

[illegible]

This ruleset is stripped down, hyper-minimilist version of the unchained worlds system. You can run in and play unchained worlds modules using these basic rules by using the provided rules and allowing your table's keeper to adjudicate in instances of uncertainty.

Abilities

- 1

- Charisma: Joke, flatter, persuade, lie, bluff, perform, and intimidate others. Useful wherever talking or looking good is needed.

Modifiers

The keeper may ask you to make a check to succeed an attempted action, or a saving throw to resist negative effects. Roll a 1d20 and add the modifier for the relevant ability.

Score	Modifier
20	+5
18-19	+4
16-17	+3
14-15	+2
12-13	+1
10-11	0
8-9	-1
6-7	-2
4-5	-3
2-3	-4
1	-5

Generating ability scores

Roll 4d6. Set aside the lowest roll and ignore it. Add up the remaining three. This is your strength score. Repeat this process for the other five abilities. When you're done, you may switch the scores of two abilities. You may do this only for one pair of abilities.

Class

You may choose between mage, rogue, or fighter.

Mage

Mages can use staves and daggers, but cannot wear armor. You start with a spellbook to store your spells in, a wand to cast spells with, robed common clothes, 10 torches, 10 days of rations, and 10 gold pieces.

LVL	XP	HP	SPELLS	Feat
1	0	1d4	2	Spellcasting
2	100	2d4	4	Improve Spell
3	300	3d4	6	Improve Spell

	4		600		4d4		8		Improve Spell	
	5		1000		5d4		10		Signature Spell	
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Spellcasting Chose either INT or WIS as your spellcasting modifier. When you make spell attack rolls, add this modifier. When targets make saving throws to resist your spells, they roll against 10 + spellcasting modifier. During each rest, you may prepare copies of your spells to cast. You know 2 spell at first level, and learn a new one with each level following. You can cast each spell you know once per rest.

Improve Spell Pick one spell. Make some change or improvement to it. Work with the keeper.

Signature Spell You may create your own spell. It may be any spell level. Work with the keeper.

Spells

Spells(level 1 minimum)

1. Telekinesis: From up to 100ft away, you lift an object up to 50lb and move it up to 30ft each round.
2. Light: You touch one item and it glows for 1 hour. If you touch a monster's eyes(succeeding a contested DEX check), it is blinded for that time.
3. Magic Missile: Fire three darts among 1-3 targets within 120 feet. Each dart hits and deals 1d4 damage.
4. Read magic: You can detect magical effects within 30ft, and read any magical runes in order to learn spells from scrolls or books.
5. Vines: Vines grow over a 10ft square surface. Any creatures in the range make a STR save to prevent or escape being immobilized.
6. Grease: You conjure grease onto a 30ft square surface of terrain for 1 hour. Crossing without slipping requires DEX save.
7. Sleep: Target up to 3 creatures within 60ft. Roll 5d6. Any creature with equal or less hit points rolled falls asleep for 1 hour.
8. Cloud: You create a dense cloud that fits in a 30ft cube.
9. Command: You can issue a command(kneel, stop, flee, Speak) and target makes WIS save to resist doing it for 6 seconds.
10. Mage armor: Your AC becomes 13+DEX until you complete your next rest.

Spells(level 3 minimum)

1. Invisibility: You turn invisible for 1 hour, or until you attack or cast a spell.
2. Dark vision: You can see in total darkness for 1 hour.

- Spells(level 5 minimum)

- ## Rogue

LVL	XP	HP	Tricks
1	0	1d6	2

	2		100		2d6		3	
	3		300		3d6		5	
	4		600		4d6		6	
	5		1000		5d6		8	
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Tricks(level 1 minimum)

1. Pet: You get a rat, cat, ferret, or bird. It shares your turn in initiative.
2. Intimidation: You have a +4 bonus when trying to intimidate.
3. Stealth: You have a +4 bonus when you try to sneak.
4. Thief: You have thief's tools and a +4 when picking locks.
5. Liar: You have a +4 bonus on rolls made to when deceiving others.
6. Lore: You have a +4 bonus when trying to remember information about the world.
7. Pickpocket: You have a +4 bonus on rolls to steal.
8. Performer: You know how to play an instrument, and get +4 to rolls using it.
9. Flirt: You have a +4 bonus when trying to flirt or seduce others.
10. Rogues' cant: You know a secret language of rogues.

Tricks(level 3 minimum)

1. Steady Aim: +5 with bow attacks if you stand still for the entire turn.
2. Sneak Damage: 2d6 bonus damage when attacking while hidden from the target.
3. Arcane Initiate: You learn one 1st level spell and can cast it once per rest.
4. Dual wielder: When holding two one-handed weapons, you can attack one additional time.
5. Fencer: When wielding a rapier, you gain a +2 bonus to AC.
6. Thrown expert: You have a +4 bonus to attack rolls with thrown weapons such as darts.
7. Cunning action: You may dash, hide, or dodge once for free on your turn.
8. Second story work: You can climb vertically up most walls with your movement.
9. Swift hands: You have two free object interactions per turn.
10. Acrobat: You have a +4 bonus on climbing, jumping, balancing, and DEX saves.

Tricks(level 5 minimum)

1. Uncanny dodge: Once per round of combat, you can halve the damage of an incoming attack.
2. Arcane Adept: You learn one 2nd level spell and can cast it once per rest.
3. Expertise: pick one level 1 trick that gave you a bonus to a particular task. The bonus increases to +8

4. Evasion: When you succeed a saving throw to halve damage, you take none. When you fail the same roll, you take half.
5. Distraction: Once per round during an enemy's turn, you can impose a -4 penalty to their attack roll if they can hear or see your distraction.
6. Inspiration: Once per combat encounter, you can add a 1d12 to an ally's attack roll, ability check, or saving throw.
7. Armorer adept: You may use shields and medium armor.
8. Extra attack: When you take the attack action, you may attack twice.
9. Vice: once per rest, you can restore 1d6 hit points by smoking, drinking, or eating.
10. Cat-like reflexes: All fall damage is halved for you.

Fighter

Fighters can use all weapons and armor. Choose one of the following options for starting gear: 1. Sword, shield, medium armor 2. sword, bow, 20 arrows, light armor then add 10 torches, 10 days of rations, athletic common clothes, and 10 gold pieces.

LVL	XP	HP	Techniques	Feats
1	0	1d10	2	Power Move
2	100	2d10	3	Weapon training
3	300	3d10	4	
4	600	4d10	5	Extra Attack
5	1000	5d10	6	

Power Move You may gain a 1d12 bonus on any required checks when you declare an action such as swinging from a chandelier, pushing someone off a cliff, or glaring at a creature to intimidate them. Once you use this ability, you cannot use it again until you complete a rest or exit a combat encounter.

Weapon Training Pick 3 types of weapons. You gain a +2 bonus to attacks made with them.

Extra attack Whenever you take the attack action, you may make two attacks, or three if you are making use of the dual wielder perk.

Techniques (Level 1 minimum)

1. Dual wielder: When wielding two Minor or Martial weapons and taking the attack action, you may make an additional attack.
2. Pugilist: Your unarmed attacks deal 1d6 damage, and you may make one additional attack when you take the attack action unarmed.

3. Smite: Once per rest, you may channel good or evil energy and add 1d12 to an attack when it hits.
4. Battle Buddy: You gain a pet. It's max hit points are always half yours. It has an AC of 12 and a +2 to attacks.
5. Archer: You gain an additional +4 bonus to attack rolls made with bows
6. Great weapon fighter: You may reroll the damage on any attack with a great weapon, picking the higher of the two.
7. Threatening presence: You gain a +4 bonus to checks made to intimidate others.
8. Pre-emptive strike: Once per combat when you are targeted by a melee attack, you may take a free attack before the enemy attacks.
9. Wrestler: if an attempt to grapple you fails, you may instead grapple them for free.
10. Leap of faith: Once per rest, you may leap 20ft. If you make an attack as you land, it has a +6 bonus to hit.

Techniques (Level 3 minimum)

1. Lay on Hands: You have a pool of 15 hit points, and may use your action to touch a creature and heal them from that pool, which replenishes when you complete a rest.
2. Armorer: You gain an additional +2 to your AC from wearing armor
3. Battle steed: You gain a mount to ride on. While mounted, your movement is doubled.
4. Second wind: Once per combat, you may use an action to restore 1d10 hit points.
5. Lay on Hands: You may use your action to touch a creature and heal them any amount you'd like from your heal pool of 15 hit points, which is replenished at the end of each rest.
6. Shield of faith: As a free object interaction, you may summon or dismiss a holy shield on your arm that gives a +3 AC bonus.
7. Soul sight: You can see the wispy smoke leave bodies, and a faint glow from any living creature within 20 paces.
8. Sympathy: You may perform a ceremonial rite with a creature to bind souls. Until your next rest, they receive half as much damage from attacks, and you receive the other half.
9. Devour soul: When you kill a creature with a melee attack, you may inhale their soul and receive 1 hit point.
10. (un)holy mount: Once per rest, you may conjure an alicorn or a shadow steed. The creature has 10 hit points, 10AC, and can fly twice your movement speed. When you next finish a rest, it disappears.

Techniques (Level 5 minimum)

1. Martial Expertise: Pick 3 types of weapons. You gain a +3 bonus to attacks made with them. Stacks with Weapon Training.

2. Brute: Your attacks deal 1d12 damage instead of 1d6
3. Aura of intimidation: Once per rest, all humanoids within a pace of you must succeed a WIS save against your CHA check or else flee.
4. Martial artist: When your unarmed attack hits a creature roughly your size, you may grapple for free. After grappling, you may throw the grappled creature up to 3 paces for free, automatically knocking them prone if they collide with anything or anyone.
5. Death touch: When you make an unarmed attack on a creature that is not aware of you, you may add 3d6 damage on a hit.
6. Undying rage: Once per rest, when you are reduced to lower than 1 hit point, you instead have 1 hit point and may make two free attacks where you stand.
7. Blade dancer: When a melee attack roll misses you by 5 or more, you may make a free attack on them.
8. Fighting spirit: Once per combat, you may regain 3d6 hit points and receive a +2 bonus to any attacks made that round.
9. Rune knight: Every rest, you may roll to carve a rune in your weapon. The spell is randomly rolled from the level 3 mage table.
10. Master of agility: Once per rest, you may declare that one attack misses.

Additional stats

Hit points

Hit points represent your physical well-being, reducing when you take damage. When your hit points fall to 0, you are dead. When you roll your hit points, you may add your constitution modifier for each die rolled.

Armor class

When an attack is made, it must meet or exceed the target's armor class(AC) to hit. See the armor section to determine your AC.

Carry weight

Carry weight decides how many pounds of stuff you can carry and wear on your person. Your carry weight is equal to 7 times your strength score. If your strength score is 10, for instance, you can carry 70 lbs on you.

Combat

Initiative

Each combatant rolls a 1d20 and adds their dexterity modifier to the roll. Turn order reflects the roll. On a tie, the combatant with the highest dexterity goes first. When a tie remains after comparing dexterity, combatants each roll a 1d20 and the highest goes first.

On your turn

On each turn, you receive the following: - 1 action - 1 free object interaction(stashing/drawing an item, opening door, talking for 6 seconds, etc) - 6 paces(5ft each) of movement, which you may spend to move up to 6 paces. You may spend 3 paces to get up from prone position.

Actions in combat

Using your action, you may perform an intensive task. Some examples: - attack - dash: You gain 6 paces of movement - hide: You may make a DEX check (DC 12) to hide from one or more creatures if your line of sight is broken. - dodge: You focus on avoiding incoming attacks, adding +5 to your AC - cast a spell - Use object

Making attacks Roll a 1d20, then add your Strength(for melee) or Dexterity(for ranged) modifier to the roll. If that roll is higher than your target's armor class(AC), then it hits. The keeper keeps track of monster stats, and will tell you if your attack hits. If your attack hits, then you can roll 1d6 and add the same modifier you used earlier.

Free object interactions

Some actions such as storing or retrieving an object from your inventory, opening a door, speaking a six second message, or picking up an object from the ground.

Movement

Combat is centered around 5ft increments of distance. You may move in these increments. Once you have moved your maximum movement speed in one turn, you cannot move again until the start of your next turn. Moving 5ft counts against all your movement speeds. This means if you have 30ft movement and 15 flying, you may fly 15ft and walk 15ft, but you cannot walk 30ft and then fly 15ft.

Checklist

If you do every step on this list, your character is done. 1. Roll ability scores. Swap one pair of scores if you want. 2. Choose class, adding starting gear and feats/spells/tricks. 3. Roll your hit points 4. Calculate your AC and carry weight 5. Name your character

Exploration

Equipment and items

Weapons

All weapons deal 1d6 damage, with melee using strength. If you attack unarmed, your attack does damage equal to 1 + your strength modifier(minimum 1).

Class	Weapon	Weight	Cost
Minor	Daggers, clubs, sickles	2 lb.	5
Ranged	Bows, crossbows	5 lb.	25
Martial	Swords, axes, war hammers, maces, staves	5 lb.	45
Great	Greataxes, greatswords, lances, battleaxes	9 lb.	80

Coinage

1 Gold Piece = 10 silver pieces = 100 copper pieces. 50 pieces = 1 lb

Adventuring gear

Adventuring requires a great many things. Here are some of them.

Item	Cost	Weight
Arrows (20)	1 gp	1 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	2 gp	5 lb.
Bedroll	1 gp	7 lb.
Block and tackle	1 gp	5 lb.
Candle(10ft light)	1 cp	-
Clothes, Common	5 sp	3 lb.
Clothes, fine	15 gp	6 lb.
Crowbar	2 gp	5 lb.
Hammer	1 gp	3 lb.
Lantern, bullseye(30 light)	10 gp	2 lb.
Lantern, hooded(30 light)	5 gp	2 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (1 pint flask)	1 sp	1 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Rations (1 day)	5 sp	2 lb.

Rope, hempen (50 feet)	1 gp	10 lb.	
Spellbook	50 gp	3 lb.	
Tent, two-person	2 gp	20 lb.	
Tinderbox	5 sp	1 lb.	
Torch(30 light)	1 cp	1 lb.	
Waterskin	2 sp	5 lb. (full)	
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Armor

Armor	AC	GP	Lbs	
+-----+-----+-----+				
None	10+DEX	--	--	
Light	11+DEX	10	10	
Medium	14	50	45	
Heavy	17	200	60	
Shield	+2	10	10	
+-----+-----+-----+				

Rest

When you get an 8 hour night of sleep, you regain any lost hit points, spell slots, and uses of abilities.

Keeper info

Monsters

Here are some basic stat blocks for monsters. Tweak and re flavor these before using. Ability scores are listed in an array.

Humanoids

Roll 1d10 + (2 * party level) to pick a random

Commoner, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Pitchfork +0 1d6

Thief, HP:6, AC:10, [10, 16, 10, 10, 12, 15], Knife +4 1d6+3

Guard, HP:8, AC:10, [12, 12, 12, 10, 12, 10], Club +3 1d6+1

Hunter, HP:8, AC:10, [12, 14, 12, 10, 14, 10], Bow +3 1d6+2

Cultist, HP:4, AC:10, [12, 12, 10, 10, 10, 14], Dagger +0 1d6 Spell-caster(+2, DC12). Pick 1 attack spell: 1. Face melt: Target in sight WIS save or take 1d6 damage 2. Weak: Target deals 1d4 less damage until cultist dies. 3. Shadow Blade: +4 2d6+3 damage melee attack 4. Green flame: 5ft cube of flame, DEX save or 1d6 damage when inside Pick 1 other spell 1. Thorns: Thorny tentacles erupt from surfaces within sight in three 5ft cubes until the cultist dies or dismisses the effect. Standing in these space deals 1d4 damage. 2. Ice floor: a 5ft square patch of a surface freezes over and becomes slippery for the next 8 hours. A creature must either spend double the normal paces to move over this surface, or succeed a DC 15 DEX save to avoid slipping and falling prone. 3. Noxious cloud: an opaque cloud of green gas that fits in a 20ft cube appears. Creatures inside must succeed a CON save or take 1d6 damage at the start of their turn. 4. Featherweight: You weigh 1 lb. and may jump 20ft into the air from a standing position.

Archer, HP:12, AC:10, [12, 16, 12, 10, 10, 10], Bow +3 1d6

Soldier, HP:12, AC:12, [16, 12, 12, 10, 10, 10], sword +3 1d6

Mercenary, HP:15, AC:15, [14, 12, 14, 11, 8, 9], Sword +3 1d6+2

Brute, HP:30, AC:13, [18, 8, 18, 7, 7, 7], Great Club +6 2d6+4

Knight, HP:4, AC:17, [18, 12, 14, 10, 10, 14], Lance +6 1d6+4

- Leadership: Knight barks out orders and their subordinates gain a 1d4 bonus on attack rolls while the knight lives
- Extra attack: Knight may make two attacks per turn.

Assassin, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Dagger +4 1d6

- Extra attacks: May make 3 dagger attacks with it's action
- Assassinate: Attacking an enemy while hidden from them deals an additional 2d6 damage.

Priest, HP:4, AC:10, [12, 8, 14, 10, 16, 12], Mace +3 1d6+1 Spell-caster(+4, DC14). Pick 1 spell attack 1. Spiritual weapon: Glowing weapon flies and attacks with free object interaction, +5 2d6+2 2. Holy Flame: Melee spell attack. Target is wreathed in radiant flames. 4d6 damage 3. Guiding bolt: Ranged spell attack. Target takes 3d6 damage, and next attack has a +5 to hit until the end of this combat. 4. Halo: Halo appears and erupts on your head. All creatures within 3 paces succeed DEX save to halve 2d6 damage. Pick 1 other spell 1. Aid: Target's HP and max HP raises by 5 until they complete a rest. 2. Dispel curse: Lift one curse. Consumes one crystal or gem worth at least 100GP 3. Blessing: Before the next rest, creature may have a +10 on one

roll of their choice. 4. Angel wings: Touch one creature. It sprouts angelic wings and can fly until it completes a long rest.

Druid, HP:12, AC:10, [8, 12, 12, 12, 16, 8], Walking Stick +1 1d6-1
Spellcaster(+4, DC14). Pick 1 spell attack 1. Flame hand: 15 foot cone of flame erupts from your hand. Creatures in range make a DEX save to halve 3d6 damage. 2. Lightning hand: Melee spell attack, 3d6 damage. 3. Wind hand: 30ft cone, creatures must succeed a STR save or be pushed 15 feet, taking 1d6 damage if they collide with anything. 4. Cloud of insects: Bugs descend on one target in range. Each turn, target may use an action to remove the insects, or take 1d4 damage. Pick 1 other spell: 1. Wildshape: Turn into an animal of your choice until you dismiss this spell or fall to 0 hit points. When you change back, your previous hit points are preserved. 2. Moon beam: A 30ft diameter circle is lit by the moon. At the start of your next turn, any creature inside takes 4d6 damage as the light burns them. 3. Summon animals: Either 1 moose, 2 bears, 4 wolves, or 6 eagles show up to aid the druid for this combat. 4. Command weather: Druid can cause the weather to be clear, thunderstorm, snowstorm, or strong winds.

Gladiator, HP:4, AC:16, [16, 16, 10, 10, 10, 10], Gladius +5 1d6+3, Spear +5 1d6+3

- Blaze of glory: After reaching 0 hit points, gladiator makes free attack and then dies

Paladin, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Sword +0 1d6

- Smite(2 uses per combat): An extra 1d6 damage on a hit.

Warlock, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Dagger +0 1d6 Spellcaster(+4, DC14). Pick 1 offensive spell 1. Eldritch blast: Crackling black energy. ranged spell attack, 1d12 damage 2. Black tentacles: A portal opens, tentacles attack target. STR save to escape, can repeat at start of turn. 1d6 damage per turn. 3. Demon Swarm: A portal opens, and 1d4+1 demons step out. They are loyal to no one. 4. Silence: Every creature in sight makes a WIS save or becomes mute until the end of this combat Curse: Target succeeds a WIS save or is cursed. Curse can be repealed by warlock at will. 1. Nightmares: When you attempt to take a rest, you must roll 4 or higher on 1d6 or else stay awake through the night. 2. Spectral attaction: Ghosts will flock to you, intermittently howling and knocking objects over. 3. Blight: Rests only heal up to half your hit points. 4. Weakness: You have a -1d4 penalty on all rolls that rely on strength

Illusionist, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Staff +0 1d6

Hell Knight, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Infernal Claymore +0 1d6

Red Mage, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Staff +0 1d6

Necromancer, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Knife +0 1d6

Monstrosities

Roll 3d12 to generate a random monstrosity. Assign stats, one attack, and one ability accordingly. If you want to theme a group of similar monstrosities, then choose 3d4, 3d4+4, or 3d4+8 for a small group.

Roll	Part1	Part2	Part3
1	Beaked	Fire	Beetle
2	Limbless	Ice	Stalker
3	Winged	Lightning	Centipede
4	Glistening	Meat	Blob
5	Eyeless	Skin	Crawler
6	Hardened	Poison	Sniffer
7	Babbling	Eye	Mouther
8	Long-fingered	Hand	Breather
9	Man-faced	Night	Beast
10	Glowing	Radiant	Man
11	Growling	Plump	Tooth
12	Shrieking	Dagger	Eye

Demons

Roll Sin Feature1 Feature2 1 Filthiness Spikes Ice 2 Gluttony Tentacles Fire
3 Greed Muscles Poison 4 Sloth Breath Necrosis 5 Wrath Possession Chains 6
Envy Shape-shifting Pathetic 7 Pride Wings Frightening 8 Corruption Horns
Entrancing 9 Cruelty Claws
10 Complaining Fangs 11 Cowardice Invisibility 12 Clamor Weapons

Giant (300XP)

- HP: 50, AC: 10
- [20, 6, 16, 8, 8, 8]
- Club +5 3d6+5

Skeleton (25XP)

- HP: 8, AC: 9
- [12, 12, 12, 4, 12, 4]
- Sword +1 1d6+1
- Bow +1 1d6+1

Ghost (150XP)

- HP: 15, AC: 12
- [8, 8, 12, 4, 16, 4]
- Damage from nonmagical physical weapons is halved
- Possess: target succeeds DC 15 WIS save or is possessed, can repeat check each minute.
- Incorporeal: Can become invisible and phase through walls while moving.
- Soul steal +5 1d6+3 on hit target ages 1d4 years

Demon (150XP)

- HP: 30, AC: 14
- [14, 14, 12, 8, 8, 14]
- Damage from fire is halved
- Can make two claw attacks and a lick
- Lick +3 1d4-1 on hit target makes DC15 CON save or is cursed with -5 max HP
- Claw +3 1d6+2

Dragon (600XP)

- HP: 80, AC: 16
- [18, 16, 18, 16, 16, 16]
- Can fly
- Breath attack 30ft cone, DC 16 DEX save to halve 8d6 damage
- Bite +6 1d20+4

Magic Items

Weapons

1. Flame tongue: Flaming sword that deals 2d8 damage and ignites objects it touches.
2. Flame gauntlet: 15ft cone of fire, targets make DC 14 DEX save to halve 3d6 damage. One use, which returns at dawn.
3. Sword of hunger: +1 bonus after it consumes 3 souls, +2 after 10 souls, +3 after 15 souls
4. Letter: This dagger contains 1d4 random spells. Spells can be cast any number of times. Each cast drains 1d4 HP from the caster.
5. Magic sword: sentient sword with an eye. +1 to attack and damage rolls.
6. Autocrossbow: With one action, you may fire this crossbow up to three times.
7. Stunrod: A metal stick which shocks the target, who must succeed a DC 13 CON save or lose their next turn in initiative.
8. Sun mace: This mace is shaped like the sun. Undead hit with this blade must succeed a DC 14 CON save to halve 3d6 extra damage.

9. Man Slayer: Humanoids struck with this greatsword take an additional 2d6 damage.
10. Magic boomerang: The boomerang is thrown on an arc and may attack up to three creatures in it's path.
11. Rune sword: Has 1 charge, which returns at dawn. When targeted by a spell, the wielder may expend a charge to make an attack roll against the caster's spell DC. On success, the spell fails and is captured in the sword. The wielder may cast the spell as an action.
12. Chainsaw: After an attack hits a target, all other chainsaw attacks on this creature automatically hit for the rest of the wielder's turn.
13. Musket: Uses smokepowder to fire. Requires one action to reload after firing. Deals 1d20+DEX damage on a hit.
14. Power fist: This gauntlet deals 2d6 damage on a hit and pushes targets 3 paces with a blast of power.
15. Adamantium sword: This sword deals 2d8 damage and cuts through metal and as if it is wet clay.
16. Ice sword: On a hit, target must succeed a DC 15 CON save or be frozen in an ice crystal. Such an ice crystal melts 4 hours later, leaving the target alive.
17. Harpoon cannon: Requires an action to reload. On a hit, may reel the target 6 paces towards wielder.
18. Bladed shield: This shield provides armor class, and may be used as a one-handed melee or thrown weapon.
19. Reaper's Scythe: When dealing a killing blow, the wielder regains up to the number of hit points taken from the target.
20. Moon Blade: Solid silver sword with moon on it. At night, the blade glows with 30 feet of pale moonlight and has a +2 bonus to attack rolls and damage.

Potions

1. Healing potion: recover 2d4+2 HP
2. Potion of growth: You double in size for 1 hour
3. Super glue: Dries after 6 seconds. Bond can support 1000 lb.
4. Super lube: Dries after 1 hour. Renders up to a 20ft square surface frictionless.
5. Potion of invisibility: Become invisible for 1 minute
6. Potion of night vision: you can see in the dark for the next 1 hour
7. Animal potion: You become this animal. Every time you take a rest, you may make a DC15 WIS save to return to normal.
8. Dragon's breath: Until the end of this combat, you may use your action to create a 15ft cone of fire. All creatures inside make a DC 15 DEX save to halve 3d6 damage
9. Greater healing potion: recover 4d4+4 HP
10. Brute's brew: Your strength modifier is +6 until you finish your next rest.
11. Potion of silver tongue: You may exactly immitate any voice you've heard

for the next hour.

12. Potion of shrinking: You halve in size for 1 hour
13. Potion of levity: For the next ten minutes you float upwards slowly.
14. Potion of weightlessness: For the next ten minutes, gravity has no effect on you.
15. Poison of withering: For the next minute, target must succeed DC15 CON save or take 2d6 damage
16. Poison of flammability: for the next minute, the target takes twice as much damage from damaging fire
17. Holy Water: Deals 3d6 damage when splashed on the undead and fiends
18. Potion of haste: You may take two actions each turn for the next hour.
19. Verdant spirit: When poured on plants, they quickly grow up to 100 feet taller.
20. Liquid fear: Drinking this fills you with intense fear. The undead are drawn inexorably to the scent of this liquid.

Anomalies

1. Soul pendant: If the wearer dies, the crystal shatters and the wearer wakes up with half their max HP.
2. Bag of holding: Bag that leads to 15 foot cubic foot pocket dimension that can hold 900
3. Drift globe: produces light for 6 hours per day when held.
4. Immovable rod: Rod with button, that when pressed, prevents rod from moving.
5. Sending stones: Set of two stones. Once per day, can communicate up to 15 words each way.
6. Pearl of power: The wearer may reroll the damage on any spell they cast and choose either value. After being used, it cannot be used again until dawn.
7. Weather stone: Press on this stone and it will audibly tell you what the weather is around you.
8. Flameless ration heater: This pouch grows hot enough to boil water.
9. Portable hole: A black circle of silk 6ft in diameter. Place this against a flat surface and it becomes a gate to a 10ft tall cylindrical pocket dimension.
10. Quarreling stones: Kind when alone, placing these talking stones within a foot of each other causes them to bicker loudly.
11. Easily Misplaced key: Turning this key in any door's lock transports you to the other side, without the key.
12. Empty bucket: The inside of this bucket contains a field of annihilation destroys anything it touches.
13. Cow Bell: Ringing this bell transforms it into a milk-producing dairy cow for one hour, after which it changes back and can't transform again until dawn.
14. Heliocentric dial: A dial with a button on it. Adjust the position, and press the button. The world teleports to a different orbit around the sun,

- changing the season accordingly. Causes a meteor shower for the next day.
15. Tiny boulder: This pebble will grow into a 1 ton, 10ft diameter boulder when you say “grow”, and shrink back when you say “shrink”.
 16. Mirror of truth: Invisible objects are visible in this mirror’s reflection.
 17. Bard’s lute: This lute has stored 1d4 random spells from the illusionist spell list. You may cast each of these spells once by playing the lute. Spells return each dawn.
 18. Spell wand: This wand contains a spell. You may cast the spell using this wand. It restores at dawn.
 19. Blue magnet: This chunk of stone is attracted strongly to any item or material which is blue.
 20. Rat Pipe: Any rats that can hear the pipe playing will be entranced and follow the piper.

Worn

1. Cape of flight: Grants 10 minutes of flying once per day.
2. Dragon Scalemail: halves incoming damage from fire.
3. Spider boots: Can walk up walls or ceilings
4. Magic armor: +1 to AC
5. Crown of the mad mage: Wearing this crown grants +4 INT, -4 WIS
6. Rose-tinted glasses: Wearer can see the childhood memories of anyone by gazing into their eyes.
7. Earrings of sympathy: When worn by two creatures, incoming damage is divided equally among them both.
8. Necklace of fireballs: has 2d4 fireball pendants. Breaking one off and throwing it casts fireball centered on the pendant.
9. Invisibility cloak: Anything within the cloak is invisible. Wearer must cover face with hood to be entirely invisible.
10. The family ring: Speak the name of a family backwards, and this signet ring changes to that family’s symbol.
11. Rune armor: The wearer of this heavy armor has a +4 bonus on saves against spells.
12. Ethereal robes: Has 1 charge that returns at dawn. Wearer can expend a charge to become ethereal and pass through solid objects for 1 minute.
13. Emergency Inflating suit: Has 1 charge that returns at dawn. Wearer can expend a charge with a free object interaction to inflate the suit. The wearer’s immobile while the suit is inflated. Any attack that hits the inflated suit pops it, but deals no damage to the wearer.
14. Soul Silk robe: This light armor can be worn by mages.
15. Doppelganger’s skin: The wearer can adjust their appearance to resemble anyone they’ve seen.
16. Blink lion suit: Has 1 charge that returns at dawn. Wearer can expend charge to teleport to any point they can see.
17. Owl cloak: Has 3 charges that return at dawn. Wearer can expend a charge to fly for 6 seconds.

18. Eldritch pact pendant: The wearer can telepathically communicate with an ancient and mysterious being of great power. This being will offer spells from the cultist and warlock spell list in exchange for completing seemingly random requests.
19. Brute boots: The wearer's maximum hit points increases by 10 while wearing these boots.
20. Annealing gloves: When the wearer touches these metal gloves to an object, they may use their action to meld the gloves into the material they are touching. They may use another action to unmeld.

Expendable

1. Blu's Instant tavern: Tiny model tavern. Add water and it expands into a regular-sized tavern staffed my small blue catfolk.
2. Hat of infinite bunnies: Every time the hat is flipped over, a bunny falls out.
3. Deck of many cards: Deck of 52 cards. You may draw up to three cards at once. Each is assigned a random spell. You may select one of these cards to cast it's spell. All drawn cards disintegrate even if you choose none of the drawn cards.
4. The monkey paw: Cursed. Grants one wish per finger. Each wish is granted with malicious compliance, or otherwise rejected outright.
5. Bottle of lightning: Shattering this bottle unleashes a bolt of lightning at any creatures within 6 paces, dealing 3d6 damage.
6. Smokebomb: Creates a cloud that fits in a 20ft cube that lasts for 10 minutes.
7. Spell scroll: Contains one spell, whose invocation appears in a language you understand as illusory text. Reading this casts the spell with a +5 spell modifier and spell DC of 13, destroying the scroll.
8. Spellbook: Contains 1d4-1 spells(minimum 1). Copying a spell from this book removes it from this book.
9. Electric Salt lick: 2d4 uses. Lick the salt with your action. Until the start of your next turn, any creature that touches you takes 2d4 damage from an arc of lightning leaping from you.
10. Glow in the dark paint: Object coated in this paint permanently produce light in a 5ft radius.
11. Monster Tape: One strip can support a 500 lb weight. One roll contains 200 feet of tape.
12. Eternal flame: Lighting this torch creates an ethereal flame that is permanently fixed in place and creates light in a 30ft radius.
13. Exploding darts: Wherever the dart hits, it deals 1d4 damage to all creatures within one pace.
14. Jar of candies: Taking a candy from this jar and eating it heals 1d4 HP. When you take a candy from this jar, roll 1d8. On a 1, the jar is empty.
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