

GORG0'S CHAOS LANTERN

Wondrous item, very rare

You and your party have found an ancient brass lantern that appears to be fueled by magic. It needs no oil and the light source is turned on and off by the simple touching of the glass in the lantern.

The lantern itself is adorned with the head and claws of a dragon. The outer edges have a script-like design around the base of the lantern—but the design is purely ornamental.

With *Detect Magic*, the lantern will positively glow, and because the lantern burns without additional fuel, the party might easily be led to believe that is the sole source of magic associated with the lantern.

However, if the party uses *Detect Evil and Good*, the lantern appears simultaneously to have been consecrated and desecrated. The effects of the lantern can only be removed with *Dispel Evil and Good* as a way of removing an enchantment.

THE CHAOS DIE

As the lantern remains in your possession over time, more of your being and actions become unpredictable. Use a **CHAOS DIE** to represent the unpredictable nature of those actions. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

CHAOTIC BEHAVIOR

You find it just as easy to focus on objects of your desire, as you do to neglect them. Beginning with the second hour, your actions continue to become even more unpredictable. The following table determines where the **CHAOTIC DIE** will have increasing influence over your behavior. **Note:** the effects are cumulative over time.

| HOURS | CHAOTIC EFFECT |
|-------|----------------|
| 1 | No effect |
| 2 | To Hit |
| 4 | Damage |
| 8 | Saving Throws |
| 16 | Initiative |
| 24+ | All D20 rolls |

FEATURE: CHAOTIC BEHAVIOR

Your focus on the realm of chaos gives you the blessing and curse of doing the unexpected—even at the most inconvenient of times. You might be



enjoying a beer at the Inn with your party and decide to wander off. Or that your goals don't currently align with those of the party, and you delight in shocking and amazing them—when it suits you to do so.

FEATURE: CHAOTIC INFLUENCE (OPTIONAL)

The lantern emanates bright light in a standard 60' radius, and dim light in an additional 60' similar to a bullseye lantern.

Any **creature** within the standard radius of the lantern may fall under the chaotic influence of the lantern unless they make a **DC 16 Wisdom** save. They may repeat the save before any action that the *Chaos Lantern* might influence. In dim light, the save becomes a **DC 12 Wisdom** check.

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