

Dungeon Supplement: TSP1 Chaos Dice (TSP1)

by Tim Krause
A 5E SUPPLEMENT

Add an element of intrigue and fear to your adventures. Featuring a new class (Chaos-master), challenge (skin walkers) and two new magic items.



This product created under the WOTC OGL, found in full at:
http://media.wizards.com/2016/downloads/SRD-OGL_V1.pdf

Images and maps are not covered under the WOTC OGL and are copyright 2019, Tomorrow River Games.



The author may be contacted at tgkrause@tomorrowrivergames.com
Support will be provided by:
Tomorrow River Games (<http://www.tomorrowrivergames.com>)

TABLE OF CONTENTS

Background: Chaos-Master	3
Background: Mindfulness	5
Scenario: Skinwalkers	6
Magic: Gorgo's Blessings and Curses	7
Magic: Gorgo's Chaos Lantern.....	8
Magic: Ring of Chaos	8
Magic: Robe of Mindfulness	9

CHAOS-MASTER

You pride yourself on what has become an innate ability to not only surprise others—but yourself as well. Your desire has led you to a life lived apart from the rest of society. In that time alone, your unpredictable nature has truly taken on a life of its own. At times beyond your control, you might truly excel just as readily as you fail. In fact, life has become nothing more than what appears to be the random roll of a die.



THE RANDOM DIE

As you grow and mature, more of your being becomes unpredictable. You will use a **RANDOM DIE** to represent the unpredictable nature of what makes you who you are. The **RANDOM DIE** has one of six outcomes:

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

RANDOM DIE applies to:

Skills: Insight, Performance

Tools: Gaming Kit

Languages: One additional of your choice

Equipment: Entertainer's pack

FOCUSED TRAINING

You find it just as easy to focus on objects of your desire, as you do to neglect them. Beginning with second level, your training and behavior continue to become even more unpredictable. The following table determines where the **RANDOM DIE** will have increasing influence (chaotic effect) over your behavior.

Level	CHAOTIC EFFECT
1	Insight, Performance, Gaming Kit
2	Hit Points
4	To Hit
6	Damage
8	Saving Throws
10	Initiative

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. You see things differently than the rest of the party, and you delight in shocking and amazing them—when it suits you to do so.

It is important to note, however, that this is not precisely random behavior, however. Work with your DM to develop a backstory that explains your resistance to being told what to do or being predictable in your actions.

SUGGESTED CHARACTERISTICS

You are best-suited to life on your own, but if you feel that a party of adventurers suits your purposed—for the time—you might elect to begrudgingly join them. Whether you embrace your time with others or not, it isn't likely to last long before your chaotic desires take over and you desire moving on.

D6	Personality Trait
1	I particularly enjoy surprising others when we aren't adventuring.
2	I'm oblivious to the needs and demands of others.
3	I am prone to wandering away at inopportune times.
4	I am convinced I am always trying my best and blame the <i>fates</i> when I fail.
5	Nothing is ever good enough, and I am convinced that trying harder will fix things after I fail.
6	The gods clearly hate me, and life is completely out of my control.

D6	Chaotic Ideal
1	Hedonism. My chaotic behavior is often driven by what I think will derive the most pleasure for me.
2	Selfishness. I'm often attempting to look out for my own best interest—even when it fails—as much as I might make a decision in the best interest of the group.
3	Emotions. I am as likely to let my emotions dictate my actions as much as my intellect and am not consistent in that regard.
4	Acceptance. I do not do well around other chaos-masters, but I respect those who make their own decisions—even when they don't make much sense to others.
5	Lack of Awareness. I show a distinct lack of personal awareness of what is in my control and what is not in my control.
6	Change. The only constant is the inconstance of the Universe—I am always looking for constant change in life and my surroundings.

D6	Bond
1	It is my duty to enforce a sense of randomness in the world through deeds and words, alike.
2	I am beholden to no one thing, person or place.
3	I show great disdain for those who act in a predictable fashion.
4	My life's work is dedicated to teaching others the ways of a chaotic life.
5	I've lost most all of my friends because of the chaotic nature of my life—making it nearly impossible to form new friendships.
6	In stressful situations, I am just as likely to do the very opposite of what I think is expected of me.

D6	Flaw
1	I absolutely delight in the chaos of battle.
2	I routinely point out to others that they are "lemmings", cursed to following the group and not thinking for themselves.
3	I am steadfast in my belief of the randomness of life.
4	I relish winning arguments—especially if I am arguing against the entire party.
5	I like keeping secrets, especially if knowledge of those secrets could determine the outcome of a situation.
6	I will not share my knowledge of traps and secret doors with others.

OTHER CHAOS-MASTERS

Chaos-masters do not do well around others like themselves. They are not just unusual to find in a party of adventurers, but two of them in the same group would be downright unbearable. While one might bring a sense of adventure and living-on-the edge to a party, any more than that and a group would likely completely devolve into chaos themselves.

CHAOS-MASTER TALISMANS

Over the centuries, ancient shamans of chaos have imbued a variety of objects with the very CHAOTIC EFFECTS of their practice. Those objects, as the DM might determine, could take the form of any item, like a ring, robe, weapon, or scroll. If checked, such items are neither good nor evil, though they will respond as magical. Although at the DM's discretion, it will typically take a strong spell like **Remove Curse** to dispel the CHAOTIC EFFECTS of an object upon a player or a party.

[Purchase Chaos Dice](#)

The Way of Mindfulness

This tradition of monastic pursuit is uncommon in Legendaria, let alone in other parts of the multiverse. Even in Mingalarbar, the pursuit is uncommon because of the rigor and isolation it requires of the Acolyte. Monks must commit earlier to this tradition than is typical: choosing it upon reaching the 1st level.

Monks of the Way of Mindfulness are the ultimate masters of mind over matter, and often choose to minimize the martial arts in favor of more subtle forms of combat. They learn techniques to influence their opponents, manipulate Ki to heal their own minds and bodies, and practice medication of the most sublime nature to protect themselves from physical and psychic harm. As they progress in their abilities, they are able to extend those protections to those around them.

Those who practice the Way of Mindfulness are known in Legendaria as Monasts.

Practicing Mindful Techniques

Practicing these techniques is not dis-similar from the spellcasting associated with some of the other monastic disciplines.

To practice any of these techniques, you use **double its casting time**, but don't need to provide any material components for any of them. Unlike other disciplines, you also learn Breath of Air at the first level.

Open Mind (Mindful) Techniques

Mindfulness disciplines are presented alphabetically. Those requiring a level, are noted.

Attunement of Mind and Soul. (Level 17) There is no higher incantation for someone who practices the Way of Mindfulness, and this is reflected in the 17 Ki Points required. Attunement of Mind and Soul are the equivalent of Astral Projection except that the caster's body—along with those of willing creatures—do not leave their bodies behind. Instead, they disappear—so that there is no risk of any harm coming to any corporeal bodies impacted by Astral Projection.

Breath of Air. (Level 1) You are able to Spare the Dying, targeting any creature or member of your party. At advanced levels (Level 17) this can be transformed into Gentle Repose.

Eye of Seeing. (Level 4) Equivalent to Detect Evil and Good, requiring 4 Ki points.

Hand of Fairness and Peace. (Level 6) The Acolyte is able to cast Remove Curse, requiring 6 Ki points.

Mindful Meditation. (Level 6) The monist can cast the equivalent of Suggestion. Doing so expends 6 Ki points.

Purposeful Soul. (Level 17) One of the most powerful of the incantations for those who practice Way of Mindfulness: the monist can cast the equivalent of True Resurrection. Much like the spell, the creature restored to life must have a soul that is free and willing, and also willing to commit its life to the Way of Mindfulness itself. Practicing Mindful Meditation is a significant undertaking, requiring a full 17 Ki points.

Rising Sun Blessing. (Level 6) As an area effect for all creatures within a 10' radius, can create peaceful meditation the equivalent of a short rest—but in a 1-hour meditation. Requires 6 Ki Points.

Rush of Spirit. (Level 17) Similar to Rising Sun Blessing, Rush of Spirit extends for all creatures within a 10' radius, but as an advanced meditation, bestows the equivalent of a long rest over a 1-hour meditation. Requires 17 Ki Points.

Casting Mindful Spells

As with other ways of practice, monks practicing the Way of Mindfulness, are able to learn how to harness their mind and cast

spells. Monks do not need components to cast these spells, though they will have a sacred totem that is bestowed upon them through a vision with Xan Yae in which the monist will attune with the totem. When the vision has ended, a physical representation of the totem will appear to the monist. The totem must be protected at all cost: if it is destroyed, the monist will be unable to cast any mindful spells and immediately and permanently banned from their monastery.

Possible totems, and their powers include:

1d8	Totem	Power
1	Griffon Feather	+1 Ki
2	Grey Pearl	+1 Language
3	Black Pearl	+1 Proficiency*
4	White Pearl	+1 AC
5	Small Dragon Bone	+1 Damage**
6	Dragon Turtle Dust	+1 Persuasion
7	Owl Beak Dust	+1 Investigation
8	Basilisk Horn Dust	+1 Medicine

* Additional proficiency in a skill of the monist's choosing.

** Only to creatures of evil alignment

Disciple of the Mind

Monastic Order of Mingalarbar

Much like other monastic orders, this one is associated with the deity Mingalarbar. She teaches the value of mental and spiritual discipline above all else. In Legendaria, the order of Mingalarbar is dedicated to maintaining peace and balance in thought and emotion. Monasteries and temples are isolated in one region—most of them abandoned over centuries of neglect and lack of acolytes who could manage the rigors of the practice associated with this order.

The central monastery is led by an elderly monk named Brinton. He emphasizes that his Acolytes follow a rigorous life of meditation and scholarship in perfect concert with the natural and spiritual worlds.

While Mingalarbar is the primary deity, many Acolytes study the lives and teaching of Xan Yae—a goddess devoted to twilight and the superiority of mind over matter.



THE CURSE AND BLESSING OF THE SKIN WALKERS

As your party adventures forth, you pause for the night, exhausted in your quest. Your guards are set, the skies are clear, and the party drifts off to sleep.

The scratching sounds are quiet at first, (**DC 18 Perception** check). So quiet you can't tell what is making them, or even what direction they come from. But if the party has a fire lit, it's at the outer edges of the light: close. It could be nothing, or it might be rats. Certainly nothing larger than rats, and you drift back off to sleep.

When you waken next, the forest is dead quiet, the quiet of 4 a.m. when nothing walks the earth, and all is still. Except for the scratching sounds (**DC 16 Perception** check). The scratching is louder now, but you are also not sure if you hear the scratching in the waking world, or if you are hearing it in your nightmares.

But the fire has burned to nothing but embers. The skies are pitch black. There are not stars, no moon. Whether your vision allows you to see in the dark, there is nothing beyond the barely visible glow of the embers. Nothing but scratching that gets louder.

Brave warriors, your hair stands on end, your skin is wet and cold. And nothing but scratching. You feel paralyzed, more convinced this is the stuff of nightmares. But as you look around the fire, your comrades are all there, sleeping. Perhaps, you wonder, their dreams may be the same as yours (DM NOTE: the party's dreams are the same).

Nartan comes to you in the night but introduces himself as *He who dances in the Forest*. He is simultaneously not Nartan: he is a Raven, who walks on two legs. It was Raven who brought your party to Mescalero, and Raven who speaks now, as his body becomes Nartan in human form, then raven again.

"Beware of the scratching sounds in the forest. Feel how it grabs at your soul, at your being, and urges you away" Raven intones. "Beware of those who walk on two legs and whose shapes are not as they seem. Who walk between worlds, and whose worldly corpses scratch at the earth eager to return from where they came."

"Look them not in the eye; they are stealers of souls. They are renders of souls, and if they catch you, they will become you and you will become them. They will inhabit your skin."

"Beware the skin walkers" Raven warns, "You are cursed with their presence, and cursed in their relentless pursuit. They will hunt you from the treetops, and the bottoms of the swamp. They will follow you across desert and chase you in the mountains."

"I will protect you as best I can, but my protections are imperfect, chaotic" Nartan reassures and warns the party.

With the rising of the sun, the visions fade. The party wakes restless, without rest: feeling vaguely comforted by Nartan and threatened by Raven. The scratching sounds have faded into memory, but the unease has not.

THE CHAOS DIE

Nartan has attempted to bless the party while Raven has cursed the party. Neither is in full control of the party. Use a **CHAOS DIE** to represent the unpredictable nature of the blessing and curse. 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 actions and objects, 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

The effect will last for the duration of the party's adventure in Mescalero. Optional: You may allow party members a saving throw against the effect, though it should be an epic save: **DC 20 Wisdom**.

[Purchase Chaos Dice](#)

GORGIO'S BLESSINGS AND CURSES

Wondrous item, very rare

You and your party have found an ancient leather tome that is illustrated with an ancient dragon on the cover. This is an extremely rare tome, unlike anything the party has encountered in the past.

With *Detect Magic*, the book will positively glow.

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

Any time the possessor of *Gorgio's Blessings and Curses* touches another living being they must make a **DC 18 Wisdom Save**. The book is limited to one effect per being, whether that being makes their saving throw or not.

THE CHAOS DIE

The possessor of *Gorgio's Blessings and Curses* is intimately familiar with the contents of the book but has no control over when she or he bestows a blessing or a curse—they happen chaotically. The **CHAOS DIE** has one of six possible outcomes:

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

Blessings or curses remain in effect until they are removed.



CHAOTIC BEHAVIOR

In spite of your intentions, you find it impossible to control whether you bestow a blessing or a curse upon any living being that you make physical contact with. The following table determines where the **CHAOTIC DIE** determines the nature of the blessing or curse you bestow.

ROLL	CHAOTIC EFFECT
+1	+1 Protection
+2	+2 HP (per level after blessing)
+3	+/-X Saving Throws
-1	-1 Protection
-2	-2 HP (per level after curse)
-3	+/-X Saving Throws

+1/-1 PROTECTION

The blessing or curse of protection is temporary until removed. It is identical to wearing a *Ring of Protection* +1.

+2/-2 HP

Whether a blessing or a curse, the HP gained or lost are permanent additions or subtractions. In either case, the character will feel unusually emboldened or weakened as they increase in level. They will not necessarily know that the adjustment is the result of *Gorgio's Blessings and Curses*.

+X/-X SAVING THROWS

The afflicted being rolls one **CHAOTIC DIE** for every saving throw until the blessing/curse is removed. The being will have an innate sense that there are greater powers at work waging battle for their very existence—and that sometimes the powers of good prevail. And at times, they are wracked by demons.

[Purchase Chaos Dice](#)

GORGIO'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. You see things differently than the rest 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.



GORGIO'S RING OF CHAOS

Wondrous item, very rare, requires attunement

Usable by: cleric, sorcerer, wizard

Something about this ring doesn't make sense to you and your party. With *Detect Magic*, the ring will glow. However, if the party uses *Detect Evil and Good*, the ring appears simultaneously to be both.

Once a party member attunes to the ring, it cannot be removed other than with *Dispel Evil and Good*. Part of the attunement process will involve choose a **chaos word** that will invoke the power of the ring.

The ring is adorned with a dragon on each side of a light blue semi-translucent emerald.

CHAOS WORD

The wearer can invoke the **chaos word** once per day. At random, the ring allows the wearer to invoke one of three rituals, based on the random roll of a **chaos die** the first time that the ring is used for that ritual. Once the ring has been used for all three rituals, the wearer will have control of the ring, and will no longer need to roll the **chaos die**.

HOURS	CHAOTIC RITUAL
+1, +2	Ask the Dead
+3	Precognition
-1, -2, -3	Divine Enchantment

Ask the Dead

For 60 seconds, the questioner has a 50% chance of having a question answered with a **yes** or a **no** response. The chance of an answer increases by 10% if asked in an area where a death has occurred, and by an additional 20% if the questioner knows the party who has died.



Divine Enchantment

The wearer is able to determine if an individual or object has been recently under the effects of a spell.

Precognition

The wearer will be able to see into the future 1d6 hours. The actual events may or may not be of interest or of use to the wearer.

[Purchase Chaos Dice](#)

ROBE OF MINDFULNESS

Wondrous item, very rare

Each feature of the robe may only be used once in a 24-hour period, requiring an additional full 24-hour period to recharge.

Once lost, the robe may not regenerate HP.

This is a regal purple robe, stitched with a golden border and intricately ornate belt.

When active, the robe glows a fiery blue.



If the robe is used by a player of any class, it functions as a *Mindful Concentration* spell. For up to 2 minutes, the wearer is effectively immune to pain, resulting in an enhanced level of concentration.

While in effect, the wearer does *not* make saving throws against any attacks that would break her or his concentration.

However, the robe has 20 HP and an AC of 12. The robe will take the damage rather than the wearer (only when invoked). The damage cannot be repaired, and its magical powers will disappear if the robe is reduced to 0 HP or less. Once the robe's HP are reduced to 0, the wearer has to make *Concentration* saves started on that **same turn** and will incur any remaining damage from the attack.

FEATURE: MINDFULNESS BACKGROUND

If the wearer practices the mindfulness background, the robe will confer additional powers:

Level 2 – The robe gains 1d10 HP. The wearer is also able to *resist changes in temperature*, suffering 1 (+1 per level) less damage from either heat or cold caused by attacks. The wearer is also immune to extremes of temperature for a 24-hour period, though the robe will take 1 HP damage for each 24-hour period used.

Level 4 – The robe gains +1 AC.

Level 6 – The robe gains the ability of conferring a *mental attack* through the means of telepathy. The attack is ranged and requires being able to visibly see a target within 30' of the wearer. The target makes a **Wisdom** DC 14 save or their thoughts may be read for 10 minutes + 1 minute for every level of the wearer.

Level 8 – The robe gains 1d10 HP. The wearer is able to use *telekinesis* to move up to 2 pounds, at a rate of one mile an hour for a duration of 30 seconds.

Level 12 – The wearer is able to cause molecular damage to any living creature in corporeal form, causing d12 +1 HP per level of the caster damage if they fail a **Wisdom** DC 16 save, or half damage upon success. The rearrangement causes permanent disfigurement to the target.