

Paths of Courtly Intrigue

Optional Mechanic: Favor Points

Whether it's a lavish gift given or a good turn done, favor points represent the social and economic obligations that can tie people together along with the information and services they can offer. These can be used in place of or in conjunction with the optional Prestige rule Calling in Favors.

The most important thing to remember about favor points is that they can only be spent in the region in which they are gained. You should keep track of the favor points you accrue in different areas as these persist until they are spent, though the Narrator may rule that they may diminish if you do not return to a region for a year or more.

Favor points do not reset to 0 after a long rest, but the maximum amount of favor points you can have per area is equal to your Charisma modifier.

Spending Favor Points

Favor points can be spent in a number of different ways. They don't need to be tied to a specific debt owed or action taken, but it's often more interesting if you provide a compelling reason behind spending a favor point. While the Narrator can grant the use of favor points in any number of ways, here are some common uses.

Enticing Offer. You're not just well-known, you're well-connected. When you would make a Prestige check to utilize the Calling in Favors mechanic, you may spend a favor point to gain advantage.

Rumor Has It. You can suddenly recollect something interesting that could give you the upper hand. You can spend 1 favor point (at the Narrator's discretion) to gain a 1d6 expertise die on an appropriate check before it is rolled. This is often (but not necessarily) during a social encounter, and the Narrator may rule that only so many favor points can be used with an NPC or during a scene.

Smooth Over. You've made a mistake, but you have just the right explanation, convenient distraction, or charming mannerism to cover it up. After making an ability check for a social interaction but before the outcome of the result is known, you may spend 2 favor points to roll a second time and choose whichever result you wish. Favor points can only be spent on Smooth Over once per scene.

Gaining Favor Points

When you finish a long rest while in your Prestige Center and have no favor points remaining, you regain 1 favor point. If you are in your stronghold, you instead regain a number of favor points equal to half your stronghold's grade (minimum 2 favor points). While outside of your Prestige Center, you must either gain favor points by performing notable deeds, impressive roleplay (granted at the Narrator's discretion), or through the Network journey activity.

Journey Activity Favor Points

Gaining influence doesn't come without work. You can undertake a new journey activity: Network. At the Narrator's discretion, you can also gain a favor point on a critical success for the Busk and Gossip journey activities, proving you are particularly competent or well-informed.

New Journey Activity: Network

Success on a Deception or Persuasion check allows an adventurer to make connections that will come in handy later. You can gain an expertise die on this check by making a bribe (or equivalent gift) of a number of gold pieces equal to $5 \times$ twice the region's tier (minimum 5 gold).

Note: To perform this journey activity, the party must be in a populated area such as a Country Shire, Open Roads, or Urban Township.

Critical Failure. The adventurer commits some taboo or crosses a serious

social line and is firmly reprimanded or ostracized, suffering a level of strife.

Failure. The adventurer simply isn't engaging enough to be memorable.

Success. The adventurer has made or reinforced a meaningful social connection or attained some level of influence, gaining 1 favor point.

Critical Success. The adventurer has proven themselves exceptionally well-connected, competent, or generous, gaining 2 favor points.

New Equipment

Candy. Typically sweet, these small bits of food (sold in packages of four or five pieces) are always flavorful and ideal for adventurers as their contents make them naturally preserved. Candy cannot be used as Supply.

Tea. Also called a tsaine or infusion, these are specific leaves, herbs, and roots selected for their calming qualities. Quality of tea varies wildly depending on the desired ingredients. Those listed only include mundane ingredients with no notable medicinal qualities. Suitable, if crude, ingredients can be collected with the Harvest journey activity, granting 2 portions on a success or 4 on a critical success.

Tea Set. Such sets vary greatly depending on culture and social class, but at minimum consist of a pot for brewing the tea with 6 matching cups. Depending on make and decoration, the price can vary greatly from those listed.

TABLE: NEW EQUIPMENT

ITEM	COST	WEIGHT
Hard candy (poor)	1 cp	—
Hard candy (rich)	2 sp	—
Soft candy (poor)	4 cp	—
Soft candy (rich)	5 sp	—
Tea (poor)	3 cp	—
Tea (moderate)	3 sp	—
Tea (rich)	3 gp	—
Tea set (poor)	2 cp	4 lbs.
Tea set (moderate)	5 sp	3 lbs.
Tea set (rich)	5 gp	3 lbs.

Courtier (Rogue Archetype)

Bonus Expertise

When you choose this archetype at 3rd level you gain proficiency with Deception, Insight, and Persuasion, and you gain an expertise die when making an ability check that uses these skills. For you, expertise dice in these skills can be upgraded from d8 to d10, exceeding the usual limit on expertise dice. Additionally, you gain an expertise die when making Prestige checks.

Unreadable Moves

Also at 3rd level, you can use a bonus action to make a Deception check opposed by the Insight check of a creature you can see that isn't incapacitated. On a success,

for the next minute you can use Sneak Attack against the creature even if you don't have advantage, though not if you have disadvantage. This effect ends early if you use Unreadable Moves against a different creature.

Unflappable Mind

Starting at 9th level, you gain proficiency with Wisdom saving throws. In addition, you gain an expertise die on saving throws made to resist being charmed, confused, or frightened.

Diplomatic Conversationalist

At 13th level, choose one of the following options.

Cajoling Words

You may reroll one failed Persuasion check. Once you have used this feature, you cannot use it again until you finish a short or long rest.

Prepared Speech

After observing a creature for at least 10 minutes, you can choose to gain advantage on a Deception, Intimidation, or Persuasion check against it. Once you have used this feature, you cannot use it again until you finish a short or long rest.

Improved Unreadable Moves

At 17th level, you've learned to take still more advantage of your inscrutable ways. While using Unreadable Moves against a creature, you roll d8s instead of d6s for your sneak attack damage.

Court Magician (Wizard Archetype)

Learned Counsel

When you choose this archetype at 2nd level you gain two specialities from Arcana, Culture, Engineering, History, Nature, and Religion. These are academic specialities.

In addition, you learn the *guidance* cantrip, and you add spells to your spellbook for free (as per the Court Magician Expanded Spells table). You treat these spells as wizard spells. As you gain access to higher level wizard spell slots, you add more free spells to your spellbook.

TABLE: COURT MAGICIAN EXPANDED SPELLS

SPELL LEVEL	SPELLS
—	<i>guidance</i>
1st	<i>heroism, speak with animals</i>
2nd	<i>calm emotions, enhance ability</i>
3rd	<i>speak with dead</i>

Skilled Deceit

At 6th level, choose one of the following benefits.

Increased Efficacy

Choose one of the following schools of magic: communication, compulsion, fear, knowledge, law, obscurement. When casting a spell from the chosen school using a spell slot lower than your highest level spell slot, the spell counts as though you were casting it using a spell slot that is one level higher.

Preternaturally Persuasive

Choose one of the following schools of magic: communication, compulsion, fear, knowledge, law, obscurement. Your spell save DC is increased by 2 when casting a spell from the chosen school.

Stern Rebuke

At 10th level, you inflict mental harm upon a creature when it makes a saving throw against an enchantment or illusion spell you

have cast. A creature that fails its saving throw takes an amount of psychic damage equal to your Intelligence modifier, twice as much psychic damage if it succeeds. A creature can only be damaged by your Stern Rebuke once every 24 hours.

Deceptive Mastery

At 14th level, choose one of the following.

Takes One to Know One

You have advantage on saving throws made against enchantment spells and illusion spells.

Well-Worn Deception

You can cast an enchantment or illusion spell using a spell slot that is one or more levels lower by spending 1 favor point. For example, you could cast *mislead* (a 5th-level illusion spell) by using a 4th-level spell slot and 1 favor point or with a 3rd-level spell slot and 2 favor points. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

Militarist (Fighter Archetype)

Courtly Training

At 3rd level, you gain proficiency with two of the following skills: Culture, History, or Insight. If you are already proficient, you instead gain an expertise die.

Prior Tactics

Also at 3rd level, you become superlative at preparing your fellows for battle. Your allies must spend at least 10 minutes a week discussing strategy with you to benefit from this feature, at which point you spend a number of gold pieces equal to twice your proficiency bonus on materials. At the Narrator's discretion, these may be collected with a successful Hunt and Gather journey activity.

When taking the Attack action, you can forgo one attack to choose a number of allies equal to or less than your proficiency

bonus that are within 30 feet that can hear and see you, and spend an equal amount of exertion. On their next successful weapon attack, the chosen allies deal an extra 1d8 damage as they enact your recommended strategy. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Adept Coordinator

At 7th level, when using Prior Tactics the chosen allies gain an expertise die on their next spell or weapon attack.

In addition, damage dealt by an attack that benefits from your Prior Tactics counts as magical for the purposes of overcoming damage resistances and immunities.

Commander of Armies

At 10th level you learn a marshal lesson of war. Also, whenever you learn a new soldiering knack or replace an existing one, you can instead choose a lesson of war.

Additionally, using Prior Tactics costs 1 less exertion (minimum 1 exertion) and you can now choose for the extra damage dealt by it to be acid, fire, or poison damage.

Lead from the Front

Beginning at 15th level, when you use your Indomitable feature, you may immediately use Prior Tactics without spending exertion (no Attack action or attack to forgo required), its range increases to 50 feet, and you need not choose allies able to hear you.

In addition, you have advantage on saving throws made to resist spells of the compulsion school.

Master Coordinator

At 18th level, the extra damage from your Prior Tactics increases to 2d8 and your chosen allies gain a 1d6 expertise die on their next spell or weapon attacks.

Tranquil Master (Adept Archetype)

Head of Ceremonies

Starting at 3rd level, you can spend 2 exertion to cast *ceremony* by way of ritualistically preparing a soothing drink for yourself and any creatures or corpses involved. This does not require any further material components and does not otherwise affect the spell.

Serene Mind

Also at 3rd level, your mental training helps you see the way forward. When you make an Intelligence, Wisdom, or Charisma check, you can add your martial arts die.

In addition, choose Intelligence, Wisdom, or Charisma. When you fail a saving throw for the chosen ability score, you can use your reaction to spend 2 exertion and reroll.

Unassuming

At 6th level, you gain an expertise die on Deception checks to appear less than you are and on Stealth checks. In addition, when you are hit by a melee attack you can use your reaction to spend 2 exertion to exude tranquility, rolling your martial arts die and adding the result to your AC (including against the triggering attack) for 1 round.

Reader of Leaves

Starting at 11th level, after a long rest during which you are able to consume and read the dregs of a warm drink, you roll a d20 and use a bonus action to choose a creature you can see within 30 feet, including yourself. The next attack roll, ability check, or saving throw that the creature makes, it uses the result instead of rolling a d20. Once you have used this feature after a long rest each additional use requires 3 exertion (and an additional d20 roll), and after using this feature a number of times equal to your Wisdom modifier, you cannot use it again until you finish a long rest.

Additionally, you may take 10 minutes to prepare and consume a soothing drink, after which you can spend 3 exertion to cast *divination* with no other material components.

Mastery of the Leaf

Beginning at 17th level, the gods bless you with a celestial talisman in the shape of a cup. In your hands it becomes a physical cup that provides all the hot drink (though not all the cups) needed for any of your features.

Once between long rests you can call upon the blessings of the gods and drink from the cup. Afterwards, you are immune to the blinded, deafened, charmed, and poisoned conditions. In addition, you can spend 1 exertion to use your Serene Mind feature on any ability check. Finally, once per combat you can use a bonus action to drink from the cup and roll your martial arts die, regaining an equal amount of exertion. These effects all last until the end of your next long rest.

If your talisman is destroyed, the gods provide another after you complete a worthy task to prove your continued dedication.

Mount Jino

Exploration Challenges

Sucking Bog

1st tier (terrain)

Challenge 4 (1,100XP); **DC** 15/14

Area Intermediate (3 hours)

Mist hangs heavy in the air filled with the stench of rotting vegetation. Underfoot the soft peat shifts with a squelch and with each step the ground seems less willing to release a traveler's boots. Fetid pools block the way, requiring exhausting detours and backtracking.

Arduous Trek. When traveling through this area at faster than a slow pace, at the end of every hour each adventurer and mount makes a Constitution saving throw or suffers a level of fatigue.

Grasping Mire. When a creature is knocked prone, it makes a Dexterity saving throw or sinks into the mud and becomes restrained. A successful Strength (Athletics) check is required to fight their way free.

Limited Visibility. The maximum range of any sight-based senses is 10 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Persistent Pests. Creatures that sleep in the same hex as the sucking bog without lavender paste or mosquito netting only regain half the usual number of hit dice and cannot reduce their levels of strife or fatigue.

Possible Solutions

Navigating the sucking bog requires a group Athletics or Survival check.

Critical Failure. The party becomes hopelessly turned around, losing 8 (1d5+3) hours of travel time. They each lose 4 (2d4) Supply and gain a level of fatigue.

Failure. Each adventurer that fails becomes stuck in the bog and loses 2

(1d4) Supply. Additionally, the stench of the bog clings to them, giving disadvantage on Stealth and Persuasion checks until they can properly clean themselves.

Success. The adventurers make it through, filthy but unharmed.

Critical Success. The adventurers cross safely and swiftly, discovering something of interest at an abandoned campsite along the way. Roll on the Boons and Discoveries table.

Crumbling Masonry

1st tier (constructed)

Challenge 5 (1,800XP); **DC** 15/14

Area Immediate (less than 1 hour)

Part of the road has crumbled away, leaving this ruin to block the path ahead. There are abundant handholds in the crumbling 40 ft wall, making for easy climbing. However, the shattered stone strewn about suggests anyone falling may bring the wall with them.

Heads Up. At the end of every 10 minutes spent within 30 feet of the wall, a random creature makes a Dexterity saving throw. On a failure, they are struck by falling stonework and take 7 (2d6) bludgeoning damage.

Possible Solutions

The party needs to make a group check.

Engineering checks can be used to discern the most structurally sound part of the wall, or to dismantle part of it to create a passage. For the latter, the use of a block and tack, hammer, or crowbar provides an expertise dice for this check. Using damage dealing spells, black powder charges, or a portable ram gives disadvantage on the check.

Athletics checks can be made to climb the wall. Adventurers with a climb speed or with a set of climbing gear make this check with advantage. The use of a rope provides all connected adventurers with an expertise dice for this check. However, if one fails all others must make a Strength saving throw or also fail.

Critical Failure. The adventurers are buried in falling masonry, taking 10 (3d6) bludgeoning damage, and are restrained, requiring an Athletics check to escape the debris. At the end of the next round, a rock troll arrives to investigate the noise.

Failure. Each adventurer takes 10 (3d6) bludgeoning damage from the debris and loses 2 Supply amongst the rubble.

Success. The party makes it past the wall.

Critical Success. The party creates a permanent hole in the wall or has identified an area that does not crumble. In either case, they do not require checks to pass the wall in this location in the future.

Monster Variants

Troll Variant: Rock Troll

The rock troll is CR 6 (2,300 XP), has an AC of 18, and loses its keen smell. It has the following trait and version of the Regeneration trait:

False Appearance. When motionless, the rock troll is indistinguishable from a typical boulder.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes thunder or cold damage, this trait doesn't function on its next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

The rock troll has the following additional action:

Ambushing Shove. The rock troll targets one Large or smaller creature within reach that either has not taken a turn in the combat yet, is within 5 feet of another enemy, or against whom the rock troll has advantage. The target makes a DC 14 Strength saving throw. On a failure, the rock troll shoves the target up to 30 feet horizontally and knocks it prone. If the target strikes an object, such as a wall, it takes 10 (3d6) bludgeoning damage. If the target would strike another creature, that creature must succeed on a DC 14 Dexterity

saving throw or both take the same damage and are knocked prone.

Manticore Variant: Canicore

The canicore is CR 2 (450 XP) and has 51 (6d10 + 18; bloodied 25) hit points. It does not have a tail spike volley action and loses its fly speed, but gains the following traits:

Pack Tactics. The canicore has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and not incapacitated.

Gliding 30ft. Gliding allows the canicore to move horizontally 1 foot for every 1 foot it descends, falling if it moves less than 5 feet each turn.

Poison Stinger. A creature that takes damage from the canicore's tail must succeed on a DC 13 Constitution saving throw or become poisoned. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Manticore Variant: Aracnecore

The aracnecore is CR 5 (1,800 XP), has 85 (10d10 + 30; bloodied 42) hit points, an AC of 16, and a proficiency bonus of +3. The aracnecore does not have the tail or tail spike volley actions and loses its fly speed, but gains the following traits:

Spider Climb. The aracnecore can climb even on difficult surfaces and upside down on ceilings.

Web Walker. The aracnecore ignores movement restrictions imposed by webs.

In addition, the following replace their equivalent actions:

Multiattack. The aracnecore makes one bite and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 3) piercing damage, and the target makes a DC 14 Constitution saving throw. On a failure, it is paralyzed for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the paralysis on a success.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (3d4 + 3) slashing damage. If the manticore moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

Cunning Curses

Cipher Sword

Weapon (any sword), very rare (requires attunement, costs 18,750 gp)

Crafting Components: A quill from a phoenix, pressed in the pages of a spellbook with no fewer than three spells of 7th level or higher, which it consumes in fire over the course of a month.

This sword's blade is plated with alchemical silver, its hilt stylized to resemble an open book from which the blade emerges.

Despite its masterfully-crafted appearance, however, a *cipher sword* is uncomfortable to hold and strangely unwieldy. It has the two-handed and heavy properties and deals 2d8 slashing damage on a hit, but you feel this is only a fraction of its potential.

Curse. There are other *cipher swords* owned by a variety of creatures across the planes. Most wielders consider themselves part of an exclusive group and expect the loyalty and cooperation of those with less mastery, regardless of other alliances. Attaining even a novice level of mastery attracts the attention of other wielders, who may have expectations of you.

The cipher sword also has the following properties:

- You are not considered proficient with this weapon.
- While wielding this weapon, you don't benefit from any feature that would grant you additional attacks.

Escalation. This weapon is immensely powerful for those willing to solve the riddle of its use. Once per week, if you've successfully reduced a dangerous enemy (as determined by the Narrator) to 0 hit points with it since the last time you finished a long rest, make a DC 14 Intelligence check to meditate on the sword's secrets. On a failure, you gain +1 to future attempts at this check. On a success, your level of mastery increases, you lose any bonus gained from failed attempts, the DC to advance again increases by 4, and the time between

attempts increases by 1 week. If you ever willingly end your attunement to this weapon, you take 8 (4d4) psychic damage that cannot be negated or reduced and lose all mastery you've gained.

The levels of mastery are as follows:

Novice: You now are proficient with this weapon, and it gains the finesse property. However, wielding anything else begins to feel wrong to you, and you suffer disadvantage on all melee weapon attacks made with a different weapon.

Apprentice: You gain +1 to attack and damage rolls with this weapon. You can also now attack twice, instead of once, when you take the Attack action with this weapon on your turn. Additionally, you now suffer disadvantage on all weapon attacks with other weapons.

Expert: Your bonus to attack and damage rolls with this weapon increases to +2 and it gains the Vicious property. When you make a weapon attack with a different weapon, you now also take 4 (2d4) psychic damage. This damage cannot be negated or reduced by any means.

Master: Your bonus to attack and damage rolls with this weapon increases to +3, and you can summon it to your hand as a bonus action so long as you are on the same plane as it. Additionally, once per short rest, when you successfully attack a creature with it, you immediately learn about any special defenses or weaknesses that creature possesses as the blade imparts the wisdom of previous wielders. Additionally, the psychic damage you take from making a weapon attack with a different weapon increases to 8 (4d4).

Circlet of the Apprentice

Wondrous item, rare (requires attunement, costs 2,200 gp)

Crafting Components: Iron from shackles that a prisoner died wearing, powdered and combined with quicksilver.

This simple circlet has the color of lightly-rusted iron and is highlighted by a

large violet gem in its center, which appears to contain a slowly-moving metallic fluid.

While attuned to this circlet, you gain a +1 bonus to all saving throws. Additionally, when you fail a saving throw, you can choose to succeed instead. You can't use this property again until the following dawn.

Curse. The true name of the creature who crafted this circlet is forever instilled within it, and it becomes aware of you upon attunement. If that creature forces you to make a saving throw, you automatically fail, and you can't use this circlet to succeed. You can learn the name of the creature with *legend lore* or similar magic. Short of powerful magic (such as *wish*), only the maker's willing touch or death (yours or theirs) allows you to end your attunement to the circlet. If you willingly end your attunement after the maker's death, the circlet loses all magical properties.

Crown of the Crystal Sovereign

Wondrous item, artifact (requires attunement)

Unique (uncraftable)

This crown looks like a braid of pure crystal and its front is a set of three pointed, curling spires that give its wearer an imposing, regal silhouette. Once worn by the monarch of an ancient crystal palace deep underground, the crown was lost after its wearer's grasping schemes brought calamity on their people. The power, ambition, and ruthless might of the Crystal Sovereign of Coranaal still lingers, granting the wearer the following properties:

Crystal Skin. Your skin takes on a jagged, shimmering appearance and feels firm and cold to the touch. You gain +2 to your Armor Class. Additionally, when you're hit by a ranged spell attack, roll 1d4. On a 3, you are unaffected and the spell is reflected back at its caster, rolling again to see if it hits.

All-Seeing. You gain truesight out to 30 feet. Additionally, you can use this trait to cast *clairvoyance* at will, using the crown as your material component.

Lord Under The Mountain. Your Prestige Rating is increased by 2, or 4 if you're underground.

Regal Bearing. A number of times per day equal to your Charisma modifier you can, as an action, target one creature that can see you within 60 feet. It must succeed on a Wisdom saving throw (DC = 8 + your proficiency modifier + your Charisma modifier) or use its next turn to fall prone in supplication, taking no other actions. Additionally, when you're targeted with any attack by a creature within 10 feet of you, you can force it to make this saving throw as a reaction. On a failure it has disadvantage on the attack and then falls prone as above.

Greed of Coranaal. It's said that, even as their palace crumbled, the Crystal Sovereign still coveted and guarded their treasures. You can use an action to summon an item from the hoard of Coranaal, an endlessly enormous extra dimensional space that you can access remotely. You instinctively know what's inside, and when you first access the hoard, roll on Treasure for Challenge Ratings 23-30 to determine what's already there. This doesn't mean that you have any desire to share, however, and must make a DC 14 Wisdom saving throw to willingly part, even temporarily, with any item that has been in the hoard.

You can also use an action to touch an item of up to Large size and send it to the hoard. However, the crown shuns items it deems unworthy, casting them into the Astral Plane if you attempt to store them. This includes magic items of common or uncommon rarity and any mundane items worth less than 500 gp. Additionally, as a security feature, creatures cannot enter this space; even the wearer can only access it remotely.

Otherwise, the hoard has the limitations of any other interdimensional space in regards to Supply and dead creatures. Placing another interdimensional item, such as a *portable hole*, in the hoard destroys the lesser item, scattering its contents across the Astral Plane. Additionally, 4 (2d4)

random valuables from the horde are also lost in this way, though the *crown of the crystal sovereign* is otherwise unaffected.

Curse. When you attune to this crown, your Destiny immediately changes to Dominion if it's not already, and you can only fulfill it by reclaiming the Crystal Palace of Coronaal, which is lost to time and overtaken by creatures from the depths. You lose any existing Destiny features. In addition, if you have a chance to advance this Destiny (as determined by the Narrator) and do not take it, you lose all benefits from the crown and suffer a level of strife each week until you pursue the opportunity, at which point you lose all strife gained this way and regain the benefits of the crown. These levels of strife cannot otherwise be removed.

The crown remains firmly affixed to your head and cannot be removed in any way, nor can your attunement be broken, unless you are beheaded, at which point you can never attune to the item again, even if you are brought back to life. The only other exception is if you reclaim the Crystal Palace and then choose to, in the presence of 4 sentient creatures, formally renounce your title while sitting on the throne of Coronaal, at which point the palace and crown begin to crumble, ending your attunement and destroying the item.

Escalation. When you fulfill this destiny, the save DC of Regal Bearing and the Armor Class bonus of Crystal Skin increase by 2, while the range of your truesight increases by 60 ft, your Prestige bonus is increased by 2, and you can cast *scrying* at will using the crown as a focus.

Glory's Glaive

Weapon (glaive), uncommon (400 gp)

Crafting Components: Hair from the mane of a lion, taken while it's feeding on a fresh kill.

A red sash with gold trim adorns the haft of this glaive, the steel head of which is always polished to a mirror shine. The counterweight is made of brass and resembles a snarling lion, giving the

weapon a regal appearance that belies its prideful, capricious nature.

This glaive's blade is dull, and cannot be sharpened by any whetstone, causing it to deal only 1d6 bludgeoning damage on a hit. As a bonus action, you can attempt to flatter the weapon with a DC 13 Persuasion check. On a failure, you take 1d4 psychic damage that cannot be reduced or negated. On a success, the blade becomes sharp for 10 minutes. While sharp, it deals 1d12 slashing damage, grants +1 to attack and damage rolls made with it, and gains the flamboyant property. If it's used in inglorious ways, such as for the execution of an unarmed foe or being used to cut down brush, it will immediately turn dull and refuse to become sharp until properly placated, as determined by the Narrator.

You can forgo your journey activity to spend time polishing, admiring, or training with *glory's glaive* to gain a bonus equal to your Proficiency bonus on Persuasion checks to flatter it for the next 24 hours.

Escalation. If you strike the killing blow in battle with a mighty or storied foe (as determined by the Narrator) with *glory's glaive*, its ego can grow a maximum of twice. When its ego grows, its bonus to attack and damage rolls increases by +1, the DC to flatter it increases by 3, and the psychic damage taken on a failure increases by 1d4.

Ring of Battered Courage

Wondrous item, rare (requires attunement, costs 2,500 gp)

Crafting Components: The heart of an azer forgemaster killed in battle, encased in obsidian.

This jagged black ring made of volcanic rock is streaked with orange veins and uncomfortable to wear. While wearing this ring, you are immune to the frightened condition. Additionally, while you are bloodied, it grows hotter and grants the following benefits:

- Your AC increases by 1 for each hostile creature (squads and swarms count as single creatures for this

purpose) within 5 feet of you, to a maximum of +5.

- When you hit a creature with a melee weapon attack, roll 1d8. Add the result to the attack's damage and gain the same amount of temporary hit points.

Curse. You fail death saving throws on a roll of 12 or lower. Additionally, this ring despises what it sees as cowardice. If you don armor or use a shield defensively, you lose all benefits of this ring for 1 week.

Escalation. When you show extraordinary courage in the face of certain death and emerge victorious, this ring's power can evolve, gaining one of the following features. For each power it gains, the threshold for successful death saving throws increases by 2.

Charge Into Danger. As a bonus action while bloodied, you can move up to your movement speed toward a hostile creature.

Coward's Bane. Creatures never gain advantage from being unseen on attack rolls against you and you always have resistance to poison damage.