CREED'S CODEX PLAY-TEST MATERIAL

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EQUIPMENT

EXOTIC ARMOR AND SHIELDS

Armor	Cost	Armor Class (AC)	Strength	Stealth	Properties	Weight
Spider Silk	40 gp	11 + Dex modifier			Exotic, Fateweaver	3 lb.
Hydra Silk	600 gp	14 + Dex modifier (max 2)			Exotic, Fateweaver	15 lb.
Dragon Silk	2,400 gp	17	Str 13		Exotic, Fateweaver	20 lb.
Bulwark Shield	75 gp	+3	Str 15	Disadvantage	Cumbersome, Exotic	15 lb.

EXOTIC ARMOR AND SHIELDS

ARMOR AND SHIELD PROPERTIES

All exotic armor and shields have special properties related to their use, as shown in the Exotic Armor and Shield table.

Cumbersome: This armor decreases the movement speed of the wearer by 5 ft.

Exotic. This armor requires exotic equipment proficiency in order to be able to utilize effectively.

Fateweaver: This armor weighs substantially less and provides the wearer with a +2 to initiative.

LIGHT EXOTIC ARMOR

Spider Silk. Keeping the basic framework of leather armor, spider silk armor has removed portions of the softer, more flexible materials and replaced them with Fateweaver webbing that is infinitely lighter, but just as strong.

MEDIUM EXOTIC ARMOR

Hydra Silk. Utilizing a mesh of Fateweaver webbing to dampen the noise of the scales, hydra silk provides full body coverage without the excessive noise or weight.

HEAVY EXOTIC ARMOR

Dragon Silk. Rather than attaching metal sheeting to leather and wearing a padding undercoat, dragon silk is combined with the metal strips directly by anchoring them in critical areas while simultaneously providing the flexibility and maneuverability needed to stay out of harm's way.

EXOTIC SHIELDS

Bulwark Shield. Providing excellent cover, bulwark shields are extremely large and heavy.

> #### MIGHT AS WELL JUST BRING A DOOR
>
> Once you've seen someone with a Bulwark shield, all other shields look like children's toys. The strength alone required to wield these is immense. I've wondered to myself whether it wouldn't be easier to just take a door off its hinges and use that instead.

EXOTIC WEAPONS

WEAPONS

Name	Cost	Damage	Weight	Properties
Bardiche	100 gp	1d10 slashing	8 lb.	Cleave, exotic, heavy, reach, two-handed
Blade Bracers	25 gp	1d6 slashing	1 lb.	Defensive, exotic, ki, special, unarmored
Bola	2 gp	--	½ lb.	Finesse, special, thrown (20/60)
Forearm Blade	50 gp	1d6 slashing	3 lb.	Light, exotic, special, whirlwind
Nunchucks	10 gp	1d8 bludgeoning	2 lb.	Disarm, exotic, finesse, ki
Shuriken	1 gp	1 slashing	¼ lb.	Finesse, exotic, light, special, thrown (20/60)
War Scythe	60 gp	1d12 slashing	12 lb.	Exotic, heavy, telescope, two-handed

Exotic Weapon Properties

All exotic weapons have special properties in relation to their use, as shown in the Exotic Weapons table.

Exotic. This weapon requires exotic equipment proficiency to be able to utilize effectively.

Cleave: If your melee attack reduces a creature to 0 hit points, and the original attack would hit a new target within range, any remaining damage may be dealt to the new target. This process can be repeated until there is no remaining damage or targets.

Defensive: This weapon adds a +1 to your AC while equipped.

Disarm: You can attempt to disarm an opponent by using the attack action to make a special melee attack, disarm. If you're able to make multiple attacks with the attack action, this attack replaces one of them. The attacker makes an attack roll contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, the target drops what it was holding. If you have a free hand and are capable of doing so, you can attempt to catch the object with a Dexterity (Sleight of Hand) check (DC set by the GM based on the object and context). The attacker has disadvantage on their check if the target is holding the object with two hands or if the target is larger than the attacker. If the target is smaller than the attacker, then the attacker has advantage.

Ki. If you have access to Ki points, you are proficient with this weapon.

Telescope. Telescoping weapons can increase their reach which can allow them to hit harder, but gain a penalty to accuracy. For each 5 feet of increased reach the weapon gains a cumulative -1 to hit and a +1 to damage.

Unarmored: This equipment requires you to not be wearing armor or wielding a shield.

Whirlwind: When you make an attack with a whirlwind weapon, you can choose to spread the damage evenly between all targets within reach. This can only be used if there are at least two targets.

Special Weapons

Bola: A huge or smaller creature hit by a bola is restrained until it is freed. A bola has no effect on creatures that are formless or would not be impeded by the weapon. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bola (AC 10) also frees the creature without harming it, ending the effect, and destroying the bola. When you use an action, bonus action, or reaction to attack with a bola, you can make only one attack regardless of the number of attacks you can normally make.

Blade Bracers. You must equip one to either arm in order to benefit from the defensive property.

Forearm Blade. If you have a forearm blade equipped on each arm, add an additional d6 when you choose to use the whirlwind property.

Shuriken. When you use an action, bonus action, or reaction to attack with a shuriken, you can make only one attack regardless of the number of attacks you can normally make. When you make the attack, you can throw a number of shurikens up to your proficiency bonus. Each shuriken must target a different creature within range.

Exotic Equipment Crafting

Cleave

Any non-magical, melee, two-handed, heavy weapon can be modified to include the cleave property. A master weapon smith may need to alter the shaft of the weapon, reinforce the blade, or add additional strength to the weapon's points of flexion.

- The weapon must be a melee weapon
- The weapon must have the two-handed property
- The weapon must have the heavy property
- A magical weapon would require extra cost and skill in order to be modified if even possible.
- Any equipment modified to have the cleave property requires proficiency with exotic equipment to gain the benefit of the modification
- Increase the base cost of the weapon by 5 times to add the cleave property

Fateweaver

Some expert armor smiths have discovered spider silk has all the properties desired in armor with only a fraction of the weight. It's flexible, elastic, stronger than steel, and can be woven into a mesh tight enough to stop a weapon blow. It is extremely difficult to source, but allows users to move more freely and react in combat more quickly. The advantage of the Fateweaver webbing specifically is their innate properties to increase a person's reflexes. Currently under intense debate, there has been no discernable magical properties to the Fateweaver silk, yet those who wear armor made with enough of the material clearly have a strong advantage in combat. It is unclear exactly where this ability comes from. The guild that produces these silks are extremely secretive and have provided no details to help ascertain why these properties exist and affect the wearer.

- While wearing armor created with Fateweaver silk, the player gains a +2 bonus to initiative
- Fateweaver silk is extremely light and reduces the weight of the armor to a third of the original

- If the equipment had a Strength requirement, reduce the Strength required by 2
- Fateweaver armor removes disadvantage on stealth checks
- Magical armor would require extra cost and skill in order to be modified if even possible.
- Any equipment modified with Fateweaver silk requires proficiency with exotic equipment to gain the benefit of the modification
- Increase the base cost of the equipment by 4 times to gain a +2 to initiative
- Increase the base cost of the equipment by 8 times to remove disadvantage on stealth

For example, if you wanted to create Fateweaver chain mail, the total cost would be 900 gp. 600gp (75x8) for the removal of disadvantage and an additional 300gp (75*4) to provide the +2 to initiative. If there is not enough Fateweaver silk used, the armor does not gain the benefit of either effect. If the armor does not provide disadvantage on stealth, you only need enough material to provide the +2 to initiative.

TELESCOPE

The complex mechanism inside the haft of a telescoping weapon allows precise control for determining the length of the weapon. This system can be implemented into most weapons that have space for it.

- Double the weight of the weapon
- A magical weapon would require extra cost and skill in order to be modified if even possible.
- Any equipment modified with the telescoping property requires proficiency with exotic equipment to gain the benefit of the modification
- Increase the base cost of the weapon by 5 times

MAGIC ITEMS

DAGGER OF SPELL STEALING

Dagger, rare, requires attunement

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the dagger to attack a creature with the spellcasting feature.

When you hit an enemy spellcaster with this dagger, you can choose to steal a 4th level spell slot. If the target doesn't have any level 4 slots remaining, you steal enough spell slots to add up to level 4 or however many spell slots the target has remaining, whichever is less. You can use a bonus action to speak its command word and regain one expended spell slot of 4th level or lower. You can use this command to regain up to 4 levels worth of spell slots per day. Once you have stolen 4 levels worth of spells, the dagger can't be used to steal additional spells until the next dawn. Any spell slots still stored in the dagger at dawn dissipate and can no longer be used.

SYMBIOTIC EQUIPMENT

A tiefling's greatsword suddenly expands in size glowing with a greenish light upon striking a critical hit against the ogre. Green runes appear along the length of the blade.

As the thief unexpectedly darts around the corner and begins to lose her balance as she slips in a puddle, her armor liquifies and forms tendrils that grab at the surroundings, pulling her back on track. She hears the crash and sounds of broken pottery as her pursuers tumble into the ceramic stand behind her.

Walking along a country road, the halfling listens raptly as their staff describes their descent into the abyss and the perils of what was experienced.

Renown heroes sometimes can be heard describing their armor or weapon having a mind of their own. This is often said in hyperbole or jest but not always. Symbiotic equipment has varying levels of sentience and creates a mutually beneficial relationship with its wielder. The equipment attempts to shore up the weaknesses and enhance the strengths of its partner.

Ranging from silent observation adroitly adjusting movements, increasing protection, and guiding the bearer to outright arguments, feverish discussions, and overjoyed celebration of successes, the level of interaction the two share is unique to each pairing.

Driven by many desires, symbiotic equipment may or may not share what motivates them to explore. Some may not even know temselves. The origin of symbiotic equipment is unclear, and it isn't known how many are available. Rumors abound of mad wizards giving equipment a semblance of life, alien species from beyond the known worlds, or even a subspecies of mimics.

They are rare, often circulating in the higher levels of society passed down as family treasures. Because of their nature though, they will sometimes refuse to bond with their bearer. For that individual, they are no better than a random piece of equipment, often worse, struggling against the wishes of the wielder creating extreme tension.

Depending on the environment, symbiotic equipment can be highly prized, or immensely distrusted. Some folks don't like when their equipment can talk back, especially if they feel that it is influencing their decisions without them being aware. Others will award a great deed with a symbiotic weapon or armor.

SYMBIOTIC EQUIPMENT COSTS

- If symbiotic equipment is distrusted, it will be mostly found among the powerful and in the illicit goods market. The price will be at least 5 times the cost of the base equipment.
- If the symbiotic equipment is publicly, highly prized, it will often be found among the extremely wealthy, sometimes used solely as an investment. The price will be at least 10 times the cost of the base equipment.

SYMBIOTIC EQUIPMENT CHARACTERISTICS

- Symbiotic equipment starts with the base statistics of its equipment type such as longsword or studded leather. You may be able to undergo a process to change the base form of the symbiotic equipment. This may require a quest, materials, gold, magic, or other cost as determined by the GM.
- The symbiotic equipment requires an hour of attunement. If you are not a good match for the equipment it may reject you or attempting to take over your body and mind.
- You cannot willingly part with your symbiotic equipment once you've become attuned.
- The equipment can't forcibly be removed from you.
- The equipment counts as magical for overcoming effects and resistances. Depending on your game and setting, symbiotic equipment might be seen as magical, living creatures, or something in-between.
- The symbiotic equipment evolves based on reaching a certain trigger and evolving a modification based on that trigger.

- There are always at least two triggers that are in play at once, one for each of the same tier.
- The equipment only advances while being used. For example, if you score a critical hit using your longbow, your symbiotic longsword will not gain towards its critical hit evolution.
- The symbiotic equipment can only gain one evolution in each tier.
- When a triggering condition is met, the evolution takes place immediately.
- Once a tier evolution has been achieved, the symbiotic equipment will begin working towards the next tier. It can't start making progress until the previous tier has evolved.
- Only actually threatening events can force the symbiotic equipment to grow in power. Intentionally doing something less than optimal, an ally forcing these conditions, or other similar circumstances will not provide the release of hormones, magical energy, or other effect required to trigger these changes.
- When symbiotic equipment bonds with a new partner, they lose any tiers they may have previously unlocked. The triggers and evolutions may modify as well based on the unique characteristics of the pairing.

SYMBIOTIC GEAR PROGRESSION VARIANT

Symbiotic gear is designed to increase in power in a linear progression along with the Tiers of Play. Depending on the nature of the game/campaign, this may not be a good fit for progression or there may not be interest in tracking the progress. This can be further refined by choosing when you get the next improvement, choosing the exact improvement, or a combination of the two. Here are alternative options that could be utilized.

- You gain the next symbiotic advancement at pre specified levels such as 5, 9, 13, and 17
- The GM provides the next symbiotic advancement based on story milestones
- You choose any of the symbiotic advancements available within the current tier when you advance
- You gain the symbiotic advancement you are closest to unlocking when you advance
- You can gain the advancement when you meet the trigger or when you hit the specified level, whichever comes first

Symbiotic Armor

Armor (any), requires attunement

- **Tier 1**: After you've critically failed a saving throw, your symbiotic armor evolves to let you reroll 1's on your saving throws.
    - o **Tier 2**: After you've failed a saving throw 3 times against an effect which subjects you to a condition (Charmed, Frightened, Stunned, etc.), your symbiotic armor evolves granting you advantage on saving throws against effects that would cause a condition.
        - ▪ **Tier 3**: After you fail a saving throw by 1, your symbiotic armor evolves providing a bonus to your saving throws equal to 1.
            - • **Tier 4**: After getting targeted by 10 spells that target only you and not with an area of effect, your symbiotic armor evolves to be able to absorb spells. The absorbed spell's effect is canceled, and the spell's energy — not the spell itself — is stored by the symbiotic armor. The energy has the same level as the spell when it was cast. Once the armor has stored 50 levels worth of energy it is fully charged and immediately becomes brightly illuminated for 60 feet, provides temporary hit points equal to twice your level, increases your AC by 2, and provides advantage on all saving throws. While this effect is active, it can't absorb any additional spells. This effect lasts until you take a short or long rest upon which time the equipment loses all stored spell energy.
            - • **Tier 4**: After you lose more than half of your health from a single attack, spell, or effect, your symbiotic armor evolves gaining immunity to that damage type.
        - ▪ **Tier 3**: After taking damage from 20 or more separate attacks, spells, or other effects, your symbiotic armor evolves to allow you to use a reaction upon getting hit to spend a hit dice.
    - o **Tier 2**: After you've been dropped to 0 hit points 3 times, your symbiotic armor evolves granting you an additional two hit points per level.
- **Tier 1**: After a creature hits your exact AC 3 times, your symbiotic armor evolves, increases your AC by 1.

Symbiotic Weapon

Weapon (any), requires attunement

- **Tier 1** :After you have critically missed 3 times, your symbiotic weapon evolves to become more accurate. Whenever you get a 1 on a d20 for your attack roll treat it as a 10.
    - o **Tier 2**: After you have disadvantage imposed on your attacks 5 times by an enemy, your symbiotic weapon evolves allowing you to redirect a missed attack at a different enemy within range. If the attack would hit that enemy, you deal half your damage.
        - ▪ **Tier 3**: After you miss all your attacks on your turn 3 times, your symbiotic weapon permanently evolves and grants you the ability to use a reaction to attack one additional time against a creature you have just missed with an attack.
            - • **Tier 4**: After you miss 3 attack rolls by 1, your symbiotic weapon evolves providing a +4 to attack rolls.
            - • **Tier 4**: After you kill a creature with a critical hit, your symbiotic weapon extends up to 15 feet striking another foe for the same damage. This effect now occurs every time you kill a creature with a critical hit.
        - ▪ **Tier 3**: After you have damaged creatures 4 times with attacks equivalent to their AC, your symbiotic weapon permanently evolves to allow you to recover a hit dice whenever you critically strike an enemy.
    - o **Tier 2**: After you roll minimum damage on your base weapon damage, your symbiotic weapon modifies itself to now add your proficiency bonus to your weapon damage.
- **Tier 1**: After you have critically hit 4 times, your symbiotic weapon modifies itself to exact extra damage. You roll one additional weapon damage die when determining the extra damage for a critical hit.

CREATING YOUR OWN SYMBIOTIC EQUIPMENT

Symbiotic equipment is designed to level with players roughly along the Tiers of Play. The goal should be to create triggers that will statistically occur towards the middle to end of each tier. If your GM is interested in including symbiotic equipment, use the examples provided and suggestions outlined below to help build out a progression you're interested in that you can review with your GM. Depending on the breakdown of your game into the three pillars of exploration, roleplay, and combat you may need to adjust how frequently the next tier unlocks.

For example, here's the process you could follow to build a trigger around rolling a natural 1 on a skill check. If your campaign involves roughly 7 skill checks per session from each player and three sessions to level up, you're likely to roll around 84 skill checks by the time you hit level 5. You can require 3 critical failures as your trigger, and you'll likely hit this around level 3 or 4. Each trigger should be tracking something different. The more specific the trigger, the less times you need to require it to occur, though this can be dependent on your campaign.

To design the evolution for the symbiotic equipment, review magic items of a similar tier, low level features, or ideas that speak to the character flare you're looking to create. Continuing with our example, perhaps we want to provide a +1 bonus to skill checks once we've hit our 3 critical failures. This would match part of the ability of the Stone of Good Luck. Because the armor is stacking an ability from each of the tiers, a partial ability from multiple tiers is perfectly viable as your symbiotic equipment grows in power.

How you describe your symbiotic equipment helping you with the task can vary widely and provide the unique thematic elements that truly make your character one of a kind.

The lithe half-orc's hands steady as the pads running along her forearms deftly increase the blood flow by alternating between relaxing and increasing in rigidity as she attempts to pick the lock.

Arcane sigils glow faintly along the sturdy gnome's forearms as he catches the falling portcullis.

The studious dragonborn's helmet grows a spindly arm of its own crossing out parts of the calculation and correcting their formula as it argues with them over the use of a variable.

SYMBIOTIC EQUIPMENT TIERS

Levels 1-4: Local Heroes. Tier 1 abilities are intended to meet their trigger around 3rd to 4th level. Generally, these benefits will be equivalent to uncommon magic items.

Levels 5 to 10: Heroes of the Realm. Tier 2 abilities are intended to trigger around 9th to 10th level and will have similar power levels to rare magic items.

Levels 11-16: Masters of the Realm. Tier 3 abilities are intended to trigger around 15th to 16th level and will have similar power levels to very rare magic items.

Levels 17-20: Masters of the World. Tier 4 abilities are intended to trigger around 19th to 20th level and will have similar power levels to legendary magic items.

EXAMPLE SYMBIOTIC EQUIPMENT TRIGGERS

Depending on the type of equipment, the environment, enemies being fought, and a whole host of other variables the triggers may need to be modified to occur within the expected levels.

- After you roll max damage on your base weapon damage
- When you have slain 15 enemies
- Once you've been critically hit 3 times
- Skill check critical failure
- Rolling last in the initiative order 2 times
- Failing to perceive a trap, illusion, or similar situation
- Unable to reach an opponent during your turn in combat 3 times
- Getting hit by ranged attacks 5 times

EXAMPLE SYMBIOTIC EQUIPMENT EVOLUTIONS

The evolutions of the equipment may need to be adjusted as well based on the variables in the game. These can also be scaled up or down depending on the strength of equipment available in general within the game.

- Roll one additional weapon damage die with your damage rolls
- Absorb the essence of the last slain enemy and permanently grants a an additional 1d6 damage on attacks
- Your attacks negate healing on enemies
- Increase attack ability score by 2
- Weapon reach increases
- Gain immunity to critical hits
- Gain advantage on death saving throws
- Immediately when you drop to 0 hit points you can make a death save, gaining 1 hit point on a roll of 15 or higher.
- Jump distance is increased
- Resist being moved against your will

- Reaction to dodge
- Enemies take damage when attacking you
- Reaction to shift 5 feet and reduce the damage of an attack
- Intercept damage for an ally
- Gain tremorsense

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