

Player Companion for ShadowDark



Designed for use with

ShadowDark RPG





May the odds be ever in your favor

Player Companion

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Character Creation



Background

Backgrounds represent your early life, experiences, and reason for becoming an adventurer.

If your background would affect a particular check, the GM may grant you *advantage* on the roll.

Background

d20 Details

- | d20 | Details |
|-----|---|
| 1 | Agitator. You know how to whip up a crowd into a righteous frenzy. |
| 2 | Artist. You create beautiful things when people can pay for them. |
| 3 | Athlete. You regularly engage in challenging physical competition. |
| 4 | Courier. You deliver messages through hostile territories. |
| 5 | Digger. You will remove stubborn rocks and dirt for the right price. |
| 6 | Drover. You are adept at guiding herds of livestock to far pastures. |
| 7 | Exterminator. You have a talent for killing vermin and pests. |
| 8 | Gambler. You often win at games of chance. This can cause anger. |
| 9 | Grave Robber. You liberate items from the dead, then flee the area. |
| 10 | Lookout. You kept watch for the law while others did bad things. |
| 11 | Naturalist. You study plants and animals for insight into nature. |
| 12 | Nomad. You came from a tribe of people that moved frequently. |
| 13 | Performer. You convince bored crowds to part with their coin. |
| 14 | Pious. You deeply believe in your deity and spread their message. |
| 15 | Porter. You carry heavy baggage for travelers and merchants. |
| 16 | Prisoner. You escaped from confinement and are on the run. |
| 17 | Tinkerer. You know how to fix broken objects for a small fee. |
| 18 | Trader. You have bargained and traded with merchants for a living. |
| 19 | Translator. You help people come to a common understanding. |
| 20 | Wanderlust. You can't stand to be in one place for too long. |

Ancestry

Ancestry at a Glance

d100	Ancestry	Languages	Details
01-04	Changeling	Common	Facial illusions
05-08	Dark Elf	Common & Elvish	Warded vs spells
09-12	Deep Dwarf	Dwarvish	+3 gear slots
13-16	Deep Gnome	Common	Advantage to stealth
17-20	Dragonborn	Reptilian	Minor breath weapon
21-24	Forest Gnome	Common & Elvish	Illusion for 3 rounds
25-28	Goblin	Common & Goblin	Never surprised
29-32	Gold Dwarf	Common & Dwarvish	+10% buying & selling
33-36	Gold Elf	Common & Elvish	+1 ranged & casting
37-40	Gray Elf	Elvish & Sylvan	Never interrupted
41-44	Gray Orc	Common & Orcish	+1 damage in melee
45-48	Hawkfolk	Common & Sylvan	Float to near distance
49-52	Hill Dwarf	Common & Dwarvish	+2 HP (advantage)
53-56	Hobgoblin	Common & Goblin	Any weapon or armor
57-64	Human	Common	Extra talent at 1st level
65-68	Kobold	Common & Reptilian	+4 on death timer
69-72	Lizardfolk	Common & Reptilian	Breathe underwater
73-76	Mountain Dwarf	Common & Dwarvish	Immune to poison
77-80	Mountain Orc	Orcish	+2 AC vs melee attacks
81-84	Proudfoot Halfling	Common	Invisible for 3 rounds
85-88	Rock Gnome	Common & Dwarvish	Advantage vs traps
89-92	Snow Elf	Elvish & Sylvan	Advantage to stabilize
93-96	Stoutheart Halfling	Common	+3 to initiative checks
97-00	Wood Elf	Common & Elvish	Advantage with bow



Changeling

Changelings are humanoid descendants of doppelgangers that retain part of their shapeshifting abilities.

Changelings know the Common language as they hide among humans for most of their lives.

Mercurial: Changelings can use innate illusion magic to change their facial features (enough to be a perfect disguise). The changes remain in place until altered. They cannot use this ability again until they rest.

Dark Elf

Dark Elves live deep underground and rarely interact with surface dwellers. They come from a violent and barbaric society.

Dark Elves know the Common and Elvish languages.

Void Ward: Dark Elves are highly resistant to magic spells, imposing *disadvantage* to spellcasting checks made against them.

Deep Dwarf

Deep Dwarves live deep underground and rarely interact with surface creatures. They are accustomed to long trips through vast caving complexes.

Deep Dwarves are very insular and only know the Dwarvish language.

Transporter: Deep dwarves can carry an extra 3 gear slots.

Deep Gnome

Deep Gnomes live in the dark depths underground. They can change their skin tones to become slightly camouflaged against the rocks.

Deep Gnomes trade with the other underground races and know the Common language.

Chameleon: Deep gnomes are able to hide in almost any environment, gaining *advantage* to all stealth checks.

Dragonborn

Dragonborn are humanoid descendants of dragons that developed their own culture.

Dragonborn avoid others and only know the Reptilian language.

Fire Breath: Dragonborn can make a breath attack on a *close* target (DEX check vs Opponent AC, 1d6 damage) instead of taking a combat action.

Forest Gnome

Forest gnome lives a peaceful life in the forest among the sylvan creatures and fae. They have a natural talent for illusion magic.

Forest Gnomes know the Common and Elvish languages.

Glamour: Forest Gnomes can cast a minor illusion spell. This creates a small motionless visual illusion (no larger than their own body) that remains active for 5 rounds. Once performed, they cannot use this ability again until resting.

Goblin

Goblins have a violent barbarian culture with no concept of personal property. Because of this, they are seen as thieves and bandits by the other groups.

Goblins know the Common and Goblin languages.

Keen Senses: Goblins can never be surprised in combat.



Gold Dwarf

Gold Dwarves are cunning merchants and traders. They can often be found in wandering caravans crossing exotic lands.

Gold Dwarves know the Common and Dwarvish languages.

Mercantile: Gold dwarves gain a 10% discount on purchased items (including starting equipment) and a 10% bonus when selling treasure.

Gold Elf

Gold Elves are the most common Elven folk. They live in towns on the edge of forests and trade extensively with other groups.

Gold Elves know the Common and Elvish languages.

Farsight: Gold Elves gain a +1 bonus on ranged attacks in combat and a +1 bonus on spellcasting checks.

Gray Elf

Gray Elves are arrogant, haughty, and withdrawn. They believe themselves to be the one true Elven ancestry and do not hesitate to let everyone know about it.

Gray Elves know the Elvish and Sylvan languages.

Concentration: Gray Elves cannot be interrupted during rest periods.



Gray Orc

Gray Orcs are the most common Orcish folk. They are aggressive border reavers and suffer from a poor reputation as a result.

Gray Orcs know the Common and Orcish languages.

Veterans: Gray Orcs gain a +1 damage bonus with melee weapons.

Hawkfolk

Hawkfolk are humanoids with large feathery wings protruding from their shoulders. They are only capable of short-range flights.

Hawkfolk know the Common and Sylvan languages.

Hover: Hawkfolk can float about two feet off the ground and move up to a *near* distance. Once performed, they cannot use this ability again until resting.

Hill Dwarf

Hill Dwarves are the most common Dwarven folk. They live in large underground cities with their clan.

Hill Dwarves know the Common and Dwarvish languages.

Stout: Hill dwarves gain 2 extra hit points at character creation. They also gain *advantage* on hit point rolls at each level up.

Hobgoblin

Hobgoblins are a larger and more civilized descendent of goblins. They are highly militaristic and disciplined combatants.

Hobgoblins know the Common and Goblin languages.

Trained: Hobgoblins can wear any armor and use any weapon, regardless of their class choice.

Human

Humans have a flexible culture that prizes adaptation and commerce. Their settlements can be found in almost any environment.

Humans know the Common language.

Ambitious: Humans can make an additional *talent* roll at 1st level.

Kobold

Kobolds are diminutive reptilian humanoids with a knack for survival. They can be found on the surface but tend to live underground.

Kobolds know the Common and Reptilian languages.

Resilient: Kobolds gain a +4 bonus on their *death timer* rolls.

Lizardfolk

Lizardfolk are reptilian humanoids that live in the marshes in tribal groups. They hunt by floating near the surface of the water and ambushing their prey.

Lizardfolk know the Common and Reptilian languages.

Diver: Lizardfolk can breathe underwater. However, they must return to the surface at least once per hour to replenish oxygen fully.

Mountain Dwarf

Mountain Dwarves live in wild mountainous regions where other groups fear to tread. They have frequent wars with the denizens of the deep and have developed a natural resistance to poison.

Mountain Dwarves know the Common and Dwarvish languages.

Hardy: Mountain Dwarves are immune to all poisons (including magical ones).

Mountain Orc

Mountain Orcs are barbarian raiders that prey upon civilized folk. They produce almost no goods of their own aside from weapons and armor smithing.

Mountain Orcs are outcasts and only know the Orcish language.

Strife: Mountain Orcs gain +2 AC against melee attacks in combat.





Proudfoot Halfling

Proudfoot Halflings are the most common wee folk. They are happy and charming people with a positive outlook even under grim circumstances.

Proudfoot Halflings know the Common language.

Stealthy: Halflings can turn invisible (as per the spell) for 3 rounds. Once performed, they cannot use this ability again until resting.

Rock Gnome

Rock Gnomes are the most common of Gnomish folk. They are known for their keen nose and talent for mechanical work and alchemical concoctions.

Rock Gnomes know the Common and Dwarvish languages.

Light Touch: Rock Gnomes gain *advantage* on all checks to disarm traps. On a natural 1, they do not trigger a trap they are disarming.

Snow Elf

Snow Elves live deep in the forests of the tundra. They often serve as guides and scouts for arctic expeditions.

Snow Elves know the Elvish and Sylvan languages.

Medical: Snow Elves make their *stabilization* rolls with *advantage* (this does not extend to rolls to stabilize them when they are hurt).

Stoutheart Halflings

Stoutheart Halflings are adventurous travelers that leave home after adolescence and only return when they have made a small fortune.

Stoutheart Halflings know the Common language.

Quick: Stoutheart Halflings gain a +3 bonus to *initiative* rolls.

Wood Elf

Wood Elves are descendent of Gold Elves that migrated deep into the forest. They are master woodsmen, and you can pass near one of their towns without even noticing it.

Wood Elves know the Common and Elvish languages.

Hunters: Wood Elves make bow attacks with *advantage* (does not extend to crossbows).

Class

Classes at a Glance

d100	Class	HP	Properties
1-3	Archer	1d8	Called Shot, Draw, Quiver, Taking Cover
4-5	Assassin	1d6	Backstab, Shadowed, Venom
6-8	Beastmaster	1d8	Animal Kinship, Feed Bag, Snares
9-11	Berserker	1d8	Bloodied, Subjugation, Wildling
12-14	Brigand	1d6	Knockout, Shadowed, Thievery
15-16	Buccaneer	1d6	Sailing, Stunts, Thievery
17-19	Burglar	1d4	Palm, Shadowed, Thievery
20-21	Charlatan	1d4	Charming, Thievery
22-24	Conjurer	1d4	Imps, Scroll Study, Wizard Spells
25-27	Druid	1d6	Nature Affinity, Priest Spells, Shapeshift
28-30	Elementalist	1d4	Blast, Elemental, Wizard Spells
31-33	Enchanter	1d4	Mesmerizing Gaze, Wizard Spells
34-36	Explorer	1d6	Alertness, Lucky, Pathfinding
37-39	Gladiator	1d8	Dirty Tricks, Shield Mastery
40-42	Mage	1d4	Signature Spell, Wizard Spells
43-44	Mariner	1d6	Climber, Dead Reckoning, Sailing
45-47	Monk	1d6	Holy Symbol, Priest Spells, Turn Undead
48-50	Mystic	1d4	Meditation, Priest Spells, Turn Undead



Classes at a Glance

d100	Class	HP	Properties
51-52	Necromancer	1d4	Command Undead, Spell Study, Wizard Spells
53-55	Noble	1d6	Languages, Leadership, Nobility, Wealth
56-58	Oracle	1d4	Possession, Priest Spells, Turn Undead
59-60	Pugilist	1d8	Blooded, Brawl, Dirty Tricks
61-63	Ranger	1d8	Priest Spells, Snares, Tracking
64-66	Rogue	1d4	Backstab, Shadowed, Taking Cover, Thievery
67-69	Savage	1d8	Brawl, Tracking, Wildling
70-72	Scholar	1d4	Leadership, Scroll Study, Wizard Spells
73-75	Scout	1d6	Alertness, Pathfinding, Shadowed, Tracking
76-78	Shaman	1d4	Priest Spells, Spirit Walk, Turn Undead
79-81	Soldier	1d8	Formation Fighting, Full Kit, Weapon Focus
82-84	Sorcerer	1d4	Quick Recovery, Wizard Spells
85-86	Spy	1d6	Charming, Earshot, Shadowed
87-89	Squire	1d8	Full Kit, Torchbearer, Tutelage, Shield Mastery
90-92	Thug	1d8	Intimidation, Shadowed, Unstoppable
93-95	Urchin	1d6	Dirty Tricks, Innocuous, Thievery
96-98	Valkyrie	1d8	Favored, Raven, Priest Spells
99-00	Witch	1d4	Brew, Hex, Priest Spells

Archer

Archers have trained from a young age to repeatedly make a heavy bow pull and hit targets at a distance. They tend to avoid close combat, where they are vulnerable.

Weapons: Club, dagger, longbow, shortbow, staff

Armor: Leather armor, chainmail

Hit Points: 1d8 per level

Called Shot: You can aim at a specific body part on a humanoid target. You must make the choice before rolling dice (at a -2 penalty).

Hitting a target below the waist prevents movement for 2 rounds. Hitting an arm will cause them to drop whatever they are carrying on that side. Hitting the head deals an extra 2 points of damage.

Draw: +1 to attack and damage with a longbow or shortbow.



Quiver: Your first two bundles of arrows don't consume gear slots.

Taking Cover: You impose disadvantage on ranged attacks or spellcasting checks targeting you with only 25% cover (instead of the normally required 50%).

ARCHER TALENTS

2d6	Effect
2	Learn to wear another type of armor or use a new weapon
3-6	+2 to Dexterity or Wisdom stat
7-9	+1 to attack and damage with a longbow or shortbow
10-11	Gain 3 hit points
12	Pick a talent or improve a stat by 2 points

Assassin

Assassins are trained to stalk and kill unsuspecting victims for pay. They are practiced hunters of the most dangerous game. They don't have thieving abilities but hit hard in combat and disappear into the shadows without a trace.

Weapons: Club, crossbow, dagger, shortsword, spear

Armor: Leather armor, chainmail

Hit Points: 1d6 per level

Backstab: A target that is unaware of your presence takes an extra die of damage. As you gain in levels, add an extra damage die every two levels (2nd, 4th, 6th, 8th, 10th).

Shadowed: You gain advantage on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.



Venom: You carry a small pouch of poison on your belt (free gear slot). You can spend 3 rounds applying it to a bladed weapon or crossbow bolt. This can also be performed at no time cost during a rest period. Your next attack deals an extra 1d4 poison damage.

ASSASSIN TALENTS

2d6	Effect
2	Learn to wear another type of armor or use a new weapon
3-6	+2 to Strength or Dexterity stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	Your venom deals an extra point of damage
12	Pick a talent or improve a stat by 2 points

Beastmaster

Beastmasters are adventurous wild animal tamers. They are adept at calming and training animals to fight alongside them in combat. They are formidable front-line combatants.

Weapons: Club, dagger, greataxe, javelin, mace, spear, staff

Armor: Shields, leather armor, chainmail

Hit Points: 1d8 per level

Animal Kinship: You can make a CHA check vs DC 12 to calm down a wild animal (of your level or less). You can also make a CHA check vs DC 15 and use 1 *ration* to tame a calmed beast into your service. On failure, the animal flees the area (unless restrained).

Feed Bag: You can carry up to 5 rations per gear slot (instead of the default of 3).



Snares: You carry a small pouch of string on your belt (free gear slot). You can spend 3 rounds setting up a tripwire trap that deals 1d4 damage to creatures that come within *close* distance (DEX check vs DC 12 to avoid). This can also be performed at no time cost during a rest period.

BEASTMASTER TALENTS

2d6	Effect
2	Learn to wear another type of armor or use a new weapon
3-6	+2 to Strength or Charisma stat
7-9	+1 to Animal Kinship checks to calm or tame a beast
10-11	Your snares deal an extra point of damage
12	Pick a talent or improve a stat by 2 points

Berserker

Berserkers are body-painted barbarians that seem to go wild in combat. They seek to conquer new lands and subjugate their enemies.

Weapons: Bastard sword, club, greataxe, greatsword, javelin, spear

Armor: Shields and all armors

Hit Points: 1d8 per level

Blooded: If you deal 1 point or more of melee damage to an opponent, you gain +2 AC and double your movement rate for 3 rounds. You cannot use this ability again until resting.

Subjugation: You can make an opposed CHA check against a captured enemy to force them into your service as a shieldbearer. They must be disarmed and will not fight on your behalf. If you don't pay them 1 gp per day, they will flee at the first opportunity.



Wildling: You are comfortable in the wilderness and have *advantage* on all checks to find food or shelter.

BERSERKER TALENTS

2d6	Effect
2	+1 to Subjugation checks
3-6	+2 to Charisma or Constitution stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	You can use the Blooded ability an additional time before resting
12	Pick a talent or improve a stat by 2 points

Brigand

Brigands are criminals that live in the dark and dangerous shadows beyond the reach of the law. They do what they must to survive.

Weapons: Club, crossbow, dagger, javelin, mace, shortsword, spear

Armor: Shields, leather armor, chainmail

Hit Points: 1d6 per level

Knockout: You carry a small sap (free gear slot) that you use to attack an unsuspecting target from behind. This is a DEX check vs an opposed CON check. Success will render the target unconscious for 5 rounds.

Shadowed: You gain *advantage* on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.



Thievery: You have *advantage* on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

BRIGAND TALENTS

2d6	Effect
2	+1 to stealth checks (in addition to Shadowed)
3-6	+2 to Strength or Dexterity stat
7-9	+1 to Thievery checks
10-11	+1 to Knockout checks
12	Pick a talent or improve a stat by 2 points

Buccaneer

Buccaneers are pirates that have given up life at sea to pursue their own goals.

Weapons: Club, crossbow, dagger, mace, shortsword

Armor: Shields and leather armor

Hit Points: 1d6 per level

Sailing: You are an adept sailor. You can pilot a small vessel (e.g., skiff, rowboat, etc.) without a check. You make all piloting or captain checks on a larger vessel with *advantage*.

Stunts: You can leap from ledges and over obstacles, swing from ropes and vines, or perform similar stunts in combat. Make a DEX check vs a difficulty appropriate for the challenge (in addition to your attack). If you succeed vs DC 9, you deal +1 damage (+2 for DC 12, +3 for DC 15, +4 for DC 18). You can ignore the first 1d6 of falling damage.



Thievery: You have *advantage* on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

BUCCANEER TALENTS

2d6	Effect
2	Learn to wear another type of armor or use a new weapon
3-6	+2 to Dexterity or Wisdom stat
7-9	+1 to Stunt checks
10-11	+1 to Thievery checks
12	Pick a talent or improve a stat by 2 points

Burglar

Burglars embody the infamous thief in the night that robs the innocent. Adventurers have usually given up that kind of life, but remember you get XP for recovering treasures! The best course of action might be to just sneak by the monsters.

Weapons: Club, crossbow, dagger, mace, shortsword

Armor: Leather armor

Hit Points: 1d4 per level

Palm: You can secretly grab an object from close distance with a DEX check. Any onlookers must make an opposed WIS check to detect your theft.

Shadowed: You gain advantage on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.



Thievery: You have advantage on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

BURGLAR TALENTS

2d6	Effect
2	+1 to stealth checks (in addition to Shadowed)
3-6	+2 to Dexterity or Intelligence stat
7-9	+1 to Thievery checks
10-11	+1 to Palm checks
12	Pick a talent or improve a stat by 2 points

Charlatan

Charlatans are con men who prey upon the weak minded and use their trusting nature against them.

Weapons: Club, crossbow, dagger, mace, shortsword

Armor: Leather armor

Hit Points: 1d4 per level

Charming: You can fast talk your way through a situation. If the subject is non-hostile, this is a CHA check against DC 12. If the creature is inclined to be hostile to you, this is against DC 18. Success is not a compulsion, but the subject will comply unless there is an obvious negative consequence.

For example, you could trick a peasant to buy a potion (flask of red water), but not hand over a coin purse. Alternatively, you could convince a guard to check out a strange sound.



Thievery: You have advantage on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

CHARLATAN TALENTS

2d6	Effect
2	Learn to wear another type of armor or use a new weapon
3-6	+2 to Dexterity or Charisma stat
7-9	+1 to Charming checks
10-11	+1 to Thievery checks
12	Pick a talent or improve a stat by 2 points

Conjurer

Conjurors are magic users that have focused on summoning and creation magic.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Imps: You can create a small magical imp to serve you. They can perform basic tasks such as picking up objects, walking, and speaking one language of the conjurer's choice. Imps fly at the conjurer's walking speed. They have 1 hit point and 10 AC, but will flee from combat if endangered. You can create 1 imp per level and you take 1 damage if an imp is slain.

Scroll Study: You can study a scroll for 1 day to learn it forever (INT check vs DC 15). The scroll is consumed. This doesn't count towards your known spell limit.



Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.

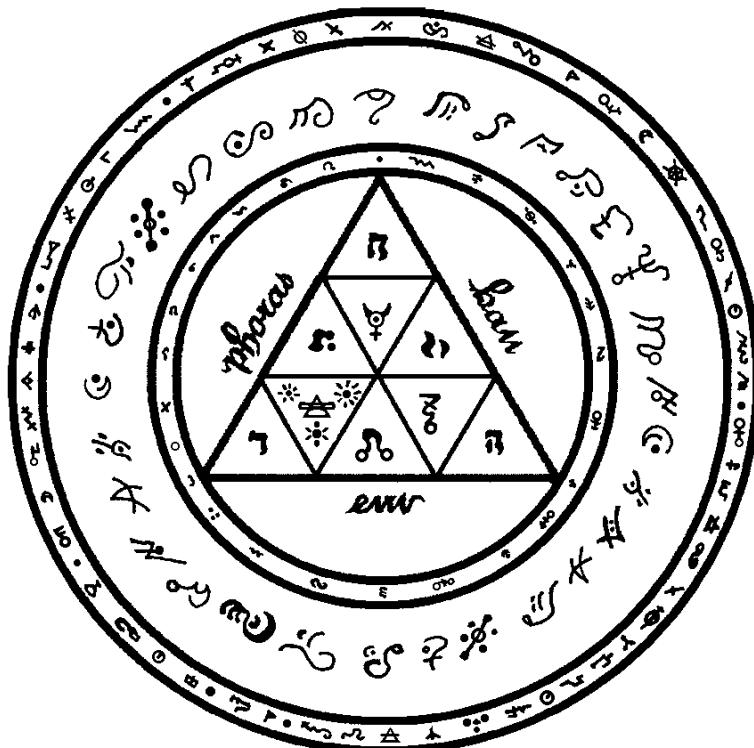
CONJURER TALENTS

2d6	Effect
2	+1 to Scroll Study checks
3-6	+2 to Intelligence or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

CONJURER - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2



Druid

Druids are divine spellcasters that have a powerful connection to the natural world. They are adept wilderness travelers and can shapeshift if they are favored.

Weapons: Club, dagger, javelin, shortbow, spear, staff

Armor: Shields, leather armor

Hit Points: 1d6 per level

Nature Affinity: You can identify plants, animals, and determine if water is clean. You can pass through overgrown areas without leaving a trail. You know the Sylvan and Merran languages. You are immune to magic cast by fae creatures. None of these abilities require a check to use.

Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Gain known spells each level based on the chart on next page.



Shapeshift: If you roll the talent, you can shapeshift. Once performed, they cannot use this ability again until resting.

DRUID TALENTS

2d6	Effect
2	Shapeshift into a small creature (ex. bird, rat, cat, etc.) for 3 rounds
3-6	+2 to Wisdom or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Shapeshift into a large creature (+2 AC, 2d6 damage) for 3 rounds

DRUID - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Elementalist

Elementalists are magic users adept at channeling elemental magic energy. Choose a form of elemental energy to master:

- **Earth:** Matter without Movement or Energy
- **Wind:** Movement without Energy or Matter
- **Fire:** Energy without Movement or Matter
- **Ice:** Movement and Matter without Energy
- **Lightning:** Energy and Movement without Matter
- **Plant:** Matter and Energy without Movement
- **Water:** A fluid mix of all three
- **Shadow:** Absence of all three

Weapons: Club, dagger, shortsword, staff

Armor: None

Hit Points: 1d4 per level

Blast: You can use a combat action to blast an enemy for

1 damage (out to near range) with a spellcasting check. If you roll a failure (normal or critical), there is no consequence. The magic fizzles to no effect.



Elemental: If you are at full HP, you can use resting downtime to create an animated elemental ally. You can only control one at a time per level. It will fight in combat on your behalf (AC 10, +1 to attack, 1d4 damage, 1d4 hit points).

Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.

ELEMENTALIST TALENTS

2d6	Effect
2	+1 to Blast spellcasting checks OR add +1 damage to your blast
3-6	+2 to Intelligence or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

ELEMENTALIST - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2



Enchanter

Enchanters are socially powerful and attractive magic users. They use magic to bolster these qualities and simply overwhelm the mind of another person.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Mesmerizing Gaze: If a humanoid subject is isolated and engaged in conversation with you, they can become mesmerized with an opposed CHA check. They must be alone and giving you their entire attention with no distractions.

While mesmerized, the subject will provide almost any information requested. If they want to keep a secret, they must make a WIS check vs DC 15. A success on this check will end the mesmerizing effect immediately.



Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.

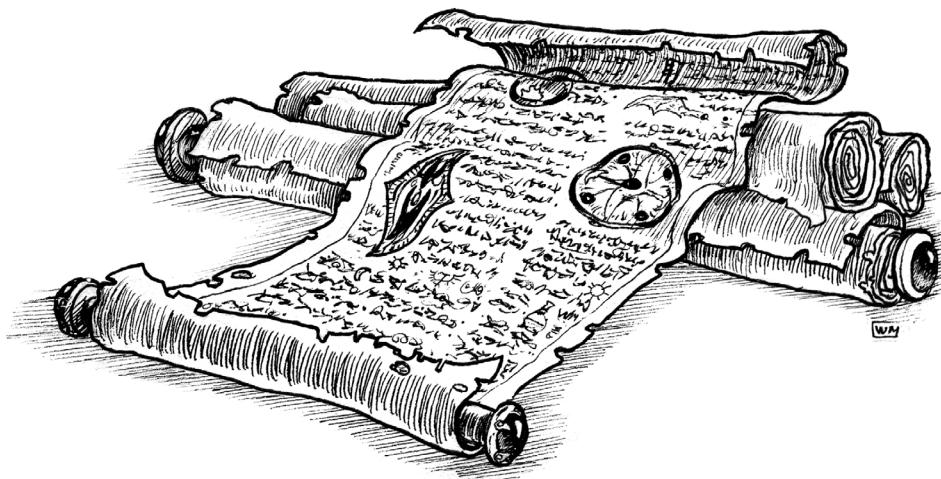
ENCHANTER TALENTS

2d6	Effect
2	+1 to Mesmerizing Gaze checks
3-6	+2 to Intelligence or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

ENCHANTER - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2



WM

Explorer

Explorers are experienced scouts that are comfortable in the wilderness. They are often paid to lead parties of travelers through rough, dangerous, or unknown terrain. Merchants often employ an explorer to lead their caravans, even through known territories.

Weapons: Club, crossbow, dagger, mace, shortbow, shortsword

Armor: Leather armor

Hit Points: 1d6 per level

Alertness: You gain a +2 bonus to initiative. You are not surprised unless you are actively engaged in a task (ex. looting a chest).

Lucky: You gain a +2 bonus when rolling a *death timer* or using a *luck token*. You can also hold up to 2 luck tokens at one time. Rolls to stabilize you are made vs DC 9.



Pathfinding: You gain advantage on all INT checks to determine your location or find the path to a known objective. For example, you could find your way to an abandoned wizard tower with a few directions from a peasant.

EXPLORER TALENTS

2d6	Effect
2	+1 to initiative checks (in addition to Alertness)
3-6	+2 to Dexterity or Intelligence stat
7-9	+1 to Pathfinding checks
10-11	Learn to wear another type of armor or use a new weapon
12	Pick a talent or improve a stat by 2 points

Gladiator

Gladiators are warriors that fight for fame and fortune in the arena. They are beloved by their fans and practiced at doing whatever it takes to take out their opponent.

Weapons: All weapons

Armor: Shields and any armor

Hit Points: 1d8 per level

Dirty Tricks: You can use the environment in unexpected ways (ex. kicking sand in their eyes). Make a DEX check vs a *close* opponent's AC. If successful, the opponent is stunned (cannot act) for 2 rounds.

Shield Mastery: You gain an extra +1 AC when using a shield. You can make an attack roll to bash a *close* opponent with your shield, dealing 1d4 damage and pushing them back to double *close* distance.



GLADIATOR TALENTS

2d6	Effect
2	+1 to AC when using a shield
3-6	+2 to Strength or Dexterity stat
7-9	+1 to Dirty Tricks checks
10-11	+1 to Shield Mastery checks to shield bash
12	Pick a talent or improve a stat by 2 points

Mage

Mages are powerful wizards that focus on mastering a small set of favored spells.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Signature Spell: You can choose one spell per character level to turn into a signature spell. You cannot critically fail when casting it. The spell also manifests in some personalized way (creates a unique smell, burning sigil in the air, etc.).

Other magic users familiar with your methods or reputation can identify lingering spells that you have cast.

Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.



WIZARD TALENTS

2d6	Effect
2	Gain 2 hit points
3-6	+2 to Intelligence or Wisdom stat
7-9	+2 to Spellcasting checks for one of your Signature Spells
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

MAGE - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	4	-	-	-	-
2	5	-	-	-	-
3	5	1	-	-	-
4	5	2	-	-	-
5	5	2	1	-	-
6	5	3	2	-	-
7	5	3	2	1	-
8	5	4	2	2	-
9	5	4	3	2	1
10	5	4	4	2	2



Mariner

Mariners are practiced seafarers trained in all aspects of sailing. They are comfortable high in the rigging and adept at navigation. Unlike a buccaneer, the mariner focuses on peaceful sea travel.

Weapons: Club, crossbow, dagger, javelin, mace, shortbow, shortsword

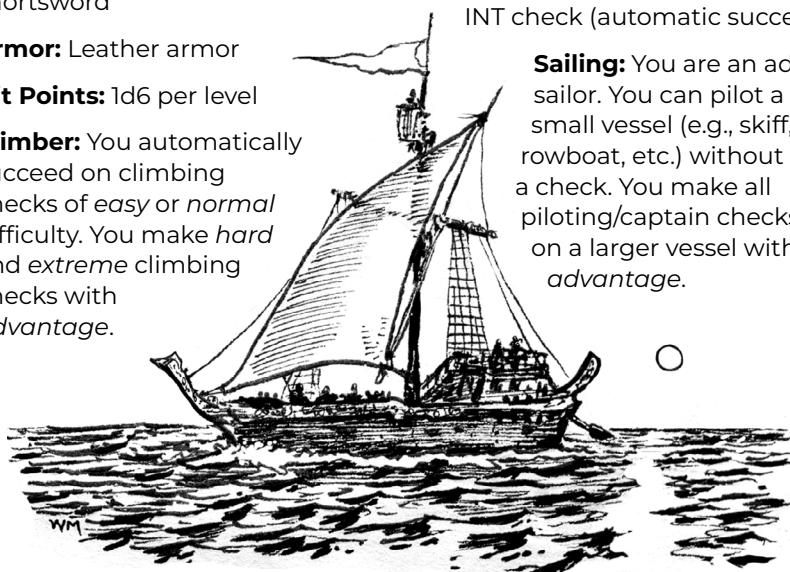
Armor: Leather armor

Hit Points: 1d6 per level

Climber: You automatically succeed on climbing checks of *easy* or *normal* difficulty. You make *hard* and *extreme* climbing checks with advantage.

Dead Reckoning: You gain advantage on all INT checks to determine your location at sea or sail to a known objective. For example, you could sail across the sea to a lost colony after speaking with the harbormaster. If you have an astrolabe, you don't even need to make an INT check (automatic success).

Sailing: You are an adept sailor. You can pilot a small vessel (e.g., skiff, rowboat, etc.) without a check. You make all piloting/captain checks on a larger vessel with advantage.



MARINER TALENTS

2d6	Effect
2	Automatically succeed at climbing at one higher level of difficulty
3-6	+2 to Dexterity or Intelligence stat
7-9	Learn to wear another type of armor or use a new weapon
10-11	Permanently gain 2 hit points or +1 AC
12	Pick a talent or improve a stat by 2 points

Monk

Monks are devoted followers of a deity that have given up their normal duties to travel the world and spread the gospel.

Weapons: Club, Mace, Staff

Armor: Shields, leather armor, chainmail

Hit Points: 1d6 per level

Holy Symbol: You carry a holy symbol (free gear slot). You can hold up the symbol in a free hand to gain +2 AC vs undead creatures. If you touch undead with the holy symbol (normal attack), it deals 1d6 damage and causes them to flee for 5 rounds (as if turned).

Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Gain known spells each level based on the chart on next page.



Turn Undead: You know the Turn Undead spell (does not count towards your known spell limit).

MONK TALENTS

2d6	Effect
2	+1 damage to undead touched by your holy symbol
3-6	+2 to Strength or Wisdom stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

MONK - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Mystic

Mystics are divine spellcasters that can enter a meditative trance to speak directly to their deity. They claim this connection reveals hidden truths and worldly secrets.

Weapons: Club, Mace, Staff

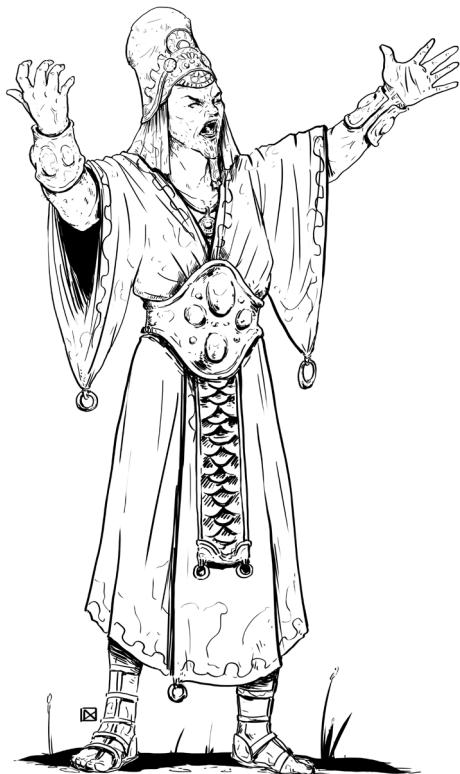
Armor: Leather armor, chainmail

Hit Points: 1d4 per level

Meditation: If you are at full HP, you can use resting downtime to commune with your deity through meditation. This gives you a +1 bonus to your spellcasting checks (until your next rest).

Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Gain known spells each level based on the chart on next page.

Turn Undead: You know the Turn Undead spell (does not count towards your known spell limit).



MYSTIC TALENTS

2d6	Effect
2	Increase your Meditation spellcasting bonus by 1
3-6	+2 to Wisdom or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

MYSTIC - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Necromancer

Necromancers are wizards that have specialized in mastery of the undead. They are generally seen as pariahs by priests and most other spellcasters, but their unique abilities can be useful in a crisis.

Weapons: Dagger, Mace, Staff

Armor: None

Hit Points: 1d4 per level

Command Undead: You can use your magical power to subjugate undead and compel them to serve you. You can use a combat action to make a CHA check vs DC 10 + the level of the undead. Success will allow you to command them (as if charmed) for 3 rounds.

Scroll Study: You can study a scroll for 1 day to learn it forever (INT check vs DC 15). The scroll is consumed. This doesn't count towards your known spell limit.



Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.

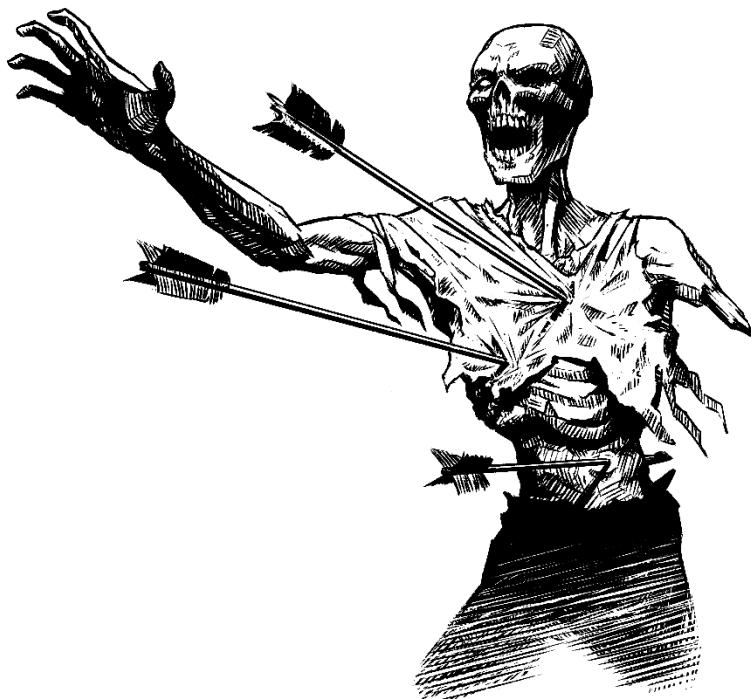
NECROMANCER TALENTS

2d6	Effect
2	Gain a +1 bonus on Command Undead checks
3-6	+2 to Intelligence or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

NECROMANCER - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2



Noble

Nobles are minor landed gentry, typically the third born (or worse) with little opportunity to inherit their family's land. Instead, they set off into the world to make their fortune as adventurers instead.

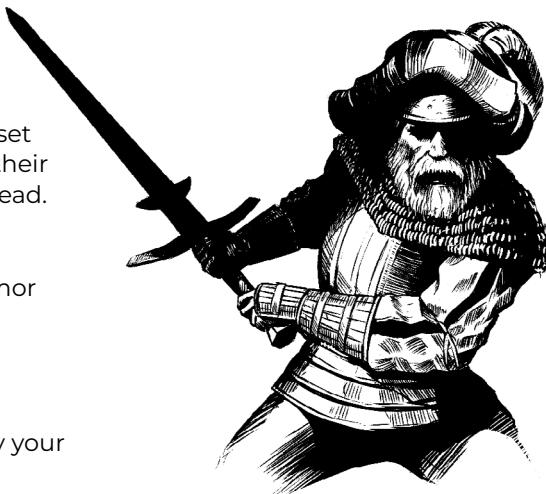
Weapons: All weapons

Armor: Shields and any armor

Hit Points: 1d6 per level

Languages: You know two additional languages (in addition to those gained by your intelligence).

Leadership: Your NPC allies and aligned creatures make morale checks with *advantage*. You can designate one ally per round to benefit from your tactical advice. They gain a +1 bonus on their attack rolls and +1 initiative.



Nobility: Spells, talents, or abilities that have mind-affecting power (ex. charm) are made against you at a *disadvantage*.

Wealth: Roll double the normal number of dice to determine your starting wealth.

NOBLE TALENTS

2d6	Effect
2	You inherit 200 gp multiplied by your level
3-6	+2 to Strength or Charisma stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	Permanently gain 2 hit points or +1 AC
12	Pick a talent or improve a stat by 2 points

Oracle

Oracles are divine spellcasters that have a deep spiritual bond with the avatars of their deity. They can give up partial control of their body to gain extraordinary bonuses.

Weapons: Club, Dagger, Mace, Spear, Staff

Armor: Leather armor, chainmail

Hit Points: 1d4 per level

Possession: You can call upon an avatar of your deity to possess your physical form. You begin to glow (as if holding a torch) and become guided by voices from inside your mind. You gain a +2 attack bonus and +4 to AC for 2d6 rounds. Once performed, they cannot use this ability again until resting.

Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Gain known spells each level based on the chart on next page.



Turn Undead: You know the Turn Undead spell (does not count towards your known spell limit).

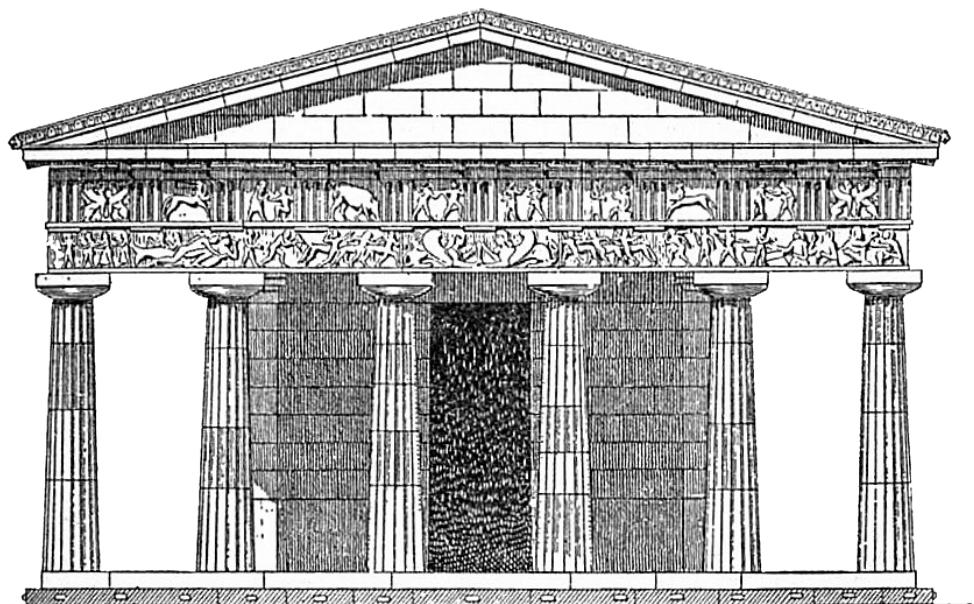
ORACLE TALENTS

2d6	Effect
2	Your possession ability lasts an extra round
3-6	+2 to Strength or Wisdom stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Permanently gain +2 HP or +1 AC

ORACLE - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Pugilist

Pugilist are prize fighters that travel from town to town looking to win a purse in a pit fight or pick up a few coins off an unconscious tough guy who started a bar fight.

Weapons: Club, dagger

Armor: Leather armor

Hit Points: 1d8 per level

Blooded: If you deal 1 point or more of melee damage to an opponent, you gain +2 AC and double your movement rate for 3 rounds. Once performed, you cannot use this ability again until resting.

Brawl: You are adept at fighting unarmed and unarmored. You gain a +1 bonus to attack with your bare fists and deal 1d4 damage. If you are wearing clothes or leather armor, you gain +2 AC.



Dirty Tricks: You can use the environment in unexpected ways (ex. kicking sand in their eyes). Make a DEX check vs a close opponent's AC. If successful, the opponent is stunned for 2 rounds.

PUGILIST TALENTS

2d6	Effect
2	Learn to wear another type of armor or use a new weapon
3-6	+2 to Dexterity or Wisdom stat
7-9	+1 to your Brawl attack and damage
10-11	Gain 3 hit points
12	Pick a talent or improve a stat by 2 points

Ranger

Rangers are divine spellcasters that have learned to survive in the woods and fight effectively.

Weapons: All weapons

Armor: Leather armor, chainmail

Hit Points: 1d8 per level

Priest Spells: You can make spellcasting checks to cast priest spells. Starting at 3rd level, you will begin to gain known spells each level based on the chart on next page. However, you can also gain spells via talent rolls.

Snares: You carry a small pouch of string on your belt (free gear slot). You can spend 3 rounds setting up a tripwire trap that deals 1d4 damage to creatures that come within *close* distance (DEX check vs DC 12 to avoid). This can also be performed at no time cost during a rest period.



Tracking: You automatically succeed on tracking checks of *easy* or *normal* difficulty. You make *hard* and *extreme* tracking checks with *advantage*.

RANGER TALENTS

2d6	Effect
2	Automatically succeed at tracking at one higher level of difficulty
3-6	+2 to Dexterity or Wisdom stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	Gain a known priest spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

RANGER - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	-	-	-	-	-
2	-	-	-	-	-
3	1	-	-	-	-
4	2	-	-	-	-
5	2	1	-	-	-
6	2	2	-	-	-
7	3	2	1	-	-
8	3	2	2	-	-
9	3	2	2	1	-
10	3	3	2	2	-



Rogue

Rogues are classic thieves that make their way in the world through violence.

Weapons: Club, crossbow, dagger, shortbow, shortsword, spear

Armor: Leather armor, chainmail

Hit Points: 1d4 per level

Backstab: A target that is unaware of your presence takes an extra die of damage. As you gain in levels, add an extra damage die every two levels (2nd, 4th, 6th, 8th, 10th).

Shadowed: You gain *advantage* on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.

Taking Cover: You impose *disadvantage* on ranged attacks or spellcasting checks targeting you with only 25% cover (instead of the normally required 50%).



Thievery: You have *advantage* on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

ROGUE TALENTS

2d6	Effect
2	+1 to Thievery checks
3-6	+2 to Dexterity or Charisma stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	+1 to Shadowed checks
12	Pick a talent or improve a stat by 2 points

Savage

Savages are barbarian tribesfolk that have left their homeland in search of fame and fortune. Their long-term goal is often to return home and elevate their people.

Weapons: Club, dagger, greataxe, greatsword, javelin, mace, shortbow, spear, staff

Armor: Shields and leather armor

Hit Points: 1d8 per level

Brawl: You are adept at fighting unarmed and unarmored. You gain a +1 bonus to attack with your bare fists and deal 1d4 damage. If you are wearing clothes or leather armor, you gain +2 AC.

Tracking: You automatically succeed on tracking checks of easy or *normal* difficulty. You make *hard* and *extreme* tracking checks with *advantage*.



Wildling: You are comfortable in the wilderness and have *advantage* on all checks to find food or shelter.

SAVAGE TALENTS

2d6	Effect
2	Permanently gain 2 hit points or +1 AC
3-6	+2 to Strength or Dexterity stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	Learn to wear another type of armor or use a new weapon
12	Pick a talent or improve a stat by 2 points

Scholar

Scholars are powerful spellcasters that can develop a vast flexible repertoire of spells. They discover this magic through focus and hard study. The scholar's wisdom is recognized by others.

Weapons: Staff

Armor: None

Hit Points: 1d4 per level

Leadership: Your NPC allies and aligned creatures make morale checks with *advantage*. You can designate one ally per round to benefit from your tactical advice. They gain a +1 bonus on their attack rolls and +1 initiative.

Scroll Study: You can study a scroll for 1 day to learn it forever (INT check vs DC 15). The scroll is consumed. This doesn't count towards your known spell limit.



Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.

SCHOLAR TALENTS

2d6	Effect
2	Your Leadership ability grants an extra +1 attack OR +1 initiative
3-6	+2 to Intelligence or Wisdom stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain a known wizard spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

SCHOLAR - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	4	-	-	-	-
2	5	-	-	-	-
3	5	1	-	-	-
4	5	2	-	-	-
5	5	3	1	-	-
6	5	4	2	-	-
7	5	4	2	1	-
8	5	4	2	2	-
9	5	5	3	2	1
10	5	5	4	2	2



Scout

Scouts are military-trained experts at finding the enemy.

Weapons: All weapons

Armor: Leather armor

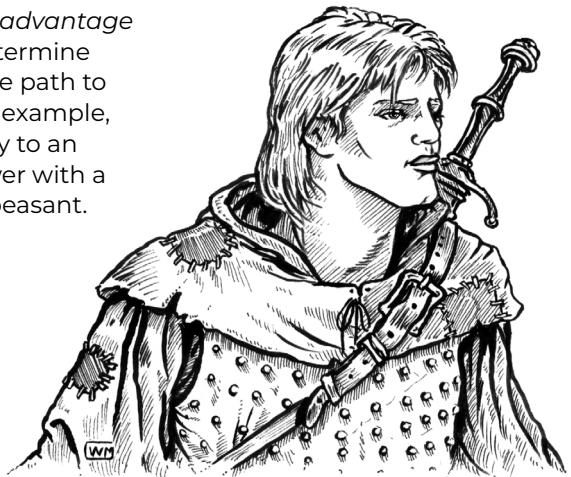
Hit Points: 1d6 per level

Alertness: You gain a +2 bonus to *initiative*. You are not *surprised* unless you are actively engaged in a task (ex. looting a chest).

Pathfinding: You gain *advantage* on all INT checks to determine your location or find the path to a known objective. For example, you could find your way to an abandoned wizard tower with a few directions from a peasant.

Shadowed: You gain *advantage* on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.

Tracking: You automatically succeed on tracking checks of *easy* or *normal* difficulty. You make *hard* and *extreme* tracking checks with *advantage*.



SCOUT TALENTS

2d6	Effect
2	+1 to initiative checks (in addition to Alertness)
3-6	+2 to Dexterity or Intelligence stat
7-9	+1 to Shadowed checks
10-11	Learn to wear another type of armor or use a new weapon
12	Pick a talent or improve a stat by 2 points

Shaman

Shamans are divine spellcasters that have a bond with the spirit world and draw upon its energy.

Weapons: Club, dagger, javelin, shortbow, spear, staff

Armor: Shields, leather armor

Hit Points: 1d6 per level

Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Gain known spells each level based on the chart on next page.

Spirit Walk: If you are at full HP, you can use resting downtime to enter a trance and walk in the spirit world. This will reveal the layout of the map (dungeon or overland) out to *far* distance. This will not reveal any living beings, only the terrain. Once performed, you cannot use this ability again until resting.



Turn Undead: You know the Turn Undead spell (does not count towards your known spell limit).

SHAMAN TALENTS

2d6	Effect
2	You can Spirit Walk out an additional <i>near</i> distance.
3-6	+2 to Wisdom or Charisma stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

SHAMAN - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Soldier

Soldiers are trained military veterans that have left the service. They may be looking for work as sellswords or seeking fame and fortune. They are strong warriors in small unit engagements.

Weapons: All weapons

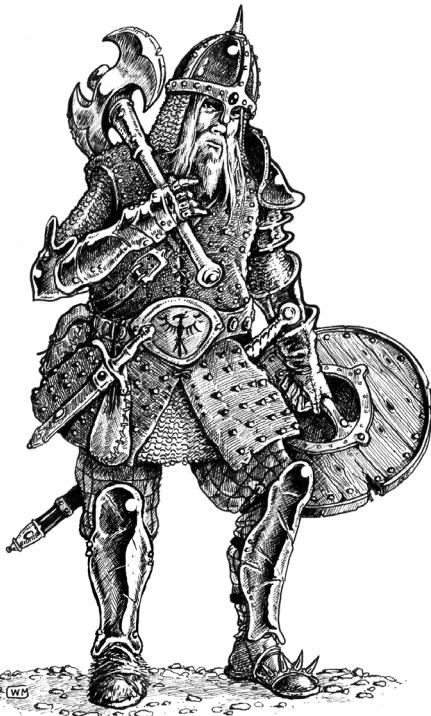
Armor: Shields and any armor

Hit Points: 1d8 per level

Formation Fighting: If you have two allies within close distance, you gain *advantage* on all combat actions (attacks, throwing, etc.).

Full Kit: Wearing a backpack, you gain an extra 5 gear slots.

Weapon Focus: Choose a type of weapon (ex. greataxe). With that weapon, gain +1 to attack and damage. As you gain in levels, add an extra +1 to these bonuses every two levels (2nd, 4th, 6th, 8th, 10th).



SOLDIER TALENTS

2d6	Effect
2	Gain Weapon Focus in an additional weapon
3-6	+2 to Strength or Dexterity stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	Learn to wear another type of armor or use a new weapon
12	Permanently gain 2 hit points or +1 AC

Sorcerer

Sorcerers are magic users adept at recovering their spellcasting ability without taking the time to rest.

Weapons: Dagger, Staff

Armor: None

Hit Points: 1d4 per level

Quick Recovery: If you fail a spellcasting check, you will recover the ability to cast the spell again after 10 rounds.

Scroll Study: You can study a scroll for 1 day to learn it forever (INT check vs DC 15). The scroll is consumed. This doesn't count towards your known spell limit.

Wizard Spells: You can make spellcasting checks to cast wizard spells. Gain known spells each level based on the chart on next page.



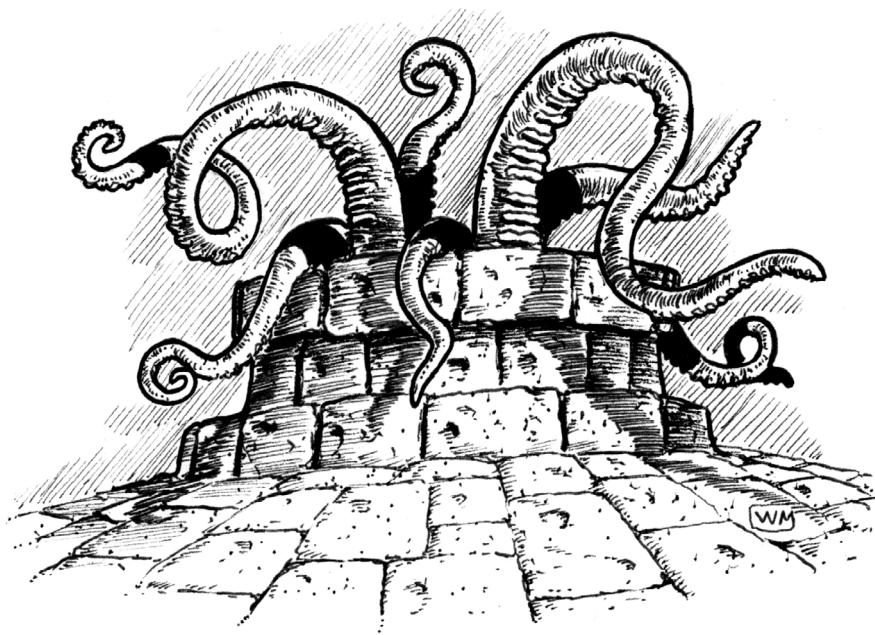
SORCERER TALENTS

2d6	Effect
2	Reduce your Quick Recovery wait time by 1 round
3-6	+2 to Intelligence or Wisdom stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain a known wizard spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

SORCERER - WIZARD SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2



Spy

Spies are secretive agents that gather information clandestinely.

Weapons: Crossbow, dagger, longsword, mace, shortsword

Armor: Leather armor

Hit Points: 1d6 per level

Charming: You can fast talk your way through a situation. If the subject is non-hostile, this is a CHA check against DC 12. If the creature is inclined to be hostile to you, this is against DC 18.

Success is not a compulsion, but the subject will comply unless there is an obvious negative consequence.

For example, you could trick a peasant to buy a potion (flask of red water), but not hand over a coin purse. Alternatively, you could convince a guard to check out a strange sound.



Earshot: You can hear effectively out to *far* distance if it is quiet in your immediate surroundings. You can use this ability to listen in on conversations without detection.

Shadowed: You gain *advantage* on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.

SPY TALENTS

2d6	Effect
2	+1 to Charming checks
3-6	+2 to Dexterity or Charisma stat
7-9	+1 to Shadowed checks
10-11	Learn to wear another type of armor or use a new weapon
12	Pick a talent or improve a stat by 2 points

Squire

Squires are young warriors pledged to the service of a noble. They are taught to clean and care for the noble's armor and weapons. During spare time, the noble provides the squire with individualized combat training. The squire is often given older, but still valuable equipment that the noble is discarding.

Weapons: All weapons

Armor: Shields and any armor

Hit Points: 1d8 per level

Full Kit: Wearing a backpack, you gain an extra 5 gear slots.

Torchbearer: Once you start using it, a torch does not consume a gear slot. You can start a campfire with only two torches.

Tutelage: Roll two extra dice for starting wealth.



Shield Mastery: You gain an extra +1 AC when using a shield. You can make an attack roll to bash a close opponent with your shield, dealing 1d4 damage and pushing them back to double close distance.

SQUIRE TALENTS

2d6	Effect
2	Permanently gain 2 hit points or +1 AC
3-6	+2 to Strength or Dexterity stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	You can carry one more torch (free gear slot)
12	Pick a talent or improve a stat by 2 points

Thug

Thugs are street criminals that have learned how to get what they want by threatening or actually using violence. They are adept fighters in their own right but they would prefer to just take what they want without opposition.

Weapons: All weapons

Armor: Shields and any armor

Hit Points: 1d8 per level

Intimidation: In addition to your normal attack, you can choose one opponent (of equal or lesser level) and make an opposed CHA check. On a success, they terrified into inaction and forfeit their turn.

Shadowed: You gain *advantage* on stealth checks. Add an extra +2 to stealth checks if you are motionless. You can move silently at half your normal speed.



Unstoppable: You can charge through an opponent's location, knocking them prone, on an opposed STR check. You roll with *advantage*. Standing back up uses their move action.

THUG TALENTS

2d6	Effect
2	+1 to Unstoppable checks
3-6	+2 to Strength or Dexterity stat
7-9	+1 to Intimidation checks
10-11	+1 to Shadowed checks
12	Pick a talent or improve a stat by 2 points

Urchin

Urchins are street children that have grown into criminals due to desperation.

Weapons: Club, dagger, spear

Armor: Shields and leather armor

Hit Points: 1d6 per level

Dirty Tricks: You can use the environment in unexpected ways (ex. kicking sand in their eyes). Make a DEX check vs a close opponent's AC. If successful, the opponent is stunned for 2 rounds.

Innocuous: If you can act during the surprise round and there is any cover within *near* distance, you can hide behind it. You are treated as if invisible. You can move to another *near* piece of cover and remain invisible. The effect ends if you attack.



Thievery: You have *advantage* on DEX checks to disguise yourself, shadow someone, find and disable traps, pickpocket, or pick locks.

URCHIN TALENTS

2d6	Effect
2	Permanently gain 2 hit points or +1 AC
3-6	+2 to Dexterity or Charisma stat
7-9	+1 to Thievery checks
10-11	Learn to wear another type of armor or use a new weapon
12	Pick a talent or improve a stat by 2 points

Valkyrie

Valkyries are divine spellcasters blessed by the gods of war. They are traditionally female. Valkyries fight with divine fervor and enjoy the protection of their deities.

Weapons: All weapons

Armor: Shields and any armor

Hit Points: 1d8 per level

Favored: If you use a *luck token* to deliver a killing blow to an enemy, you get it back immediately.

Raven: You attract a number of raven familiars equal to your level. They can communicate with you telepathically and carry small written messages in their claws. They make useful scouts and messengers, but have only 1 HP, +1 mod to attacks (1d4 damage), and 10 AC. If a raven dies, the Valkyrie takes 1 damage themselves.



Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Starting at 3rd level, you will begin to gain known spells each level based on the chart on next page. However, you can also gain access to spells via talent rolls.

VALKYRIE TALENTS

2d6	Effect
2	Your ravens gain 1 hit point, +1 to attacks, and +1 AC
3-6	+2 to Strength or Dexterity stat
7-9	+1 to attack and damage with a weapon of your choice
10-11	Gain a known priest spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

VALKYRIE - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	-	-	-	-	-
2	-	-	-	-	-
3	1	-	-	-	-
4	2	-	-	-	-
5	2	1	-	-	-
6	2	2	-	-	-
7	3	2	1	-	-
8	3	2	2	-	-
9	3	2	2	1	-
10	3	3	2	2	-



Witch

Witches are divine spellcasters that have learned to draw out and channel the dark energies of the fey world.

Weapons: Club, Crossbow, Dagger, Shortsword, Staff

Armor: Leather armor, chainmail

Hit Points: 1d4 per level

Brew: If you are at full HP and have an empty flask, you can use resting downtime to brew over the campfire. You can choose to create a healing potion (restores 1d4 HP) or a poison (1d8 damage if ingested, 1d2 extra damage if applied to a weapon). These brews will lose their potency after a day.

Hex: You can designate a target in combat. They suffer *disadvantage* on all checks. This requires *focus*, so you cannot take any other actions.



Priest Spells: You can make spellcasting checks to cast priest spells (deity required). Gain known spells each level based on the chart on next page.

WITCH TALENTS

2d6	Effect
2	Your potions restore +1 hit point or inflict +1 damage
3-6	+2 to Wisdom or Constitution stat
7-9	Permanently cast a spell of your choice with advantage
10-11	Gain an additional known spell (doesn't count towards limit)
12	Pick a talent or improve a stat by 2 points

WITCH - PRIEST SPELLS KNOWN

Spells Known by Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Equipment



Gemstones and Metals

d100	Valuable	Gear Slots	Found	GP (each)
01-04	Agate	-	2d6	22
05-07	Alexandrite	-	1d2	450
08-10	Amber	-	1d6	90
11-13	Amethyst	-	1d6	120
14-17	Aventurine	-	1d6	70
18-21	Carnelian	-	1d6	75
22-24	Copper trade bars	1	2d6	5
25-27	Diamond	-	1d2	1,200
28-30	Electrum trade bars	1	1d2	900
31-33	Emerald	-	1d3	275
34-36	Garnet	-	1d6	100
37-39	Gold trade bars	1	1d2	500
40-42	Jade	-	1d6	100
43-46	Jasper	-	2d6	40
47-50	Lapis Lazuli	-	2d6	25
51-54	Malachite	-	2d6	10
55-57	Mercury Vials	1	2d6	50
58-61	Obsidian	-	2d6	12
62-64	Onyx	-	2d6	55
65-67	Opal	-	1d2	750
68-70	Pearl	-	1d3	300
71-74	Peridot	-	1d6	60
75-76	Platinum trade bars	1	1d2	5,000
77-79	Ruby	-	1d2	1,000
80-82	Sapphire	-	1d3	800
83-86	Silver trade bars	1	1d6	50
87-90	Tiger's Eye	-	2d6	35
91-93	Topaz	-	1d2	500
94-96	Tourmaline	-	1d6	125
97-00	Turquoise	-	2d6	20

Gemstones and Metals

Agate. Versatile colorful gemstone often used in jewelry making.

Alexandrite. Gemstone that changes colors under different sources of light.

Amber. Fossilized tree resin appreciated for color and beauty.

Amethyst. A beautiful violet variety of quartz.

Aventurine. Form of translucent quartz with a shimmering or glistening effect.

Carnelian. Dark red gemstone commonly used in beads.

Copper Trade Bars. Five hundred copper coins, melted into an ingot for easy transportation.

Diamond. Extremely rare gemstone of exceptional clarity and hardness.

Electrum Trade Bars. Five hundred electrum coins, melted into an ingot for easy transportation.

Emerald. Highly valued soft green colored gemstone.

Garnet. Translucent gemstone found in every color, with reddish shades most common.

Gold Trade Bars. Five hundred gold coins, melted into an ingot for easy transportation.

Jade. Green, yellow, or white mineral used in jewelry, statues, and ornaments.

Jasper. Polished variety of quartz that breaks with a smooth surface, used in ornamentation.

Lapis Lazuli. Deep-blue rock used as a semi-precious stone for its brilliance and intensity.

Malachite. Copper-based opaque, green-banded mineral.

Mercury Vials. Heavy, silvery metal that is liquid at room temperature, also known as quicksilver.

Obsidian. Naturally occurring volcanic glass that breaks on a sharp edge, used for tools, ornamentation, and jewelry.

Onyx. Red and black mineral with parallel white bands.

Opal. Hardened silica deposit featuring a vivid interplay of internal colors.

Pearl. Hard, glistening object produced by the mantle of a mollusk or similar creature.

Peridot. Deep yellowish-green transparent variety of olivine.

Platinum Trade Bars. Five hundred platinum coins, melted into an ingot for easy transportation.

Ruby. Durable pink or red colored gemstone used in jewelry.

Sapphire. Typically blue gemstone used in jewelry and ornamentation, also comes in other color varieties.

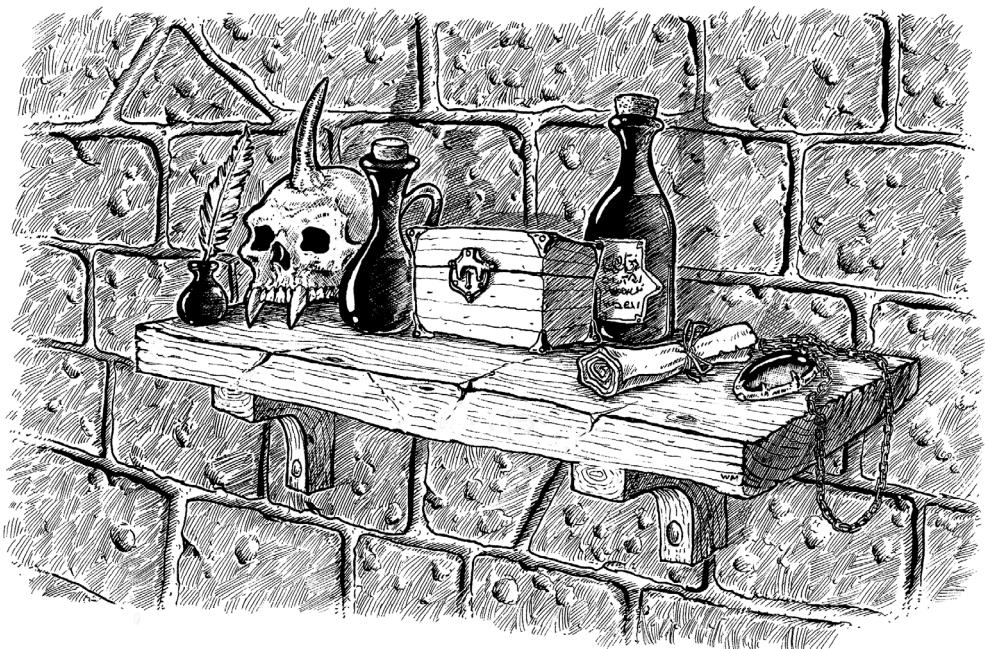
Silver Trade Bars. Five hundred silver coins, melted into an ingot for easy transportation.

Tiger's Eye. Golden banded stone with a silky luster.

Topaz. Colorless silicate that also comes in pale blue, golden brown, and yellow orange varieties.

Tourmaline. Brightly colored gemstone that repels hot ashes due to its pyroelectric properties.

Turquoise. Opaque blue-to-green mineral valued for its unique hue.



Weapons

d100	Weapon	Cost	Type	Range	Damage	Gear Slots
01-04	Bastard sword	10 gp	M	C	1d8/1d10	2
05-08	Bearded axe	7 gp	M/R	C/N	1d6/1d8	1
09-12	Club	5 cp	M	C	1d4	1
13-16	Crossbow	8 gp	R	F	1d6	2
17-20	Dagger	1 gp	M/R	C/N	1d3/1d4	-
21-24	Flail	8 gp	M	C	1d6	1
25-28	Greataxe	10 gp	M	C	1d8/1d10	2
29-32	Greataxe	12 gp	M	C	1d12	2
33-36	Javelin	2 gp	M/R	C/F	1d4/1d6	1
37-40	Longbow	8 gp	R	F	1d8	1
41-44	Longsword	9 gp	M	C	1d8	1
45-48	Mace	5 gp	M	C	1d6	1
49-52	Morningstar	10 gp	M	C	1d8	1
53-56	Quarterstaff	5 sp	M	C	1d6	1
57-60	Polearm	21 gp	M	N	2d6	2
61-64	Rapier	10 gp	M	C	1d4	1
65-68	Sap	1 gp	M	C	1d4	-
69-72	Scimitar	12 gp	M	C	1d8	1
73-76	Shortbow	6 gp	R	F	1d4	1
77-80	Shortsword	7 gp	M	C	1d6	1
81-84	Sling	6 sp	R	F	1d4	-
85-88	Spear	5 sp	M/R	C/N	1d6/1d8	1
89-92	Trident	2 gp	M	C	1d6/1d8	1
93-96	Warhammer	10 gp	M	C	1d10	1
97-00	Whip	3 gp	M	N	1d4	1

Weapons

Bastard Sword. A longsword with a longer hilt to grant more leverage. This weapon can be used one or two-handed. Use the higher damage value if using both hands.

Bearded axe. A common weapon among barbarian tribes without access to large quantities of high-grade iron or quality blacksmiths. This weapon can be used in melee or thrown. Use the first damage value if thrown.

Club. The most simple and basic weapon available, essentially a large stick. Breaks on a Natural 1.

Crossbow. A hand-cranked mechanical device used to hit targets at a distance with quarrels. This weapon must be used two-handed. Reloading consumes a movement action.

Dagger. A standard basic weapon as well as an all-purpose tool and utensil. This weapon can be used in melee or thrown. Use the first damage value if thrown. If used in melee, you can choose to use your STR or DEX with this weapon, whichever is greater.

Flail. A wooden haft with an attached spiked ball and chain for striking. If you roll a critical hit, it will become entangled with the enemy weapon (in addition to the normal benefits of a critical hit). This renders both weapons useless until untangled, a process that takes 3 rounds of focused attention to complete. Of course, you can simply drop the flail and draw a different weapon while your opponent struggles helplessly.

Greataxe. A large axe designed specifically for combat. This weapon can be used one or two-handed. Use the higher damage value if using both hands.

Greatsword. A larger version of a longsword. It is a symbol of martial prowess. This weapon must be used two-handed.

Javelin. A short spear balanced for throwing. This weapon can be used in melee or thrown. Use the first damage value if thrown.

Longbow. A six-foot long bow with a heavy draw, used to hit targets at a distance with arrows. This weapon must be used two-handed.

Longsword. The classic heroic weapon and sometimes a symbol of noble status.

Mace. A metal version of the club. The extra weight and hard edges give it much better striking power.

Morningstar. A mace with a spiked head, designed to penetrate armor and deal more than just impact damage. If you roll a critical hit against an opponent with a shield, it will become embedded in the shield (in addition to the normal benefits of a critical hit). This renders the weapon and the shield useless until removed, a process that takes 3 rounds of focused attention to complete.

Quarterstaff. A thick wooden staff used to block and strike in combat. It +2 AC against an opponent in melee due to its excellent parrying abilities. You can choose to use your STR or DEX to use this weapon, whichever is greater. This weapon must be used two-handed.

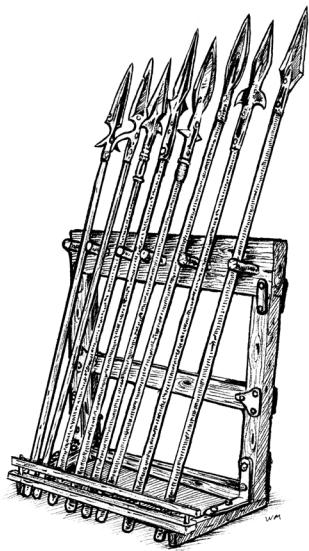
Polearm. A long spear with a sophisticated head resembling an axe. The weapon is very long and can be used to make attacks out to *near* distance. This weapon must be used two-handed.

Rapier. A sword specifically designed for parrying blows in combat. If used in conjunction with a dagger in the off hand, the rapier grants +2 AC against any melee opponents. You can choose to use your STR or DEX to use this weapon, whichever is greater.

Sap. A weighted leather weapon specifically designed to knock someone unconscious. When used against an unaware combatant from behind, they must make a CON check against DC 12 or fall unconscious for 1d6 rounds.

Scimitar. A long, curved sabre designed to be used from horseback. If mounted, you can make melee attacks are made with advantage.





Shortbow. A three-foot long bow with a light draw. Attacks made at a *near* distance are made with advantage. This weapon must be used two-handed.

Shortsword. A basic weapon of proven reliability. It is nimble with great thrusting ability.

Sling. A cheap ranged weapon. It uses the centrifugal effect to throw a small stone called a bullet. The sling requires a clear *close* radius around your body to use. Anyone standing within *close* distance when you use this will be hit by the swinging arc of the straps (for no damage) and render your shot useless and stunning them for 1 round. This weapon must be used two-handed.

Spear. A classic weapon with great thrusting power that has a variety of uses in combat. This weapon can be used in melee or thrown. Use the first damage value if thrown.

Trident. A small lightweight spear with a three-pronged head. It lacks the throwing balance of a javelin or spear and cannot be thrown. It is a disarming weapon. If you roll a critical hit against an opponent with a weapon in their hands, you can forgo dealing damage to twist the weapon out of their hands. It is randomly thrown up to *near* distance away. However, you will still keep your grip on the trident.

Warhammer. A strong impact weapon. It is imbalanced and ineffective as a throwing weapon. This weapon must be used two-handed.

Whip. A livestock management weapon that can also be used in combat. It can strike out to *near* distance. If you roll a critical hit against an opponent, they are wracked with pain and have *disadvantage* on tasks for 2 rounds. You will also deal critical damage. You can choose to use your STR or DEX to use this weapon, whichever is greater.

Armor

d100	Armor	Cost	Gear Slots	AC	Properties
01-05	Banded	80 gp	2	13 + DEX Mod	No swim
06-10	Brigandine	60 gp	1	12 + DEX Mod	Disadv on swim
11-15	Chainmail	60 gp	2	13 + DEX Mod	Disadv on swim/stealth
16-20	Hauberk	50 gp	1	12 + DEX Mod	Disadv on swim/stealth
21-25	Helmet	3 gp	1	+0	Advantage to resist
26-30	Hide	8 gp	1	11 + DEX Mod	-1 CHA mod
31-35	Lamellar	115 gp	3	13 + DEX Mod	-
36-40	Leather	10 gp	1	11 + DEX Mod	-
41-50	Padded / Linen	4 gp	1	11 + DEX Mod	No swim
51-55	Plate, Field	100 gp	3	15	No swim
56-60	Plate, Full	130 gp	3	16	No swim, disadv stealth
61-65	Ringmail	30 gp	2	12 + DEX Mod	No swim, disadv stealth
66-70	Scale Mail	45 gp	2	12 + DEX Mod	Disadv stealth
71-80	Shield, Buckler	3 gp	1	+1	Occupies one hand
81-85	Shield, Kite	15 gp	2	+3	Occupies one hand
86-95	Shield, Round	10 gp	1	+2	Occupies one hand
96-00	Studded Leather	25 gp	1	12	-

Armor

Banded. Armor composed of overlapping horizontal strips of laminated metal sewn over a backing of chainmail and soft leather backing.

Brigandine. Armor composed of hardened animal skins or cloth that is covered with a network of riveted oblong steel plates.

Chainmail. Armor composed of tiny interlocking metal rings that together form a dense mesh.

Hauberk. The torso portion of chainmail armor. Leaves the limbs bare but improves movement.

Helmet. Armor for the head. Gives the wearer an *advantage* on any check to resist concussion, blasts, sonic attacks, falling debris, or similar dangers.

Hide. Armor composed of hardened wild animal skins. Indicative of barbarian culture.

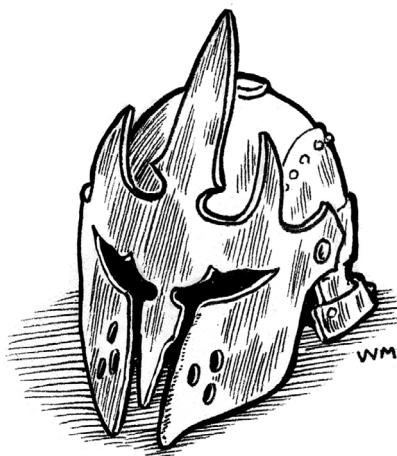
Lamellar. Armor composed of metal plates laced into overlapping horizontal rows.

Leather. Armor composed of boiled and hardened cow leather. This is the standard armor for adventurers everywhere.

Padded / Linen. Armor made of thick cloth layers that provides minimal protection. It is common among the peasantry and light infantry. If submerged in water or exposed to heavy rain, the cloth layers will soak up a lot of water.

Plate, Field. An incomplete set of plate mail armor. The most difficult plates to add and/or remove are dropped from the set, especially around the knees & elbows. It can be put on or taken off in 2 rounds.

Plate, Full. Armor composed of laced heavy steel plates. It can be put on or taken off in 5 rounds (or 2 rounds with assistance).



Ringmail. Armor composed of large interlocking metal rings that together form a dense mesh. It is noisy and bulky compared to chainmail, limiting movement.

Scale Mail. Armor composed of hardened metal supporting a network of small overlapping armor plates.

Shield, Buckler. A small two-foot diameter shield. It is held in the off hand and moved into the path of attacks to block them.

Shield, Kite. A large, almond-shaped shield rounded at the top and curving down to a point or rounded point at the bottom. It was designed for use by cavalry and grants an additional +1 AC when mounted.

Shield, Round. A round wooden shield with a metal boss in the center. It protects half of the body in combat and is attached to the wearer's off hand.

Studded Leather. Armor composed of hardened animal skins or cloth that is covered with a network of riveted metal studs.

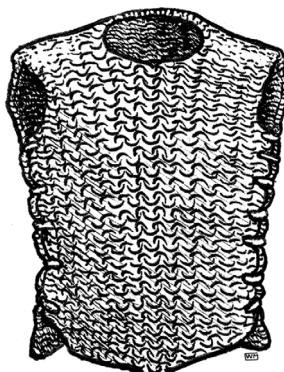
Alternative Materials

d100	Armor	Cost	Gear Slots	AC	Properties
01-10	Adamantine	x8	+1	+2	Metal only, no swim
11-55	Bronze	1/2	+0	-1	Plate only, +1 CHA mod
56-00	Mithril	x4	-1	-	Metal only, No penalty stealth/swim

Adamantine. Armor made using dense magnetic lodestone. Highly revered by Dwarves.

Bronze. Armor made from light-weight copper and tin alloy. It bears a strong luster that is socially appealing.

Mithril. A mythic metal that resembles mercury or silver, while being lighter than steel.



Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
01	Acid	Burns thru metal	1	1 gp
02	Air Bladder	Breathe underwater	-	5 sp
03	Alcohol	Improves CHA	1	1 sp
04	Apron, Heavy	Absorbs splashes	-	5 cp
05	Arrows (20)	Bow ammo	1	1 gp
06	Aspergillum	Delivers holy water	1	8 gp
07	Astrolabe	Navigation tool	1	400 gp
08	Backpack	Stores items	-1	2 gp
09	Bandages	Stabilizes wounded	1	6 sp
10	Barding	Armor for mounts	4	240 gp
11	Bedroll	Improves resting	1	3 sp
12	Basket	Stores items	-	1 sp
13	Belt Pouch	Stores 100 coins	-	2 gp
14	Birdcage	Stores creatures	1	4 gp
15	Blindfold	Blocks light/gazes	-	3 sp
16	Block and Tackle	Lifts heavy objects	1	12 gp
17	Body Paint	Camouflages user	-	8 sp
18	Box, Large	Stores items	-	7 sp
19	Box, Small	Stores items	-	2 sp
20	Brand	Burns a sigil	1	3 gp
21	Bullets (20)	Sling ammo	1	5 sp
22	Caltrops	Damages enemies	1	5 sp
23	Campfire Bundle	Creates a campfire	1	5 sp
24	Candles (5)	Creates small light	1	5 cp
25	Chain (60 ft)	Better than rope	2	5 gp

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
26	Chalk (10 pieces)	Writing implement	-	5 cp
27	Chalk (powder)	White powder	-	5 cp
28	Chest, Ironbound	Heavy storage	4	20 gp
29	Chest, Potion	Secure storage	3	18 gp
30	Chest, Standard	Normal storage	3	10 gp
31	Chisel	Carving tool	-	1 gp
32	Circlet	Sign of nobility	-	40 gp
33	Clay Jug	Liquid storage	1	5 sp
34	Cloak	Camouflage	-	7 sp
35	Crampons	Climbing boots	1	4 gp
36	Crowbar	Forces open doors	1	5 sp
37	Disguise Kit	Change appearance	1	8 gp
38	Ear Plugs	Protect ears	-	5 cp
39	Fishing Rod & Hook	Survival tool	1	8 sp
40	Fishing Net	Survival tool	2	4 sp
41	Flask/Bottle/Vial	Holds liquids	1	3 gp
42	Flint & Steel Kit	Used to start fires	1	5 sp
43	Grappling Hook	Secures ropes	1	1 gp
44	Hammer	Secures spikes	1	2 sp
45	Handsaw	Cuts through	1	4 sp
46	Holy Water	Damages undead	1	5 gp
47	Horse Tack	Used for riding	6	12 gp
48	Hourglass	Tracks time	1	90 gp
49	Ladder	Climbing tool	5	3 sp
50	Lantern, Beacon	Creates beam	1	12 gp

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
51	Lantern, Standard	Provides light	1	5 gp
52	Lanyard	Secures weapon	-	3 sp
53	Leather Gloves	Protects hands	-	1 gp
54	Lock, Basic	Secures objects	-	2 gp
55	Lock, Exceptional	Secures objects	-	14 gp
56	Lockpicks	Opens locks	-	5 gp
57	Lodestone	Magnetic Rock	-	1 gp
58	Manacles	Secures prisoners	1	3 gp
59	Mirror	Reflects gazes	-	10 gp
60	Mortar and Pestle	Used in alchemy	-	5 sp
61	Musical Instrument	Entertains others	1	24 gp
62	Oil, Jellied	Burns your enemies	1	2 gp
63	Oil, Lantern (2)	Used in a lantern	1	5 sp
64	Paper / Parchment	Writing material	-	1 gp
65	Perfume	Improves odor	-	16 gp
66	Pickaxe	Digs through rock	1	4 gp
67	Pipe	Used to smoke	-	8 sp
68	Playing Cards	Used to gamble	-	2 sp
69	Pole (10 ft)	Reaches objects	1	5 sp
70	Pot, Iron	Stores items	1	5 sp
71	Quarrels (20)	Crossbow ammo	1	1 gp
72	Quill Pen	Used to write	-	7 sp
73	Rations (3)	Used during rest	1	5 sp
74	Reed, Hollow	Breathe underwater	-	5 cp
75	Rockworms	Eats thru rock	2	18 gp

Adventuring Gear

d100	Item	Properties	Gear Slots	Cost
76	Rope (60 ft)	Used for climbing	1	1 gp
77	Sachet	Improves odor	-	8 gp
78	Sack, Large	Stores items	1	2 sp
79	Sack, Small	Stores items	-	5 cp
80	Scroll Case	Stores papers	1	1 gp
81	Sewing Kit	Repairs cloth items	-	4 sp
82	Shovel	Digs through dirt	1	7 sp
83	Signet Ring	Makes wax seal	-	4 gp
84	Sledge	Smashes things	1	8 sp
85	Smelling Salts	Wakes unconscious	-	3 gp
86	Snowshoes	Move through snow	1	3 sp
87	Songbird	Makes noise	-	3 sp
88	Spikes, Iron (10)	Secures ropes	1	1 gp
89	Spyglass	See at a distance	0	800 gp
90	Tent, Large	Shelter for six	2	6 gp
91	Tent, Small	Shelter for two	1	1 gp
92	Tongs	Picks up items	1	8 sp
93	Torch	Provides light	1	5 sp
94	Two-Man Saw	Cuts down trees	3	1 gp
95	Waterskin	Holds liquids	-	5 cp
96	Wax (3 lbs.)	Various uses	-	5 cp
97	Whetstone	Sharpens weapons	-	1 gp
98	Whistle	Makes noise	-	5 sp
99	Wooden Stakes	Kills vampires (?)	1	5 cp
100	Writing Ink	Used to write	-	2 gp

Adventuring Gear

Acid. Glass bottle of volatile acid with a cork stopper. It can be thrown in combat (DEX check vs Enemy AC), dealing 1d4 damage to anyone struck and 1 point of splash damage to anyone at close distance. It can also be carefully poured onto a locked object (door, chest, etc.) to burn away the structure and give advantage on rolls to smash down the door.

Air Bladder. Soft waterproof bladder that can be used to store liquid (about 8 ounces) when carried or a pocket of air for breathing underwater (enough for 5 minutes of air). It is often made from an actual animal bladder, typically a pig or cow. It can also be filled with poisoned powder and squeezed to attack in combat (*near* distance).



Alcohol. Brewed drink that can be made from a variety of inputs: rice, corn, honey, barley, wheat, etc. It is sold in bottles that contain three (3) doses. Once you begin drinking, you must roll 1d4 to resist taking an additional dose (and again for the third dose). If you get a 2-4, you will keep drinking until the bottle is completely empty.

The first dose improves your CHA mod by 2 points for 1d6 hours. The second dose has an 80% chance of improving your CHA mod by another point. It has a 20% chance of making the user agitated and removing the original bonus.

For users enjoying a +3 CHA mod, a third dose will cause you to remain friendly but lose control of your actions. You will wake up with a hangover (-2 INT mod, -2 WIS mod, -2 CHA mod) in 1d4+6 hours.

For agitated users, a third dose will cause you to remain agitated and lose control of your actions. You will wake up with a hangover as well (same penalties) in 1d4+6 hours. However, you will have likely done a few regrettable things and perhaps damaged some relationships. You may want to inquire about this with others who were present during your drinking.

Apron, Heavy. Heavy cooking or blacksmithing apron that provides some protection from heat and spills. It will reduce any fire or acid damage dealt from the front by 1 point per combat round. If it reduces three (3) points of damage in this way, it must be replaced.

Arrows (20). Ammunition used by shortbows and longbows. Held in a quiver.

Aspergillum. Mace-like object with a spherical silver head that has many holes in it. It can be filled with holy water and then used as a melee weapon to deliver the effect directly to a specific undead. It is also used as a part of church prayers and last rites. A hit with a filled aspergillum in combat deals no physical injuries but will increase the damage from the holy water by 2 extra points.

Astrolabe. Complex astronomical instrument used by sea captains to determine their latitude. It cannot be used by an untrained person. In the hands of an expert, it allows accurate naval navigation without remaining in sight of the shore.

Backpack. Burlap backpack that grants an extra gear slot if worn. It can be dropped at any time to lighten your load. However, you must specify what is going into the backpack ahead of time. Note that a carried backpack consumes a gear slot.

Bandages. Thick cloth wrappings to bind a wound and prevent further blood loss. Using them in an attempt to stabilize someone with zero hit points grants *advantage* on the check and lowers the DC to 12.

Barding. Set of chainmail armor designed to be placed on a horse. It affords the horse the same protection as chainmail armor in melee. Due to its high cost, bardering is typically only fielded by the wealthiest of knights. It is possible to adapt bardering to a more exotic mount: such as a griffon or pegasus. However, this will increase the cost dramatically.

Bedroll. Bundle of thick linens that can allow you to sleep comfortably, even on a stone floor. Sleeping on a bedroll grants *advantage* on any *interruption* test.

Basket. Woven basket used to carry a few small items around town or on a short journey. It is commonly used by children and peasants. You can place up to 2 free gear slots worth of equipment in the basket, but you must dedicate one hand to carrying it. Consumes a gear slot if stored.

Belt Pouch. Leather pouch worn at the waist, often used to carry loose coins. Using the belt pouch raises the number of weightless coins you can carry by 100.

Birdcage. Small silver cage designed to contain one small bird (canary, finch, bunting, sparrow, etc.). It can also be used to contain other small creatures, such as vermin, faeries, etc.

Blindfold. Simple strip of cloth designed to be worn around the face to prevent the wearer from seeing anything. This can be useful in preventing captives from seeing what you don't want them to see, but it can also be useful in making sure that you don't accidentally lock eyes with a nearby medusa. However, the wearer is considered to be in *total darkness*.

Block and Tackle. System of pulleys that can be used to make it much easier to lift a very heavy object. It allows an individual to lift an object weighing up to 100 times their strength score in pounds. Multiple characters can assist in the lifting process, each adding their strength score to the mix. Thus, two characters with 10 and 15 strength scores could work together to lift a 2,500 lb. statue.

Body Paint. Vials of earth tone body paint that can be used to decorate the skin of a humanoid. Using them to camouflage yourself with grant *advantage* to stealth checks made in natural environments (caves, forests, and similar locations).

Box, Large. Large wooden box or crate used to store or ship trade goods. You can place up to 5 free gear slots worth of equipment in the box, but you must dedicate both hands to carrying it. Consumes 2 gear slots if stored.

Box, Small. Small carved wooden box used to store personal items. You can place up to 2 free gear slots worth of equipment in the box, but you must dedicate one hand to carrying it. Unlike a basket, the items are protected from the elements (wind, snow, rain, etc.). Consumes a gear slot if stored.

Brand. Metal implement shaped to burn a particular emblem into the flesh of livestock. It is used by herders to mark their animals as their property and (hopefully) discourage rustlers and thieves.

Bullets (20). Ammunition used by slings. Held in a pouch.

Caltrops. Sharp iron spikes shaped to land with a point facing up when dropped upon the ground. Each bag can be scattered to cover a *near* area and deal 1 damage to living creatures passing through it. Anyone taking the damage can only move at half-speed for 10 rounds afterwards.

Campfire Bundle. Bundle of sticks bound with cord or twine. Can be used to start a campfire without using up 3 torches.

Candles (5). Sticks of tallow (animal fat) burned to provide light within a *close* distance. Candles must be placed in a fixed location to burn. When lit they are unsuitable for use as a carried object.

Chain (60 ft). Thick iron chain used to secure very heavy objects or provide an excellent climbing surface. It grants *advantage* on climbing checks. Breaking the chain is a STR check vs DC 18 at *disadvantage*.

Chalk (10 pieces). Small sticks of chalk can be used to write letters or draw pictograms on stone surfaces. Children can be given chalk to distract them for a period of time.

Chalk (powder). Powdered chalk stored in a small pouch. It can be spread out on a surface to reveal hidden items or catch the footprints of passersby. It will reveal invisible creatures at *near* distance when expelled from an air bladder. Creative adventurers can think of many other uses.

Chest, Ironbound. Wooden chest with iron bands to reinforce the structure. You must purchase your own lock and install it separately. Imposes *disadvantage* on anyone that tries to force their way into it. Must be carried with both hands.

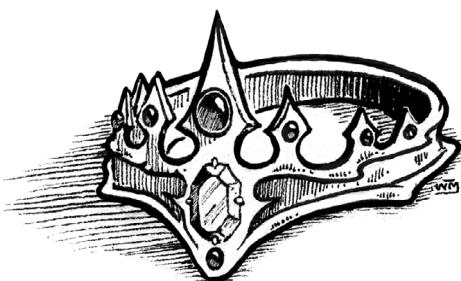
Chest, Potion. Wooden chest for storing potions, vials, and other sensitive glass objects. From the outside, it appears to be a standard chest. The contents are protected from damage due to impact or falling. You must purchase your own lock and install it separately. Must be carried with both hands.

Chest, Standard. Wooden chest for storing dry goods and treasure. You must purchase your own lock and install it separately. Must be carried with both hands.

Chisel. Small metal tool designed to carefully chip away at stone. It is used to create statues and carve out fine stonework. Using this tool takes a long time.

Circlet. Silver headpiece designed to be worn by a mage or minor noble. It is a powerful item that conveys status and wealth. It grants a +1 CHA mod when worn during interactions with civilized folk.

Clay Jug. Clay pottery that holds up to seven bottles worth of liquid. There is no lid, but you can seal the top with wax or cork if you have suitable materials.



Cloak. Simple linen cloak that provides minor protection from the elements. Effective at camouflage in darkened areas where it can conceal glints of metal carried by the wearer. Using it to camouflage yourself grants *advantage* to stealth checks made in the dark.

Crampons. Metal fittings that attach to your boot for traction while ice climbing. Crampons can make an inaccessible area open for exploration. When worn, the climber gains a +2 bonus and *advantage* on all climbing tests. However, while wearing crampons you can only move at half-speed.

Crowbar. Basic metal tool that provides additional leverage to force open a variety of objects: doors, crates, etc. Using it grants *advantage* on checks to pry open containers and doors.

Disguise Kit. Kit containing a variety of false facial features: nose extensions, eyebrows, mustaches, etc. With a successful CHA check vs DC 12, the user can change their appearance to the point that they become unrecognizable.

Ear Plugs. Set of soft wax earplugs that can be used to protect your ears. Wearing ear plugs will halve all sonic damage and completely prevent any kind of siren calls or similar vocal compulsions.

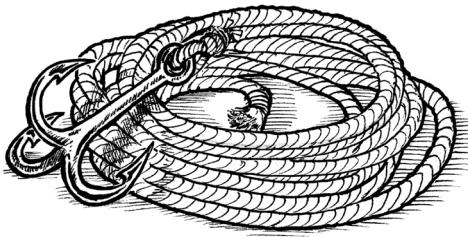
Fishing Rod & Hook. Standard set of fishing equipment. It is very useful when living off the land. Additionally, you may find it useful in reaching out to grab or pull on distant objects in a dungeon environment. Clever players can find many uses for a small hook that can be used to tug at items from a distance.

Fishing Net. Large net that is cast out over a shallow area to catch fish. It is too heavy and unwieldy to use in combat. A clever adventurer can think of many alternative ways to use this item to their *advantage*, particularly as a trap component.

Flask/Bottle/Vial. Glass flask holds about 4 ounces of liquid. It can be useful for holding magical potions. A bottle is larger and can hold about 8 ounces of liquid, suitable for drinks like alcohol or water. The vial is a little smaller than a flask, holding about 2 ounces of liquid. It may be smaller but requires more delicate work.

Flint & Steel Kit. Small steel tong and a piece of flint. By striking them together, the kit can be used to start a fire, light a torch, or ignite a lantern.





Grappling Hook. Heavy metal hook used to secure a tether in an unstable location without an easy tie down spot. It can be thrown up to three times your strength in feet, vertically or horizontally. Be sure to also purchase rope to attach to it.

Hammer. Useful tool is designed to be used for assembling and/or disassembling wooden furniture. Clever players will think of many other potential uses.

Handsaw. One-handed metal saw designed for cutting small pieces of wood. It can also be used to cut through other materials. Gnomes are known to use the reverberations on a saw's blade to make spooky noises at night. Consider yourself warned!

Holy Water. Flask of water blessed by a powerful priest. It can be thrown in combat (DEX check vs Enemy AC), dealing 1d8+1 damage to any undead struck and 1 point of splash damage to any undead at close distance.

Horse Tack. Standard set of tack for a horse or mule. If you attempt to ride an animal bareback for more than a few miles, you may accidentally injure the animal.

Hourglass. The best method of tracking the passage of time at this point in history. However, very few people need to keep track of time at this level of precision and building an hourglass takes a lot of time and craftsmanship. The listed price reflects these factors. If you are carrying an hourglass, you can always check the game master's timer for light sources.

Ladder. Standard 10-foot wooden ladder. It is much more easily climbed than a simple rope (no check required) but carrying a ladder around underground can be quite cumbersome. Each rung can support 500 lbs. before breaking.

Lantern, Beacon. Lantern that provides a directional beam of light that extends out to far distance but is only about 5 feet wide. It requires lantern oil to function. Each flask provides a real hour of light.

Lantern, Standard. Lantern that provides light that extends to near distance in all directions. Burning a flask of lantern oil provides a real hour of light.

Lanyard. Short rope made of hand-braided thread that you can use to secure your weapon to your wrist. While wearing the lanyard, you cannot be disarmed. However, if you are wearing a lanyard then you cannot switch weapons without removing the lanyard, which is a full round action on its own.

Leather Gloves. Nice set of leather gloves that prevents your hands from getting dirty, burned by ropes, and so on. If you are wearing gloves, you get a +1 CHA mod when interacting with nobility.

Lock, Basic. Standard lock for a door or chest. It can be picked normally (DEX check vs DC 12). The list price is for a brand-new lock. Don't be fooled into ripping the locks out of dungeon doors so you can take them back to town for a big score.

Lock, Exceptional. Exceptional lock for a door or chest. It can be picked with great difficulty (DEX check vs DC 18).

Lockpicks. Small metal tools used to pick locks. Using them grants advantage on checks to pick locks. If you fail the check by more than 5, they are broken in the attempt.

Lodestone. Magnetic rock, small enough to conceal within your fist. It can be used to detect magnetic activity, create a primitive compass, and so on.

Manacles. Heavy wrought-iron bindings used to restrain a prisoner. They can be attached to a wall or floor anchor with a chain. Wriggling out of a set of manacles is very challenging (DEX check vs DC 18).

Mirror. Polished metal mirror that can be used for both personal hygiene and taking a peek around corners. If you are not surprised, you can use the mirror to reflect a gaze attack back on a monster (DEX check vs DC 15).

Mortar and Pestle. Ceramic tools used to crush raw components into a powder or paste. Those components can then be turned into a usable toxin, drug, or alchemical compound by a skilled practitioner.

Musical Instrument. Range of handheld wind and string instruments: the lyre, the mandolin, the flute, etc. It can be used to entertain a tired party at the end of a rough day on the trail. This cuts rest time in half but raises your *danger level*. It could also be used to distract a crowd of party goers (CHA check vs DC 12). Success means that the crowd responds as you intended. Failure can range from displeasure to angry heckling to throwing rotten fruit.

Oil, Jellied. Glass bottle containing flammable oil blended with a soft medium like sawdust. It can be thrown in combat (DEX check vs Enemy AC), dealing 1d4 damage anyone at close distance, sticking to the opponent, and continuing to burn for 3 more rounds.

Oil, Lantern (2). A flask of oil used to keep a lantern burning for an hour of real time. It does not burn strong enough to be a weapon in combat. It can also be used with a single torch to create a campfire during a rest period.

Paper/Parchment. Single sheet of paper or parchment used to create magical scrolls or writing correspondence.

Perfume. Vial of potent perfume. It is appropriate for interacting with high society or covering up very bad smells on your body (+2 CHA mod). Perfume can be detected by a human nose up to near distance away if there is no wind. The effect fades away after 3d6 hours.

Pickaxe. Axe with a narrow, pointed head. It allows you to dig through rock barriers at double the normal pace. It can also be used to pry gems and metals out of statues or cave walls.



Pipe. Wooden smoking pipe with decorative carvings used to smoke razorweed to relax.

Playing Cards. Standard deck of playing cards. They are used by gamblers everywhere for games of chance (opposed INT check).

Pole (10 ft). Simple 10-foot wooden pole about one inch in circumference. It is useful for pushing objects at a distance, triggering traps, and so on.

Pot, Iron. Standard cast-iron cooking pot. It is useful for both preparing food and bashing the heads of people who attack you while you are preparing food (1d3 as improvised melee weapon). You can place up to 4 free gear slots worth of equipment (or liquids) in the pot, but you must use both hands to carry it.

Quarrels (20). Ammunition used by crossbows. Held in a quiver.

Quill Pen. Standard writing implement. It must be used with writing ink. The quill is required to write anything: from composing a letter to a friend to ascribing a magical spell into your spellbook.

Rations (3). Single days' worth of lightweight dried food and water.

Reed, Hollow. Long hollow reed used to breathe while hiding underwater. Using a hollow reed grants advantage to stealth tests made while moving through water.

Rockworms. Set of 4 rockworms. They are typically sold in a small wooden cage to prevent injury. Rockworms are about three inches long and slightly thicker than an earthworm. They consume approximately their own weight in rock per day. This makes them very useful to eat through stone doors and similar obstacles, if you have the time to wait for them to do their work. Always exercise caution when using rockworms, as they may cause a cave-in.

Rope (60 ft). Thin climbing rope used to climb up vertical surfaces. It grants *advantage* on climbing checks. Breaking the chain is a STR check vs DC 15 at *disadvantage*. It can also be cut through with a sharp tool or weapon in 1 round.

Sachet. Small lace pouch of fragrant herbs that is strapped to the wrist. It is less potent than perfume (+1 CHA mod), but it lasts roughly a week. A sachet is appropriate to add to your apparel when meeting with high society.

Sack, Large. Large cloth sack made from burlap. You can place up to 3 free gear slots worth of equipment in the sack, but you must dedicate one hand to carrying it over your shoulder. The items are protected from the elements (wind, snow, rain, etc.). Consumes a gear slot if stored.

Sack, Small. Small cloth sack made from burlap. It can be tied to the waist raise the number of weightless coins you can carry by 50. Only two small sacks can be used in this manner.

Scroll Case. Small tube used to safely store up to 10 scrolls. It can be sealed with wax at one end to protect the scrolls from a short submersion in water.

Sewing Kit. Small cloth pouch that contains three sewing needles, four spools of white thread, and six buttons of carved bone. It grants *advantage* on checks to repair clothing, linen, or similar material.

Shovel. Wooden shaft with a steel shovel head. It allows you to dig through dirt, debris, or rubble at double the normal pace. It can also be used to crack heads (1d3 as improvised melee weapon). It can also be used to dig graves.

Signet Ring. Ring bearing a unique insignia that can be used to seal written correspondence with wax in a way that confirms the identity of the sender. This is a guarantee to the recipient of the letter that the contents are secure.

Sledge. Heavy hammer used to smash a lock or plant an iron spike. It grants a +2 bonus and *advantage* when knocking down a door.

Smelling Salts. Oil of hartshorn is a crude animal oil obtained from the destruction of male red deer bones or horns. Smelling salts are obtained by dry distillation of oil of hartshorn. These salts are exceptionally pungent due to their high ammonia content. When placed under the nose of someone who is unconscious, it will shock them awake most of the time (80% chance). They will still be incapacitated. However, they may be able to communicate important information even in that state.

Note: if someone is sleeping due to magical effects, then smelling salts will have no effect.

Snowshoes. Large wooden-framed cloth-webbed shoes that help traverse ground in heavy snow. They give the user the ability to ignore all movement penalties due to heavy snow. They grant no protection against the cold or wind.

Songbird. Cheerful songbird that has been captured. You will need a birdcage to contain it. The songbird can serve as a sort of clock. As miners have discovered, it can also serve as an early warning system against toxic gases. If the bird falls silent, you should probably leave the area.

Spikes, Iron (10). Heavy steel spike with a hole through the grip. These can be hammered into a stone surface to attach a rope. They can also be used on a door frame to prevent the door from opening (imposes disadvantage on anyone trying to open it).

Spyglass. Long optical device to see objects at a distance. It can be used to see up to 5 miles, provided there are no obstructions. It is an excellent tool when engaged in scouting expeditions. A spyglass is also a very useful item to give to a retainer who is out scouting ahead or standing on guard. Spellcasters can use the spyglass to cast spells on opponents at great distances.

Tent, Large. Canvas tent that provides basic protection from the wind and rain for up to six people. It can hold up to a low or moderate snowfall, but it will collapse under heavy snow. Additionally, the tent's large size makes it more vulnerable to high wind.

Tent, Small. Canvas tent that provides basic protection from the wind and rain for up to two people. It is much lower to the ground than a large tent and can endure higher wind speeds. However, it is more vulnerable to snow due to the weaker supports.

Tongs. Broad metal grips that can be used to pick up molten metal in a blacksmith forge. You can also use them in a dungeon to handle hazardous materials or open doors from a distance.

Torch. Wooden shaft that can be lit to provide light out to a *near* distance. It lasts for one hour of real time.

Two-man Saw. Large two-man saw used for cutting heavy timber. It can be used to safely cut down a mature tree in about 4 hours.

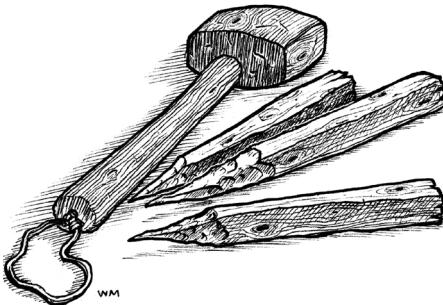
Waterskin. Cured leather sack used to store up to 4 bottles worth of liquids. Consumes no gear slots when empty.

Wax (3 lbs.). Lump of tallow (animal fat) used to seal correspondence with a signet ring. It can also be used for a wide variety of improvised uses by a clever player. You can use wax to seal/protect containers against contamination.

Whetstone. Small stone that helps sharpen metal tools. If you begin a rest period at full hit points, you can use your time instead to sharpen a bladed weapon (+1 bonus to the next 5 hits). It can also be used to restore old, rusted blades back into fighting shape in about 4 hours.

Whistle. Metal object that can be used to signal others from up to a mile away. Of course, it does not just alert your friends. Each blow on the whistle triggers a check for random encounter by the game master. You may be calling down an avalanche of pain and suffering with a whistle. Think carefully before you raise it to your lips.

Wooden Stakes. Sharpened shaft of wood. It is believed that stabbing a wooden stake into the heart of a vampire will kill or paralyze it. Maybe that is true. Then again, it may just make the vampire angry.



Writing Ink. This is a vial of carbon ink, made of charcoal or lamp-black mixed with a gum. It is necessary to write scrolls, spells, or normal written correspondence. Each vial has enough ink for 20 pages of text.

Plants and Poisons

d100	Item	Properties	Gear Slots	GP
01-05	Arsenic	INT Poison	1	32 gp
06-10	Belladonna	CON Poison	1	40 gp
11-15	Birthwort	Reduces poison	1	6 gp
16-20	Black Widow Venom	DEX poison	1	36 gp
21-25	Blightshade	Damage poison	1	28 gp
26-30	Blue Cap Mushroom	Prevents surprise	1	16 gp
31-35	Castor Beans	Doubles intervals	1	12 gp
36-40	Catnip	Relaxing drug	1	24 gp
41-45	Cobra Venom	Damage poison	1	30 gp
46-50	Feverfew	WIS poison	1	22 gp
51-55	Ginkgo Seeds	INT poison	1	15 gp
56-60	Goldenrod	Magic resistance	1	12 gp
61-65	Horace Root	Damage poison	1	25 gp
66-70	Marigold	Attracts animals	1	10 gp
71-75	Muskhorn	CHA poison	1	20 gp
76-80	Razorweed	Relaxing drug	1	5 gp
81-85	Red Cap Mushrooms	Hallucinogen	1	35 gp
86-90	Snarlroot	Enrages user	1	50 gp
91-95	Tamarind	Magnifies senses	1	15 gp
96-00	Wolfsbane	Hurts Lycanthropes	1	80 gp

Plants and Poisons

Arsenic. Metallic compound shaved from ore and liquified into poison. A vial of arsenic is enough to make a dose for a single person. It is tasteless and can be mixed into any drink or blended into food. It must be ingested to have an effect.

The poison deals 1d6 damage and causes the loss of 1 permanent point of intelligence. A CON check vs DC 15 will reduce the hit point damage by half and prevent the intelligence loss.

Victims will also experience nausea, vomiting, painful abdomen, and diarrhea for 1d6 days. They will likely be completely incapacitated by this and restricted to bed rest. These symptoms mirror those of many diseases and thus arsenic poison is very difficult to detect or diagnose. Multiple doses delivered over several days will kill the average humanoid.



Belladonna. Flower that can be used as a poison. A pouch of belladonna is enough to make a dose for a single person. The leaves can be soaked in hot water to create a bluish-black tea. It must be ingested to have an effect. It has a pleasantly bitter taste similar to coffee or black tea.

The poison deals 1d6 damage and causes the loss of 1 permanent point of constitution. A CON check vs DC 15 will reduce the hit point damage by half and prevent the constitution loss.

Birthwort. Herb that can be consumed to slow the onset of a poison and reduce its damage. The leaves must be chewed raw, and this provides 24 hours of protection. While active, birthwort will cause poison damage to spread out to 1 point per turn instead of occurring in a large burst and it will eliminate the last point of damage. For example, after chewing birthwort that morning, an adventurer is struck by a poison dart that deals 7 damage. Instead of taking all seven points immediately, the birthwort spreads the damage out to 1 point per round for 6 rounds (and then eliminates the last point).

Black Widow Venom. Potent spider venom extracted for use as a poison. A vial of venom is enough to make a dose for a single person. It must be applied to a bladed weapon and then used in combat to affect a victim.

Anyone that takes a point of damage from a weapon carrying the poison will suffer an additional $1d6$ damage immediately. They will also lose 1 permanent point of dexterity. Finally, they will become rigid and fall to the ground paralyzed for $1d4$ rounds. A CON check vs DC 15 will reduce the hit point damage by half and prevent the dexterity loss.

Blightshade. Thick liquid that looks like molasses or syrup. It is the sap from the rare blightshade tree. One vial contains 2 doses of poison. It is extremely bitter and anyone who tastes it will take 1 hit point of damage and experience a coughing fit. When applied to a weapon, it becomes dangerous.

Anyone that takes a point of damage from a blightshaded weapon will be injected with the poison and suffer $2d4$ damage immediately. They will also be incapacitated for $1d4$ rounds by extremely painful muscle spasms. A CON check vs DC 15 will reduce both the damage and spasm duration by half.

Blue Cap Mushroom. Broad capped mushroom with a light blue hue. It grows exclusively underground. Gnomes have learned to chop up the caps and boil them in water to make a bitter tea. It is very useful for guards, although they better not schedule double shifts.

Bluecap tea drinkers experience a surge of energy and hyper-awareness of their surroundings for $3d6$ hours (prevents surprise). After waking the next day, the user will experience $1d12$ hours of incomplete thoughts, an inability to concentrate, and laziness.

Castor Beans. Beans of a plant that grows in tropical regions. Gnomes have discovered that the beans can be pressed to release a pure oil that affects the body's metabolic functions. It can be taken after a victim has been affected by poison to slow the effects.

Consuming a single dose of castor oil will double all damage intervals. This means if you were taking 1 damage per round, you would now take 1 damage every 2 round. If you consume a second dose of castor oil, it gives you a second check to resist the poison. If you succeed on this test, the poison's effects will be rolled back as if you succeeded originally (removing damage dealt if necessary).

Catnip. Flowering plant that grows in temperate regions. Gnomes have learned that it can be ground into powder and used to make a powerful herbal tea.

Catnip tea drinkers experience a deep feeling of total relaxation and calm. They see the world in a new way. While under the effect of the drug, they gain a +2 bonus to WIS checks. This effect will last for an hour (real time). For 4d6 rounds after the effects wear off, the user will be easily agitated and sensitive to emotional slights.

Cobra Venom. Potent snake venom extracted to be used as a poison. A vial of venom is enough to make a dose for a single person. It must be applied to a bladed weapon and then used in combat to affect a victim.

Anyone that takes a point of damage from a weapon poisoned in this way will suffer an additional 1d4 damage immediately. A successful CON check vs DC 15 will leave the victim out of breath for 1d4 hours. A failed check results in them having a hard time breathing, culminating in a complete inability to breathe within 1d6 rounds. This will kill the victim unless it is quickly removed by magic.

Feverfew. Bright yellow and white flower that is known to reduce fevers and end migraine headaches. However, if pressed and ground into a powder, it can be used as a poison. The powder must be inhaled to have an effect.

The poison deals 1d4 damage, imposes *disadvantage* to stabilization (because of blood thinning), and causes the loss of 1 permanent point of wisdom. A CON check vs DC 15 will reduce the hit point damage by half and prevent the wisdom loss. Anyone who fails their check will also experience nausea, lightheadedness and diarrhea for 1d6 days. They will likely be completely incapacitated by this and restricted to bed rest.





Gingko Seeds. Seeds from a tall tree that grows in temperate zones. The seed contains thick heart meat that can safely be eaten in small quantities. It also contains a chemical that can build up in the blood. A single pouch of seeds can be used to create a stew that gives 6 people a large enough dose to have the listed effects.

Gingko seed stew triggers debilitating convulsions for 2d6 rounds. The victims will suffer 2 points of permanent intelligence damage as well. For 1d6 hours after the convulsions end, the victim will feel extremely warm and have a hard time articulating their speech.

Goldenrod. Bright yellow flowering plant that is commonly found in open areas such as meadows, prairies, and savannas. The leaves can be brewed into a tea. A single plant can be used to create a tea that gives 6 people a large enough dose to have the listed effects.

For 3d6 hours after consuming the tea, drinkers will enjoy advantage on checks to resist magical spells and spell-like effects.

Horace Root. Flowering shrub with thick roots that contain powerful toxin. The roots can be cooked over a fire to create a thick glaze-like jelly which can be applied to a weapon as a poison. A vial of venom is enough to make a dose for a single person. It must be applied to a bladed weapon and then delivered in combat.

Anyone that takes a point of damage from a weapon carrying the poison will suffer an additional 2d6 damage immediately. A CON check vs DC 15 will reduce the hit point damage by half.

Marigold. Small golden flowering weed that is common in most climates. It can be ground into a powder and used as an animal lure. The powder by itself is inert and odorless. However, when boiled in a small amount of water it releases a powerful musky smell that attracts large herbivores like elk, buffalo, cattle, deer, moose, and so on. The effect will vary based on the terrain, wind speed, and ecology of the area around you.



Muskhorn. Piece of antler taken from the rare muskhorn moose. It can be ground into a fine powder and used as an airborne poison. A single horn yields enough powder to fill the air at close distance. The preferred method of delivery is squeezing an air bladder filled with the powder or dispersing it from an elevated position.

The poison deals 1d6 damage and causes the loss of 1 permanent point of charisma. A CON check vs DC 15 will reduce the hit point damage by half and prevent the charisma loss. Anyone who fails their check will fall into continuous coughing fits for 6 rounds (treat as incapacitated) and their eyes will gain a red tint for 2d6 weeks.

Razorweed. Fragrant weed that grows in the southern plains. About two centuries ago, a clan of gnomes discovered that it could be smoked to provide a truly memorable evening. Spellcasters have been known to abuse the substance, addicted to the insights that it brings.

Razorweed users gain +2 WIS mod and +2 INT mod for 8d6 rounds. They will also experience a feeling of sublime relaxation and focus. However, they also suffer -3 DEX mod for the same duration. For 1d12 hours after using this drug, the user will experience nausea, headaches, and sensitivity to light and sound.

Red Cap Mushroom. Powerful hallucinogenic mushroom. It is best consumed raw. Boiling or burning will limit the effects. Consuming them will cause wild hallucinations that last for 3d4 hours. The user will be completely unable to deal with reality during this time. After the effect wears off, they will be subjected to a period of 6d6 hours of moderate depression and lethargy.



Snarlwood. Dark purple root from the Kysia flower. It is called the snarlroot because of the dramatic changes in combat prowess as a result of consuming the root. It can be chewed raw, but the taste is horribly bitter. This can be made much more palatable when mixed with other vegetables in a stew. A single root can be used to create a stew that gives 4 people a large enough dose to have an effect.

Snarlroot stew grants its users +2 STR mod and +2 CON mod for 2d6 rounds. However, they also suffer a -3 WIS mod for the same duration. They will also experience strong feelings of anger and aggression. For 1d12 hours after using this drug, the user will experience feelings of jealousy and suspicion towards their friends and companions.



Tamarind. Edible fruit of a tropical tree variety. The fruit has a fleshy, juicy, acidic pulp. When selected parts of the fruit are pressed into a juice and mixed with water, you can create a potent mixture that enhances your senses. One fruit can be used to create a single dose of the mixture. For 5d6 rounds after drinking it, your sense of smell and hearing are magnified. You can smell or hear things up to 100 yards away as if they were right next to you. The following day, users will not be able to smell or hear anything for 1d6 hours.

Wolfsbane. Flower that can be either be wielded to intimidate and/or wound lycanthropes or ground into a toxic powder.

The contents of pouch of wolfsbane can be pulled out and held in front of your body as if brandishing a holy symbol. As long as you do this, any lycanthropes within *near* distance of you must make a CHA check every round or flee from you as if turned (as undead). Lycanthropes also take 1d6 strength damage on contact.

A pouch of wolfsbane is also able to be ground into powder with a mortar and pestle and blended into food or drink. If an unsuspecting person ingests it (Lycanthrope or not), it causes 1d3 strength damage, 1d8 hit point damage, and 1 round of choking.

Traps

Traps

d100	Item	Properties	Gear Slots	GP
01-15	Trap (flashing)	Blinding trap	1	30 gp
16-30	Trap (noxious gas)	Debilitating trap	1	24 gp
31-45	Trap (oil spray)	Burning trap	1	28 gp
46-65	Trap (poison dart)	Poison trap	1	34 gp
66-85	Trap (snare)	Capturing trap	1	2 gp
86-00	Trap (sticky)	Hindering trap	1	18 gp

Trap (Flashing). Trap that uses magnesium to cause temporary blindness. It can be set up with an INT check vs DC 12 and it is triggered by a tripwire. Anyone caught within *near* distance of the trap when it is triggered will be blinded for 2d4 rounds. A WIS check vs DC 15 reduces the duration by half.

Trap (Noxious Gas). Trap that uses a noxious gas to cause choking and nausea. It can be set up with an INT check vs DC 12 and it is triggered by a pressure plate. Anyone caught within *close* distance of the trap when it is triggered will be overcome for 2d8 rounds (treat as stunned). A CON check vs DC 15 reduces the duration by half. The gas will disperse in 3 rounds (or 1 round if there is a strong wind).

Trap (Oil Spray). Trap that sprays a slippery oil to hinder your adversaries. It can be set up with an INT check vs DC 12 and it is triggered by a pressure plate. The area within *close* distance of the trap will be doused with slick oil when it is triggered. For 2d4 rounds, anyone moving through the slicked area must make a DEX check vs DC 18 to avoid slipping and falling down. When placed in an unsafe area (ex. near a cliff edge), users of this trap can cause people to slide to their doom.

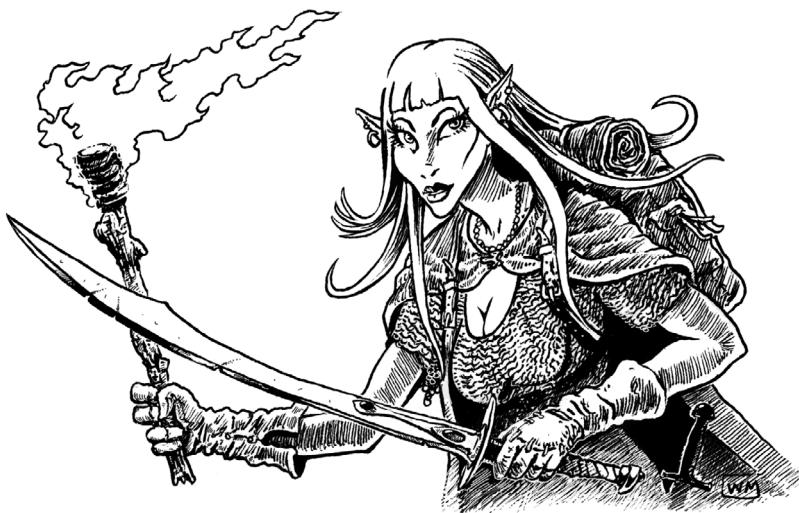


Trap (Poison Dart). Trap that uses a small poison dart to injure your adversaries. It can be set up with an INT check vs DC 12 and it is triggered by a trip wire. The person triggering the trap will be struck by the dart for 1d6 damage. A DEX check vs DC 15 reduces the damage by half.

Trap (Snare). Small twine trap used to catch animals. Using a snare trap will grant *advantage* on a WIS check vs DC 12 to capture vermin or similarly sized creatures (return after a day to resolve). It will also result in an additional check for encounters by the game master as predators might be attracted.

Trap (Sticky). Trap that sprays a sticky substance to hinder your adversaries. It can be set up with an INT check vs DC 12 and it is triggered by a pressure plate. When triggered, the area within close distance of the trap will be covered in a thick black tar-like binding substance.

Anyone coated by the substance must make a DEX check vs DC 15 to take any action, including simple movement. This effect endures for 3d8 rounds or until the subject is thoroughly cleaned. Anyone moving through the area for 1d4 hours after the trap is sprung must make a DEX check vs DC 12 to avoid becoming trapped themselves. However, these secondary victims generally do not become coated in the substance and thus avoid the worst effects.



Spell Catalysts

d100	Catalyst	Spell Affected	Gear Slots	Cost
01	Achiote (10)	<i>Resilient Sphere</i>	1	83 gp
02	Anise (10)	<i>Acid Arrow</i>	1	15 gp
03-04	Balsam (10)	<i>Alarm</i>	1	3 sp
05	Beebrush (10)	<i>Alter Self</i>	1	8 gp
06	Betony (10)	<i>Augury</i>	1	12 gp
07	Black Currant (10)	<i>Bless</i>	1	10 gp
08	Black Pepper (10)	<i>Restoration</i>	1	45 gp
09	Blueberry (10)	<i>Rebuke Unholy</i>	1	42 gp
10	Borage (10)	<i>Blind/Deafen</i>	1	7 gp
11	Burnet (10)	<i>Mass Cure</i>	1	48 gp
12-13	Chamomile (10)	<i>Burning Hands</i>	1	14 gp
14	Chervil (10)	<i>Charm Person</i>	1	10 gp
15	Chicory (10)	<i>Cleansing Weapon</i>	1	8 gp
16	Cinnamon (10)	<i>Confusion</i>	1	85 gp
17	Cloves (10)	<i>Speak with Dead</i>	1	45 gp
18	Cobalt Nugget (6)	<i>Animate Dead</i>	1	45 gp
19-20	Comfrey (10)	<i>Cure Wounds</i>	1	5 sp
21	Copal (10)	<i>Power Word Kill</i>	1	115 gp
22-23	Copper Nugget (7)	<i>Detect Magic</i>	1	8 sp
24	Coriander (10)	<i>Detect Thoughts</i>	1	20 gp
25	Cumin (10)	<i>Scrying</i>	1	120 gp
26	Dammar Gum (10)	<i>Shapechange</i>	1	130 gp
27	Dewberry (10)	<i>Gaseous Form</i>	1	42 gp
28-29	Dill (10)	<i>Feather Fall</i>	1	4 sp
30	Ebony (6)	<i>Arcane Eye</i>	1	75 gp

Spell Catalysts

d100	Catalyst	Spell Affected	Gear Slots	Cost
31	Elderberry (10)	<i>Command</i>	1	50 gp
32	Elemi (10)	<i>Regenerate</i>	1	90 gp
33	Fennel (10)	<i>Fixed Object</i>	1	6 gp
34-35	Flax (10)	<i>Floating Disk</i>	1	6 sp
36	Garlic (10)	<i>Teleport</i>	1	120 gp
37	Ginger (10)	<i>Telekinesis</i>	1	80 gp
38-39	Glass Ball (10)	<i>Hold Person</i>	1	12 gp
40	Gold Nugget (7)	<i>Commune</i>	1	70 gp
41	Hemlock (10)	<i>Cloudkill</i>	1	115 gp
42	Honey (10)	<i>Heal</i>	1	130 gp
43	Horseradish (10)	<i>Hold Portal</i>	1	8 sp
44	Hyssop (10)	<i>Dimension Door</i>	1	78 gp
45	Ivory Chip (8)	<i>Fabricate</i>	1	48 gp
46	Kauri Gum (10)	<i>Create Undead</i>	1	140 gp
47-48	Lavender (10)	<i>Holy Weapon</i>	1	4 sp
49	Lead Nugget (5)	<i>Dominion</i>	1	130 gp
50	Lemon Balm (10)	<i>Judgment</i>	1	125 gp
51	Lemongrass (10)	<i>Invisibility</i>	1	24 gp
52	Lovage (10)	<i>Plane Shift</i>	1	150 gp
53	Mace (10)	<i>Knock</i>	1	16 gp
54	Marble Chunks (5)	<i>Stoneskin</i>	1	90 gp
55	Marjoram (10)	<i>Control Water</i>	1	82 gp
56	Mastic (10)	<i>Antimagic Shell</i>	1	140 gp
57	Mercury (5)	<i>Pillar of Salt</i>	2	70 gp
58	Mint (10)	<i>Levitate</i>	1	18 gp

Spell Catalysts

d100	Catalyst	Spell Affected	Gear Slots	Cost
59-60	Monkshood (10)	<i>Light</i>	1	1 sp
61-62	Mugwort (10)	<i>Mage Armor</i>	1	6 sp
63	Mustard (10)	<i>Disintegrate</i>	1	110 gp
64	Myrrh (10)	<i>Summon Extraplanar</i>	1	142 gp
65	Myrtle (10)	<i>Sending</i>	1	50 gp
66	Nightshade (10)	<i>Divine Vengeance</i>	1	145 gp
67	Nutmeg (10)	<i>Flame Strike</i>	1	84 gp
68	Olibanum (10)	<i>Divination</i>	1	92 gp
69-70	Olive (10)	<i>Magic Missile</i>	1	5 sp
71	Oregano (10)	<i>Magic Circle</i>	1	43 gp
72	Perilla (10)	<i>Wall of Force</i>	1	85 gp
73	Pumpkin Seed (10)	<i>Mirror Image</i>	1	15 gp
74	Red Currant (10)	<i>Misty Step</i>	1	20 gp
75-76	Rosemary (10)	<i>Protection from Evil</i>	1	5 sp
77	Rosin (10)	<i>Lay to Rest</i>	1	38 gp
78	Rue (10)	<i>Hold Monster</i>	1	110 gp
79	Saffron (10)	<i>Illusion</i>	1	58 gp
80-81	Sage (10)	<i>Shield of Faith</i>	1	3 sp
82	Salt (10)	<i>Dispel Magic</i>	1	70 gp
83	Sandalwood (10)	<i>Silence</i>	1	12 gp
84	Sandarac (10)	<i>Lightning Bolt</i>	1	50 gp
85	Shellac (10)	<i>Fireball</i>	1	55 gp
86-87	Sicklepod (10)	<i>Sleep</i>	1	2 sp
88	Silk (10)	<i>Passwall</i>	1	85 gp
89	Silver Nugget (7)	<i>Prot. from Energy</i>	1	48 gp

Spell Catalysts

d100	Catalyst	Spell Affected	Gear Slots	Cost
90	Stevia (10)	<i>Wrath</i>	1	90 gp
91	Styrax (10)	<i>Polymorph</i>	1	88 gp
92	Tarragon (10)	<i>Prismatic Orb</i>	1	118 gp
93	Thistle (10)	<i>Smite</i>	1	20 gp
94	Thyme (10)	<i>Web</i>	1	15 gp
95	Tin Nugget (7)	<i>Fly</i>	1	38 gp
96	Turmeric (10)	<i>Prophecy</i>	1	132 gp
97	Vanilla (10)	<i>Wish</i>	1	175 gp
98	Wool (10)	<i>Turn Undead</i>	1	5 gp
99-00	Wormwood (10)	<i>Zone of Truth</i>	1	18 gp



Spell Catalysts

Achiote (10). Coastal shrub or small tree with distinctive red seed pods. If held while casting *Resilient Sphere*, it consumes the item and extends the duration by 2 rounds.

Anise (10). Bloom from a flowering plant that can be used as a cooking spice. If held while casting *Acid Arrow*, it consumes the item and grants a +2 damage bonus.

Balsam (10). Chunk of aromatic resin exuded by flowering trees. If held while casting *Alarm*, it consumes the item and raises the duration to 1d3+2 days.

Beebrush (10). Branch from an aromatic flowering shrub. If held while casting *Alter Self*, it consumes the item and doubles the duration to 10 rounds.

Betony (10). Bloom from a flowering plant that is used in herbal medicine. If held while casting *Augury*, it consumes the item and allows a clarifying question to be asked.

Black Currant (10). Hardy winter berry from a shrub grown in northern regions. If held while casting *Bless*, it consumes the item and grants *advantage* whenever the blessed luck token is used.



Black Pepper (10). Seed from a flowering vine that is used as a cooking spice. If held while casting *Restoration*, it consumes the item and extends the range to *far*.

Blueberry (10). Sweet berry from thick shrubs that grow in temperate regions. If held while casting *Rebuke Unholy*, it consumes the item and destroys affected creatures that fail their CHA check by 7+ points (instead of the normal 10+).

Borage (10). Seed from a flowering plant that can be pressed for oil. If held while casting *Blind/Deafen*, it consumes the item and raises the range to *far*.

Burnet (10). Herbaceous perennial or small shrub with thin stems and tiny pinnate clusters of flowers. If held while casting *Mass Cure*, it consumes the item and heals all affected creatures by an additional 1d4 hit points.

Chamomile (10). Dried petals from a flower believed to restore health. If held while casting *Burning Hands*, it consumes the item and grants a +2 damage bonus.

Chervil (10). Bloom of herbs that provides a mild flavoring when cooking. If held while casting *Charm Person*, it consumes the item and adds an extra 2d6 days to the duration.

Chicory (10). Root from a flowering plant that can be brewed as a tea. If held while casting *Cleansing Weapon*, it consumes the item and grants a +1 damage bonus (+4 vs Undead).

Cinnamon (10). Strip of bark from a tropical tree that is used as a cooking spice. If held while casting *Confusion*, it consumes the item and you can control the direction that the target moves each round.

Cloves (10). Aromatic flower bud from a flowering tree in the tropics. If held while casting *Speak with Dead*, it consumes the item and you can ask one additional question.



Cobalt Nugget (6). Small chunk of metal that fits easily in your fist. If held while casting *Animate Dead*, it consumes the item and extends the duration to 3 days.

Comfrey (10). Bloom from a flowering herb that is used in herbal medicine. If held while casting *Cure Wounds*, it consumes the item and heals an additional 1d4 hit points.

Copal (10). Chunk of aromatic resin used as a burned incense. If held while casting *Power Word Kill*, it consumes the item and extends the range to *far*.

Copper Nugget (7). Small chunk of metal that fits easily in your fist. If held while casting *Detect Magic*, it consumes the item and raises the range to *far*.

Coriander (10). Dried seed that is crushed to give food a tart flavor. If held while casting *Detect Thoughts*, it consumes the item and imposes *disadvantage* on the target's WIS check.

Cumin (10). Seed found within a flavorful fruit that is used as a cooking spice. If held while casting *Scrying*, it consumes the item and any creatures you view must make their WIS check to detect your observation with *disadvantage*.

Dammar Gum (10). Chunk of tapped tree resin used as a varnish or wood wax. If held while casting *Shapechange*, it consumes the item and grants you an additional 2d8 hit points in your new form.

Dewberry (10). Sweet berry with a variety of culinary uses. If held while casting *Gaseous Form*, it consumes the item and increases the duration to 12 rounds.

Dill (10). Seed from a flowering herb that is used as a cooking spice. If held while casting *Feather Fall*, it consumes the item and allows you to alter your downward trajectory using your mind (subject to game master judgment).

Ebony (6). Chunk of dense dark wood that is used for ornate carvings. If held while casting *Arcane Eye*, it consumes the item and extends the range to *far*.

Elderberry (10). Tart berry that can cause digestive distress if overconsumed. If held while casting *Command*, it consumes the item and any creature trying to resist your command must make their CHA check at *disadvantage*.



Elemi (10). Chunk of tapped tree resin that exudes a powerful fragrance. If held while casting *Regenerate*, it consumes the item and grants an extra HP each round (in addition to the 1d4).

Fennel (10). Cluster of aromatic and flavorful herbs used to create licorice. If held while casting *Fixed Object*, it consumes the item and increases the duration to 10 rounds.

Flax (10). Seed from a flowering plant that can be pressed for oil. If held while casting *Floating Disc*, it consumes the item and allows you to place up to 25 gear slots worth of equipment on the disc.

Garlic (10). Flavorful chunk of an onion species that is used as a cooking spice. If held while casting *Teleport*, it consumes the item and reduces your chance of arriving off-target to 25% when teleporting to a location you have not been before.

Ginger (10). Bitter root bulb that is used as a cooking spice. If held while casting *Telekinesis*, it consumes the item and you can choose a target that weighs 1,500 pounds or less (up from 1,000).

Glass Ball (10). Spherical bit of glass produced as a waste byproduct of glass blowing. If held while casting *Hold Person*, it consumes the item and extends the range to *far*.

Gold Nugget (7). Small chunk of metal that fits easily in your fist. If held while casting *Commune*, it consumes the item and you can ask one additional question.

Hemlock (10). Flowering plant that is poisonous if consumed. If held while casting *Cloudkill*, it consumes the item and extends the duration by 2 rounds.

Honey (10). Sweet and sticky viscous substance produced by bee hives. If held while casting *Heal*, it consumes the item and extends the range to *near* (no touch required).

Horseradish (10). Strongly flavored root vegetable used as a cooking spice. If held while casting *Hold Portal*, it consumes the item and imposes disadvantage on the STR check to break through it.

Hyssop (10). Leaf from a shrub that is used as an antiseptic. If held while casting *Dimension Door*, it consumes the item and allows you to teleport one additional creature.

Ivory Chip (8). Chunk of bone drawn from the teeth or tusks of several mammals. If held while casting *Fabricate*, it consumes the item and increases the duration to 20 rounds.



Kauri Gum (10). Chunk of soft fossilized resin used in making jewelry. If held while casting *Create Undead*, it consumes the item and extends the duration to 3 days.

Lavender (10). Bloom from an aromatic flowering plant used to make essential oil. If held while casting *Holy Weapon*, it consumes the item and raises the attack and damage bonus to +2.

Lead Nugget (5). Small chunk of metal that fits easily in your fist. If held while casting *Dominion*, it consumes the item and raises your allowed combined total of levels to 20 or less (from 16).

Lemon Balm (10). Leaf from a herbaceous plant that can be brewed in a tea. If held while casting *Judgement*, it consumes the item and extends the range to *near* (no touch required).

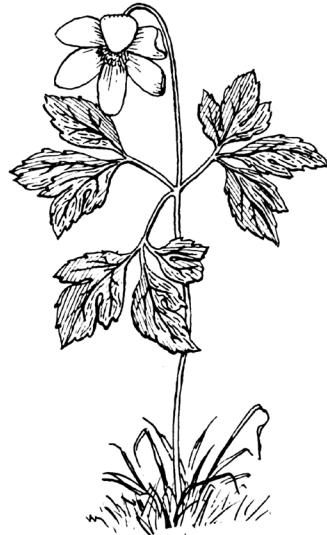
Lemongrass (10). Hairy spikelet from a tall grassy plant. If held while casting *Invisibility*, it consumes the item and increases the duration to 20 rounds.

Lovage (10). Large basal leaf from a tall herbaceous plant. If held while casting *Plane Shift*, it consumes the item and allows you to include all willing creatures within *near* range (instead of just *close*).

Mace (10). Protective coating that forms around the seed of a nutmeg plant. If held while casting *Knock*, it consumes the item, strongly magnifies the sound, and deals 1d4 sonic damage to anyone within *close* distance of the target.

Marble Chunks (5). Chunks of beautiful stone used in temple construction. If held while casting *Stoneskin*, it consumes the item and extends the duration by 2 rounds.

Marjoram (10). Leaf from an undershrub that is used as a cooking spice. If held while casting *Control Water*, it consumes the item and allows you to control a section of water up to 150 feet in width and depth (up from 100).



Mastic (10). Teardrop-shaped resin created by the mastic tree. If held while casting *Antimagic Shell*, it consumes the item and increases the size of your cube of null-magic to double *near*-sized.

Mercury (5). Liquid metal captured in a vial. If held while casting *Pillar of Salt*, it consumes the item and you can target a creature of LV 6 or less.

Mint (10). Cluster of leaves from a flowering plant used as a cooking spice. If held while casting *Levitate*, it consumes the item and grants the caster the ability to move horizontally without pushing off a surface to do so.

Monkshood (10). Bloom from the poisonous plant also known as Wolfsbane. If held while casting *Light*, it consumes the item and projects the light produced out to a *far* distance.

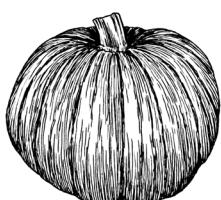
Mugwort (10). Bloom from a flowering herb used in herbal medicine. If held while casting *Mage Armor*, it consumes the item, raises an additional +1 AC and advantage to any critical spellcasting checks that occur.

Mustard (10). Flavorful seed from the mustard plant. If held while casting *Disintegrate*, it consumes the item and raises the threshold to cause instant death to LV 6 (from LV 5). If the target is LV 7+, it still takes 3d8 damage.

Myrrh (10). Chunk of natural gum from a small thorny tree. If held while casting *Summon Extraplanar*, it consumes the item and allows you to summon an elemental or outsider of LV 8 or less (up from LV 7 or less).

Myrtle (10). Evergreen shrub or small tree with fragrant leaves, star-like flowers, and small berries. If held while casting *Sending*, it consumes the item and allows you to extend your brief message into up to a full minute of one-way communication.

Nightshade (10). Flowers from the poisonous plant also known as Belladonna. If held while casting *Divine Vengeance*, it consumes the item and increases the duration to 12 rounds.



Nutmeg (10). T seed that can be ground into powder or used as an oil. If held while casting *Flame Strike*, it consumes the item and causes 3d6 damage (up from 2d6).

Olibanum (10). Chunk of aromatic resin burned as incense. If held while casting *Divination*, it consumes the item and you can ask one additional question.

Olive (10). Small fruit from a hardy tree that can be crushed for cooking oil. If held while casting *Magic Missile*, it consumes the item, deals +1 damage, and knocks a humanoid target off its feet if they fail a DEX check vs DC 18.

Oregano (10). Cluster of leaves from a sweet flowering plant. If held while casting *Magic Circle*, it consumes the item and allows you to specify 2 types of creatures to protect against (instead of just 1).

Perilla (10). Bright red wild species in the mint family that can be used to treat bloating and indigestion. If held while casting *Wall of Force*, it consumes the item and extends the duration by 2 rounds.

Pumpkin Seed (10). Seed from a large winter squash variety. If held while casting *Mirror Image*, it consumes the item and grants an additional duplicate.

Red Currant (10). Tart berry from a short deciduous shrub common to temperate regions. If held while casting *Misty Step*, it consumes the item and raises the range to *far*.

Rosemary (10). Cluster of leaves from the fragrant evergreen plant. If held while casting *Protection from Evil*, it consumes the item and causes chaotic beings within *near* range to flee from you (as if turned) for 5 rounds.

Rosin (10). Chunk of pine resin useful in many handicrafts. If held while casting *Lay to Rest*, it consumes the item and extends the range to *near* (no touch required).

Rue (10). Twig of bitter herb useful as an insect repellent. If held while casting *Hold Monster*, it consumes the item and extends the range to *far*.

Saffron (10). Valuable spice drawn from the stigma of the crocus flower. If held while casting *Illusion*, it consumes the item and any creature that inspects the illusion from afar must make their WIS check to perceive the false nature of the illusion at *disadvantage*.

Sage (10). Bloom from an evergreen flowering undershrub. If held while casting *Shield of Faith*, it consumes the item and increases the duration to 12 rounds.

Salt (10). Mineral rocks used to flavor and preserve foodstuffs. If held while casting *Dispel Magic*, it consumes the item and extends the range to *far*.

Sandalwood (10). Piece of aromatic wood burned as a fragrance or pressed for oil. If held while casting *Silence*, it consumes the item and causes unintelligent creatures to become disoriented (treat as stunned) for 1 round.

Sandarac (10). Small solid chip of resin used to create varnish. If held while casting *Lightning Bolt*, it consumes the item and you deal 3 extra damage to affected creatures.

Shellac (10). Resin secreted by insects and harvested in chips. If held while casting *Fireball*, it consumes the item and you deal 3 extra damage to affected creatures.

Sicklepod (10). Wild legume that is boiled and used to create a laxative tea. If held while casting *Sleep*, it consumes the item and causes the spell to affect 1 additional creature.

Silk (10). Small strip of smooth cloth made from silkworm thread. If held while casting *Passwall*, it consumes the item and the created passage can be up to double *near* distance in length.

Silver Nugget (7). Small chunk of metal that fits easily in your fist. If held while casting *Protection from Energy*, it consumes the item and extends the range to *near* (no touch required).

Stevia (10). Tender perennial native to humid, wet environments. It has a wonderfully sweet taste when consumed. If held while casting *Wrath*, it consumes the item and increases the duration to 12 rounds.

Styrax (10). Chunk of resin from a large shrub used to make perfumes. If held while casting *Polymorph*, it consumes the item and extends the range to *near* (no touch required).

Tarragon (10). Sprig from a herbaceous plant used in herbal medicine. If held while casting *Prismatic Orb*, it consumes the item and the orb deals 4d8 damage (up from 3d8).

Thistle (10). Flower that is grown around beehives which improves honey production. If held while casting *Smite*, it allows you to strike an additional target (for the same rolled damage).

Thyme (10). Tough herb with culinary and embalming uses. If held while casting *Web*, it consumes the item and imposes disadvantage on anyone trying to break free of the spells' effect.

Tin Nugget (7). Small chunk of metal that fits easily in your fist. If held while casting *Fly*, it consumes the item and extends the duration by 3 rounds.

Turmeric (10). Flavorful root plant that is used as a cooking spice. If held while casting *Prophecy*, it consumes the item and you can ask one additional question.

Vanilla (10). Pod from a flowering plant that can be crushed to create flavorful oil. If held while casting *Wish*, it consumes the item and prevents a failed spellcasting check from being upgraded to a critical failure (Nat 1 is still a critical failure).

Wool (10). Clump of thick hair from a sheep. If held while casting *Turn Undead*, it consumes the item and destroys affected undead that fail their CHA check by 7+ points (instead of the normal 10+).

Wormwood (10). Hardy northern herb that is used as an antiseptic. If held while casting *Zone of Truth*, it consumes the item and raises the range to *Far*.



