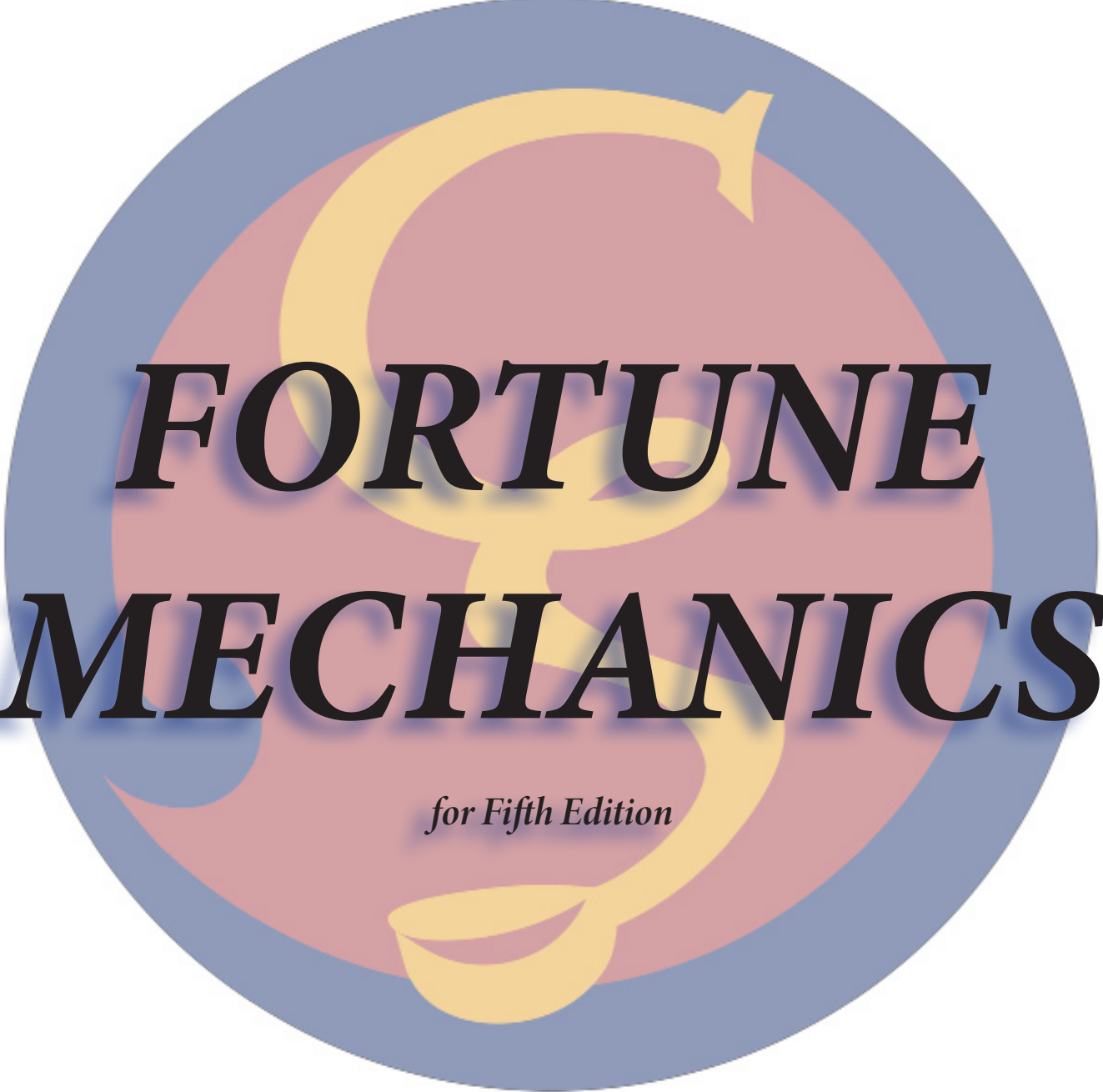Cosmic Stew RPG Presents:

FORTUNE MECHANICS

for Fifth Edition

Landon Beard | Pierce Bower

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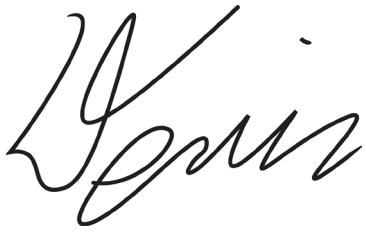Contact Us: CosmicStewRPG@gmail.com

Dear Reader,

Allow us to introduce ourselves as we welcome you to Fortune Mechanics - we're Cosmic Stew RPG, and this is our first supplemental release for 5e! Our motivation to develop this supplement stemmed from a common experience that we've had at Cosmic Stew (as both players and game masters): While some players are genuinely invested in the game, the rate of progression is often slow enough to hamper their interest. Moreover, disinterested players can deplete the energy of others at the table (or more likely, in the web call), resulting in one-sided role-play and a loss of immersion. To remedy such an occurrence, GM's might directly accelerate player level progression (or in the worst-case resort to a TPK), but this can result in a compressed campaign that leaves some players dissatisfied and ultimately less likely to play in the future. We prefer an approach that provides more interactive opportunities to each player and subsequently deepens their in-game experience.

To pursue our goal, the following Fortune Mechanics supplement uses the concept of player character fortune to intensify the in-game event rate and encourage maintained player interest, which results in consistent, high-quality gameplay. We present a system that combines the d100 dice roll and a patient GM to grant players immense wealth in the form of gold loot, as well as inspirational item drops. Additionally, the mechanics enable player characters to invest the gold they accrue, though this option has an associated risk. When implemented, our mechanics accelerate the market meta and encourage players to seek high-level combat - an attribute the GM can use to steer players towards key objectives and rich lore. The supplement also includes an array of novel items. Some are specifically designed to synergize with the namesake mechanics while others introduce minor risk-based mechanisms that work to enhance role-play and inspire players. We strongly encourage GMs to introduce these items as loot drop rewards.

Finally, we want to thank you for participating in our TTRPG experiment. While we have play-tested our content and are confident in its delivery, we seriously appreciate any and all community feedback. We are always developing more advanced mechanics, and we will strive to ensure that our future content reflects not only our own preferences but those of the community as well. If you have questions, comments, or suggestions, send us a message at the email address listed on the bottom of the next page! If you enjoy this supplement, please consider supporting us on Patreon, where we provide affordable monthly content for 5e in the form of expanded items, monsters, battle maps, and modular campaigns.

In a world of uncertainty, we wish you well and hope for your prosperity.

Sincerely,

Devin,   *Landon,*   *and Pierce.*

Special thanks to Alex, Dietz, James, and Josh for being our play-test subjects, and to Istar, Lillian, and Lexi for supporting our TTRPG infatuation. Each of you has played a significant role in the quality of this release and we can't thank you enough.

CONTENTS

CORE MECHANICS

Loot Drops

Loot drops occur when players receive loot in the form of gold and drops in the form of an item. In general, loot drops are initiated by one or more of the following initial conditions:

1. **A player opens a chest or finds treasure.**

2. **A player successfully completes an encounter.**

3. **A player successfully completes a quest.**

During a loot drop, each player must make a fortune roll, which will be modified to determine the outcome of the loot drop.

Fortune Rolls

Fortune rolls are used to determine the outcome of loot drops. **A fortune roll = 1d100 + fortune modifiers**. A player gains a **fortune modifier** when they acquire (and if necessary, equip) an item of fortune, and the modifiers from each relevant item of fortune cumulatively apply towards that player's fortune rolls. After fortune modifiers are applied to a fortune roll, the fortune roll is further modified depending on the **initial conditions** of the loot drop.

Initial Conditions

1. *Chests and Treasure*

When a player or a member of their immediate party opens a chest or otherwise finds treasure, each player in the party makes a fortune roll for the loot drop.

The Loot

To determine the amount of gold they receive, each player multiplies their fortune roll by a conditional modifier. As such, **each player receives gold loot = fortune roll × conditional modifier.**

Conditional Modifier

Conditional modifiers for chests and treasure are determined by the GM. Our suggestion: treasure that is more difficult to reach or find ought to have a higher conditional modifier once found. GM's can forgo the conditional modifier if the treasure is nothing special.

The Drop

To determine the rarity of the drop, the GM takes the average of the party members' fortune rolls (rounded up), adds the conditional modifier, and compares the sum to the following Drop Tier Table, which can also be found in the *Tables Directory* on page 14:

Drop Tier Table	
Fortune Roll Avg + Conditional Modifier	**Item Tier**
00 - 50	Common
51 - 64	Uncommon
65 - 80	Rare
81 - 90	Very Rare
91 - 100	Legendary

As such, **drop tier = fortune roll average + conditional modifier.** To clarify, the fortune roll average is the sum of players' fortune rolls ÷ number of players participating in the roll.

After the drop tier is determined, the GM consults the items list of their choosing (we suggest the list found in the Tables Index on page ...) and selects an item of the appropriate tier. We find it helpful to select items that are thematically related to the area or current quest, but this is merely a recommendation. The player with the highest fortune roll receives the drop.

For Example...

A rogue, a sorcerer, and a paladin are trekking through the extremely hazardous Dwarven Waste when they spot a chest buried in the soot. The party excavates the treasure and as soon as it is opened, each player makes a fortune roll. The rogue, sorcerer, and paladin roll 53, 61, and 98 respectively.

Because the area is extremely dangerous the

GM determines the conditional modifier to be 10. This means the rogue's gold loot equals 53 × 10 or 530 gold, while the paladin receives 980 gold.

Furthermore, because the paladin scored the highest fortune roll, they receive the item drop. To determine the drop tier, the GM calculates the fortune roll average, which in this case equals [(53 + 61 + 98) ÷ 3] = 70.7, rounded up to 71. Next, the GM adds the conditional modifier (in this case, 10) to the fotune roll average, bringing the total to 81. The GM then consults the Drop Tier Table to see that a grand total of 81 grants a very rare item, which the paladin receives.

2. *Successful Encounters*

When the party successfully completes an encounter, the GM can have each player make a fortune roll. The GM determines which successful encounters merit a loot drop. In general, loot drops are reserved for encounters where the party defeats an adversary in combat. However, that does not necessarily prohibit a masterful display of stealth or negotiation from receiving a loot drop.

The Loot

To determine the amount of gold they receive, players follow the steps for chest and treasure *loot*, but with a significant difference.

The **conditional modifier** by which the fortune roll is multiplied is not set by the GM, and is instead equal to the encounter's **cumulative challenge rating**. The cumulative challenge rating is the sum total challenge rating of defeated adversaries in a **single encounter**. As such, **each player receives gold loot = fortune roll × cumulative challenge rating.**

The Drop

The **number of drops** a party receives when they successfully complete an encounter is dependent on the cumulative challenge rating of the encounter. To determine the number of drops, consult the following Drop Quantity Table, which can also be found in the *Tables Directory* on page 14:

Drop Quantity Table	
Cumulative CR	Number of Drops
0 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
etc.	etc.

To determine the rarity of the (first) item drop, the GM adds the party's average fortune roll to the cumulative challenge rating of the encounter. As such, **the drop tier = fortune roll average + cumulative challenge rating**.

After the GM uses the Drop Tier Table to determine the item rarity, the GM consults the items list of their choosing and selects an item of the appropriate tier. The player with the highest fortune roll receives the drop and must forgo subsequent fortune rolls (if more are required to determine the assignment of additional item drops).

Multiple Drops

If an encounter drops more than one item, each player who has yet to receive a drop from the encounter makes another fortune roll.
Repeat the drop sequence until all items are distributed.

For Example...

As they continue their journey through the Dwarven Waste, the rogue, sorcerer, and paladin encounter and defeat three CR 4 Soot Striders. At the end of the encounter, each player makes a fortune roll; the rogue, sorcerer, and paladin roll 72, 95, and 22 respectively.

The GM calculates the cumulative challenge rating for the encounter, which in this case is 12 as the GM simply adds the challenge ratings of the Soot Striders together.

To determine their gold loot, the players multiply their fortune rolls by 12, so the rogue receives 864 gold, while the sorcerer gets 1,140, and the paladin, 264.

The GM uses the cumulative challenge rating to consult the Drop Number Table and sees that a rating of 12 grants the party two item drop.

To determine the drop tier of the first item, the GM calculates the fortune roll average using the first roll, which in this case equals [(72 + 95 + 22) ÷ 3] = 63. Next, the GM adds the cumulative challenge rating (in this case, 12) to the fortune roll average, bringing the total to 75. Then, they consult the Drop Tier Table to see that a grand total of 75 grants a rare item, which the sorcerer receives.

The drop tier and assignment of the second item are determined by a second fortune roll, and because the sorcerer already received a drop, she does not get to participate in any more drops for this encounter. The rogue and paladin roll again, scoring 88 and 65 respectively. [(88 + 65) ÷ 2] = 76.5 = 77 which, when added to the cumulative challenge rating of 12, brings the total to 89. The encounter drops an item in the very rare tier which the rogue receives.

3. *Quest Completion*

So far we have yet to apply this loot drop system to quest completion in our test campaign, but that in no way stops you from doing so! Even though we have not interacted with the idea beyond theory, we do have some suggestions.

First, for all intents and purposes, the loot drop mechanics for quest completion can work identical to the mechanics for **chest and treasure** loot drops. Second, if you implement the loot drop mechanics for quest completion, use it in conjunction with pre-established quest rewards. Third, either limit loot drops to the completion of significant quests or have the **conditional modifier** reflect the significance of the quest.

Stacking Loot Multiplier

As GM, you may want to reward a party when a player scores an exceptionally high fortune roll; any time players make a fortune roll to determine gold loot, attempt to observe the following and watch your players' wealth unfold:

- If any player rolls ≥90, double the conditional modifier (or the cumulative challenge rating in the case of an encounter). Additionally, set the

low roll threshold at 25; any player who rolled below 25 may treat their roll as equal to 25 when they calculate their gold loot amount.
- If any player achieves a fortune roll ≥95, quadruple the conditional modifier and set the low roll threshold at 50.
- If any player scores the remarkable fortune roll of 100, 10x the conditional modifier and set the low roll threshold at 75.
- If multiple players roll above any of the required thresholds, stack their multipliers.

For Example...

Recall the party in the Dwarven Waste when they found treasure. Following this variant, the bard's fantastic fortune roll of 98 would quadruple the conditional modifier (making it 40) and set the low roll threshold at 50. As a result, the paladin could treat their 18 as 50 and receive 50 × 40 or 2,000 gold. The bard themselves would receive a staggering 3,920 gold.

In Summary

Loot drops happen when a player finds treasure, overcomes an encounter, and/or completes a quest. A fortune roll, which is 1d100 plus fortune modifiers, is required from each player to determine the loot drop outcome. The loot is the gold a player receives and, in every scenario, is equal to their fortune roll times the conditional modifier times any stacking multipliers the GM allows. The drop is the item a player can receive. The sum of the fortune roll average plus the conditional modifier determines the item's tier as it corresponds to the Drop Tier Table.

While the mechanics for finding treasure and completing a quest are the same, succeeding an encounter differs in that the conditional modifier is replaced by the cumulative challenge rating of all the creatures defeated in the encounter. Additionally, encounters can award multiple drops depending on the cumulative challenge rating as it relates to the Drop Quantity Table. In any single instance, once a player receives a drop, they must forgo any subsequent rolls for additional drop assignments in that instance (unless otherwise stated).

INVEST MECHANICS

Concept

Gold is a coveted resource in many role-playing games and can be an excellent indicator of players' progress or power levels within a game's system. The following mechanics allow players to take calculated risks in order to *passively* attain gold inbetween sessions. While this section is only minimally developed, future releases will offer detailed business mechanics in addition to expanded investment options.

Investing

Establishing a Bank

We recommend that the act of investing be facilitated by some tangible entity within your playing world, such as a bank. The nature of this bank is at the discretion of the GM. In one of our homebrew worlds, a Player Character named Zork advocated for the construction of a bank in order to help an NPC. Zork's bank became the vessel through which we developed out investing mechanic. However, it is the GM's prerogative to have banks or other establishments exist throughout the world without any player intervention.

Process

At the end of each session, players have the option to invest any or all of their possesssed gold into an established bank (or business). It is important for a player to understand that their decision to invest forfeits their ownership over the invested gold until such a time that the investment has been seen through; during the time in which a player's gold is invested they cannot access or spend that gold.

At the beginning of a player's next attended session, they make a **fortune roll** to determine the fate of their investment. The player's investment is multiplied by the investment multiplier that corresponds to their fortune roll as indicated by the

following Investment Roll Outcomes Table, which can be found in the *Tables Directory* on page 14:

Investment Roll Outcomes Table	
Fortune Roll	**Multiplier**
1 - 10	0 (Lose Investment)
11 - 28	1.02
29 - 46	1.04
47 - 64	1.06
65 - 82	1.08
83 - 99	1.1
100+	2 (Double Investment)

If a player rolls a natural 1 on their investment fortune roll, then they lose their investment regardless of any effective fortune modifiers.

ITEMS INDEX

Items of Fortune

Any item that affects or is affected by your **fortune modifier** can be reffered to as an **item of fortune**. These sought after items come in a slough of wearable equipment and accessories. We encourage you to experiment with your own items of fortune and begin to think about "fortune" as another skill or attribute that plays a large role in your players' in-game experience.

Gold Pouch

Tier: Common   **Slot***: None

Weight: 0.5 lbs   **Base Cost**: 200 GP

Description: An unassuming leather pouch that can mysteriously carry an infinite amount of gold. As a player fills their gold pouch it will upgrade, enhancing their **fortune modifier** as detailed in the following Advancement Table, which can also be found in the *Tables Directory* on page 14:

Gold Pouch Advancement Table		
Level	Gold	Effect
1	0	You can carry infinite gold.
2	1,000	+1 to your fortune modifier
3	10,000	+1 to your fortune modifier (2)
4	50,000	+1 to your fortune modifier (3)
5	100,000	+1 to your fortune modifier (4)
6	200,000	+1 to your fortune modifier (5)
7	300,000	+1 to your fortune modifier (6)
8	500,000	+1 to your fortune modifier (7)
9	750,000	+1 to your fortune modifier (8)
10	1,000,000	+2 to your fortune modifier (10) and you have advantage on fortune rolls

A gold pouch only retains its level if it contains sufficient gold to meet the lower threshold. So, suppose you have 11,000 gold in your level 3 gold pouch. If you spend 2,000 gold, the pouch reverts to level 2.

Helmet of Minor Misfortune

Tier: Uncommon   **Slot**: Head

Weight: 3 lbs   **Base Cost**: 3,100 GP

Description: Grants +1 to your AC and -10 to your fortune modifier while worn. Requires attunement.

Necklace of Fortune

Tier: Uncommon   **Slot**: Neck

Weight: 0.5 lbs   **Base Cost**: 6,300 GP

Description: Grants +2 to your fortune modifier.

Stole of the Cautious

Tier: Rare   **Slot**: Accessory

Weight: 0.25 lbs   **Base Cost**: 9,500 GP

Description: You may reduce encounter rolls your party makes by a number equal to your fortune modifier. Surprise attacks made against you have disadvantage. Requires attunement.

Rallying Pendant

Tier: Very Rare   **Slot**: Accessory

Weight: 0.25 lbs   **Base Cost**: 42,500 GP

Description: Grants +1 to your fortune modifier. You may add your fortune modifier to the d20 rolls that determine the success of your mercenaries' encounters. Requires attunement.

Philanthropist's Ring

Tier: Very Rare   **Slot**: Accessory

Weight: 0.25 lbs   **Base Cost**: 56,000 GP

Description: Your fortune modifier is reduced by 5. Grants all allies within 30 feet of you +5 to their fortune modifiers. Requires attunement.

* The "Slot" specification is for compatability with future mechanics releases. Any item that fills a slot other than "body" or "wield" should be considered a *Woundrous Item* that requires attunement until further notice. Attunement requirements will be specified in the relevant item's description, though these requirements may change in the aforementioned future mechanics releases.

Items by Tier

Leap Token ×2

Tier: Common   **Slot**: None

Weight: 0.5 lbs   **Base Cost**: 120 GP

Description: Consumable. You may consume this item as a bonus action. When you do, as part of your movement speed on this turn, you may make one leap up to 25 feet in any direction. You are still subject to fall damage.

Seal of Medical Divination

Tier: Common   **Slot**: None

Weight: 0.5 lbs   **Base Cost**: 300 GP

Description: Consumable. When consumed, grants +5 to your next medicine check. If you are attempting to heal a creature, add 1d4 to the amount of hit points you are able to restore.

Seal of Mind Detonation

Tier: Common   **Slot**: None

Weight: 0.5 lbs   **Base Cost**: 1,000 GP

Description: Consumable. When consumed, make a ranged spell attack against target creature. On hit, the creature takes 1d4 psychic damage. If the creature falls unconscious from this attack it must make a DC10 Intelligence saving throw. On a failed save, the creature's head explodes.

Seamstress in a Bottle

Tier: Common   **Slot**: None

Weight: 0.5 lbs   **Base Cost**: 500 GP

Description: Consumable. When you drink this potion you become dressed perfectly for the occasion. The effects of this item are determined by the GM and ought to resemble "advantage on persuasion checks" or some similar modifiier. The effect of this item last for a number of hours equal to your Charisma modifier with a minimum of 1.

Tabac ×3

Tier: Common   **Slot**: None

Weight: 0.75 lbs   **Base Cost**: 90 GP

Description: Consumable. When consumed, grants +5 to your next sleight-of-hand check. Roll 1d20. If you roll 1, deduct 1 from your hit point maximum. Otherwise, you have disadvantage on your next slight of hand check unless you consume another.

Yunkan Herb ×3

Tier: Common   **Slot**: None

Weight: 0.75 lbs   **Base Cost**: 90 GP

Description: Consumable. When consumed, grants +2 to wisdom saves and -1 to intelligence saves for one hour. Should you encounter roses, you must abandon your task in order to smell them.

Brooch of Shielding

Tier: Uncommon   **Slot**: Accessory

Weight: 1 lbs   **Base Cost**: 4,800 GP

Description: Absorbs 101 damage from the Magic Missile spell. If the Brooch of Shielding is used to capacity, it explodes, dealing 8d6 psychic damage to its wielder. Requires attunement.

Fireball Sphere

Tier: Uncommon   **Slot**: None

Weight: 1 lbs   **Base Cost**: 1,400 GP

Description: Consumable. When consumed, you throw a flaming sphere up to 90 feet. The sphere explodes, and all creatures within a 10 foot radius must succeed on a DC 12 Dexterity saving throw or take 8d6 fire damage. Creatures that succeed take no damage.

Geta of the River

Tier: Uncommon   **Slot**: Feet

Weight: 3 lbs   **Base Cost**: 2,400 GP

Description: You can move your movement speed on the surface of water. If you end your turn on water, you sink. Requires attunement.

Helm of the Cynic

Tier: Uncommon   **Slot**: Head

Weight: 5 lbs   **Base Cost**: 2,150 GP

Description: You have advantage on saving throws against spells that would charm you. Requires attunement.

Hideous Mask

Tier: Uncommon   **Slot**: Head

Weight: 1 lbs   **Base Cost**: 1,800 GP

Description: When worn over your face, grants advantage on intimidation rolls. This mask is ineffective against creatures that have already seen your face. Requires attunement.

Intended Consequence

Tier: Uncommon   **Slot**: None

Weight: 1 lbs   **Base Cost**: 1,700 GP

Description: Consumable. When activated, you automatically hit and score a critical on your next attack roll. Forgo your next turn. If you do not kill your target, you have disadvantage on your next attack.

Potion of Combat

Tier: Uncommon   **Slot**: None

Weight: 0.5 lbs   **Base Cost**: 1,600 GP

Description: Consumable. When consumed, grants +2 to attack rolls and damage for the duration of one combat phase. Does not stack.

Hat of Minor Wildshape

Tier: Rare   **Slot**: Head

Weight: 0.5 lbs   **Base Cost**: 5,000 GP

Description: When you activate this item, roll 1d4. You wildshape into the corresponding creature and maintain that form until you use a bonus action to dispell the effect: 1) House Fly, 2) Spider, 3) Frog, 4) Brown Bear. This item has 1 charge that recharges at dawn.

Rod of Provocation

Tier: Rare   **Slot**: Accessory

Weight: 1 lbs   **Base Cost**: 3,500 GP

Description: Can be brandished as a bonus action. When brandished, enemies within 30 feet will choose you as their target should they attack using melee on their next turn. Requires attunement.

Scroll of Martyrdom

Tier: Rare   **Slot**: None

Weight: 0.25 lbs   **Base Cost**: 7,200 GP

Description: Consumable. When consumed, you lose hitpoints equal to half your hit point maximum (rounded up) and two of your allies within 80ft gain that many hit points. If you are made unconcious by this effect, you immediately die and every ally within 120ft regains any hit points they've lost.

Shield of the Unyielding

Tier: Rare   **Slot**: Wield

Weight: 8 lbs   **Base Cost**: 9,000 GP

Description: Must have at least 16 STR to wield. Grants +4 to AC. To wield this shield, you must expend an action after you've rolled your initiative for the current combat phase. This shield expends your bonus action every turn you wield it. You must expend an action to stow this shield. Requires attunement.

Amulet of Armor Affinity

Tier: Very Rare   **Slot**: Neck

Weight: 1 lbs   **Base Cost**: 43,000 GP

Description: While worn, grants +1 to your AC and you have proficiency with all armor types. While this amulet is equipped, your spellcasting ability is Strength. Requires attunement.

Boots of the Upperhand

Tier: Very Rare   **Slot**: Feet

Weight: 3 lbs   **Base Cost**: 12,300 GP

Description: Double your movement speed in combat. Requires attunement.

Defthand Gloves

Tier: Very Rare   **Slot**: Hands

Weight: 0.75 lbs   **Base Cost**: 15,600 GP

Description: You have advantage on all sleight-of-hand checks if you are proficient in the skill. You have advantage on investigation rolls when searching for traps. Requires attunement.

Ethereal Gloves

Tier: Very Rare   **Slot**: Hands

Weight: 0.25 lbs   **Base Cost**: 24,800 GP

Description: You can cast Mage Hand at will using your own hand. You must take an action to dismiss your mage hand in order for your physical hand to be restored. You can only wield finesse weapons. Requires attunement.

Amulet of Sapping

Tier: Legendary   **Slot**: Neck

Weight: 0.5 lbs   **Base Cost**: 61,000 GP

Description: On a successful hit, heal 1d6 health. Requires attunement.

Longbow of True Accuracy

Tier: Legendary   **Slot**: Wield

Weight: 3 lbs   **Base Cost**: 82,000 GP

Description: Longbow +3. Once per combat, you hit. Requires attunement.

Orb of Decay

Tier: Legendary   **Slot**: Wield

Weight: 0.5 lbs   **Base Cost**: 82,000 GP

Description: Target creature must make a Constitution saving throw. The spellsave DC is 10 plus your Intelligence modifier. On a failed save, target takes 10d8 necrotic damage, or 10d12 if it is already injured. On a successful save, the target takes no damage. If the target is killed or made unconscious using this effect, the target must make a Constitution saving throw at the beginning of its next turn. On a failed save the target becomes a zombie (using the zombie stat block) and is under your control until it dies. This item has 2 charges that recharge after a long rest. When you expend this item's last charge, roll 1d20. If you roll a 1, the orb shatters and you must make a DC 10 Constitution save or be subject to the orb's damaging effects. This item can be used as a spell focus. Requires attunement.

Rapier of Might

Tier: Legendary   **Slot**: Wield

Weight: 5 lbs   **Base Cost**: 72,500 GP

Description: Rapier +2. After a short rest, treat your first attack roll of a natural 15 or higher as a critical strike. Requires attunement.

TABLES DIRECTORY

Purpose

Provided you sufficiently comprehend the mechanics detailed in *Core* and *Invest Mechanics*, the *Tables Directory* is a single point of reference for you as a GM. It is a collection of every table within the *Fortune Mechanics* supplement, and also includes a truncated *Items Index* to help streamline your workflow. When combined with the bookmarks included in this document, the *Tables Directory* is a powerful tool that allows you to seamlessly integrate our mechanics into your gameplay!

Mechanics Tables

Drop Tier Table

Fortune Roll Avg + Conditional Modifier	Item Tier
00 - 50	Common
51 - 64	Uncommon
65 - 80	Rare
81 - 90	Very Rare
91 - 100	Legendary
For context, refer to page 2.	

Drop Quantity Table

Cumulative CR	Number of Drops
0 - 9	1
10 - 19	2
20 - 29	3
30 - 39	4
etc.	etc.
For context, refer to page 3.	

Investment Roll Outcomes Table

Fortune Roll	Multiplier
1 - 10	0 (Lose Investment)
11 - 28	1.02
29 - 46	1.04
47 - 64	1.06
65 - 82	1.08
83 - 99	1.1
100+	2 (Double Investment)
For context, refer to page 5.	

Gold Pouch Advancement Table

Level	Gold	Effect
1	0	You can carry infinite gold.
2	1,000	+1 to your fortune modifier
3	10,000	+1 to your fortune modifier (2)
4	50,000	+1 to your fortune modifier (3)
5	100,000	+1 to your fortune modifier (4)
6	200,000	+1 to your fortune modifier (5)
7	300,000	+1 to your fortune modifier (6)
8	500,000	+1 to your fortune modifier (7)
9	750,000	+1 to your fortune modifier (8)
10	1,000,000	+2 to your fortune modifier (10) and you have advantage on fortune rolls
For context, refer to page 6.		

A tabled version of the *Items Index* begins on the following page, and its main objective is to quicken the delivery of rewards to your players. Again, the purpose of these tables is to reduce the number of separate windows you need to track at any given time. As such, we have left blank a number of rows in each table so that you may insert items of your choosing, be they from our future releases or elsewhere entirely.

We recommend that you theme the items you place in the custom rows to match the setting of your campaign. We understand that players' antics can quickly stray from what you plan for as a GM, so we hope to have left enough rows blank for you to plan for even the most outlandish encounter.

Items Tables

Common

Name	Type	Base Cost (GP)
Gold Pouch	Wondrous Item	200
Leap Token × 2	Consumable	120
Seal of Medical Divination	Consumable	300
Seal of Mind Detonation	Consumable	1,000
Seamstress in a Bottle	Consumable	500
Tabac × 3	Consumable	90
Yunkan Herb × 3	Consumable	90

Uncommon

Brooch of Shielding	Wondrous Item	4,800
Fireball Sphere	Consumable	1,400
Geta of the River	Wondrous Item	2,400
Helm of the Cynic	Wondrous Item	2,150
Helmet of Minor Misfortune	Wondrous Item	3,100
Hideous Mask	Wondrous Item	1,800
Intended Consequence	Consumable	1,700
Necklace of Fortune	Wondrous Item	6,300
Potion of Combat	Consumable	1,600

Rare

Name	Type	Base Cost (GP)
Hat of Minor Wildshape	Wondrous Item	5,000
Rod of Provocation	Wondrous Item	3,500
Scroll of Martyrdom	Consumable	7,200
Shield of the Unyielding	Shield	9,000
Stole of the Cautious	Wondrous Item	9,500

Very Rare

Name	Type	Base Cost (GP)
Amulet of Armor Affinity	Wondrous Item	43,000
Boots of the Upperhand	Wondrous Item	12,300
Defthand Gloves	Wondrous Item	15,600
Ethereal Gloves	Wondrous Item	24,800
Philanthropist's Ring	Wondrous Item	56,000
Rallying Pendant	Wondrous Item	42,500

Legendary

Name	Type	Base Cost (GP)
Amulet of Sapping	Wondrous Item	61,000
Longbow of True Accuracy	Longbow	82,000
Orb of Decay	Spell Focus	102,000
Rapier of Might	Rapier	72,500

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