

COMPATIBLE WITH THE FIFTH EDITION OF DUNGEONS & DRAGONS

BOOK of BLADES

BATTLEFIELDS



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INTRODUCTION

Throughout history—both real and imagined—terrain and weather have impacted the outcomes of battles, which in turn impacted the outcomes of wars. At the fabled Battle of Thermopylae, the Spartans used the narrow mountain passages to limit the number of Persians they were fighting at a time. In 1274, a typhoon struck the Mongol fleet attempting to invade Japan, leading to a third of the ships sinking, the rest being damaged, and around 13,000 casualties. In wars as far-ranging as the American Revolution, the Peninsular War, and the Vietnam War, military forces at a significant numerical disadvantage used terrain and weather to turn the tide of battle. Indeed, terrain is so important that Sun Tzu devoted an entire chapter to it in *The Art of War*.

Terrain has played an equal role in fictional combat. A long time ago in a galaxy far, far away, the lava on a certain planet had significant consequences for one of the combatants—after the other used the high ground to his advantage. Or in Kurosawa’s *Seven Samurai*

(and any number of the many films and shows based on that classic), the eponymous heroes get the town ready for a much larger, stronger invading force by setting traps, reinforcing key defensive positions, and establishing low walls for cover. And, of course, in the *Lord of the Rings* trilogy, which inspired much of modern roleplaying, terrain plays a key role in many scenes: Fangorn Forest, the Mines of Moria, the Black Gate, and more.

While in the real world environmental factors might surprise armies, in a world of high fantasy, the GM and the player are in complete control and can work together to explore and exploit the terrain to find an edge in the battle to come. These pre-battle scenes are great moments for roleplaying, as well as an excellent chance for players to be clever.

It’s important to leverage this control to keep things fresh, especially for your characters who focus on weapons-based combat. Magic users get to do all kinds of cool things, using their precious spell slots to tremendous, varied effects. But with melee-focused PCs, fights can start to feel the same.



A great way to keep this from happening is to bring terrain to bear on the fight. What if fighting on a frozen tundra was significantly different than fighting onboard a pirate ship? A fireball is still a fireball, but knocking an enemy prone on a sheet of ice is a lot different than cutting a mainsail to drop it on a group of enemies.

And while GMs can't be expected to come up with brand new terrains and environmental conditions every fight, in this supplement we offer a few options to help you. Feel free to mix and match and to use the list of environmental effects we've included at the end to make your own. Or, if there are effects that don't work for your group, ditch them! These are meant to be a buffet, not a prix fixe menu.

TIPS FOR USING THIS SUPPLEMENT

Keep the following in mind when using *Book of Blades: Battlefields*:

- Make sure that you let your players know that there will be mechanical impacts for the terrain and that they can use the terrain to their advantage. If a tree can get knocked over onto an opponent, but no one knows it, can it really get knocked over? Of course, if there are surprises that you want to spring mid-fight, do that! Maybe you don't want them to know that the sand squid is lurking under the dunes until it strikes.
- Describe both the terrain present and what happens when it impacts the fight. What's it like when the ship suddenly lurches to port and the cargo starts going overboard? Again, if all you do is say that something happens, you're not adding as much flavor as you could to the fight.
- Let NPCs and monsters use these features to their advantage, too. Baddies are scary based on their CR, but they're even scarier when they're smart. How will your players react when their enemies snare them in a giant spider's web?

HISTORICAL INSPIRATION

The long history of human conflict contains many famous examples of terrain swinging advantage in battle. Likewise, military thinkers have devoted countless pages to the topic.

- **Sun Tzu's *The Art of War*.** This treatise, over 2000 years old, continues to influence military strategy. See Chapter 10: Terrain for a discussion of the strategic use of the landscape in battles.
- **The Battle of Thermopylae.** In one of the most storied last stands in history, a massively outnumbered Greek force fought a host of Persian warriors, using a series of choke points at the "Hot Gates" to great effect.
- **Russian Winter.** Military historians credit the brutal conditions of Russian winters in quashing invasions. In the Battle on the Ice, Russian forces lured crusaders onto the ice, where the slippery surface quickly wore them out.
- **The Battle of Red Cliffs.** Liu Bei's chief advisor Zhuge Liang was able to predict the fog, giving the allied southern warlords the upper hand despite being significantly outnumbered.

FICTIONAL INSPIRATION

Works of fiction depicting warfare understand how terrain can be used not just for real-world military advantage, but to make the depiction of combat more dynamic.

- **Master and Commander.** Both the book (O'Brian 1969) and the film (Weir 2003) depict the use of environment in naval battles brilliantly.
- **Star Wars.** Despite the memes, Anakin and Obi-Wan's battle on the magmatic planet of Mustafar in *Revenge of the Sith* (Lucas 2005) presents a great picture of clever terrain use and dynamic melee combat. Or consider *Return of the Jedi* (Lucas 1983) and the Battle of Endor, where the Ewoks use their knowledge of the forests to rout the better-armed imperial army.
- **Zombie Films and TV.** Zombie media ranging from *The Walking Dead* (2010–2022) to *Shaun of the Dead* (Wright 2004) depict the heroes using the terrain or buildings to keep themselves protected.
- **The Iliad.** Numerous ancient Greek epics feature the gods intervening to alter conditions to favor one side.

TERRAIN FEATURES BY ENVIRONMENT

To expedite your ability to create battlefields ahead of time or improvise interesting combat on the fly, the following terrain features and their effects are organized by the types of environment they are typically found in. Additionally, each environment references types of weather that can impact combat for good or ill (see Weather Effects).

DESERT

If it weren't for the violent swings in temperature, the ever-shifting topography, the dangerous animals, the lack of readily available food and water, and a host of other unpredictable and deadly elements, the desert would be lovely.

Suggested Weather: Gusting, Lightning Storm, Sandstorm, Scorching, Windy

MIRAGE

In the deep desert, anything that disrupts the endless sea of dunes can trick exhausted minds.

When a creature spends a short rest in a 10-foot square patch of desert terrain that interrupts the endless dunes, they can set up the ideal conditions for a mirage, which they must describe. Any creature within 50 feet of the mirage that sees it and does not realize its illusory nature must succeed on a DC 16 Wisdom saving throw or be subject to the command of the creature that made it. It acts like the *command* spell, but the command must relate to the mirage (e.g. if the mirage is a pond of water, then the 1-word command can be "Drink!").

CACTUS PATCH

The needles of these plants range from tiny, incessant irritants to piercing spines as long as daggers—and all of them have a way of getting in the openings of armor.

The cacti grow in a 15-foot radius patch. The area is difficult terrain, and each 5 feet of movement through the cactus patch deals 1d4 piercing damage. Any creature may make a DC 14 Dexterity (Sleight of Hand) or Strength (Athletics) check to artfully hack and slash the cacti, leaving a trail of difficult terrain that does not deal damage.

SAND SQUID TRAP

Stories tell of predatory creatures that shun all forms of light and live deep beneath the surface of the desert. They are drawn by the steady rhythm of creatures walking.

As a bonus action, any creature may make a DC 15 Intelligence (Nature) or Wisdom (Survival) check to

identify the trap and intuit how to entice the sand squid lurking below to attack another target —by creating rhythmic sound on the ground near the target.

The targeted creature must succeed on a DC 17 Dexterity save or be knocked prone and become grappled by one of the sand squid's tentacles. As an action on their turn, the grappled creature may make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check to escape. The save is repeated at the end of the creature's turn. On a second failed save, the creature remains prone and becomes restrained. On a third failed save, the creature is dragged beneath the sands and begins suffocating.

BLEACHED SKULL OF THE TYRANT

The empty eye sockets of this massive skull hold your gaze, penetrating your very soul with ancient animus.

As a bonus action, any creature may make a DC 19 Intelligence (Religion) or Wisdom (Insight) check to identify the nature of the bleached skull of the tyrant. As an action thereafter, while adjacent to the skull they can activate its gaze, which radiates in a 25-foot cone. Each creature in the cone must succeed on a DC 18 Wisdom save or be frightened until the end of their next turn. Any creature that fails by 10 or more is stunned until the end of their next turn.

ACID PONDS

Yellow ponds of roiling sulfur dot the landscape. Any debris that falls in starts to immediately bubble and hiss.

Any creature that falls into (or is shoved into) the sulfurous liquid must succeed on a DC 15 Constitution save for their non-magical weapons and armor. Wooden weapons roll the save with disadvantage. On a failed save, the weapons take a cumulative -1 to attack and damage rolls and armor takes a cumulative -1 to AC. Any piece of equipment that is reduced to -5 is destroyed. Any creature that starts a round in the acid pond takes 1d4 acid damage, and their weapons and armor must repeat the previous save.

Spells that affect water (e.g. *shape water*, *destroy water*, *control water*) function on the acid ponds and puddles as they would on normal water except sulfurous water cannot be created or replicated using magic.

GAS POCKET

Winds belch up from beneath the sands, leading to light-headedness in some. Unprotected flame can ignite the gas, flaring into a blaze for a moment before fading away.

As a bonus action, any creature in or adjacent to the gas pocket can produce a source of fire. The GM rolls initiative (d20 + 0) for the gas to determine when it



will explode. The gas pocket ignites on its initiative count. When the gas pocket ignites, all creatures within a 15-foot radius of the gas pocket must make a DC 17 Dexterity save or take 5d8 fire damage or half as much on a success.

FOREST

In the shadows beneath the leafy canopy, the forest is an ever-changing vertical environment. Those adept at navigating the towering trees and verdant undergrowth can earn a meaningful tactical advantage.

Suggested Weather: Light Rain

DEAD TREE HOLLOW

Not all the trees in the forest are flourishing; a dead tree with a large hollow and exposed roots leans precariously among the other trees.

Any creature adjacent to the dead tree hollow may push the tree over as an action. The tree falls away from the creature in a 15-foot line that is 5 feet wide.

Creatures in the path of the falling dead tree hollow must succeed on a DC 16 Dexterity save or take 4d6 bludgeoning damage. Creatures that succeed on their saves are moved to squares adjacent to the fallen tree and take no damage. The area where the tree falls is difficult terrain.

HORNET'S NEST

Though a single sting is merely an annoyance, the fury of an angered nest could prove debilitating. They're known to be aggressively territorial, and it probably wouldn't take much to draw them out.

Any creature with a Passive Perception of 13 or higher notices the hornet's nest. A creature may use one of their attacks to agitate the hornets. Once attacked, the hornets swarm the area creating a lightly obscured area with a 10-foot radius centered on the hive. Any creature that enters the area or starts their turn there takes 3d4 piercing damage and must succeed on a DC 14 Constitution save or take another 3d4 poison damage. Producing fire or smoke will disperse the hornets.



WHIPPING THORN BRANCH

The tiny nettles and spiky needles on this supple branch are notorious for getting in the eyes of any creature foolish enough to carelessly rush through the bushes.

As an action, a character adjacent to the tree may pull a branch so that it whips another creature in the face. The target creature must also be adjacent to the tree. The character whipping the branch makes an Athletics, Nature, or Survival check contested by the target creature's Dexterity. On a success, the target takes 1d4 damage. In addition, the target is blinded and can only move at half speed until the end of their next turn.

CLIMBING TREE

Low, thick vines wrap around tree trunks and intertwine with limbs. The bark and sap grips the hands and feet like a parent guiding a young child. Some trees are just that much better for climbing.

When climbing this tree, all creatures have a climbing speed equal to half their normal speed.

Once at least 10 feet off the ground in the tree, that creature has half cover from those below. Once at least 20 feet off the ground in the tree, that creature has three-quarters cover. However, once they are 20 feet or beyond, melee and ranged attacks they make are made as though their target has half cover.

Any creature in the tree at least 10 feet above another creature may drop down on that creature. They make a melee weapon attack. On a hit, they may add an additional weapon damage. On a miss, the attacking creature takes 1d6 fall damage per 10 feet dropped and must succeed on a DC 14 Dexterity (Acrobatics) check or fall prone.

GARNED ROOTS

Large tangles of roots create an uneven forest floor. Some protrude far enough from the earth to create loops capable of ensnaring even the deftest feet.

The roots fill a 10-foot radius area, which is difficult terrain. Any creature that succeeds on a melee attack against a creature within the root area may use their bonus action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to knock the target prone. However, on a failed attempt, the would-be tripper falls prone instead.

While in this difficult terrain, any Dexterity checks involving footwork are at disadvantage. Any automatically successful actions that rely on footwork, such as Dodge or Uncanny Dodge, require a DC 15 Dexterity (Acrobatics) check to succeed.

TANGLE OF HANGING VINES

Ropey vines hang down from the canopy to the forest floor. They run the gamut from thick to thin, but all seem to pulse with the desire to wrap around anything they touch. Some are tangled upon themselves making them nearly impossible to climb, and yet there may still be a use to them, provided one has the skill.

The tangle of hanging vines form curtain-like lines in the forest, providing half cover to those obscured by the vines. As a bonus action, any creature within 5 feet of the vines and another creature may attempt to entangle their target in the vines. The attacker makes a Nature, Sleight of Hand, or Survival check contested by their target's Strength (Athletics) or Dexterity (Acrobatics) check. If the target loses, they are restrained. They may spend an action freeing themselves.

MOUNTAINS

Mountainous terrain threatens danger wherever you look—false footing, looming avalanches, falling boulders. The weather is equally unpredictable. A clear, sunny peak can be overwhelmed by a towering blizzard with little warning.

Suggested Weather: Blizzard, Eclipse, Foggy, Gusting, Hail, Heavy Rain, Hurricane, Lightning Storm, Light Rain, Windy

WHISTLING STONES

A strange rock formation with horizontal holes made by an unknown source creates a strangled sound. Perhaps adjusting them by removing built up debris or simply repositioning them could change the nature of the sounds created.

As an action, a creature may make a DC 15 Intelligence (Nature) or a Wisdom (Survival) check to adjust the stones so that they whistle. If the creature is proficient in any musical instrument, they may roll the check with advantage. On a successful check, when the wind howls, the stones whistle and vibrate so loudly that all creatures within a 20-foot radius of the stones are deafened while in the radius, and they cannot cast spells with verbal components.

Once the stones are whistling, any creature may make a DC 15 Intelligence (Nature) or a Wisdom (Survival) check to stop them from making noise.

CLIFF LEDGE

A narrow cliff ledge juts out over a sheer rock wall. Tiny plants and mosses fill the countless hairline fractures that have built up over years of freezes and thaws, leaving the ledge barely hanging on to the rest of the cliff.

The cliff ledge is 25 feet long and 5 feet wide. As a bonus action, any creature may make a DC 17 Intelligence (Nature) or Wisdom (Survival) to identify a network of fractures in the ledge. As an action, they may then strike the network of fractures, causing the cliff ledge to crumble and collapse. Any creature on the ledge must make a DC 17 Dexterity save or fall prone in an adjacent space. If the creature fails by 5 or more, it then slides into a trench and gets buried by dirt and debris, taking 4d6 bludgeoning damage. Creatures buried in the trench may use an action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to escape from the debris. On a successful save, the creature moves to a space adjacent to them unless no space is free, in which case they move to the nearest open space.

SURFING SLATE

Several flat stones lay on the slick mountain slope. The naturally smooth terrain makes it seem possible to slide from one end of the mountain to the other. Though the ground is wet from the pervading moisture, the tops of the stones have dried in the sun and almost seem to invite the feet of the daring.

Any creature that moves 10 or more feet in a straight line may make a DC 14 Strength (Athletics) or a Dexterity (Acrobatics) check to use an adjacent surfing slate to slide an additional 40 feet in the same direction. This movement does not provoke attacks of opportunity and is not limited by the creature's speed. If the creature still has movement left over at the end of the slide, they may use it.

DRACONIC BURIAL MOUND

Enormous moldering bones protrude from the uneven ground. Though the dragons buried here are long dead, their malicious intent and elemental affinities remain.

The burial mound is a 10-foot radius area. Any creature standing within the circle that makes an attack may make a DC 14 Charisma (Persuasion) or Wisdom (Insight) check as part of the attack, to get aid from the malevolent dragon spirits. On a successful check the attack is a critical hit on a roll of 17–20 and the damage becomes one of the following types at random: acid, cold, fire, lightning, poison, or thunder.

The dragon's burial mound can be used 1d4 + 2 times and fully recharges during short rests.

Giant Boulder

A boulder larger than a wagon teeters on a ledge high above.

A boulder sits on a 50-foot ledge. To send the boulder falling, a creature may attack the debris surrounding its base (12 AC, 15 hp). If an attack reduces the debris' hit points to 0, the boulder falls on a 10-foot square below. Creatures in the area must succeed on a DC 19 Dexterity save or take 5d10 bludgeoning damage. The giant boulder continues to roll along any decline. If the area is flat it rolls in a random direction for 30 feet, dealing an additional 2d10 bludgeoning damage to any creature that fails their DC 15 Dexterity saving throw.

PERMANENT STORM

Whether from an ancient battle or ages of erosion, a depression has formed on part of the mountain. Winds continuously swirl the dense vapor that covers the ground despite the constant icy rain falling here.

The permanent storm swirls in a 20-foot radius area. The area within the storm is difficult terrain. For those outside the storm, the area is heavily obscured. For those inside the storm, everything outside is lightly obscured. All Stealth checks within the storm are made with advantage and creatures may move while remaining hidden.

SAILING SHIP

There's nothing quite like the open sea. It's not all sharks, pirates, and scurvy; there's ropes and grog too! You'll get used to all the climbing and the constant swaying soon enough.

Suggested Weather: Eclipse, Foggy, Gusting, Heavy Rain, Hurricane, Light Rain, Scorching, Windy

DROP ANCHOR

Generally speaking, dropping anchor at full speed is not advisable.

As an action, any creature adjacent to the lever of the anchor winch may throw it, dropping the anchor. Roll a d6 to determine what happens:

- 1–2. The anchor catches hard and the ship pitches, submerging the bow. All creatures on the ship must make a DC 15 Dexterity save or be pulled 20 feet towards the front of the ship and be knocked prone. On a successful save, the creature only gets pulled 10 feet and remains standing.

- **3–4.** The anchor lands on the starboard side and the ship moves in a circle. All creatures on a circling ship must succeed on a DC 15 Strength save or be pulled 10 feet towards the turn, due to the pitch of the ship. If the creature reaches the edge of the ship, they must succeed on a DC 14 Dexterity save or fall into the water.
- **5–6.** The effects are the same as a 3–4, but the anchor lands on the port side and the direction of movement is adjusted accordingly.

Any creature may attempt to break the chain (16 AC, 20 hp, resistance to bludgeoning, piercing, and slashing from non-magical and non-adamantine weapons) or may make a DC 19 Strength (Athletics) check to pull the anchor up.

Once the chain is broken or the anchor is pulled up, the ship rights itself.

FAULTY HATCHWAY

A latticed wooden hatch, set in the floor and warped by the ocean air, presents a danger to sailors who haven't gotten their sea legs yet.

A creature that enters the 10-foot square of the faulty hatchway must make a DC 15 Dexterity save or fall through the hatch and take 3d4 bludgeoning damage from rolling down the stairs. The creature ends up prone at the bottom of 10 feet of stairs, which are now difficult terrain. On a successful save, the hatch is further damaged, and the Dexterity save DC is increased by 1. This effect is cumulative.

SHIP WHEEL

Many new sailors haven't seen how far a ship can lean before capsizing, but just because the ship stays up doesn't mean the sailors stay on.

As an action, any creature within 5 feet of the steering wheel may turn the wheel hard to one side. All creatures on the main deck must make a DC 15





Strength save or be pushed 15 feet in the opposite direction the ship is turning. If this movement pushes a creature over the side of a ship, they may make a DC 15 Dexterity save. On a successful save, they stay on their feet and remain at the edge of the ship. On a failed save, they are thrown from the ship and fall into water but take no damage from the fall. Unsecured objects are pushed 15 feet automatically.

ALMOST FRIENDLY DOLPHINS

Dolphins are among the most intelligent animals found in the seas, and these particular dolphins have a sense of humor. Whenever a creature falls from the side of a ship, they dance on the surface, clapping and cackling. In exchange for making them laugh, they happily help anyone back onto the ship.

As an action, any creature in the water and in view of a ship may make a DC 13 Wisdom (Animal Handling) or Charisma (Persuasion) check to convince the dolphins to help them back onto the ship. On a failed check, the creature is openly mocked by the dolphins, though most creatures don't understand what's being said. On a successful check, the dolphins use their heads to push the creature toward the ship, up to 60 feet per turn, and then launch them into the air when close. At the top of the jump the creature must make a DC 12 Dexterity save or fall prone on the deck of the ship. If the creature fails by 5 or more, they fall back into the water, and all the dolphins laugh at them.

DROP THE MAINSAIL

Though they look like big sheets, up close the sails are made of heavy, durable cloth. Despite this, it would only take a couple of cuts to the right ropes or pulls of the proper pins to drop it down.

As an action, any creature within 5 feet of the mast may drop the sail. The sail is 50 feet long and falls in a 10-foot-wide line across the deck of the ship. Any creatures under the sail when it falls must make a DC 15 Dexterity save or be knocked prone. Those knocked prone are in difficult terrain and are heavily obscured until they can get out from under the sail. A creature under the sail can spend their entire movement to get out from the sail and stand up.

SKYSAILS

Above the mainsails are the topsails, and above those are the skysails. Wind whips through the sheets up here and it's very difficult to hear, but from this great perch, the rest of the ship is easily accessible—provided one has a rope long enough.

In lieu of movement, any creature on the mast may make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to swing to any open space on the ship. On a failed check, the creature lands prone at the base of the mast. Alternately, as an action, the creature may swing into another creature on the ship, making a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target creature's Strength (Athletics) or Dexterity (Acrobatics). On a successful check, the target takes 2d6 bludgeoning damage and is pushed up to 15 feet. If this moves the creature over the edge of the ship, they must make a DC 16 Dexterity save or fall into the water. On a successful save, they remain on the ship.

TUNDRA

The deep cold of the tundra impedes thought. But pain means you can still feel your body, and that's good. Out here, the snow can blind or bury you, or you can turn it into your ally.

Suggested Weather: Blizzard, Eclipse, Gusting, Hail, Windy

SUBZERO GUSTS

A faint whistling of the wind going through the trees and across the rime-covered landscape always precedes the terrible icy blasts, capable of freezing the blood in one's veins.

A 10-foot-wide line of subzero air howls across the tundra. Creatures that enter the path of the subzero gusts must succeed on a DC 15 Constitution save or lose 15 feet of speed, which is cumulative with other effects. If the creature is wet or has taken cold damage this turn, the save is made with disadvantage. If a creature's speed is reduced to zero (or below) and they fail a Constitution save against the wind, they receive one level of exhaustion. The creature's speed returns to normal once they have completed a short rest in a warm place.

ICE GEYSER

All at once, a mix of boiling water blasts through a verglas crust, spraying scalding water and shards of icy shrapnel everywhere. The water shot overhead comes down as coin-sized clumps of hail, pelting anyone still foolish enough to be standing that close.

At the beginning of combat, the GM rolls initiative ($d20 + 0$) for the ice geyser. On every third turn, the geyser erupts, and any creature within 15 feet of the geyser must succeed on a DC 15 Dexterity save or take $2d4$ fire damage, $2d4$ cold damage, and $2d4$ bludgeoning damage.

Any creature may perturb the geyser, for example by throwing something into it or using *shape water*, to cause it to immediately erupt.

LAYERED SNOW

The crust of the snow cracks with every step, making travel far more troublesome. However, with a little understanding or some light footwork, one could move across it and gain the upper hand on a foe.

Areas covered in layered snow are difficult terrain. As part of movement, any creature may make a DC 14 Dexterity (Stealth) or Intelligence (Nature) check to ignore the difficult terrain this round, and if that creature moves more than 10 feet and makes an attack, they get advantage on the first attack made. On a failed check, the creature stumbles and loses half of its movement.

ICICLE LENS

Hanging sheets of preternaturally clear ice can focus light. Even the light of a torch could become dazzlingly bright if used in conjunction with one of these ice sheets.

As an action, any creature that has a light source (a torch, the *light* spell, the sun) can attempt to angle the light and/or the sheet to blind another creature within 30 feet of the other side of the sheet. The target creature must succeed on a DC 16 Constitution save or be blinded until the end of their next turn.

POWDER SNOW DRIFT

Between the winds and heavy snowfalls, drifts have formed that are the size of walls. Only the lightest of the snow seems to be moved so easily, and as such, anything that hits the drifts causes a powdery explosion, making it seem like a localized white-out.

The snow drift is 10 feet tall and at least 40 feet long. Any creature may run through the powder snow drift, as long as they've moved at least 10 feet in a straight line towards it. When a creature hits the snow drift, it blows apart, leaving a heavily obscured area in a 10-foot radius for 1d4 rounds. Any creature that falls into the snow drift from a height of less than 100 feet takes no fall damage but lands prone.



FROZEN TREE

Endless winter has allowed the snow and ice to permeate even the heartwood of this ancient tree. The ice has become a curse that has spread to every limb, branch, and leaf. Even a small cut could result in sharing the fate of this powerful, frozen sentinel of the forest.

As an action, any creature may strike the tree. The tree shatters in a 15-foot cone in the direction of the blow. Any creature in the cone must make a DC 15 Constitution save or take 1d8 cold damage and 1d8 slashing damage and reduce their speed by half, or take half damage on a successful save. Any creature that fails the save must make another DC 15 Constitution save at the end of their turn; on a failed save their speed is reduced to 0 and they must make another save at the end of their next turn. On a successful save their movement returns to normal. If the creature's speed is 0 and it fails the Constitution save, it is frozen in ice and petrified. On a successful save, the creature's movement returns to normal.

CAVERN

More civilizations have come and gone down here than can be named. Their crumbling remains are covered in flora and fauna adapted to a world without light.

Suggested Weather: Foggy, Light Rain (in the form of dripping ceilings)

GIANT SPIDER WEB

Hanging above the ground is a spider web large enough to ensnare a half dozen adventurers. Signs of neglect suggest that it hasn't been mended or tended in some time. With enough effort or some deft manipulation, one could release it from its anchors.

As an action, any creature may use a bladed weapon or similar effect to free the giant spider web from the places where it is anchored. The web may then be dropped onto a 15-foot radius circle adjacent to the creature who made the check. Creatures inside the web's radius must make a DC 15 Dexterity save



or become restrained. The web area is considered difficult terrain, and a creature that steps onto the web for the first time must succeed on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or become restrained. Unlike other webs, the giant spider web will not burn, however any cold damage done to the webs destroys their natural adhesive permanently.

Creatures restrained by the web can use an action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to escape.

STALACTITES AND STALAGMITES

A strange formation of stalactites and stalagmites form what looks to be a grinning maw. Navigating the space is difficult, and the jagged stones threaten to crush and pierce anyone passing through.

Any creature Large or larger must squeeze through spaces with the stalactites and stalagmites. When an enemy is adjacent to either stone type, a creature may make a DC 15 Wisdom (Insight) or Charisma (Deception) check to feint as a part of their attack. If the check is successful, the enemy takes an additional 5d4 piercing damage from the stalactite or bludgeoning damage from the stalagmite. If this damage is enough to kill the creature, it is either smashed by the falling stalactite or impaled on the stalagmite.

PELOR'S MOSS

Legends tell of flora beloved and blessed by the gods. Aside from its silver color, what a celestial being found so alluring about such a humble piece of moss is far from obvious.

With a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check, a creature may ignite the roots of Pelor's moss. Once ignited, it sheds bright light within a 5-foot radius and dim light an additional 5 feet. Any creature that starts its turn within the bright light must make a DC 15 Constitution save or be blinded until the start of their next turn. The light is considered sunlight and creatures with sunlight sensitivity have disadvantage on the Constitution saving throw. The moss only burns for 1 round and is fully consumed by the flame.

CHIMERICAL FUNGUS

A three "headed" fungus blooms out of cracks in the stone. Wispy clusters of spores roll off the fungus even from the languid air currents down here.

As a bonus action, any creature may smash a 5-foot patch of fungus to discharge its spores on any one creature within 5 feet, including the one who made the check. On a successful check, the triggering creature chooses one effect of the spores: *calm emotions* (as the 2nd level spell) with a DC 16 Constitution save, *faerie fire* (as the 1st level spell) with a DC 16 Dexterity save, or *hideous laughter* (as the 1st level spell) with a DC 16 Constitution save. Each of these effects lasts for one minute, or until the creature either makes the save at the end of their turn or uses an action to remove the spores.

CONFOUNDING TUNNELS

The winds of the caverns move through a system of channels that produce sounds from a flute to a howl.

Any creature adjacent to a confounding tunnel may use an action or a reaction to make a DC 14 Charisma (Deception) or Charisma (Performance) check to throw their voice through the tunnels at a specific creature. If an action was used, then on a successful check the target creature is distracted and the next attack against it is made with advantage. A reaction can only be used to target a creature making an attack; on a successful check, the triggering attack is made with disadvantage.

CRUMBLING PILLARS

What could have very well been an ancient shrine to a dead god has left the ruins of pillars that once reached to the ceiling of this vast chamber.

There are six crumbling pillars, each at least thirty feet tall, and each is leaning in one of the four cardinal directions, chosen at random or as the GM sees fit. Any creature may use a bonus action to change the cardinal direction a pillar is leaning. Any creature may spend an action to push over a pillar in a direction of their choosing, regardless of what direction it was leaning. The pillar falls in a line (at least 30 feet long and 5 feet wide). Any creature in that line must make a DC 16 Dexterity save or take 2d10 damage and be knocked prone. If the line of the pillar includes another pillar, then that pillar falls in the direction it is leaning. If two or more pillars fall, then the areas within ten feet of the pillars are heavily obscured by plumes of dust for 1d4 rounds.



WEATHER EFFECTS

As noted in the Terrain Features by Environment above, there are suggested weather effects to go along with each. In addition to adding to the ambiance of the scene, these weather effects may have additional impacts on the fight.

The Glossary of Effects table can act like a grab bag for any weather pattern you dream up. If you're feeling adventurous, you could make it so a terrain feature triggers a weather effect or use them to further enhance the desired flavor to a lair.

Alternatively, the Weather Types table combines some of these effects for ready-made weather to bring the battlefield to life.

GLOSSARY OF EFFECTS

Name and notation	Description
Blinding (DC x)	Any creature starting their turn in the area of effect must make a Constitution save, at the indicated DC, or suffer the blindness condition until the start of their next turn.
Concentration Check (DC x)	Any creature in the area of effect concentrating on a spell must make a concentration check, at the indicated DC, at the end of their turns while the weather effect persists.
Cooling	All fire-based damage (magical and non-magical) in the area of effect is halved.
Damaging (damage indicated)	Any creature starting their turn in the area of effect suffers a specific kind of damage each round, as indicated parenthetically. In addition, if there is a potential save, that will be indicated as well.
Darkness	The area of effect is heavily obscured. Vision abilities that pierce darkness work as normal.
Deafening	All creatures in the area of effect suffer from the deafened condition.
Dim Light	The area of effect is lightly obscured. Vision abilities that pierce darkness work as normal.
Dispersing Winds	Gasses and other effects in the area of effect, including magical ones, that are dispersed by wind are eliminated.
Exhausting Effect (x rounds, DC x)	Any creature remaining in the area of effect for the indicated number of rounds must make a Constitution save at the indicated DC or suffer one level of exhaustion.
Heavily Obscured	All creatures in the area of effect suffer the blindness condition.
Lightly Obscured	All creatures in the area of effect suffer disadvantage on Wisdom (Perception) checks relying on sight.
Overwhelmingly Bright	Wisdom (Perception) checks relying on sight automatically fail.
Ranged Detriment (Major)	All non-magical ranged weapon attacks in the area of effect suffer a -5 penalty to attack rolls. All magical ranged weapon attacks in the area of effect suffer a -2 penalty to attack rolls.
Ranged Detriment (Minor)	All non-magical ranged weapon attacks in the area of effect suffer a -2 penalty to attack rolls.
Slippery	On a successful forced movement within range (such as a shove), the attacker chooses which one of the following two effects happens: either the target is moved an additional 10 feet, or the target must make a DC 15 Dexterity or Strength save or be knocked prone.
Sunny	Any creature in the area of effect that has disadvantage in daylight is affected.
Unstable Ground	For all creatures in the area of effect, all saves against being knocked prone suffer disadvantage.

WEATHER TYPES

Type	Effects
Acidic Rain	Damaging (1d4 acid), Concentration Check (DC 12), Unstable Ground. In addition, all plant-based magical effects last for half their normal duration.
Blizzard	Concentration Check (DC 10), Cooling, Dispersing Winds, Exhausting Effect (10 rounds, DC 13), Heavily Obscured, Ranged Detriment (Major), Unstable Ground.
Eclipse	Dim Light, Concentration Check (DC 10). In addition, 1d3 rounds into combat, replace Dim Light with Darkness for 1d4 rounds. After this, replace Darkness with Overwhelmingly Bright for 1 round.
Foggy	Heavily Obscured.
Gusting	Concentration Check (DC 10), Deafening, Dispersing Winds, Ranged Detriment (Major).
Hail	Damaging (1d4 bludgeoning), Lightly Obscured, Ranged Detriment (Minor).
Heavy Rain	Cooling, Lightly Obscured, Slippery.
Hurricane	Concentration Check (DC 10), Cooling, Deafening, Dispersing Winds, Heavily Obscured, Ranged Detriment (Major), Slippery.
Lightning Storm	Concentration Check (DC 15), Heavily Obscured. In addition, have each creature in the area of effect roll a d20 (or 2d20 if they're wearing metal armor) at the end of their turn. Any creature that rolls a 1 suffers takes 3d10 lightning damage.
Light Rain	Lightly Obscured.
Sandstorm	Concentration Check (DC 10), Deafening, Damaging (1d4 slashing) Dispersing Winds, Exhausting Effect (10 rounds, DC 13), Ranged Detriment (Major), Unstable Ground.
Scorching	Exhausting Effect (10 rounds, DC 13), Overwhelmingly Bright, Sunny.
Tornado	Blinding (DC 13), Concentration Check (DC 15), Deafening, Dispersing Winds, Exhausting Effect (5 rounds, DC 17), Ranged Detriment (Major), Unstable Ground.
Windy	Dispersing Winds, Ranged Detriment (Minor).



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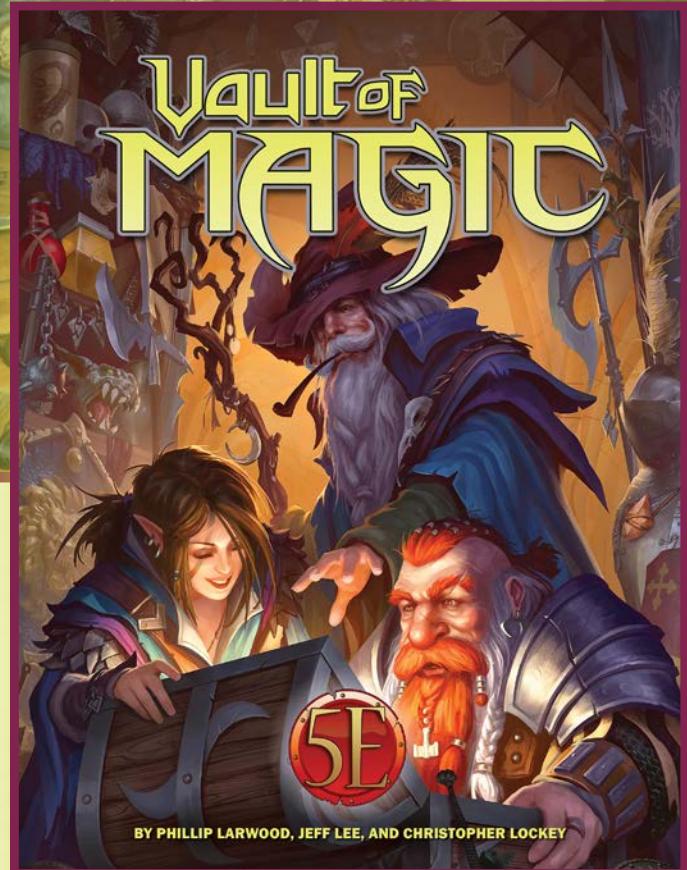


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