**Index**

aasimar, 286-287

abilities (NPC), 89, 92

ability check, 237-238, 245, 263-264

ability score, 89, 237-240, 242, 263-266

absent characters, 235-236, 260

Abyss, 58, 62-63

Death Dells, 63

Demonweb, The, 62

Endless Maze, The, 63

Gaping Maw, The, 62

Thanatos, 62

Triple Realm, The, 63

Acheron (Outer Plane), 58, 66

action options, 271-272

climb onto a bigger creature, 271

disarm, 271

mark, 271

overrun, 272

shove aside, 272

tumble, 272

activating a magic item, 141

advantage, 239-240

adventure, 16, 25, 99-123, 125-126

creating, 5, 71-87, 99-105, 125-126

hooks, 72

published, 72

seeds, 125-126

adventurer NPC, 93

adventuring day, 84

air quality, 105

air vehicles, 119

alien technology, 268

alternative rewards, 227-232

altitude, 110

animism, 12

antipaladin, 96, 97

appearance (NPC), 89

apprentice, 92-93

Arborea (Outer Plane), 58, 60-61

Arcadia (Outer Plane), 58, 66-67

arctic monsters, 302

area of effect, 249-250, 251

armor, magic, 139

artifacts, 219-227

destroying, 221

properties, 219-221

art objects, 133, 134-135

Astral color pools, 47

Astral Plane, 43, 46-48

astral projection, 47

atonement (paladin), 97

attack rolls, 235, 238, 239

attitude (NPC), 244

attunement, 136-138

automatic success (variant), 239

Avernus (Nine Hells), 64

awarding experience points, 260-261

background NPC, 94

backgrounds, 26, 264, 289

creating, 26, 289

barred doors, 103

Beastlands, The (Outer Plane), 58, 60

becoming lost, 111-112, 117-118

beginning an adventure, 72, 74, 77, 79

between adventures, 125-131

blessings, 227-228

bond (NPC), 91

Border Ethereal, 48

bringing back the dead, 24

brown mold, 105

businesses (character), 127, 129

buying magic items, 135-136

Bytopia (Outer Plane), 58, 59-60

campaign, 9, 25-41, 126

creating, 14, 25-41, 43-44, 125

tracking, 126

Cania (Nine Hells), 65

Carceri (Outer Plane), 58, 63

challenge rating, 82, 92, 274, 274-275, 279, 306-309

charges in magic items, 141

charms, 228

chases, 252-255

city, 17

City of Brass, 55-56

class, 96-97, 283, 287-289

NPC, 96-97

cleaving, 272

climax, 72, 75, 77

climb onto a bigger creature, 271

clues (mystery), 78

coastal monsters, 302

cold, 110

collapsing roof (trap), 122

color pools (Astral), 47

combat, 247-252, 270-273

combat encounter, 81-85

creating, 81-85

command word, 141

commerce, 19-20

complex traps, 121-122

complications, 79-81

concealed doors, 104

conditions, 248

conflict with a sentient item, 216

connecting adventures, 125-126

consumable magic items, 141

potions, 139, 140

scrolls, 139, 140

contacts, 93-94

contests, 238

continent scale (map), 14

continuing campaign, 36

conversation, 244-245

cosmology, 43-44

cover, 251, 272

crafting a magic item, 128-129

creating a background, 26, 289

creating a campaign, 14, 25-41, 43-44, 125

character backgrounds, 26

characters, 26, 36

continuing or episodic, 36

creating a world, 4, 9-41

ending, 33

events, 26-33

flavor, 38-41

map, 14, 25-26

planes of existence, 43-44

play style, 34-36

story, 125

theme, 36

time, 32

creating a currency, 20

creating a downtime activity, 131

creating a dungeon, 72-73, 74, 99-105, 290-301

air quality, 105

creating an encounter, 81-85, 102

creator, 99-101

ecology, 102

encounters, 102

factions, 101-102

features, 102-105

goals, 72-73

hazards, 105

history, 101

inhabitants, 74, 101-102

light, 104-105

location, 99

map, 102-105, 311, 312, 314, 315

purpose, 101

random, 290-301

random encounters, 85-87, 106, 114-116, 118

sounds, 105

creating a magic item, 214-216, 284-285

sentient, 214-216

creating a monster, 273-283

class, 283

features, 280-281

quickly, 274-275

stat block, 275-279

creating a multiverse, 43-69

creating a campaign, 14, 25-41, 43-44, 125

creating an adventure, 5, 71-87, 99-105, 125-126

adventure seeds, 125-126

character goals, 72-74, 76

climax, 72, 75, 77

complications, 79-81

creating a dungeon, 72-73, 74, 99-105, 290-301

creating an encounter, 81-85, 102

dungeon, 99-105

elements, 71-72

event-based, 75-77

foreshadowing, 126

intrigue, 78

introduction, 72, 74, 77, 79

location-based, 72-75

maps, 72, 75, 77

moral quandaries, 79-80

mystery, 77-78

NPCs, 74, 75-76, 77, 78

random encounters, 85-87, 106, 114-116, 118

side quests, 81

structure, 72

twists, 80

type, 72-79

villain, 74, 75-76, 77, 78

creating an encounter, 81-85, 102

character objectives, 81

combat, 81-85

budget, 83-84

difficulty, 82-84, 84-85

multi-part, 83

party size, 83

XP thresholds, 82-83

dungeon, 102

fun, 85

creating an NPC, 89-97, 244, 279-283

abilities, 89

appearance, 89

attitude, 244

bond, 91

challenge rating, 92

class, 96-97, 283

detailed, 89-91

equipment, 92

flaw, 91

ideal, 90

interaction trait, 90

loyalty, 93

mannerism, 90

monster, 91-92

occupation and history, 89

quickly, 89

statistics, 92, 279-283

talent, 90

useful knowledge, 90

villain, 94-97

creating an organization, 21-22

creating a plane, 43

creating a race, 285-287

creating a religion, 10-13

animism, 12

dualism, 12

forces and philosophies, 12-13

loose pantheon, 10-11

monotheism, 12

mystery cults, 11-12

racial, 13

tight pantheon, 11

creating a settlement, 15-20, 112-116

as an adventure site, 16

atmosphere, 17

commerce, 19-20

encounters, 114-116

government, 17-19

map, 114, 313

purpose, 15-16

random, 112-114

size, 16-17

creating a spell, 283-284

creating a trap, 120-122

complex, 121-122

detection, 120-121

disabling, 120-121

effects, 121

trigger, 120

creating a wilderness, 14, 25-26, 73, 106-112, 116-120

creating an encounter, 81-85, 102

encounters, 106

features, 108-109

goals, 73

hazards, 109-112

map, 14, 25-26, 108-109

random encounters, 85-87, 106, 114-116, 118

unusual environments, 116-120

creating a world, 4, 9-41

currency, 19-20

magic, 9-10, 23-24

map, 14

religion, 10-13

settlements, 15-20

critical hits, 248

currency, 19-20, 133

creating a, 20

cursed items, 138-139

damage, 249, 273

damaging objects, 246-247

dark fantasy, 40

darkness, 104-105

dart trap, 123

Dawn War deities, 10

DC (Difficulty Class), 238-239

Death Dells (Abyssal plane), 63

Death domain, 96-97

Deep Ethereal, 48-49

degrees of failure, 242

deity, 10-13

divine rank, 11

pantheon, 10-11

racial, 13

demigod, 11

demiplane, 68

Demonweb, The (Abyssal plane), 62-63

desecrated ground, 110

desert monsters, 302

destroying artifacts, 221

detecting a hazard, 105

detecting a trap, 120-121

diagonal movement, 252

dice, 235, 236-237

Difficulty Class (DC), 238-239

disabling a trap, 120-121

disadvantage, 239-240

disarm, 271

disease, 256-257

Dis (Nine Hells), 64

divine rank, 11

deity, 10-13

Lesser deities, 11

Greater deities, 11

Quasi-deities, 11

Domains of Dread (Shadowfell), 51-52

doors, 103-104

downtime activities, 127-131

dualism, 12

dungeon, 72-75, 99-105, 290-301

creating, 72-73, 74, 99-105, 290-301

Dungeon Master, 4

echo plane, 43

Feywild, 43, 49-50

Shadowfell, 43, 51-52

ecology (dungeon), 102

eladrin, 286

Elemental Chaos, 52-53

Elemental Planes (Inner Planes), 43, 52-57

Elysium (Outer Plane), 58, 60

encounter, 75, 77, 81-87, 102, 106

creating an encounter, 81-85, 102

**A – H**

random encounters, 85-87, 106, 114-116, 118

ending a campaign, 33

ending an adventure, 72, 75, 77

Endless Maze, The (Abyssal plane), 63

environment, 109-112, 116-120

epic boons, 230, 231-232

epic fantasy, 39

episodic campaign, 36

equipment (NPC), 92

ether cyclone, 49

Ethereal curtains, 48-49

Ethereal Plane, 43, 48-49

event-based adventure, 75-77

events (campaign), 26-33

Evernight (Shadowfell), 52

expenses (character), 126-127

experience points (XP), 82-84, 260-261

thresholds, 82-83

exploration, 242-244

explosives, 267-268

extra NPC, 94

facing, 252

factions

organizations, 21-23

creating a dungeon: factions, 101-102

falling net (trap), 122

Far Realm, 68

favors, 229-230

fear, 266

fey crossings, 50

Feywild magic, 50

Feywild (Plane of Faerie), 43, 49-50

firearms, 267, 268

fire-breathing statue (trap), 122

flanking, 251

flavor (campaign), 38-41

flaw (NPC), 91

flying, 119-120

followers, 92-93

food and water, 111

foraging, 111

foreshadowing, 126

forest monsters, 302-303

framing events, 79

frigid water, 110

fun, 85

gaining levels, 131, 261

gaining renown, 22, 129

Gaping Maw, The (Abyssal plane), 62

garrisons (character), 127

gate-towns (Outlands), 67

Ghenna (Outer Plane), 58, 63

gemstones, 133, 134

Gloaming Court (Feywild), 49

god (deity), 10-13

government, 17-19

grassland monsters, 303

greater deity, 11

Great Wheel, 44

green slime, 105

grenades, 268

grid, 250-252

hack and slash, 34

Hades (Outer Plane), 58, 63

Harpers, 21

hazards, 105, 109-112

healing variants, 266-267

heat, 110

heroic fantasy, 38

hero points, 264

high altitude, 110

hill monsters, 304

hirelings, 94

hit points, 247-248

hitting cover, 272

hoard treasure, 133, 137-139

home base (for characters), 15, 25

honor, 264-265

horror, 266

ice (hazard), 110-lll

ideal (NPC), 90

identifying a magic item, 136

immersive storytelling, 34

individual treasure, 133, 136

Infinite Staircase, 58-59

influence, 78

initiative, 247, 270-271

variants, 270-271

injuries, 272-273

Inner Planes, 43, 52-57

City of Brass, 55

Elemental Chaos, 52

Plane of Air, 53

Plane of Earth, 54

Plane of Fire, 55

Plane of Water, 56

inspiration, 240-241

inspirational reading, 316

interaction trait (NPC), 90

intrigue, 40, 78

kingdom scale (map), 14

knowledge (NPC), 90

lairs, 108

land, 229

languages, 20-21

larva (Hades), 63

law,114

layers, planar, 58

lesser deity, 11

letters of recommendation, 228-229

light, 104-105

Limbo (Outer Plane), 58, 61-62

line of sight, 251

linking adventures, 125-126

location-based adventure, 72-75

locked doors, 103

long rest, 267

loose pantheon, 10-11

losing the path, 111-112, 117-118

Lower Planes, 58

Outer Planes, 43, 57-67

loyalty, 93

madness, 258-260

magic, 9-10, 23-24

creating a magic item, 214-216, 284-285

creating a spell, 283-284

magic items, 128-129, 129-130, 133, 135-227

restrictions, 24

schools of, 24

magic items, 128-129, 129-130, 133, 135-227

alphabetical descriptions, 150-214

artifacts, 219-227

attunement, 136-138

buying, 135-136

categories, 139-140

armor, 139

potions, 139

rings, 139

rods, 139

scrolls, 139

staffs, 140

wands, 140

weapons, 140

wondrous items, 140

crafting, 128-129, 141

cursed, 138-139

formulas, 141

identifying, 136

rarity, 135

resilience, 141

objects, 246-247

selling, 129-130, 135-136

sentient, 214-218

special features, 141-143

wearing and wielding, 140-141

Maladomini (Nine Hells), 65

Malbolge (Nine Hells), 65

mannerism (NPC), 90

mapping, 14, 25-26, 72, 75, 77, 102-105, 108-109, 114, 255

campaign, 14, 25

scale, 14

chases, 255

dungeon, 102-105

samples, 310-315

settlement, 114

wilderness, 108-109

mark, 271

marks of prestige, 228-231

massive damage, 273

Material Plane, 43

Material Plane echoes, 43

Feywild, 43, 49-50

Shadowfell, 43, 51-52

Mechanus (Outer Plane), 58, 66

medals, 229

memory loss (Feywild), 50

metagame thinking, 235

milestones, 261

Minauros (Nine Hells), 64

miniatures, 250-252

missing players, 235-236, 260

mixing potions, 140

mobs, 250

modifying a class, 287-289

modifying a magic item, 284

modifying a monster, 273-274

monotheism, 12

monsters, 71, 74, 82, 91-92, 247-248, 273-283, 302-305, 306-309

creating a monster, 273-283

creating an encounter, 81-85, 102

creating an NPC, 89-97, 244, 279-283

random encounters, 85-87, 106, 114-116, 118

as NPCs, 91-92

by challenge rating, 306-309

by terrain, 302-305

arctic, 302

coastal, 302

desert, 302

forest, 302

grassland, 303

hill, 304

mountain, 304

swamp, 304

underdark, 305

underwater, 305

urban, 305

challenge rating, 82

hit points, 247-248

mobs, 250

statistics by challenge rating, 274

monuments, 108

morale, 273

moral quandaries, 79-80

mountain monsters, 304

Mount Celestia (Outer Plane), 58, 59

movement, 252

multiverse, 43-69

creating, 43-69

mystery, 40, 77-78

mystery cults, 11-12

mythic fantasy, 39

navigation, lll-112, 117-118

Negative Plane, 43

Nessus (Nine Hells), 66

net (trap), 122

new players, 236

Nine Hells, The (Outer Plane), 58, 64-66

Avernus, 64

Cania, 65

Dis, 64

Maladomini, 65

Malbolge, 65

Minauros, 64

Nessus, 65

Phlegethos, 64

Stygia, 64

noble titles, 19, 230

noncombat challenges, 261

nonplayer character (NPC), see NPC

noticing other creatures, 243

NPC (nonplayer character), 74, 75-76, 77, 78, 89-97, 244-246, 247-248

adventurer, 93

creating, 89-97, 244, 279-283

hit points, 247-248

party members, 92-93

roleplaying, 244-246

villain, 74, 75-76, 77, 78, 94-97

oathbreaker (paladin), 97

objects, 246-247

occupation (NPC), 89

ocean, 117-119

organizations, 21-23

adventurer, 21-22

creating, 21-22

rank, 22

renown, 22-23

sample, 21, 23

other rewards, 227-232

Outer Planes, 43, 57-67

Abyss, The, 62

Arborea, 60

Arcadia, 66

Archeron, 66

Beastlands, The, 60

Bytopia, 59

Carceri, 63

Elysium, 60

Gehenna, 63

Hades, 63

Limbo, 61

Mechanus, 66

Mount Celestia, 59

Nine Hells, The, 64

optional rules, 59

Pandemonium, 62

Ysgard, 61

Outlands, 67-68

overrun, 272

owning property, 126-127

Pandemonium (Outer Plane), 58, 62

pantheon, 10-11, 13

loose, 10-11

of the Dawn War, 11

racial, 13

sample, 11

tight, 11

patron, 94

performing sacred rites, 129

philosophies, 12-13

Phlegethos (Nine Hells), 64

piety, 23

pit (trap), 122-123

planar categories, 43

planar layers, 58

planar portals, 45, 47, 48-49, 50, 51, 58-59, 67-68

planar travel, 44-46, 58-59

planar portals, 45, 47, 48-49, 50, 51, 58-59, 67-68

Plane of Air, 53-54

Plane of Earth, 54

Plane of Faerie (Feywild), 43, 49-50

Plane of Fire, 55-56

Plane of Shadow (Shadowfell), 43, 51-52

Plane of Water, 56-57

planes of existence, 43-69

cosmology, 43-44

Astral Plane, 46

Ethereal Plane, 48

Feywild, 49

Shadowfell, 51

Inner Planes, 52

Outer Planes, 57

Other Planes, 67

players, 6

play style, 34-36

plot points, 269-270

poison, 257-258

poison darts (trap), 123

poison needle (trap), 123

portcullises, 104

Positive Plane, 43

potions, 139, 140

precipitation, 110

proficiency, 239, 263-264

background, 264

dice, 263

personality trait, 264

property (character), 126-127

province scale (map), 14

psychic dissonance (Outer Planes), 59

psychic wind (Astral), 47-48

published adventures, 72

published worlds, 9, 68

quicksand, 110

quirk, 90, 143

magic item, 143

NPC, 90

race, 285-287

racial deity, 13

rain, 110

raising a stronghold, 128

random dungeons, 290-301

random encounters, 85-87, 106, 114-116, 118

challenge, 87

checking for, 86

creating tables, 86-87

sample table, 87

sea, 118

settlement, 114-116

triggering, 85

underwater, 116

wilderness, 106

random magic items, 144-149

random settlements, 112-114

creating a settlement, 15-20, 112-116

random treasure, 133-135, 136-139, 144-149

rank (in an organization), 22

rarity, 135

razorvine, 110

reactions, 252

religion, 10-13

creating, 10-13

renown, 22-23, 78, 129

as piety, 23

benefits, 22-23

gaining, 22, 129

losing, 23

resolving social interaction, 244-245

restrictions on magic, 24

rest variants, 267

resurrection, 24

rings, 139

River Styx, 58

rods, 139

roleplaying, 245-246

rolling sphere (trap), 123

rolling the dice, 235, 236-237, 242

ruins, 108

rules, 5

rules discussions, 235

running a business, 127, 129

running the game, 235-261

sailing vessels, 119

sanity, 265-266

saving throws, 238, 239

schools of magic, 24

scrolls, 139, 140

mishaps, 140

sea, 117-119

secret doors, 103-104

seelie fey, 49

selling magic items, 129-130, 135-136

sentient magic items, 214-218

settlements, 15-20, 108, 112-116, 254

creating, 15-20, 112-116

chases, 254

shadow crossings, 51

Shadowfell despair, 52

Shadowfell (Plane of Shadow), 43, 51-52

ships, 119

shipwrecks, 118

short rest, 84, 267

shove aside, 272

**H – U**

side quests, 81

siege equipment, 255-256

Sigil, City of Doors, 58, 68

silver cord, 47

size, 251

skills, 239, 263-264

sky, 119-120

slippery ice, 110

small player groups, 236

snow, 110

social interaction, 244-246

resolving, 244-245

roleplaying, 245-246

sounds, 105

sowing rumors, 131

special features for magic items, 141-143

special rights, 230

speed factor, 270-271

spell points, 288-289

spells in magic items, 141

sphere of annihilation (trap), 123

spiderwebs, 105

spiked pit (trap), 123

staffs, 140

starting at higher level, 38

starting attitude (NPC), 244

story, 71, 72, 125

strongholds, 109, 128, 230

structure (adventure), 72

stuck doors, 103

Stygia (Nine Hells), 64-65

Styx, River, 58

subrace, 285-287

success at a cost, 242

Summer Court (Feywild), 49

supernatural gifts, 227-228

survival, 109-112

suspects (mystery), 77-78

swamp monsters, 304

swashbuckling, 40

swimming, 116-117

swords and sorcery, 38-39

system shock, 273

table rules, 235-236

table talk, 235

tactical map, 250-252

talent (NPC), 90

teleportation circles, 24

temperature, 109-110

Thanatos (Abyssal plane), 62

theme (campaign), 36

thin ice, 111

tiers of play, 36-38

tight pantheon, 11

time, 32-33

time warp (Feywild), 50

titan, 11

titles, 19, 230

tools, 239

town, 17

tracking, 244

training, 131, 231

to gain levels, 131

Transitive Planes, 43

traps, 120-123

creating, 120-122

sample, 122-123

travel, 106-108, 109-112, 116-120, 242-244

pace, 242-243

treasure, 133-232

tables, 133, 136-139, 144-149

triggering a trap, 120

Triple Realm, The (Abyssal plane), 63

tumble, 272

twists (adventure), 80

Underdark monsters, 305

underwater, 116-117, 305

monsters, 305

unseelie fey, 49

Upper Planes, 58

Outer Planes, 43, 57-67

urban monsters, 305

using ability scores, 237-240, 242

using a map, 242

using magic items, 140-141

**U – Z**

using the dice, 235, 236-237, 242

vehicles, 119

vestige, 11

victim (mystery), 77

village, 16-17

villain, 74, 75-76, 77, 78, 94-97

class options, 96-97

methods, 95

scheme, 94

weakness, 96

visibility, 117, 119, 243

walls, 102

wandering monsters, 302-305

wands, 140

war, 40-41

water vehicles, 119

weapons, magic, 140

wearing and wielding magic items, 140-141

weather, 109-110, 118-119

webs, 105

weirdness, 109

wilderness, 73, 106-112, 116-120, 254

creating a wilderness, 14, 25-26, 73, 106-112, 116-120

chases, 254

wind, 110

wondrous items, 140

World Axis, 44

world building, 9-41, 43-69

World Tree, the, 44

wuxia, 41

XP (experience points), 82-84, 260-261

thresholds, 82-83

yellow mold, 105

Ysgard (Outer Plane), 58, 61

Zhentarim, 23

v1.0.0