-Light Vision: You can see in dim light as if it were bright light.

Reptile Ancestry: You have the reptile tag.

Shake Off X: +5 ancestry bonus on saving throws against powers and effects with the Poison, Psychic, Fear, Illusion or Charm tag.

Stone Stride: Broken ground, uneven stone or rubble are not difficult terrain for you.

Swamp Stride: Mud, marsh and shallows are not difficult terrain for you.

Trance: You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. Your 4-hour trance has the same effect as a 6-hour long rest.

Undead Ancestry: You have the undead tag.

Web Stride: Webs, like those from a spider, are not difficult terrain for you.

Woodland Stride: Shrubbery, trees or plants are not difficult terrain for you.

Minor Traits

By default, each ancestry gets two.

Burrower: You have a burrow speed of 1 square. Your burrow cannot extend too far or it risks caving in; you must double back to the surface after burrowing for 5 squares.

Combined Heritage: For the purpose of taking feats, you count as two ancestries of your choice.

Eager Charge: Your speed increases by +2 when you charge.

Focus Proficiency: You have proficiency with orbs, staffs and wands.

Go for the Jugular: +1 ancestry bonus on attacks against staggered enemies.

Hide in a Flash: When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Injured Rage: +1 ancestry bonus on attack rolls while staggered.

Just Keep Going: When you make Endure checks as part of a group check or extended challenge, or to Aid Another, roll twice and take the higher result.

Light Shield Proficiency: You have proficiency with light shields.

Minor Magics: You know one power from the Cantrips discipline.

Nimbleness: +2 ancestry bonus to AC against opportunity attacks.

Relentless Endurance (1/encounter): When you are staggered, gain temporary HP equal to your level.

Resistance to X: Resistance to one or two types of damage 5 + half your level.

Shared Mind: Telepathy 5.

Skill Training: You are trained in an extra skill of your choice.

Speedy: +1 to your base walking speed.

Under-Developed Wings: You have a fly speed of 6, but you fall at the end of your turn and your maximum altitude is 1.

Unmoved: Reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw – on a success, you do not fall.

Versatile Stride: You ignore difficult terrain.

Vigor: Add your Constitution modifier to your recovery value.

X Defense: +1 ancestry bonus to Fortitude, Reflex or Will defense.

X Guidance: Allies within 10 receive a +1 ancestry bonus to a particular skill.

X Weapon Proficiency: You have proficiency with martial weapons in a particular weapon group.

Power

Each ancestry also gets one power.

Dabbler: Choose a level 1 at-will attack power from any class. It is an encounter power for you.

Tough as Nails

Encounter Swift Action

Ancestry Utility

Self

Effect: You rally.

Careful Focus

Encounter Free Action

Ancestry Utility

Self

Trigger: You just made an attack roll.

Effect: Reroll the attack roll and take the new result.

Farstrider

Encounter Move Action

Ancestry Utility

Self

Effect: Shift up to your speed.

Highblood Teleport

Encounter Move Action

Ancestry Utility • Teleport

Self

Effect: Teleport up to 5.

Lucky

Encounter Immediate (Counter) Action

Ancestry Utility

Self

Trigger: An attack hits you.

Effect: Reroll the attack roll and take the second result.

Breath Weapon

Encounter Swift Action

Ancestry Attack • [Energy]

Near arc 3, targets all

Attack: (Highest of Strength, Constitution, Dexterity) +2 vs Reflex

Hit: 1d6 + Constitution modifier.

Level 11: 2d6 + Constitution modifier.

Level 21: 3d6 + Constitution modifier.

Special: Which type of damage you do (and what tag the power has) depends on which type of dragon you are descended from: acid (black dragon), cold (white dragon), fire (red dragon), lightning (blue dragon) or poison (green dragon).

Disappearing Act

Encounter Immediate (React) Action

Ancestry Utility

Self

Trigger: You take damage.

Effect: Become invisible until the end of your next turn, or until you make an attack (whichever comes sooner).

Ingenuity

Encounter Swift Action

Ancestry Utility

Near burst 5, self or one ally

Effect: Choose one: target shifts up to 2 as a free action, target makes a saving throw, target gets +2 power bonus to next attack roll or target gets +4 power bonus to next skill check. Power bonuses expire at the end of your next turn if not already used.

Violent Rush

Encounter Free Action

Ancestry Utility

Self

Trigger: You hit with an attack.

Effect: Attack does +1dW. If attack was not with a weapon, +1d8 instead.

Vengeance of the Pits

Encounter Free Action

Ancestry Attack • Fire

Near burst 10, one enemy

Trigger: An attack by that enemy hits you.

Effect: The target takes 1d6 + Intelligence OR Charisma modifier fire damage.

Level 11: 2d6 + Intelligence OR Charisma modifier.

Level 21: 3d6 + Intelligence OR Charisma modifier.

Poisonous Nip

Your fangs excrete a mild poison.

Encounter Swift Action

Ancestry Attack • Poison

Melee 1, one target

Attack: Dexterity or Constitution +2 vs AC

Hit: 1d8 + your Dexterity or Constitution modifier poison damage.

Level 11: Attack bonus increases to +4. 2d8 + modifier damage.

Level 21: Attack bonus increases to +6. 3d8 + modifier damage.

Barrel Along

Encounter Swift Action

Ancestry Utility

Self

Trigger: You are staggered.

Effect: You have a +2 bonus to speed and to damage rolls until the end of the encounter.

Advanced Combat

Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

You can mount a creature an adjacent creature or dismount into an adjacent, unoccupied space.

Mounting or dismounting is a move action.

If an effect moves your mount against its will while you're on it, you travel with it. If an effect moves you against your will while mounted, you can choose whether it is moved as well, or whether you fall off it and are moved.

If your mount is knocked prone, you are dismounted and land in a space within 1 square.

If you are knocked prone while mounted, immediately make a saving throw. If you fail, you fall prone in a space of your choice within 1 square. If you succeed, you are not knocked prone.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, always act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it.

You can give up actions to command a controlled mount, in which case it gets to take the same actions. For example, you can give up your standard action in order for the mount to take a standard action. You can also use an immediate action in order for the mount to make an opportunity attack or use a counter or reaction (in all three cases, only if eligible to do so).

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **weapon attack**, a creature has -2 on the attack roll unless the weapon is in the spears and lances or crossbows weapon groups.

Powers with the Fire tag have a -2 penalty on attack rolls.

Creatures with the Aquatic tag get a +2 bonus on attack rolls against creatures without the Aquatic tag.

Maneuvers

The maneuvers introduced here are available to all characters, but they are only usable where they make sense in the fiction. In particular, the *damage power source*, *repel* and *lure* powers are intended to be used only where an enemy could lose access to its powers (for example, a gem in its forehead is the source of its energy ray), be repulsed by something (perhaps a clove of garlic brandished at a vampire) or attracted to something (like a tyrannosaurus drawn to a dead cow).

Damage Power Source

At-Will Standard Action

Attack Advanced • Martial, Weapon

Melee or Ranged weapon, one creature

Attack: Strength or Dexterity vs Fortitude or Reflex (whichever is higher)

Hit: Choose one of the target's powers. They cannot use it until it refreshes (roll of 5 or 6 required).

Disarm

At-Will Standard Action

Attack Advanced • Martial, Weapon

Melee weapon, one creature

Attack: Strength or Dexterity vs Fortitude or Reflex (whichever is higher)

Hit: The target drops an item of your choice in its space.

Effect: You provoke an attack of opportunity from the target.

Special: A disarmed creature cannot use powers with the Weapon tag that are associated with that weapon. However, if disarmed of a melee weapon, they can always make an unarmed attack with the same attack bonus, doing damage equal to 4 + their level.

Ignite

At-Will Standard Action

Attack Advanced • Martial, Weapon

Melee or Ranged weapon, one creature

Attack: Dexterity or Intelligence vs Reflex

Hit: The target takes 5 persistent fire damage (save ends). *Level 11:* 10 persistent fire damage. *Level 21:* 15 persistent fire damage.

Special: You must have a source of fire to use this power.

Lure

Encounter Standard Action

Attack Advanced • Focus

Near burst 5, any vulnerable creatures

Attack: Intelligence or Charisma vs Will

Hit: Target pulled 5 and immobile (save ends).

Miss: You cannot use this power on the same target for the rest of the encounter.

Special: Depending on the vulnerability of the creature, the lure might be deployed in a different space to the user.

Overrun

At-Will Free Action

Attack Advanced • Martial, Weapon

Melee 1, one creature

Effect: Make a secondary attack each time you attempt to enter an enemy's space.

Secondary Attack: Str vs Fort; push target 1. *Miss:* You provoke an attack of opportunity from the target.

Special: This is an exception to the rule that you cannot enter an enemy's space.

Repel

At-Will Standard Action

Attack Advanced • Focus

Near burst 2, any vulnerable creatures

Attack: Wisdom or Charisma vs Will

Hit: Target pushed their speed and immobile until the end of your next turn.

Miss: You cannot use this power on the same target for the rest of the encounter.

Special: Depending on the vulnerability of the creature, the repellant might be deployed in a different space to the user.

Sunder

At-Will Standard Action

Attack Advanced • Martial, Weapon

Melee weapon, one creature

Attack: Strength or Dexterity vs Reflex

Hit: Choose an item. If the item is a weapon, armor, shield or enchanted cloak, the bonus granted by that item is reduced by 1 (cumulative). The effect on other items depends on their hardness and make-up.

Effect: You provoke an attack of opportunity from the target.

Trip

At-Will Standard Action

Attack Advanced • Martial, Weapon

Melee weapon, one creature

Attack: Strength or Dexterity vs Fortitude or Reflex (whichever is higher)

Hit: The target is knocked prone.

Effect: You provoke an attack of opportunity from the target.

New Feats

Distant Maneuver

Requirements: Improved Maneuver

Benefit: You can *disarm*, *trip* or *sunder* using a ranged weapon.

Flicking Disarm

Requirements: Improved Maneuver

Benefit: When you *disarm* a target, you can choose any unoccupied square adjacent to the target for the item to land in. You can alternatively choose an unoccupied square adjacent to you, provided you are adjacent to the target.

Improved Maneuver

Benefit: You do not provoke opportunity attacks when you use the *disarm*, *trip*, *sunder* or *overrun* powers.

Objects

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Statistics for Objects

When time is a factor, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various substances.

Table – Substance's HP Multipliers

Substance	HP Multiplier
Cloth, paper, rope	x 0.1
Crystal, glass, ice / Very delicate	x 0.25
Leather / Delicate	x 0.5
Wood, bone	1
Sturdy	x 1.5
Stone	x 2
Iron, steel	x 3
Adamantine	x 5

Hit Points. An object's hit points measure how much damage it can take before losing its structural integrity. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing.

Objects are immune to poison, psychic and necrotic damage. Will attacks against them automatically fail.

Table – Object's Defenses and Hit Points

Size	AC / Reflex	Fortitude	HP
Tiny (bottle, lock)	10	5	5
Small (chest, lute)	8	8	10
Medium (barrel, chandelier)	5	10	20
Large (cart, 10-ft-by-10-ft window)	4	12	40
Huge (tapestry)	3	15	100
Gargantuan (colossal statue, column of stone)	2	20	200

Magic Items

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Purchasing Magic Items

What follows are the standard prices for magic items by level. Of course, magic items may be dearer or cheaper in particular markets, or not available for purchase at all. As discussed in the Equipment chapter, magic items typically fetch one-fifth their cost when sold in a market.

Table – Magic Item Prices

	Permanent Magic Item Price (gp)	Consumable Item Price (gp)
1	360	14
2	520	21
3	680	27
4	840	34
5	1,000	40
6	1,800	72
7	2,600	104
8	3,400	136
9	4,200	168
10	5,000	200
11	9,000	360
12	13,000	520
13	17,000	680
14	21,000	840
15	25,000	1,000
16	45,000	1,800
17	65,000	2,600
18	85,000	3,400
19	105,000	4,200
20	125,000	5,000
21	225,000	9,000
22	325,000	13,000
23	425,000	17,000
24	525,000	21,000
25	625,000	25,000
26	1,125,000	45,000
27	1,625,000	65,000
28	2,125,000	85,000
29	2,625,000	105,000
30	3,125,000	125,000

Magic Items on the Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as 10 magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups (two items from the ring group), keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the **head**
- One amulet, brooch, medallion, necklace, periapt, or scarab around the **neck**, or one cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One robe or suit of **armor** on the body (over a vest, vestment, or shirt)
- One belt around the **waist** (over a robe or suit of armor)
- One shield, pair of bracers or set of bracelets on the **arms** or wrists
- One glove, pair of gloves, or pair of gauntlets on the **hands**
- One **ring** on each hand (or two rings on one hand)
- One pair of boots or shoes on the **feet**

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Wondrous items can be worn or carried without taking up space on a character's body.

Distributing Magic Items

GMs can decide for themselves how to distribute magic items in their games, but here are four options to consider.

1. Steady Progression

A player character should get a new permanent magic item every 12 encounters or so, and that item should be of a level equal to their own level +1 to +4 (roughly 25% chance of each). Since there are roughly 10 encounters to a level, other ways of thinking about this are that:

1. each level a player character should get 0.8 of a permanent item *or*
2. each level, a five-adventurer team should get four permanent items *or*
3. over the course of five levels, a player character should get four permanent magic items.

In addition, a player character should get gold pieces, trade goods, precious items, consumable magic items and so on equivalent in value to a permanent magic item of their level roughly every 25 encounters or so. Another way of saying that is that every level a player character should get 0.4 of a permanent item in gold pieces, etc.

Keep in mind that a consumable magic item costs 1/25th as much as a permanent magic item of the same level.

Assuming a rate of 10 encounters per level, that results in the following average treasure per player character per level (not including permanent magic items).

Table – Treasure per Encounter

	Treasure per Player per 10 Encounters (gp)
1	144
2	208
3	272
4	336
5	400
6	720
7	1,040
8	1,360
9	1,680
10	2,000
11	3,600
12	5,200
13	6,800
14	8,400
15	10,000
16	18,000
17	26,000
18	34,000
19	42,000
20	50,000
21	90,000
22	130,000
23	170,000
24	210,000
25	250,000
26	450,000
27	650,000
28	850,000
29	1,050,000
30	1,250,000

2. Magic Item Only

Each level, each character receives one magic item of level +2 or two magic items of level +0. They do not receive any other treasure.

3. Treasure Troves

Each level, the party should discover about 10 treasure troves of their level. Each treasure trove is randomly generated by rolling 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20, with each result helping to determine the contents of the treasure trove.

1d4: This is the magic item level bonus, see 1d12 below.

1d6: This is the coin multiplier, see 1d20 below.

1d8: On a 5, 6 or 7, the trove contains a number of art objects, see 1d10 below. On an 8, it contains a gemstone. On any other result, it contains nothing. See the table below for the value of the art objects or gemstone by level.

1d10: If the trove contains art objects, this is how many it contains.

Add 1 to the d10 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

1d12: On a 6 or less, the trove contains a personal item or something of significance to the story or adventure but not of monetary value. For example, it could be a note with the evil faction's watchword scribbled on it, a key to a door deeper in the dungeon, the mayor's missing spectacles, a clue to the disappearances by the docks, or just a kobold's pet toad.

On a 5, 6 or 7, the trove contains a consumable item roughly of the party's level.

On an 8 or higher, the trove contains a permanent magic item of the party's level plus the 1d4 result.

Add 1 to the d12 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

1d20: On an 11 or more, the trove contains coins. Multiply the 1d6 result by the number of coins shown in the table below for the total number of coins in the trove.

Add 2 to the d20 roll for every additional player character in the party beyond 5, and subtract 2 for every player character that the party is missing below 5 PCs.

Table – Treasure Troves by Level

Average Party Level	Coin Multiplier	Gem Value	Art Object Value
1	10 gp	100 gp	20 gp
2	25 gp	100 gp	20 gp
3	25 gp	200 gp	30 gp
4	40 gp	200 gp	30 gp
5	40 gp	300 gp	40 gp
6	125 gp	300 gp	40 gp
7	125 gp	750 gp	90 gp
8	210 gp	750 gp	90 gp
9	210 gp	1,500 gp	120 gp
10	300 gp	1,500 gp	120 gp
11	300 gp	5,500 gp	240 gp
12	750 gp	5,500 gp	240 gp
13	750 gp	10,000 gp	325 gp
14	12 pp	10,000 gp	325 gp
15	12 pp	12,500 gp	525 gp
16	34 pp	12,500 gp	525 gp
17	34 pp	25,000 gp	1,500 gp
18	56 pp	25,000 gp	1,500 gp
19	56 pp	50,000 gp	1,900 gp
20	78 pp	50,000 gp	1,900 gp
21	78 pp	100,000 gp	8,000 gp
22	185 pp	100,000 gp	8,000 gp
23	185 pp	125,000 gp	16,000 gp
24	290 pp	125,000 gp	16,000 gp
25	290 pp	200,000 gp	21,000 gp
26	830 pp	200,000 gp	21,000 gp
27	830 pp	300,000 gp	60,000 gp
28	1,400 pp	300,000 gp	60,000 gp
29	1,400 pp	600,000 gp	86,000 gp
30	1,950 pp	600,000 gp	86,000 gp

Table – Art Objects

Art Object Value	Examples
20 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet; glass beads; dried rose petals
30 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
40 gp	Large well-done wool tapestry; brass mug with jade inlays; crystal rod filled with phosphorus
90 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt; darkwood dining table and chair set
120 gp	Carved harp of exotic wood with ivory inlay and zircon gems; gilt gold idol (10 lb.); perfect model of an onyx ziggurat
240 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
325 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting; a petrified hummingbird
525 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain; chess set made of adamantine and mithril
1,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box; a dis-animated iron golem; a rare history book autographed by the author
1,900 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace); bottomless cup of coffee
8,000 gp	Jeweled gold crown; jeweled electrum ring; one-ton temple guardian statue
16,000 gp	Gold and ruby ring; gold cup set with emeralds; self-playing harp
21,000 gp	Adamantine crown set with soul gems; tapestry woven from phase spider silk
60,000 gp	Dragon's skull filled in with gold; the lamp once occupied by a djinn prince
86,000 gp	Throne carved from treant-wood; deceased lich's mithril phylactery set with diamonds

Table – Random Consumable Items

1d6	Result
1–2	Healing potion (potion of healing in heroic tier, potion of healing and rescue in prestige tier, potion of healing and rescue (advanced) or salve of resurrection in epic tier).
3	A non-healing consumable potion or oil (oil of sharpness, potion of heroism, potion of vitality, etc.)
4	Another consumable item (skeleton key, etc.).
5	A poison.
6	An incantation scroll or practice manual.

4. Narrative Play

The PCs get treasure when they earn it; depending on the skill, strategy and daring they show, they might accumulate more +1 *swords* than they know what to do with, or they might be penniless and fighting off owlbears with a rusty breadknife.

The game mechanics behind *Orcus* assume that PCs, at least once they have a few levels under their belts, will have at least three magic items of roughly their level or a few levels higher: a magic weapon or focus, magic armor (or magic clothes for those who don't wear armor) and a magic cloak (or amulet). That's because the game math depends on PCs picking up +6 in bonuses from magic items over the 30 levels of their adventuring careers.

Some character concepts may require more magic items. For example, a warrior-mage might need a magic weapon and a magic focus, and a skirmisher who fights at range and melee will need two magic weapons – as will a fighter who dual-wields. Characters may also need healing potions, especially if they do not have a dedicated healer, and without the boost other magic items give they will find themselves a little behind when facing challenges of their level.

Now you, as the Game Master, know the mathematical assumptions, you can decide whether to break them, and how.

Enchanted Items

There are four core types of magic item, called enchanted items:

- Cloaks or amulets worn about the neck, which increase Fortitude, Reflex and Will defenses.
- Weapons
- Focuses
- Armor (or “cloth armor”, i.e. robes and other clothing, for those who do not wear armor)

A character may need both an enchanted focus and an enchanted weapon, if they are for example a cleric that casts spells using a holy symbol and makes attacks with a mace. A character may need two weapons, if they dual-wield or mix it up between ranged and melee. Otherwise, a character only needs either an enchanted weapon or an enchanted focus, not both.

Enchanted items give an enhancement bonus – so a +1 enchanted cloak gives a +1 enhancement bonus to Fortitude, Reflex and Will defenses, while a +3 enchanted sword gives a +3 enhancement bonus to weapon attack and damage rolls, and +3d6 damage on a weapon critical hit. +2 enchanted armor gives a +2 enhancement bonus to Armor Class, and a +6 enchanted focus gives a +6 enhancement bonus to spell attack and damage rolls, and +6d6 damage on a spell critical hit.

Boosted Enchanted Items

Some enchanted items do nothing extra. However, others have been boosted. There are four tiers of boost: I through IV, which increase the level of the enchanted item by that amount. So, for example, a +1 sword is level 1, but a +1 sword (boost II) is level 3. A +3 sword is level 11, but a +3 sword (boost II) is level 13.

Table – Enchanted Item Progression by Level

Level	Item
1	Enchanted Item +1
2	Enchanted Item +1 Boost I
3	Enchanted Item +1 Boost II
4	Enchanted Item +1 Boost III
5	Enchanted Item +1 Boost IV
6	Enchanted Item +2
7	Enchanted Item +2 Boost I
8	Enchanted Item +2 Boost II
9	Enchanted Item +2 Boost III
10	Enchanted Item +2 Boost IV
11	Enchanted Item +3
12	Enchanted Item +3 Boost I
13	Enchanted Item +3 Boost II
14	Enchanted Item +3 Boost III
15	Enchanted Item +3 Boost IV
16	Enchanted Item +4
17	Enchanted Item +4 Boost I
18	Enchanted Item +4 Boost II
19	Enchanted Item +4 Boost III
20	Enchanted Item +4 Boost IV
21	Enchanted Item +5
22	Enchanted Item +5 Boost I
23	Enchanted Item +5 Boost II
24	Enchanted Item +5 Boost III
25	Enchanted Item +5 Boost IV
26	Enchanted Item +6
27	Enchanted Item +6 Boost I
28	Enchanted Item +6 Boost II
29	Enchanted Item +6 Boost III
30	Enchanted Item +6 Boost IV

Enchanted Weapon +X

+X enhancement bonus to attack rolls and damage rolls with that weapon. On a critical hit, do +Xd6 extra damage.

Bindings: Arm and leg bindings can be enchanted. They act just like an enchanted weapon, except they apply to unarmed attacks.

Enchanted Focus +X

+X enhancement bonus to attack rolls and damage rolls with that focus. On a critical hit, do +Xd6 extra damage.

Enchanted Armor +X (Armor Slot)

At least a +X enhancement bonus to Armor Class while wearing that armor.

Light Armor: Enchanted light armor gives an additional +1 in the prestige tier and an additional +1 again in the epic tier, so +3 *hide armor* worn by a level 11 character gives a +4 enhancement bonus to Armor Class.

Heavy Armor: Enchanted heavy armor offers double the enhancement bonus to Armor Class, so +1 *plate armor* gives a +2 enhancement bonus to Armor Class.

Enchanted Cloak +X (Neck Slot)

+X enhancement bonus to Fortitude, Reflex and Will saves while wearing that cloak.

Focus Boosts

Brilliant (II)

Item Power (free, encounter)

When you hit a target: The target is stunned (save ends).

Courageous (II)

Minimum Enchantment: +3

Item Power (swift, encounter)

Choose an ally. They receive a +4 bonus to their next attack roll.

Dismissal (IV)

Minimum Enchantment: +5

Item Power (swift, daily) • **Focus, Teleportation**

Ranged 10; Charisma vs Will; the target is teleported to a pocket dimension until the end of your next turn. They cannot move or see anything on their turn.

Sustain Standard: Keep them in the pocket dimension for 1 extra round. You can only do this once.

Draining (II)

Item Power (swift, encounter) • **Necrotic**

Until the end of your next turn, each time you hit with an attack made with this focus, you do +2d6 necrotic damage but you take 1d6 damage.

Elemental's Ally (I)

Item Power (swift, daily)

Near burst 5, one target; the creature gains vulnerability 5 to your choice of acid, fire, lightning or cold.

Level 12: Vulnerability 10.

Level 22: Vulnerability 15.

Energy Absorbing (III)

Item Power (counter, daily) • **Focus**

When an enemy within 10 squares is about to recharge a power; Charisma vs Will; their power does not recharge and you regain the use of an encounter power.

Mana Battery (II)

Item Power (swift, daily)

You recover an arcane encounter power you have already expended, of the item's level or lower.

Runic (IV)

Once per day you can perform an incantation of the focus's level or lower, even if you do not know the incantation. The incantation cannot be of a level higher than your own. You must still pay the incantation's component cost.

Weapon Boosts

Bleeding (I)

Minimum Enchantment: +3

You can store blood in this weapon, represented by blood points. A *bleeding weapon* can store blood points equal to its level.

Absorb Blood (free, encounter)

When you do damage with an attack with this weapon: This weapon gains blood points equal to the amount of damage done.

Unleash Blood (free, encounter)

When you hit with this weapon: Do additional damage equal to the number of blood points in this weapon. Then set the blood points in this weapon to zero.

Dancing (III)

Minimum Enchantment: +3

Item Power (swift, daily)

This weapon's reach becomes 6 until the end of your next turn.

Defender (III)

You receive a +1 shield bonus to AC and Reflex defenses.

Dwarven Thrower (III)

Thrown (Heavy) weapon only

Do +Xd6 extra damage against creatures with the giant tag.

Item Power (free, daily)

When you hit with this weapon: The target falls prone.

Flame Tongue (III)

Item Power (swift, encounter) • **Fire**

You cast bright light in an 8-square radius and dim light for an additional 8 squares. The first time you hit with the sword, do +Xd6 fire damage, where X equals the enhancement bonus. Then this effect ends.

Frost Brand (IV)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage equal to double the enhancement bonus (e.g. resistance to fire 6 for +3 red dragon scale armor).

In freezing temperatures, the blade sheds bright light in a 2-square radius and dim light for an additional 2 squares.

Once per encounter, when you draw this weapon, you can extinguish all nonmagical flames within 6 squares.

Hammer of Thunderbolts (IV)

Hammers only; Minimum Enchantment: +4

Item Power (free, daily) • **Thunder, Weapon**

When you make an attack: This weapon's reach becomes 12 for the attack. If the attack hits, the hammer unleashes a thunderclap audible out to 60 squares.

Secondary Attack: Near burst 3 centered on the target; Strength vs Fortitude (the target and all creatures in burst); the target is stunned until the end of your next turn.

Infectious Mark (I)

Minimum Enchantment: +2

Item Power (free, encounter)

An enemy you have marked falls to 0 HP or below: choose a target within 5 squares of the marked enemy. That target is now marked by you.

Javelin of Lightning (III)

Javelins only

Item Power (standard, daily) • **Lightning, Weapon**

Near wall 24 (must be a straight line); Dexterity vs Reflex (all creatures); Xd6 lightning damage, where X equals the enhancement bonus; on a miss, half damage.

Oathbow (IV)

Bows only; Minimum Enchantment: +4

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you loose the arrow, you can say, "Swift death to you who have wronged me" to make the arrow's target your sworn enemy.

Item Power (swift, daily)

Choose one target of the next weapon attack you make. That target is your sworn enemy until it dies, or until seven days pass. You cannot use this power while you have an existing sworn enemy.

Attacks with this weapon you make against the sworn enemy have combat advantage. You suffer no range, cover or concealment penalties for attacking the sworn enemy.

If you score a critical hit, do +Xd12 damage instead of the normal amount of bonus critical damage.

While your sworn enemy lives, you suffer a -2 penalty on attack rolls with all other weapons.

Slayer (I)

Each *slayer* weapon is attuned to a different variety of creature, chosen or picked randomly from the list below. For example, there are *giant-slayer* and *dragon-slayer* weapons.

Your attacks with this weapon do +Xd6 extra damage against creatures with that tag.

1. Air
2. Aquatic
3. Celestial
4. Cold
5. Construct
6. Demon
7. Devil
8. Dragon
9. Earth
10. Fire
11. Giant
12. Mount
13. Ooze
14. Plant
15. Reptile
16. Shapechanger
17. Spider
18. Swarm
19. Undead
20. Water

Venom (II)

Item Power (swift, daily) • **Poison**

You cause thick, black poison to coat the blade. The poison remains until the end of the encounter or until you hit with this weapon. The target takes persistent poison damage (save ends) equal to double the enhancement bonus of this weapon.

Cloak Boosts

Amulet of Proof against Detection and Location (II)

While wearing this amulet, you are hidden from incantations of the scrying category. You can't be targeted by such magic or perceived through magical scrying sensors.

Amulet of the Planes (IV)

Minimum Enchantment: +5

Item Power (standard, at-will) • **Teleportation**

Name a location that you are familiar with on another plane of existence. Make a DC 15 Arcana check. On a successful check, it is as if you successfully performed the *plane walk* incantation. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Amulet of Shielding (II)

While wearing this amulet, you have resistance to force damage, equal to double the enhancement bonus (e.g. resistance to force 6 for a +3 *amulet*).

Cape of the Mountebank (II)

Disappear in a Cloud of Smoke (standard, daily) • **Illusion, Teleportation**

Teleport up to 20 squares. You have concealment until the end of your next turn, or until wind disperses the smoke.

Cloak of Arachnida (IV)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You have resistance to poison damage, equal to double the enhancement bonus (resistance to poison 6 for a +3 *cloak of arachnida*).
- You have a climbing speed equal to your walking speed, and the wall-climber trait. You do not need your hands to climb.
- You have the web stride trait.

Cloak of Displacement (III)

Item Power (swift, encounter) • **Illusion**

The cloak projects an illusion that makes you appear to be standing in a place near your actual location. Attacks against you do not have combat advantage if they otherwise would. If you take damage or become helpless, immobile or restrained, the effect ends.

Cloak of Elvenkind (II)

While you wear this cloak with its hood up, Perception checks made to see you are at a -2 penalty and you have a +2 item bonus on Stealth checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires a swift action.

Cloak of the Bat (IV)

Minimum Enchantment: +3

While wearing this cloak, you have a +2 item bonus on Stealth checks.

In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 8 squares. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

Cloak of the Manta Ray (I)

While wearing this cloak with its hood up, you can breathe underwater, and you have a swim speed of 12 squares. Pulling the hood up or down requires a swift action.

Armor Boosts

Adamantine Armor (IV)

Heavy armor only; Minimum Enchantment: +4

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Armor of Invulnerability (IV)

Minimum Enchantment: +4

You have resistance to untyped damage while you wear this armor, equal to double the enhancement bonus (resistance to untyped damage 6 for +3 armor).

Item Power (counter or swift, daily)

You are immune to untyped damage until the end of your next turn.

Armor of Resistance (I)

You have resistance to one type of damage while you wear this armor, equal to double the enhancement bonus (resistance to fire 6 for +3 *armor of fire resistance*). The GM chooses the type or determines it randomly from the options below.

Table – Armor of Resistance

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Demon Armor (II)

While wearing this armor, you can understand and speak Abyssal.

This armor's enhancement bonus also applies to your attack and damage rolls, and you do +Xd6 damage on a critical hit, where X is the enhancement bonus of this armor.

Remember, enhancement bonuses do not stack, so this replaces your existing *enchanted weapon* if this bonus is higher.

Curse: Once you don this cursed armor, you can't doff it unless you are targeted by the *remove curse* incantation or similar magic. While wearing the armor, demons have combat advantage against you.

Dragon Scale (III)

Scale Armor only

Dragon scale armor is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +2 bonus to defenses against attacks with the Fear tag and against Near attacks made by dragons.

You have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table), equal to double the enhancement bonus (resistance to fire 6 for +3 *red dragon scale armor*).

Additionally, once a day you can focus your senses as a swift action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor.

Table – Dragon Scale Mail

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Dwarf Worked (II)

Heavy armor only

If you are subject to unwilling movement, you can reduce that unwilling movement by up to 2 squares.

Glamored (I)

As a swift action, speak the armor's command word. It assumes the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Ophiduan (II)

Hide Armor, Chainmail, Scale Armor and Plate Armor only

Ignore armor check penalties and speed penalties from this armor.

Head Items

Headband of Intellect

Level 3

Once per encounter, reroll a failed Intelligence attack or an Intelligence-based skill check.

Helm of Brilliance

Level 11

Resistance to fire 10.

Radiant Light aura 6. Dim light. If an undead creature begins their turn in this aura, they take 5 radiant damage.

Item Power (free, encounter) • **Fire**

You hit a target with an attack: The attack does +2d6 fire damage to that target.

Helm of Comprehending Languages

Level 2

While wearing this helm, you are under the effects of the *understand languages* incantation.

Helm of Telepathy

Level 11

While wearing this helm, you have telepathy 12. Creatures within 12 can communicate telepathically with you as well.

Waist Items

Belt of Dwarvenkind

Level 4

While wearing the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

Resistance to poison 5

Darkvision

You can speak, read, and write Dwarvish.

Belt of Giant Strength

Level 4

Once per encounter, reroll a failed Strength attack or a Strength-based skill check.

Belt of the Archer

Level 5, 15 or 25

Your basic ranged attacks do +2 damage.

Level 15: +4 damage.

Level 25: +6 damage.

Belt of the Man-at-Arms

Level 5, 15 or 25

Your basic melee attacks do +2 damage.

Level 15: +4 damage.

Level 25: +6 damage.

Arms Items

Arrow-Catching Shield

Level 6, 16 or 26

You gain a +1 bonus to AC against ranged attacks while you wield this shield.

Level 16: +2 bonus.

Level 26: +3 bonus.

Item Power (counter, encounter)

An adjacent creature is the target of a ranged weapon attack: You become the target of the attack instead. If you were already a target, you experience the attack twice.

Hands Items

Gloves of Swimming and Climbing

Level 5

While wearing these gloves, you can climb and swim at your walk speed, climbing and swimming don't cost you extra squares of movement, and you gain a +2 item bonus to Athletics checks made to climb or swim.

Gauntlets of Ogre Power

Level 1

While wearing these gauntlets, your carrying capacity doubles.

Ring Items

Ring of Evasion

Level 14

Item Power (immediate, encounter)

An attacker hits you with a vs Reflex attack: The attacker must reroll their attack and use the second result.

Ring of Free Action

Level 11

You have the terrain stride feature.

Ring of Invisibility

Level 21

Item Power (standard, daily) • **Illusion**

You turn invisible until the encounter ends, you attack or you use a swift action to end the effect.

Ring of Mind Shielding

Level 20

While wearing this ring, other creatures cannot to read your thoughts, determine whether you are lying, know your alignment, or know your creature ancestry or tags. Creatures can telepathically communicate with you only if you allow it.

You can use a swift action to cause the ring to become invisible until you use another swift action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Regeneration

Level 30

While wearing this ring, you regain 5 hit points every round, provided that you have at least 1 hit point.

If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.

Ring of Resistance

Levels 6, 16, 26

You have resistance 5 to one damage type while wearing this ring. The gem in the ring indicates the type, which the GM chooses or determines randomly.

Level 16: Resistance 10

Level 26: Resistance 15

Table – Ring of Resistance

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Feet Items

Boots of Feather Falling

Level 5

When you fall while wearing these boots, you descend 12 squares per round and take no damage from falling.

Boots of Jumping

Level 13

Item Power (move, encounter)

You jump a number of squares up to your speed, without provoking opportunity attacks.

Wondrous Items

Bag of Ogres

Level 8

Pull Out an Ogre (standard, daily) • **Summons**

Place an ogre wretch in an unoccupied space adjacent to you. At the end of the encounter, the ogre wretch disappears. The ogre wretch has the following feature:

Instinct

At the end of your turn, if the ogre wretch has not received a command that turn, it moves to the nearest enemy and uses *maul*.

Special: Other bags may exist for other mooks – the level of the bag equals the level of the mook.

Folding Boat

Level 16

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use a standard action to speak it.

One command word causes the box to unfold into a skiff (see the Vehicles chapter).

The second command word causes the box to unfold into a ship (see the Vehicles chapter).

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the *folding boat* to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

Horseshoes of a Zephyr

Level 9

When these four iron horseshoes are affixed to the hooves of a horse or similar creature, they allow the creature to fly at its walk speed (hover, maximum altitude 1).

In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Horseshoes of Speed

Level 10

When these four iron horseshoes are affixed to the hooves of a horse or similar creature, they increase the creature's speed by 6.

Immovable Rod

Level 8

This flat iron rod has a button on one end. You can use a swift action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses a swift action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Athletics check, moving the fixed rod up to 2 squares on a success.

Instant Fortress

Level 24

You can use a standard action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 4 squares on a side and 6 squares high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a swift action. It is immune to magical effects that would open it or make it easier to open.

Each creature in the area where the fortress appears is pushed to an unoccupied space outside but next to the fortress.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance 15 to all other damage.

Necrosis Cube

Level 7

Regenesis: When you spend a recovery, you heal additional hit points equal to your Wisdom modifier.

Level 11: Your Wisdom modifier +2.

Level 21: Your Wisdom modifier +5.

Sustenance: You do not need to eat or drink while carrying the cube. You only need two hours sleep for a long rest.

Healing Light (reaction, encounter) • **Healing**

A creature within 6 squares uses an arcane power: You can spend a recovery to heal up to your recovery value.

Portable Hole

Level 9

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use a standard action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 2 squares deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use a standard action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Athletics check. On a successful check, the creature forces its way out and appears within 1 square of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 2 squares of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Spiritlink Charm

Level 3

On a critical hit, your companion does additional damage equal to 1d6 times by the bonus of an enchanted weapon or focus that you wield. For example, if you wield a +3 *longsword*, your companion does +3d6 damage on a critical hit.

Consumable Items

Incantation Scroll

An incantation scroll allows anyone to perform the incantation written on it, whether they know the incantation already or not. They still need to provide the component cost, if any. An incantation scroll is of the level of the incantation written on it.

Oil of Dullness

Level 5

As a standard action, you can apply the oil to a magic item in your possession. That item turns into a mundane item with no magical effects until it is thoroughly cleaned.

Oil of Sharpness

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a standard action, you can apply the oil to a mundane weapon in your possession. That item turns into an enchanted weapon, with a bonus depending on the level of the oil of sharpness. The effect lasts until the end of the encounter.

Potion of Healing

Level 5

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and the target heals 10 HP.

Potion of Healing and Rescue

Level 15

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and the target heals 25 HP and makes one saving throw against a save ends effect.

Potion of Healing and Rescue (Advanced)

Level 25

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and the target heals 50 HP and makes one saving throw against a save ends effect.

Potion of Heroism

Level 9, Level 19 or Level 29

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and chooses an expended daily or encounter power (attack or utility) of the potion's level or lower. That power is no longer expended.

Potion of Vitality

Level 7, Level 17 or Level 27

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and chooses an expended encounter power (attack or utility) of the potion's level or lower. That power is no longer expended.

Practice Manual

A practice manual allows anyone to perform the practice written on it, whether they know the practice already or not. They still need to provide the component cost, if any. A practice manual is of the level of the practice written on it.

Salve of Resurrection

Level 30

As a standard action, you can apply the salve to an adjacent creature that died within the last round. That creature is resurrected and they are healed 50 HP.

Skeleton Key

Level 15

As a swift action, you can insert the skeleton key into any lock. If the lock would open with a Sleight of Hand result of 30, the lock opens. Then the skeleton key turns to dust.

Tonic of Agility

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to Reflex defense and Acrobatics checks.

Your speed increases by 1.

You can stand up from prone as a free action, but this immediately ends the effects of the tonic.

You can reroll an Acrobatics check and use the result of your choice, but this immediately ends the effects of the tonic.

Tonic of Alertness

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to Will defense and Perception checks.

You gain a +1 item bonus to initiative.

Tonic of Endurance

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to Fortitude defense and Endure checks.

You gain resistance to poison 5 (10 at level 11, 15 at level 21).

You gain spend a recovery to heal your recovery value, but this immediately ends the effects of the tonic.

Tonic of Regeneration

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to your recovery value. You gain regeneration equal to the listed bonus.

You can spend a recovery to heal your recovery value, but this immediately ends the effects of the potion.

Tonic of Strength

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to melee damage rolls, Athletics checks and Strength ability checks.

Poisons

Poisons are “masterwork consumables”, which just means they cost double that of a normal consumable item of their level.

Poisons can either be used in combat as powers, or if the poisoner gets an opportunity to expose the target to the poison more extensively (by feeding it to them, storing it in a container that the target opens, placing it on their clothes, etc.) then the target can suffer a more serious effect.

Pale Tincture

Level 1

Consumable Swift Action

Poisons Attack 1 • Poison

Effect The next target you hit with a weapon takes 1d10 poison damage and cannot heal by any means (save ends).

Special If the Pale Tincture is ingested, the target suffers a -4 penalty to all saves and cannot heal for 12 hours.

Assassin's Blood

Level 1

Consumable Swift Action

Poisons Attack 1 • Poison

Effect Until your next short rest, any target you hit with a weapon takes 2 ongoing poison damage (save ends). If they fail their first save, they instead take 5 ongoing poison damage (save ends).

Special If Assassin's Blood is ingested, for 12 hours the target gains vulnerable to poison 5 and loses any poison resistances or immunities it had.

Spear Frog Poison

Level 1

Consumable Swift Action

Poisons Attack 1 • Poison

Effect The next target you hit with a weapon takes 1d6 poison damage and is dazed (save ends).

Special If Spear Frog Poison is ingested, the target takes 2d6 poison damage.

Oil of Taggit

Level 5

Consumable Swift Action

Poisons Attack 5 • Poison

Effect Until your next short rest, any target you hit with a weapon takes 1d8 poison damage and is slowed until the end of their next turn.

Special If a creature is in prolonged contact with Oil of Taggit (e.g. it wears clothes on which it has been placed), the creature remains immobilised.

Phase Spider Venom

Level 5

Consumable Swift Action

Poisons Attack 5 • Poison

Effect The next target you hit with a weapon takes 5 persistent poison damage and is slowed (save ends both).

Special If a creature is in prolonged contact with Phase Spider Venom (e.g. it wears clothes on which it has been placed), it is weakened and gains insubstantial (both for 4 hours).

Torpor

Level 5

Consumable Swift Action

Poisons Attack 5 • Poison

Effect The next target you hit with a weapon takes 2d6 poison damage and is dazed (save ends).

Special If Torpor is ingested, the target is dazed for 12 hours.

Truth Serum

Level 9

Consumable Standard Action

Poisons Attack 9 • Poison

Ranged 5

Attack Dexterity vs Will

Hit Target is controlled (save ends).

Special If the Truth Serum is ingested, the target is Controlled (save ends) and cannot knowingly tell a lie for 1 hour.

Lethargy Poison

Level 9

Consumable Swift Action

Poisons Attack 9 • Poison

Effect The next target you hit with a weapon is dazed (save ends). *Aftereffect:* The target falls asleep until disturbed.

Special If Lethargy Poison is ingested, the target falls into a coma for 24 hours.

Malice

Level 9

Consumable Standard Action

Poisons Attack 9 • Poison

Ranged 5

Attack Dexterity vs Reflex

Hit 2d10 + Dexterity modifier poison damage and 5 ongoing psychic damage (save ends). Each time the target fails a saving throw, it makes a basic attack against the nearest ally (this does not count against its actions).

Miss Target takes half damage and 5 ongoing psychic damage (save ends).

Special If a creature is in prolonged contact with Malice (e.g. it wears clothes on which it has been placed), it hallucinates a terrible waking nightmare.

Toadskin Salve

Level 9

Consumable Swift Action

Poisons Attack 9 • Poison

Effect Until the end of the encounter, if you are hit by a melee attack, you can make the following attack against your attacker.

Secondary Attack: Dexterity vs Fortitude; the target takes 5 persistent poison damage.

Special If a creature is in prolonged contact with Toadskin Salve (e.g. it wears clothes on which it has been placed), its skin hardens and the creature is slowed for 3 hours.

Nightmare Salt

Level 15

Consumable Swift Action

Poisons Attack 15 • Poison

Effect The next target you hit with a weapon takes 3d6 poison damage and is dazed (save ends). While the target remains dazed, at the start of each of their turns, you can shunt them 2.

Special If Nightmare Salt is ingested, for 12 hours the target has a -4 penalty on defenses against effects with the Fear or Psychic tags.

Mindfog Mist

Level 15

Consumable Standard Action

Poisons Attack 15 • Poison

Far burst 1 within 5

Attack Dexterity vs Fortitude

Hit 2d6 + Dexterity modifier poison damage, and the target cannot use encounter, refresh or daily powers (save ends).

Special Mindfog Mist can be stored in a tight container for up to 24 hours. When the container is opened, the attack is targeted on the container.

Malyass Root Paste

Level 15

Consumable Swift Action

Poisons Attack 15 • Poison

Effect The next target you hit with a weapon is slowed (save ends). *Aftereffect:* The target is restrained (save ends).

Special If Malyass Root Paste is ingested, the target is paralyzed for 3 hours.

Hunting Spider Venom

Level 15

Consumable Swift Action

Poisons Attack 15 • Poison

Effect Until your next short rest, any target you hit with a weapon takes 5 ongoing poison damage (save ends), and grants combat advantage until the end of your next turn.

Special If Hunting Spider Venom is ingested, the target takes 4d6 poison damage.

Black Smear Poison

Level 19

Consumable Swift Action

Poisons Attack 19 • Poison

Effect Until your next short rest, any target you hit with a weapon takes 5 ongoing poison damage (save ends), and is rattled until the end of your next turn.

Special If Black Smear Poison is ingested, the target takes 6d6 poison damage.

Cerulean Scourge

Level 19

Consumable Swift Action

Poisons Attack 19 • Poison, Transmutation

Effect The next target you hit with a weapon casts light with the brightness of a sunrod (save ends). *Aftereffect:* The target takes 4d6 + Dexterity modifier poison damage.

Special If Cerulean Scourge is ingested, the target casts light like a sunrod for 24 hours, and then takes 6d6 poison damage.

Weeping Midnight

Level 25

Consumable Standard Action

Poisons Attack 25 • Poison

Hit 5d6 + Dexterity modifier poison damage, and the target is dazed (save ends). *Aftereffect:* The target is blinded until the end of your next turn.

Miss The target is blinded until the end of your next turn.

Special If Weeping Midnight is ingested, the target is blinded for 1 day.

Brimstone Fumes

Level 25

Consumable Standard Action

Poisons Attack 25 • Poison

Far burst 1 within 5

Attack Dexterity vs Fortitude

Hit 3d6 + Dexterity modifier poison damage, and the target is weakened (save ends).

Miss The target is weakened until the end of your next turn.

Special Brimstone Fumes can be stored in a tight container for up to 24 hours. When the container is opened, the attack is targeted on the container.

Frenzy Oil

Level 25

Consumable Standard Action

Poisons Attack 25 • Poison, Psychic

Ranged 5

Attack Dexterity vs Will

Hit 4d6 + Dexterity modifier psychic damage, and the target attacks the nearest creature (chosen randomly if multiple creatures are equally near) (save ends).

Miss The target attacks the nearest creature (chosen randomly if multiple creatures are equally near) (save ends).

Special If a creature is in prolonged contact with Frenzy Oil (e.g. it wears clothes on which it has been placed), it is thrown into an uncontrollable rage and hatred of all living creatures for 15 minutes.

Repulsion Resin

Level 29

Consumable Standard Action

Poisons Attack 29 • Poison, Psychic

Ranged 5

Attack Dexterity vs Fortitude

Effect The next target you hit with a weapon takes 2d6 poison damage, and is dazed (save ends). While the target is dazed, make an attack against any creature that moves into a square adjacent to the target

Attack: Dexterity vs Fortitude; the target is pushed 1 and their move ends.

Special If Repulsion Resin is consumed, the target has the following aura for 1 hour.

Repulsion aura 1: If a creature moves into an adjacent square, as an opportunity action the subject of the aura makes an attack: Dexterity vs Fortitude; the target is pushed 1 and their move ends.

Gorgon's Breath

Level 29

Consumable Standard Action

Poisons Attack 29 • Poison

Far burst 1 within 5

Attack Dexterity vs Fortitude

Hit 3d6 + Dexterity modifier poison damage, and the target is slowed (save ends). *Aftereffect:* The target is petrified (save ends).

Special Gorgon's Breath can be stored in a tight container for up to 24 hours. When the container is opened, the attack is targeted on the container.

Oblivion Essence

Level 29

Consumable Swift Action

Poisons Attack 29 • Poison

Effect Until your next short rest, any target you hit with a weapon takes 10 ongoing poison damage (save ends), and is dazed until the end of your next turn.

Special If Oblivion Essence is ingested, the target ages 2d6 years.

Hirelings, Animals and Companions

You can typically purchase an animal or other creature for two times the cost of an enchanted item of the same level. If the creature gives special utility, for example it can fly at a low level, it typically costs four times the cost of an enchanted item.

Backgrounds

Backgrounds describe training or environments your character experienced before becoming an adventurer. Backgrounds appear in this book because they are an optional rule.

Backgrounds allow you to customize your character based on their life before adventuring.

Your character's background can help you learn or portray more about their personality while also suggesting what sorts of things they're likely to know. Consider what events set your character on their path to the life of an adventurer and how those circumstances relate to their background.

When you select a background, you can select **one** of the following benefits (unless another option is specified in the background):

1. You learn a new language that the GM agrees seems related to that background.
2. You add one of the skills associated with the background to your list of class skills.
3. You get a +2 bonus to one of the skills associated with the background.

Table – Example Backgrounds

Name	Associated Skills
Acolyte	Heal, Religion
Acrobat	Acrobatics, Stealth
Animal Catcher	Dungeoneering, Nature
Animal Whisperer	Insight, Nature
Arcane Merchant	Arcana, Diplomacy
Artisan	Diplomacy, Streetsmarts
Artist	History, Religion
Athlete	Acrobatics, Athletics
Bandit	Intimidate, Nature
Barkeep	Endure, Streetsmarts
Barrister	Bluff, Diplomacy
Beggar	Stealth, Streetsmarts
Bounty Hunter	Endure, Perception
Charlatan	Bluff, Insight
Courier	Athletics, Diplomacy
Courtier	Diplomacy, Perception
Criminal	Bluff, Sleight of Hand
Detective	Insight, Streetsmarts
Emissary	Diplomacy, History
Entertainer	Insight, Perception
Farmhand	Endure, Nature
Field Medic	Athletics, Heal
Fisher	Acrobatics, Nature
Fortune Teller	Arcana, Bluff
Gambler	Bluff, Perception
Gladiator	History, Perception
Guard	Intimidate, Perception
Herbalist	Heal, Nature
Hermit	Endure, Religion
Hunter	Nature, Stealth
Laborer	Athletics, Endure

Name	Associated Skills
Martial Disciple	Acrobatics, Insight
Merchant	Diplomacy, Insight
Miner	Dungeoneering, Endure
Noble	Diplomacy, Intimidate
Nomad	Endure, History
Pirate	Athletics, Intimidate
Prisoner	Sleight of Hand, Stealth
Sailor	Athletics, Nature
Scholar	Arcana, History
Scout	Nature, Perception
Scribe	Arcana, Religion
Servant	History, Insight
Street Urchin	Sleight of Hand, Streetsmarts
Tinker	Arcana, Sleight of Hand
Warrior	Endure, Intimidate

Arts

Arts are things that your character can do over an extended period of time – at least minutes, up to weeks or months in the case of the most elaborate arts. You must learn an art, which typically costs money (the “cost to learn”) and takes time. Then using the art requires you to spend the time specified under its “completion time” and expending the money or other resources listed under “component cost”.

Most arts are associated with a skill. You must be trained in that skill to learn that art.

Types of Art

There are two main types of art: practices and incantations. Practices are often non-magical, although they can involve feats that go beyond ordinary human abilities into the realm of legend. Incantations are more explicitly magical – they are spell-like practices, although they can be learned and used (“cast”) by characters who are not otherwise spellcasters.

There are special rules relating to incantations, described below.

Practices

Practices typically take 8 to 24 hours to learn (8 for heroic-tier arts, 16 for prestige-tier and 24 for epic-tier).

Types of Practice

- Schema: Schemas allow you to make, brew or craft items. Often, a schema practice unlocks the ability to learn many different schemas. For example, the Craft Trap practice encompasses one schema for each trap.
- Lesson: Lessons allow you to teach an ability to another.
- Treatment: Treatments are curative practices.
- Information: Information practices tell you something about yourself or the world.
- Trick: Tricks are a miscellaneous category.
- Interaction: Interaction practices involve talking to or otherwise engaging with other creatures.

Incantations

Spell-like arts are called incantations. Incantations can be learned and used (“cast”) by characters who are not spellcasters. Characters who know the correct gestures and phrases for an incantation can achieve powerful magic effects.

Incantations have drawbacks: They’re time-consuming to cast, and success is not always assured. They are often expensive, and some incantations work only under certain specific conditions, such as during a full moon.

Sometimes, an incantation that is incorrectly cast reverses itself on the caster, explodes with a cascade of magical energy, or weakens the barrier between worlds, enabling hostile outsiders to emerge onto the Material Plane.

Incantations provide a useful way to introduce powerful magical effects in a lower-level game under controlled conditions. PCs will still use spells rather than expensive, risky incantations whenever they can. Incantations are also more specific than spells, so the GM can introduce them into the game without worrying that they’ll spread beyond the immediate situation.

Discovering Incantations

Obscure tomes and spellbooks filled with mystical ramblings, descriptions of magic theory, ordinary arcane spells, and utterly useless or incomprehensible magical writing often hide the instructions for performing incantations. In those dusty volumes, diligent readers can find incantations with real power—magical recipes that provide step-by-step instructions for achieving a powerful effect.

Incantations can be recorded in a spellbook, even if the user does not normally use a spellbook. A spellbook fits one level of incantation per page (so a level 9 incantation takes up 9 pages). Copying an incantation from one book to another costs the same amount as buying the incantation, and takes eight to 24 hours (for adventurer-tier, prestige-tier and epic-tier incantations respectively).

Incantation Scrolls

For the same cost as acquiring an incantation, a character can purchase a scroll that contains an abbreviated version of the incantation. It can be cast in half the time, and does not require the Incantation Caster feat to cast. You still need to pay any of the costs involved, including the components, and make the check. Secondary casters can still participate.

Variant: Failed Incantations

For one reason or another, a GM may decide that an incantation has failed or backfired. Some ideas for how it could backfire are given below:

Attack: A creature is called from elsewhere to battle the caster (and often any bystanders and secondary casters).

Augment: The incantation was supposed to weaken or destroy its target, but it makes the target more powerful instead. An incantation that deals damage might heal its target or cause it to grow in power, for example.

Betrayal: The incantation seemingly succeeds, but the subject of the incantation (or, in rare cases, the caster) undergoes a dramatic alignment change. Over the next 1d6 minutes, the subject's alignment becomes the extreme opposite of what it was previously (for instance, lawful good becomes chaotic evil; an unaligned subject randomly becomes lawful good, evil, good, or chaotic evil). The subject generally tries to keep its new outlook a secret.

Damage: Either the caster or the target takes damage as the consequence of failure.

Death: Someone—usually the caster or the target—dies. Some incantations allow a saving throw to avoid this consequence of failure.

Delusion: The caster believes the incantation had the desired effect, but in fact it had no effect or a very different one.

Falsehood: The incantation (typically a divination) delivers false results to the caster, but the caster believes the results are true.

Mirrorcast: The incantation has the opposite effect of what was intended.

Reversal: The incantation affects the caster rather than the intended target.

Types of Incantation

- Abjuration
- Curative
- Illusion
- Divination
- Practical
- Transportation
- Crafting

- Conjuratation
- Scrying

Using an Art

Interrupting Arts

Arts take a long time to use. If the art is interrupted, you have to start again but none of the components are used up.

Taking 10

You cannot take 10 on any skill checks associated with an art.

Level

You must be the same or higher level than an art to use it.

Component Cost

Most arts require materials. Others require the user to spend a recovery. Unless otherwise mentioned, this is just like spending a recovery to heal HP, except the user regains no HP.

Secondary Users

Arts allow for additional participants, unless otherwise mentioned. They must be physically present at the art, but do not have to have the relevant skill. They can pay the recovery cost of an art, if any. Secondary users can also help the primary user succeed on skill checks (if any are required) by means of the Aid Another action.

Rules Variant: Gated Arts

In this rules variant, you must have a relevant feat before you can learn arts.

Incantation Caster

Prerequisite: Training in Arcana or Religion.

Benefit: You can learn and use Arcana, Religion, Heal and Nature incantations. You can use these incantations even if you are not trained in the relevant skill.

Practical Arts

Benefit: You can learn and use practices. However, you must be trained in the relevant skill (where applicable) to learn a practice.

Sample Arts

Arts are sorted by skill.

Table – Incantations by Level

Name	Level	Category	Skill
Alarm	1	Incantation	Arcana
Detect Magic	1	Incantation	Arcana
Detect Poison and Disease	1	Incantation	Heal
Floating Disk	1	Incantation	Arcana
Identify	1	Incantation	Arcana
Illusory Script	1	Incantation	Arcana
Mage's Mark	1	Incantation	Arcana
Purify Food and Drink	1	Incantation	Nature
Speak with Animals	1	Incantation	Nature
Understand Languages	1	Incantation	Arcana
Unseen Servant	1	Incantation	Arcana
Spirit Speaker	2	Incantation	Nature
Animal Message	3	Incantation	Nature
Augury	3	Incantation	Religion
Locate Animals or Plants	3	Incantation	Nature
Perpetual Message	3	Incantation	Arcana
Sphere of Silence	3	Incantation	Arcana
Bonded Companion	5	Incantation	Nature
Continual Flame	5	Incantation	Arcana
Liquid Tread	5	Incantation	Arcana
Meld into Stone	5	Incantation	Arcana
Remove Curse	5	Incantation	Religion
Sorcerous Gills	5	Incantation	Arcana
Speak with Plants	5	Incantation	Nature
Speak with the Departed	5	Incantation	Religion
Spectral Steed	5	Incantation	Arcana
Tiny Hut	5	Incantation	Arcana
Commune	9	Incantation	Religion
Consult Nature	9	Incantation	Nature
Contact Other Plane	9	Incantation	Arcana
Divination	9	Incantation	Religion

Name	Level	Category	Skill
Call Forth the Dweller	11	Incantation	Arcana
Fires of Hell	11	Incantation	Religion
Forbid Intrusion	11	Incantation	Religion
Hrothgar's Journey	11	Incantation	Arcana
Restore Revenant	11	Incantation	Religion
Summon Item	11	Incantation	Arcana
Telepathic Bond	11	Incantation	Arcana
Plane Walk	13	Incantation	Arcana
Moving Castle	21	Incantation	Arcana

Table – Practices by Level

Name	Level	Category	Skill
Alchemy	1	Practice	None
Cant	1	Practice	Bluff
Craft Trap	1	Practice	Sleight of Hand
Embalm Corpse	1	Practice	Heal
Foil Senses	1	Practice	Stealth
Intuit Direction	1	Practice	Nature
Signs	1	Practice	Diplomacy
Swear an Oath	1	Practice	Diplomacy
Teach Trick	1	Practice	Nature
Backup Disguise	2	Practice	Bluff
Cobble Together	2	Practice	None
Craft Enchanted Items	2	Practice	None
Craft Wondrous Items	2	Practice	None
Eschew Food	2	Practice	Endure
Shady Connections	2	Practice	Streetsmarts
Sow Rumor	2	Practice	Streetsmarts
Use Magic Device	2	Practice	Bluff
Weight Distribution	2	Practice	Athletics
Biographical Eye	5	Practice	Insight
Brilliant Planner	5	Practice	None
Dealmaker	5	Practice	Diplomacy
Forensic Examination	5	Practice	Heal
Express Rider	6	Practice	Nature
Hidden Magic	6	Practice	Arcana
Social Identity	6	Practice	Bluff
Entourage	7	Practice	Diplomacy
Party Crasher	7	Practice	Streetsmarts
Restoration	7	Practice	Heal
Eschew Water	8	Practice	Endure
Geas	11	Practice	Diplomacy
Safe House	11	Practice	Bluff

Name	Level	Category	Skill
Eschew Air	12	Practice	Endure
Eschew Sleep	14	Practice	Endure
Experimental Resurrection	15	Practice	Heal
Nameless One	15	Practice	Bluff
Eschew Aging	17	Practice	Endure

Arcana

Detect Magic

Level 1 Divination Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: 14

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The incantation can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Floating Disk

Level 1 Crafting Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: A drop of mercury (14 gp)

Duration: 1 hour

This incantation creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the incantation ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the incantation ends.

Illusory Script

Level 1 Illusion Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: A lead-based ink (14 gp)

Duration: 10 days

You hide a message on parchment, paper, or some other suitable writing material.

To you and any creatures familiar with your technique, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

A creature with truesight can read the hidden message.

Identify

Level 1 Divination Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: A pearl (28 gp)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the incantation. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any incantations are affecting the item and what they are. If the item was created by a incantation or incantation, you learn which incantation or incantation created it.

If you instead touch a creature throughout the casting, you learn what incantations, if any, are currently affecting it.

Unseen Servant

Level 1 Conjuraction Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: A piece of string, a bit of wood and a glass bauble (14 gp)

Duration: 8 hours

This incantation creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the incantation ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the incantation ends.

Once on each of your turns as a swift action, you can mentally command the servant to move up to 3 squares and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 12 squares away from you, the incantation ends.

Understand Languages

Level 1 Divination Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: A pinch of soot and salt and an amethyst (14 gp)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This incantation doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Alarm

Level 1 Abjuration Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 hour

Components: A tiny bell and a piece of fine silver wire (14 gp)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 4-space cube. Until the incantation ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the incantation, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Mage's Mark

Level 1 Transmutation Incantation (Arcana)

Cost to Learn: 14

Completion Time: 1 minute

Components: Fresh candle and silver stylus (28 gp)

Duration: Permanent

Every mage has their own mark, usually an elaborate and unique rune. This ritual allows a mage to inscribe their mark on any non-magical substance, including stone and metal. The rune remains permanently upon the surface, only disappearing if the item or surface itself is destroyed. The mage may choose to make this mark visible to all, or only to those with the sight (meaning that most folk will not be able to see it at all, but anyone with Arcana training will see it).

In order to make their mark, a mage must light a fresh candle and stand it upon the surface to be marked in its own wax. They then prick their finger with a silver stylus and draw their rune upon the surface, very slowly and deliberately, with their own blood, seven times. Upon the seventh and final drawing, the blood fades, the candle falls away, the stylus cracks, and the mark is finished.

Sphere of Silence

Level 3 Illusion Incantation (Arcana)

Cost to Learn: 27

Completion Time: 1 hour

Components: 27

Duration: 8 hours

For the duration, no sound can be created within or pass through a 20-foot radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a incantation that includes a verbal component is impossible there.

Perpetual Message

Level 3 Illusion Incantation (Arcana)

Cost to Learn: 27

Completion Time: 1 hour

Components: A small bit of honeycomb and jade dust (54 gp)

Duration: Permanent

You implant a message within an object within 30 feet, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the incantation to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this incantation, you can have the incantation end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Meld into Stone

Level 5 Practical Incantation (Arcana)

Cost to Learn: 40

Completion Time: 1 hour

Components: 40

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Perception checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast incantations on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the incantation. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Spectral Steed

Level 5 Crafting Incantation (Arcana)

Cost to Learn: 40

Completion Time: 1 hour

Components: 40

Duration: 8 hours

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the incantation vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 20 squares and can travel 10 miles in an hour, or 13 miles at a fast pace. When the incantation ends, the steed gradually fades, giving the rider 1 minute to dismount. The incantation ends if you use an action to dismiss it or if the steed takes any damage.

Liquid Tread

Level 5 Transportation Incantation (Arcana)

Cost to Learn: 40

Completion Time: 1 hour

Components: A piece of cork and 40 gp

Duration: 8 hours

This incantation grants the ability to move across any liquid surface-such as water, acid, mud, snow, quicksand, or lava-as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the incantation carries the target to the surface of the liquid at a rate of 12 squares per round.

Sorcerous Gills

Level 5 Practical Incantation (Arcana)

Cost to Learn: 40

Completion Time: 1 hour

Components: A short reed or piece of straw, and 40 gp

Duration: 24 hours

This incantation grants up to ten willing creatures you can see within range the ability to breathe underwater until the incantation ends. Affected creatures also retain their normal mode of respiration.

Tiny Hut

Level 5 Crafting Incantation (Arcana)

Cost to Learn: 40

Completion Time: 1 hour

Components: A small crystal bead (40 gp)

Duration: 8 hours

A 10-foot radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The incantation ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The incantation fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this incantation can move through it freely. All other creatures and objects are barred from passing through it. Incantations and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the incantation ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Continual Flame

Level 5 Crafting Incantation (Arcana)

Cost to Learn: 40

Completion Time: 1 hour

Components: Ruby dust (80 gp)

Duration: Instantaneous

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Hidden Magic

Level 6 Trick Practice (Arcana)

Cost to Learn: 72

Completion Time: 10 minutes

Components: 72

Duration: One day

You've learned to hide the magical auras of your gear. During your daily preparations, you carefully tweak any or all of your magic items to appear non-magical.

Contact Other Plane

Level 9 Divination Incantation (Arcana)

Cost to Learn: 168

Completion Time: 1 hour

Components: 168

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this incantation, make a DC 25 Arcana check. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* incantation cast on you ends this effect.

On a successful check, you can ask the entity up to five questions. You must ask your questions before the incantation ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

Summon Item

Level 11 Conjuration Incantation (Arcana)

Cost to Learn: 360

Completion Time: 1 hour

Components: A sapphire (720 gp)

Duration: Permanent

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The incantation leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this incantation, you must use a different sapphire.

At any time thereafter, you can use your standard action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the incantation ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Dispel magic or a similar effect successfully applied to the sapphire ends this incantation's effect.

Hrothgar's Journey

Level 11 Transportation Incantation (Arcana)

Cost to Learn: 360

Completion Time: 1 hour

Components: A windowless, thatched hut in a forest (360 gp)

Duration: Instantaneous

Hrothgar's journey is an incantation based on the tale of Hrothgar, a powerful barbarian hero from ages past. When the poetic epic of Hrothgar is recited in the stifling heat of a sweat lodge during the winter solstice, the orator and his listeners receive the same final reward that Hrothgar did: a one-way trip to Asgard's Valhalla, where they can drink and make merry with the greatest warriors of myth.

To cast the incantation, the caster must construct a small, windowless hut in the middle of the forest, then build a bonfire in the hut's center. At least four and up to twelve others accompany the caster into the hut. Other participants must provide the dialogue for other characters in the epic of Hrothgar. Then the flames are lit and the telling of the tale of Hrothgar begins.

Because the bonfire is large and the hut is small, the atmosphere inside quickly gets stiflingly hot. Any creature inside the hut must make an Endure check (DC 20) every 10 minutes or suffer the effects of severe heat.

Just as the tale of Hrothgar approaches its conclusion (near the end of the casting time), the bonfire's flames light the hut on fire, which creates a great deal of smoke but no additional heat or damage. The flames consume the hut's roof and walls, revealing Valhalla on the plane of Asgard.

Call Forth the Dweller

Level 11 Divination Incantation (Arcana)

Cost to Learn: 360

Completion Time: 1 hour

Components: Forty-two mystic symbols inscribed around the perimeter of the focus doorway (requiring materials costing 360 gp)

Duration: 8 hours

This incantation contacts the enigmatic, extradimensional being known as the Dweller on the Threshold, an entity that imparts knowledge about its specific obsession: doors and other entrances.

To cast call forth the Dweller, the caster must inscribe forty-two mystic symbols around an open doorway (the "focus"), then begin the chants and supplications required for the incantation.

If the incantation succeeds, an image of the Dweller—an inky mass of tentacles and mouths—appears on the other side of the doorway. The Dweller on the Threshold truthfully answers any questions it is asked about a particular door. For example, the Dweller can provide a magical password that unlocks a door, indicate how to disarm a trap on a door, reveal the weaknesses of a door's guardian, or describe the room that lies beyond the door. Its answers are clear and fairly specific, if somewhat terse. The caster may well appreciate such concise answers, because one of the forty-two symbols inscribed around the doorway during the casting of the incantation fades away with each word the Dweller on the Threshold speaks—and when all the symbols are gone, the Dweller disappears.

If the caster asks the Dweller on the Threshold a question that doesn't involve doors, the Dweller responds with a cutting insult, often about something the caster thought was secret. Each word of the insult likewise makes a symbol disappear from the perimeter of the doorway.

The exact nature of the Dweller on the Threshold is shrouded in mystery. Some contend that it is somehow connected to the god of secrets, although no one has ever found conclusive evidence that the Dweller on the Threshold is evil.

Telepathic Bond

Level 11 Divination Incantation (Arcana)

Cost to Learn: 360

Completion Time: 1 hour

Components: Pieces of eggshell from two different kinds of creatures, one rare (360 gp)

Duration: 8 hours

You forge a telepathic link among up to eight willing creatures of your choice in the area, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this incantation.

Until the incantation ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Plane Walk

Level 13 Transportation Incantation (Arcana)

Cost to Learn: 680

Completion Time: 1 hour

Components: A forked, metal rod (680 gp), attuned to a particular plane of existence

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire, and you appear in or near that destination.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this incantation can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Moving Castle

Level 21 Practical Incantation (Arcana)

Cost to Learn: 9000

Completion Time: 24 hours

Components: 18000

Duration: Permanent

Select a dwelling of size somewhere between a hut and a small castle. The dwelling lifts itself off the ground and grows one of the following means of transport:

- **Levitation:** The dwelling floats over the ground and over water, giving it fly 6 (hover, maximum altitude 2).
- **Chicken Legs:** The dwelling runs along the ground, giving it speed 12.
- **Rollers:** The dwelling moves on treads on the ground, giving it speed 8 – but it ignores difficult, obstructing and other terrain.

The dwelling follows your spoken instructions if they are given from within or just outside the dwelling, about as faithfully as a dim but well-meaning dog might.

Athletics

Weight Distribution

Level 2 Trick Practice (Athletics)

Cost to Learn: 21

Completion Time: 1 minute

Components: 1 recovery

Duration: One day

Count your load as if it were one step lighter than it actually is (light load instead of a medium load, etc).

Bluff

Cant

Level 1 Lesson Practice (Bluff)

Cost to Learn: 14

Completion Time: 1 week

Components: 28

Duration: Instantaneous

The subject of the cant lesson learns the cant used by thieves, urchins and demi-mondaines. A character who learns how to give the cant lesson learns cant along with it, if they did not already know it.

Use Magic Device

Level 2 Trick Practice (Bluff)

Cost to Learn: 21

Completion Time: *

Components: 1 recovery

Duration: Instantaneous

You use a magic item or other magical device even if you do not meet the prerequisites to do so. You must succeed on a Bluff check (DC 15 + half the level of the magic item or device) in order to do so. If you fail, there may be negative consequences depending on the item or device. The completion time is double the normal time it takes to activate the item.

Social Identity

Level 6 Trick Practice (Bluff)

Cost to Learn: 72

Completion Time: 1 week

Components: 144 gp of bribes, materials, etc.

Duration: Instantaneous

You create a social identity, with its own name, alignment, and abilities. This identity is not a false front; you really are your social identity as well as your original identity, and as such, your two identities can be at most one alignment step from each other.

Changing from one identity to the other takes 1 minute and must be done out of sight from other creatures. As this process involves both physical changes such as clothing and makeup along with an altered state of mind, other effects that change your appearance don't reduce the time required to change identities.

Your two identities are completely distinct. You have your current identity's alignment for effects that rely on alignment, though you are eligible for abilities that require a certain alignment (such as a cleric's deity) only if both of your identities qualify. Researching one of your identities don't reveal information about the other unless the person attempting the research knows both identities are the same person. Effects

that detect you based on your identity work only if you are currently in the identity the effect is trying to detect; otherwise, the effect fails as if the target didn't exist.

Safe House

Level 11 Trick Practice (Bluff)

Cost to Learn: 360

Completion Time: 1 week

Components: 720

Duration: Instantaneous

You establish a safe house—a secure space in which to hide your secrets from the outside world. This safe house is roughly the size of a 10-foot cube. It's in a location you have access to, and it can be part of a larger building or structure, like a hidden room or an underground cave. The safe house protects objects and people inside it from magical detection. Setting up or moving your safe house takes a week of downtime. The size of the safe house expands by one 10-foot cube each time you use this craft.

Diplomacy

Signs

Level 1 Lesson Practice (Diplomacy)

Cost to Learn: 14

Completion Time: 1 week

Components: 28

Duration: Instantaneous

The subject of the signs lesson learns a sign language. A character who learns how to give the signs lesson learns the sign language along with it, if they did not already know it.

Swear an Oath

Level 1 Interaction Practice (Diplomacy)

Cost to Learn: 14

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

To swear an oath, you name—very specifically—a task you will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the oath, you lose all your recoveries, and cannot regain them for a month.

You cannot be tricked into thinking an oath is fulfilled when it is not, and no magical compulsion can force you to stop attempting to fulfill it.

Oaths can be singular tasks (destroy the Dark Tower) or ongoing (keep King Dari alive). Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so the character knows whether it has been fulfilled.

You receive a +2 power bonus on skill checks while working towards your oath, and a +2 power bonus to defenses against attacks that would stop you from working towards your oath.

Entourage

Level 7 Interaction Practice (Diplomacy)

Cost to Learn: 104

Completion Time: 1 week

Components: 208

Duration: Instantaneous

You have a small group of admirers who tend to follow you around while you're in civilized settlements. Your admirers are helpful to you, allowing you to make simple requests of them such as purchasing basic equipment with your funds or finding a room at an inn. These admirers do not travel with you to places that are obviously dangerous, including most adventure locations, but they'll wait for you at the nearest settlement.

Geas

Level 11 Interaction Practice (Diplomacy)

Cost to Learn: 360

Completion Time: 1 hour

Components: 1 recovery (until effect ends)

Duration: One day / level or until discharged

A geas places a command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be of your level or lower and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the craft remains in effect for a maximum of one day per level you have. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the geas for 24 hours, it loses one recovery per day. It cannot regain these recoveries while the geas remains.

Endure

Eschew Food

Level 2 Trick Practice (Endure)

Cost to Learn: 21

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to eat to survive. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Water

Level 8 Trick Practice (Endure)

Cost to Learn: 136

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to drink water to survive. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Air

Level 12 Trick Practice (Endure)

Cost to Learn: 520

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to breathe air to survive. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Sleep

Level 14 Trick Practice (Endure)

Cost to Learn: 840

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to sleep. You can stay awake at all times without penalties, and can have the benefits of a long rest once a day by spending an hour in quiet meditation. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Aging

Level 17 Trick Practice (Endure)

Cost to Learn: 2600

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer age through the passing of time. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Heal

Detect Poison and Disease

Level 1 Divination Incantation (Heal)

Cost to Learn: 14

Completion Time: 1 hour

Components: A gilt yew leaf (14 gp)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The incantation can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Embalm

Level 1 Treatment Practice (Heal)

Cost to Learn: 14

Completion Time: 1 hour

Components: embalming fluids (14 gp)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The craft also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this incantation don't count against the time limit of crafts and incantations such as *raise dead*.

Preserve Corpse

Level 3 Curative Incantation (Heal)

Cost to Learn: 27

Completion Time: 1 hour

Components: A pinch of salt and one special coin placed on each of the corpse's eyes, which must remain there for the duration (27 gp)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The incantation also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this incantation don't count against the time limit of incantations such as *raise dead*.

Restoration

Level 7 Treatment Practice (Heal)

Cost to Learn: 104

Completion Time: 24 hours

Components: Healing herbs (208 gp)

Duration: Instantaneous

The subject of the restoration treatment is cured of poison, disease, fatigue, petrification or similar maladies. Scars begin to fade and stubborn wounds close. This craft cannot restore missing limbs.

Experimental Resurrection

Level 15 Treatment Practice (Heal)

Cost to Learn: 1000

Completion Time: 1 hour

Components: Reagents and a generator (2,000 gp)

Duration: Instantaneous

The subject of the experimental resurrection is brought back to life. The subject must have died within the last 24 hours, and their body must be intact.

Nature

Purify Food and Drink

Level 1 Practical Incantation (Nature)

Cost to Learn: 14

Completion Time: 1 hour

Components: 14

Duration: Instantaneous

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Speak with Animals

Level 1 Divination Incantation (Nature)

Cost to Learn: 14

Completion Time: 1 hour

Components: 14

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Teach Trick

Level 1 Lesson Practice (Nature)

Cost to Learn: 14

Completion Time: 1 week

Components: *

Duration: Instantaneous

Animals and other unintelligent creatures can be taught a trick using this method. The component cost equals the cost of a consumable item of the creature's level. An animal can be taught multiple tricks over the week, but multiply the component cost by the number of tricks taught.

- **Attack:** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) takes twice as long.
- **Come:** The animal comes to you, even if it normally would not do so.
- **Defend:** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- **Down:** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- **Fetch:** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
- **Guard:** The animal stays in place and prevents others from approaching.
- **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
- **Perform:** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- **Seek:** The animal moves into an area and looks around for anything that is obviously alive or animate.

- **Stay:** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
- **Track:** The animal tracks the scent presented to it.
- **Work:** The animal pulls or pushes a medium or heavy load.

Intuit Direction

Level 1 Information Practice (Nature)

Cost to Learn: 14

Completion Time: 1 minute

Components: 1 recovery

Duration: Instantaneous

You learn which way is north, and how many miles you are from your destination.

Spirit Speaker

Level 2 Divination Incantation (Nature)

Cost to Learn: 21

Completion Time: 10 minutes

Components: Incense (21 gp)

Duration: 1 minute

You know that when an animal dies, its spirit lingers briefly before moving on. Using low chants, body language that shows respect, and special movements that demonstrate to the spirit that you are an ally, you glean information from a spirit before it departs. You ask one simple question of the spirit. Attempt a Nature check at a DC determined by the GM (normally, this is the appropriate DC for the level of the animal or beast when it was alive). Regardless of the result of your check, the spirit immediately departs and can't be used for Spirit Speaker again.

If you succeed, the spirit answers you truthfully. The spirit's answer is likely to be terse or cryptic compared to normal communication with an animal, and it can pertain only to things the creature directly experienced or considered important. The spirit doesn't remember anything that happened more than 1 day ago.

If you fail, the spirit doesn't answer you. If you fail by 10 or more, the spirit is wracked with misery or bewilderment and gives you an erroneous answer.

Locate Animals or Plants

Level 3 Scrying Incantation (Nature)

Cost to Learn: 27

Completion Time: 1 hour

Components: A bit of fur from a bloodhound and a silver dowsing rod (27 gp)

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Animal Message

Level 3 Conjuraton Incantation (Nature)

Cost to Learn: 27

Completion Time: 1 hour

Components: A morsel of food and a fossil (27 gp)

Duration: Special

By means of this incantation, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired dwarf wearing a pointed hat.” You also speak a message of up to twenty-five words. The target beast travels for the duration of the incantation toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the incantation ends, the message is lost, and the beast makes its way back to where you cast this incantation.

Nature Check. The duration of the incantation is your Nature check result in hours.

Speak with Plants

Level 5 Divination Incantation (Nature)

Cost to Learn: 40

Completion Time: 1 hour

Components: 40

Duration: 8 hours

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events within 30 feet within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The incantation doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

Bonded Companion

Level 5 Practical Incantation (Nature)

Cost to Learn: 40

Completion Time: 8 hours

Components: An item with special significance to both participants

Duration: Instantaneous

You perform this incantation over two participants: the master and the bonded companion. You may include yourself in the incantation as the master, if desired.

The bonded companion follows the Companion rules, as well as the following special rules:

- If the master takes a move action, the companion can take a move action as well.
- If the master is incapacitated or not present, the companion gets its full complement of actions without needing to be “commanded”.
- The companion's level is equal to the master's, unless it was already higher.
- The companion's maximum HP are equal to the master's staggered value, unless it was already higher.
- The companion uses the master's defenses, except where the companion's defense is higher.
- The companion has no recoveries of its own, but can use its master's.

- Either participant in the incantation can end its effects as a swift action.

Express Rider

Level 6 Interaction Practice (Nature)

Cost to Learn: 72

Completion Time: 1 minute

Components: 1 recovery

Duration: One day

You know how to encourage your mount to cover ground quickly. When calculating your travel speed for the day while mounted, you can attempt a Nature check increase your mount's travel speed. The DC is determined by the GM, but is typically based on the mount's level or the difficulty of the environment, whichever is harder. On a success, increase your mount's travel speed by half. This has no effect on your mount's movement in encounters.

Consult Nature

Level 9 Divination Incantation (Nature)

Cost to Learn: 168

Completion Time: 1 hour

Components: 168

Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the incantation gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The incantation doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

None

Alchemy

Level 1 Schema Practice (None)

Cost to Learn: *

Completion Time: 1 hour

Components: *

Duration: Instantaneous

Each potion, poison or alchemical item has its own schema, which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of the potion or alchemical item. The component cost to make one of those items equals the cost to buy the item.

Craft Enchanted Items

Level 2 Schema Practice (None)

Cost to Learn: *

Completion Time: 1 week

Components: *

Duration: Instantaneous

Each enchanted item boost (dragonbane weapon, dismissal focus, amulet of shielding, etc.) has its own schema, which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of a +1 item with that boost. The component cost to make one of those magic items equal the cost to buy the item. If an existing enchanted item is consumed during the crafting process, deduct its cost from the component cost.

Craft Wondrous Items

Level 2 Schema Practice (None)

Cost to Learn: *

Completion Time: 1 week

Components: *

Duration: Instantaneous

Each wondrous item has its own schema, which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of the wondrous item. The component cost to make one of those wondrous items equal the cost to buy the item. If an existing wondrous item is consumed during the crafting process, deduct its cost from the component cost.

Cobble Together

Level 2 Schema Practice (None)

Cost to Learn: 21

Completion Time: 10 minutes

Components: 1 recovery

Duration: 1 day

You improvise any item that costs 50 gp or less. After one day, the item falls apart.

Religion

Augury

Level 3 Divination Incantation (Religion)

Cost to Learn: 27

Completion Time: 1 hour

Components: Specially marked sticks (27 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results

- *Nothing*, for results that aren't especially good or bad

The incantation doesn't take into account any possible circumstances that might change the outcome.

If you cast the incantation two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Remove Curse

Level 5 Curative Practice (Religion)

Cost to Learn: 40

Completion Time: 1 hour

Components: 80

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the incantation breaks its owner's attunement to the object so it can be removed or discarded.

Speak with the Departed

Level 5 Divination Incantation (Religion)

Cost to Learn: 40

Completion Time: 1 hour

Components: Burning incense (40 gp)

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The incantation fails if the corpse was the target of this incantation within the last 10 days.

Until the incantation ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This incantation doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Divination

Level 9 Divination Incantation (Religion)

Cost to Learn: 168

Completion Time: 1 hour

Components: Incense and a sacrificial offering appropriate to your religion (168 gp)

Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The incantation doesn't take into account any possible circumstances that might change the outcome.

If you cast the incantation two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Commune

Level 9 Divination Incantation (Religion)

Cost to Learn: 168

Completion Time: 1 hour

Components: Incense and a vial of holy or unholy water (168 gp)

Duration: 1 hour

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the incantation ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive “unclear” as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead.

If you cast the incantation two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret.

Forbid Intrusion

Level 11 Abjuration Incantation (Religion)

Cost to Learn: 360

Completion Time: 1 hour

Components: A sprinkling of holy water, rare incense, and powdered ruby (360 gp)

Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *gate* incantation, to enter the area. The incantation proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Plane of Faerie, Plane of Shadow, or the *plane walk* incantation.

In addition, the incantation damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the incantation's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this incantation).

When you cast this incantation, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the incantation.

The incantation's area can't overlap with the area of another *forbiddance* incantation. If you cast *forbiddance* every day for 30 days in the same location, the incantation lasts until it is diincanted, and the material components are consumed on the last casting.

Fires of Hell

Level 11 Conjuration Incantation (Religion)

Cost to Learn: 360

Completion Time: 2 hours

Components: Rare unguents and dark alchemical concoctions (360 gp)

Duration: 8 hours

This incantation, dreamed up by insane cultists, opens a fell rift between the Material Plane and the fiery second layer of Hell. This rift brings about a massive conflagration that destroys almost everything in the immediate area, then releases a powerful devil who capers over the smoldering ruins and begins to rampage across the countryside. The fires of Hell ignite everything they touch—except for the caster, who is knocked unconscious and transported to the second layer of Hell.

When the incantation is complete, the fires of Hell fill a 16-square-radius spread around the caster's former location, dealing 18d6 points of fire damage to all creatures and objects. Additionally, everything flammable in that radius is now on fire.

In the following round, a pit fiend comes through the rift, which then closes. The creature begins to destroy everything in sight.

Sleight of Hand

Craft Trap

Level 1 Schema Practice (Sleight of Hand)

Cost to Learn: *

Completion Time: 1 hour

Components: *

Duration: Instantaneous

Each trap has its own schema, which a character can learn after studying a trap for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the trap's level. The component cost to make one of those traps equal the cost of a consumable item of the trap's level.

Streetsmarts

Sow Rumor

Level 2 Interaction Practice (Streetsmarts)

Cost to Learn: 21

Completion Time: 2 hours

Components: 42 gp in shouted drinks, bribed journalists or the like

Duration: Instantaneous

You spread rumors, which may or may not be true, about a specific subject. If the subject of your rumor is not currently the subject of any contradictory rumors, this typically takes 2 hours, at the end of which you make a Streetsmarts check to see how well you spread the rumor. If your rumor matches any current rumors about the subject, it takes less time to spread the rumor, and if you are attempting to overtake a particularly popular and contradictory rumor, it takes much longer or may be impossible. The DC similarly increases or decreases depending on how plausible your rumor is. If you succeed, you successfully spread the rumor. If you fail, your rumor dies off. If you fail by 10 or more, a rumor spreads about someone trying to spread false rumors about the subject.

Extended Challenges

With most skill checks, a single die roll immediately determines whether or not a character succeeds. If a character wants to jump across a chasm or recall a specific piece of information, his success or failure is apparent after a single check.

For complicated and time-consuming tasks (such as disabling a very complex trap, crafting a powerful artifact or researching an obscure bit of knowledge), or at times when the Game Master wants to build tension and suspense, an extended challenge might be called for.

Basic rules

At their simplest, you can design an extended challenge using the following rules:

An extended challenge is a series of interconnected skill checks, in which the player characters try to succeed on some number of checks before failing three checks, in order to achieve an objective.

In such a case, a specific number of successful skill checks must be achieved to complete the task. The complexity of the task is reflected in the number of successful rolls required to complete the task, and the maximum number of failed rolls that can occur before the attempt fails. In most cases, one or two failed rolls does not mean that an extended challenge has failed, but if three failed rolls occur before the character makes the required number of successful rolls, the attempt fails. Although three failures is a common baseline, Game Masters are encouraged to change the number if the situation warrants it.

Extended challenges allow the Game Master to build suspense in critical situations, add tension to multiple-round tasks during combat, enhance special adventure-specific tasks, and resolve complex activities more quickly.

Succeeding or failing the challenge typically determines whether achieving the objective comes at a cost, not whether the objective is achieved. In some cases, each success represents progress towards the objective, and failing the challenge just means missing out on all the available progress.

Every extended challenge has a level, which determines the check DCs (different skills may attract Easy, Moderate or Hard DCs as appropriate for that level). Usually the level is set to the level of the PCs. Typically group checks use the Easy DC, the first check with a particular skill uses the Moderate DC and subsequent checks with that skill use the Hard DC. While skills are provided, they should never replace the narrative. For example, if an extended challenge requires an Athletics check to climb a wall, a character that can fly or levitate simply succeeds.

Whether they succeed or fail, PCs earn the XP specified for the extended challenge, often equivalent to each PC defeating one standard monster of that level.

All PCs should participate, but not necessarily by making skill checks. They can also use the aid another action to assist an ally's check. A failed aid another check does not count as a failure.

Expanding extended challenges

Some special rules may apply to a particular challenge, e.g.:

- on a failed challenge, each PC loses a recovery
- certain skills can only be attempted once or twice
- use of an encounter or daily power can serve as a success by itself
- use of a consumable item or payment of gold pieces can serve as a success by itself
- the outcome depends on which specific skills were used
- a successful check removes a failure instead of adding a success
- a successful check adds a bonus or reroll to another check instead of adding a success
- the challenge has multiple stages, with different checks and outcomes in each one
- missing a check DC causes a complication rather than a failure that counts towards the three
- the threshold is greater or fewer than three failures

- the challenge takes place during a combat (only 4-6 successes should be required in this case, replacing 1-2 standard monsters)

In the example extended challenges that follow, you will find some that work with the basic rules described above, and others that extend the medium.

Example Extended Challenges

Babysitting

Setup: The PCs are watching the three children of two affluent nobles while they attend an annual gala. By ensuring the safety of the children, the PCs hope to earn a favor from the nobles.

Level: 1.

Check Successes Required: 3 before 3 failures.

Frequency: Each hero can make one check every 10 minutes. If one hour passes without the requisite successes, the extended challenge fails as the nobles return from the gala.

Primary Skills: Acrobatics (moderate, DC 12), Diplomacy (hard, DC 18), Insight (difficult, DC 18), Intimidate (moderate, DC 12), Perception (difficult, DC 18), Sleight of Hand (moderate, DC 12).

Failure: The nobles require a fee to perform the favor. A particularly poor effort at looking after the kids may anger the nobles, leading them to refuse to help point blank, or even create a lasting enmity.

Backlash: PCs that fail a check by 10 points or more lead to the children acting up. Choose one, or make up one based on how the PCs have been amusing the children:

- *Escapees:* The children escape. The children must be recovered before any further checks are made; a Streetsmarts check (moderate, DC 12) is one way to recover them.
- *Blackmail:* The children start playing piggy in the middle with a vase, on the marble floor of the foyer. If the PCs handle things poorly, the vase falls and breaks in two. This counts as one failure unless the PCs patch things up (literally or figuratively).

Missing Sage

Setup: The PCs must research the personal study of a missing town sage to search for clues regarding his disappearance.

Level: 2.

Check Successes Required: 5 before 3 failures.

Frequency: Each hero can make one check each day. If five days pass without the requisite successes, the extended challenge fails.

Primary Skills: History (moderate, DC 13), Insight (hard, DC 19), Nature (moderate, DC 13), Perception (hard, DC 19), Streetsmarts (moderate, DC 13).

Success: The leader of the bandits in the woods outside town claims to be the deposed lord of the neighboring barony, and wants to raise an army to take back his title and lands. The sage's notes indicate that he was planning on seeking out this bandit lord and using his records to prove the veracity of the claim.

Failure: The sage suffers a gruesome fate at the hands of the bandit leader—if he isn't dead, he's certainly unable to offer them much assistance for a time, if ever.

Backlash: PCs that fail on relevant checks learn one of the following pieces of gossip, which may or may not be true:

- At low tide, a hidden entrance to underground caverns becomes visible beneath the town's docks. According to a number of local legends, pirates hid their booty in the caves.

- The flower seller in the town square is the local priest's illegitimate daughter. Given the priest's vow of chastity, if this knowledge became public, he could lose respect among the townsfolk and likely his position as the town's priest.

PCs that succeed on their checks may also learn the gossip, but they realize it is not germane to the current challenge.

Powering the Runestone

Setup: The PCs must reactivate a failed runestone in order to dismiss an eldritch horror attacking the village (like a blood-drinker hag, shadow drake or umbral mass).

Level: 3.

Check Successes Required: 3 before 3 failures.

Frequency: Each hero can make one check as a standard action. If one minute passes without the requisite successes, the extended challenge fails.

Primary Skills: Arcana (easy, DC 9)

Success: The PCs reactivate the runestone, dismissing the eldritch horror.

Failure: If the PCs fail to reactivate the runestone, a blast of destructive energies wreck the PCs and the eldritch horror remains in the world.

Attack: Near burst 5, +8 vs Reflex; 2d8+3 points of damage.

Backlash: Failing a skill check by 5 or more causes the runestone to lash out with eldritch power, dealing 1d8+1 points of force damage to the person who failed the check.

Secondary Attack: +8 vs Will; the target is stunned until the end of their next turn.

Crossing the Bridge

Setup: The PCs must make their way across the chasm's bridge without damaging the bridge's integrity or risk falling.

Level: 4.

Successes Required: Each character must cross before a total of 3 failures.

Distance: The bridge is 100 feet long (20 squares) and 5 feet wide (1 square).

Primary Skills: Acrobatics (easy, DC 10) after each move action

Characters move as normal across the bridge, but if they fail the Acrobatics check then the bridge becomes difficult terrain until the end of their next turn as it shakes and twists.

If the bridge is already difficult terrain and a character fails their Acrobatics check, all characters on the bridge suffer an attack: +9 vs Reflex; on a hit, the target falls prone.

Success: The PCs cross the bridge.

Failure: The bridge breaks in the middle. All characters on the bridge suffer an attack: +9 vs Reflex; on a hit, the target falls 40 feet to the base of the chasm. On a miss, the target grabs hold of the bridge and can climb up (Athletics, DC 10).

Characters that fall into the chasm must use Athletics (DC 10) to climb up the stretch of bridge to one side of the chasm or the other.

Extra: A character in the 2-square stretch in the middle of the bridge can make a Sleight of Hand check (DC 14) to increase the number of failures before the extended challenge is a failure to 4. A failure on this check counts towards total failures, however.

Special: This is a good challenge to pair with a battle, perhaps with ranged attackers on the other side of the bridge.

A Meal Fit for a Dragon

Setup: The PCs must successfully cook a succulent meal for a dragon in order to gain his assistance and avoid being eaten.

Level: 5.

Successes Required: 3 before 3 failures.

Distance: The bridge is 100 feet long.

Primary Skills: Nature (moderate, DC 14), Perception (moderate, DC 14)

Success: The dragon is delighted with the quality of his meal, improving his attitude towards the PCs to helpful.

Failure: The dragon is disgusted and insulted by his meal, making him hostile and unwilling to help the PCs.

Escape the Guard

Setup: The PCs have been accused of treason, and must flee the city before they are apprehended by the king's guard.

Level: 5.

Frequency: Round-by-round.

Opposition: There are two groups of five guards each – one from the South Tower and one from the West Tower. Use the stats for four gang members ("guard members") and one gang leader ("guard leader"). The guards have speed 6 (for a total of 16 when using both actions to dash).

The South Tower guards act on initiative 10, from round 1.

The West Tower guards act on initiative 15, from round 6.

The Distance:

Yonder Street (120 feet): A long, narrow street (10 feet wide before the stalls on both sides, which are about 5 feet deep). Leads into the Twisting Bazaar.

The Twisting Bazaar: The PCs wander into a bazaar whose colorful tents create a dizzying maze roughly 100 square feet in size. Only one character in the group needs to make a Streetsmarts check (moderate, DC 15) to escape to Fish Street. However, if the party is split up (they entered the bazaar on different rounds and didn't wait for one another) then each group must pass the check separately.

Fish Street (120 feet): A long, narrow street (10 feet wide). Leads to freedom.

Interventions:

"Stop them!" (swift, once per street): The guards are on one of the streets; the guards call for the immediate arrest of the PCs, and the PCs' frantic demeanor makes the city's inhabitants suspicious of their actions and intentions. Each PC must make a Bluff check (easy, DC 10; moderate if the PC dashed last turn, DC 15) at the start of their turn or the entire street is difficult terrain for that turn.

"You've got the wrong guy!" (standard, once per street): *Stop them!* is in effect for the street; Bluff (moderate, DC 15) or Intimidate (hard, DC 22). On a success, the crowd blames someone else. PCs ignore *Stop them!* for this street.

"We're the people's heroes!" (standard, once per street): Diplomacy (moderate, DC 15) or Bluff (hard, DC 22). On a success, the guards are subject to *Stop them!* for this street; the PCs are not.

"There you are!" (standard, at-will): If the party is split into multiple groups in the bazaar: Streetsmarts (easy, DC 10). On a success, two groups in the bazaar find one another.

Climb the roofs (standard, at-will): Athletics (moderate, DC 15). On a success, the character is on the roofs of the houses. It is the same distance to the end of the street, but not affected by *Stop them!* or other obstacles. Guards may climb onto the roofs to intercept the PCs depending on what is happening on the street. This only works on the two streets: the bazaar's roof is made up of soft fabric that will not bear weight.

"We'll cut our way through" (standard, at-will): The fabric sides of the tents of the bazaar have AC 10 and 20 HP. Flip a coin each time a tent is cut through – on a heads, it is an outer tent and the PCs can escape to Fish Street. However, doing so alienates the residents of the Bazaar, and the DC of any further Streetsmarts checks in the bazaar increases by 5 once PCs start attacking the tents.

Hide or disguise (standard, at-will): Group check, Bluff (easy, DC 10) or Stealth (moderate, DC 15). On a success, the guards lose the PCs. Three stay in the current location to search for them, the guard leader and one guard member head to the next location.

Into the sewers (standard, at-will): Dungeoneering (hard, DC 22). On a success, the PCs enter the sewers. They escape the guards, but for all they know something worse lurks beneath the city ...

Thresholds: At the start of the sixth round, the West Tower guards arrive in Fish Street and set up a blockade 60 feet into Fish Street.

Success: The PCs manage to slip away from the king's guards.

Failure: The PCs fail to escape the king's guards. They must the guards or surrender, in which case they are brought back to the castle and tossed into the dungeon to await their fate.

Race to the Tomb

Setup: The PCs must race a rival gang of treasure hunters to an ancient tomb so they can claim its treasures for themselves.

Level: 5.

Frequency: Each hero can make one check every six hours.

Opposition: A rival group of adventurers: one repeater crossbowman, one cowled assassin, one hulk and one shadowblast warlock.

They act on initiative 15, and take two increments to complete each leg of the distance.

The Distance: The PCs must decide whether to set out at night, or take six hours for a long rest and set out at sunrise.

The Winding Road (30 miles): A dirt road through the canyons. The PCs can complete it in two increments by pushing on (Endure DC 20), or comfortably in three increments (including a long rest in between).

Mountainside: The PCs must scale the side of a large mountain in order to reach the hidden tomb. Each character must succeed on one of the following checks to progress: Athletics (easy, DC 10), Nature (moderate, DC 15), Endure (moderate, DC 15), Acrobatics (moderate, DC 15). PCs that have succeeded can stay at the top to help others with the Aid Another action during the next increment.

Entrance: The PCs have reached the entrance to the tomb. It is trapped with a phase spider venom needle trap.

Interventions:

Block the way (6 hours, once per stretch): Athletics (moderate, DC 15). The rival group will take one additional increment to complete this leg, if they have not already completed it.

Thresholds:

After the 18th hour (after three six-hour increments have passed), a massive thunderstorm rolls into the valley where the tomb is hidden. All skill checks become hard (DC 22) for the next six hours (the fourth increment).

Success: The PCs reach the tomb first, giving them the opportunity to raid its treasures before their rivals.

Failure: The PCs have reached the tomb too late, and will likely have to assault their foe's base of operations in order to find the treasure they seek.

Cracking the Spellbook

Setup: The PCs must search the library of a vanished wizard in order to learn of any wards that the spellcaster might have placed upon his spellbook before he disappeared.

Level: 6.

Frequency: Each hero can make one check each hour.

Successes Required: 5 before 3 failures.

Primary Skills: Arcana (easy, DC 11), History (moderate, DC 16), Religion (moderate, DC 16)

PCs that track down the wizard's associates with Street-smarts (easy, DC 11) could also use Diplomacy (moderate, DC 16).

Progress: For each success, the players learn a piece of information:

- The wizard's spellbook is warded with a unique symbol spell of his own design. He wanted anyone brazen enough to try and learn from his works to suffer greatly for their arrogance.
- After several failed experiences left his book singed and his library badly burned, the wizard decided a more subtle approach was in order. He began devising a way to make sure that anyone who read from his book without his permission would be unable to read anything ever again.
- The wizard devised a nefarious spell glyph that, when activated, puts all affected to sleep. Those who fell asleep from the glyph's influence also permanently lost the ability to read and write. Characters can now use Sleight of Hand (easy, DC 11) to progress the extended challenge by working to deactivate the symbol.
- The wizard designed a bypass mechanic for his spellbook's trap so he wouldn't need to be bothered with constantly disarming and rearming the trap. The glyph does not trigger for anyone who opens the spellbook while wearing a signet ring with the wizard's insignia upon it.

Success: The PCs are able to bypass the spellbook's wards and defenses, allowing them to glean arcane knowledge from it and catch a rare glimpse at the vanished wizard's musings and experiments.

Failure: If the PCs achieved four successes, then they know they can bypass the spellbook's trap with the signet ring. Otherwise, they must either find a way to remove the wards or risk opening the book and facing the wrath of whatever spells he placed upon his most private of treasures.

If the book is opened, creatures in a 12-square burst are subject to the following attack: +11 vs Will; the target falls asleep (save ends). *Aftereffect:* The target is cursed to be unable to read or write (until the curse is broken).

An Audience with the King

Setup: The PCs must convince the king's majordomo to admit them to the throne room.

Level: 7.

Frequency: Each hero can make one check each minute.

Successes Required: 3 before 3 failures.

Primary Skills: Bluff (moderate, DC 16), Diplomacy (easy, DC 11), History (moderate, DC 16), Intimidate (moderate, DC 16), Insight (hard, DC 23).

If a character fails on an Intimidate check, the difficulty of Diplomacy checks increases to moderate (DC 16).

Success: If the PCs succeed, the majordomo permits them an audience with the king immediately, and the king's starting attitude with the PCs is friendly.

Failure: The majordomo does not permit the PCs an audience with the king.

Staying the Course

Setup: The PCs must fight to keep their ship on-course during a deadly storm.

Setting: At the start of the extended challenge, the PCs can choose which of five locations they are at: the main mast, the quarterdeck, the bowsprit, the crow's nest and the main deck.

Level: 8.

Frequency: Each hero can make one check each minute. As well as their check, a PC can move from any other location to the main deck, or from the main deck to any other location (but not both).

Successes Required: 3 (special) before 3 failures.

One success at each of three locations: the main mast, the quarterdeck and the bowsprit.

Primary Skills: Acrobatics (moderate, DC 17), Athletics (moderate, DC 17).

Success: The PCs weather the storm and can continue sailing without impediment.

Failure: The PCs survive the storm, but their ship is battered.

Side Check: On their turn, a character in the crow's nest can make a Nature check (moderate, DC 17) to help navigate into calmer waters. This lowers the DC of Acrobatics and Athletics checks to easy (DC 12).

Thresholds:

At the start of the first minute, wind speeds increase to moderate (20 mph) and it begins to rain.

At the start of the second minute, the wind speeds increase to strong (30 mph) and the rain picks up into a full thunderstorm. At the start of each of their turns, characters suffer an attack: +13 vs Reflex; the target falls prone. If the target is already prone, they are swept overboard and take 4d6 damage.

Standing up from prone takes a minute, and a successful Acrobatics or Athletics check (DC 12).

A character that is overboard takes 4d6 damage at the end of each turn that they remain overboard.

Climbing back from overboard takes a minute, and a successful Acrobatics or Athletics check (DC 17). A character on the main deck can forfeit their check to instead throw a rope overboard, which gives the character a +5 bonus on their check. A character who climbs back from overboard arrives at the main deck.

At the start of the third minute, lightning crashes in the sky above the PCs' vessel. Each minute, there is a 25% chance that a lightning bolt will strike the ship and do 10d6 electricity damage to it (this counts as one additional failure).

Living Maze

Setup: The PCs must navigate through a living maze that seeks to entrap them within its confines.

Level: 8.

Frequency: Each hero can make one check every 10 minutes.

Successes Required: Challenge crawl, 4 challenges:

Living maze: The maze that the PCs are traversing is alive, and must be outwitted at every turn. After one character succeeds on a Nature check (moderate, DC 17) or Perception check (hard, DC 24), move on to the next challenge.

Hole in reality: The maze rips an interdimensional hole in itself to whisk the PCs back to the beginning of the maze. If the PCs fail a group Arcana check (moderate, DC 17), then make an attack against all characters: +13 vs Will; the target is teleported back to the beginning of the maze.

This only occurs once, even if some characters are teleported back to the start.

The guardians: The maze creates stone guardians to attempt to stop the PCs from advancing any further. Four sand sentries, but without the burrow movement. The sand sentries attack to knock the PCs unconscious, and once they do so each sand sentry prioritizes dragging one unconscious PC back to the start of the maze over fighting other PCs who are still conscious (but if attacked while dragging, will turn their attention to the attacker).

Stonewalled: The maze seals its exit with a massive stone wall. Each character must succeed on an Athletics check (easy, DC 12) to climb the wall. Characters that have already passed can help those left behind with a hand or by throwing down a rope (Aid Another). The wall has resistance 20 to all damage and 100 hit points.

Would-Be Wedding

Setup: After Kyr'shin narrowly bested Gea, a would-be suitor, in single combat, both their kingdoms are hosting lavish celebrations in anticipation of Kyr'shin and Gea's betrothal. At the end of the party, the two are expected to announce whether or not they will be married, and the conditions of the marriage. The union of Kyr'shin and Gea's kingdoms would unite the kingdoms against the greater threat from the north.

Level: 10.

Frequency: Each hero can make one check every 10 minutes.

Protagonists:

Kyr'shin

Setup: Kyr'shin must be convinced to marry Gea.

Successes Required: 3 successes before 3 failures.

Primary Skills: Athletics (moderate, DC 19), Bluff (moderate, DC 19), Diplomacy (hard, DC 26), History (moderate, DC 19)

Kyr'shin is stand-offish, but with an Insight check (DC 13) the PCs realize he is – despite being a brave warrior – extremely shy in social situations. This insight lowers the Diplomacy DC to easy (DC 13). The Insight success does not count towards total successes.

Success: Kyr'shin agrees to marry Gea.

Failure: Kyr'shin refuses to marry Gea.

Inquisitor Sala'dean

Setup: The Inquisitor is trying to root out a rumored assassination plot against Kyr'shin, not that he tells that to every person he meets at the party.

Successes Required: 3 successes before 3 failures.

Primary Skills: Bluff (moderate, DC 19), Diplomacy (moderate, DC 19), Insight (moderate, DC 19), Intimidate (moderate, DC 19), Streetwise (hard, DC 26)

- After the first success, the PCs confirm there is an assassination plot and the inquisitor will take them into his confidence.
- After the second success, the details of the plot become clear: the assassins will wear the uniforms of Gea's kingdom when they carry out the attack as a false flag operation to sow discord.

Success: The PCs discover the room where the assassins are hiding out in preparation. Fighting (and hopefully defeating) the assassins takes one interval for all PCs that participate.

Failure: The Inquisitor decides he cannot trust the PCs, and excludes them from the hunt.

Dyne

Setup: Dyne is a reclusive academic and an expert on a field of study of current relevance to the PCs. The wedding is their one opportunity to find out more from him.

Successes Required: 3 successes before 3 failures.

Primary Skills: Arcana (moderate, DC 19), Nature (moderate, DC 19), Religion (moderate, DC 19)

Dyne is clearly favoring one leg – he fell from his horse on his way to the wedding but was too proud to ask the hosts for help. If a PC treats his injury (Heal DC 13), the DC for all primary skills falls to easy (DC 13). The Heal success does not count towards total successes.

Success: Dyne agrees to help the PCs with their inquiries.

Failure: The PCs burn their bridges with Dyne.

Thresholds: Unless the PCs (or at least some of the PCs) intercept and defeat the assassins before one hour (the end of the 6th interval), they burst into the main chamber. They try to kill Kyr'shin. Even if the assassins are defeated, the wedding is over and the PCs fail with any players that they had not already achieved 3 successes with.

The assassins consist of one insidious assassin and one martial artist.

Crushing Ceiling

Setup: The PCs must discover a way to escape the chamber before they are crushed by the room's slowly descending ceiling.

Setting: A 20-foot by 20-foot sealed chamber with a 50-foot high ceiling. The walls, floor, and ceiling are 20-foot by 20-foot slabs of stone (hardness 8, 1,800 hp), and when the extended challenge begins the ceiling-slab begins descending towards the ground at a rate of 5 feet per round. The ceiling slab weighs 1.5 tons (3,000 pounds).

Level: 10.

Frequency: Each hero can make one check as a standard action.

Successes Required: 5 successes before 10 rounds elapse.

Primary Skills: Perception (moderate, DC 19), Sleight of Hand (moderate, DC 19)

Success: If the PCs succeed before the time pressure concludes, they find a secret door that enables them to escape the room.

Failure: If the PCs fail to gain 5 successes before the time pressure ends, the slab attacks all creatures in the room at the end of each round. +15 vs Fortitude; the target is grappled. If the target is already grappled, it takes 10d6+8 damage. Creatures that are not grappled can continue to make skill checks to attempt to find the hidden door, accruing successes towards escaping the room.

Special: This is a good challenge to pair with a battle, perhaps with oozes that can squeeze between gaps and are indifferent to the ceiling.

Prosecution

Setup: The PCs must take on the role of prosecutors in a trial in order to prevent an enemy from acquitting herself.

Level: 11.

Frequency: Each hero can make one check every 10 minutes.

Successes Required: 3 successes before 3 failures.

Primary Skills: Up to two characters can participate in the trial itself as advocates: Bluff (moderate, DC 19), Diplomacy (moderate, DC 19), Insight (hard, DC 26)

If a character fails on a Bluff check, the DC of a Diplomacy check increases to hard (DC 26). If a character succeeds on an Insight check, the DC of Diplomacy and Bluff checks decreases to easy (DC 13).

Other characters can attempt the following one-off measures:

Frighten or bribe the enemy's henchman into telling the truth (Intimidate, DC 19, or pay 1,000 gold pieces).

Find incriminating evidence among the opposing counsel's notes (Perception, DC 26, or Street-smarts, DC 19). On a success, also remove one failure.

Uncover last-minute evidence (History, DC 19). On a success, can also swap out one of the PCs participating in the trial itself as an advocate.

Success: If the PCs succeed, their enemy is jailed and receives the maximum possible sentence, as appropriate for her crimes.

Failure: If the PCs fail, their enemy is left off with minimal sentencing, as they were unable to produce sound enough evidence to incarcerate her. If the PCs failed with no successes, the townsfolk become quickly convinced that they are the true perpetrators of their enemy's crimes and seek to either imprison them or run them out of town.

History Lesson at the War College

Setup: The PCs must discover the hidden history of the war college if they are to properly defend it against a hobgoblin invasion.

Level: 12.

Frequency: Each hero can make one check every day.

Successes Required: 5 successes before 3 failures, and before 5 days elapse.

Primary Skills: History (easy, DC 14), Insight (moderate, DC 20), Sleight of Hand (moderate, DC 20), Street-smarts (moderate, DC 20)

Success: The PCs are able to discover and address the weakest parts of the college's defenses.

Failure: The college's defenses are woefully inadequate for the war to come.

Progression: Each success imparts a piece of information:

- The brewmaster at the Fox and Swan believes that red hair is a blessing from the god of war, and frequently offers discounts on masterwork and enchanted weapons to ginger-headed warriors.
- When a local duke was slain in battle, his legendary shield Stalwart was never recovered. It is believed that the hobgoblins' war chief took it as a trophy.
- Detailed blueprints illustrate the strengths and weaknesses of the war college. All border forts on the northern frontier were built with similar defenses.
- Scouting reports mention a shield matching Stalwart's description in the hands of a hobgoblin warlord gathering an army in the nearby hills. It is rumored

that this new war chief is either the descendant of the shield's previous hobgoblin master or that she defeated the aging warlord in battle.

- A secret postern gate in the southeast wall of the war college provides access to the guard barracks. The college fell to the goblin army during the last war, and there is evidence that the hobgoblins might attempt the same trick again in the near future.

Against the Avalanche

Setup: The PCs must push their way up to a mountain shrine while an avalanche cascades around them – at the behest of the shrine's guardian, a kami.

Level: 13.

Frequency: Each hero can make one check every 10 minutes.

Successes Required: Challenge crawl, 4 challenges:

Characters must scale the mountain. Each character must succeed on one of the following checks to progress: Athletics (easy, DC 14), Acrobatics (moderate, DC 21), Endure (moderate, DC 21), Nature (moderate, DC 21).

Plant life: The jingushigami uses its ability to control plants to temporarily command a number of plant creatures in the area to impede the PCs. After one character succeeds on a Nature check (moderate, DC 21), all characters can progress. Otherwise, characters progress after waiting 10 minutes.

Manipulate terrain: Frustrated by their advances, the jinushigami uses its *manipulate terrain* power to make the mountain more difficult to traverse. Each character must succeed on one of the following checks to progress: Acrobatics (moderate, DC 21), Athletics (easy, DC 14), Endure (moderate, DC 21), Nature (moderate, DC 21).

The kami: Mere feet away from the shrine, the jinushigami emerges to confront the PCs. At this stage, checks take 1 minute – which means this challenge is likely to be resolved in a single 10-minute cycle. The jinushigami begins as unfriendly. 3 successes before 3 failures. On a failure, or if the PCs initiate, the jinushigami attacks. On a success, or when the jinushigami is defeated, all other skill DCs in the challenge crawl drop to easy (DC 14).

Primary Skills: Bluff (moderate, DC 21), Diplomacy (easy, DC 14) or Intimidate (hard, DC 28).

Secondary Skills: History, Nature, Religion. These can be used with aid another to give a bonus to the primary skills.

Events:

After the first failure in the crawl, the jingushigami that has made the mountain its ward triggers an avalanche. Characters that have already succeeded on a check are in the “slide zone”, and suffer an attack: +18 vs Reflex; 4d6 damage, and the target is buried.

Characters that have not yet succeeded on a check are in the “bury” zone, and suffer an attack: +18 vs Reflex; on a hit, 8d6 damage, and the target is buried. On a miss, 4d6 damage, and the target is buried.

Characters who are buried must use their check to dig themselves out with an Athletics check (easy, DC 14). Characters who aren't buried can use their check to dig out one ally, or two if they have an appropriate tool, such as a pick, crowbar, or shovel.

After the first success in the “manipulate terrain” challenge, the jinushigami, enraged, uses its *earthquake* power to attempt to halt the PCs' progress. Each character is attacked, regardless of their progress: +18 vs Reflex; the target cannot make a check on their next turn.

The Omeli Portal

A series of old, rusty contraptions decorate the Omeli manor home's tallest tower, with no evidence of their use of function. However, if one should find Sir Omeli's old notebooks detailing their use, and if that one should activate the machine during a storm, that one might just find themselves facing what Sir Omeli spent his whole life trying to find: the gateway to Heaven.

This incantation is found in Sir Omeli's notes, and details the workings of the machine in the highest tower of his manor. This machine harnesses power from lightning and, with the aid of a focusing diamond, opens a portal to the Outer Plane of Heaven.

Setup: The PCs are examining the machine in the Omeli manor during an electrical storm.

Level: 15.

Check Successes Required: 6 before 3 failures.

Primary Skills:

Sleight of Hand (DC 15): Your talent at working with traps and other devices allows you to delicately adjust the machinery.

Nature (DC 22): You have a good weather-eye, and you can time the contraption's use to exactly when lightning strikes the manor.

History (DC 30): You remember an obscure detail of Sir Omeli's life, which gives you a clue about how the contraption is meant to operate.

Religion (DC 30): Your knowledge of planar convergences gives you insight into how to set the mechanism.

Perception (DC 22): You find the focusing diamond. If the focusing diamond cannot be found, another gem can be used as a substitute but it is destroyed in the process.

Special: An encounter or daily power with the Lightning tag can provide assistance at the nick of time. Once during the challenge, one of these powers can be used to cancel out a failure (it does not turn into a success, however).

Success: The PCs travel to Heaven, appearing at an unpredictable place on the plane.

While this machine can be used to travel to Heaven, alternate means (or an assistant to open the portal again from the Material Plane side) must be employed to return.

Failure: The machine backfires, flooding the area with radiant energy. All creatures within 100 squares of the machine take 5d10 radiant damage and are blinded for 24 hours.

Wake the Forest Watcher

Around the forest they tell a local legend, where a girl lost in the forest at night sang and danced to keep away fear. The forest watcher, entranced by her voice and movements, came and showed her the way out. To this day, children who grow up near the forest learn this story and its accompanying song and dance. Outsiders think it a quaint tradition, but the local children know if they are ever lost in the forest, the Forest Watcher may be their only salvation.

Use this extended challenge to reflect player characters calling on the mysterious spirit known as the Forest Watcher for assistance.

Setup: The PCs are within the bounds of the forest during night.

The Forest Watcher may be entreated for directions to anything within or on the edge of the forest, always revealing the shortest path. The Forest Watcher may also be asked questions about what is currently within the forest, although it cannot reveal more than what an observer could discover.

Level: Equal to the average level of the PCs – the Forest Watcher expects better performances from those able to give them.

Check Successes Required: 3 before 3 failures.

Primary Skills: Acrobatics, Diplomacy, Nature.

Acrobatics (moderate DCs): You dance elegantly and expertly, impressing the Forest Watcher.

Diplomacy (moderate DCs): You phrase your request to the Forest Watcher in a polite and humble manner.

Nature (easy DCs): You recognize the best part of the forest to make your entreaty from, to be most easily heard by the Forest Watcher.

Failure: All participants are exhausted, losing a recovery. A particularly poor effort may anger the Forest Watcher, leading it to direct creatures of the forest against the PCs.

Bonds

Over time, player characters will ingratiate themselves with and derive power from different patrons, powerful magical artifacts, secret societies, and so on. These relationships are often ephemeral, lasting over two or three adventures. In some cases they last longer, particularly if the player character is prepared to keep investing in them.

When a character forms one of these bonds, they start with a Favor of 5, which corresponds to a “Neutral” attitude.

Table – Favor and Attitude

Favor	Attitude
0 or less	Hostile
1-4	Unfriendly
5-11	Neutral
12-15	Friendly
16-20	Helpful

If the player character serves the bond, it strengthens and Favor increases. If they defy the bond or neglect it, Favor decreases.

Some example bonds are shown below.

Ancient Priesthood

Prestige-tier bond

The player character joins a secretive priesthood with its own language. Red in tooth and claw but with a soft spot for mistletoe, these priests worship ancient gods.

Favor

Example ways a character may gain or lose Ancient Priesthood Favor:

Character gains a level in a divine class +1d10

Character uses a metal weapon or wears metal armour -1 per day

Character has an alignment other than Unaligned -1 per month

Character performs an ancient incantation for another +1

Character defeats another in the ancient priesthood +1

Character is defeated by another in the ancient priesthood -2

Properties

Sacred Grove: You are given a grove, circle of dolmens or other sacred place to tend. Those who seek to join the priesthood will seek out a priest in their sacred place and try to kill them, so as to take their place.

Learn Incantation: Upon joining the ancient priesthood, you are taught an incantation. You do not get to choose the incantation. Those with a Friendly bond are taught a second, and Helpful a third. You still need the Incantation Caster feat in order to cast the incantation.

Hostile

Spiritual Duties: You must make a blood sacrifice alongside every incantation you perform or the incantation does not work.

Obsessed with the Unnatural: You suffer a -2 penalty on any attack that does not include a creature with the undead or construct tags or the cosmic source.

Unfriendly

Spiritual Duties

Forest Grace: Ignore difficult terrain that results from plants and vegetation.

You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Neutral

Sacred Incantations: Incantations you perform at your sacred site, or at others that you find, have their component cost halved.

Forest Grace

Nature Sense +2: +2 item bonus to Nature checks.

Friendly

Sacred Incantations

Enduring Incantation: Incantations you perform that include a blood sacrifice (chosen by the GM, but not necessarily involving the death of a sentient being) have their duration extended to “until you begin casting another incantation”.

Forest Grace

Nature Sense +5

Resist Poison 5

Helpful

Even if your Favor is high enough, you only reach this rank if you defeat an ancient priest already at this rank.

Sacred Incantations

Enduring Incantation

Forest Grace

Nature Sense +5

Timeless Body: You no longer age, and cannot be aged magically.

Resist Poison 10

Tongue of the Sun and Moon: You can speak with any living creature.

Moving On

A player character may give up the Ancient Priesthood, or have it stripped from them if they lose a fight against a fellow initiate. If they are separated from their sacred site, or if it is destroyed, they may lose their connection to the land.

Golemriders: Atlas

Prestige-tier bond

The player character takes possession of a Juggernaut, the armored golems that have room in their torsos for a humanoid rider. This Juggernaut goes by the name of Atlas.

Requirements

You must be Medium or smaller.

Favor

Example ways a character might gain or lose Golemriders: Atlas Favor:

Character gains a level +1d10

Character learns new information about the ancient civilization that crafted the Juggernauts +2

Atlas is badly damaged -1

Atlas is subject to a week of expensive repairs by a well-equipped expert +2

Properties

Resistance to poison 5

Large: While riding Atlas, you are Large size.

Nightvision: While riding Atlas, you have darkvision.

Unarmed Combat: While riding Atlas, you gain the Unarmed Combat feat if you did not have it already.

Hostile

Tricky controls: You cannot shift while riding Atlas.

Defiant: If you are hit by an attack with the Psychic keyword, make a save. If the save fails, you must spend your next standard action attacking a random creature within range.

Unfriendly

Tricky controls

Neutral

Careful step: You ignore difficult terrain while riding Atlas.

Friendly

Careful step

System mastery: You get comfortable in Atlas. You have reach 2 while riding Atlas.

Improved Unarmed Combat: While riding Atlas, you gain the Improved Unarmed Combat feat if you did not have it already.

Helpful

Careful step

System mastery

Gravity drive: You take no damage from a fall while riding Atlas.

Repair module: You gain the *repair module* power.

Moving On

A player character may give up Atlas, or lose it. After it has served in key battles, Atlas may be broken beyond repair or the spirit that animates the juggernaut may beg to be released from servitude.

Knighthood

Adventurer-tier bond

The player character is knighted, giving them a feudal lord to whom they owe loyalty as well as retainers who owe them loyalty. They belong to the nobility while they retain their rank and title.

Favor

Example ways a character may gain or lose Knighthood Favor:

Character gains a level +1d10

A retainer dies -1

Character breaches an oath -2

Character disobeys their liege lord -2

Character completes a quest from their liege lord +1

Character tithes 10,000 gp to their liege lord +1

Character marries someone of their station or higher +1

Character goes to war for their liege lord +2 for player character, +1 for every other player character of same or higher level who joins

Properties

Retainers: You are able to call upon 1d6 retainers to accompany you on any particular adventure. These retainers do not fight, but they can help with keeping watch, setting up camp, cooking, carrying treasure, tending to animals, and so on.

Well Supplied: Before each adventure, select one consumable item of your level or lower. You receive it for free – perhaps it was made by your retainers, or gifted to you by your liege lord.

Hostile

Powerful Enemies: Once every month or so, you face an attack, sabotage or arson from one of your enemies. This might take the form of an encounter of your level, or an extended challenge as you try to undo the damage they have done.

Render Unto Caesar: Your liege lord demands 1,000 gp a month in additional tithes – or for you to go on a quest of your lord's choosing every six months.

Unfriendly

Render Unto Caesar

Knightly Expectations +2: You receive an item bonus to Will defenses against fear.

Neutral

Knightly Expectations +2

Binding Oath: You can swear and witness oaths that are enforced by the gods themselves. You learn the *witness an oath* practice and can perform it for no cost.

If a creature you witnessed breaches their oath, they take persistent radiant damage (save ends).

Level 1: 5 damage. *Level 11:* 10 damage. *Level 21:* 15 damage.

If you breach an oath, you suffer the same effect.

Aristocratic Mien +1: You receive an item bonus to Diplomacy and History checks.

Friendly

You are granted lands of your own for which you are responsible.

Binding Oath

Aristocratic Mien +2

Knightly Expectations +5

Man-at-Arms: You are accompanied on adventures by a man-at-arms, a companion with maximum HP equal to your recovery value.

Look Out, Sir: You gain the *look out, sir* power.

Helpful

The knight gains a “license to crenellate”, entitling them to build a castle (or to fortify their existing residence).

Binding Oath

Aristocratic Mien +3

Look Out, Sir

Knightly Expectations +5

Squire: Your man-at-arms' maximum HP are equal to your staggered value.

Rally the Troops: Once per encounter, as a swift action, allow a creature within near burst 5 to take the Rally action as a swift action (if they are eligible).

Moving On

While a player character may well remain a knight for the rest of their life, they may still give up this bond by travelling far away from their lands, by rising to a higher rank with different duties, by leaving their domain in the care of a spouse or regent, and so on.

Alternatively, they may actually be stripped of their knighthood – perhaps they lied about their pedigree, they were falsely (or fairly) accused of unchivalrous behaviour or there has been a revolution.

Revenant

Heroic-tier bond

When you are killed, your Game Master may give you the opportunity to return as a revenant. You begin with Favor 5. Over time, you can shake off your revenant nature and return to life fully – or succumb to hunger and misery and become a revenant for good.

Favor

Example ways a character may gain or lose Revenant Favor:

Character gains a level +1d10

Another character shows love, care or self-sacrifice for the character +1d10

Character kills a living being -1

Character is reduced to 0 HP or below -1d6

Character is reminded of their earlier life +1 (maximum once per day)

Properties

Darkvision

Hostile

Vulnerability to radiant 20

Resistance to necrotic 20

One Foot in the Grave: Your speed is reduced by 2.

Blooded Frenzy: While staggered, you have a +2 power bonus to attack rolls.

Creeping Death: If you remain at the Hostile attitude for a month, you become a Revenant permanently and always at the Hostile attitude.

Unfriendly

Vulnerability to radiant 15

Resistance to necrotic 15

Shaky Graves: You are rattled as long as you remain at this attitude.

Neutral

Vulnerability to radiant 10

Resistance to necrotic 10

Shaky Graves

Shadowswarm: You can use the *shadowswarm* power.

Friendly

Vulnerability to radiant 5

Resistance to necrotic 5

Shaky Graves

Shadowswarm

Helpful

You have no Revenant properties other than darkvision.

Moving On

A player character that maintains a Helpful relationship with their Revenant nature for a month loses the bond, and becomes a fully alive person again.

Tyrfing

Prestige-tier bond

The player character receives the great and terrible sword Tyrfing, which demands to kill each time it is drawn.

Favor

Example ways a character may gain or lose Tyrfing Favor:

Character gains a level +1d10

Character sheathes the sword without having killed any sentient being -2

Character goes a week without killing -1

Character kills 10 or more sentient beings in a day +1

Character has killed 100 or more sentient beings with Tyrfing, and has kept count +5

Character kills a blood relative +1

Properties

Enchantment: Tyrfing is a +1 *giant-slayer longsword* by default. As your level increases, its bonus does as well.

Level 7: +2 giant-slayer longsword. Level 12: +3 giant-slayer longsword. Level 17: +4 giant-slayer longsword. Level 22: +5 giant-slayer longsword. Level 27: +6 giant-slayer longsword.

Devastating Coup: You can perform a coup de grace as a swift action (still choosing a standard action for the attack).

The True Death: A creature killed by an attack from Tyrfing cannot be brought back from the dead by any means, or become an undead creature.

Hostile

Mysterious Whispers: Once per day, Tyrfing whispers a name to you. You have already or will soon meet this person. You suffer a -2 penalty on any attack that does not include them as a target. If you take a long rest without having killed them, the penalty ends but you start the next day with one fewer recovery.

Obsessive: You suffer a -2 penalty on any skill check that takes more than one round.

Unfriendly

Obsessive

Neutral

Guided Attack: Any attack vs AC, you can choose to make against Reflex instead.

The Twin: You can use *the twin*.

Friendly

Guided Attack

Bloodlore: Each time you damage a target, Tyrfing whispers one of the target's secrets to you.

The Twin

Helpful

Guided Attack

Bloodlore

The Twin

Shield of Souls: You begin each day with 5 temporary HP (*Level 11:* 10; *Level 21:* 15). Each time you kill a creature, your temporary HP are restored.

Moving On

Only when the player character has exhausted their capability for bloodletting, or when Tyrfing senses the opportunity for even greater slaughter in other hands, will Tyrfing move on willingly.

If a creature could deliver a killing blow to the player character but shows them mercy instead, the player character can cast aside Tyrfing of their own free will.

Traps

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travelers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

How to Use Traps

Traps can often spice up a combat encounter. Outside of combat, the party does not face the same time and healing pressures, which means traps can feel a little flat. They can still be used to good effect to heighten tension, consume the party's resources or reward clever thinking by the party.

The traps are usually generic in describing their trigger, but the following are all good options for a trap that targets the creature that triggered it:

- When a chest or drawer is opened.
- When a door is opened.
- When a character enters a square, stepping on a pressure plate.
- When a character crosses a trip wire stretched across several squares. Characters that have noticed a trip wire can usually step over it and avoid triggering the trap.
- When a character interacts with a corpse, precious item or other interesting object, yanking a trip wire attached to the object.
- When the wrong answer is inputted to a puzzle, like mosaic tiles that must be pressed in a special sequence.

Something like a lever or button could be used to activate traps that target an area, rather than the creature that triggered them.

If you select the same trap multiple times for an encounter, it could reflect multiple charges of the one trap or multiple instances of the trap scattered throughout the battlefield.

Traps in Play

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

Triggering a Trap

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Disabling a Trap

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to notice it or disable it. A character actively looking for a trap can attempt a Perception check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Perception score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to pause or disarm it.

Adjudicating Traps

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making a skill check if something would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

Trap Types

There are several varieties of type:

- **One-Off:** These traps trigger once, and must be reset before they will trigger again (or in some cases cannot be reset at all). It would be rare, though not impossible, for a one-off trap to be reset during combat. These traps are usually worth one-quarter the XP of a standard trap of their level.
- **Hazard:** These traps remain on the battlefield, affecting any creature that comes into contact with them. These traps are usually worth one-half the XP of a standard trap of their level.
- **Recurring:** These traps activate or at least can be activated once per round, once they are triggered.

Trap Roles

- **Shooter:** Multiple attacks or areas of effect.
- **Assassin:** The trap alternates between triggering and retracting.
- **Blocker:** The trap serves as an impediment, or punishes movement through a particular area.
- **Alarm:** The trap makes a ruckus or otherwise alerts other enemies. Typically it also has negative effects to those who trigger it.

Traps in Encounters

Traps come with a level and an XP value. Add them to encounters just as you would monsters.

Sample Traps

Whistling Staircase

Level 1 Alarm (100 XP Trap)

Perception DC 20: The character notices the cords running beneath the stairs.

Trigger The trap triggers when a Medium or larger creature steps onto the stairs.

Immediate (Reaction) Action

Effect The trapped stairs make a terrible racket, alerting those nearby.

Countermeasures

An adjacent character can disable the Nightingale Stairs trap with a DC 20 Sleight of Hand check. A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Simple Spear Trap

Level 1 Alarm (100 XP Trap)

Perception DC 20: The character notices the mechanism that fires the spear.

Trigger The trap attacks when a character opens the drawer.

Immediate (Reaction) Action

Target The creature that opens the drawer

Attack Melee; +4 vs. AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the spear trap with a DC 20 Sleight of Hand check. A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Cinder Trap

Level 1 Alarm (100 XP Trap)

Perception DC 20: The character notices that slow-burning torch and mechanism the flings it on the other side of the bridge.

Trigger The trap is triggered automatically if the bridge trap is triggered. In addition, there is a trip wire the far end of the bridge that will trigger the trap.

Immediate (Reaction) Action

Target The creature that trips the tripwire.

Attack Melee; +4 vs. Reflex

Hit 1d6+1 fire damage.

Countermeasures

An adjacent character can disable the trap with a DC 20 Sleight of Hand check. If the trap is triggered, an adjacent character can throw himself in front of the trap to prevent the torch from being flung into the air with a successful DC 15 Acrobatics or Athletics check. However, if the character is successful, he suffers 7 points of fire damage.

Snare Trap

Level 1 Alarm (100 XP Trap)

Perception DC 12: The character notices coiled rope.

DC 15: The character spots the noose.

Trigger The trap attacks immediately when a character enters the square containing the noose. It must be reset before it functions again.

Immediate (Reaction) Action

Target Creature in trigger square.

Attack Melee; +4 vs. Ref

Hit Target is immobilized, suspended upside-down 10 feet in the air, and loses a recovery.

Countermeasures

A character who makes a successful Athletics check (DC 5 or DC 10 without a running start) can jump over the noose.

An adjacent character can trigger the trap with a DC 14 Sleight of Hand check (standard action).

An adjacent character can destroy the trap by cutting the rope

Quicksand

Level 1 Blocker (100 XP Trap)

Nature DC 23: Character notices that the ground ahead is quicksand.

Trigger The hazard attacks immediately when a character enters one of its four squares.

Immediate (Reaction) Action

Target Creature in trigger square.

Attack Melee; +4 vs. Ref

Hit Target falls into pit and sinks 1 square down. Sinking targets grant combat advantage. Each round, attack +4 vs. Fort.

Hit: target sinks 1 square to a maximum depth of 3 squares, targets in over their head begin to suffocate.

Miss Target returns to last square it occupied and its move action ends immediately

Effect Entire pit becomes plain to see.

Countermeasures

A character in the pit can rise 1 square as a move action by making a special escape attempt, using their Athletics (only) vs. Fort 13.

A character adjacent to the pit using a long item (like a ten-foot pole, rope, polearm haft, or snake) to help the target escape grants the target a +2 bonus to their escape attempt.

A character with a rope around their body can easily dive in and retrieve a drowning target.

Stinking Trench

Level 1 Blocker (100 XP Trap)

Perception DC 5: The character notices the horrific smell coming from the trench

Trigger The trap triggers when a hero passes through, or begins their turn in the trench.

Target Creature passing through (or in) the trench

Attack Near burst 1; +4 vs. Fort

Hit Target is dazed (save ends).

Countermeasures

A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over the trench.

Arrow Trap in Chest

Level 2 Alarm (125 XP Trap)

Perception DC 25: The character notices the small hole on the chest through which the arrow is fired.

Trigger The trap attacks when a character opens the chest.

Immediate (Reaction) Action

Target The creature that opens the chest

Attack Melee; +8 vs. AC

Hit 1d10+3 damage.

Countermeasures

An adjacent character can disable the poison arrow trap with a DC 20 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Concealed Pit Trap

Level 2 Alarm (125 XP Trap)

Perception DC 25: The character notices that the squares hiding the pit trap bow in slightly.

Trigger The trap triggers when a character enters one of its squares.

Immediate (Reaction) Action

Target The creature that entered one of the trap's squares

Attack Melee; +6 vs. Reflex

Hit The target falls into the pit, takes 1d10+3 damage, and falls prone.

Miss Miss: The target returns to the last square it occupied and its move action ends immediately. Effect: The pit trap opens and the trap is no longer hidden.

Countermeasures

An adjacent character can trigger the trap with a DC 15 Sleight of Hand check.

An adjacent character can disable the trap with a DC 20 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Scythe Trap

Level 2 Alarm (125 XP Trap)

Perception DC 20: The character notices the scythe blade housing in the drawer

Trigger The trap attacks when a character opens the drawer.

Immediate (Reaction) Action

Target The creature that opens the drawer

Attack Melee; +5 vs. AC

Hit 1d10+3 damage.

Countermeasures

An adjacent character can disable the scythe blade trap with a DC 20 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap

Gate Spikes

Level 2 Assassin (125 XP Trap)

Perception DC 20: The character notices the hidden mechanism that fires the spears.

Trigger The trap attacks when a character attempts to climb over the gate.

Opportunity Action

Target The creature climbing over the gate

Attack Melee; +7 vs. AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the spears with a DC 20 Sleight of Hand check.

A character that makes a DC 20 Athletics check to vault over the gate is outside of the spike's reach.

Floor Spears

Level 2 Blocker (125 XP Trap)

Perception DC 20: The character notices the five trigger squares

Perception DC 25: The character notices the controls.

Trigger The trap triggers when a lever is flicked.

Opportunity Action

Target All creatures in burst.

Attack Near burst 3; +8 vs. AC

Hit 1d8+3 damage.

Countermeasures

A character adjacent to the control panel can disable one of the traps with a DC 20 Sleight of Hand check.

A successful Athletics check (DC 6, or DC 11 without a running start) leaps a pressure plate.

An adjacent character can disable a trigger plate with a DC 25 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character can ready an action to attack the spears (AC 13, others 10; hp 10). When the spears in one square are destroyed, that trigger plate becomes useless.

Zombie Breakout

Level 2 Blocker (125 XP Trap)

Perception DC 25: The character notices the zombie's head and shoulders poking out of the muck

Religion DC 15: The character recognizes the creature as a zombie

Trigger The trap triggers when a living creature that passes through, or begins its turn in a buried zombie's square is attacked

Standard Action

Target The creature in the zombie's square.

Attack Melee; +4 vs. AC

Hit 2d6+2 damage and falls prone.

Countermeasures

A character can make a DC 15 (or 25 without an running start) Athletics check to leap over the zombie without provoking an attack

Killing the zombie removes the hazard.

Fusilade of Javelins Trap

Level 2 Shooter (125 XP Trap)

Perception DC 20: The character notices the small holes in the coffer.

Trigger When a character opens the coffer, the trap rolls initiative.

Standard Action

Initiative +3.0

Target 2d4 targets in range

Attack Ranged 10; +8 vs. AC

Hit 1d4+3 damage

Countermeasures

An adjacent character can disable the trap with a DC 25 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character that moves more than 1 square on a turn gains a +5 bonus to AC against the trap's needle attack.

Rain of Darts Trap

Level 2 Shooter (125 XP Trap)

Perception DC 20: The character notices the small holes in the coffer.

Trigger When a character opens the coffer, the trap rolls initiative.

Standard Action

Initiative +3.0

Target 1d6 targets in range

Attack Ranged 10; +8 vs. AC

Hit 1d6+3 damage

Countermeasures

An adjacent character can disable the trap with a DC 25 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character that moves more than 1 square on a turn gains a +5 bonus to AC against the traps dart attack.

Double-Pike Trap

Level 3 Alarm (150 XP Trap)

Perception DC 20: The character notices the mechanism that fires the spears.

Trigger The trap attacks when a character attempts to open the secret door.

Immediate (Reaction) Action

Target The creature that attempts to open the secret door

Attack Melee; The trap fires two spears, +6 vs. AC

Hit 1d8+3 damage. If both spears hit the same target, the target takes an additional 1d8 damage.

Countermeasures

An adjacent character can disable the twin-spear trap with a DC 20 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Noxious Leak

Level 3 Shooter (150 XP Trap)

Perception DC 25: The character notices the controls and the five total spigots.

Trigger The trap triggers when a lever is flicked.

Standard Action

Target Each of the six spigots attack one intruder.

Attack Ranged 5; +6 vs. AC

Hit 2d8+3 necro damage.

Countermeasures

A character adjacent to the fountain can attack a spigot (AC 16, other 13; hp 38), destroying it.

A character can engage in a skill test to deactivate the control panel. DC 20 Sleight of Hand; (6 successes before 3 failures). Success disables the trap, failure causes it to explode (close blast 3, 2d6+3 necro damage to all in blast) and trap remains active.

The trap functions for 10 rounds, then it cannot reset for 24 hours.

Acid Spear

Level 5 Alarm (200 XP Trap)

Perception DC 20: The character notices the disguised holes in the ceiling through which the spears are fired.

DC 25: The character notices the acid burn marks in the square targeted by the trap.

Trigger The trap attacks when a character enters the square before the chest.

Immediate (Reaction) Action

Target The creature entering the target square

Attack Melee; The trap fires a trio of spears, +8 vs. AC

Hit 2d6+5 damage, and the target is immobilized and takes persistent 5 acid damage (save ends both).

Countermeasures

An adjacent character can disable the caustic spear trap with a DC 20 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

An adjacent character can assist an ally immobilized by the trap as a standard action with a DC 15 Strength check, granting the victim a +2 bonus to his saving throw against the trap.

Rusty Water Tower

Level 5 Assassin (200 XP Trap)

Perception DC 14: The hero notices that the water tower is damaged.

DC 19: The hero realizes that a sharp blow will bring most of it down.

Trigger The trap is triggered by any attack directly against the scaffolding, any movement (forced or otherwise) into the scaffolding, or any burst or blast that encompasses the scaffolding's supports.

Immediate (Reaction) Action

Target Creatures in the burst

Attack Near burst 5; +8 vs. Reflex

Hit 3d8+4 damage, and the target is knocked prone.

Miss Half damage.

Effect All squares in radius become difficult terrain.

Countermeasures

A hero can trigger the scaffolding from far away by attacking it (AC 15, other defenses 12).

A hero who is aware that the scaffolding may collapse, may make a DC 19 Dungeoneering roll to know which squares will be affected by its collapse.

Phase Spider Venom Needle Trap

Level 6 Alarm (250 XP Trap)

Perception DC 20: The character notices the needle mechanism inside the lock.

Trigger The trap attacks when a character opens the drawer.

Immediate (Reaction) Action

Target The creature that opens the drawer

Attack Melee; +8 vs. Fortitude

Hit 5 persistent poison damage, and the target is slowed (save ends both).

Special You can create other poison needle traps by taking a poison and setting its attack to +2 + the poison's level. The trap's level is equal to the poison's level.

Countermeasures

An adjacent character can disable the needle trap with a DC 20 Sleight of Hand check.

A DC 20 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Screaming Sarcophagus

Level 7 Elite Alarm (600 XP Trap)

Perception DC 30: The character notices a small glyph carved into the lid of the sarcophagus, barely distinguishable from the other decorations.

Arcana DC 26: The character notices the glyph.

Trigger The trap is triggered when a character removed the lid of the sarcophagus.

Immediate (Reaction) Action

Target The creature that opened the sarcophagus.

Attack Ranged 1; +10 vs. Will

Hit 4d6+4 psychic damage, and the target is dazed (save ends). Aftereffect: 4d6+4 psychic damage.

Countermeasures

An adjacent character can disable the glyph with a DC 30 Sleight of Hand check.

Plume of Flame

Level 8 Elite Shooter (700 XP Trap)

Perception DC 26: The character notices 6 small, recessed nozzles.

Trigger The trap is triggered when a character moves the body of the dark elf.

Immediate (Reaction) Action

Initiative +5.0

Target Target: All creatures in blast

Attack Near blast 6; +11 vs. Reflex

Hit 3d8+4 fire damage, and persistent 5 fire damage (save ends).

Countermeasures

An adjacent character can disable a single nozzle with a DC 26 Sleight of Hand check, reducing the blast radius by 1 for each nozzle disabled.

Bolt from the Blue

Level 8 Elite Shooter (700 XP Trap)

Perception DC 26: The character notices 3 short metal rods inset in small holes on the door. The rods extend and generate bolts of lightning when the trap is triggered.

Trigger When a creature touches or moves the levers in the incorrect order, the trap attacks as an immediate reaction. It then rolls initiative, and attacks each round.

Immediate (Reaction) or Standard Action

Initiative +5.0

Target Target: All creatures in blast.

Attack Near arc 5; +11 vs. Reflex

Hit 3d8+4 lightning damage and persistent 5 lightning damage (save ends).

Miss Half damage, no persistent damage.

Countermeasures

An adjacent character can disable one lightning rod with a DC 26 Sleight of Hand check

Mosaic Trap

Level 8 Shooter (400 XP Trap)

Perception DC 24: The character notices that the shards seem conspicuously loose.

Trigger The trap is triggered when a character presses an incorrect sequence of mosaics.

Immediate (Reaction) Action

Initiative +5.0

Target Target: All creatures in burst.

Attack Near burst 5; +11 vs. Reflex

Hit 3d8+4 damage, and persistent 5 damage (save ends).

Countermeasures

An adjacent character can disable the trap with a DC 24 Sleight of Hand check.

Shadow Bite Trap

Level 9 Alarm (400 XP Trap)

Perception DC 20: The character notices the hinges that bring the jaws slamming shut.

Trigger The trap attacks when a character places a limb inside the maw and attempts to pick the lock unsuccessfully.

Immediate (Reaction) Action

Target The creature that placed a limb inside the maw

Attack Melee; +5 vs. AC

Hit 1d8+2 damage, and the target is grappled (until escape or 4 rounds have passed). In addition, the trap makes a secondary attack against the target. Secondary Attack: +10 vs. Fortitude, the target is injected with shadowstuff toxin.

Miss Half damage, and the target is still grappled, but no poison is injected.

Countermeasures

An adjacent character can disable the maw with a DC 20 Sleight of Hand check.

A character making a DC 25 Strength check can pry open the maw, or hold it open so that it cannot slam shut.

Acid Slime Patch

Level 10 Assassin (500 XP Trap)

Perception DC 16: The character notices the green slime on the ceiling.

Trigger The green slime rolls initiative when a character enters the square directly beneath it.

Standard Action

Target The creature beneath the patch of green slime.

Attack Melee; +13 vs. Reflex

Hit 1d12+6 acid damage, and the green slime makes a secondary attack against the same target. Secondary Attack: +11 vs. Fortitude, persistent 5 acid damage (save ends).

Special The green slime attacks every round a target is beneath it.

Countermeasures

Green slime can simply be avoided if detected early enough.

A character can attack an acid slime patch (AC 5, all others 10) with fire-based attacks. A patch is destroyed if 10 points of fire damage are inflicted upon it.

Dwarf-Ward Rune

Level 10 Elite Alarm (1000 XP Trap)

Perception DC 24: The hero notices the faint rune.

Arcana DC 22: The hero notices the rune (arcane source) and provides a +2 bonus to Thievery checks to disable the trap.

Trigger The trap is triggered when a non-dwarf tries to open the northeast entrance.

Immediate (Reaction) Action

Target Creatures in the burst

Attack Near burst 5; +13 vs. Reflex

Hit 4d8+5 force damage.

Countermeasures

An adjacent hero can disable the trap with a DC 26 Sleight of Hand (disable) check.

Rickety Old Bridge

Level 10 Elite Blocker (1000 XP Trap)

Perception DC 26: The character notices that the wooden planks in the center of the bridge are loose.

Trigger The trap is triggered when a creature enters one of the trap's squares.

Target All creatures on the bridge.

Attack ; Can't miss

Hit The target(s) fall into the ravine, take 7d10 falling damage and are knocked prone.

Effect The bridge is destroyed.

Countermeasures

An adjacent character can disable the trap with a DC 26 Sleight of Hand check.

A character can attempt to leap over the trapped squares, requiring a DC 20 Athletics check with a running start, or a DC 40 Athletics check without a running start.

There is a narrow path around the trapped squares of the bridge that can be negotiated with a DC 20 Acrobatics check. A character failing this check by 5 or less triggers the trap, a character failing by 5 or more falls from the bridge into the ravine below (7d10 falling damage).

Afflictions

Afflictions are long term, negative effects that characters can suffer from. A creature experiences the negative effects of the stage of the affliction that they are at, plus all earlier stages of the affliction. A creature that reaches stage 0 of its affliction is cured, and loses the affliction.

Transmission

Afflictions like poisons and diseases are usually transmitted in one of the four following ways. Afflictions like curses can, of course, be transmitted in all sorts of other ways.

Contact

Merely touching this type of affliction exposes the creature.

Ingested

Ingested afflictions are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. A chest or other object can be smeared with contact poison as part of a trap.

Inhaled

Inhaled afflictions do not affect those that do not breathe. However, holding one's breath is ineffective against most inhaled afflictions; they affect the nasal membranes, tear ducts, and other parts of the body as well as the lungs.

Injury

This affliction must be delivered through a wound. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

A contact or injury poison applied to a weapon is transmitted to the target the next time an attack with that weapon hits, provided there is such a hit within 5 minutes of application.

Curse of Lycanthropy (Curse)

Level X (this disease is of the same level as the creature that inflicted it).

Lycanthropes are humanoids who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease, typically from the bites of lycanthropes.

Infection: One day after a humanoid creature is bitten by a lycanthrope, the creature must succeed on a saving throw or become infected. The creature begins on stage 1.

Progression: It takes until the next full moon for lycanthropy's symptoms to manifest in an infected creature. Symptoms include heavy hair growth, irritability and a taste for raw meat.

Each time there is a full moon, an infected creature must make an Endure check (DC 14 + the level of the disease). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* If the infected creature is adjacent to an enemy, the creature cannot willingly move away from that enemy.
- *Stage 2:* If the infected creature is adjacent to an enemy, the creature cannot willingly move away from that enemy. The infected creature cannot use powers that target allies.
- *Stage 3:* The infected creature becomes a lycanthrope. They can use the *hybrid shape* power. When under the light of the full moon, they must use *hybrid shape*, and can do so even if it is expended.

Sewer Plague (Disease)

Level 3

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and ottyughs.

Infection: Five minutes after a humanoid creature is bitten by a creature that carries the disease, or comes into contact with filth or offal contaminated by the disease, the creature must succeed on a saving throw or become infected. The creature begins at stage 1.

Progression: It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The creature begins on stage 1.

At the end of each long rest, an infected creature must make an Endure check (DC 16). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The infected creature does not recover spent recoveries.
- *Stage 2:* The infected creature does not recover spent recoveries, cannot heal above its Staggered threshold.
- *Stage 3:* The infected creature does not recover spent recoveries and cannot heal by any means.

Shadowstuff Toxin (Poison)

Level 7

Infection: A creature that makes contact with or is hit with a weapon coated with shadowstuff toxin is subject to a +10 attack vs Fortitude. If hit, they are afflicted. The creature begins on stage 1.

Progression: Each hour the target must make a saving throw. If they fail, they get one stage worse. If they succeed, they make no further saving throws but stay at their current stage until an antidote is administered.

- *Stage 1:* Victim's skin and eyes turn grey.
- *Stage 2:* Shadows cling to the victim; +2 to Stealth.
- *Stage 3:* Victim can no longer be healed beyond staggered.
- *Stage 4:* Victim begins to flicker from existence; +2 bonus to AC.
- *Stage 5:* The character ceases to exist and can only be returned to life by powerful magic.

Cost: 104 gp per dose

Cackle Fever (Disease)

Level 12

This disease targets humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of hysterical laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Infection: Any humanoid creature that starts its turn within 2 squares of an infected creature in the throes of hysterical laughter (see stage 2) suffers a +16 attack vs Fortitude. On a hit, it is infected with the disease. On a miss, it is immune to the hysterical laughter of that particular infected creature for 24 hours.

Progression: Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature loses one recovery that cannot be restored until the disease is cured. The creature begins on stage 1.

At the end of each long rest, an infected creature must make an Endure check (DC 25). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The creature is prone to giggling and finds it hard to concentrate (-2 penalty on all Intelligence, Wisdom and Charisma skill checks).
- *Stage 2:* Any event that causes the infected creature great stress – including entering combat, taking damage, experiencing fear, or having a nightmare – forces the creature to make a saving throw. On a failed save, the creature takes 2d10 psychic damage and becomes incapacitated with hysterical laughter (save ends).
- *Stage 3:* As stage 2, but the infected creature no longer makes Endure checks that might improve the affliction.

Sight Rot (Disease)

Level 9

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

Infection: One day after a beast or humanoid drinks water tainted by sight rot, they suffer a +12 attack vs Fortitude. On a hit, they are infected with the disease (beginning on stage 1).

Progression: The creature's vision starts to become blurry.

At the end of each long rest, an infected creature must make an Endure check (DC 22). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The creature suffers a -2 penalty to attack rolls and Perception checks.
- *Stage 2:* The creature suffers a -4 penalty to attack rolls and Perception checks.
- *Stage 3:* The creature is blinded until treated.

Treatment: Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character trained in Nature 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.

Terrain

Pools of Chaos

Level 3

Pools of chaos are composed of raw, seething primal chaos. Proximity to a pool of chaos may bring about strange changes over time, while direct contact with the raw chaos is even quicker.

Changes to inanimate matter: While immediate contact with a pit of chaos is instantly transformative, even near proximity to a pit will slowly transform objects and creatures. Objects (or portions of objects) within 20 squares of a pit of chaos have a chance of alteration as follows:

- 50 percent chance on contact, and each round after
- 10 percent chance after the first hour
- 5 percent chance after the first 24 hours
- 5 percent chance after the first month
- 5 percent chance after the first year
- 5 percent chance each year thereafter

These percentage chances are not cumulative.

When something is changed, half the time its material changes and the other half of the time its shape or texture changes. Use the Material Changes and Shape/Texture Changes tables to determine the specific type of change.

Generally these alterations cannot be reversed or repaired except through the use of an art.

Table – Material Changes

d%	Material
01-05	Wood
06-10	Iron
11-13	Gold
14-16	Silver
17-19	Brass
20-22	Copper
23-25	Lead
26-30	Leather
31-35	Cloth
36-40	Paper
41-50	Hard stone
51-55	Brittle stone
56-60	Glass
61-62	Ice (10% chance of being unmelting)
63-64	Ooze/paste
65	Wax
66-70	Water
71-73	Oil
74	Blood
75	Bone
76-78	Acid
79	Poisonous liquid
80-86	Inert vapor
87-90	Poisonous vapor
91	Lava
92-93	Food (bread, meat, soup, etc.)
94-00	Roll again twice

Table – Shape/Texture Changes

d%	Shape/Texture
01-15	Surface becomes smooth as glass
16-30	Surface becomes rough and jagged
31-35	Surface becomes spiky
36-45	Enlarges (x2d10 in size)
46-55	Shrinks (d% of original)
56-70	Warp
71-80	Grows appendage/extension/addition (d% of original size)
81-85	Liquifies
86-89	Shape changes entirely
90-00	Roll again twice

Changes to creatures: Living creatures suffer a +7 attack vs Fortitude each time the following occurs:

Contact:

- On contact, and each round after

After spending time within 20 squares of a pit of chaos:

- After the first hour
- After the first 24 hours
- After the first month
- After the first year
- After each year thereafter

On a hit, use the *Physical Changes* table to determine the specific type of change.

Generally these alterations cannot be reversed or repaired except through the use of an incantation.

Table – Physical Changes

d%	Physical Change
01-15	Skin changes color
16-25	Hair changes color
26-30	Skin changes texture
31-35	One or two limbs are twisted and useless
36-40	One or two limbs are enlarged
41-50	Enlarges (increase one size)
51-60	Shrinks (decrease one size)
61-65	Grows one or two additional, useless limbs
66-70	Grows one or two additional, usable limbs
71-73	Loses one or more eyes
74-76	Gains one or more eyes
77-80	Portion of creature turns to inanimate matter (roll for material; suffers 1d12+3 points of damage)
81-85	Portion of creature liquifies, vaporizes, or alters into untenable shape (suffers 1d12+3 points of damage)
85-90	Creature polymorphs into an entirely different, random, creature
91-00	Roll again twice

Spellcasting near a pool of chaos: Using incantations or arcane powers within 20 squares of a pit of chaos is a risky proposition. To successfully cast the spell the caster must attempt an Arcana check (DC 10 plus half the level of the power or incantation). If this check fails, roll on the Spellcasting Changes table to determine how the spell's effect is changed. Some results have multiple entries – choose the first one which applies.

Table – Spellcasting Changes

d%	Change to the Spell Effect
01-20	Spell target(s) or those within the area of effect are affected as if they made contact with a pool of chaos.
21-50	Near and Far spells have a random area within range (and random targets within that area where relevant). Melee and ranged spells choose targets randomly from those within range. Spells with a range of self instead target a random creature within 6 squares.
51-70	Damage-inflicting spells heal instead of harm. Penalties become bonuses and vice versa. Effects become their opposites, if applicable.
71-85	Spell energy goes wild, becoming a random spell of the same level, keeping target the same if possible.
86-00	Spell energy surges uncontrollably, exploding in a Near burst 10. +7 attack vs Reflex; on a hit, 1d12+3 force damage.

Vehicles

Airships, wagons and ships are all vehicles.

Once a vehicle is in motion, it needs attention. If the driver fails to use a Drive, Turn or Brake action on their turn, the vehicle careens (with special rules for each vehicle).

Driver: Regardless of the number of occupants, only one person can drive a vehicle. The vehicle operates only on that character's turn. Even if careening, the vehicle only slides or stops on the driver's turn.

Speed: The speed given for a vehicle is the number of squares it can move if its driver takes the Drive action. A vehicle can move up to double its speed in one round, for example if its driver takes the Drive action twice.

Careening: If a vehicle moved in the last round, then its driver must either use the Accelerate, Turn or Brake action on it this round, or at the end of its driver's turn the vehicle is careening. See each vehicle's description for what happens. Characters in a careening vehicle are dazed. Once a vehicle stops moving, it is no longer careening.

References to the vehicle's driver's place in the initiative count refer to the vehicle's most recent driver. Even if the driver is incapacitated, dead or has abandoned the vehicle, use what the (former) driver's initiative count was.

Escape: As an immediate (counter) action when a vehicle begins to careen, or a move action at any time, a character can attempt to escape a vehicle. The character must make a DC 15 Acrobatics check (+5 if the creature is strapped in; DC 20 for the driver). A driver who attempts to escape no longer has any control over the vehicle. Any target failing the escape roll by 5 or less still escapes but takes damage as if it were a crash at the vehicle's current speed (see below).

Total Move Entitlement: A vehicle's total move entitlement is the maximum distance it could have moved this turn, even if its driver moved it less than that or it crashed before it made it that far. For example, if a speed 6 vehicle has had the Drive action taken twice, its movement for the round is 12.

Crash: If a vehicle moves (either deliberately or because it is careening) into an obstruction or difficult terrain it cannot cross, it stops immediately. The vehicle and all occupants inside take damage according to the vehicle's total movement entitlement for the round.

Table – Crash Damage

Movement	Damage
Less than 5	No damage
5-6	1d8
7-9	2d8
10-13	3d8
14-18	4d8
19-24	5d8
25-31	6d8
32-39	7d8
40-48	8d8
49-58	9d8
59-69	10d8

Vehicle Size: Certain (ground) vehicles are large enough to withstand difficult terrain and/or the effects of a crash. Depending on the topography (marsh or debris, for example), Gargantuan or larger vehicles can ignore difficult terrain for the purposes of movement penalties and crashing. The severity of the terrain may impede even these vehicles. Most vehicles Huge or smaller cannot enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Both situations are considered a crash.

A vehicle cannot squeeze or adjust its occupying squares. It also cannot go prone.

Character Actions: Most character actions don't apply to the vehicles they control or ride inside. Certain other actions are limited while inside or on a vehicle.

Flanking: Vehicles cannot flank, though occupants can.

Movement: Creatures inside a vehicle can move freely inside of it. Disembarking is a move action: the creature moves to any square adjacent to the vehicle. This is not a shift and provokes an opportunity attack.

Movement made as part of a power can be used to disembark a vehicle.

Using Skills: Any skill that could be negatively impacted by the motion of a vehicle (such as Heal or Sleight of Hand) suffers a penalty of -2 to -6, at the GM's discretion.

Reach: Creatures inside/on a vehicle have reach 1 beyond the vehicle.

Destroying Vehicles: Reducing a vehicle to zero hit points renders it non-functional. A vehicle reduced to its negative hit point value may burst into flame, immediately inflicting 3d6 damage to every creature that moves through or enters a square the vehicle occupied or adjacent to it until the end of the encounter.

Capacity: The standard person capacity or crew. In most cases, only one person is needed to operate the vehicle (the "driver"); other crewmembers serve as gunners or co-pilots. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry in pounds. You cannot replace cargo for people comfortably.

Hardness: The vehicle's resistance to all damage.

New Actions

Drive (move action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to its speed.

Turn (move action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to half its speed. At some point during its move, rotate it 45 or 90 degrees. It can then move straight ahead in the new direction it is facing if it has movement remaining.

Brake (move action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to its speed.

Take Control (move action)

You become the driver of a vehicle you are riding in, provided the vehicle does not currently have a driver.

Ram (standard action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to its speed. If it ends its movement adjacent to a creature, vehicle or object no more than one size larger than your vehicle, the ram occurs.

Attack: Dexterity or Intelligence vs. the target's Fortitude defense.

Hit: The effect of the ram is determined by the size of the target.

One Size Larger: All occupants of your vehicle are dazed until the start of your next turn. Your vehicle and the target take damage according to your total move entitlement. The damage die for your vehicle is d8; for the target it is d4. You push the target 1 square and shift into the vacated square. Your vehicle comes to a stop.

Same Size: All occupants of your vehicle and the target (or occupants of the target vehicle) are dazed until the start of your next turn. Your vehicle and the target take damage according to your total move entitlement. The damage die for both your vehicle and the target is d6. You push the target a number of squares equal to 1/4 your remaining (not current) speed and follow it, then come to a stop.

One Size Smaller: The target (or occupants of the target vehicle) is dazed until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for your vehicle is d4; for the target it is d8. You push the target a number of squares equal to 1/2 your remaining (not current) speed, then come to a stop.

Two or More Sizes Smaller: The target (or occupants of the target vehicle) is stunned until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for the target is d10; your vehicle takes only 1 damage per die. You push the target a number of squares equal to your remaining (not current) speed -1 and follow it, then come to a stop.

Table – Ramming Speed and Damage

Speed	Damage
Less than 5	No damage
5-6	1 die
7-9	2 dice
10-13	3 dice
14-18	4 dice
19-24	5 dice
25-31	6 dice
32-39	7 dice
40-48	8 dice
49-58	9 dice
59-69	10 dice

Miss: The target avoids you, and you continue moving your remaining speed.

Colliding: If the target moved in your direction in the last round, add the distance moved to your total movement entitlement before calculating damage.

Impossible Push: If the target is not pushed or cannot be pushed, you crash instead. The target takes damage as indicated above: resolve the effects of the crash on your vehicle as normal.

Scrape Vehicles

At-Will * Martial, Vehicle

Standard Action **Close** burst 1

Target: One enemy vehicle

Attack: Dexterity vs. Reflex

Hit: Damage is 1d6 + Dexterity modifier damage + your vehicle's hardness. If the target vehicle is staggered by this hit, its driver must make a check (DC 15; skill depends on the vehicle's Driver Skill).

Level 11: The DC is 20.

Level 21: The DC is 30. Damage is 2d6 + Dexterity modifier damage + your vehicle's hardness.

Example Vehicles

Cart

Level 3 Large vehicle

Capacity: 1+1; **Cargo:** 2,000 pounds

HP: 39; **AC:** 15, **Fortitude:** 17; **Reflex:** 11; **Will:** N/A; **Resistance** hardness 5

Speed: The speed of the creature pulling it -4, or -2 if two creatures are pulling

Driver Skill: Nature

A cart, pulled by one or two beasts of burden.

Careen: Just after its driver's place in the initiative count, the cart moves the same distance it moved last round then comes to a stop. If the creature(s) pulling the cart are startled (e.g. under the effects of a power with the Fear tag), they may keep or start moving, and turn in a random direction.

Rowboat

Level 4 Large vehicle

Capacity: 1+2; **Cargo:** 600 pounds

HP: 44; **AC:** 16, **Fortitude:** 18; **Reflex:** 12; **Will:** N/A; **Resistance** hardness 5

Speed: swim 4 (6 if both passengers are rowing)

Driver Skill: Athletics

A rowboat.

Careen: Just after its driver's place in the initiative count, the rowboat moves the same distance it moved last round -1. It may also start to turn to one side or the other. After it comes to a stop, it moves according to the current.

Skiff

Level 8 Large vehicle

Capacity: 1+3; **Cargo:** 1,200 pounds

HP: 64; **AC:** 20, **Fortitude:** 22; **Reflex:** 16; **Will:** N/A; **Resistance** hardness 5

Speed: swim 6

Driver Skill: Athletics

A skiff, 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

Careen: Just after its driver's place in the initiative count, the skiff moves the same distance it moved last round -1. It may also start to turn to one side or the other. After it comes to a stop, it moves according to the current.

Roller Juggernaut

Level 8 Huge vehicle

Capacity: 1+3; **Cargo:** 500 pounds

HP: 64; **AC:** 20, **Fortitude:** 22; **Reflex:** 16; **Will:** N/A; **Resistance** hardness 5

Speed: 8

Driver Skill: Athletics

A gigantic arcano-mechanical vehicle made of hewn stone and baked clay, travelling forward on log rollers.

Roll On: Roller juggernauts suffer no penalties for difficult terrain. Terrain behind a tank's movement is no longer considered difficult terrain if it was difficult terrain due to obstructions (a swamp remains difficult terrain, for example).

Careen: Just after its driver's place in the initiative count, the roller juggernaut moves the same distance it moved last round -1.

Ship

Level 12 Huge vehicle

Capacity: 2+13; **Cargo:** 5,000 pounds

HP: 84; **AC:** 24, **Fortitude:** 26; **Reflex:** 20; **Will:** N/A; **Resistance** hardness 10

Speed: swim 8

Driver Skill: Athletics

A ship, 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail.

Careen: Just after its driver's place in the initiative count, the ship moves the same distance it moved last round -1. It may also start to turn to one side or the other. After it comes to a stop, it moves according to the current.

Elemental Carriage

Level 18 Large vehicle

Capacity: 1+4; **Cargo:** 100 pounds

HP: 114; **AC:** 30, **Fortitude:** 32; **Reflex:** 26; **Will:** N/A; **Resistance** hardness 10

Speed: 8

Driver Skill: Arcana

This device is a handy carriage powered by nothing other than the motive force of an elemental engine.

Careen: Just after its driver's place in the initiative count, the elemental carriage moves the same distance it moved last round -1. It may also start to turn to one side or the other.

Hot-Air Balloon

Level 13 Huge vehicle

Capacity: 1+5; **Cargo:** 200 pounds

HP: 89; **AC:** 25, **Fortitude:** 27; **Reflex:** 21; **Will:** N/A; **Resistance** hardness 5

Speed: 4

Driver Skill: Nature

The hot air balloon can seat up to 6 comfortably with two weeks provisions. It is not terribly reliable, and requires some effort at successful navigation. It travels at double speed when the wind is at its back and half speed when it is heading into the wind.

Basket: The hot-air balloon counts as a Medium vehicle for the purposes of ramming and interactions with other vehicles.

Careen: Just after its driver's place in the initiative count, the hot-air balloon drops 1d6 squares. It then moves 12 squares, in the direction the wind is blowing.

Dirigible

Level 18 Gargantuan vehicle

Capacity: 2+8; **Cargo:** 2,500 pounds

HP: 114; **AC:** 30, **Fortitude:** 32; **Reflex:** 26; **Will:** N/A; **Resistance** hardness 10

Speed: 12

Driver Skill: Perception

The dirigible is a form of hot air ship.

Careen: Just after its driver's place in the initiative count, the dirigible drops 1d6 squares. It then moves 18 squares, in the direction the wind is blowing.

Elemental Flying Ship

Level 23 Gargantuan vehicle

Capacity: 2+16; **Cargo:** 5,000 pounds

HP: 139; **AC:** 35, **Fortitude:** 37; **Reflex:** 31; **Will:** N/A; **Resistance** hardness 15

Speed: 15

Driver Skill: Arcana

The flying ship is powered by an elemental engine, and is seaworthy. It can also withstand the rigors of the vacuum of space.

Careen: Just after its driver's place in the initiative count, the flying ship travels a number of squares equal to the distance it traveled last round, and drops the same distance during that movement. It may also start to turn to one side or the other.

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