

Conditions

Some attacks, traps, spells, or other effects can also inflict conditions—usually negative effects other than damage. Some conditions are temporary, lasting as little as a single round; others may last until cured in some way, and some can be ended by using an action to make an appropriate save.

- **Blinded.** Can't see. Attacks against you have advantage, and your attacks have disadvantage.
- **Bloodied.** At half HP or less.
- **Charmed.** See the charmer as an ally. Charmer has advantage on social interactions with you.
- **Dazed.** Heroes: lose 1 action; monsters: can perform one less action on their next turn.
- **Dying.** At 0 HP. Taking damage while dying causes 2 Wounds, a crit causes 3 instead.
- **Frightened.** Disadvantage on rolls when source of fear is nearby; speed halved when moving closer to it.
- **Grappled/Restrained.** Cannot move. Attacks against you have advantage.
- **Hampered.** Any creature with their actions or movement reduced (e.g., Dazed, Grappled, Prone, Difficult Terrain).
- **Incapacitated.** Can't do anything. Attacks against you have advantage, and melee attacks that hit, crit.
- **Invisible.** Cannot be seen. Your attacks have advantage, and attacks against you have disadvantage.
- **Petrified.** Incapacitated. You have all the benefits and drawbacks of being a rock! Immune to most damage except from large explosions, picks, or similar tools.
- **Poisoned.** Disadvantage on rolls.
- **Prone.** Movement costs twice as much, and disadvantage on attacks. Melee attacks against you have advantage; Ranged have disadvantage. Spend 3 spaces of your Speed to stand up.
- **Riding.** You move with the creature you are riding. Any attacks that miss you, strike them.
- **Slowed.** Speed halved during your next turn.
- **Taunted.** Disadvantage on attacks except against the most recent taunter.
- **Wounded.** Has any Wounds (typically 6 Wounds and a hero is dead).

Other Minor Statuses. Minor statuses (*Smoldering, Charged, Distracted, etc.*) do nothing on their own and end whenever combat does. Some spells and abilities have additional effects against such targets.

Cover & Hiding

- **Cover.** When obscured by a tree, a larger ally, a knocked over table, in poor lighting, etc., attacks against you have disadvantage.
- **Full Cover.** When completely obscured, you cannot typically be targeted by an attack.
- **Hiding.** (Req. Cover) Spend 1 action to make a DC 15 Stealth check (if you have Full Cover, you succeed automatically). While hidden: the first attack you make is with advantage—ending the condition. If this attack kills the enemy and no others can see you, you may remain hidden.

Concentration

Being crit while concentrating breaks it, unless they succeed on a **DC 10 STR** save.

Grappling

You can attempt to grab another creature provided you are within Reach and have at least 1 arm free (or some other way to grab them). On a failed STR or DEX save (DC 10+STR or DEX), a target:

- your size or smaller, is Grappled.
- larger than you, you gain the Riding condition.

Forced movement (pushing a grappler away), incapacitation, or spending an action and succeeding on a STR or DEX save can end it.

Restrained. Functions like Grappled, but is caused by objects (e.g., chains, rope, roots) and ignores size restrictions. It can also be ended through any logical means, such as picking a lock or cutting/burning rope.

Gold Per Level

Average gold found/given per level to each hero. A quest for a good cause might pay modestly (one or two levels below average), while one from a wealthy noble may offer a more extravagant reward (one or two levels above average).

LVL	GOLD	LVL	GOLD	LVL	GOLD	LVL	GOLD
1	25	6	450	11	5,000	16	40,000
2	40	7	750	12	7,000	17	60,000
3	80	8	1,200	13	10,000	18	90,000
4	150	9	2,000	14	17,000	19	130,000
5	280	10	3,000	15	25,000	20	200,000



Healing Potions

- **Healing Potion.** (1 Action) Heal 2d4+4 HP. *Cost 50 gp.*
- **Greater Healing Potion.** (1 Action) Heal 3d6+6 HP. *Cost 150 gp.*
- **Supreme Healing Potion.** (1 Action) Heal 4d8+8 HP. *Cost 450 gp.*

Skill Checks

- **Easy:** Spotting a large Ogre crouched behind a small bush might be a **DC 8** Perception check.
- **Medium:** A hidden doorway behind a bookcase might be a **DC 12** Examination check.
- **Challenging:** Calming an injured Owlbear stuck in a trap may be a **DC 15** Naturecraft check.
- **Very Difficult:** Intuiting the true intentions of a trained Spy may be a **DC 18** Insight check.
- **Extremely Difficult:** Disarming an ancient legendary trap may be a **DC 20+** Finesse check.

Lodging Boons

Spending 10 or more gold on lodging can grant temporary boons. You can roll from the table, or award a Minor, Major, or even EPIC Boon based on how much the heroes pay and where they rest:

- **A Minor Boon:** Typically costs around 10 gp.
- **A Major Boon:** Typically costs around 100 gp.
- **An EPIC Boon:** Typically costs around 1,000 gp.

These Boons are temporary and last only until the heroes take another Safe Rest. Adjust the cost and impact to suit your campaign and the party's level of wealth.

1d8 Temporary Boon

1	Recover 2 additional Wounds
2	Gain LVL temp HP
3	Gain KEY temp Hit Dice
4	+1 Speed
5	Inspired (reroll any die, once)
6	Advantage vs. Fear/Charm/Etc.
7	Learn an important rumor
8	+KEY mana

Quick NPCs

- **Captain Avaline.** Sailor. Insists she's NEVER lost a ship—won't elaborate.
- **Clara Taltales.** LOVES to embellish stories.
- **Corra.** Herbalist. Smells faintly of mint and carries a pouch of dried leaves.
- **Delphine, Starcatcher.** Claims the stars tell her secrets about people she meets.
- **Elenara.** Aristocrat. Judges everyone based on their fashion choices.
- **Fara.** Blacksmith. Loves to whistle.
- **Gammy.** Insists she can read fortunes—can't.
- **Gilda.** Carries an absurdly heavy bag filled with random trinkets. Likes to trade.
- **Gilly.** Gnome. Quickly develops crush on heroes.
- **Kestrel.** Ranger. Has a bird companion that doesn't actually do much.
- **Lyra.** Oracle. Avoids giving direct answers.
- **Maia.** Artist. Absentmindedly sketches people while they talk.
- **Mira.** Scribe. Knows a lot about books but can't handle social interaction.
- **Nala.** Dramatically reenacts her own stories.
- **Nyra.** Tracker. Constantly scans horizon.
- **Ookie the Cheat.** Rogue. Awful pickpocket.
- **Orla.** Remembers everyone's favorite drink.
- **Poppy.** Gardener. Always has dirt on her hands.
- **Pip.** Always in a hurry but stops for sweets.
- **Selis.** Merchant. Claims her wares are enchanted whether they are or not.
- **Sylvie.** Apprentice mage. Fascinated by the smallest spells.
- **Thalia.** Hunter. Leaves trails of breadcrumbs for others to follow her.
- **Trudy.** Midwife. Has a calming presence and often hums lullabies.
- **Vessa.** Spy. LOVES gossip and collects secrets like trophies.
- **Willa.** Baker. Sneaks pastries to anyone who seems sad.
- **Yelena.** Warrior. Braids small trinkets into her hair for luck.
- **Bartleby.** Scholar. Always slightly out of breath.
- **Big Timbers.** Terrified of small animals.
- **Bram, Thrice-cloaked.** Merchant. Insists on selling cloaks—even in hot weather.
- **Buddy.** Misremembers EVERYONE'S name.
- **Crookshanks.** Stereotypical pirate in every way.
- **Clancy.** Innkeeper. Always wiping a glass.
- **Cyrus.** Blacksmith. Mutters about bad tools.
- **Dorian.** Has no sense of personal space.
- **Elias the Whisperer.** Mystic. Speaks so softly that people lean in to listen.
- **Farrow the Filcher.** Thief. Not stealing, just "borrowing indefinitely."
- **Fenris.** Mercenary. Never removes their gloves.
- **Finn.** Fisherman. Loves telling terrible jokes.
- **Grizzik Ironsides.** Dwarf warrior. Grumbles about modern armor.
- **Gus.** Stablehand. Has an uncanny ability to mimic animal sounds.
- **Halvor.** Carpenter. Hums loudly while working.
- **Humphrey.** Scribe. Keeps dropping his quill.
- **Lefty No-Hope.** Loves to bet, TERRIBLE luck.
- **Malrik.** Refuses to acknowledge magic exists.
- **Milo.** Apprentice. Enthusiastic, incredibly clumsy.
- **Ol' Rockgut.** Miner. Drinks tea as if it were ale.
- **Percy.** Young noble. TERRIFIED of pigeons.
- **Quinn.** Healer. Always smells faintly of herbs.
- **Red.** Grizzled Mercenary. Calls everyone "kid" no matter their age.
- **Remy.** Claims to have amnesia—doesn't.
- **Rickety Jack.** Tinkerer. Can build anything—but just barely.
- **Ronan.** Hermit. Ends every sentence with "...or so they say."
- **Rusty the Mumbler.** Dockworker. Speaks in an unintelligible accent.
- **Tuck.** Errand boy. Loves racing everywhere.
- **Thane Backhand.** Hunter. Swears every problem can be solved with rope.
- **Walter.** Retired soldier. Tells the same war story repeatedly but changes the details each time.

Monster Builder

Monster Level	HP No Armor	HP M Armor	HP H Armor	Damage per round	Attack Sample Dice	Save DC	CR Equiv.
1/4	12	9	7	3	1d4+1	9	1/8
1/2	18	15	11	7	1d6+3	10	1/4
2	34	27	20	13	2d8+4 or (2x) 1d8+3	11	1
4	49	39	29	18	2d8+9 or (2x) 1d8+5	12	2
6	68	54	41	21	2d8+12 or (2x) 1d8+7	13	3
8	91	73	55	26	3d8+12 or (2x) 2d8+5	14	4
10	118	94	71	30	4d8+12 or (2x) 2d8+7	15	5
12	149	119	89	35	5d8+13 or (2x) 3d8+4	16	7
14	184	147	110	40	6d8+13 or (2x) 3d8+7	17	9
16	223	178	134	45	7d8+13 or (2x) 4d8+5	18	10
18	266	213	160	50	8d8+14 or (2x) 4d8+7	19	12
20	313	250	189	54	9d8+13 or (2x) 4d8+9	20	14

Legendary Monster Abilities

Optional Actions. Each legendary monster can also have the default actions to cause fear or move players around instead of their listed attacks. A great way to add drama or tune down an encounter that is too challenging. For example:



- **Wind Up/Breathe In.** Regain the use of a single use ability.
- **Terrible Roar/Intimidate/Taunt.** 1 or more creatures who hear this make a WIL save or Frightened 1 turn.
- **Toss Around/Telekinetic Shove.** STR save or moved, Prone, etc.
- **Size Up/Spot Weakness.** DEX save, the next attack you make is with advantage and cannot be Interposed.

Assess Checks

Choose one of the following and then make a **DC 12** skill check to:

- **Ask a Question.** About a weakness, ability, or immediate plans of enemies, environment, story, etc.
- **Create an Opening.** Increase the next Primary Die Roll against a target by 1 this round.
- **Anticipate Danger.** Reduce all Primary Dice rolled against you by 1 this round.

Monsters are smart! You cannot assess using the same skill more than once in a single encounter, as your foes adapt to your tactics. You'll need to stay creative!

Chaos Table

Unless otherwise noted, ongoing effects last for up to 1 minute or until Chaos is triggered again.

- 1 Elemental Eruption.** Creatures within 6 spaces of you must make a DEX save or take INT d10 fire damage on a failure, half on save. You fail the save.
- 2 Backfire.** Suffer 1 Wound. The spell you just cast also targets you (or an enemy if it was a beneficial spell).
- 3 Aww, Nuts!** You polymorph into a cute squirrel until you take damage. Your TOP priority is to find acorns (squirrels can't cast spells).
- 4 Summon Aetherlings.** At the end of each of your turns, summon INT hostile aetherling minions adjacent to you that act immediately after you (size: d6).
- 5 Graviturgical Grace.** A random enemy is pulled adjacent to you at the end of each of your turns.
- 6 Liquefy Legs.** You fall Prone, cannot stand, and your speed becomes 0 while out of water.
- 7 Elemental Entanglement.** An enemy controls 1 Action for you at the start of each of your turns.
- 8 Ethereal Cocoon.** You are enveloped in a magical cocoon until the end of your next turn. You fall Prone, are unable to move or speak, and are immune to damage. You must spend all of your Actions casting cantrips at the nearest creature.
- 9 Manastorm.** The last spell you cast is cast again for free, against a random target.
- 10 Reality Warp.** Everywhere around you within 6 spaces is difficult terrain.
- 11 Displacement.** Teleport. 1d4:
 1. The worst place! (GMs choice)
 2. UP! 6 spaces (3d6 falling damage)
 3. Player's choice, 6 spaces
 4. Player's choice, 12 spaces
- 12 Chaos Step.** Swap places with any creature you can see.
- 13 Mindfire.** The dumbest enemy within 16 spaces takes INT d6 psychic damage (ignoring armor), and gains the Smoldering condition.
- 14 Emerge beautiful.** You sprout butterfly wings from your back, gain a flying speed.
- 15 Unbiggen.** Your size is halved. Gain advantage on Stealth checks and attacks against you are made with disadvantage.
- 16 Embiggen.** Your size is doubled. Gain INT d10 Temp HP and advantage on STR saves instead of disadvantage.
- 17 Awakening.** A 3rd eye appears on your forehead. Gain advantage on the Assess action and all attacks.
- 18 Diamond Skin.** Multiply your Armor by INT; you can Defend for free each round.
- 19 Mighty Mana.** Your spells (including the one that triggered this effect) are empowered and are cast as if you spent 2 additional mana on them.
- 20 Elemental Overload.** Enemies within 12 spaces of you take INT d8 lightning damage. You regain INT mana at the end of your turns (this mana expires at the end of combat if unused).