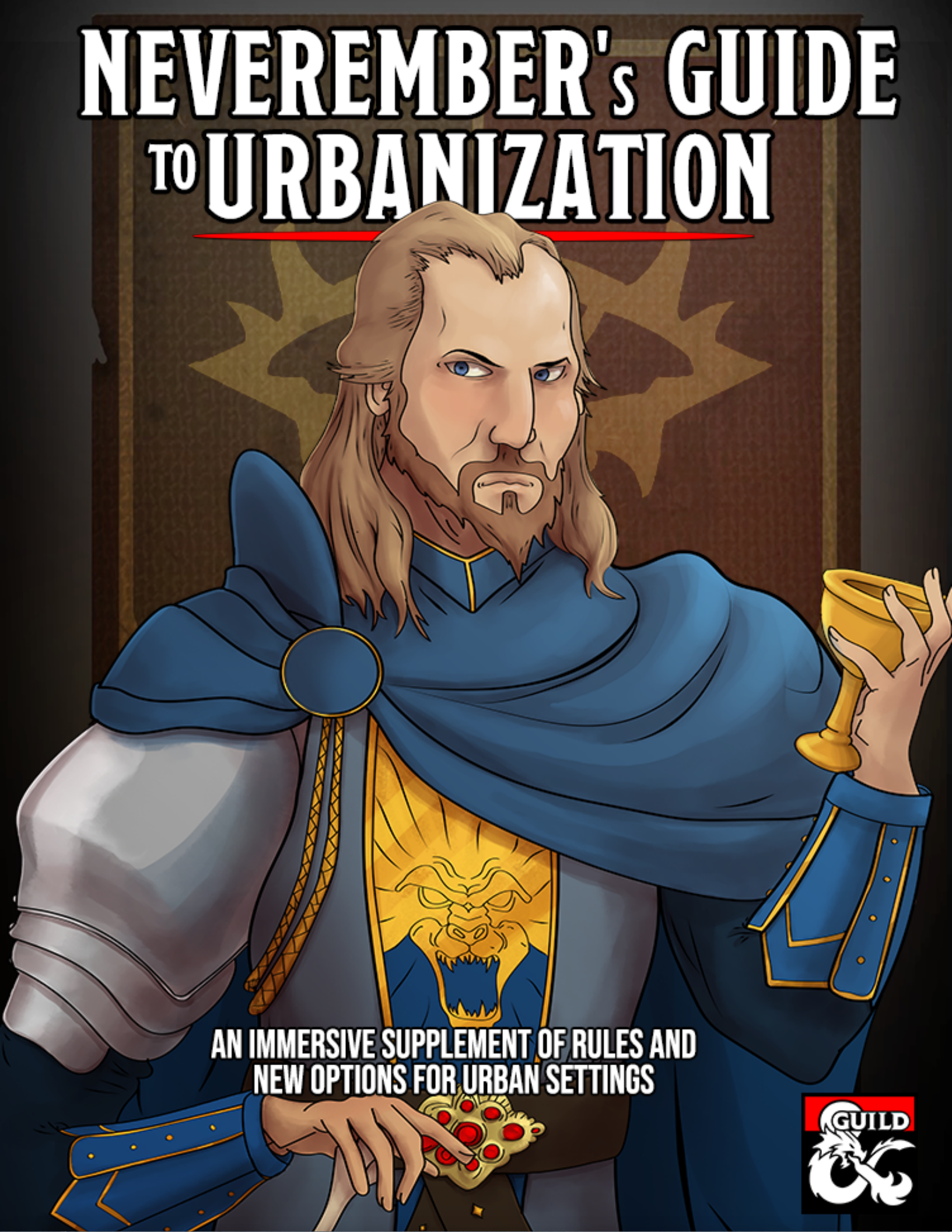
NEVEREMBER'S GUIDE TO URBANIZATION



AN IMMERSIVE SUPPLEMENT OF RULES AND NEW OPTIONS FOR URBAN SETTINGS

GUILD

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Preface

One of my first experience as DM was the world building: cities, dungeons, lore and NPCs. A huge work for a first-time dungeon master, but it gave me the challenge to test my imagination. I thought a static world was as surreal as boring and, on the other hand, sometimes even the smallest event brings to life new adventures and roleplay scenes that remain etched in your memory. Thus, I designed this supplement is for world builders and perfectionists, who are always looking for new ideas and tools to run a roleplay sandbox. It is meant to make alive cities and gives new tools for DMs and players too

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I am more than pleased to offer my services and gold to rebuilding this fine center of culture and trade. Through our combined efforts, Neverwinter will be reborn as a bastion of good in the Sword Coast North!

–Dagult Neverember

Introduction

After the destruction of Neverwinter, in 1469 DR Neverember started the New Neverwinter movement to rebuild the city, claiming himself to be a descendant of Neverwinter's former rulers and thus the rightful "Lord Protector" of Neverwinter. To make credence to his claims, Neverember invested a great deal of his own personal fortune to rebuild the city's infrastructure, buy the interest of merchants, and even ensuring Neverwintan refugees had enough food and gold in hand.

The ex Open Lord of Waterdeep is a commanding noble. Big, boisterous, and affable, Neverember treats each new acquaintance as a friend. Beneath his congenial display, his quick mind is sizing up everyone in attendance, tallying potential gains or threats each could offer him. Despite feigning disinterest in scandals and hints of corruption, he mentally files away each rumor. He offers genuine respect to strong, intelligent male acquaintances and flirts outrageously with beautiful female guests.

A shrewd negotiator, Neverember prefers straight dealing. He is well known as an economic puppet master, facilitating trade deals that shock even those involved.

Using this Book

This book contains a wide variety of character options and rules for any urban setting. All the options are based on the official rules from the *Player's Handbook*, the *Monster Manual*, *Xanathar's Guide to Everything*, *Mordenkainen Tome of Foes* and the *Dungeon Master's Guide*.

Chapter 1. offers new subclass options full contextualized in urban and social settings.

Chapter 2. new rules, features and tools to manage a city and its aspects of social life such as random encounters and daily events.

Chapter 3. an assortment of new humanoids for urban settings.

Chapter 4. new utility spells for social life, investigations and medical care.

Appendix A. provides a list of names for citizens, royal families and their business.

Appendix B. a list of books with a short extract and description.





Chapter 1

Character Options

Subclasses

CLASS	SUBCLASS	LEVEL AVAILABLE	DESCRIPTION
Artificer	Electrobinder	3rd	Control the electromagnetic force and channel it into your spells
Bard	College of Minds Awaker	3rd	Use the power of words to awaken people's minds.
Bard	College of Painters	3rd	The pure and magical expression of art
Cleric	Domain of Technology	1st	The progress is your god and constructs are your weapons
Cleric	Pain Domain	1st	Suffering is the way how the world works, you use it to show your dedication and devotion to your god
Fighter	Strategist	3rd	Battlefield and troops control are the strength of a strategist
Fighter	Resistance Breaker	3rd	Use your smith knowledge to assault enemy armors
Paladin	Oath of Preservation	3rd	Protect the history by preserving historical artifacts and places
Ranger	Falconer	3rd	Watch over the skies and hunt your foes with the keen sight of your hawk
Rogue	Fencer	3rd	A honorable and artistic swordsman in search of honor to steal
Warlock	Otherworldly Patron: Primus	1st	Fight the chaos of the world with the divine power granted by Primus, the God of Law.
Wizard	School of Concentration	1st	Enhance your concentration spells with this new school inspired by monastic traditions



Artificer

The progressive development of men depends on inventions. They are the most important result of the creative faculty of the human brain. The ultimate aim of these faculties is the complete domination of the mind over the material world, the achievement of the possibility of channeling the forces of nature so as to satisfy human needs.

—Finn Tecna, human artificier

Electrobinder

Electrobinders study the power of electricity, they are capable of channeling their magic through their weapons and unleashing the terror of the thunder. These artificers are excellent explorers and transmuters.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with cartographer's tools and stringed instruments, assuming you don't already have them.

Crafting. When you craft a map you can spend a spell slot to create it with your magic and generate the structure of surrounding environment perceived by your electromagnetic waves. If you spend 1 minute you can map up to 240 feet in closed areas, in open areas the radius extends up to 1000 feet. Electromagnetic waves spreads around corners and ignore illusions.

Electrobinder Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Electrobinder Spells

Artificer Level	Spell
3rd	*thunderwave, earth tremor*
5th	*shatter, locate object*
9th	*thunder step, lightning bolt*
13th	*elastic sphere, freedom of movement*
17th	*teleporation circle, rary's telepatic bond*

Teleforce

At 3rd level, you learn how to generate an arcane transducer as a floating electric sphere within 30 feet of you, it is immovable and can't suffer damage, only a *dispel magic* or *disintegrate* spell can destroy it. You can summon the sphere once for free and must finish a long rest before doing so again. You can also summon the sphere by expending a spell slot of 1st level or higher. If you summon a second sphere, the first one disappears, it also disappears after 10 minutes and you can dismiss it early as an action. You can cast hit roll spells through the sphere and add 1d8 as extra lightning damage on hit. When you reach 14th level, the extra damage increases to 2d8.

Also, at 6th you add your Intelligence modifier to the damage roll of any spell that deal only lighting or thunder damage if cast through the sphere.

Controlled Induction

At level 6th you are able to create and exploit radio frequencies to amplify your senses. After casting a spell with your cartographer's supplies or a stringed instrument as spellcasting focus, you gain blindsight 120 feet and as bonus action you can make an Intelligence (Perception) check. These benefits last for 10 minutes.

In addition, you can cast once per long rest *Find Traps* without expending a spell slot, provided you use cartographer's supplies as the spellcasting focus.

Living Coil

At level 14th your body is constantly suffused with electricity. You gain resistance to lightning and thunder damage. In addition, each time an enemy deals damage to you as reaction you can send a thunder and that creature must make a Dexterity saving throw. It takes 3d10 lightning damage on a failed save, or half as much damage on a successful one.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1) and you regain all charges after a long rest.

Also, while your *Teleforce* is active your *Shocking Grasp* has always advantage on hit.

Artificer Class

This subclass option is meant for the unearthed arcana artificer class (March 2019)

The Artificer Class

Electrobinder Infusions

Artificers have invented numerous magical infusions that rapidly create magic items. To the untrained, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete. The description of each infusion tells you the type of item that can receive it. The description also tells you if the resulting magic item requires attunement. Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level. Unless an infusion's description says otherwise, you can't learn the infusion more than once.

Portable Transmuter

Item: any tool

If you cast a cantrip with this tool, you can commute any damage it deals in thunder damage.

Armor of Condensers

Prerequisite: 8th-level artificer

Item: A suit of armor

While wearing this armor you can use the wizard *Arcane Recovery* feature once per long rest.

Electroboots

Prerequisite: 4th-level artificer

Item: A pair of boots (requires attunement)

These boots grant 10 feet of extra movement and when you are hit by an attack that makes you fall prone, you can use your reaction to stay up.

Repulsive Electrostatic Force Enhancement

Prerequisite: 12th-level artificer

Item: A simple or martial weapon (requires attunement)

When you use your attack action you can forgo your extra attack and cast a cantrip as part of the first attack using the same hit roll.





Bard

If words are to enter men's minds and bear fruit, they must be the right words shaped cunningly to pass men's defenses and explode silently and effectually within their minds.

—Horace Norval Bashford, master bard

College of Minds Awaker

A beholder lair, a vampire castle, horrors of the shadowfell and most atrocity battlefields. These are some dreadful places adventurers can explore, and those few who come out alive sometimes find themselves fighting against monsters far worse than real ones.

Bards of this college use music and their studies of mind secrets to treat adventurers traumatized by their travels and to awaken dormant memories and knowledge in the depths of the unconscious. Bards of this college are well dressed men or old sages who travel the world to find and treat victims of their own mind.

Bonus Proficiency

Starting at 3rd you gain proficiency in Persuasion skill and resistance to psychic damage. Also, you need no more arcane focus to cast bard spells. Your voice and your mind are your focus.

Awakening

Also at level 3rd when an ally up to 60 feet from you that you can see must succeed on a saving throw against charm, fear and confusion effects you can use your reaction to give a bardic inspiration die, admitted that ally isn't deafened.

On the Spot Session

At level 6th you can use your *Song Rest* in other ways adding one of the following effects:

- You can heal an ally afflicted by a non-permanent madness. You can use this trait once each 24 hours on a creature;
- An ally can perfectly remember any event happened in the last week. You can use this trait once each 7 days on a creature;
- You can instill security in your allies giving them resistance to psychic damage for 8 hours and advantage on the next saving throw in Charisma, Intelligence or Wisdom. You can use this trait once each 24 hours on a creature;

Collective Unconscious

At level 14 you can probe deeper creature's mind and awake dormant knowledge. You can spend 1 minute talking to your allies to start the awakening process, choose a number of allies equal to your Charisma modifier (minimum 1) within 30 feet of you, for 10 minutes they gain expertise in skills given by their backgrounds, also inspiration roll dice are doubled on any ability checks and saving throws listed below:

- **Accolyte**: Wisdom;
- **Charlatan**: Charisma;
- **Criminal**: Dexterity;
- **Entertainer**: Charisma;
- **Folk Hero**: Strength;
- **Guild Artisan**: Dexterity;
- **Hermit**: Wisdom;
- **Noble**: Charisma;
- **Outlander**: Constitution;
- **Sage**: Intelligence;
- **Sailor**: Constitution;
- **Soldier**: Strength and attack rolls;
- **Urchin**: Dexterity.

You can use this trait once per long rest. Following this formula the DM can create new effects for other backgrounds.





Painting means to silence all languages and let only the view dance.

—Queen Zilia of the Art Lordship

Bard: College of Painters

The story of a small and heroic group of outnumbered knight that sacrificed themselves against the great enemy army, the king loves tell this story while showing a huge painting that depicts the battle, hanging in the great castle hall.
Various past Gran Masters of a paladin order, depicted in their armor in these paintings that adorn a hallway of the temple.
Not all stories are told with songs and not all heroes are remembered in books. Sometimes history is handed down thanks to the innate artistic talent of these bards.

College of Painters Features

BARD LEVEL	FEATURE
3rd	Bonus Proficiency, Hyperrealism
6th	Faces Palette
14th	Don't Move!

Bonus Proficiencies

At 3rd you gain proficiency with painter's tools and you can use it as arcane focus for your bard spells. You also learn the *mage hand* cantrip that don't count against the number of bard cantrips you know.

Hyperrealism

Also at 3rd you gain the ability to infuse magic in your paintings. During a short or long rest you can spend 5gp worth materials in order to create a portrait of a willing ally you can see.
Whenever that ally suffers damage, as reaction you can spend a bardic inspiration die and mitigate the amount you roll, magically these wounds appear on the portrait. You can use a portrait a number of times equal to your Charisma modifier, after that it loses is magic. At 3rd level you can have only 1 portrait, 2 at 6th and 3 at 14th.

Faces Palette

At 6th you learn how to use the *mage hand* cantrip to paint. Using your action you can paint an ally's face within 30ft of you. Each mask maintains its magic for 10 minutes, you can have a number of active masks equal to your Charisma modifier.

- **War Paintings**: Whenever an ally uses a bardic inspiration die on a melee weapon attack, on hit the creature must succeed on a Wisdom saving throw against the bard spell save DC. On a failed save it is frightened until the ally's next turn.
- **Mask of the Sun**: Whenever an ally uses a bardic inspiration die, it can unleash a beam of light against a creature within 5ft of him. The creature must succeed on a Constitution saving throw against the bard spell save DC, on a failed save it is blinded until the end of the ally's next turn.
- **Mask of the Bond** You paint a green circle on an ally, whenever a bound ally uses a bardic inspiration die, the others bound allies gain 1d4 inspiration die (if an ally has already a bardic inspiration die, it don't receives the d4).
- **Mask of the Life** This mask let you know the life status of an ally. Whenever you use a heal spell on an ally with this mask, you can spend an inspiration die and add the amount to the heal.
- **Mask of the Night** Whenever an ally uses a bardic inspiration die on a weapon attack, it briefly becomes surrounded by shadows and can use its bonus action to disengage or hide.
- **Jester Mask** A creature with this mask can use its action to cast the disguise self spell. Once you have used this trait, you can't use this feature again until you finish a long rest.

Don't Move!

At level 14th you can force a creature to stops and pose for you. The creature must succeed on a Charisma saving throw against your spell save DC, on a failed save it is paralyzed for 5 round and you can start your draw. At the end of each of its turn a creature can repeat the saving throw, it has advantage on the roll if suffers damage from your allies.
Each turn you must use your action to continue the draw, for each round the creature is paralyzed you gain the following informations:

1. Charisma modifier
2. Constitution modifier
3. Resistance and Immunities
4. Weaknesses
5. Maximum hp

Once you have used this feature, you can't use again until you finish a long rest.



Cleric

Do not destroy knowledge, no matter how vile.
—The Machine-God

Technology Domain

Progress is always a goal on the horizon, its the development of civilizations for the improvement of the material and spiritual conditions of life. Specifically, technology has many goals cherished by clerics of this domain, pioneers of discoveries and inventors in the mechanical field. Murlynd, Gond, Oghma are the main deities who guide their worshipers to the future, teaching that knowledge is power.

Domain Spells

You gain domain spells at the cleric levels listed in the Technology Domain Spells table. See the Divine Domain class feature for how domain spells work.

Technology Domain Spells

Cleric Level	Spell
1st	*false life, identify*
3rd	*heat metal, locate object*
5th	*lightning bolt, tiny servant*
7th	*fabricate, resilient sphere*
9th	*legend lore, animate objects*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and tinker's tools.

Techcleric

At 1st level you gain the ability to craft a steampunk arm for you with 8 hours of work and 50gp worth materials. This arm can replace a missing one or be added to your body as an appendix, it works like a normal arm and can carry up to 10kg, has AC 15, immunity to psychic and poison damage and 30 hp + your cleric level. As a bonus action you can take the Help action or use an object. You can use your tinker's tools or mending on your arm to restore 10hp, you can craft how many arms you want but only one can be used at time.

Channel Divinity: Control Machines

At 2nd you can use your channel divinity to control constructs creatures of level equal to or less your cleric level as if you cast *command*. At the end of the construct turn, it can repeat the saving throw against your spell save DC. This feature last 1 minute or ends early if the creatures succeed on the saving throw. Also, you automatically control a construct of level equal to or less half cleric level.

Master Refractor

At level 6th you gain the ability to improve your defense using scraps metal such as weapons, shield or others metal objects that are not being worn or carried. Use your action to command a number of scraps equal to your Wisdom modifier (minimum 1), they rotate around you for 1 minute, the effect ends early if you die, you are incapacitated or end the effect (no action required).
As reaction against a melee or ranged attack against you or an ally of yours 30ft near you that you can see, you add a +1 bonus to AC for each scrap against that attack. After you use a scrap, it falls on the ground and you lose its control. You can use this feature a number of times equal to your Wisdom modifier per long rest.

Attack Protocol

At level 8th you gain the ability to make your mechanical arm more effective even in combat and infuse it with divine energy. When you take the attack action, as a bonus action you can make a melee attack with your arm, if you hit it inflicts 1d6 bludgeoning and 1d8 force damage. When you reach 14th level, the extra damage increases to 2d8.

Raise Constructs

At level 17th you have honed the ability to control constructs. Using your action you can cast the *tiny servant* spell at 9th level without consuming spell slot. These constructs gain a bonus equal to your Wisdom modifier on hit rolls, AC and a number of temporary hit points equal to your cleric level + Wisdom modifier. You can use this feature once per long rest.



Pain Domain

The world is filled with pain and torment, and the best that one can do is to suffer those blows that cannot be avoided and deal as much pain back to those who offend. Kindnesses are the best companions to hurts, and increase the intensity of suffering. Pain tests all, but gives strength of spirit and true pleasure to the hardy and the true. There is no true punishment if the punisher knows no discipline. Deities of this domain include Ilmater the Crying God and Loviatar the Maiden of Pain.

Pain Domain Features

CLERIC LEVEL	FEATURE
1st	Torture Tools Proof of Faith
2nd	Channel Divinity: Hardened by Pain
6th	Pain Remedy
8th	Contagious Sadism
17th	Suffering Bond

Domain Spells

You gain domain spells at the cleric levels listed in the Pain Domain Spells table. See the Divine Domain class feature for how domain spells work.

Pain Domain Spells

CLERIC LEVEL	SPELL
1st	*hellish rebuke, inflict wounds*
3rd	*spiritual weapon, warding bond*
5th	*vampiric touch, life transference*
7th	*blight, death ward*
9th	*enervation, immolation*

Torture Tools

When you choose this domain at 1st level, you gain proficiency with flail, whip, and intimidate skill. Also while you are not wearing any armor, your armor class equals to 10 + your Wisdom modifier + your Constitution modifier.

Proof of Faith

At 1st level, once per turn, you can use your action to attack yourself (no attack roll required). When you do so, an ally of your choice gains a number of temporary hit points equal to that damage + your Wisdom modifier. These hit points last for 1 minute. Each time you use this feature you can make any Constitution saving throw to maintain concentration spells with advantage. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses after a long rest.

Channel Divinity: Hardened by Pain

Starting at 2nd level you can use your Channel Divinity to show your pain resistance. As an action, make a melee attack against yourself (no attack roll required), taking damage as normal and for 1 minute you gain resistance to bludgeoning, piercing and slashing damages from non magical attacks. This effect ends early if you die, you are incapacitated or you end it (no action required).

Pain Remedy

At 6th level, once per turn when you restore hit points to a creature other than yourself using a spell of 1st level or higher, as a free action you may make one melee weapon attack on yourself (no hit roll required) or against an enemy to make the heal more effective. On hit, add the damage roll to the amount healed. Each time you use this feature on yourself you can make any Constitution saving throw to maintain concentration spells with advantage.

Contagious Sadism

Starting at 8th level when you cast a 1st level or higher spell that deals damage, one ally of your choice that you can see can use its reaction to make a weapon attack. On hit, the creature suffers 1d8 extra psychic damage. When you reach 14th level, the extra damage increases to 2d8.

Suffering Aura

At 17th you can use your action to create an area of suffering in a 30-feet-radius. This aura last for 1 minute, ends early if you fall unconscious or you dismiss it with an action. Each time an ally inside the area suffers damage, that damage is divided evenly between you and allies inside the area. If the result is odd, the cleric receives the greatest damage, all the shared damage is psychic except for the one who receive it first. Allies affected by the spell *Warding Bond* are immune to this feature. You can use this feature once per long rest.



Fighter

To know your Enemy, you must become your Enemy.
— Epigraph in the famous Strategies of War book

Strategist

You've studied the art of sword as well history and military strategies in order to become a leader for your troops. You are not a simple warrior on the battlefield, you are the one who can overturn a losing battle. Your training gave you the ability to use all your capacity to battlefield control, fast decisions making, troop supervision and management. All eyes and ears are on you when time to fight comes.

Leaderships School

Beginning when you choose this archetype at 3rd you gain proficiency in Perception and Persuasion skills. Also, till you are not in melee fight, as bonus action you can incite a friendly creature which receives 1d4 to be use in any ability check or hit roll with melee or ranged weapon. This bonus last until the start of the end of the ally's turn.

War Strategist

At 3rd when you choose this archetype you learn how to manage your soldiers and guide them to victory.
Orders. The warrior can leads its army using orders, as described in the Order section. Each order is tied to a specific ability modifier described next to the order name. You regain the order charges after a short or long rest.
Once per turn the warrior can use its action to give an order to 2 allies.

Veteran Commander

At 7th the warrior can targets 3 allies instead of 2 when gives an order. At 15th can target 4 allies and as a bonus action can gives a secondary order to another ally.

Prebattle

At 10th once per short rest the warrior can spend 1 minute in attempt to strengthen the morale of his allies. A number of allies equal to his Charisma modifier receive 5 + Warrior level as temporary hit points for 1 hour. Also, the warrior gains 1 charge of order of any ability (your choice) which however can't exceed the maximum amount.

Unwavering Leader

At 15th when the warrior uses the *second wind* feature, it also regains 2 charges for each ability.

Orders

When the strategist gives an order can target 2 or more allies, based on its level, within 60 feet of him and must be able to see and talk. An ally can be affected by 1 order at time admitted that can hear the strategist and when an order is given, its benefits last until the start of the strategist next turn.

Pull Back. (Wisdom) As an action the warrior orders a retreat. As reaction, the chosen allies who can hear the warrior move half of their movement to a safe area without causing opportunity attacks.

On Guard (Wisdom) As reaction the warrior orders a defensive maneuver. As a reaction allies affected by this order get benefits of the dodge action against 1 attack.

Enemy Fire! (Wisdom) When an enemy that the strategist can see casts an spell effect area that forces to make a Dexterity saving throw, as reaction the strategist can warn his allies. An ally chosen by this order can adds the strategist Dexterity modifier (minimum 1) to the saving throw

Watch your back (Intelligence) When an enemy whom the strategist can see flanks an ally, as reaction the strategist warn the allied creature. Enemies don't get benefits from the flanking optional rule against that ally.

Cover fire. (Intelligence) As action the strategist orders a ranged attack against an enemy it can see. As reaction, selected allies that aren't in melee fight can make a ranged weapon attack or a cantrip against the selected enemy.

Move there (Intelligence) An ally affected by this order can move up to half of its movement in a point chosen by the strategist.

Watch this (Dexterity) The strategist makes a Dexterity check made to climbing or jumping. Allies under the effect of this order gain advantage on the check.

Follow your leader (Dexterity) Before roll for initiative, the strategist orders his allies to follow him in battle. Allies under the effect of this order add an extra bonus to their initiative equal to the Dexterity modifier (minimum 1) of the strategist.

Close ranks (Dexterity) The warrior and choose allies can use their reaction to protect an ally that is being attacked and add their Dexterity modifier (minimum 1) of that ally's AC if it is within 5ft of them.

Charge! (Strength) As action the strategish Dash against the enemies and can make a melee weapon attack. An ally affected by this order can use its reaction to move half of its movement speed and make a melee weapon attack as part of the same reaction.

Push Forward (Strength) When the strategist gives this order, as free action can push a creature within 5ft of him back of 5ft in straight line. An ally under the effect of this order can use its reaction to also push a creature within 5ft.

Focus the enemy (Strength) When the strategist gives this order, make a melee weapon attack against a creature. On hit, if an ally under the effect of this order attacks the same creature on his turn, the ally has advantage on the first attack roll.

Resist! (Charisma) An ally affected by this order can use its reaction to make a DC 15 Constitution saving throw when drop to 0hp, on a successful save it stays up with 1 hp.

Fight with honor, die with glory (Charisma) An ally affected by this order feels the adrenaline pumping and a renewed strength. It can adds 1d4 in an attack roll or saving throw and the next damage it receives is halved.

Be resolute (Charisma) An ally affected by this order have advantage on the next Wisdom or Charisma saving throw.



Resistances Breaker

This archetype focuses on creating and destroying armors, usually these fighters are old blacksmith or veteran soldiers with enough experience to combines their strength and smith knowledge to assault enemy defenses with devastating and accurate blows.

Bonus Proficiency

Beginning when you choose this archetype at 3rd you gain proficiencies with smith's tools due to your affinity with armors and heavy weapons.

Strength Superiority

Also at level 3rd when you take the attack action against Large or smaller creatures, hit creature can be pushed away by 5 feet in straight line as bonus action.

Violent Rush

At level 7th when you take the attack action, hit creature must make on a Dexterity saving throw against your DC (8 + bonus proficiency + your Strength modifier), on a failed save the creature can't take reactions until the start of the warrior's next turn, if the creature is in dodge action, it ends.

Break Off Blow

At level 10th when you hit a creature with weapon attack, it must succeed on a Constitution saving throw against your DC (8 + bonus proficiency + your Strength modifier). On a failed save the creature loses any damage resistance against your damage weapon type, if has no resistance it becomes weak. This status ends when you or an ally of yours hit the creature with a weapon attack that deals your weapon type damage before the end of your next turn. You can use this trait once per short or long rest.

Accurate Heavy Blow

At level 15th the warrior becomes more accurate, even with heavy weapons. Once per turn you can add your Dexterity modifier to your hit or damage roll, not both.

Iron Smasher

At level 18th your smith knowledge allows you to exploit weaknesses of armors and shields. Once per turn when you take the attack action with a melee weapon against a creature wearing an armor or shield you can use your attack to damage its defenses. On hit, the creature suffer half damage and must succeed on a Dexterity saving throw against your DC (8 + bonus proficiency + your Strength modifier). On a failed save its armor or shield (your choice) suffer a -1 AC penalty until fixed. AC of creatures cannot be lower than basic one (10 + Dexterity modifier).

If you use this trait you can't use the Break Off Blow and viceversa.

You can use this trait a number of times equal to your Intelligence modifier (minimum 1) and regain all uses after a short or long rest.



Paladin

Now we have a horrible task that wait us: wait for the war begins to be fought and with the same speed it reaches its consummation. It is not pleasant, but on the other hand we are the memory, we are the minority of the weeds who cry in the desert. When the war is over, maybe we can be of some use to the world

— Raigon, The Chosen One of Apocrypha

Oath of Preservation

The oath of preservation is born with the coming of civilizations and museum, with the concern of taking care our memories. It is based on the protection of old buildings and monuments, as well as the recovery of ancient artifacts and sacred relics. Paladins of this oath fight to preserve the memory of the world, side by side with historians and men of great knowledge, all devotees to the same cause. Their armor resembles those of ancient warriors and kingdoms of the past.

Tenets of Preservation

Tenets of this oath guides the paladin towards the beauty and importance of history, and why is worth to sacrifice to preserve it.

Memory. Be the memory, assimilate lost knowledge and be a beacon of illumination for the world, cause remember is what matters.

Recovery. Your mission is to recover and protect ancient historical artifacts worth to share with the world.

Protection. In battle, don't let the heat of the moment push you to destroy everything. Defend monuments and buildings from the destruction of war.

Oath of Preservation Spells

PALADIN LEVEL	SPELL
3rd	*sanctuary, tenser's floating disk*
5th	*shatter, locate object*
9th	*counterspell, remove curse*
13th	*secret chest, sickening radiance*
17th	*wall of force, legend lore*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Warden of the Memory. Allies within 30 feet of the paladin are free from any effects that assult their mind, such as charme, modify memory, confusion or frightened.

Ancient Sense A paladin senses the presence of cursed, magic items or historical artifacts at least 100 years old. As an action, you can project your perception around yourself to sense the presence of these forces. Until the end of your next turn, the paladin knows the location of each cursed, magical or historical object within 60 feet of him.

Aura of Preservation

At 7th level once per long rest the paladin can choose an object to protect that he's wearing or carrying, it gains temporary hit points equal to his paladin level + his Charisma modifier and resistance to all damage for each 8 hours. Also, allies within 10 feet from you are protected by a divine force. A creature attempting to cut a limb, disarm or rob an ally inside the aura must make on a Wisdom saving throw against your spell save DC. On a failed save, the action fails.

Indomitable Safeguard

Starting at 15th level when an enemy cast a spell that affects and damage an area or your allies, as reaction the paladin create a dome translucent shield of ancient arcane energy of 30-feet-range. Allied creatures inside the dome add the paladin Charisma modifier to the saving throw against the spell, they take no damage on a successful save or half as much of that damage on a failed one. Objects inside the dome don't suffer any damage.

Unwavering Sentinel

At 20th level the paladin can assume the form of an ancient armor, it can appears made of bronze like those used in the past. As an action, you can magically become an avatar of preservation, gaining the following benefits for 1 minute:

- When you use this feature, the paladin, objects and allies of your choice within 30 feet of you gain a protective aura that gives the benefits of the *sanctuary* spell.
- You add your Intelligence modifier to your AC (minimum 1).
- You can't suffer critical hits.



Ranger

Sweep through the air, spy for the prey.
Feel your blood pumping, and then speed away.
— Thomas Sparks - The Poet of the Skies

Falconer

Falconry is a style of hunting based on hawks and owls, falconers and falconry schools can be found in many large cities. Many nobles and kingdoms hire these rangers to send messages in distant places or hunt flying animals that are a danger for cities.

LEVEL	SPELL
3rd	*find familiar*
5th	*animal messenger*
9th	*tongues*
13th	*locate creature*
17th	*Parley*

Falconry School

At 3rd level you get basic knowledge to hunt and sent messages using your familiar, you gain proficiency with calligrapher's tool and when you cast the *find familiar* spell to summon a owl or hawk, if you spend 10 minutes patrolling the skies you can choose a temporary favored enemy from creatures that your familiar sights. This bonus last a number of hours equal to 1/3 of your ranger level (minimum 1), after you use this feature you can't use again until you finish a long rest.

Designated Prey

Also at 3rd your hawk or owl can designate an enemy creature as prey. Use your bonus action to designate a prey, while this feature is active your familiar flies over the prey, if it moves your familiar follows it during its turn. In this way, you have advantage on all ability checks on Wisdom (Survival) made to follow your prey, and your first weapon attack inflicts 1d8 weapon extra damage.

Sharp Messenger

At 7th level you have honed your abilities as scout and diplomatic. You gain proficiency in Charisma saving throw and in a skill of your choice from Perception or Persuasion.

Falconer Sight

Starting at 11th level you are more confident with your familiar, reactive and accurate. When you make a ranged weapon attack against a creature affected by your designated prey feature, the calculation of the distance for shooting is immediate thanks to the support of your familiar. In this way, you have advantage on your first attack and also you have always 10 feet of extra movement to move towards your familiar.

Hit and Run

At 15th level, when a creature makes a weapon or spell attack roll against you or an ally of yours, your hawk or owl can use its reaction to dive towards the attacker, moving half of its movement speed. If the familiar reaches it, the creature must make a Dexterity saving throw against your spell save DC, on a failed save it has disadvantage on that attack roll. Success or fail, the familiar dives back to its precedent position without provoking opportunity attacks.





Rogue

Scars on the back are a swordsman's shame, and also of the one who inflicted them
— Rhody Yardley, honorable fencer

Fencer

A fencer is a swordsman who has honed the ability with finesse weapons thanks to the classical fencing. But it's not just a matter of skill, it's a matter of style. A fencer is a thief of a certain caliber, he does not steal gold or life with devious murders, honor and fame are the principles a fencer follows. Stealing the honor of one's opponents in a sword fight is perhaps the robbery preferred by these thieves.
Many are vigilantes, benefactors but also lone wolves led by ego and arrogance that lead them to overwhelm powerful or weak people for their own gratification.

Fencer Features

ROGUE LEVEL	FEATURE
3rd	Uncanny Lunge, Riposte
9th	Counter-move
13th	Compound attack
17th	Circle parry

Uncanny Lunge

At level 3rd your fighting skills and knowledge of various fencing techniques allow you to keep distance from your enemies. You are able to fight at 10 feet instead of 5 when you wield only a long one-handed finesse weapon (such as rapier, shortsword or scimitar) and you wear a light or medium armor (and not overloaded).

Riposte

At 3rd whenever a creature misses you with a melee weapon attack with a gap of 5 or more on the d20, as reaction you can make a melee weapon attack and inflict your weapon damage plus half dice of your sneak attack (rounded down and minimum 1d6). At level 17th when the enemy makes a natural 1 on attack rolls against you, the sneak attack damage is full.

Counter-move

At level 9th when you use the uncanny dodge feature as part of the same reaction you can move up to 10 feet without provoking opportunity attacks. Additionally, your fighting experience against more than one enemy at once allow you to clash without disadvantage. When two enemies are flanking you, they don't gain advantage on attack rolls from flanking position against the rogue.

Compound attack

At level 13th once per turn you can use your first attack to make a feign one in order to provoke an enemy defensive reaction. The creature must make a Dexterity saving throw, on a failed save it must uses its defensive reaction (if provided), otherwise steps back 5 feet without provoking opportunity attacks. Also, on a failed save the rogue extra attack has advantage for this round against that creature.

Circle parry

At level 17th whenever an enemy attacks you as reaction add your Charisma modifier to your AC against that attack, if the attack misses you gain another reaction only for the evasion or riposte feature against the next attack before the start of your turn.





Warlock

Quote? You desire a quote? The One and the Prime does not give 'quotes'.

— Primus to a record keeper of the Fraternity of Order

Otherworldly Patron: Primus

Primus is the God of Law, creator of modrons and ruler of Mechanus. Primus main goal is to export the Mechanus model of law and order throughout the cosmos through its agents. Warlocks of this pact are considered as an extension of the will of Primus in the material plane. Your patron expects cold and calculating thought, and holds that none should place their desires over the whole. Individuals who have made pacts with Primus are usually Lawful, and often Lawful Neutral, determined to fight the chaos.

PRIMUS EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	*shield, thunderous smite*
2nd	*calm emotions, zone of truth*
3rd	*tiny servant, leomund's tiny hut*
4th	*fabricate, resilient sphere*
5th	*dispel evil & good, telepatic bond*

Axiomatic Mind

Starting at 1st level magic power from your patron allows you to be resolved and protects you from corruption. You have advantage on any saving throw against charm, fear and any spell that would change you alignment.

Skill Empowerment

At 1st level when you make an ability check or saving throw you can choose to use the d20 average result (10). You can decide on whether to apply this after your roll but before the DM's ruling. You can do this once every short or long rest, at level 10th you can use it twice per short or long rest. You also gain proficiency in tinker tools due to Primus penchant towards constructs.

Primus Magic Resistance

At 6th level part of Primus divine resistance flows within you. You gain proficiency in Intelligence saving throw and when you are subjected to an effect that force you to make a Wisdom or Intelligence saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. Also, if you fail a Wisdom or Intelligence saving throw you can choose to succeed instead. Once you automatically succeed on the saving throw you can't do it again until you finish a long rest.

Law of Averages

At level 10th you gain the ability to control part of the magical energies that pervades area around you. As an action you can control flow of arcane energies in an area of 60feet radius from you, for 1 minute all attacks use the dice average result. This feature ends early if you die, you are incapacitated or you use your bonus action to end it. While *Law of Averages* is active you can use *Skill Empowerment* on your allies inside the area.

Once you use this feature, you can't use it again until you finish a short or long rest.

Chaos Suppression

At level 14th influence of supreme law of Mechanus propagates through you. As an action divine energy emanates from you in a 60-foot cube and every creature in that area takes 30 radiant damage. Each creature that takes any of this damage must succeed on a Wisdom saving throw against your DC or be stunned until the end of your next turn. Chaotic creatures make the saving throw with disadvantage. Once you use this feature, you can't use it again until you finish a long rest.

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

Pact of the Chain Your familiar is a construct created with the same magic used by Primus to build modrons.

Pact of the Blade Sword of this pact can be made of the same material as the Mechanus gears and adorned with a half-moon gear guard.

Pact of the Tome Laminated and engraved pages make up this tome protected by a bronze cover.



Wizard

It's not the chatter of people around us that is the most powerful distractor, but rather the chatter of our own minds. Utter concentration demands these inner voices be stilled
— Master Lanzu

School of Concentration

In the restless city life wizards of this school honed the ability to concentrate even in extreme situations. Some of these schools are inspired by the model of education adopted in some monastic tradition, a wizard trains his mind not only to gain new knowledge but to reach an inner peace that gives him mental lucidity and calm worthy of a monk.

Wholeness of Mind

Beginning when you select this school at 2nd levelI, the gold and time you must spend to copy a concentration spell into your spellbook is halved.

Durable Concentration

At 2nd level as reaction you can consume a spell slot in order to gain a bonus equal to the slot level consumed, the bonus is applied to your next Constitution saving throw made to mantain a spell concentration. You can use this trait before you roll the save, but not after.

Awakening Momentum

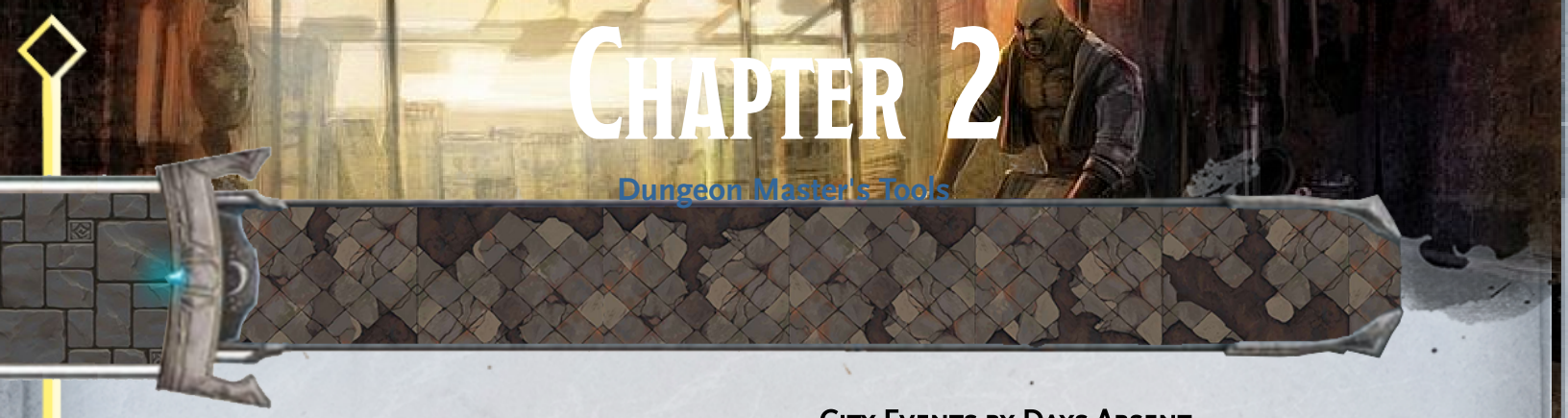
Starting at 6th level you can appeal to your tempered mind to free yourself from restrictions using your mind's force. As a bonus action you can remove a disadvantage on your next hit roll, saving throw or ability check. You can use this trait a number of times equal to your Intelligence modifier, you regain all charges after a long rest. Also, your mental force can manifests as arcane force. When you make a Strength or Dexterity saving throw, you can spend all your charges of awakening momentum and use Intelligence instead.

Arcane Mark

At 10th level as long as you are a concentrated on a spell, your spell attack rolls against a creature under the effect of your concentration spell have a +2 bonus and when you cast a cantrip add extra psychic damage equal to your Intelligence modifier.

Advanced Focus

At 14th once per long rest you can push your mind beyond your limits. When you cast a concentration spell between 1st and 5th level, you can add your Wisdom modifier (minimum 1) on your spell save DC until the start of your next turn. Each turn you can use your bonus action to maintain this bonus, but you suffer 1d8 psychic damage per spell level. This damage ignore any form of resistance and immunity. You can use this trait once per long rest.



Chapter 2

Dungeon Master's Tools

City Events

The party enters the usual tavern after days of adventure. Still dirty of blood and sweat they order some drink and ask as usual: "What's the latest news in town?". City Events includes many events from city rumours to feasts and crimes. This chapter helps DMs to generate events for small or bigger urban settings because life goes on even if players are not there anymore. The longer players spend outside of a city the more news they will find once back, as shown in the City Events by Days Absent table. Each table leaves the largest freedom of improvisation, and the DM can decide whether an event is true or just a rumour, if it has already happened or is happening right now.

City Events by Days Absent

DAYS OF ABSENCE	HAMLET EVENT	VILLAGE EVENT	TOWN EVENT	CITY EVENT
1	1	1d4	1+1d4	2+1d4
2-10	1d4	1d6	1+1d6	2+1d6
30	1d6	1d8	1+1d8	2+1d8
6 months	1d8	1d10	1+1d10	2+1d10
1 year or more	1d10	1d12	1+1d12	2+1d12

Type of Settlements

- **Hamlet**: A hamlet is a small human settlement with less than 500 inhabitants
- **Village**: In a farming or artisans village lives up to 6.000 inhabitants. A village might contain one or two temples or shrines, but no other organizations.
- **Town**: Up to about 6,000 inhabitants, a town contains several temples, as well as various merchant guilds and other organizations.
- **City**: Up to about 25,000 inhabitants, a multitude of temples, guilds, and other organizations, some of which have significant influence in city affairs and can be found within the city's walls.

d100 City Events

EVENT	HAMLET	VILLAGE	TOWN	CITY
Announce	1-5	1-10	1-8	1-8
Mundane Happening	6-15	11-15	9-14	9-11
Adventure Hooks	16-18	16-20	15-25	12-22
Business	19-20	21-26	26-34	23-33
Crimes	21-30	27-32	35-38	34-36
Rumors	31-41	33-45	39-42	37-40
Epidemic	42-52	46-50	43	41
Festivity	53-59	51-54	44-48	42-50
New in town	60-70	55-59	49-53	51
Show	71	60-65	54-60	52-62
Arcane Matters	72	66-70	61-70	63-75
Politic Matters	72-73	71-80	71-79	76-86
Misfortune	74-85	81-85	80-83	87
Notice Board/Newspaper	86 - 89	86-94	84-94	88-99
Peddler	90-00	95-00	95-00	00

Secondary Tables

These tables add details to many of the results on the City Events table. The tables are in alphabetical order and these events can be obtained by talking with folks. The DM can decide whether the listed events are past or present, true or just rumors.

Announce table

D12	ANNOUNCE
1	The kingdom army or local police announce that recruitments are open. These can be obligatory or based on free choice.
2	Due to recent crimes, the local police force imposed a curfew. Roll on the Crimes table to determine the reasons.
3	A bard announces the search of adventurers for a quest. Roll on the Adventure table.
4	The village head or a noble announces the marriage of his daughter or son.
5	It is announced the opening or closing of the annual hunting season.
6	A parade of jugglers or actors announces the arrival of the circus or the start of the new theatre season
7	The local brewers' guild announces the free beer-tasting in a tavern or at the guild seat.
8	A bard announces the imminent speech of a nobleman, politician or village head. Roll on the *Politic Matters* table
9	The local police announce the hanging of a criminal, perhaps to show his/her fellows what they may expect. Roll on the *NPC* and *Crime* table.
10	The scion of a noble family, accompanied by his chamberlain, announces he wants to see all the most beautiful girls in the town. The lucky one will have the honour to participate in a grand gala at the side of the young noble.
11	Local clerics announce a barbeque with wine and meat as fundraiser for poors people.
12	The carters guild announces a day in the name of fun and learning. All children and fathers are invited to participate in the construction of small carts that will be used in a race competition. The winner wins a real cart with horse.

Adventure Hooks table

D10	ADVENTURE HOOK
1	A local noble or someone else important hires mercenaries. While traveling you are attacked and accused of kidnapping. To make your position clear, you discover the people you were escorting faked their own kidnapping or the quest givers (together with the real kidnappers) and gave you the hostage in order to get away and also put you in trouble.
2	A nearby miners quarry, crucial to the keep, had to be shut down as a result of a large spiders infestation.
3	A diplomat from the capital was going to arrive but never made his/her estimated arrival time.
4	A bridge a few days travelling from the Keep was washed away during a heavy storm. The engineers, appointed for the bridge reconstruction, refuse to work unless they will be guarded.
5	A hunter came across a field of stone creatures and believes a basilisk may have set up a hunting ground nearby.
6	Someone found a hidden door at the bottom of a water well or sewer, which leads to a temple holding a lost dwarven treasure.
7	Demonic screams can be heard from a well in the city. As a consequence, the well has been sealed.
8	A troll has settled under a nearby bridge, well or sewer. If you cross the troll's way, either he demands for food or he will eat you.
9	"Someone says the graveyard guardian is helping a necromancer in creating an army of undead! A customer's relative said he saw him digging up bones from a grave and bringing them somewhere else!"
10	The cleric of the local temple is looking for adventurers to retrieve a stolen relic or because the relic either must be protected or must be moved to another temple.



Arcane Matters table

D8	ARCANE MATTER
1	Several locals have done unusual, violent acts. Each one claims to have been commanded to do so by a voice.
2	People in town are falling asleep and do not awakening anymore.
3	A wizard is working on the translation of an ancient magic parchment! But, once the translation is finished, it will turn to be a bad written erotic fiction (or other unexpected literature).
4	The local police received magic equipment (like clubs with 6 charges of the *shocking grasp* cantrip.) for testing.
5	The ghost of a guard has settled in the city and follows the other guards on their patrols, continuing his work during the night. The ghost do not know he is dead the guards are scared to death by its appearance.
6	The wood near the village (or a park) has remained without animals. No one knows why and how.
7	If you pay attention to the paintings in the city, you will see the people portrayed moving!
8	A laboratory has exploded, but the explosion has not damaged anything, only the alchemist has disappeared. You can introduce *the Lost Laboratory of Batterbee, chapter 2 Places of Interest.*

Business table

D10	BUSINESS	NAME
1	The Builders' Guild started the construction of a new building. Roll on the *buildings* table to determine the building under construction.	**Builders' Guild**
2	Two vegan human druids have opened a shop of vegetables and fruit. The peculiarity of the store is that the whole interior is invaded by vines and plants that grow magically, customers can pick up fruits and vegetables directly from plants!	**Wild Garden Market**
3	A water genasi sells flowers and other water plants in jars full of water with elements of seabeds	**Azure Lotus Flower Shop**
4	A new candle shop opened in the city. The owner is an old and tall human with oriental features, the man claims to be able to cure any ill thanks to special waxes created with healing flowers and herbs that give off scents when the candle burns. The man is so charismatic that he can plant the seed of conviction in anyone. Candles have nothing magical, it is just a placebo effect.	**The Candle Shaman**
5	Some local bookstores are selling a book that which tells a story about a parallel world. The events are very real and in a way, share similarities with the actual world. If asked, merchants will say that the books were freely given by a gith	
6	A group of adventurers dwarves opened a store of objects from the underdark: chitin armors, minerals, mushrooms and much more	**Underworld Rarities**
7	A wacky gnome with an obsessive-compulsive disorder related with the reconstruction of broken objects opened a puzzles shop. Unfortunately, his obsession leads him to build all the puzzles before he sells them, which is why he offers discounts to anyone who brings him broken items in order to keep him busy.	**Puzzled**
8	A tiefling opened a shop of pictures and frames. The paintings she sells represents only cats and other felines, strangely since her arrival the neighborhood is full of cats (or lacks ant of them).	**Cat Tails**
9	A failed perfume crafter opened a repellents shop. His products work on animals, plants and humanoids, and keep insects, animals, ghosts and even women away!	**What does not perfume will strengthen you**
10	An adventurer now retired from travels has opened a tailoring shop where he creates jackets, liveries and flags for adventurers and guilds	**Guild of the Guilds**



Crimes table

D8	CRIME
1	Merchants are kidnapped on their way to the town.
2	Someone is vandalizing with strange symbols on statues and on the most important buildings of the city. The guilt will turn out to be a student that failed a history exam.
3	Someone kidnaps children and leaves them alone in the plaza, at least one kid per day appears there! People say that there is a witch behind it. Indeed, an anonymous **vigilantes** sneaks into a witch's lair and takes away one child per day.
4	"People say that a group of guards enjoy beating drunks at night, unfortunately victims anything are not able to recognize their faces."
5	Many people claim that there is someone sneaking into their houses and stealing buttons from clothes. What a kind of criminal does that?"
6	"A mysterious hooded man uses magic to force merchants heading into the city to carry strange amulets in. No one well understood what they are!" Roll on the *Arcane Matters* table
7	"Someone has started awakening animals through some witchcraft! Animals want to be free, they refuse to give milk or be ridden."
8	"Stray cats have almost disappeared, also the domestic ones, by someone's hand."

Epidemic table

D6	EPIDEMIC
1	Rats infest a city district. Whats could be the reason?
2	After eating, some people pucks off small yellow ooze (**ochre jelly** with 10hp), they run away or attack.
3	Some people who share the work of miners are bothered by sunlight. These people got a curse that gives them the *sunlight sensibility* trait.
4	The main water source or city sewers are infested with **slaad**! If you roll again this result, other creatures will infest the water (such as **trolls**, **troglodytes** or some sick **swarm of rat**)
5	"Some citizens have begun to have strange nightmares, and their good mood is gone!"
6	A giant crocodile infests the sewers or a nearby lake in the country

Festivity table

D6	FESTIVITY
1	It's the King's birthday, village head or famous hero!
2	The country celebrates the months of peace after the last bandits' incursion.
3	The village celebrate a rich harvest. Streets are filled with stalls selling seasonal foods and an altar where anyone can leave an offert to the divinity of abundance.
4	An old and rich noble woman celebrates her 100 years preparing a dinner open to everyone! Many men are trying to get on her good side in order to.. well, you know what.
5	Citizens pay homage to a group of heroes who killed a green dragon that once infested a gold mine, the only source of incomes for many citizens.
6	A tavern has prepared an evening event(choose one from the *Evenings events table* from the Expanded Business Management at page 43).



Law Matters table

D8	LAW MATTER
1	The sale of a specific object or substance has been forbidden, the local guard is inspecting every shop or stall.
2	The fine for a minor crime has been increased because of the number of the crime rating is increasing dramatically.
3	A criminal escaped from his/her prison! roll on the *Crime* and *NPCs* tables.
4	A local guard is removing false warnings, which someone likes to attach all around the city. Roll on the Notice Board / Newspaper table to generate the false posts.
5	For safety reasons, all spellcasters must go to the nearest barracks within the next 1d4 days for a statement on what they do with magic
6	The local guard is looking for a criminal. Roll on the *NPCs table* and *Crimes table* .
7	Due to political matters, tomorrow all weapons must be leave at home. Roll on the *political matters* table.
8	A **detective** investigates a criminal and asks a few questions to the party. Roll on the *Crimes table* to generate the crime or on the *NPCs table* to generate the wanted man.

Misfortune table

D6	MISFORTUNE
1	Mrs. Overton has accidentally dropped a flowerpot from her balcony right on the head of the egg seller, luckily all the eggs remained intact.
2	The local paperboy was hit by a carriage, today the neighbourhood or small town will not receive newspapers.
3	A local butcher has cut his hand and will not be able to work for days. For the next days some taverns and shops will sell badly cut meat.
4	A local bridge has collapsed, trade caravans will come late in town. They transport goods and materials such as iron for blacksmiths or soaps
5	A local guard during his night patrol falls inside an open manhole leading to sewers. Fortunately, he's alive, but some rats are free in town now. You can roll on the *epidemic* table
6	During the night a strong wind has ripped all the posts affixed on the town's newboards.



Mundane Happening table

D8	MUNDANE HAPPENING
1	A local wizard has bought almost all the incense in the town
2	An old lady made one of her famous cakes, anyone is welcome to taste a piece. The woman is alone and asks only for a bit of company.
3	A good-hearted farmer occasionally gives part of his harvest to some acquaintances. Maybe the tavern keeper has received so much vegetable that he wants to share it with the party.
4	A neighbour sells mundane objects he used to keep in his warehouse, in front of his house. Maybe there is something interesting (20% chance an objects is a mimic).
5	A local fool cleric ranting words of destruction and death. "The end is near!"
6	A local wizard is selling again his collection of badly made magical items. Each time a character use one of them, there is a cumulative 5% that the object explodes or loses its power.
7	The local herbalist druid is using a spell to make the sky raining over his garden.
8	A group of orphan kids has come to look for something to steal

Notice Board/Newspaper table

D8	NEWS
1	'Druid makes farm animals talking. Many folks discover vegetarian cooking.'
2	"The City is wandering why the sewer smells.'
3	'Hiring apprentice cook/tavern staff'
4	'Local druid meteorologist forecasts bad weather for the next days'
5	'The Archaeologists' Guild found the ruins of an old underground temple'
6	'Local wizard disappeared after making experiments with a bag of holding'
7	'Local College of Glamour chose bordeaux red as season colour'
8	'Villager discovers his house furniture is full of mimics

Peddler table

D8	PEDDLER
1	An Earth Genasi and his cart of cabbages. He only sells cabbages of a very great size.
2	A female dream merchant from the shores of your last nightmare. She's real now, if you can believe it, and she's selling your memories (or at least your memories in a dream form). She is very (insert your personality) and only wants (insert your goals). So if you give her what she wants, maybe she will (insert your retirement plan) and leave you alone.
3	A short, fat, strange man, with big bug eyes and a white, ratty beard on the side of the road is a priest who sells birds. He wears a thin, red cloak and shabby clothing. He owns a bird of every existing species and feeds them as a mother bird would do. He controls every bird and the birds steal all the gold they can coming back to his place the night after. He tries to either sell one of his birds in a (magical) cage or to give it for free to the party.
4	A dwarf with a big and hairy beard sells magical beards that become true when worn. Unfortunately has no magic wigs!
5	A wander wizard who sells magical passage to the previous town he visited
6	An extravagant as well as picky painter paints portraits for few silver coins. However, the painter tries to correct any imperfections that the customer has, making the portrait looking very different from the subject.
7	A botanist has come to the town after learning about a powerful plant rumoured to be in the area that can be used for medicinal purposes. He shows a letter from the King or a noble, stating that the town is to assist him in any possible way.
8	A peddler barber that advertises his shop in another town. He is very talented, can cut hair to any creature and states that once he cut the hair of a frost giant (yes, frost giants' hair are hard as ice!).

Politic Matters table

D6	POLITIC MATTER
1	Someone says that a local powerful nobles is threatened by someone (might involve an investigation).
2	Sages, nobles or the king and his advisers will gather to discuss about a local problem.
3	There is an empty political position due to the death, arrest or something else by the village head , king adviser or a noble.
4	The king, village head or city mayor will travel to another city to make a trade deal.
5	One of the leading political figures is hiring adventurers to solve a local problem.
6	The sons of two families will marry soon, sealing their alliance and becoming one of the most influential families in the whole city.



Rumors table

D20	RUMOR
1	A group of bandits has been transformed into snakes by a wandering enchantress.
2	There was a robbery in the, it is trying to hide the fact. People say that the bank owner has made a pact with the devil to get back the stolen sum!
3	A local citizen is believed to be vampire, he goes out only at night and his face is always pale
4	Ghosts walk the ramparts of the castle or watchtower during the full moon.
5	A star has fallen into a lake outside of the city.
6	"Devils have been encountered in the nearest forest!" However, they are just satyrs.
7	A coven of cruel hags lurks in the old orphanage
8	Some of the town guards are evil cultists and they are helping the cult to hide.
9	A warning from the capital informs the city that a **spy** from another kingdom has recently arrived in our kingdom. His intentions are unknown.
10	The local merchant has rigged his scales so that he rips people off and makes more money for himself.
11	"The chancellor of the guilds is also the master of the Assassins Guild!"
12	"They say the local Lord keeps a gelatinous cube in sewers, the creature eats everything that is down there"
13	"There were some stranger dwarves, who started a mine just outside town. I heard they uncovered something so horrible inside that, that they sealed it and left the city the same very day."
14	"Cooper's wife hasn't been seen in almost a month! Last time I heard about her, she was ill and the family said she won't have taken visits, even doctors!"
15	"There's a talk about a monk who has been beating the crap out of criminals at night"
16	A local **archmage** keeps powerful amulets hidden in his beard
17	The manor of a noble house seems like a hot mess from the outside, but they're all faking it to hide the true extent of their power and influence.
18	There is a rumour that the king's hair became grey years ago, but he keeps dyeing it.
19	The childless noble family actually has a son but he was born a deformed monster and they keep him in the dungeon.
20	"I swear, I saw him. The mad old bastard in the sewer. He was talking to the rats, whispering about something awful."

Supplementary Tables

NPCs table

D8	NPC
1	A silent and wise wood elf with long black hair tied back. He wears a kimono and always carries a longbow with him.
2	Two goblins one on the back of the other dressed like a halfling, they refer to themselves as Boblin.
3	A tortle medium, it has a lantern that hangs from a gothic iron protuberance attached on its shell. It can talk with dead, in a very slow way.
4	A very sunny tiefling, she likes drinking, dancing and talking with everyone. Under the false identity of the tiefling hides a satyr, she is very good at keeping her identity secret.
5	A very charismatic and vain bard gnome, she wears colourful clothes and make-up and tries to catch all the attentions. Better not to take her spotlight.
6	A tall and pale human, quite silent and scary. He is a doctor and, appearances apart, people say he is talent.
7	A tall and rude goliath dresses with furs and he is always accompanied by his **winter wolf**. People are very scared about the giant wolf, even the guards do not want to meet them.
8	An arrogant but well dressed tabaxi **fencer** has arrived in the town only to challenge other swordsmen

Buildings table

D10	BUILDINGS	READY AFTER
1	School	10+1d10 days
2	Temple	20+1d20 days
3	Saunas	5+1d4 days
4	Manor	10+1d10 days
5	Goods store	5+1d4 days
6	Blacksmith	5+1d4 days
7	Hairdresser	5+1d4 days
8	Tavern	5+1d4 days
9	Library	20+1d10 days
10	Detective agency	5+1d4 days



Urban Random Encounters

Urban Random Encounters table

Event	Hamlet	Village	Town	City
Actors	—	—	1-5	1-8
Animal Vendor	1-5	1-5	6-7	9
Ankegh	6-8	6-7	—	—
Apprentice Wizard	9	8-9	8-10	10-12
Book Seller	10	10-11	11-13	13-15
City Guide	—	12	14-15	16-19
Charity Food	11-12	13-15	16-18	20-22
Curious Modron	13	16	19	23-24
Delicatessen Seller	14-18	17-19	20-21	25
Doctor	19	20-21	22-24	26-28
Electrobinder	—	—	25	29-30
Falconer	20-24	22-24	26-28	31-32
Farseek	25-29	25-28	29-30	33
Gipsy	30-32	29-30	31	34
Gnome Inventor	—	31	32-33	35-39
Guild of Commerce	—	—	34-38	40-45
Koblins	33-36	32-35	—	—
Journalist	37	36-37	39-42	46-52
Illusionist	—	38	43-46	53-58
Liquor Vendor	38-40	39-40	47-48	59-65
Notice Board	—	41	49-52	66-76
Painter	41-46	42-45	53-55	77
Playboys	47	46-47	56-60	78-84
Poet	48-52	48-52	61-65	85
Race Contest	53-58	53-58	66-67	86
Sage Bard	59-65	59-66	68-70	87-88
Satyr	66-73	67-75	71	—
Spellcaster Hobo	74-78	76-80	72-78	89-90
Street Bards	79-80	81-86	79-82	91
Summoner Kid	81-85	87-90	83-85	—
Thugs	86-87	91-94	86-90	92-98
Trickster Halfling	88-99	95-96	91-95	99
Undercover Noble	00	97-00	96-00	00

Actors
A string quartet offers a sudden exhibition-advertisement for the new season of the Magvaris theater

Animal Vendor
A group of animal trader travelling on their carts. They sell owls, puppy dogs, salamanders, rats, turtles and a special and very expensive puppy (roll 1d4):

1. Puppy owlbear
2. Puppy blink dog
3. Puppy greymane
4. Puppy flumph

Ankegh
A small **ankheg** stucking on its back. If saved the creature digs away, maybe some cow will pay for this choice.

Apprentice Wizard
A kid is training on a cantrip, trying to blast a fire bolt on a barrel using a well made wand. The party wizard can teach him how to use the wand, if so, when the wizard who has been robbed comes, the kid may cast a fire bolt against him and bolt away.

Book Seller
An old human teacher, the man travels from city to city in order to exchange books. For one book he gives another book, choose it from the *Appendix B*.

City Guide
A halfling **spy** offers himself as guide, he claims to know this city as his own pockets. There is a 25% chance he leads the party to an organized robbery.

Charity Food
Some clerics are preparing food on the street for poors, they are willing to offer food to characters if they help them for a while.

Curious Modron
Lurking in the shadow a modron rogue follows the party to understand how the human hierarchy works. He knows only his race language and only a player with telepathy can communicate with him. He is strange and curious but friendly.

Delicatessen Seller
Hams, pork, sausages and other cured meats hanging from a small cart moved by a goliath. All his meat has been let dried on a frozen cave, that is why he says that it is better than all the other meats you will ever find.

Doctor
This anxious man lost in his thoughts, he wanders all around the streets after he found out something dangerous. If the party wants to give him help, he will share his concern. Roll on the *Epidemic* table of the *City Events* paragraph.

Electrobinder
A local **electrobinder** scientist is testing a new device he invented, a pair of electro-skates. He has many inventions that need to be tested, he is willing to pay the party if they test one object for few days:

1. **Taser**. this small taser has a rubber handle and a lever on it, once pressed the iron fork on the upper side releases small electric shocks. A creature touched by this taser must succeed on a DC 10 Constitution saving throw, on a failed save the creature is stunned for 1 round. There is a 25% chance that the taser overcharges and inflicts 2d10 thunder damage on hit.
2. **Telekinesis Wand.** an iron stick 1ft long, when pointed against a small iron object which weights no more than 2,5 kg, the object is pushed in straight line toward the stick. There is a 25% chance that the stick overcharges and cast the *catapult* spell on the object against who is using the stick.

Falconer
A local falconer sits near the street, under a small stand. The man has a cage with some pigeons and a hawk perched on a pedestal. He can cast the *animal messenger* spell to send messages at the cost of 5gp per 10km.

Farseek
This divinator dreams about people's future, during the day he wanders around the streets in search of people he dreamed to tell them his future (treat it as if he had cast the *augury* spell).

Gipsy
A gypsy intercepts a member of the party and tells him a vision he had. He foresees that the party member will meet someone in this city and s/he will be the love of his life. Later, a beautiful person flirts with the character.

1. A hag disguised into a beautiful woman;
2. A doppelganger;
3. An elf of uncertain sex;
4. A satyr disguised as a tiefling;

Gnome inventor
An upset gnome with his construct in tow. The gnome is going to challenge his rival, another gnome inventor. Following him, the party can watch the fight between gnomes' constructs while the two ones insult at each other.

Guild of Commerce
4 members of the Guild of Commerce are advertising their houses for sale. They can show some house such as the one in the *Bulding Price* paragraph.

Koblins
A group of kobolds waiting some unaware adventurer to cheat. The boss is well armed while the rest of them are disguised as goblins with shortswords or crossbows. When the koblins try to rob their victims, their leader stages a rescue and koblins run away. Eventually the ingenious boss asks a reward to the group for having saved them.

Journalist
A journalist is searching informations about an event recently happened. Roll on the *rumors* or * crime* table of the City Events paragraph.

Illusionist
An **illusionist** plays the three glasses game, catching people attention. The man asks to guess in which glass is the coin, however the coin is just a *minor illusion*. The charismatic trickster offers a wand of illusion (no attunement required, 3 charges per day, you can spend 1 charge to cast minor illusion) as reward if someone discovers the trick.

Liquor Vendor
Two halfling brothers are travelling on their cart full of liquors. They created a very strong and deadly liquor with a horrible taste. Thus, each of them made different cocktails to hide that horrible taste. They ask any traveller they meet to taste at least 1 cocktail. A player who drinks it must succeed on a DC 15 Constitution saving throw or vomits. If a player succeeds on 3 saving throw in a row is rewarded with a free bottle of the "special liquor".

Notice Board
This board has affixed many city notices, roll 1d4 times in the rumors, notice board/newspaper, law matters and adventure hooks tables of the City

Painter
An eccentric painter drawing a panoramic view of the city or something else. He needs someone strong enough to move an abandoned cart that ruins his view. "Maybe it was better to stay there where it was.. can you move it back again?"

Playboys
Two well dressed men are talking and walking on the street. They made a bet: the first who manages to get a kiss from a random woman, he may ask first for an appointment to the woman both of whom are in love. If there is a woman in the party they could flirt with her. If you roll this encounter again, the 2 playboys could be interested in men too.

Poet
A poet in search of his inspiration, he asks the party to tell some epic adventures they had, anyone can make a Charisma (Entertainer or Deception) ability check, on a result of 15 or higher the poet finds the inspiration and start writing on his notebook. He will spread this poetry in the future.

Race Contest
Two guys running in the party direction. It seems like a chase but they are just having a running race. If someone tries to stop one of them, they will get angry and will throw stones against the character before running away. They are just kids, do not fireball them come on..

Sage Bard
An old bard who lost his party years ago for “trust problems”. Now he travels alone, singing old stories and trying to unite groups he finds. He can provides a magic set of magic bracelets: Bracelets of Friendship (uncommon): when two creatures wear this set, each of them feel the "life status" of the other. The two creatures must be on the same plane of existence.

Satyr
The party can spot a satyr and a quickling kidnapping a female gnome. The kidnappers are not evil but they run away if chased and try to avoid any battle. They like music but the Satyr is mute due to some curse and the quickling cannot sing because he speaks as fast he moves. The gnome is a bard kidnapped outside some tavern in order to sing for kidnappers. A remove curse on the satyr can cure his mutism.

Spellcaster Hobo
Outside or inside a tavern there are three men sitting at table, talking and eating a lot of fine food in friendship. Two of them (**thug**) are grumpy towards the party unlike the third (**apprentice wizard**), who is more friendly and disarmed. The third guy could invites the party to eat with them. When the *charm person* spell ends, the armed men become angry against the third one who is just a hobo scrounging food.

Street Bards
2 **bards** are challenging each other in a sort of rap dissing. It's all for show and to earn some gold.

Summoner kid
Party may meet a kid who asks for incense to make a magic ritual or some other lie. It might seem just a game, but if not stopped the kid will summon a **skulk** (*Mordenkainen Tome of Foes*) from the shadowfell to defend itself against some bullies. Days after the party could hear news of some children killed by an entity of another dimension.

Thugs
1d4 thug are threatening a poor man in a dark alley:

1. The man is suspected of murder or another serious crime, the thugs are trying to convince the man to leave the city or this district because they do not want a criminal in their neighborhood.
2. The man is a local shopkeeper, he does not want to pay anymore these thugs for the "business protection" they offer.
3. The man hides a local criminal, roll on the NPC and Crimes table in the *City Events* paragraph.
4. The thugs are having fun mistreating the poor man for trivial reasons.

Trickster Halfling
A halfling selling a fake magic item. He shows how can free itself from handcuffs using this magic bracelet on sale for 20gp. Obviously, the bracelet is not magic, with a careful observation a player can spot the halfling's trick.

Undercover Noble
A young noble dresses with very common clothes and wanders in the city, trying to do all the things his family denies to him. He is very sociable, but he get easily into trouble.

Guild System

Do you want to be a paranoic and fearsome crime lord? Or maybe the boss of a guild of artisans dedicated to the creation of any sort of tool? Otherwise, you can use your adventurer experience to create a guild of adventurers.
Guild System introduces a simple but functional system to manage guild NPCs and trade.

Renown

Each time you successfully complete an activity, your guild renown score increases by 1, a failed activity decreases your renown score by 1. The following table shows benefits of renown:

Renown Benefits table

RENOWN	BENEFIT
-10	You can find new members only with a result of 20+ on the d20
-9 a -6	-1 to all ability checks for recruitment
-5 a -1	-2 to all ability checks for recruitment
5-10	+1 to all ability checks for recruitment
10-15	+2 to all ability checks for recruitment
20+	+3 to all ability checks for recruitment and to loyalty of new members

Recruitment

To recruit new members a character must spend at least 1 work week looking for potential members. Roll a Charisma (Intimidate) check if you are searching for members for a criminal guild, because you need to be respected, otherwise roll a Charisma (Persuasion) check. Recruited NPCs vary based on the check result as shown on the *Recruitment table*, you cannot hire an NPC with a challenge rating higher than your level.

Open a Guild

A character interested in opening a guild must pay a tax and request a permission in any law court. As DM you can add more rules, for example, the new guild must have at least 5 starting members, the guild master must be legally uncensured and so on.

Recruitment table

CHALLENGE RATING	NUMBER	DC
1/8 to 1	1+1d6	5
2 to 5	1+1d4	10
6 to 10	2	15
11 to 15	1	20
16+	1	25

Recruited NPCs can be humanoids from the Appendix B of the *monster manual* and *Volo's guide to monsters*.

Loyalty

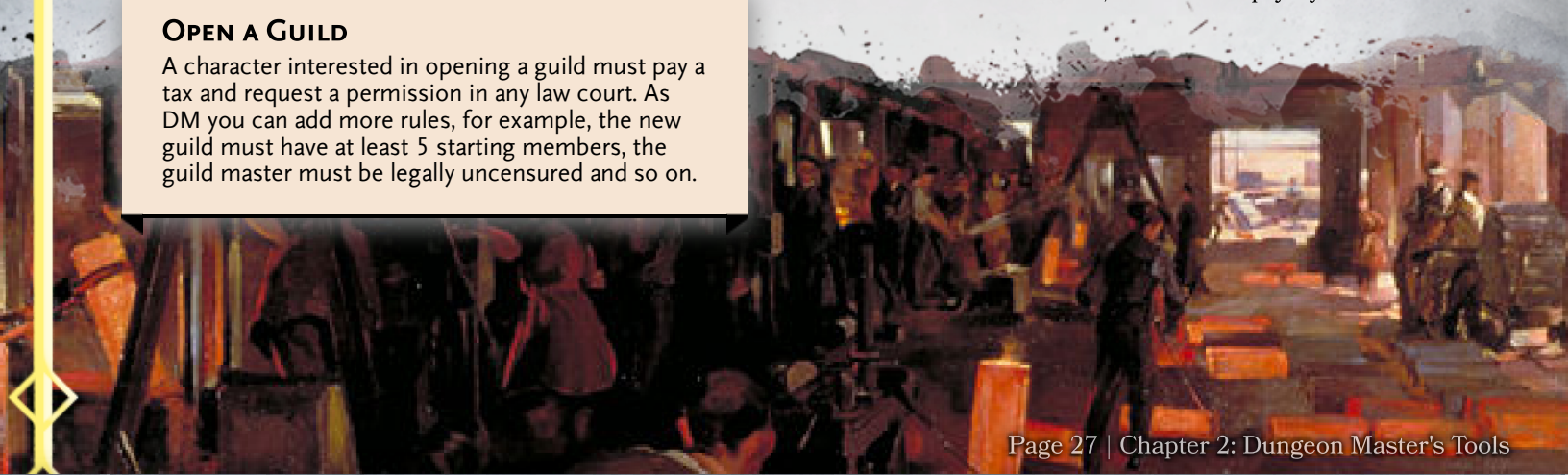
Now that you have made your small guild you have to manage it, and the first thing is to make clear who is the boss. Loyalty is an optional rule (MG page 93)you can use it to determine how far an NPC party member will go to protect or assist the other members of the party (even those he or she doesn't particularly like). An NPC party member who is abused or ignored is likely to abandon or betray the party, whereas an NPC who owes a life debt to one of the characters or shares their goals might fight till his/her death for them. Loyalty can be roleplayed or represented by this rule.
In cases where managing the loyalty of too many NPC becomes too complex, you can create a unique value of loyalty for all the NPCs of the guild.

Loyalty Score

An NPC's loyalty is measured on a numerical scale from 0 to 20. The NPC's maximum loyalty score is equal to the highest Charisma score among all adventurers in the party, and his/her starting loyalty score is half of that number. If the highest Charisma score changes - perhaps a character dies or leaves the group - adjust the NPC's loyalty score accordingly.

Payday

Obviously each guild member wants his/her part, the salary is based on the CR of the NPC, as shown the payday table below.



Payday table

Challenge Rating	Paycheck each 5 days
1/8 to 1	5gp
2 to 5	25gp
6 to 10	100gp
11 to 15	250gp
16+	500gp

A guild member that does not receive its pay loses 1d6 loyalty points.

Guild Activities

The following activities retrace those on Xanathar's Guide to Everything, in order to make them more suitable for the standard system of downtimes activities. You will find more downtime activities at page 125 in *Xanathar's Guide to Everything* you can adapt to this system. Downtime activities are tasks that usually take a workweek (5 days) or longer to perform, each type of guild has at least an activity to earn money as listed below:

- **Criminal Guild**: You can send your henchmen to rob some merchant to earn some money and respect. See the section *Crimes* below.
- **Guild of Artisans:** An artisans guild can work to produce tools, goods and weapons as described in the *Craft* and *Running a Business* section.
- **Guild of Adventurers:** brave heroes of your guild can run quests and earn money, just like you do. You can send your party of NPCs to do some quest, see the section *Quest Activities*.

Crime Activities

Time to get work, party can send any number of guild members to commit some profitable crime.
Resources. Guild members must spend one week and at least 25 gp gathering information on potential targets before committing the intended crime.
Resolution. Guild members must make a series of checks, with the DC for all the checks chosen by the character according to the amount of profit sought from the crime. The chosen DC can be 10, 15, 20, or 25. Successful completion of the crime yields an amount of gold pieces, as shown on the Loot Value table.
To attempt a crime, the guild members make three checks: Dexterity (Stealth), Dexterity using thieves' tools, and the player's choice of Intelligence (Investigation), Wisdom (Perception), or Charisma (Deception).

- If none of the checks are successful, the guild members are caught and jailed. They must pay a fine equal to the profit they would have earned from the crime and they must spend one week in jail for each 25 gp of the fine. Your guild loses 5 renown points
- If only one check is successful. the heist fails but the guild members escape. Your guild loses 1d4 renown points
- If two checks are successful, the heist is a partial success, netting the guild members half of the payout. Your guild earns 1d4 renown points
- If all three checks are successful, the guild members earn the full value of the loot. Your guild earns 5 renown points

Loot Value table

D4	Value
10	50 gp, robbery of a struggling merchant
15	100 gp, robbery of a prosperous merchant
20	200 gp, robbery of a noble
25	1,000 gp, robbery of one of the richest figures in town

Complications

A criminal life is full of complications. Roll on the Crime Complications table (or create a complication on your own) if the guild members succeed on only one check. If the character's rival is involved in crime or investigation and the character succeeds in only two checks, a complication ensues if the character succeeds on only two checks.

D8	Complication
1	A bounty equal to your criminal activity income is offered for information about you and your crime.*
2	An unknown person contacts you, threatening to reveal your crime if you don't render a service.*
3	Your victim is financially ruined by your crime.
4	Someone who knows about your crime has been arrested for an unrelated crime.*
5	Your loot is a unique and easily recognizable item that you can't sell in this region.
6	You robbed someone who was under a local crime lord's protection, who now claims his revenge.
7	Your victim asks a favor from to high ranked guard, doubling his/her efforts to solve the case.
8	Your victim asks one of your adventuring companions to solve the crime.

*Might involve a rival



Crafting Activities

A guild who has the time, money, and all the needed tools can use downtime to craft armors, weapons, clothing, or other kinds of nonmagical gear.

Resources and Resolution. In addition to the proper tools for the item to be crafted, a guild needs raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A guild can work on multiple items in a workweek and, depending on the item value, you might need an extra member for each 50gp of extra value beyond the first 50gp. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location. Multiple guild members can combine their efforts. Divide the time needed to create an item by the number of guild members working on it. Use your judgment when determining how many members can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers. A guild member needs to be proficient with the needed tools for crafting an item and have access to the proper equipment. You need to make judgment calls regarding to see whether a guild members has the correct equipment. The following table provides some examples.

Tools table

TOOL	ITEMS	TENDAYS TAX
Herbalism kit	Antitoxin, potion of heling	50gp
Leatherworker's tools	Leather armor, boots	100gp
Smith's tools	Armor, weapons	150gp
Weaver's tools	Cloaks, robes	100gp
Soaper's supplies	soap, perfumes	50gp
Chandling supplies	chandles	50gp

Tendays Tax

A guild must pay a tax for the material needed to work. As DM you have to determine the tax for others tools which are not listed in the *tools table*.



Complications

Most of the complications involved in creating something, especially a magic item, are linked to the difficulty in finding rare ingredients or components needed to end the work. A character might face complications that, as an effect of the creative process, gets the most interesting when s/he is working on a magic item: there's a 10 percent chance for every five workweeks spent on crafting an item that a complication occurs. The Crafting Complications table provides examples of what might happen.

Crafting Complications table

D6	COMPLICATION
1	Rumors swirl that what you are working on is unstable and a threat to the community"
2	Your tools are stolen, and you are forced to buy new ones*
3	Some material were hard to find this week, you must pay 50gp extra tax
4	A powerful noble offers a hefty price for your guild and he does not want to hear a negative answer*
5	Another guild accuses you of stealing its secret lore to fuel your work*
6	A competitor spreads rumors that your work is shoddy and prone to failure‘

*Might involve a rival

Running a Guild

To calculate the profit of your guild of artisans, from a minimum of every 10 days of activity up to a maximum of 30 you must roll on the following table.

D100 +DAYS+RENOWN	RESULT
01-10	You must pay one and a halftimes the business's maintenance cost for each of the days
11-20	You must pay the business's full maintenance cost for each of the days .
21-30	You must pay half the business's maintenance cost for each of the days. Profits cover the other half.
31-40	The business covers its own maintenance cost for each of the days.
41-80	The business covers its own maintenance cost for each of the days . It earns a profit ofld6 x 5 gp.
81-90	The business covers its own maintenance cost for each of the days . It earns a profit of 2d8 x 5 gp.
91+	The business covers its own maintenance cost for each of the days. It earns a profit of 3d10 x 5 gp.

Quest Activities

Now that you are the head of a guild of adventurers, you can send your men to kill witches and tarrasques while you brag of your success among women.

Resources. the guild members must spend one week and at least 25 gp gathering information on potential quests.

Resolution. The guild members must make a series of checks, with the DC for all the checks chosen by the character according to the amount of profit sought from the quest. You can choose which party member makes the check.

The chosen DC can be 10, 15, 20, 25 or 30. Successful completion of the quest yields a certain amount of gold pieces and other rewards, as the side bar on the Reward table shows. A quest takes some days to be accomplished, as shown the side bar on the Reward table. To attempt a quest, the guild members makes three checks: Strength (Athletics), Constitution or Dexterity saving throw, and the player's choice of Intelligence (Investigation), Wisdom (Perception) or Charisma (Persuasion).

- If none of the checks are successful, there is a 50% chance that the party dies. Your guild loses 5 renown points.
- If only one check is successful. the quest fails but the guild members escape. Your guild loses 1d4 renown points
- If two checks are successful, the quest is a partial success, netting the guild members half the payout and no other reward. Your guild earns 1d4 renown points
- If all three checks are successful, the guild members earn the full quest value. Your guild earns 5 renown points

Reward Table

DC	REWARD	DAYS
10	50 gp	1
15	100 gp	2
20	200 gp, 20% change to receive a special reward (choose one from *Other Rewards* on the DMG page 227)	2+1d4
25	1,000 gp, 1 item from item table A, B or C	5 + 1d6
30	3,500 gp, 4 items from item table D, E, F, G, H or I	10 + 2d6

Complications

The adventurer life is full of complications. Roll on the Quest Complications table (or create a complication of your own) if the guild members succeed in only one check. If the character's rival is involved in crime or investigation and the character succeeds in only two checks, a complication follows.

Quest Complication

D6	COMPLICATION
1	A group of thieves tries to rob the homecoming party. Roll a Strength check ability against the enemy's Strength, on a failed save the guild members lose their quest reward.
2	An evil crime lord or a group of adventurers becomes your enemy
3	Party kills an innocent, your guild loses 1d4 renown points
4	A new quest follows up the one just completed. Roll a d20 to generate the quest DC, but if you accept guild members will have disadvantage on all three checks due to their lack of rest. If you refuse it, your guild loses 1 renown point.
5	A guild member is seriously injured and so the party must wait his/her recovery before returning to the guild base. They will return after 1d4 days.
6	Party must pay for a damage they have done during the quest. They must pay 25gp.



Guilds

Here few examples of guilds the DM can use to fill a city. A character may attempt to join a guild instead of creating one, read the *Gaining Renown* paragraph at page 22 on the Dungeon Master's Guide.

Mystic Veterans

Guild of Adventurers

Renown: 15
Headquarter: Known
Leader: Captain Thien (Human **champion**)
Services: Monster problems, arcane matters, artifacts recovery, rescues.
Members: Archer, bard, abjurer, war priest, warlock of the archfey, mage, champion

This guild counts members with arcane powers, even among warriors. The group is a well renowned party of ex travellers now working as trouble solver in town and surroundings.

Ooze Society

Guild of Criminals

Renown: 11
Headquarter: Secret
Leader: Secret (**Elder Oblex**)
Services: kidnappings, experiments, theft, arcane matters.
Members: Cultist, conjurer, warlock of the great old one, cult fanatic, gelatinous cube, black pudding, gray ooze, ochre jelly, metal ooze

The Ooze Society is a secret guild whorshiper of Juiblex, lord of oozes, and lead by an **elder oblex**. Some of their members are an extension of the elder oblex, the others fear and whorship their leader as a god that keeps the guild order thanks to this network of spy simulacrums. The aim of this guild is to control every citizen in town and create a population of simulacrums under the control of the oblex.

Black Network

Guild of Criminals

Renown: 4
Headquarter: An ill-famed tavern
Leader: Hathar Surton (Human **master thief**)
Services: theft, black market, assassins.
Members: **bandit, thug, assassin, master thief, **

The Black Network is a widespread guild of criminals, but people and even other criminals don't trust it. This guild is well known for betraying and murdering in the most subtle ways. Their members have a hidden tattoo which shows their membership, you can find them in almost all suburban taverns.

Forged in Fire

Guild of Artisans

Renown: 12
Headquarter: Known
Leader: Torekhen Bronzejaw (dwarf **veteran**)
Services: Armors and Weapons.
Members: commoner, knight

One of the best guild of blacksmiths, these artisans know the secrets of both old and new smithing techniques. The headquarter is a two floors building where the temperature is very hot as if it was always summer. A lot of ex soldiers, dwarves and gnome engineers work there on any type of armor and weapon.

Orlon Geographical Society

Guild of Adventurers

Renown: 15
Headquarter: Known
Leader: Rehva Avenbash (Human **noble**)
Services: Archaeological quest, artifacts recovery.
Members: noble, spy, masther thief, mage, commoner, bard, diviner, priest

The OGS counts lot of history researchers, theologians, bards and other people interested in preserving, studying and spreading the history.

Artisans Alliance

Guild of Artisans

Renown: 8
Headquarter: Known
Leader: Ler Sharpmoon (Human **noble**)
Services: tools and goods craft.
Members: commoner, bard, noble

A huge number of artisans specialized in different fields work together to craft every type of tools. What makes them selling is the low price of items, but their variety and lack of attention in the quality of objects is also their weakness.



Building Pricing

What would be an urban guide without construction rules? This paragraph allows players to build building for residential or commercial use. Besides choosing color tiles and the best carpet for the living room, players must obtain a legal document attesting the ownership of a land plot where to build.

Building Time

Obviously the bigger the building is, the more time it will take to be built. The construction time of a building is calculated as follows:

- **Total sum of building's feets / 20, - Intelligence modifier of the worker head**

Party can spend 1 workweek searching for a potential construction company. After 5 days, roll on the *Builders' Guild* table.

Builders' Guild Table

DC	INT MODIFIER	PRICE
5	+1	Days of working x 20g
10	+2	Days of working x 30g
15	+3	Days of working x 40g
20	+4	Days of working x 50g
25	+5	Days of working x 60g

Material

According to the materials the building price will change, you may choose to use the 5ft tile or 15ft square to build it. (see images 1.1 and 1.2).

Floor

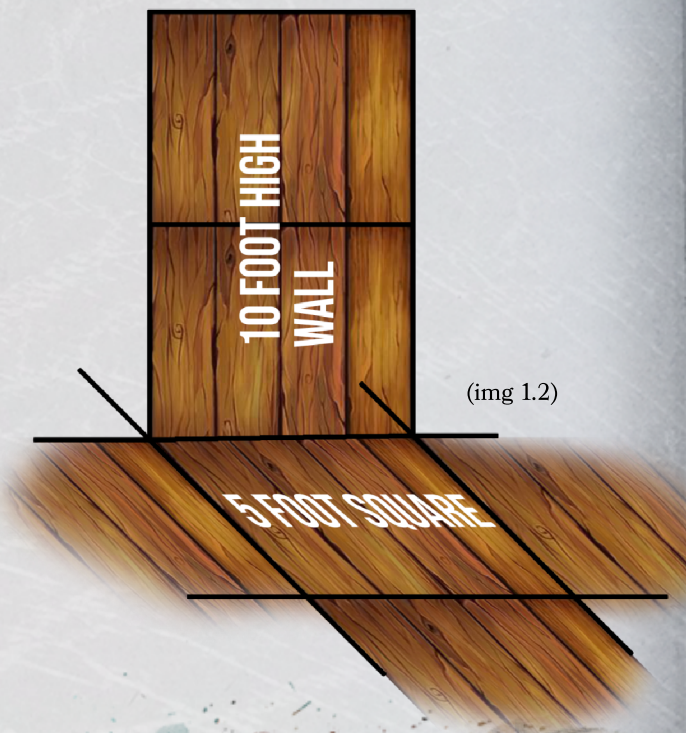
MATERIAL	FLOOR (5-FEET-SQUARE)	FLOOR (15-FEET-SQUARE)
Basic Wood	10gp	90gp
Tiles	15gp	135gp
Walnut Wood	30gp	270gp
Basic Rock	20gp	180gp
Marble	50gp	450gp

Wall

MATERIAL	WALL (10-FEET-HIGH, 5-FEET-WIDE)
Basic Wood	20gp
Walnut Wood	40gp
Basic Rock	30gp
Marble	60gp



(img 1.1)



(img 1.2)

Fixtures

FIXTURE	PRICE
Window	10gp
Door	10gp
Chimney	100gp
Chandelier	50gp
Stairs	20gp

Windows & Doors. A window or basic door has a cost of 10gp, but its DC to be forced is 10. A player can install more resistant fixtures by adding the DC (max 25) to the basic price, example:
A DC 15 window has a cost of 25gp (10 + 15).

Stairs. Up or down, basic cost of stairs is 5gp multiplied for its height, example:
30 feet high stairs that lead in the basement has a cost of 150gp (5*30)

Furnitures

NUMBER	FURNITURE	PRICE
1 furnished room	Tapestry	**Basic**: 25 gp **Modest**: 100gp **Rich**: 250gp
1 furnished room	Tables, chairs, bookcases and armchairs	**Basic**: 50 gp **Modest**: 150gp **Rich**: 500gp
1 furnished room	Beds, bedside tables and wardrobes	**Basic**: 50 gp **Modest**: 150gp **Rich**: 500gp
1 furnished room	Kitchen	100 gp
1	Complete Armor Statue	1.500 gp
1	Iron safe (DC 25)	250 gp
1 room furnished	Laboratory of a chosen tool such as alchemist's tools	300 gp

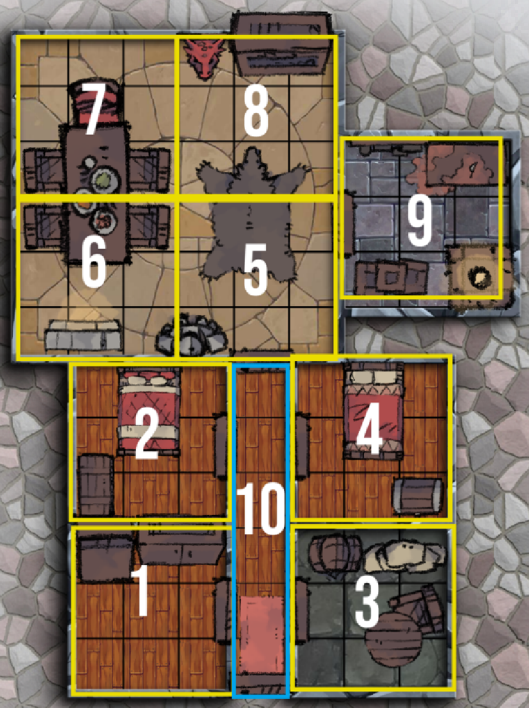
Example

The example building (image 2.1) is an example of how this system works. The house has 1 floor, 1 large room, 5 small rooms and 1 hallway. The image 2.2 shows better the building composition:
The large room (5-6-7-8) is made of 4 15-feet-square tiles, other rooms (1-2-3-4-9) are made of 1 15-feet-square tile each and the hallway is made of 6 5-feet-square tile, all made of basic wood. The total price amounts to 2790gp:

(img 2.1)



(img 2.2)



Only 2790 golds!

Law Enforcement

Are murderhobos, edgy rogues and pirates disturbing the public peace? Do they mock your poor guards without being afraid of them? This chapter introduces a new system to organize, move and make more effective the whole law system, considering soldiers, investigators and law courts. Read the paragraph *Government* in the Dungeon Master's Guide at page 17, where you can find the type of government for your kingdom or city.

District Law Influence

Each city district has a different law presence depending on its welfare. The following table shows the presence of the city watch in towns and districts, when the party enters a new town, district or asks the DM for the watch presence choose your city district and roll the percentile dice.

Law Influence table

DISTRICTS	HAMLET	SMALL TOWN	TOWN	CITY	CORRUPTION
Number of Guards	2 **knight**	4 **knight**	1+1d4 **knights** +1 **veteran**	1 **City Watch Troop**	
Market	30%	35%	40%	50%	10%
Suburb	5%	10%	15%	20%	35%
Square	30%	35%	40%	45%	5%
Uptown district	50%	55%	60%	70%	5%
Dock Ward	35%	35%	40%	50%	25%
Residential district	20%	25%	30%	40%	20%

Patrol Advantage

Depending on which NPC you use as guard, remember to use its passive Perception. If guards are in group, add a +5 to their passive Perception (*Passive Checks, PHB Chapter 7*).

Investigations

When a crime occurs, the DM can choose to start an investigation using 1 or 2 **detective**, investigators must spend at least 1 work week to gather information, for each extra work week they gain a +1 bonus for one of the three ability checks explained below. The DM set an investigation DC (10, 15, 20, 25 or 30) and the investigators must make 3 checks to find evidence in the *Evidence* table:

- Intelligence (Investigate)
- Charisma (Persuasion)
- Wisdom (Insight)

If none of the checks is successful, investigators walk in the dark.
If only one check is successful, investigators obtain 1 small evidence, but no specific name or place.
If two checks are successful, investigators obtain a name, a physical description, a significant evidence or clue.
If all three checks are successful, investigators obtain an evidence that frames the culprit, the culprit's name or where s/he lives.

Complications

Each workweek of investigation there is a 10% cumulative chance that a complication occurs.

D6	COMPLICATION
1	Someone warns the criminals about the investigation
2	During the investigation, a person is accused by mistake or without evidence, s/he intends to sue the investigators
3	Because of your mistake, your boss threatens to immediately stop this investigation
4	A powerful noble or crime lord offers a lot of gold to misdirect the investigation

Evidence

The Evidence table is used when the investigator obtains a new evidence. Roll on the table and depending how many successful roll you do, watch the result:

D6	LOOT	1 CHECK	2 CHECK	3 CHECK
1	Place	Last place where the culprit was seen	Where the culprit spend its time	Where the culprit lives
2	Clue	In what direction the culprit ran away	Someone heard a sentence relevant to the crime	How the crime happened
3	Description of	Crime weapon or a significant object	Culprit or eyewitness	Culprit
4	Object	A piece of fabric, maybe belonging to the culprit	A tool on the crime scene	Crime weapon
5	Name of	A local criminal who committed the same or a similar crime in the past	Eyewitness	Culprit
6	Person	Who saw the culprit once	Who works in a place where the culprit has gone many times	Someone who knows the culprit

Punishments

Each kingdom or city has its own law system and police force. However, punishments can be summarized as follows:

- **Warning**. A warning is given when a character does not violate the law, but s/he gets very close. After a warning the guard may keep an eye on the character for a while.
- **Fine**. When a character violates a minor law, a guard can give a fine the amount of which depends on the crime. Each time a character receives a fine s/he is marked and if s/he refuses to pay that can lead to jail or a higher fine.
- **Jail**. Violating an important law, such as killing or robbing someone, requires harsher punishment. The amount of jail time may vary from a few weeks to years. If a character is wanted for a crime, an investigation may occurs (see investigation section above).

Jail can also be different from kingdom to kingdom, its up to you. A kingdom may uses prisoners as forced workers, another one could allow a jail time reduction by paying a fine otherwise prisoners are used as forced adventurers in dangerous and deadly dungeons!

Marked Character

Each time a character receives a fine or is jailed, s/he is also marked. The more a character is marked, the more guards keep an eye on him and punishments become harsher.

Law Court

A law court can be introduced almost for every crime, it uses the social debate system explained at page 36. A character may sue someone or must defend him/herself from accusations. As DM, you can place at least one small court per town and more in cities.
A law court is always guarded by **veteran** guards, day and night, and there is at least 1 **judge** and some **detective** during the day.

Corruption

A character may attempt to corrupt a guard for particular reasons, but is not always possible. As DM, you determine how faithful guards of a city or district are to the law by setting a chance of corruption that uses the d100.
For example, guards of the Dock Ward in a city have a 35% corruption chance, when a character attempts to corrupt one of them roll a d100, if the result is equal or less that chance value, the character can roll a Charisma (Persuasion) check against the DC set by the DM. The *law influence* table shows an example of corruption values but remember! A guard inclined to corruption could be someone that abuses of its power in any way!



People of Neverwinter! I am here not as a conqueror but as a protector. The soldiers I bring come to bolster the defenses you have struggled to maintain, and to stop the lawlessness that threatens all you've already accomplished. Together, we will do more than rebuild. We will make a New Neverwinter!
—Dagult Neverember, Lord Protector



Social Debate

A social debate is a new system which adds a more detailed set of rules and cases for social encounters, by replacing the classic checks on Charisma. A social debate works as a regular fight but in a more polite way: once the argument is set, the debate can begin. This system can be used in normal debates outside of law contexts where it normally finds full application.

Set the Argument

In a social debate, two or more parts discuss about an argument. For example, Jeff is a shopkeeper that produces shoes, and he is unsatisfied by the work done by one of his employees, Barry. Thus, the argument of this social debate is Barry productivity.
Otherwise, the debate could be something more philosophical, like two parts, one claiming that the planet is flat while the other states the opposite! But, for the sake of simplicity, let's concentrate on Jeff and Barry.

Initiative

A debate starts once the argument is set. The DM calls for initiative to all the involved players that add their Charisma modifier instead of Dexterity to the result. If a third-part is present, it acts as one before all other players.

Credibility Points instead of Hit Points

Unlike in a fight, instead of Hit Points each part (except the third part) has a value of Credibility Points. CPs are not calculated for each player, but for each part which a player belongs to. Thus, for each part the CPs value is given by the sum of Charisma, Wisdom and Intelligence modifiers held by the player with highest values.
Each part (third part too) has also a **Debate Save DC** equal to 5 + the sum of Wisdom, Intelligence and Charisma modifiers of the group member with the highest values.

Third Part

Sometimes the aim of a debate is not to convince or deceive an opponent part, but to convince a third part. A third part can be NPC or a law court, it acts in its own turn by asking questions and acting as mediator. A third part can use the following actions:
Expulsion. A character or NPC who does not adhere to manners, acting as an uncivilized individual, lying or using magic improperly, can be removed from playing or, even worst, arrested. Expulsion can be used either reaction or action.
Insight Discerning truth from lie certainly helps to prepare a response strategy. As reaction to an opponent's argument, a character can make a Wisdom (Insight) check against the opponent's Charisma (Deception) check, to know whether he is lying.
Warning. A warning is used when a character deviates from the argument or any other reason that undermine the stability of the debate. As reaction, the third part stops the character's action, ending his/her turn.

Sentence

The third part has the right to announce the winner of a debate when certain requirements are met:

- A and B are two parts in a social debate, C is the third part and when A loses 1 CP (Credibility Point) C earns 1 SP (Sentence Point) in favour of B. The same thing happens, the other way round, when B loses CPs.

When sentence points of a part are equal or higher than half of CPs of the other group, C can gives its sentence by naming a winner:

- A has 10 and B has 20 credibility points each. When C reaches 10 sentence points in favour of A, it can announce its sentence in favour of A.

Reactions

Each participant has 1 reaction, third part can use a reaction in every turn instead.

Debate Actions

- **Argument**. When you tell your argument, roll a Charisma (Persuasion or Deception) check against the opponent's debate save DC, on a successful check the opponent loses 1 credibility point.

- **Discredit**. If a participant has reasons or evidence to discredit an opponent's argument, s/he can use his/her reaction to use the discredit action. Roll a Charisma (Persuasion or Deception) check against the opponent's debate save DC, on a successful check the opponent loses 1 credibility point, otherwise you lose it.
  Jeff (*Argument*): This halfling doesn't even wear shoes, he can't understand the commitment and dedication that takes to create and repair them!
  Barry (*Discredit*): And you spend all your time outside the shop, letting me work alone!

- **Counter-argument.** In response to an argument, a participant can use a counter argument as reaction to counter argument. E.g:
  Jeff (Argument): *the shoes you repaired were badly made! You sullied the name of my shop!*
  Barry (*Counter-argument*): *But no one has ever complained about my work!*
  In this case, both participants must make a Charisma (Persuasion or Deception) check, who loses the contested check also loses 1 CP.

- **Insight.** Discerning truth from lie certainly helps to prepare a response strategy. As a reaction to an opponent's argument, a character can make a Wisdom (Insight) check against the opponent's Charisma (Deception) check, to discover whether s/he is lying.

Evidence

Arguing is not everything in a debate, a character who shows evidence in support of his argument earns a bonus equal to his proficiency bonus. The bonus is not cumulative, and once an evidence is shown, it can no longer be used in the debate.

End a Debate

When the credibility points of a part go down to 0, it loses the debate. Otherwise, when the CP value of a group is equal to half or less, as action a member of the opponent part can make a Charisma (Intimidate) check against the Debate save DC. On a successful check, the debate ends in favour of the one who called the check, otherwise it loses 1 CP and the debate continues. A participant member can use the Intimidate check once per debate.
If a third part is present, a debate will ends as explained in the *Sentence* section.



Noble House

Adventures or business trade have made you rich enough and it is time to think big. You want to establish yourself as powerful noble and join in quite important circles, to becoming a rich trader, righteous politician, respected man or a dreadful lord of a small army. You can start building your nobility from basics: appearance.

Create a Noble House

In order to become a noble first you need a respectable house. Following the rules of the *Building Pricing* paragraph you need a house worth 5000gp at least and one of the following requisites:

- Noble background (+5 to your renown).
- A family (+5 to your renown for every family member).
- A business or a guild (+10 for every business or guild you own).
- 5000 gp (+1 for every 1000gp you have).

Your house adds a +5 to your renown and a +1 bonus for every 1000gp after the first 5000gp.

Nobility Reputation

Obviously, the importance and power of a noble house is perceived by and influence in the city life, not only by getting new possessions/buildings. The Nobility Reputation table shows the power of houses based on their renown.



Nobility Reputation table

Renown	Social Status
0-50	Unknown
51-100	Up-and-coming
101-150	Affirmed
151-200	Influent
200+	Most known, powerful, rich and influential house in the city

You can obtain renown points by doing noble activities, as explained in the noble activities section.

House Orientation

Each house has its own business and interests, for example, you could be interested in political matters or just commercial business. The set of practices and interests of a house defines its social orientation, as listed below:

1. **Martial.** if you want to create a powerful house based on soldiers, your house will be either a rightful and recognized local military force or a mercenary soldiers seller.
2. **Social.** It is the case when you are not interested in gold, power or politics. You only want your house to be socially accepted and loved by everyone, participate in social events or organizes them. These practices are a guarantees of social respectability, people loves you and you can count on the help of everyone.
3. **Trade.** Money and more money, you always search for profitable affairs, your house affirms its power with money and business possession.
4. **Political.** You want to join in important political circles to become an influential member of the government, like counselor councilor or the king's advisor in order to get for the power of changing rules or creating new ones.

Whenever you reach a new social status, you can choose a royal feat, from the list in the royal feat section.

NPCs

Hiring people helps you to manage with your house. You can hire everyone you need, from servants to bodyguards, advisors and even a recruiter. In order to recruit new members a character must spend at least 1 work week in searching for potential members. Roll a Charisma (Persuasion) check. Recruited NPCs vary according to the check result as shown on the Recruitment table. You cannot hire an NPC with a challenge rating higher than your level.

Recruitment table

Challenge Rating	Number	DC
1/8 to 1	1+1d6	5
2 to 5	1+1d4	10
6 to 10	2	15
11 to 15	1	20
16+	1	25

The payday table shows how much an NPC costs:

Payday Table

Challenge Rating	Paycheck Each 5 Days
1/8 to 1	5gp
2 to 5	25gp
6 to 10	100gp
11 to 15	250gp
16+	500gp

Noble Activities

Each activity takes 5 days, the set DC can be increased, if so, for each +5 added you earn 1d4, 1d6 or 1d8 renown points instead of 1 on a successful check, otherwise you lose the same amount on a failed check.

Donation

Type: Any

Any time you make donate, at least 100gp to a temple, your house will gain a renown point. You can donate more than 100gp, obtaining a +1 extra RPs by doubling the previous donation value:

- 100gp, +1
- 200gp, +2
- 400gp, +3
- 800gp, +4

And so on. This activity takes only 1 day.

Complications

Each 5 donations there is a cumulative 10% chance that a complication occurs.

D6	Complication
1	A thief steals your donation
2	Another house makes a bigger donation than yours, so you don't gain any RPs
3	A cleric convinces you to donate more gold. If you refuse, you lose 1 RP.
4	A local worshiper accuses you of a crime or of donating only for your subdle interests. You will have to postpone the donation.
5	Clerics are busy in some religious affairs, no one can take your donation
6	You make a promise to a cleric in a moment of generosity. If you do not fulfill the promise, your house will loses 1d4 RPs.

Great Gala

Type: Social

Requisites: *a great hall in your house*

You prepare your house to host a great gala or a social dinner. Roll a DC 15 Charisma (Entertain) check, on a successful check your house gains a renown point, on a failed check it loses renown.

Complications

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D6	Complication
1	A member of another noble house does everything to embarrass you or your house. There is a 50% chance you lose 1 renown point.
2	Another event has taken away most of your guests. Your house loses 1 RP
3	A waitress spills a drink on a guest.
4	The event becomes a social debate for political or trade matters. Roll a 15 Charisma (Persuasion) check to maintain order, on a successful check the event goes on normally, otherwise your house loses 1 RP.
5	Guests are bored. Roll a 15 Charisma (Entertain) check, on a successful check the event goes on normally, otherwise your house loses 1 RP.
6	This event does not satisfy your guests' expectations and tastes. Your house loses 1 RP.

Carousing

Type: Social

Prerequisites: *elegant clothes*

You decide to spend time as a normal citizen, participating in some local event or modest tavern to drink with folks. Roll a DC 10 Charisma check, on a successful check your house gains a renown point, on a failed check it loses renown. You spend 25gp during this activity.

Complications

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D6	Complication
1	You accidentally offend a guild master or innkeeper, and only a public apology will allow you to keep a business with him/her
2	You swore to complete some quest on behalf of a temple or a guild.
3	A social gaffe has made you the gossip topic of the town.
4	A particularly obnoxious person has taken an intense romantic interest in you.
5	You have been recruited to help running a local festival, play, or similar event. You must spend your next activity doing it.
6	You spent an additional 100 gp trying to impress people.

Political Debate

Type: Political

You join or host a political debate to discuss about the kingdom, city and other political matters. Roll a DC 15 Charisma check, on a successful check your house gains a renown point, on a failed check it loses renown.

Complications

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D6	COMPLICATION
1	You are unprepared on a debate topic. Roll a DC 15 Charisma (Deception) check, on a successful check the debate goes on normally, otherwise your house loses 1 RP.
2	You are the only one that hold a position against all others. Make a DC 20 Charisma saving throw, on a successful check the debate goes on normally, otherwise your house loses 1 RP.
3	The debate becomes almost a brawl and you or the house host is forced to stop the debate. You don't lose nor gain RPs.
4	Today no one seems interested in political matters today, you don't lose nor gain RPs.
5	The political debate becomes a social debate where guests talk only about gossips. Roll a 15 Charisma (Persuasion) check to call the attention, on a successful check the discussion gets back to political topics and the event goes on normally.
6	The debate is postponed or cancelled at the very last minute.

Political Research

Type: Political

You are interested in what happen in the city and mostly inside other noble houses. You spend your time in great circles such as aristocratic taverns. Roll a DC 15 Charisma check, on a successful check your house gains a renown point and information about the situation of law courts or noble houses, on a failed check your noble house loses renown.

Complication

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D6	COMPLICATION
1	Your research finds only rumors about your house.
2	You met a clingy noble and you are forced to spend some time with him, ending up your research.
3	Your research finds only gossips.
4	Someone gets obsessed in convincing you of the existence of a big number of paranoic conspiracies.
5	A pickpocket lifts 1d10 x 5 gp from you
6	Today people talks only about a recent rumor or crime. Roll on the *rumor* or *crime* table in the City Events paragraph.

Commercial Research

Type: Trade

You are interested in new profitable affairs in the town. You spend your time searching for new shops, offers and discounts. Roll a DC 15 Charisma check, on a successful check your house gains a renown point and 100gp, on a failed check it loses renown and 100gp.

Complications

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D4	COMPLICATION
1	You get scammed in a trade, you lose 50gp
2	You accidentally damage a valuable item for sell.
3	You offend a renowned shopkeeper, who now demands a favour from you.
4	A pickpocket lifts 1d1O x 5 gp from you

Business Improvement

Type: Trade

Prerequisites: a business or guild

You spend your time working and managing your guild to increase its earnings. Roll a DC 15 Charisma or Intelligence check, on a successful check your house and guild both gain a renown point, on a failed check they lose renown.

Complications

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D4	COMPLICATION
1	You are not so good with customers. Make a DC 13 Charisma saving throw, on a failed save your guild or business loses 1 RP.
2	You spend all your money to buy informations. You don't earn the sum granted by this activity.
3	A pickpocket lifts 1d10 x 5 gp from you
4	You have made a foe out of a local noble

Tournament

Type: Martial
Prerequisites: *at least 1 soldier*
Your house participates in a battle tournament, and you appoint one of your soldier as champion. Roll 3 DC 20 Strength or Dexterity checks adding the soldier's modifier:

- 3 fails: your house loses 1d4 RPs.
- 2 fails, 1 success: your house loses 1 RP.
- 1 fails, 2 success: your house gains 1 RP.
- 3 success: your houses gains 1d4 RPs.

Complication

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D6	LOOT
1	Your champion is seriously injured.
2	You defeat a popular local champion, drawing the crowd's ire.
3	The hosting arena convinces you to donate money to improve the arena. You must pay 100gp or lose 1 RP.
4	Someone advises to keep the fighting going until death. If you fail 1 check, your champion dies.
5	Another noble is interested in your champion and makes you an offer.
6	Another noble is interested in hiring champion for a quest that will last 10 days.

Troops Training

Type: Martial
Prerequisites: *at least 4* ***knight*** *and 1* ***veteran*** *as training master*
You oversee the training of your soldiers. Roll a DC 15 Charisma, Intelligence or Strength check, on a successful check your house gains a renown point, on a failed check it loses renown.

Complications

Each 5 days of activity there is a cumulative 5% chance that a complication occurs.

D6	COMPLICATION
1	During the training you get hurt. You need 1d4 days to recover from that wound.
2	Your training master states that the training equipment is old, ruined or badly made. You are forced to spent 100 gp for the new equipment
3	Your soldiers are very unexperienced. You must start another training as next activity.
4	A noble from another house is interested in watching your troops training. If you fail the troop training check, you lose another RP.
5	An attempted theft or assassination force you to stop the troops training.
6	The training goes well, but for the next 5 days your soldiers will be very tired.

Upper Class Events

These events can be used whenever the DM wants, choose one of the four tables depending on the house orientation.

Social Orientation Events table

D4	EVENT
1	You are invited in a social event. If you refuse, your house loses 1 RP.
2	Your family or house needs you. You cannot join in or run any activity.
3	You are called to testify as eyewitness or as influent noble in a law court.
4	A pushy noble family wants to marry off one of their scions to you.

Martial Orientation Events table

D4	EVENT
1	A noble house challenges your best soldier against its own. Make a Strength or Dexterity check against the enemy check, on a successful one you gain 1 renown, otherwise your house loses it.
2	A new group of mercenaries has arrived in town, and you are one of the first to know.
3	A parade of the royal army will soon take place.
4	You are forced to let your troops resting these days.

Trade Orientation Events table

D4	EVENT
1	A noble asks you to take on its debts.
2	A guild of artisans invites you to talk about a commercial agreement or other affairs.
3	One of your business or guild requires your supervision.
4	A new shipment of goods has arrived in town, and you are one of the first to know.

Political Orientation Events table

D4	EVENT
1	You are invited in a political event. If you refuse, your house loses 1 RP
2	Someone informs you about rumors of political matter. Roll on the *political matters* table in the City Events paragraph.
3	A noble asks you to make an announcement. Roll on the announce table roll in the City Events paragraph
4	A **journalist** is in interested in interviewing you in your house.

Royal Feats

The social status of a house implies given benefits to their members. When you reach a certain number of renown points, you can choose a royal feat. A royal feat works only if you are in urban settings where your nobility is recognized you maintain the required renown.

Apprentice Debater

Type: Social, Army, Political, Trade
Prerequisites: 25+ RPs
You are on the good way to become a skilled debater. Once every 10 days you can make a Charisma check or saving throw with advantage.

Charmer

Type: Social
Prerequisites: 75+ RPs
Once per day you can cast the *parley* spell.

Veteran Debater

Type: Social
Prerequisites: 150+ RPs
You have honed your ability of social interactions and discussions. You have always a +2 bonus in any social debate or civil conversation.

Popular

Type: Social
Prerequisites: 200+ RPs
Citizens and other nobles love you. Any DC for any Charisma saving throw or check in social contests is lowered.

Expert Recruiter

Type: Martial
Prerequisites: 75+ RPs
You always know where to find mercenaries or soldiers to hire. You have a bonus of +2 when roll on the recruitment table.

Loyal Bodyguard

Type: Martial
Prerequisites: 150+ RPs
You have found a loyal guard that is always at your side. You have an NPC of CR equal or less half of your level. If the NPC dies, you can replace with another one after 5 days.

Patriotism Infuser

Type: Martial
Prerequisites: 200+ RPs
You know how to best inspire your troops. Once every 10 days you can inspire them, granting a bonus to their loyalty towards you equal to your Charisma modifier.

Goods Expert

Type: Trade
Prerequisites: 75+ RPs
You always know where to buy any type of goods.

Trader's Talking

Type: Trade
Prerequisites: 150+ RPs
Once every 10 days if one of your business or your guild loses renown, you can avoid loosing 1 RP.

Affirmed Trader

Type: Trade
Prerequisites: 200+ RPs
You are a great and well-known trader, you have always a 10% discount on every good you buy.

Network of Informants

Type: Political
Prerequisites: 75+ RPs
You always know what is going on in the town, sometimes before it happens.

Law of Politic

Type: Political
Prerequisites: 150+ RPs
You learned how to approach and manage the political life and people. Depending on your alignment you gain one of the following benefits:

- *Lawful*: Whenever you roll a Charisma (Persuasion) check in a political discussion, threat the result of 5 or less as a 6 on the d20.
- *Chaotic or Neutral*: Whenever you roll a Charisma (Deception) check in a political discussion, treat the result of 5 or less as a 6 on the d20.

Silver Tongue

Type: Political
Prerequisites: 200+ RPs
You have honed your debate abilities. Once every 10 days if you make a Charisma check or saving throw in a political discussion, you can decide to automatically succeed the check.



Expanded Business Management

Adventurers can end up owning businesses that have nothing to do with delving into dungeons or saving the world. A character might inherit a smithy, or the party might be given a parcel of farmland or a tavern as a reward. If they hold on to the business, they might feel obliged to spend time between adventures maintaining the venture and making sure the business runs smoothly. A character rolls a percentile dice and adds the number of days spent on this downtime activity (maximum 30), then compares the result to the Running a Business table to determine what happens. If the character is required to pay a cost as a result of failing to roll on this table, the business starts to fail. For each unpaid debt, the character takes a - 10 penalty on the following rolls made on this table.

D100 +DAYS+RENOWN	RESULT
01-10	You must pay one and a halftimes the business's maintenance cost for each of the days
11-20	You must pay the business's full maintenance cost for each of the days .
21-30	You must pay half the business's maintenance cost for each of the days. Profits cover the other half.
31-40	The business covers its own maintenance cost for each of the days.
41-80	The business covers its own maintenance cost for each of the days . It earns a profit ofld6 x 5 gp.
81-90	The business covers its own maintenance cost for each of the days . It earns a profit of 2d8 x 5 gp.
91+	The business covers its own maintenance cost for each of the days. It earns a profit of3dl0 x 5 gp.



Renown

Renown range goes from -10 to 10 and start at 0. Negative score means your business is attended by scum gangs, while a positive score means your business is well seen and renowned.
A player can spend 5 days and 1gp to advertise his business. After 5 days make a Charisma check:

DC	RESULT
5	Advertising attracts scums, roll on the "Carousing" table and subtract 20
10	Advertising attracts a big number of unreliable customers roll on the "Carousing" table and subtract 10
15	Renown increase by 1
20	Renown increase by 1+1d4
25	Renown increase by 2+1d4

Carousing

Use this table to determine random events caused by customers. The DM should roll on it at least 1 time per ten days. Roll a d100 + renown score:



D100 + RENOWN	RESULT
01-10	A group of **thug**, **bandit** or any other kind of criminal fight inside the tavern causing injuries even among the other customers. The tavern loses 2 + 1d4 renown and must pay 10gp for injuries and business damage.
11-20	A fight breaks the peaceful evening. Tavern lose 2 renown points.
21-30	A drunk man annoys a group of clients who goes away indignantly. The tavern loses 1 renown point.
31-40	The evening proceeds in a calm and celebrative way. There is a 40% chance that a thief will take advantage of the confusion, roll a 1d4: 1. The tavern loses 2d6 gp 2. A party member loses 2d6 gp 3. A customer loses his/her money and the tavern loses 1 renown 4. A party member catches the thief. The DM can start a fight or a chase. In any case renown increase by 1.
41-60	The tavern earns 1d6 gp
61-70	People start talking about a rumor, roll on the rumors table in the City Events paragraph.
71-80	A group of City Watchers take a break in your tavern for 1 hour. No crimes will be committed during its presence.
81-90	Tavern earns 2d6 gp
91+	A group of noble men leaves the tavern satisfied. Your business gains 3 renown points and 5 + 1d10 gp

Upgrades

Upgrades are services that the tavern can provide to customers. You can use Broxley Fairkettle (WT:DH page 41) as *upgrades manager*. He can advise and act as an intermediary with people that provides the following upgrades

UPGRADE	PRICE
Gambling	1gp of materials
Female companion	10gp each 10 days
Bards	20gp each 10 days
Rent rooms	• Poor: 10 gp per room • Modest: 20 gp per room • Comfortable: 50 gp per room • Rich: 100 gp per room • Aristocrat: 150 gp per room
Expert cook	10gp each 10 days
Bouncer	5gp each 10 days
Reinforced Doors and Windows	50gp
Magic Illumination	100gp
Tavern mascot	5gp per tendays

Expert cook

Nice food attracts more customers. You gain a +1 bonus on all Charisma checks to earn renown.

Reinforced Doors and Windows

Afraid of thefts? Reinforce your doors and windows, DC to unlock it is 15 now.

Female Companion

You can hire women to keep company with men and much more, but this path can be hard to handle! This upgrade grants:

- Positive renown: 1d12 gp every 10 days per woman
- Negative renown: 1d12 gp every 10 days per woman and you must subtract 10 when roll on the Carousing table

D6	FEMALE COMPANION EVENTS
1	A customer falls in love with one of your women**
2	One of your women is a faction spy***
3	One of your women is a noble woman hiding from her family
4	One of your women claims a raise
5	One of your women is a pickpocket that steals from your customers.**
6	One of your women falls in love with a party member

** **Might involve a rival (Xanathar's Guide to Everything page 123);**

Rent rooms

Upgrading your tavern into an inn will allow your business to make more gold depending on rooms:

- **Poor**: 1d6 sp each 10 days per room
- **Modest**: 2d6 sp each 10 days per room
- **Comfortable**: 4d6 sp each 10 days per room
- **Rich**: 2d6 gp each 10 days per room
- **Aristocrat**: 4d6 gp each 10 days per room

Gambling

Dice, cards and others games for each table. This upgrade grants:

- **Positive renown**: 1d6 gp each 10 days
- **Negative renown**: 1d6 gp each 10 days and a must subtract 5 when roll on the Carousing table

D4	GAMBLING EVENTS
1	A normal game becomes a brawl (-1 renown)
2	A customer invites a party member to play
3	A customer uses magic to win almost all rounds
4	Patrons asks for new games



Bards

Alcohol and music are the basis for every respectable tavern. Hiring a band of bards for playing gives you a +1 bonus on all Charisma checks to earn renown.

D4	EVENT
1	One of the bard has no license to do his job! The tavern must pay a fee of 5+2d12 gp to the guards
2	The tips asked by one of the bards annoys the customers (renown -1)
3	One of the bards tries to be too much seductive (might involve a brawl)
4	A bard makes jokes about party members. Though it is annoying, it also seems to work (you get +5 bonus on the next Carousing table roll).



Bouncer

Hiring strong people can prevent brawls and problematic customers. You gain a +1 bonus when you roll on the Carousing table for each bouncer

D4	EVENT
1	Your bouncer is beaten by some **thug**, he won't be able to work for a while
2	Your bouncer is a thug, he has no problem in letting scums enter in (you get -5 bonus on the next *Carousing table* roll)
3	Your bouncer is so order oriented that he also reproaches party members
4	Your bouncer defeats 2 **thug** alone! (renown +1). If you roll this result again, the bouncer asks for a raise.

Magic Illumination

A group of wizards enchants some candles or wall torches with perpetual flames to create a good atmosphere. You may also choose the flames colour you prefer! (renown +1, this benefit can be obtained only once).

Mascot

You can hire a boy/girl as mascot to advertise your tavern. Roll a 1d4 to generate his Charisma modifier and roll on the following table each 5 days:

D4	EVENT
1	Other boys bully your mascot and steal part of his/her equipment. Roll the Charisma check with a malus of -2
2	Roll normally the Charisma check
3	The passage of a carriage on a puddle stains the mascot costume. Roll the Charisma check with disadvantage
4	Roll normally the Charisma check

Events

A list of renown related events. The DM can use these events when he/she wants wants, party's choice will determine consequences:

RENOWN	EVENT
Positive	There is a 25% chance that a group of food or alcohol merchants would give the party their product for free to advertise it. The tavern earns 2d6 gold coins
	15% chance that a reporter will visit the tavern to talk about it in his next article. The tavern renown increases by 1.
	There is a 10% chance that clerics of a cult ask gold for poor people
	There is a 5% chance that a customer wants to rent the tavern for a private party. You earn 30 + 2d6gp
Negative	There is a 25% chance that a group of criminals asks 5 + 1d4 gp every ten days as "business protection".
	There is a 15% probability that a drug dealer settles near the tavern or inside
	There is a 10% probability that a theft occurs you lose 2d10 gp
	There is a 5% chances that a criminal faction or gang wants to use your basement to hide a wanted member or a kidnapped man. You earn 50gp and renown with that faction or gang increases by 1.

Milestone Events

Max renown score is 10 (or -10) but DM can track it even if goes further. These events can be used only once when renown reaches a certain level.

RENOWN	EVENT
15	A group of young nobles daily visits your tavern. You gain a +5 bonus when rolling on the Carousing table. This Event persists while your renown score is positive.
20	The tavern receives a fund of 300gp from a nobleman who has the interest in the security and commercial growth of the city.
25	A well renowned journalist write an article on your business. Renown score can no longer be negative.
-15	A group of criminals becomes regular customers, unless they are driven out (might involve a rivalry) the tavern has a permanent penalty of -10 when you roll on the Carousing table. This Event persists while your renown score is negative.
-20	The party is forced to give one of the tavern rooms as deposit for illegal stuff from a group of criminals. The party earns 50 gold coins every 10 days.
-25	A criminal faction forces the party to create a sewer connection that leads to the tavern basement. Renown score can no longer be positive.



Evenings events

Party can organize events to increase the business and attract new customers, each game should have at least 1 first prize. Each events table (except concert table) has the following rules:

- If tavern's renown is negative, each roll has a penalty of -1;
- You may make only 1 roll per event.

Arm wrestling

D6	EVENT
1	A group of different criminals challenge each other in your tavern. There's about a 60% chance that a fight ensues (renown -2)
2	A bunch (1+1d4) of **thugs** joins the event. Customers are intimidated by this group. (renown -1), there is only one way to drive them out: arm wrestling!
3	A table breaks
4	Someone challenges a party member! (renown +1 if the character wins)
5	Some of the participants tries to be noticed by a woman, waitress or a female member party
6	An almost endless challenge between two very strong men keeps everyone in suspense for almost an hour! People will talk about this event for days (renown +1)

How to play. If someone of the party plays this game, he/she must win 3 Strength checks in a row contested by his/her opponent.

Drinking game

D6	EVENT
1	A bunch of drunk people annoys customers or the party itself (renown -1)
2	Too many shouts have annoyed the neighbours. The vigilance forces the party to end the party
3	A round of beers falls on the ground! Tavern lose 1d6gp
4	A drunk man fall asleep and no one can wake up him. He will sleep in the tavern if left in peace
5	A bunch of customers vomits a lot on their table
6	At the end of the tournament, winner pays a round of drinks for all! (renown +2 and 2d6gp)

How to play. If someone of the party play this game, it must succeed on 3 Constitution saving throw, each one for a pint of beer. The first who fail 3 saving throws loses the game.

Concert

One of the following groups can perform in the tavern.

D6	GROUP
1	**Masters of Valor:** A band of bards performing some sort of rap songs
2	**Passive Strength:** A group of retired adventurers performing rock songs
3	**Feeling of Zombies**: A grunge band of tieflings
4	**Human Banshees:** A famous band of elves performing epic songs, the singer is a female soprano
5	**Knights of Stars**: Evil is also fought with music! A group of paladins of Lathander performing a sort of white metal
6	**Secret Dreamers** a tribal music performed by a strange wandering group of tortles, tabaxis and lizardfolks

Profits. Each band ask a fee before performing, your profits are 5gp plus result of the following roll:

BAND	POSITIVE RENOWN	NEGATIVE RENOWN	FEE
Masters of Valor	1d12gp	2d12gp	10gp
Passive Strength	2d12gp	3d12gp	10gp
Feeling of Zombies	1d12gp	1d12gp	15gp
Human Banshees	3d12gp	2d12gp	30gp
Knights of Stars	3d12gp	1d12gp	25gp
Secret Dreamers	2d12gp	2d12gp	15gp

Expanded Marketplace

This chapter adds new armors, weapons and modifications blacksmiths can add to your equipment.

Armor & Weapon Modifications

Some of the best blacksmiths, like those in great cities, have devised new strategies and components to improve weapons and armors. The Armor & Weapon Modifications table shows what changes you can make to your equipment.

Armor & Weapon Modifications table

PARTS	PARTS	COST	WEIGHT
Bevor	Plate armor, splint	150gp	0,5kg
Guard Cestus	Plate armor, splint, breastplate, half-plate	200gp	1kg each
Spiked armored glove	Plate armor, splint, breastplate, half-plate	200gp	1kg each
High Shoulder	Plate armor, splint, half-plate	100gp	1,5kg
Spikes	Any shield	20gp	0,5kg
Serrated blade	Any sword that deal slashing damage	50gp	-
Domed guard	Any one handed sword	50gp	-

Bevor. This armor part adds an additional defense to heavy armors. When you suffer a critical hit, you can subtract 1d4 to the received damage.
Guard Cestus. It is a metal glove with a metal forged bar and placed over the knuckles. When you make the dodge action, you get a +1 bonus to your AC.
Spiked armored glove. These studded gloves allow you to inflict lethal damage. A character attacking with its fist inflicts piercing damage equal to 1d4 + Strength modifier.
High Shoulder. This high shoulder extends up to the level of the wearer's head and allows him/her to have an advantage when fight in melee range. When you use your action to push a creature, add a +2 bonus to the contested check.
Spikes. When added to the shield, it becomes an absolute defense against those fighting with bare hands. When a creature makes an unarmed strike, claw or bite attack, as reaction make a melee weapon attack with your shield. On hit, the creature suffers 1d4 + your Strength and its next attack roll has disadvantage.
Serrated Blade. A serrated blade allows a character to inflicts deep wounds. This weapon modification grants the *wounding* property.
Domed guard. This guard protects the swordsman's hand, giving him advantage in all saving throws against non magical disarm.

Shields

4 new shields for each type of fighter.

SHIELD	COST	ARMOR CLASS	WEIGHT
Buckler	5gp	+1	1,5kg
Knight Shield	35gp	+2	10kg
Tower Shield	50gp	+2	15kg
Convex Shield	25gp	+2	8kg

Buckler. This small metal shield attaches to the forearm leaving the hand free to use another weapon or object. Any weapon used with the second hand adds only half of the proficiency bonus (rounded down).
Knight Shield. This long shield is finely decorated and allows both the user and his mount to get CA bonus.



Tower Shield. This massive shield is almost tall as the wearier him/herself. Normally it provides a +2 to CA and it can also be used in two ways:

- *Half-Cover:* As bonus action the character gains half-cover, but his/her movement is halved. You can end this option as bonus action.
- *3/4 cover:* As action the character plants the shield on the ground and his movement becomes 0. As long as the character remains in this position gains 3/4 cover benefit. You can end this option as bonus action.

Convex Shield A Convex Shield is a circular and convex shield with studs on it, specifically designed to deflect arrows. If someone targets you with a ranged weapon attack, you can use your reaction to put your shield against the enemy, and gain a 3/4 cover against that attack.

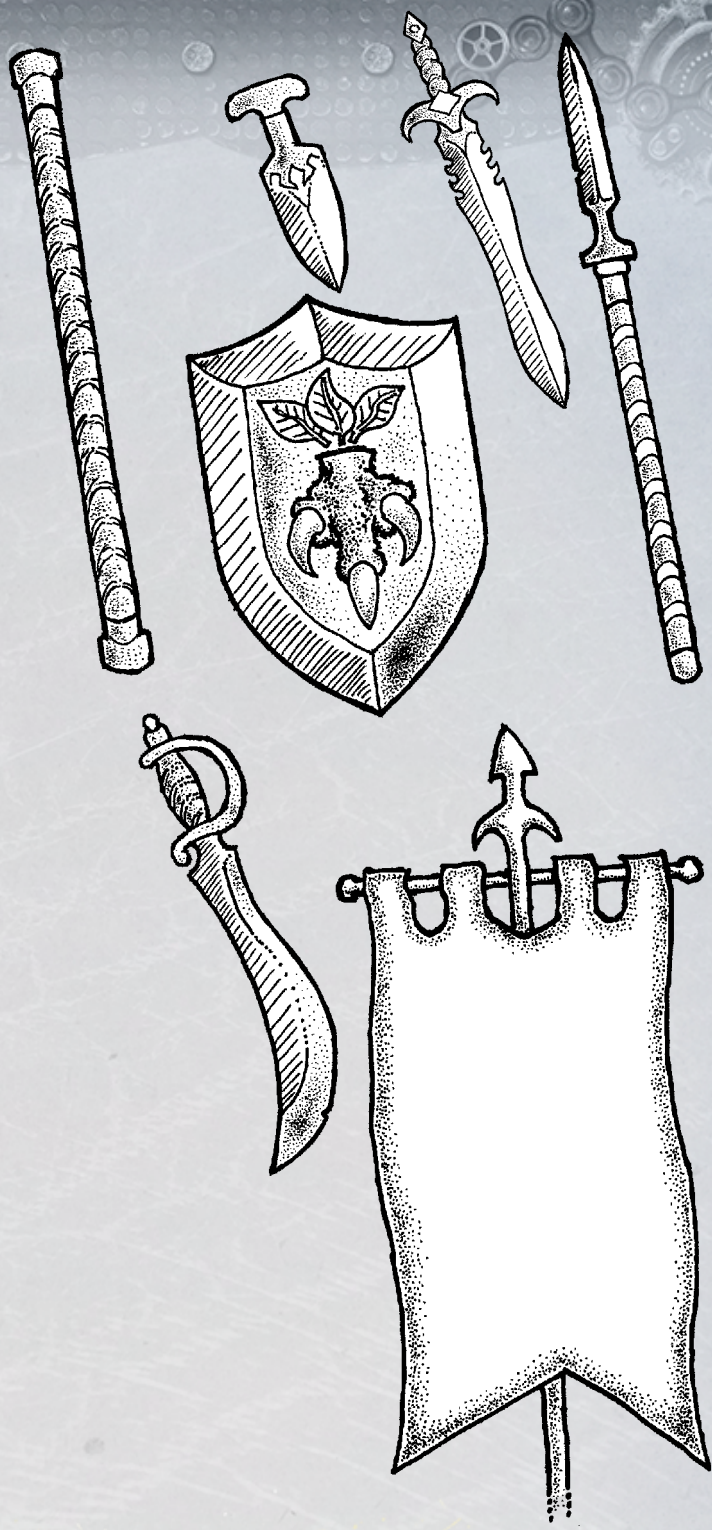
New Weapon Properties

Wounding. The blade of this weapon is serrated and it may inflict deep wounds. When you score a critical hit, the creature must make a DC 12 Constitution saving throw, on a failed save at the start of each turn the creature suffers 1d4 slashing damage. This wound will last until the creature heals itself through magic or a healer's kit.

Imbalance. A weapon with this property can put enemies out of their balance. When you score a critical hit, the creature must make a DC 12 Dexterity saving throw, on a failed save the creature falls prone and canot take reactions until the start of its turn. This property can be applied to any heavy and two-handed weapon.

Anti-flanking The length and the manageability of this kind of weapons allows the character to best defend her/himself when s/he is flanked by two enemies (given that the character holds the weapon with two hands). A creature that is flanking has no advantage on attack rolls against the character, as the flanking variant rule explains in the *dungeon master's guide*.

Defensive. A defensive weapon is built both for attack and defense, next to this property you'll find the weapons from which it can defend. When you receive an attack from one of those weapons, as a reaction you can add a +2 bonus to your CA against that attack.





Weapons

A list of new weapons and the chances of being found in the cities that the party explores.



Special Weapons

Hooded Katar. You have a +1 bonus to your AC while using this weapon and no shield in the other hand.

Banner Pike. This pike has a banner that hangs at its top and represents the kingdom flag or a god symbol. A character with the soldier background, a cleric or a paladin holding this weapon, adds a +1 in any Charisma saving throw and ability check (Persuasion or Intimidate). Once a day the pike can be planted in the ground, each allied creature within 60ft from the pike can make its next Charisma (Persuasion or Intimidate) ability check or saving throw with advantage.

Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES	HAMLET	VILLAGE	TOWN	CITY
Simple Melee Weapons								
Glaive guisarme	5gp	1d6 slashing	1kg	Finesse, defensive (slashing damage weapons)	1-30	1-40	1-50	1-70
Scythe	5gp	1d6 piercing or slashing.	1,5kg	Versatile (1d8), finesse	1-55	1-40	1—50	1—60
Knuckles	5sp	1d4 bludgeoning	0,5kg	—	—	—	1—50	1—80
Long rod	1gp	1d6 bludgeoning	3kg	Versatile (1d8), anti-flanking	1—20	1—40	1—60	1—100
Martial Melee Weapons								
Toothed Whip	5gp	2d4 piercing	1,5kg	Wounding, finesse, reach	1-10	1-25	1-50	1-80
Punch Dagger	2gp	1d4 Piercing	0,5kg	Finesse, light, wounding	—	1-10	1-40	1-80
Pilum	5gp	1d6 piercing	1,5kg	Thrown (range 30/120), versatile (1d8), imbalance	—	—	1-50	1—80
Zweihander	50gp	2d6 slashing	3kg	Heavy, two-handed, defensive (reach, two handed)	—	—	1-50	1-80
Nagamaki	25gp	3d4 slashing	2kg	Heavy, two-handed, reach, finesse	—	—	1-30	1-50
Flamberge Rapier	50gp	1d8 piercing	2kg	Heavy, finesse, wounding, versatile (1d10)	—	—	1-30	1-90
Hooded Katar	10gp	1d6 piercing	1kg	Finesse, special	—	—	1-30	1-60
Banner Pike	50gp	1d10 piercing	10kg	Two-handed, heavy, reach, special	—	—	—	1-50
Martial Ranged Weapons								
Darts shooter	100gp	1d4 piercing	2kg	Light, ammunition (range 30/120), loading (3)	-	1-5	1-30	1-60

Ammunitions

NAME	COST	DAMAGE	WEIGHT (ARROWS / BOLTS)	PROPERTIES
Arrows and bolts				
Adamantine arrow	10gp (1)	Normal	0,25kg	1 extra die on critical hit, +1 to hit against shield and armor
Darkwood arrow	3gp (20)	Normal	0,25kg	—
Fyrite arrow	10gp (20)	+2 fire	0,5kg / 0,75kg	—
Mithral arrow	20gp (20)	Normal	0,25kg	It gains a +1 to hit against magical armor such as *mage armor* and *shield* spell and any other enchanted armor
Glass arrow	3gp (20)	-1 piercing damage	0,5kg / 0,75kg	These arrowheads are able to hold a small dose of an alchemical substance such as acid or alchemist's fire
Crystal arrow	10gp (20)	Normal	0,75kg / 1kg	+10 feet of range
Toothed arrow	5gp (20)	Normal	0,50kg / 0,75kg	These arrow have the wounding property. A creature that uses deflect missiles suffers 1d4 piercing damage.
Bell arrow	2gp (20)	Normal	0,50kg / 0,75kg	The small bell attached at the end of this arrow gives to a hit creature disadvantage in any Dexterity (Stealth) check

Bullets				
Flare bullet	75gp (20)	1d4 Fire	100gp	Used to signal positions, when fired a flare bullet glows red light bright light in a 20-foot radius and dim light for an additional 20 feet for 12 seconds
Hornet bullet	60gp (20)	1d10 Piercing	100gp	This bullet can score a critical hit on a result of 19 on the d20
Shock bullet	50gp (20)	1d6 bludgeoning	100gp	These bullets can knock unconscious a creature that fall to 0hp, instead of killing it



Shops & Services

The Shops & Services table shows several new shops offering services, goods, which in some cases give a special bonus to characters. The Shops & Services Location table shows the chance of finding one of these shops in a city. When you need to fill a place the party is exploring, roll on the Shops & Services table.



Shops & Services Location table

SHOPS	HAMLET	VILLAGE	TOWN	CITY
Message delivery service	1-20	1-40	1-80	1-100
Beauty salon	-	1-20	1-80	1-100
Thinker	-	1-20	1-40	1-100
Museum	-	-	1-40	1-100
Detective Agency	-	1-20	1-40	1-100
Seer	1-50	1-40	1-30	1-20
Herbalists	1-40	1-70	1-50	1-60
Pawn Shop	-	1-20	1-40	1-60
Games & Toys	1-10	1-20	1-50	1-80
Bank	-	-	1-30	1-100

Shops & Services table

D10	EXAMPLE NAME	TYPE	SERVICE	GOODS
1	Sharp Messenger	Message delivery service	It provides a fast and low cost message delivery service that uses flying animals	Parchments, letters
2	Millionhair	Beauty salon	If the character spends time and money here, for the next 24 hours s/he has advantage on the next Charisma (Persuasion or Entertain) check	Perfumes, hand mirror, oils
3	Gnome-o-Matic	Thinker	Small constructs, spells and advanced guides for the construction of mechanical objects and devices of any type	Spells such as *fabricate* and *tiny servant*, small constructs and other mechanical knick-knacks
4	Orlon Geographical Society Museum	Museum	A character who participates in a guided tour for at least 1 hour, within 24 hours can make an Intelligence (Religion or History) ability check with advantage	Souvenir
5	Keen Sight	Detective Agency	If you need to investigate an event or person but you have no time, you can hire an investigator (**Detective**) to do the job. Hiring an investigator costs at least 10gp per day. See the *Investigations* in the *Law Enforcement* paragraph at page 34	-
6	The Old Addi	Seer	The seer can cast *augury* for a fair amount of gold, food or trinkets	Trinkets (PHB page 159)
7	Fairie Tail	Herbalists	The herbalist uses plants with, soothing or relaxing powers. Some of its products have the same effects of a *lesser restoration*, *calm emotions* or *sleep* spell.	Herbs, teas, incense, balms, oils
8	Trinkets & Stuff	Pawn Shop	In this shop it is possible to sell or buy everything. It is usually possible to sell something for less than half the price of the market value	Trinkets (PHB page 159)
9	Gnomeregames	Games & Toys	This shop sells both toys for children and games for adults	Toys, cards, tabletop games
10	Neverobh Bank	Bank	For a modest monthly tax equal to the 2% of whole amount saved, a bank protects and keeps your money safe	-

Expanded Tools

Tool proficiencies are a useful way to highlight a character's background and talents. At the game table, though, the use of tools sometimes overlaps with the use of skills, and it can be unclear how to use them together in certain situations. This section offers various ways that tools can be used in the game.

Tools and Skills Together

Tools have more specific applications than skills. The History skill applies to any event in the past. A tool such as a forgery kit is used to make fake objects and little else. Thus, why would a character who has the opportunity to acquire one or the other want to gain a tool proficiency instead of proficiency in a skill? To make tool proficiencies more attractive choices for the characters, you can use the methods outlined below.

Advantage. If the use of a tool and the use of a skill both apply to a check, and a character is proficient with the tool and the skill, consider allowing the character to make the check with advantage. This simple benefit can go a long way toward encouraging players to pick up tool proficiencies. In the tool descriptions that follow, this benefit is often expressed as additional insight (or something similar), which translates into an increased chance that the check will be a success.

Added Benefit. In addition, consider giving characters who have both a relevant skill and a relevant tool proficiency an added benefit on a successful check. This benefit might be in the form of more detailed information or could simulate the effect of a different sort of successful check. For example, a character proficient with mason's tools makes a successful Wisdom (Perception) check to find a secret door in a stone wall. Not only does the character notice the doors presence, but you decide that the tool proficiency entitles the character to an automatic success on an Intelligence (Investigation) check to determine how to open the door.

Sample DCs. A table at the end of each section lists activities that a tool can be used to perform, and suggested DCs for the necessary ability checks.

Tool Description

The following section introduces new tools following the type of tools in Xanathar's Guide to Everything.

Components. The first paragraph in each description gives details on what a set of supplies or tools is made up of. A character who is proficient with a tool knows how to use all of its component parts.

Skills. Every tool potentially provides advantage on a check when used in conjunction with certain skills, provided a character is proficient with the tool and the skill. As DM, you can allow a character to make a check using the indicated skill with advantage. Paragraphs that begin with skill names discuss these possibilities. In each of these paragraphs, the benefits apply only to someone who has proficiency with the tool, not someone who simply owns it. With respect to skills, the system is mildly abstract in terms of what a tool proficiency represents; essentially, it assumes that a character who has proficiency with a tool also has learned about facets of the trade or profession that are not necessarily associated with the use of the tool.

In addition, you can consider giving a character extra information or an added benefit on a skill check. The text provides some examples and ideas when this opportunity is relevant.

Special Use. Proficiency with a tool usually brings with it a particular benefit in the form of a special use, as described in this paragraph.

Tool Price

TOOL	PRICE
Detective's Tools	25gp
Chandling Supplies	10gp
Soaper's Supplies	10gp
Gravedigger's Tools	5gp
Enchanter's Tools	65gp



Soaper's Supplies

Soaper's supplies allows a character to create soaps and also improve its sense of smell.

Components. herbs, oils, fat derivatives, sodium hydroxide and molds.

Perception. Your ability to recognize smells helps you get more informations on smells you perceive.

Intelligence. You always know what's the best perfume for the occasion.

Ability. During a long rest you can make a perfume or soap worth 2sp. You can craft more expensive goods adding special and valuable materials.

Soaper's Supplies

ACTIVITY	DC
Recognize useful herbs for the creation of perfumes and soaps	10
Recognize a smell	15
Spot a venom by smell	20

Detective's Tools

Detective's tools give a player knowledge and tools to inspect a crime scene or interview a suspect.

Components. detectives' tools include a magnifying glass, chalks, a notebook, ink, ink pen and a book on body language.

Investigate. When inspecting a place for clues or traces, these tools allow you to find even the smallest evidence.

Insight. When you try to read the facial expressions of a suspect your knowledge of body language allows you to predict its next action.

Keen Mind. You can use proficiency with this tool to best on deception, identify contaminated or hidden evidence. If you spend 1 minute talking with a creature or observing a scene, you can deceive your interlocutor with tricky questions or recreate the original scene in your mind.

Detective's Tools

DC	ACTIVITY
15	You write everything in your notebook about a room no larger than 15ft square. These notes can be consulted again as if you were in that room. Make an Intelligence check against the DC chosen by the DM, on a successful check you can trace omitted clues, the DM does not reveal clues but a forgetfulness of the investigator or a guess to find it.
15	Obtain informations on recently removed objects from a surface of the item if it was there for at least 1 day.
20	If the result of the Insight check roll is at least 20 but you fail anyway, you can add your Charisma (Deception) modifier to the same result.

Gravedigger's Tools

Gravedigger's tools include all necessary for embalming and burial practices.

Components. metrics, shovel, vegetable resins, small pliers and brushes, hammer and nails.

Perception. You gain informations if there is a grave on the ground you are inspecting, cause you can easily spot moved earth.

Investigate. Your knowledge of diggers allows you to get more information on any secret compartments inside coffins and mausoleums.

History Your knowledge of body conservation practices helps you identify the same practices used by other civilizations.

Embalming. With 8 hours of work you can embalm the corpse of a medium or smaller dead humanoid.

Gravedigger's Tools

ACTIVITY	DC
You can date back a burial you are inspecting	10
You obtain more informations when inspecting tombstones	15
You determine if a cemetery is desecrated	20

Chandling Supplies

Chandling supplies allows a character to create candles, from those classic to those scented or artistic for nobles and religious cults.

Components. Wax, wicks, molds, powdered colorants and perfumes.

Religion. proficiency with this tool gives you extra knowledge about use of candle and incense in religious practices.

Perception. When you use your sight to inspect places, you can determine nature of lights you see, if they are emitted by candle, lantern, torch or magical mean.

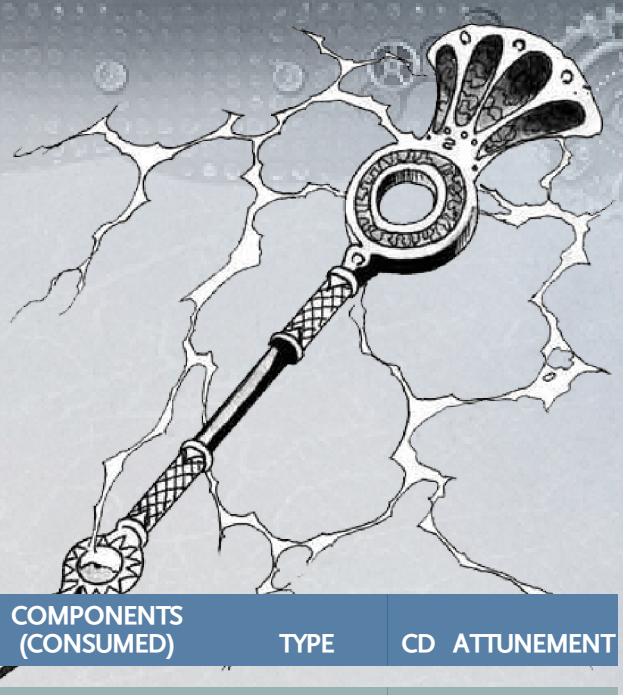
Candles. With these tools you can craft 1 candle after a short rest that burns for 1 hour. During a long rest you can craft up to 5 candles. DM determines cost of materials needed to craft.

Chandling Supplies

ACTIVITY	DC
Craft an artistic candle	Varies
Keep alive a flame	Varies
Identify nature of a light source	Varies

Enchanter's Tools

(***Requirements***: *the ability to cast at least 1 spell*)
Proficiency with enchanter's tool grants you basic knowledge to magically enchant weapons and armors. Proficiency in others tools (see Xanathar's Guide to Everything page 78) allows you to expand your enchanter's knowledges.
Componenents. Enchanter's tools include a wood tablet that act as enchater focus, an enchanter book and common chalks.
Arcana. When you identify a magical object you also know the type of magic and process used to enchant it.
Enchantments. You can spend part of a long rest to enchant a non magical weapon or armor, or enhance a magical one as show the following table. Unless specified each enchantment or enhancement consume a level 1 spell slot. Each object can have 1 enchantment and a number of enhancement equal to your spellcasting ability modifier. Ability checks made to enchant or enhance are based on your spellcasting ability.



ACTIVITY	PROFICIENCY REQUIRED	COMPONENTS (CONSUMED)	TYPE	CD	ATTUNEMENT
Enchant a non-magical weapon, it gains a +1 on attack roll made to hit. This enchanting last a number of hours equal to the spell slot consumed.	**Enchanter's Tools**	rare chalks and inks infused with precious gems with 50 gp	Enchantment	10	No
Add 1d4 extra weapon damage when you hit with this enchanted weapon	**Enchanter's Tools**	rare chalks and inks infused with precious gems with 150 gp	Enchancement	15	No
Increase the maximum charges of a magic item by 1	**Enchanter's Tools**	A diamond worth 150gp, a spell slot of level 4	Enhancement	20	No
Enchant a weapon with a 5 level spell (or less) that requires a hit roll. As a bonus action you can activate the spell and the next weapon attack unleash the magical effect (besides the normal weapon damage). Hit or miss, the spell is consumed. The weapon recharges at dawn.	**Enchanter's Tools**	spell components, mercury, phosphorus, and powdered diamond and opal with a total value of at least 500 gp,	Enchantment	20	Yes
A weapon or armor gains an extra enchantment slot. If the ability check made to enhance it is 10 or less, the object brokes and loses all his magical properties.	**Enchanter's Tools**	rare chalks and inks infused with precious gems with 100 gp, diamond dust worth 500gp	Enhancement	25	Yes
You set an enchanted stone in a weapon, once per day you can use your action to spend its only charge and for 10 minutes the weapon's stone shines when there is a precious stone within 120 feet of the sword, the perceived gem must have a worth equal to or less the gem set.	**Enchanter's Tools, Jeweler's Tools**	A precious stone worth at least 50gp	Enchantment	15	No
The weapon gains 1 charge per spell slot level used in the process, all used charges are recovered at dawn. Once per turn when you make a weapon attack, you can deal 1d6 extra poison damage.	**Enchanter's Tools, Poisoner's Tools**	Poison, at least a spell slot of level 2	Enchantment	15	Yes

ACTIVITY	PROFICIENCY REQUIRED	COMPONENTS (CONSUMED)	TYPE	CD	ATTUNEMENT
You enchant a weapon with a poison. Use your bonus action to consume the only weapon charge, the poison starts wetting the blade and your next weapon attack inflicts damage and poison effects. Charges are regenerated at dawn.	**Enchanter's Tools, Poisoner's Tools**	Poison, at least a spell slot of level 3	Enchantment	20	Yes
Once per day you can cast *detect poison and disease*	**Enchanter's Tools, Poisoner's Tools**	A poison worth at least 50gp	Enhancement	10	No
You magically reforge a non magical weapon, it gains a +1 bonus on hit and damage rolls	**Enchanter's Tools, Smith's Tool**	Diamond dust worth at least 150gp, spell slot of level 2	Enchantment	15	No
You enchant a non magical armor, the wearer gains the **magic resistance** benefits: advantage on a saving throw against magical effects. Charge regenerates at dawn.	**Enchanter's Tools, Smith's Tool**	Mithril worth at least 500g, spell slot of level 5	Enchantment	20	Yes
Enchant a weapon with the power of elements. The weapon gains a number of charges equal to the spell slot level consumed. Once per turn when you make a weapon attack, you can inflict 1d6 extra damage of the choosen type. Charges regenerates at dawn.	**Enchanter's Tools, Alchemist's Tools**	Sand (fire), ice (cold), herbs (acid), fulgurite (thunder)	Enchantment	15	No
Enchant a weapon that gains the ability to guide you to traps that surround you. Once a day you can cast the spell *find traps* without consuming a spell slot.	**Enchanter's Tools, Navigator's Tools**	rare chalks and inks infused with precious gems with 100 gp, a spell slot of level 2	Enhancement	10	No
Inscribe a rune on your weapon to tie it to the wearer. If the weapon is within 30 feet of you, using your bonus action you can materialize it in your hand.	**Enchanter's Tools, Calligrapher's Supplies**	rare chalks and inks infused with precious gems with 150 gp	Enhancement	15	Yes
Enhance the weapon with healing herbs. When you make a weapon attack you can spend the only charge and heal yourself by the amount of bludgeoning, slashing or piercing damage inflicted.	**Enchanter's Tools, Herbalism Kit**	herbs and incense worth at least 100gp, spell slot of level 3	Enhancement	20	Yes
Enhance a weapon or armor with an anti-magic protection. Once per day you can cast the spell *counterspell* at level 3rd, without consuming spell slot.	**Enchanter's Tools, Glassblower's Tools**	Obsidian worth at least 300gp, spell slot of level 3	Enhancement	20	No
Enhance a set of non-magical shoes, the wearer gains 10 feet of extra movement.	**Enchanter's Tools, Leatherworker's Tools**	Griffon feathers and fairy dust	Enchantment	15	No



Interesting Places

Dodecahedron of Inspiration

Ulysses Jebediah Kettle was an inventor, who got many achievements. He was a pioneer in the field of engineering and enchantment. Today, many of his creations are exhibited in museums or studied in wizard schools. The inspiration dodecahedron is located in the main square of the city, and everyday it magically inspires hundreds of artists, inventors and arcanists who gather around it to reflecting upon their jobs.

- A character who stays for at least 10 minutes near the dodecahedron, gets 1d8 to spend on his next Intelligence or Charisma check. This benefit can be obtained once a day.

Portal

The dodecahedron is a portal to a harmless semi-plane where three simulacrum of Ulysses bring to light ideas of those who touch the sphere and call for inspiration. Unfortunately, it stopped working a few months ago and it seems that some crazy constructs made by the simulacrum itself have taken the control of the plane. (optional quest)

Lost Laboratory of Batterbee

Linus Washington Batterbee was a scientist and inventor of the last century. He was a very bright mind and a ceaseless worker, such that and even when he was not working he could not stop his creative process. Because of " his working addiction, he created a device that enabled him to get into his laboratory whatever he wanted to, just using any door as a portal. For example, if an idea popped in Linus' mind while he was going shopping with his wife, he could decide to reach the laboratory simply by opening the door of a dressing room. When the wife destroyed the device, the laboratory was lost in a harmless safe semi-plane. Sometimes, you might hear people saying that someone has entered in the laboratory by randomly opening a door.

The laboratory

Inside the laboratory there is everything you would needs to either build or enchant items. Adamantine, gems, other ferrous materials and tools of any type. You may also drop many inventions, such as:

D8	LOOT
1	Bag of Holding
2	Investiture of Iron (spell scroll)
3	Wand of Secrets
4	Electrostatic Grip (spell scroll)
5	Wings of Flying
6	A backup device to reach the laboratory
7	Manual of the Iron Golem
8	Treasure Hoard



Lost Laboratory of Batterbee

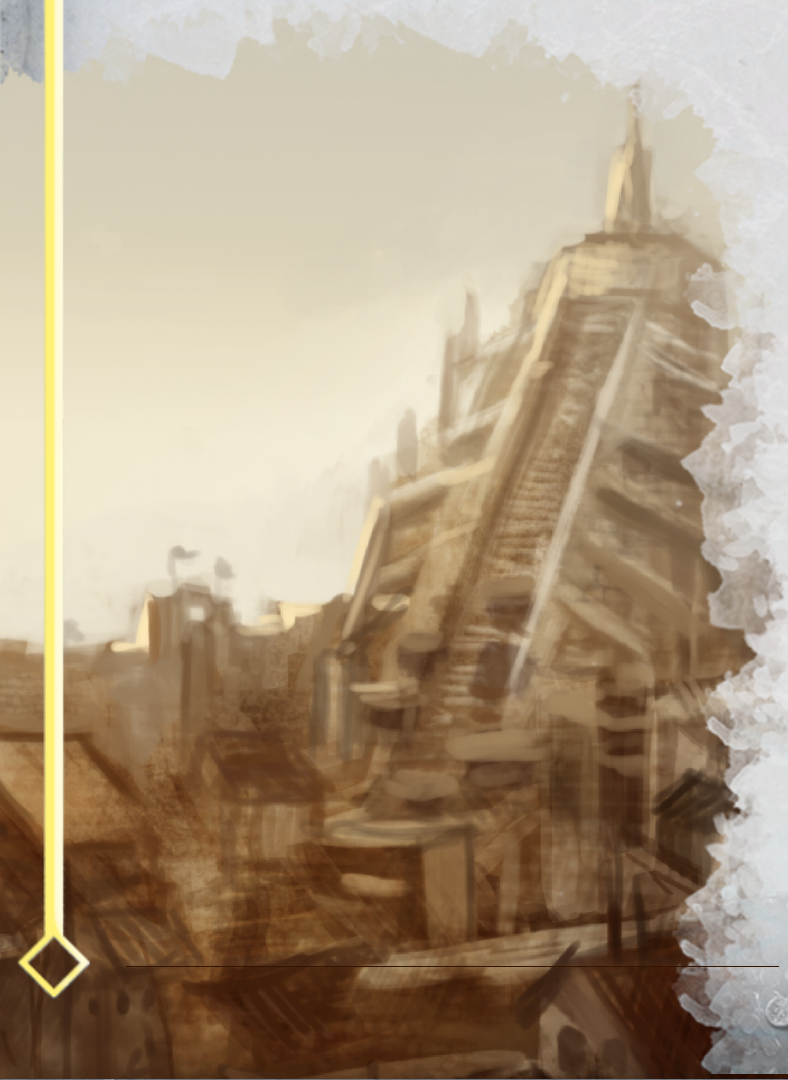
Each time a character opens a door of the city where Batterbee once lived, there is a 2% chance to enters in its laboratory.

Deathwalker's Old Tower

Between a narrow street and the other of the suburbs, rises the old tower of the Deathwalker which takes its name from the legendary creature that inhabits it. Some call him man without face, others believe that he is the embodiment of death, but almost everyone agrees that such masked and black-cloaked creature is dangerous and should be avoided. No one lives in the area surrounding the tower, for about 3 blocks the silence and solitude accompany the few fools who aspire to see the creature.

Patsy Sixsmith

If the plane of shadow overlaps with the material one, where a creature is sleeping, the nightmares that affect the victim can lead it to madness or (even worse) to death. When a creature dies from by these nightmares, it will remain enveloped in shadows. What originates from this event is a deathwalker. Patsy Sixsmith was a watchmaker, and her "Six-smith" shop was located next to the tower (where it still actually is). Patty was responsible for the maintenance of the tower watch, where she had to go once a month. But, when she once fell asleep on the tower, shadows came and the transformation happened. For the following months, all the people from the neighbourhood disappeared and legends grew as well as fear. Even today the deathwalker has some vague memories from its past life, and it keeps on fixing the tower clock. Two times per day the tower rings, and echoes of laments and bells can still be heard in the silence of the neighbourhood



Deathwalker

Medium monstrosity, neutral evil

Armor Class 18 (natural armor)
Hit Points 150
Speed 60ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Con +8, Wis +8
Skills Acrobatics +6, Athletics +8, Intimidation +5, Perception +10
Damage Resistances bludgeoning, piercing, and slashing from magic weapons
Condition Immunities frightened, prone
Senses blindsight 30 ft., passive Perception 20
Languages It understands all languages but it does not speak
Challenge 10 (5,900 XP)

Sense Life. The deathwalker knows the direction and general location of any creatures that have looked directly at within the last minute.

Forbidden Terrain. The deathwalker is unable to cross any moving body of water that is 10 feet across or larger.

Assimilate. Any creature that comes in contact with the deathwalker's body slowly starts to be assimilated into it. Upon touching the creature, a creature must make a DC 19 Strength saving throw or become restrained. A creature restrained by the deathwalkers takes 13 (3d8) necrotic damage at the start of each of its turns. If it is brought to 0 hit points while restrained this way, the creature immediately dies and the corpse is absorbed into the deathwalker's body. A restrained creature may retry the save at the end of each of its turns, ending the condition on a successful save.

Actions

Multiattack. The deathwalker makes 5 melee attacks, one with each of its claws. If it is climbing, it can only make 3 claw attacks. It can replace one of its attacks to attempt to grapple a creature stunned by its Sonic Scream or otherwise incapacitated.

Claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 6) slashing damage.

Sonic Scream(Recharge 5-6). Ranged Weapon Attack: +8 to hit, range 30 ft., each target in a 30-foot cone. Hit: 18 (3d6 + 4) force damage, and each target that was hit must make a DC 15 Constitution save or be stunned until the end of their next turn.

Mecholosseum

An immense stadium made of iron and other metal elements where professionals meet fanatics of constructs. Constructs brought here are created for the only purpose of fighting one another. Every day people watch these challenges for leisure, while bots' designers seek for fame.

Clockwork Brawler

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 65
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	6 (-2)	13 (+1)	3 (-4)

Saving Throws Dex +7, Wis +4
Skills Perception +4
Damage Vulnerabilities poison, psychic, bludgeoning, piercing, slashing from non magical attacks that aren't adamantine
Damage Resistances Resistances
Damage Immunities Damage_Immunities
Condition Immunities Exhaustion, charmed, frightened, paralyzed, petrified, poisoned
Senses darkvision 60ft, passive Perception 14
Languages understands the language of its creator but can't speak
Challenge 5 (1800 XP)

Magic Weapons. The clockwork brawler's weapons attacks are magical.

Actions

Multiattack. The clockwork brawler makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, Reach 5ft, one target. *Hit:* 10 (1d12 + 4) bludgeoning damage

Reactions

Sweep Kick. When a creature misses the brawler with a melee attack , the brawler can use its reaction to make an unarmed strike against the creature. On hit, the creature suffers damage and falls prone.

Master of Wires

Located in a remote alley of the city, this shop is as hidden as disturbing. No one has in visiting this shop or seems to even remember the owner's name and there are many legends are told about it. Some people say, the puppeteer kidnaps children and turns them into puppets, others say he belongs to some evil cult and puppets are nothing but summoned demons.

Gideon Duncke

Gideon (**mage**) was a gnome inventor happily married with two children, always kind and helpful. Gideon studied enchantment at the magic academy, but when his first son was born he decided to spend his time with his family instead of working in laboratory, and so he opened a magic toys shop specialized in puppets appreciated by everyone and especially children loved them However, when a failed robbery took away his wife's and sons' lives, Gideon slowly became sad and mad. From that moment on, Gideon's works were looking at the same time less innocent and more macabre, like he wanted to fill the void left by his loved ones by creating something that reminded him of them. Thus, eventually his masterpiece took control over Gideon, who is still subject to a **puppetmaster**.

Puppetmaster

Medium construct, chaotic evil

Armor Class 15 (natural armor)
Hit Points 130
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	8 (-1)	16 (+3)	10 (0)

Damage Resistances poison, psychic
Damage Vulnerabilities fire
Senses passive Perception 13
Languages Common
Challenge 7 (2900 XP)

Puppet Strings. As an action the puppetmaster can choose one target within 30 feet, throwing out its strings to physically take control of the target. The target must succeed a DC 12 Dexterity saving throw or it becomes restrained and incapacitated. While restrained by the puppetmaster's strings, a creature can attempt a DC 15 Wisdom or Strength saving throw at the end of each of its turns to break free. On a failed save, it takes 7 (2d6) slashing damage.

Actions

Grasp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (3d4 + 2) piercing damage, and the target must make a DC 15 Dexterity saving throw or become restrained as with the Puppet Strings ability.

Puppetry. A creature restrained by the puppetmaster's Puppet Strings moves up to 30 feet, then makes a melee attack against a target it can reach with a weapon it is holding. The puppetmaster moves with the creature so that it is within 10 feet of it.

Lightwalk

Sponsored by clerics of the light and by the best glass blowers in the city, this museum can be visited when the sun is high in the sky, offering a transcendental experience when the sunlight reflects in glasses of different sizes adorning ceilings and walls.

Tour

The museum has a circular shape with a glazed vault. Numerous lenses hang from the roof to which they are attached to invisible adamantine wires. Colours and shapes created by the lights reflected generate relaxing, peaceful and comfort sensations. The tour at the Museum consists in a silent walk that lasts about 20 minutes and ends with the view of the Divinity of the light, a sculpture composed by several coloured glasses that creates warm and celestial explosion once reflecting the light.

- At the end of the tour, the character gains advantage on all Wisdom saving throw. This bonus lasts 8 hours and can be obtained once a week.

Madame Loraleen

Madame Loraleen (LB **cleric** domain of light) wears a fuchsia tunic. Though its design is simple, the tunic has an intricate gold textures that reflects the sunlight. A simple golden tiara with a gem at its centre makes this sun elf even more beautiful. She has a jovial attitude with her face always smiling and her long orange wavy hair falling from the shoulders down almost to her knees.

Labyrinth of Mirrors

Priscilla Wilkins is a halfling artist who opened an art gallery to show her creations made of mirrors. The gallery has been open just for a few months until one of her creations attacked some visitors. Since then the gallery was closed to the public, yet over the years someone has tried to enter but the labyrinth of mirrors makes the place an extremely dangerous one.

Glass Golem

This golem took control of the gallery and made it its home. Hallways and even floors are covered with mirrors, which makes finding one's way very hard and some hallways and rooms are so well disguised that noticing them is nearly impossible.

- As long as the golem stays near mirrors, a character has disadvantage on attack rolls.
- Hidden doors and secret hallways can be noticed with a DC 20 Wisdom (Perception) or Intelligence (Investigation) check
- The golem can modify a hallway, closing or opening it by using its action.

Glass Golem

Medium construct, unaligned

Armor Class 15
Hit Points 115
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	18 (+4)	4 (-3)	8 (-1)	5 (-3)

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands the languages of its creator but can't speak
Challenge 7 (2,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Force Absorption. Whenever the golem is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Transparent. Even when the golem is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a golem that has neither moved nor attacked. A creature that tries to enter the golem's space while unaware of the golem is surprised by it.

Actions

Multiattack. The golem makes two slice attacks.

Shatter. Ranged Weapon Attack: +7 to hit, range 10/20 ft., one target. Hit: 9 (1d10 + 4) piercing damage. Shards of glass explode from the golem spraying dangerous knife like daggers around it. Creatures caught in the attack must make a DC 16 Constitution saving throw, taking 33 (6d10) force damage. On a successful roll creature take half damage.

Slice. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

Teleport. (Recharge 5-6). The golem magically teleports, along with anything it is carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the golem can make once slice attack.

Feats

Scholar
Prerequisites: Intelligence 14 or higher

- Your Intelligence score increases by 1 up to a maximum of 20.
- You learn one new language.
- You gain proficiency in one skill in Intelligence and one tool.

Expert Magic Healer
Once per turn whenever you roll dice for a heal spell, you can reroll the heal dice and use either total and also add 1d4 as extra heal.

Urban Citizen
- You add or double your proficiency bonus on any Wisdom (Survival) ability check made in towns.
- You have advantage on any Dexterity (Stealth) check made to hide from someone is following you or to follow someone in towns.
- You have advantage on any Wisdom (Perception) made to sight someone is following you.

Martial Figther
Prerequisites: Strength 13 or higher

- Your Strength score increases by 1 up to a maximum of 20.
- Whenever an ally attacks with a melee attack a creature you are in melee range too, as reaction you can make a melee weapon attack against the same target.
- Whenever an ally within 10 feet from you moves, as reaction you can move up to half of your movement speed in the same direction.

Duelist
One on one is the name of the game and where you excel.

- You gain proficiency with shortsword, rapier and scimitar if you are not already proficient with.
- You gain a +1 to melee attack rolls when you are fighting against one enemy and both have no allies.
- Once per turn when a creature misses you with a melee attack you can use your reaction to make a melee weapon attack against it.

Acrobat
Prerequisites: Dexterity 13 or higher
Your pursuers swear you bath in grease; no one can keep their hands on you.

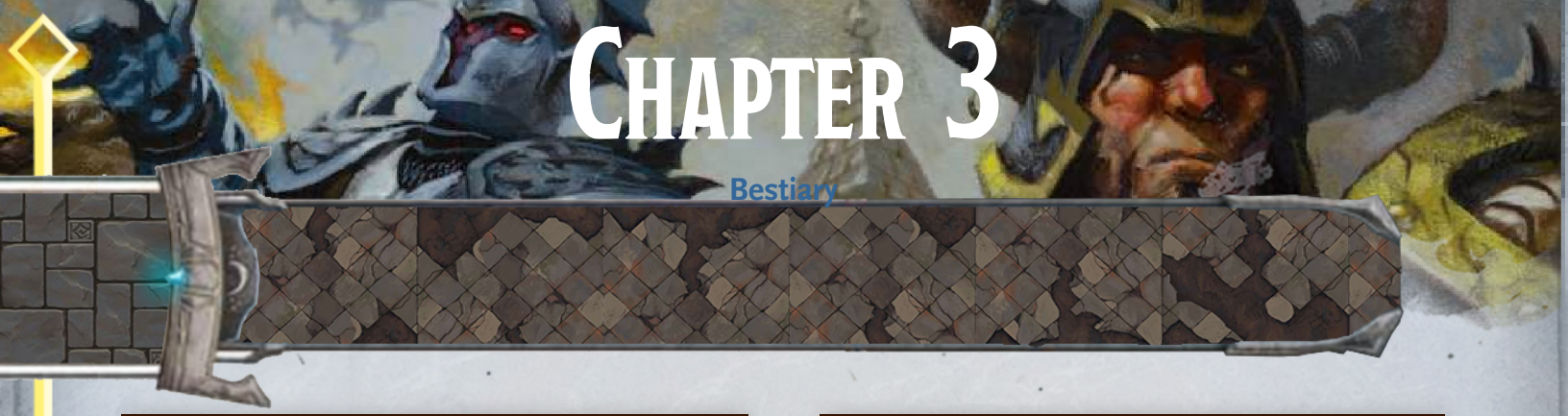
- You gain proficiency in Dexterity (Acrobatics). If you are already proficient, you gain expertise.
- You may add double your proficiency bonus to checks made to escape a grapple.
- You may use your bonus action to make a single attack against a creature's whose grapple you just escaped.

Inspiring Speaker
Prerequisites: Charisma 14 or higher
You can spend 10 minutes inspiring your companions, When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain a temporary inspiration die which is a d6. A creature can't gain inspiration dice from this feat again until it has finished a short or long rest.

City Construction F.A.Q

This section includes question to build your cities and help you to create each aspect of it.

- Are there any old buildings or ruins?
- Are there any other private police force/vigilantes?
- Who control the economy?
- What is the most prominent religion? Are there any forbidden gods to worship? Do people worship those gods anyway?
- What wars (inside and outside town) have been fought and for what reasons?
- How is commerce moved from town to town. Boats, wagons, caravans? Are roads well maintained or guarded. Is there a prominent road or highway and does it have a name?
- What's type of currency is used? There is an idiom or slang to refers money?
- How do people greet each-other?
- Are there any races that don't exist?
- Are there any races that are rare, or only exist in legends?
- What are some legendary locations, events, or people?
- What old empires have conquer the city and what did they leave in their wake?
- Do the actual age is a Dark one or Golden one
- How prevalent is magic? Is it a daily occurrence, are magic items rare or common, is magic celebrated or feared?
- How many different types of alcoholic beverage are readily available?
- What are major exports, imports, foods, and textiles of different regions.
- What conspiracy theories exist? Which ones are true?
- What type of nobility lives in town? Are they unscrupulous, altruist, subduers?
- What holidays are observed by who, when, and where?
- How bad is the racism? Are tieflings shunned as demon spawn? Do half orcs always get harassed by city guards?
- What is the best place to go to get a ship repaired?
- How long does it take to get from point a to point B on A?
- Is there coffee?
- How old is the town?
- Who is/are the original founders?
- Do town has an explicit alignment?
- How advance is technology in the world?
- How many languages citizens speak?
- What's the view of gambling and prostitution?
- Can I legally carry a great sword or other weapons through town?
- Slavery a Government run system or only on the black market?
- Are there any landmarks inside the town? Mountain, river or wood?
- Is there violence inherent in the system. Are people being repressed?
- What's the primary goods produced in town?
- Are there any magic school?
- What's the current state of the city, is it witnessing peace and prosperity, Is it wrapped up in crisis, is there a war going on?
- How is your government structured?
- Is necromancy deemed evil or just another form of magic?
- Do guilds have a power on trade?
- Where are contained history books? There is a major library where people can read them freely or there is a sort of information control?
- Depending on its location, what's type of weather is the most prominent?
- Are sewers present? And what about aqueducts?
- What illegal drugs are available? If it is illegal.
- What is the prominent race and why.
- How does education work?
- What's the most famous shops and taverns in town?
- Who is the strongest mortal in town and how did they prove their strength?
- What factions are at war
- Which resources are abundant, and which are rare
- Is it easy to get around? Is it safe?
- Are gods considered real?
- Who are the most powerful people/organization? Why are they powerful?
- What are the last 3 great city events and how have they shaped society?
- When was the last famine. What people gained or lost due to the famine
- Is there any area where magic is totally dead or prohibited?
- What are the three most popular songs?
- Where is the most impenetrable vault, and what is inside?
- Why don't wizards rule everything?
- Firearms?
- How people see goblinoids and other half-bestial races?
- Where do pirates congregate? Have they formed some kind of state or society, or more like randomly dispersed bandit groups?
- What is your city military/guard structure like? Who is in charge, and of what? Do they answer to the head of the kingdom or do they have separate battalions for royalty, townsguard
- Are there people who study the sciences in your world or is it a "magic solves every problem ever" world?
- How about the crime organization
- Are there any living or dead heroes citizens worship like gods? And why?
- Any creature lair inside town? A green dragon in the sewers or a nest of gryphons on the highest tree.
- Any magic building or monuments? Who made it?
- How citizens relate to adventurers and newcomers in town?
- What's the most famous novel in town? And who wrote it?
- Is death sentence allowed?
- Where is located the primary prison?
- How works the death worship? Do they burn dead or bury them? What god of death citizens worship?
- What about taxes?



Chapter 3

Bestiary

City Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 8
Speed 30

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	12 (+1)	12 (+1)	10 (0)	12 (+1)

Skills Various
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

D4	BACKGROUND	STATS	SKILLS
1	Teacher	Intelligence 14	History +4
2	Doctor	Wisdom 12	Medicine +3
3	Journalist	Charisma 14	Persuasion +3
4	Law Enforcer	Charisma 12, Wisdom 12	Insight +3

Actions

Fist. *Melee Weapon Attack:* +2 to hit, 5ft, one target. *Hit:* 1 bludgeoning damage

City Watch Troop

Large humanoid, any lawful alignment

Armor Class 16 (chain shirt, shield)
Hit Points 80
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	12 (+1)	10 (0)	12 (+1)	10 (0)

Skills Athletics +7, Intimidate +3
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 11
Languages Any one language
Challenge 5 (1800 XP)

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Medium humanoid. Additionally, the troop is immune to any spell or effect that would alter its form.

Actions

Multiattack. The troop makes four sword attacks, or two sword attacks if the horde has half its hit points or fewer.

Long sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Push. each creature within 5 feet of the troop must make a DC 15 Strength saving throw. On a failed save the creature falls prone, or pushed back by 5ft in straight line on a successful one.

Detective

Medium humanoid (any race), any lawful alignment

Armor Class 12
Hit Points 40
Speed Speed

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	11 (0)	17 (+3)	16 (+3)	14 (+2)

Skills Insight +7, Perception +5, Indagare +7
Senses passive Perception 15
Languages common and any 2 other languages
Challenge 3 (750 XP)

Ear for Deceit. Whenever the detective makes a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Keen Mind. If the detective spends 1 minute talking with a creature or observing a scene, he can deceives the interlocutor with tricky questions or recreate the original scene in his mind. The detective can obtain informations on recently removed objects from a surface if the item was there for at least 1 day, also If the result of any Insight check roll is at least 20 but he fails anyway the contested check, add its Charisma (Deception) modifier to the Insight check made.

Actions

Multiattack. The Detective makes one dagger attack.

Dagger. *Attack Style:* +3 to hit, 5ft, one target. *Hit:* 1d4+1 piercing damage.

Reactions

Uncanny Dodge. The detective halves the damage that it takes from an attack that hits it. The detective must be able to see the attacker.

Electrobinder

Medium humanoid (any race), any alignment

Armor Class 15 (Studded leather, enhanced defense)
Hit Points 80
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	10 (0)	13 (+1)

Saving Throws Con +4, Int +7
Skills Arcana +7, Investigation +7
Senses passive Perception 10
Languages Common and any two languages
Challenge 6 (2,300 XP)

Spellcasting. The electrobinder is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The electrobinder has the following wizard spells prepared :

- Cantrips (at will): shocking grasp, mending, fire bolt
- 1st level (4 slots): thunderwave, earth tremor, cure wounds, detect magic, absorb element, catapult
- 2nd level (3 slots): shatter, locate object, arcane lock, enhance ability, heat metal

Portable Transmuter When the electrobinder casts a cantrip, it can commute the damage it deals in thunder damage.

Controlled Induction. The electrobinder gain blindsight 120feet after casting a spell, this bonus lasts for 1 minute during which can make a Wisdom (Perception) check as a bonus action.

Actions

Multiattack. The electrobinder makes 2 attacks with his magical crossbow or dagger

Dagger. *Melee Weapon Attack*: +5 to hit, reach 5 ft. , one target. Hit: 4 (1d4 + 2) piercing damage.

Repeating Shot. *Ranged Weapon Attack:* +6 to hit, range 80 ft./320ft. , one target. *Hit:* 6 (1d8 + 3) piercing damage. This crossbow don't need ammunitions, and its magical only for the electrobinder.

Fencer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 66
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (0)	16 (+3)

Skills Acrobatics +8, Athletics +5, Persuasion +6
Senses passive Perception 10
Languages Common
Challenge 3 (750XP)

Lightfooted. The fencer can take the Dash or Disengage action as a bonus action on each of its turns.

Unchanny Lunge. The fencer is able to fight at 10 feet instead of 5 when uses its rapier.

Actions

Multiattack. The fencer makes two attacks with its rapier.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (ld8 + 4) piercing damage.

Reaction

Riposte. When an enemy miss the fencer with a melee weapon attack with a gap of 5 or more on the d20, as reaction it can make a melee weapon attack.



Falconer

Medium humanoid (any race), any alignment

Armor Class 16
Hit Points 75
Speed 30

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	14 (+2)	11 (0)	14 (+2)	12 (+1)

Skills Perception +4, Persuasion +3
Senses passive Perception 14
Languages Common
Challenge 3 (750XP)

Spellcasting. The falconer is an 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following ranger spells prepared:

1st level (4 slots): find familiar, hunter's mark, animal friendship
2sn level (2 slots): animal messenger, locate animal and plants

Designated Prey. As bonus action the falconer designate an enemy it can see using his hawk. The falconer has advantage on all ability checks on Wisdom (Survival) made to follow the prey, and his first weapon attack inflicts 1d8 weapon extra damage.

Actions

Multiattack. The archer makes two attacks with its longbow or scimitar.

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (ld6 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 50/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Judge

Medium humanoid, any lawful alignment

Armor Class 10
Hit Points 9
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (Mod)	10 (Mod)	10 (Mod)	12 (+1)	14 (+2)	14 (+2)

Saving Throws saving_throws
Skills History +3, Insight +4, Persuasion +4
Senses passive Perception 12
Languages Common and any other two languages
Challenge 1/8 (25 XP)

Actions

Fist. *Unarmed Strike:* +2 to hit, Reach 5ft, one target. *Hit:* 1 bludgeoning damage

Metal Ooze

Large ooze, unaligned

Armor Class 15
Hit Points 80
Speed 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities thunder
Damage Resistances acid, cold, fire, bludgeoning, piercing and slashing from non magical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60ft. (blind beyond this radius) , passive Perception 8
Languages -
Challenge 6 (2.300 XP)

Actions

Multiattack. The metal ooze makes 2 attacks with its pseudopod, can replaces one pseudopod attack with a spikes attack.

Pseudopod. *Melee Weapon Attack:* +6 to hit, Reach 5ft, one target. *Hit:* 1d10 + 3 slashing damage

Spikes. *Ranged Weapon Attack:* +6 to hit, Reach 30ft, one target. *Hit:* 1d8 + 3 piercing damage and the ooze loses 1d6 hp.

Reactions

Assimilate. When a creature hits the ooze with a non magical metallic weapon, the ooze can tries to assimilate the weapon. The creature must make a DC 14 Strength saving throw, on a failed save the ooze eats the weapon and regains hp equal to the weapon's damage die.



Techpriest

Medium humanoid (any), any alignment

Armor Class 16 (half plate)
Hit Points 110 (17d8 + 36)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Con +5, Wis +6
Skills Religion +4, Investigation +4
Languages any two languages
Challenge 8 (3,900)

Spellcasting. The techpriest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:
Cantrips (at will): light, mending, sacred flame, spare the dying
1st level (4 slots): false life, identify, command, cure wounds, shield of faith
2nd level (3 slots): heat metal, locate object, protection from poison, silence, spiritual weapon
3rd level (3 slots): lightning bolt, tiny servant, tongues, daylight, sending
4th level (3 slots): fabricate, resilient sphere, banishment, guardian of faith, freedom of movement
5th level (1 slot): legend lore, animate objects, greater restoration, flame strike

Actions

Multiattack. The techpriest makes two melee attacks, one with its maul and one with its steampunk arm.

Maul. *Melee Weapon Attack*: +6 to hit, reach 5 ft ., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Steampunk Arm. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 1d6 + 3 bludgeoning plus 1d8 force damage

Reactions

Master Refractor. as reaction the techpriest uses a scrap metal as defense against an incoming attack, adding a +2 against one weapon attack.

Vigilantes

Medium humanoid (any), chaotic good

Armor Class 17 (leather armor, buckler, hooded katar)
Hit Points 50
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (0)	14 (+2)	14 (+2)

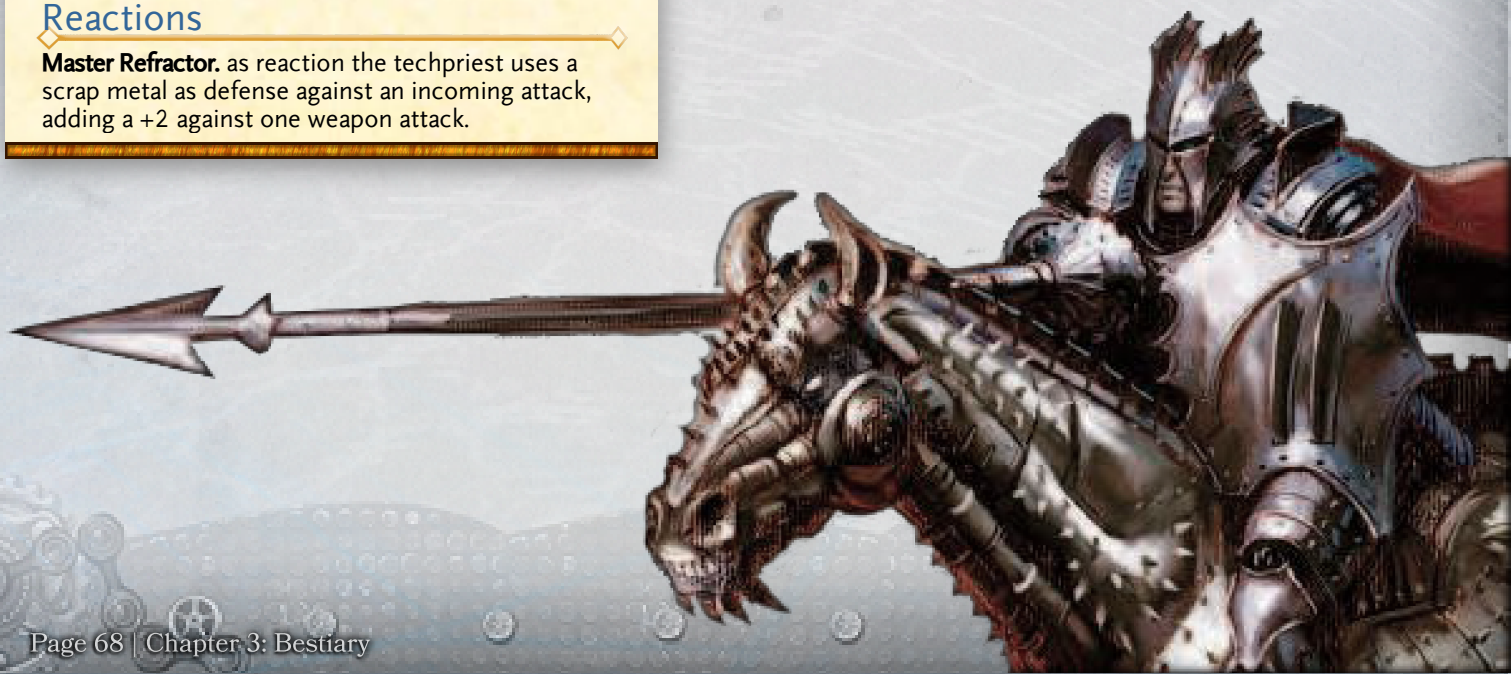
Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages any language
Challenge 3 (750 XP)

Vigilant. The vigilantes can make a Wisdom (Perception) check as bonus action.

Actions

Multiattack. The vigilantes makes 2 attacks with its hooded katar

Hooded Katar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (ld6 + 4) slashing damage.



Chapter 4

Spells

Spell Lists

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

Bard

3rd Level
- Aid Waves

5th Level
- Parley

Cleric

Cantrips
- Iron Flex

2nd Level
- Corpus

3rd Level
- Spiritual Limb

4rd Level
- Gond's Magic Shop
- Arcane Drip

Sorcerer

1sd Level
- Electrostatic Grip

4th Level
- Arcane Mixture

6th Level
- Investiture of Iron

Warlock

2nd Level
- Corpus

5th Level
- Parley

6th Level
- Investiture of Iron

Wizard

1sd Level
- Electrostatic Grip

3rd Level
- Aid Waves

4th Level
- Arcane Mixture

5th Level
- Attendance

6th Level
- Investiture of Iron

Aid Waves

3rd—level evocation

Casting Time: 1 action
Range: touch
Components: V, S, M (a piece of iron)
Duration: Instantaneous

You touch a piece of iron that touches the ground like a lamppost, prison bar or gate to unleash sound waves of alarm. The waves propagate for 1 km, a creature in range of this spell hears a siren sound and perceives the direction where the spell was cast.

Arcane Mixture

4th—level, conjuration

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a gem worth 100gp)
Duration: 8 hours

You merge two spells and the new one is stored for 8 hours, as long as you have a stored spell in this way if you cast again Arcane Mixture, the stored spell is lost. Choose 2 different spells of 3rd level or less, both must have an instantaneous effect, same range (self, contact or ranged, in the third case the new spell will use the minimum range of the two), if one of the two spells consume material components, they are consumed when you cast Arcane Mixture. As an action you can cast the mixed spell, unleashing one of the following effects:

Arcane Mixture table

D100	EFFECT
1	Your spell explodes, you suffer 6d6 necrotic damage and all creatures 5ft around you suffer 1d10 force damage
2-8	Both spells don't work
09-15	Only 1 spell works
16-25	You cast *chaos bolt* at 2nd level
26-35	Both spells work, but their dice are halved
36-90	Both spells work normally
91-99	Both spells work, also you regain the spell slot used to cast Arcane Mixture.
100	Dice of both spells are doubled

At Higher Levels. When you cast this spell using a spell slot of 5th or higher, add a bonus of +5 when roll on the Arcane Mixture table.

Electrostatic Grip

1nd—level, evocation

Casting Time: 1 action
Range: 30ft
Components: V, S, M (any iron scrap the spell consumes)
Duration: Instantaneous

You extend your hand towards an ally and a harmless electrical thunder pull the creature towards you in straight line, assuming there is free space in a straight line between you and the creature, if there is an obstacle the creature stops 5ft from the obstruction. The pulled creature does not cause opportunity attacks.

Gond's Magic Shop

5th—level, conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (an artisan tool and at least 50gp in your pocket)
Duration: 24 hours

You conjure a shop in honor of Gond, Lord of all Smiths, you choose the aspect of your shop and you will be provided with all material necessary to do your job. Tools cojured are tied to the artisan tool provided when this spell was launched, they will disappear if you move them outside the shop. For example, if you provide a smith's tool, the shop will provide a forge, anvil, and also examples of works such as weapons and armors. The shop don't provide material components such as iron lingots.
The shop must fit within an unoccupied cube of space, up to 120 feet on each side, it remains until the spell ends. You make all decisions about the shop's appearance. The interior is enclosed by a floor, walls, and a roof, with one door granting access to the interior and as many windows as you wish and at least 1 counter.

Investiture of Iron

6th—level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends your skin becomes like iron, and you gain the following benefits

- You can't suffer critical hits.
- Your AC gets a bonus of +2.
- You can use your action to create a sound reverberation effects by hitting your body, each creature 15ft near you must succeed on a Wisdom saving throw or suffer 2d10 psychic damage and fall prone or half as much damage on a successful one, but no other effect.

Iron Flex
Cantrip, trasmutation

Casting Time: 1 action
Range: Touch
Components: S
Duration: 1 round

With bare hands you grab a piece of non magical iron, silver or copper no more high or large than 5ft, for a moment your strength grows up and you can flex the object.

Parley
5th-level, enchantment

Casting Time: 1 action
Range: 60ft
Components: V, S
Duration: Concentration, up to 1 minute

You can use your action to appeal the parley. For 1 minute at the start of each turn an enemy that use its action to make melee or ranged weapon attacks against you or your allies must succeed on a Charisma saving throw against your spell save DC, on a failed save it has disadvantage on the first attack roll. If you or an ally of yours inflict damage, hit creature has advantage on its next saving throw. Also, you have advantage on all ability checks on Charisma (Persuasion) against creatures you did not hit. Parley ends early if you die or you are incapacitated.

Spiritual Limb
3nd—level, transmutation

Casting Time: 10 minutes
Range: Touch
Components: S, M (diamond dust worth 300gp)
Duration: Until dispel

You reach a body part where a limb misses and start casting this spell, you can create limbs that fits the missing part and the output will be the same of the missing one (such as a leg, arm, hand or feet). You can't create a limb on a creature was born without, such as wings or pincers for humans.

Corpus
2nd level, divination

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (blood, hair or flesh)
Duration: Istantaneous

You touch blood, hair or flesh no older than 1 month with one hand, and a creature with the other one in order to find match of the two things. If the material component you provide belongs to the subjected creature, at the end of the spell you know the result.

Arcane Drip
4th level, conjuration

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Concentration up to 1 hour

You create an ethereal bond with a creature in range to preserve its life status. As long as the caster stay in range, a creature affected by this spell falls in a trance status losing temporarily any exhaustion level, disease, madness, curse and its hp can't fall below 1 by any magical means. When the spell ends, the caster gains 1 level of exhaustion and the creature gains again its condition pre-spell.

Attendance
5th level, divination

Casting Time: 1 action
Range: Unlimited
Components: V, S
Duration: 10 minutes

You recall in your mind a humanoid you have met at least once, asking mentally its attendance using this spell. If the creature accepts, he falls in a trance status til the spell ends or you or him ends it with an action. The creature appears 10 feet within the caster as a ghost, it can see and hear in a 30 feet range as if it was there, also can talk.

Appendix A: Name Generator

Family Name Generator

A list of family names and their relative business. A family with a secret business needs another business as cover.

D8	FAMILY NAME
1	Windsor
2	Van Doren
3	Lowell
4	Courtenay
5	Alderidge
6	Silver
7	Lauder
8	Abbot
9	Bray
10	Heselarton
11	Hearst
12	Astor
13	Coldwell
14	Pruitt
15	Hawthorne
16	Radcliffe
17	Lenville
18	Stryker
19	Bechtel
20	Clemonte

D8	BUSINESS
1	Weapons
2	Banks
3	Export by sea
4	Caravans
5	Precious minerals
6	Slavery in secret, roll again on this table
7	Spices
8	Magic Items
9	Education
10	Horse breeding
11	Gardens
12	Glassblowers
13	Carpentry
14	Armors
15	Books
16	Moneylender
17	Mines
18	Assassinations in secret, roll again on this table
19	Black Market in secret, roll again on this table
20	Ships

Important City People Name Generator

D20	MALE
1	Sterling Hector Missing
2	Oliver Irwin Ainsworth
3	Benedict Levi Featherstone
4	Louis Humphrey Goodenough
5	Charles Zadock Mills
6	Drew Cole Prescott
7	Gideon Archibald Trigg
8	Alistair Josiah Betteridge
9	Luke Nehemiah Sterling
10	Obadiah Truth Gifford
11	Rowland Cuthbert Bleeze
12	Jefferson Ned Kipps
13	Simon Arnold Dawkins
14	Cuthbert Clint Lenville
15	Aylsworth Elisha Blundy
16	Jack Hiram Eagleden
17	Ammiras Barnabas Lambkin
18	Thaddeus Wesley Fishenden
19	Wesley Jeter Winterman
20	Harvey Edward Burdon

D20	FEMALE
1	Modesty Ruth Barclay
2	Georgia Bessie Burdon
3	Helene Lyra Halvorsen
4	Charlotte Adella Inchcombe
5	Abigale Patience Lewis
6	Hermione Adrianna Scarborough
7	Zona Ada Herndon
8	Sarah Fidelia Wyverstone
9	Laurinda Caroline Atwater
10	Victoria Ada Wallace
11	Hattie Theodora Langstaff
12	Esther Scarlett Burdon
13	Virginia Louise Batterbee
14	Naomi Caroline Maitland
15	Viola Alexia Langridge
16	Bess Abitha Corbyn
17	Ariel Cornelia Mockett
18	Margaret Constance Archer
19	Aurinda Molly Hedersett
20	Maude Gertie Patching

Appendix B: Library Books

D100	BOOK
1-5	The Fastest Arrow of the South
6-8	Diary of Captain One-Eyed
9-14	27 meters under earth
15-19	The Triton on the Road
20-22	Practical Guide to Swamp Cooking
23-24	1484
25-30	Compendium of Urban Hydraulics
31-36	The Grammar
37	The Evergreen Book of Fables
38-43	Guide to Ankheg Disinfestation
44-46	Jokes of Salerno the Cantor
47-53	Index Arcanum Prohibitorum
54-56	Strategies of War
57-67	Codex
68	Death Book of Dead
69-75	Bethor Tragedy
76-77	Covens and Congregated
78-88	F.A.Q: Frequently Asked Question About Planar Travelling
89-99	Edda Infernalis
00	Invisible Book of the Invisibility

The Fastest Arrow of the South

Novel, Common, common book

Description. The spine of this book is adorned with real horse hair.

Contents. The story of an awakened horse which became a horse thief.

Diary of Captain One-Eyed

Diary, Common, uncommon book

Description. A white covered book with a wrapper looking like a pirate bandage

Contents At first reading, the book appears completely blank but, closing your eyes, you can magically read the captain's travelling notes and the location of his treasure. However, indications are confusing and the road is not clear.

27 Meters Under Earth

Novel, Common, common book

Description. A smoky book that smells of damp earth

Contents A wizard telling the story of its early days as a lich and its thoughts on a long waited dream that finally got real. The novel also explores the first problems of undeads management and joint pain.

The Triton on the Road

Guidebook, Common, common book

Description. A waterproof blue book

Contents Guide to the best fry shops and restaurants of the whole kingdom, including prices and detailed menus with food and drinks. Under the headband you will find a 10% discount coupon valid for all the restaurants listed in the guide.

Practical Guide to Swamp Cooking

Guidebook, Common, uncommon book

Description. A purple and oily hardcover book.

Contents Chef Sgracko's practical guide explains you how to cook different swamp recipes, from bullywug's tadpole to the famous ooze padding and how he becomes immune to dysentery.

1484

Novel, Thieves' Cant, uncommon book

Description. each copy of this book has a different cover

Contents The representation of a futuristic world where a dragon controls the life of each creature thanks toits divination powers and acts through a kobold police force.

"Fire is Heat
Hunger is Job
Wings are Protection."

Compendium of Urban Hydraulics

Guidebook, Common, common book

Description. Thick book with hard cover that includes examples of construction projects.

Contents The guide contains informations related to the construction and maintenance of sewers , urban and industrial water systems.

The Grammar

Dictionary, Common, common book
Description. On the hardcover there are gold coloured words depicted.
Contents A complete guide to the grammar of the common language.

Effect. Spending 10 minutes reading this book grants the reader a +1 bonus on the next Charisma check made in a civil conversation. The bonus lasts 1 hour.

Guide to Ankheg Disinfestation

Guide, Common, uncommon book
Description. The hardcover of this book is made of ankheg chitin.
Contents The hunter Marshall and the druid Deindre explain how the ankheg society works, but mostly how to find and fight the ankheg queen.

The Jokes of Salerno the Cantor

Diary, Common, uncommon book
Description. A small red cover book with a strange patriotic spirit.
Contents A book of bad jokes and puns specifically meant to ruin good times.

Effect. A bard who reads this book for 10 minutes will not be able to uses bardic inspiration for 1 hour.

Index Arcanum Prohibitorum

Index, Old Common, common book
Description. Hardcover book with 4 four raised bands, gold bookbinding and miniated pages.
Contents This book contains all forbidden spells in the kingdom or city.

War Strategies

Guide, Common, uncommon book
Description. When this book was nothing else but a notebook, it had already saved the life of its author by stopping an arrow direct at his hearth. Every copy has a thin metal band under the red hardcover.
Contents War strategies, from troop management to fighting techniques. The perfect handbook for a soldier. You can spend 10 minutes reading this book before a fight to gain for ten minutes 10 temporary hit points and advantage on your next Intelligence check. This benefit can be obtained once a day.
Effect. You can spend 10 minutes reading this book before a fight to gain 10 temporary hit points that last 10 minutes and advantage on your next Intelligence check. This benefit can be obtained once a day.

To know your Enemy, you must become your Enemy.

Codex

Guidebook, Common, uncommon book
Description. A large volume with a hardcover and gold binding.
Contents The book contains all the laws of the kingdom and of its cities.

Effect. This book is cursed, if someone try to steal it the thief gets cursed. A character coursed by this book has disadvantages in any Charisma (Deception) check until the curse is removed or the character confesses the crime to police.

Death Book of Dead

Religious text, either Infernal or Celestial, very rare book
Description. The book is bound in human flesh and inked with human blood. Pages were made with bone dust.
Contents The deep doctrine of the self-liberation of the mind, with an outline of both good and evil deities.

Effect. A character can spend 1 hour reading this book, and going to meditate to try to reach the state of the absolute peace of mind. Make a DC 23 Wisdom check, on a failed save you can't try again until 30 days pass. On a successful check, you gain one of the following effects when you die:

- **Good alignment**. You will reincarnate as an aasimar.
- **Neutral alignment**. You will reincarnate as another humanoid.
- **Evil alignment**. You will reincarnate as an animal with intelligence equal or less to 4.
  Once a creature gains this benefit, the book loses its power for a century.

Bethor Tragedy

Novel, Draconic, common book
Description. A book without a cover, not bound, which looks more like a bunch of scatter notes.
Contents The tragedies of the mythical Bethor, the blue dragonborn who lived for 12 adventures, but who during the 13th one died in an unknown way which even the book does not explain.

Covens and Congregated

Dissertation, Infernal, rare book

Description. The book cover is made of cursed wood and enchanted with an illusion spell which generates a purple bright gem that lights up the lust of foolish people.

Contents It teaches Coppolos' point of view on how to deal with hags, devils and demonic creatures to achieve personal benefits at the expense of the others

F.A.Q: Frequently Asked Question About Planar Travelling

Guidebook, Common, common book

Description. Hardcover with two metal wrappers, from left to right and from the top to the bottom.

Contents The book explains the multiverse, how to travel in it and what you cannot miss in your backpack.

Edda Infernalis

Epic poem, Common, common book

Description. The cover of this book is made with a precious red silk.

Contents An epic poem written in hendecasyllable verses, which narrates the story of a group of adventurers against a rakshasa that secretly yet cruelly ruled their kingdom for decades.

Invisible Book of the Invisibility

Diary, Common, very rare book

Description. It's invisible

Contents This book tells about all the things people have done with the power of invisibility. Inside there are also two spells: Invisibility and Superior invisibility. Once got, the character can cast these two spells that can be cast as if they were spell scrolls at will.

The Evergreen Book of Fables

Novel, Sylvan, very rare book

Description. he cover of this book is made with a magic wood where flowers and small plants grow up.

Contents. A fantastic and visionary book from the fairy world, which includes fairy tales and other stories.

Effect. It creates a small illusion around the reader evoking a small grove. Besides, if the reader is more than 18 years old, s/he turns into a ten years old child as long as s/he reads.



Neverember's Guide to Urbanization



Thank you for purchasing this title! Neverember's Guide to Urbanization is the result of two years world building of a homebrew setting. At the beginning it was just a bunch of notes both on papers and doc files. I have started to put together my ideas and experiments in this pdf in May 2019.

If you have any remarks, concerns or suggestions please send me a pm on Twitter @ranikirn. Also, a review can make me realize how appreciated is this work, please consider the possibility to spend a few minutes to leave your feedbacks with some stars or a short comment at the DMs Guild!

Last but not least, remember to check it for new updates! I will update this guide at least once a month, adding new contents I have already planned.

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