

# CASINOS AND COMMERCE

A LOOK INTO THE MAGICAL PARTICULARS OF GAMBLING AND COMMERCIAL MAGIC  
FOR USE IN DUNGEONS AND DRAGONS 5E  
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# A POEM OF PROBABILITY AND PUBLIC LEDGER

While the rest of us have long toiled under tyrants for the fruits of our labor and the coin to scrape by, adventurers have always traipsed through our honest lives. But while they ignore the gritty work of the tanner or the laborious tilling of the fields, adventurers know all too well the luxury of the tavern, the pleasure of carousing, and the allure of gold, be it from a dragon's hoard or the blackjack table.

Contained in this manuscript are records of the Gods of Luck and of Commerce, a subclass for each, some Luck and Commerce based spells, magic items, a new type of Mephit, and a section on gambling that you can use to kick up your carousing sessions to the next level.

## USING THIS SUPPLEMENT

DnD is a ruleset that is used by hundreds of thousands of unique individuals to craft a unique gaming experience unlike any other. There is no one single way to play. Worlds of Adventure can vary wildly, and even if a horse costs X in Eberron, or Y in Faerun, doesn't mean it costs X or Y in every world or even in every township.

Campaigns and games can take an incredibly varied approach to money and wealth in DnD, and not everything that works for one group works for another. So take this release with a grain of salt. I've endeavoured to hone fair and unbroken game mechanics, but the letter of the law in this document is only meant insofar as to be a benefit to a game or campaign, and as such, the prices of various spells or class features might be wildly off base from what you're used to. Feel free to exclude or disallow anything that gives you pause, or tell the player that you're willing to try it, but might have to nerf or alter the rules to make this stuff work well with your game and not detract from it.

My instinct is that a lot of these prices are pretty high, but since my playstyle is much more generous and high-falutin, I wanted to publish a document that was in the middle of sparse and bounteous campaigns. But that's only meant as a jumping off point! If you have a sparse campaign, the prices might be too heavy to be useful, or conversely you might find that the prices are too generous given their impressive magical effects, something that would be far too rare or impossible with the level of magic and technology in the campaign setting.

I had to go with something in the end, but I hope when you read through this work you take away inspiration and ideas of how to take the rules and concepts and apply them effectively to your game, even if that means some adjustment. If you find any major nitpicks or suggestions, let me know. I want this to function!

## BROCK, GOD OF COMMERCE

Brock is the God of Commerce, Trade, and Market Transactions. Where business is, Brock is watching. Merchants whisper his name while considering a tempting trade, and beg him to be merciful when opening shop for the day. Brock has an eye for maximizing value, and loves to see

net gains. Brock is all about using finance to help everyone win, or at least the most alpha Chad at the bargaining table. Brock has a fierce sense of justice and retribution, though it's not one that your average god of justice would agree with.

Brock typically takes the form of a thick handsome young man, broad and barrel-chested with a jaw you could break a ship on. He likes weird pastels and bright colors, he considers them his "power colors." Brock is brash, confident, and quick to get a type of annoyed that feels incredibly dangerous. Despite the bluster and incredibly weird vibe, Brock was created by a spirit of dishonest earnestness towards the idea that markets and trade could ultimately benefit society, which makes him a mostly fair arbiter of trade and transactions, and thus is well trusted by anyone who deals in coin and trade.



# THE GRAND DISRUPTION

Ages ago, when the Disruptors disrupted the space between worlds and frothed over from the Far Realms into our Material Plane, they completely rewrote the market dynamics of the kingdoms of the world, charming world leaders with their smooth ways, casual hoodies, and feverish screeds about the coming phenomenon known as the Third Web. This sticky, all-encompassing mass was impending, screamed the Disruptors, but the humble citizens wouldn't listen, because they were annoying and it cost everyone a lot of money switching to the new systems the Disruptors created.

Unfortunately, the wisdom of the masses didn't rise up to be absorbed by the rulers of a land. Despite the pleas of the people, the rulers quickly allied with the Disruptors, hiring them as advisors and granting lucrative trade agreements with these confounding charmers. "No one wants or needs this," the people screamed. "It's a picture of a monkey," cried the wives and concubines of the royalty.

Although it sucked for a time, the system kinda functioned for some people, and everyone else was too busy trying to survive, or was afraid of being murdered by royal guards for voicing their dissent. But ultimately, the obvious grift, incompetence, and most crucially, the generally annoying and unlikable dispositions of the Disruptors would prove to be their undoing.

The Disruptors eventually met their end as a result of a calamitous event known as the DisruptiCon, a meeting of all the Disruptors of the world, who coalesced to congratulate each other on being so smart and rich. This powerful meeting of the minds, a veritable who's who of influence and shithheads, exerted a powerful force, and this combined psychic toxicity formed the god Brock, who leapt up out of the miasma and declared "This was my idea in the first place." The resulting 10 hour applause generated by Brock's first words reached the Heavens, who were trying to sleep and smote the shit out of many of the Disruptors.

Though slow to realize, the ruling folk and governing minds of the world gradually came to see this wisdom of the gods, and attempted to change course, to untangle themselves from the Disruptors. But only too late did they come to realize they had already gotten trapped within this

Third Web the disruptors had woven.

Eventually as we all know, The Crash came and the Disruptors were all, to a person, beaten to death, but as a result of the Disruptors' devious designs, these new systems were too entrenched and widespread to be fully extracted, and "cryptonomics," as they called it, remained embedded within the law of the land.

# THE BROCKCHAIN

Due to the trifling of the Disruptors, Brock's station as a new godling was fraught with drama and suspicion. The Heavenly Host was left with a bad taste in their mouth after The Crash and the Grand Disruption, and Brock's personality didn't do him any favors as he attempted to wheel and deal with the deities. But after a few hundred years, the gods came to accept that they couldn't really do anything about Brock.

And it was just then that Brock saw fit to unleash his greatest creation, the BrockChain. A beautiful, delicate yet robust, massive construct of magic, math, and divine inspiration, with the world's deepest secrets woven throughout, tying the lives and coins of the entire plane into a beautiful living work of art. The BrockChain was an impossible spiraling pillar of perfection, a golden chain composed of mutable, shifting, living gears and cogs that perfectly model all of creation and define it in terms of monetary or labor value, trade interactions, and the gain and loss of any quantifiable resource. It was his testament of love to the world that birthed him, and would live and grow with the denizens of the multiverse, weaving and branching through eternity, with the gods welcome to watch as they liked.

It was a hit! Brock was back in the good books for the first time ever, and the resulting multiplier effect of the gods' mutual enjoyment of Brock's model caused a burst of magical coins to spray from the device. He called the construct the BrockChain and the coins it generated BrockCoins.

## READING THE BROCKCHAIN

The BrockChain exists as a mysterious and perfect model, not unlike the loom of fate or the weave of magic, that simultaneously defines and describes numbers behind market activity and resource allocation, it reacts to market forces and grows as deals are made, and is especially reactive to gold and BrockCoin. Over time, both mages and sages have learned of the BrockChain and have even learned to use it as a scrying or divining resource like one would commune with a god. By studying the intricacies of the BrockChain through special spells, one can learn about market conditions, supply chain issues, or even weather predictions.

And these financial wizards have also learned to interact with the BrockChain and use it for marketing buzz, inventing a new type of transaction that can be woven into the BrockChain itself! Anyone who can observe the BrockChain will be able to see the transaction, and by studying the flow of value as it ripples and evolves with the BrockChain's forever-churn, one can even learn details about the transaction!

This was completely unimpressive to most people, who had just figured out how to make bread taste mostly fine. It sounded cool, but it was undeniable that the BrockChain didn't exist on the Material Plane and wouldn't do any good for anyone here in the real world. But to Brock's zealous few, and the rubes downline of them, the BrockChain was everything.

## TRANSACTIONS ON THE BROCKCHAIN

Brock's followers are almost all merchants or people who enjoy finance, and their worship comes in the form of dealmaking and tradecraft. And whenever a worshipper of Brock makes a deal, they demand proper rites be followed, and that the transaction be minted onto the BrockChain using a simple cantrip known as Validate Transaction.

This spell weaves Brock's magic into the transaction, producing a special magical node on the BrockChain. This node contains the details of the transaction, like the time of day, the location of the deal, the number and cost of goods and services in the transaction, and even a reference number. The type of goods and services and the names of the parties in the transaction are redacted for customer safety, but it is rumored that there exist a mysterious group of individuals who claim to be able to 'crack' pieces of the BrockChain to uncover these secrets hidden in the transaction nodes.

But all of this information is useless, because it's stored on the BrockChain, which is in another dimension. Thankfully, Brock uses a portion of his powers to grease the wheels of capitalism, and when he forged it, he made sure that the Validate Transaction spell could also examine and inspect the BrockChain for details on its many transaction nodes. As a result, all transactions on the BrockChain exist on this quasi-public ledger that can be viewed by anyone, as long as they can use Validate Transaction to see it in the first place.

## BROCKCOINS

While most agree that the BrockChain is silly and obsessing over it is ridiculous at best, one would be hard-pressed to find fault over BrockCoins, and thus, followers of Brock are tolerated and welcomed across the land. BrockCoins are a special divine form of currency made of a substance that is neither entirely magic or substance, this translucent but hard, bendable but firm, cold but warm coin that resembles your

average gold piece or gold coin, and is worth as much as 1 gold piece to most merchants, unless they are in an area that doesn't trust Brock or Deities, or otherwise has mistrust of BrockCoin and other fiat currency. Dragons love the texture and sound that BrockCoins make, and goblins love the taste and mutability of these coins, and resultantly, adoption of the BrockCoin is much wider than one might assume, from the civilized races to the monstrous wilds.

A BrockCoin looks like if a normal coin was somehow made of frozen mist. They have a light blue translucent texture that can be seen through like hazy glass, with thin ridges along the edges. A large B is emblazoned on the heads side, and a pleasing pattern of geometrical figures that seems to shift and dance forms the tails side, and while the coins aren't hot, they undeniably lack that typical cold metallic feel. But the most convenient thing about BrockCoin is their mutable form.

If multiple BrockCoins are smashed into each other, they glom together and form a larger coin whose heads side lists the number of BrockCoin in the collection. This collection



can be cut or broken apart with the hands to make change, and combining or separating change from a Coin Collection is surprisingly intuitive and easy. In addition, a Coin Collection can be kneaded and sculpted into a variety of shapes and sizes, so people can convert their cash into useful tools or articles that they can easily carry or store, without having to carry heavy sacks of coin. Some confident traders will even wear articles of clothing fashioned from BrockCoin Collections. However, a single BrockCoin cannot be divided into fractions, it must first be exchanged for change (10 silver or 100 copper pieces) if petty cash is desired.

Any transaction made using BrockCoin automatically validates a transaction node onto the BrockChain, and such transactions can be examined by Validate Transaction and similar spells. This nature makes it much easier to trace BrockCoin magically than other items, and is thus slightly resistant to theft, although the vast majority of people lack the means to track BrockCoin. In addition, at will, BrockCoin can be dismissed by its owner into an unknown pocket dimension, where it is said that none can ever steal from these sacred vaults, and summoned back as well. In reality, they can be stolen from, but it isn't super common. And since almost everyone knows about BrockCoin, a common thug can just demand you summon your BrockCoin or get stabbed in the face, making this security feature less than perfectly secure.

Finally, it is rumored that BrockCoin can also be used in the process of creating and enchanting magic items, but such reports are unverified and have produced no evidence beyond a scattering of several hundred transaction nodes that seem to be mysterious dead ends, all bearing a mysterious burnt-looking mark.

## A NEW MARKET

At 1st level, a cleric gains the Divine Domain feature, which offers you the choice of a subclass. The following option is available to you when making that choice: Commerce.

### COMMERCE DOMAIN

The Commerce Domain represents exchange, value, and markets, all the trappings of transactions and trade agreements and the powers they hold. Clerics of Commerce are keenly interested in trade secrets, trade routes, exploitation of others, and the spirit of multiple parties engaged in a mutually beneficial relationship. Clerics of Commerce have incredible insight in these matters, and are often seen as fair arbiters or skillful advisors in the business of business.

People have value, they spend value, and they acquire new value, and if you follow the money, the truth of the world and its inhabitants will be revealed. Those who get it can prosper and forge nations, and those who don't will be happy to make a living working for the majesty of those who hold wealth. Thus all beings participate in commerce, from the snowflake buying heat from the sun to the humble ant buying security through his labor and self sacrifice.

### DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Order Domain Spells table.

#### COMMERCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, package</i>
3rd	<i>coin blast, convert value</i>
5th	<i>gold chloride, sell</i>
7th	<i>hire monster, insider trading</i>
9th	<i>buy, gambler's roulette</i>

### BONUS SPELLS

At first level, you learn the following cantrips: *coin drop, mathit's trick, validate transaction*. In addition, treat the following spells as if they were on the cleric spell list: *dagby's idealized form, find dealer, fools' gold, identify, identify value, magnificent mansion, mug, slaughter, theft*.

## Tax

Also starting at first level, you have the ability to tax enemies for attacking you.

When a creature you can see hits you or an ally within 10 feet of you with an attack, you may use your reaction to tax the attack, gaining money, life force, or pain back from the taxed attacker. Roll 2d8 and you may choose to deal that much force damage to the attacker, heal you or the victim for that many hit points, or magically gain that many gold pieces. This roll increases by 1d8 when you reach 5th level and 11th level.

You may use this feature a number of times equal to your Wisdom modifier and regain all uses after finishing a long rest.

## CHANNEL DIVINITY: BUY WEAPONS

Starting at 2nd level, you can use your Channel Divinity to charm creatures into selling you their weapons.

As an action, you offer a deal to a number of creatures equal to your proficiency bonus that you can see within 30 feet of you that can see and hear you. You offer to buy their weapons, and for them to toss them towards you as harmlessly as possible. The affected creatures must succeed on a Wisdom saving throw or be charmed by you for 5 minutes. The targets have advantage on the save if you are fighting them. You must pay each creature a number of gold pieces equal to 5 times the True Value of those weapons, or 5 gold pieces, whichever is higher. If you can't pay, the creature automatically succeeds its saving throw.

If you can, the creature throws down its weapons or tosses them towards you as its hands fill with cash. Creatures who are immune to being charmed are immune to this feature, and creatures with magic weapons are immune to this feature as well. If a charmed creature takes damage, it can attempt another saving throw with advantage.

## CHANNEL DIVINITY: BARGAIN

At 6th level, you can use your Channel Divinity to read the exact thoughts of a creature regarding a trade or deal you are negotiating with that creature.

If the target fails a Wisdom saving throw, you learn the True Value and the personal value the target associates with the materials in the negotiation, and gain some minor insight into why they value it that way or want to take the negotiating strategy they are employing.

### WHAT IS TRUE VALUE?

True Value is a name for the true price in gold pieces that the DM considers an item to be worth. This value may or may not correlate to markets in the world and buyers with demand, and True Value is always based on Brock's perspective, which may not always align with a mortal's. Assume the prices listed in the Core Rulebooks are True Values, unless prices are typically more or less in your world. Ultimately all commerce magic has to work with your gaming group, so talk to your Dungeon Master about their comfort level with incorporating Commerce Magic into the campaign.

If the negotiation deals with some matter of dire personal importance, urgency, or secrecy in the mind of the target, the target may make the saving throw with advantage. While negotiating this deal, you gain advantage on any Persuasion checks to settle the deal at the True Value of the materials in the negotiation. If the target is unwilling to make a deal at all, this effect fails.

If you use this feature in combat, you can target a sentient creature within 60 feet and you learn which creature in combat the target is most afraid of, and gain some minor, possibly obscure or vague insight into what causes that fear.

## HIRED BLADE

At 8th level, you can spend 250 gp during a long rest to magically enhance one weapon in your possession. Once per turn, when this weapon hits with a weapon attack, it deals a bonus 1d10 force damage, and if you roll a 10 on this damage die, you can reroll it and add its damage to the total. In addition, you can use a bonus action to toss this enhanced weapon into the air and speak Brock's name. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your attack roll and ability score modifier to damage rolls.

While the weapon hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the weapon to attack one creature within 5 feet of it. The weapon stops hovering and sinks to the ground if you grasp it or move more than 30 feet away from it. Only one weapon may be enhanced like this at a time.

## FUCK YOU MONEY

At level 17, you can cast all Premium spells (see Spells, page 12) without paying their material cost. You can cast Buy, Sell, and Hire Monster without expending spell slots, and you can spend unused spell slots to convert them into gold pieces. Each spell level can be converted into 100 gold pieces. You can never use this feature to gain more than 20,000 gp in a year, further attempts simply fail. Brock sells this unused magical power to evil sorcerers.

In addition, whenever you cast a spell, you can spend 1000 gold pieces to receive one of the following benefits:

- You can convert the spell's damage dice to d10s and you may re-roll all 1s or 2s once, but you must use the second roll.
- You cause the spell's target to have disadvantage on their saving throw.
- You can regain one level 2 spell slot.

At any time, Brock can take the money spent on this feature or generated with this feature without creating the effect. Brock claims that this is just a rounding error and is actually proof that his system is better than any other system in the multiverse.



## DAMSEL OF DICE

A muse as mysterious as she is omnipresent, The fated deity associated with luck and fortune goes by a great many names and is known in many forms and guises, from Femme Fortuna to the Probability Princess, but most have heard of the Damsel of Dice under the well-known moniker Lady Luck.

While few know the true face of the Lady, and while the gods contend that she isn't of true divinity, she is as powerful as any deity and older than the universe. Empowered by worship and divine magic, Lady Luck has no plane of existence from which she reigns, and her adherents go to no special afterlife upon death. Some think her to be a powerful archfey from the Feywild, while others contend she's an Archfiend or Far-Realms delusion, and yet others believe her to be a human adventurer lost to time, appearing here and there in times and places of incredible import.

Scholars and zealots claim that Lady Luck can be seen across space and time, witnessing or marking the occasion with her subtle presence, leaving all who meet her wondering just who is that delightfully alluring woman, and what secrets does she hold, to float through the world with such grace, at once bearing a lightness and weighty burden in her every movement and word, a glamour portending infinite depth and unknowable mystery. But many sightings have been compiled, of those who found great fortune, and their encounters with the mysterious woman just before the moment of victory, whether at the signing of a great accord, a dirty gambling hall, or even amidst a bloody gladiators' pit. And such stories seem to have a shred of truth, as depictions of the same woman can be seen in historical tapestries, paintings, frescos, and reliefs throughout the multiverse, an elegant young woman off somewhere in the corner, watching the fall of an empire or the birth of a god with the same detached smirk. All such works have been found to be miraculously preserved through the ages.

Lady Luck blesses a random few, and doesn't merely bestow her favor on her earnest adherents but rather shares her power readily and randomly with all manner of entities as she drifts through existence, fortunes rising and crashing randomly in her wake.

## OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature, which offers you the choice of a subclass. The following option is available to you when making that choice: Lady Luck.

### LADY LUCK

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You have somehow managed to form a pact with Lady Luck. The embodiment of fortune's favor, the core thread around which all greatness is wound, a magic deeper than magic, Luck, shines on you. A force more fundamental than Chaos, luck is the potential energy of unshaped existence, and while it can be ridden, this power can never be truly mastered.

But you're a gambler, and you haven't gotten this far by being cautious. Regardless of whether you've made a fortune

playing cards, conned kings out of estates, or simply tempted fate by fighting unbeatable foes, you have a taste for danger and an appetite for risk that has been invaluable for you in this world. You feel the luck flowing through and around you and use that intuition to avoid terrible fates, hit uncanny jackpots, and turn the tables on your enemies.

### EXPANDED SPELL LIST

Lady Luck lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

## LADY LUCK EXPANDED SPELLS

Spell Level	Spells
1st	<i>guiding bolt, hunter's mark</i>
2nd	<i>enhance ability, fortune's favor</i>
3rd	<i>gold chloride, life transference</i>
4th	<i>confusion, greater invisibility</i>
5th	<i>bigby's hand, gambler's roulette</i>

### GAMBLER'S MARK

At 1st level, you gain the ability to harness ambient luck to your advantage.

Whenever you roll a natural 20 on an attack roll against a creature, you may put a Gambler's Mark on that creature. In addition, when a hostile creature rolls a natural 1 on an attack roll against you or an ally within 30 feet of you, you may put a Gambler's Mark on that creature. Only one Mark may be active at a time. However, whenever you roll a natural 1 on an attack roll, or at some trigger of the DM's choosing, you get a special Gambler's Mark on you, that the DM can choose to dismiss at their option.

A Gambler's Mark lasts for 1 minute. You may dismiss the Gambler's Mark at will to either give a creature advantage on an attack roll against the marked creature, or to give the marked creature disadvantage on their next attack or damage roll.

Gambler's Mark counts as a curse effect for the purposes of warlock class features. As a bonus action, you may put a mark on a creature you can see within 30 feet, but you may not do so again until you have completed a short rest.

### GAMBLER'S EYE

You gain proficiency with all gaming sets and you also gain proficiency with martial weapons. In addition, whenever you make an ability check involving a gaming set, you may roll 1d6 and add the result to the total.

### DOUBLE OR NOTHING

At 6th level, you've learned how to press your luck.

Once per turn, when you hit a creature with a weapon attack, you can declare double or nothing. You reroll the attack using the same modifiers, and if it misses, the attack deals no damage. But if the rerolled attack hits, double the damage die the attack deals. You may do this a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

### BLIND BET

At 10th level, your luck improves. Against all odds, you can make a blind bet with your foes to do the impossible.

As a bonus action or reaction, when you are the target of an attack or when you make a saving throw against a hostile creature's attack or ability, you can force the creature to make a blind bet with you. You and the target each roll 1d20, and the creature with the high roll chooses whether the attack hits or the creature saves. You must choose to use this feature before the attack or save is rolled. You can do this once, and you regain all expended uses when you finish a long rest.

## JACKPOT

At 14th level, you've learned how to package your luck into powerful outcomes that turn the tables on your enemies and creditors.

You may leverage your natural luck to choose one option:

- As a bonus action, you may give all hostile creatures within 60 feet of you a Gambler's Mark. This mark lasts for 10 minutes.
- As a reaction, you may reroll any one attack roll, saving throw, or ability check, or convert a successful weapon attack roll into a critical hit.

You may use this feature once, and you regain all expended uses when you finish a long rest.

## KING OF GAMES

Also at 14th level, you triple your proficiency bonus on rolls involving gaming sets, and you can use your Charisma modifier in place of another ability for any rolls or checks involving gaming sets.

## ELDRITCH INVOCATIONS

Here's some of them. They're meant for use with talisman pact warlocks.

### BESTOW TALISMAN

*Pact of the Talisman Feature*

You can teleport your talisman to a willing creature within 60 feet as a bonus action, or as a reaction in response to that creature being targeted by an attack.

### CONTINGENCY PLAN

*Pact of the Talisman Feature*

When you become unconscious, you can use your reaction to teleport the talisman to you and you can use your talisman pact feature for death saving throws.

### CURSED TOKEN

*7th-level warlock, Pact of the Talisman Feature*

You may use your talisman to curse a creature you can see within 60 feet. While a creature is cursed, you can spend 1 use of your talisman pact feature to give it a 1d4 penalty to the next attack it makes. You can dismiss this effect to return the talisman to your hand.

### LUCKY STRIKE

*5th-level warlock, Pact of the Talisman Feature*

You can make two weapon attacks instead of one whenever you take the Attack action on your turn.

### ENCHANTED TALISMAN

*9th-level warlock, Pact of the Talisman Feature*

When you use your talisman features, you may roll 1d6 instead of 1d4 for them.

### MIRACULOUS TALISMAN

*15th-level warlock, Pact of the Talisman Feature*

When you use your talisman features, you may roll 1d8 instead of 1d4 for them.



# THE NUMBER CRUNCHERS

For a great number of millennia, math was a pox on society, a logistical burden with no obvious solution. While scholars sat inventing theories and questioning reality, and wizards cloistered themselves uncovering the weave of magic, merchants and salesfolk have been stuck with abacuses, clay tablets, and flimsy, fragile papyrus and forced to make do. Until the Mathits were discovered. Or rather, seen for the useful critters they truly were.

While most mephits are composed of elemental energy and hail from the Elemental Chaos, the 4 elements aren't the only elements that manifest there. Other, rarer mephits have been found, both in their natural habitats and on other planes. And none were more consequential to tradecraft than the one now known as the mathit, a creature forged of Elemental Math and Logic.

## MATHIT

*Small fiend, unaligned*

**Armor Class** 11

**Hit Points** 17(5d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	18 (+4)	13 (+1)	7 (-1)

**Skills** Perception +4, Insight +3

**Senses** passive Perception 13

**Languages** Common, Math

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mathit dies, it explodes in a burst of ink. Each creature within 10 feet of it must then succeed on a DC 10 Dexterity saving throw or be blinded until the ink can be removed. In the spot where the mathit died, a magical book is left in its place, containing all the math the mathit ever did, all the transactions and sales data compiled by the mathit, and several of the mathit's angry manifestos. It takes at least a week for someone to decode the book into a usable form.

**Innate Spellcasting.** The mathit can innately cast the following spells at will, requiring no material components: *levitate*, *mage hand*, *mathit's trick*, *minor illusion*, *misty step*, *prestidigitation*. Its innate spellcasting ability is Intelligence.

## Actions

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 2 (1d4) bludgeoning damage plus 2 (1d4) psychic damage.

**Coinbite.** The mathit subtly teleports an exact number of coins from a creature within 10 feet of it into the mathit's mouth. It can fit up to 200 coins in its mouth this way.

Unlike their severe brethren, mephits are smaller and squatter than normal mephits, with rounded bulbous features, shorter, stubbier limbs, and almost comically tiny wings that resemble that of a fly. These little lumps of annoyance clumsily crawl and drift around, speaking impossible thoughts of impossible complexity and even more impossible inanity. While the elements of math and logic can be chaotic, they are much more chilled out than the Primal Elements, and mathits are as well. Though possessed of the same mischievous bent as mephit, mathits are much more laconic and cerebral, and seem to lack the energy needed to cause too much trouble.

## PHYSIT

*Small fiend, unaligned*

**Armor Class** 13

**Hit Points** 27(5d10)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	20 (+5)	15 (+2)	7 (-1)

**Skills** Perception +4, Insight +3

**Senses** passive Perception 15

**Languages** Common, Math

**Challenge** 1 (200 XP)

**Death Burst.** When the physit dies, it explodes in a burst of ink. Each creature within 10 feet of it must then succeed on a DC 11 Dexterity saving throw or be blinded until the ink can be removed. In the spot where the physit died, a magical book is left in its place, containing all the math the physit ever did, all the scientific data compiled by the physit, and several of the physit's angry manifestos. It takes at least a week for someone to decode the book into a usable form.

**Innate Spellcasting.** The physit can innately cast the following spells at will, requiring no material components: *acid splash*, *color spray*, *levitate*, *mage hand*, *mathit's trick*, *minor illusion*, *misty step*, *prestidigitation*, *sleep*. Its innate spellcasting ability is Intelligence.

## Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 3 (1d6) bludgeoning damage plus 2 (1d4) psychic damage.

**Trip.** The Physit subtly teleports an obstacle into the path of a creature at a precise angle to trip them up. The creature must make a DC 12 Dexterity saving throw or fall prone, and if they roll a natural 1, they are paralyzed for 2 rounds.

## MATHITS TODAY

Mathits are common fixtures in higher end stores, and invaluable to the upper crust of the merchant and trade baron class. These grubby little wretches skulk around eating trash and causing tolerable amounts of trouble, until called to calculate some transactions or visualize some sales data for their partner. Mathits are commonly referred to as Number Crunchers, Matics, Minis, and Booklings.

Possessed of a strange illusion magic, mathits can conjure up text and numbers and use this ability to show their math equations. They can then apply this as a marking on a surface such as a stone wall or piece of paper, serving as a proof and a record of the math. Mathits will happily display their equations as a point of pride to others.

While normally unwilling to serve any master like other mephits for combat or manual labor, mathits happily sit on a counter or hang out in a store, waddling or buzzing over to calculate some transactions for a storekeeper and eating garbage, which they greedily consume. For a mathit, the louder something sounds when chewed, the better, though they aren't above sucking down some dust. And thus mathits are incredibly popular among stores and merchants, providing an invaluable service at very little cost and cutting down on paperwork.

Mathits have perfect memories and can visualize transaction records and sales data on command, and they also have inherent teleportation magic, which they can use to avoid danger. But the cunning mathits have also learned another use of this ability, and can teleport an exact number of coins from a person or their belongings into the mathit's mouth, making the mathit a very useful tool for collecting exact payment and change without hassle or haggle.

Mathits are surly and uninterested by most worldly affairs, and care little of coin, but they are smart enough to know the value of money and will draw a small stipend from their merchant partners in exchange for their services, often supplementing it with petty theft and white-collar crime.

## MERCHANTS REJOICE

Originally ignored by researchers and zoologists, the mathits were mostly left alone because they were neither hostile nor immediately interesting. That changed after a researcher discovered markings around mathit habitats, resembling a complex and unknown language. Further studies found that mathits were incredibly intelligent, far more than a typical mephit, and the markings found near mathit hotspots could be translated into incredible and astonishing math equations. Mathits possessed a dizzying and advanced command over mathematics of all sorts, some concepts so complex that it took years of study and research to advance our current understandings of mathematics simply to comprehend some of their works, which are always unequivocally accurate.

As research into mathits continued and mathematics as a field of study grew by leaps and bounds, mathits proved to be capable of speaking Common, although they did not enjoy it.

And they seemed amenable to doing any math equations offered to them, which revealed a truly miraculous quality. A mathit could instantly solve an incredibly complex set of equations, and even show you the math!

As more and more research into mathits yielded more and more positive results, new types of mathits were discovered that harbored even more archaic and advanced knowledge. While most of the math that mathits obsessed over was just simple math, some of it was... different. It took years to figure out what this difference was, but after enough time passed, it was discovered that there were varieties of mathits that were obsessed in particular fields, such as engineering, chemistry, and physics.

## WIZIT

*Small fiend, unaligned*

**Armor Class** 12

**Hit Points** 33 (6d10)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	20 (+5)	13 (+1)	7 (-1)

**Skills** Arcana +8 Perception +4, Insight +3

**Senses** passive Perception 13

**Languages** Common, Math

**Challenge** 2 (450 XP)

**Death Burst.** When the wizit dies, it explodes in a burst of acidic ink. Each creature within 10 feet of it must then succeed on a DC 14 Dexterity saving throw or take 10 (3d6) acid damage and be blinded until the ink can be removed. In the spot where the wizit died, a magical spellbook is left in its place, containing all the math the wizit ever did, all the spells learned by the wizit and several of the wizit's angry manifestos. It takes at least a week for someone to decode the book into a usable form.

**Spellcasting.** The wizit's spellcasting ability is Intelligence. It can cast the following spells at first level, requiring no material components:

At will: *levitate*, *mage hand*, *mathit's trick*, *minor illusion*, *misty step*, *prestidigitation*.

1/day each: *burning hands*, *color spray*, *magic missile*, *mirror image*

## Actions

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 (1d4) bludgeoning damage plus 2 (1d4) psychic damage.

**WizardVision.** The wizit can see magic, as per the detect magic spell, but with higher resolution. The wizit has advantage on all Arcana checks on magic it can see, and it can bestow its WizardVision on a creature for up to 10 minutes. The creature is blinded for 1 round as it adjusts to the new sense.



## PHYSIT POLYMATH

*Small fiend, unaligned*

**Armor Class** 15

**Hit Points** 68(8d10 + 24)

**Speed** 30 ft., fly 30 ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

8 (-1) 14 (+2) 16 (+3) 24 (+7) 19 (+4) 14 (+2)

**Skills** Perception +4, Insight +3

**Senses** passive Perception 19

**Languages** All

**Challenge** 5 (1,800 XP)

**Death Burst.** When the physit dies, it explodes in a burst of ink. Each creature within 10 feet of it must then succeed on a DC 17 Dexterity saving throw or be blinded until the ink can be removed. In the spot where the physit died, a magical book is left in its place, containing all the math the mathit ever did, all the scientific data compiled by the mathit, and all the physit's other stray thoughts, all compiled into an almighty manifesto. It takes at least a day for someone to decode the book into a usable form.

**Pack Aura.** The physit and its allies within 60 feet have advantage on attack rolls against a creature if at least one of the physit's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Innate Spellcasting.** The physit's innate spellcasting ability is Intelligence. It can innately cast the following spells at the minimum spell level, requiring no material components:

At will: *levitate*, *mage hand*, *mathit's trick*, *minor illusion*, *misty step*, *prestidigitation*, *rary's telepathic bond*, *sleep*.

1/day each: *sunbeam*, *tasha's mind whip*.

2/day each: *magic missile*, *mirror image*, *ray of enfeeblement*, *shield*

### Actions

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 4 (1d8) bludgeoning damage plus 10 (3d6) psychic damage.

**Science!** The physit may use its intense mastery over science, math, magic, and strategy to pull off an amazing feat. Once per day, the physit may cast any spell of 4th level or lower, but using science.

These ingenious creatures had discovered and defined mathematical formulas through which they could calculate the impossible! From the details on how water boils to the exact size of the Material Plane, the mathits had measured and defined the entire multiverse, if only the world could understand their wisdom.

These Physits, as they were called, were relatively rare, and were made heroes and leaders by the other mathits in their sparse, alien societies, tucked away in pockets of math swirling around the Elemental Chaos, mastering the chaos around them through science.

## MATHIT

Mathits are stubby little flying lumps with skin ranging from grey-green to grey-blue and dull pink. They vaguely resemble their mephit brethren, but are much more thick and compact.

Mathits have a series of dull lights that glow and light up just beneath their skin. They hate to move, and they love to do math, using their powers to calculate transactions, collect payments, and make change.

Occasionally a mathit will steal an extra coin or two from a customer, savoring the delicious morsel for days. Other times, a mathit particularly inspired or roused might use its marking ability to cover an area in angry looking mathematics that seek to define and map the displeasure a mathit has and the mathematical factors contributing to their rage.

## PHYSIT

Physits are slightly larger than normal mathits and have a head that's more cylindrical in shape, with a flat-topped skull. Physits typically major in a field of study, and their mathematic prowess is focused around that area. Typical areas include astronomy, materials science, engineering, and chemistry, as well as the scientific study of magic.

## WIZIT

Wizits are thinner than normal mathits and a bit pointier with a stronger resemblance to a typical mephit. Wizits are Physits who specialize in magic, and as a result, have spellcasting abilities. Wizits are more impulsive and violent than other mathits, and are often found on their own.

## PHYSIT POLYMATH

A Physit Polymath is an especially impressive physit that has a mastery over multiple fields of study. Physits come into existence in a dazzling explosion of swirling starbursts and immediately start writing their first grand formula, which will almost always change our understanding of reality forever. A Physit Polymath is also possessed of a singular, driving, unifying belief, always something strange and hard to accept, and the Polymath will often be capable of spurring and inspiring mathits and even other entities into achieving their goals with their infectious and undeniable logic.

# NEW WAYS TO GAMBLE

There are already multiple ways to simulate gambling in Dungeons and Dragons, but since carousing and gambling can be a fun and exciting way to spend downtime as an adventurer, I've been trying to come up with new minigames for gambling. Feel free to make any modifications you like, and let me know if you have any games or changes to add.

## THE OLD BASIC

The dealer rolls 1d10 and the player rolls 1d8. The high roll wins. This game bets double or nothing, and you can change the probability of the game by swapping the dice used by each party.

## CARD GAMES

You can literally take a pack of playing cards and play card games with them, and roleplay around the game. Some players might enjoy this, especially for special important moments, but generally, this can feel a bit weird in my experience. But hey, it's an option.

## ARITHMADUEL

Two players face off, and bets are made on the winner. One player picks and declares a number lower than 40, and the other player announces 2 or 3. Each player takes turns adding either 2 or 3 to the number and announcing the result until a player reaches the declared number, winning, or goes over it, losing. Announcing a math error is an automatic loss.

Example: The declared number is 12. The first player announces 2, and the second player announces 5. Play continues with 7, 9, 11, and ultimately the second player must announce 13, losing the duel.

## BLACKJACK

Each player including the dealer gets a hand of cards, represented by rolling 1d12 and 1d10 and taking the total. The dealer may show the 1d12 roll publicly. Each player may hit by rolling 1d10 and adding to their total. The dealer must hit until they are at 17 or above. After all players are done hitting, the closest to 21 without going over wins.

## BLACKJACK EASY MODE

The same as Blackjack, but the players' opening hands are rolled with 1d12 and 1d8. This makes it a little less likely to bust. (I think, I'm not a crazy math guy)

## POKER

A simplified Poker-like game can be played using dice, based on the ruleset of Texas Hold Em. Before cards are dealt, players must place a blind bet, and can bet further before the flop, the turn, and the river, and can place a final bet after the river. Each player rolls 2d10, with each die becoming a 'card' in 'hand.' 3 more dice are rolled for the flop, and then one each for the turn and the river. These 5 cards are known as community cards and count as being in every player's hand.

Betting is a crucial part of Texas Hold Em, but it might be preferable to simplify the betting scheme to something you can easily manage during the session, like limiting to 2 or 3 betting rounds. It is recommended that the blind bet (before cards are dealt) be at least a 5 gp buy in.

## POKER HANDS, DESCENDING

Name	Definition
Full Pantheon	7, 8, 9, 0, 1
God's Brace	4 of a Kind
Devil's Grip	Pair of 6's with exactly one 6 in the middle
Lord's Keep	3 of a kind and 2 of a kind
Pilgrim's Path	An even or odd row (1-3-5-7-9; 4-6-8-0-2, etc.)
Row	5 numbers in ascending order (can loop from 0 to 1.)
Triple	Three of a Kind
Double Deuce	Two Pair
Pair	Two of a Kind
High Card	1 beats 0, 0 beats everything else

7, 8, 9, and 0 count as face cards, and a 1 beats a 0 like an ace can sometimes beat a king. In this version of poker, slightly different winning hands are used. Above is a table of the hands in descending order of priority.



## SLOT MACHINES

No gambling session would be complete without slot machines. To play the slots, roll 3d4 and consult the table to see if you win. The DM may decide other results are wins as well. The outcomes are based on the bet. Usually a bet is 1, 2, 3, 5, or 10 coins of the same denomination. If the slots are too hot, consider having an employee politely yet firmly escort the player out if their windfall starts becoming too great. Gambling halls hate cheaters. The order of the die rolls doesn't matter.

### SLOT MACHINE PAYOUTS

Die Results	Payout
Two 1s appear	2x bet
Two 4s appear	2x bet
1 2 3	5x bet
2 3 4	5x bet
1 1 1	50x bet
2 2 2	50x bet
3 3 3	50x bet
4 4 4	100x bet

These slots have 28/64 odds to win if I did my math right. You could also use d6s but the probability plummets and in my opinion it becomes less fun and the payout table becomes way longer and really hard to interpret.

## FLUMPH SPLAT BINGO

A Flumph is brought out or summoned and blindfolded, and set to hover around a large gameboard of 20 numbered squares on the board. People throw nuts at the Flumph until its sprays onto the board, and the square with the most spray is declared the winning square. Bets can be made on which player will cause the Flumph to spray, or on which square will get sprayed. The squares are arranged in 4 rows of 5 and is checked with black and red, with red as odd and black as even. Bets can be placed on the player who will make the Flumph Spray (odds based on number of participants) or the square (20:1 odds), the color (2:1 odds, pick odd or even), the row (1-5, 6-10, etc., 4:1 odds), or the column (1,6,11,16, 3,8,13,18 etc., 5:1 odds).

Players roll ranged attack rolls with improvised weapons to hit the flumph, and if a nut hits, roll a 1d6. The flumph sprays on a 5 or 6. Roll 1d20, and the result is the square sprayed. If you roll a 1, the flumph also sprays one of the players. It is traditional for a player sprayed to be given his money back if he loses that round, and then that player is kicked out for the night or until he removes the stench. As a parting gift, the player is also given a massive tankard of booze that holds a gallon of drink.

While cheating or using magic is banned, there's a storied tradition of manipulation in Flumph Splat Bingo. If the party attempts various tricks, you can make it easier to hit the flumph, make it spray on a lower die roll, or maybe influence where it sprays (or who!)

## SPELLS

This section contains new spells that the DM may add to a campaign. If you'd like to use any of these spells, talk to your DM, who may allow some, all, or none of them.

### SPELLS

Spell Name	Spell Level	Class
Buy	5	Art Bard Sor War Wiz
Coin Blast	2	Art Bard Sor War Wiz
Coin Drop	0	Art Bard Clr Sor War Wiz
Convert Value	2	Art Bard Sor War Wiz
Dagby's Idealized Form	6	Art Bard Sor War Wiz
Dagby's Incredible Savings	3	Art Bard Clr Sor War Wiz
Dagby's Midlife Crisis	5	Bard Clr Drd Sor War Wiz
Dagby's Sundry Cart	1	Art Bard Clr Sor War Wiz
Dagby's Worthwhile Table	1	Art Bard Clr Drd Sor War Wiz
Find Dealer	3	Art Bard Sor War Wiz
Fools' Gold	1	Art Bard Sor War Wiz
Gambler's Roulette	5	Bard Sor War Wiz
Gold Chloride	3	Art Bard Sor War Wiz
Hire Monster	4	Art Bard Sor War Wiz
Hot Streak	2	Art Bard Clr Sor War Wiz
Identify Value	1	Art Bard Sor War Wiz
Insider Trading	4	Art Bard Sor War Wiz
Mathit's Trick	0	any
Mug	3	Art Bard Sor War Wiz
NFT	4	Art Bard Clr Sor War Wiz
Package	1	Art Bard Sor War Wiz
Pool Resources	2	Art Bard Clr Sor War Wiz
Sell	3	Art Bard Sor War Wiz
Slaughter	6	Art Bard Drd Sor War Wiz
Summon Workforce	5	Art Bard Clr Sor War Wiz
Theft	2	Art Bard Sor War Wiz
Trace BrockCoin	2	Art Bard Clr Sor War Wiz
Trade Places	2	Art Bard Clr Sor War Wiz
Validate Transaction	0	any
Wildcard	1	Art Bard Clr Sor War Wiz

## PREMIUM SPELLS

Some spells are marked as Premium spells. These are similar to the Royalty Component spells listed in the Acquisitions Incorporated book, but Premium spells typically have some cost in gold pieces, that is burned up in a golden blaze as Brock himself accepts payment to power the spell.

If a caster does not have sufficient cash reserves to cast the spell and can't borrow it from a willing donor, the spell fails but the spell slot isn't expended.

## SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

### BUY

*5th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (an amount of wealth detailed below)

**Duration:** Instantaneous

You place an amount of money down as an offering to Brock and sacrifice it to purchase and conjure nonliving objects or matter within range, anything that could be reasonably purchased for the coin spent. The objects created must fit into a 15 foot cube, and must be generic and mass-produced. Any fine art is obviously crudely made and forgeries are obvious unless specifically doctored further by other means.

Depending on the item sought, Brock may disallow a deal entirely or offer only a certain set of items at a given time, or even offer certain extra items or even living matter that he considers acceptable to sell you, such as a Pony. Brock is often looking to offload some bullshit no one wants. Brock never haggles.

### COIN BLAST

*2nd-level Premium evocation*

**Casting Time:** 1 action

**Range:** 20 foot cone

**Components:** S, V, M (a number of coins detailed below)

**Duration:** Instantaneous

You toss coins in the air that spin and heat up before blasting forward in a 20 foot cone of hot slag. Each creature in that area must make a Dexterity saving throw. On a failed save, the creature takes 3d10 damage, or half as much on a successful one. The damage can be fire, bludgeoning, or both. This spell costs as many gold pieces as you roll on the damage dice.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, it deals 1d8 more damage for each slot level above 2nd.

### COIN DROP

*transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

You point to a creature, marking it with magic. If the target dies before the spell ends, any coins it carries spring readily from its pockets or bags, but settle without rolling away.

### CONVERT VALUE

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a string of beads)

**Duration:** Instantaneous

You choose a collection of coins, gems, or ingots that belong uncontestedly to you and convert them to an equivalent amount of BrockCoin. At Brock's option, you might convert them to other currencies such as coins or gems but Brock knows that if you need a specific currency, the value of that currency is much higher for you and may opt to charge a heavy fee (anywhere from 50-500%) for the conversion or disallow the conversion completely.

When cast as intended for convenience of coin, and not for finding a particular stone or mass of gold matter, Brock understands the simple need for liquid currency and may be more willing to oblige, but any gems are likely to be deeply flawed and not attractive as jewels but simply worth their equivalent value in gold.



### DAGBY'S IDEALIZED FORM

*6th-level Premium transmutation*

**Casting Time:** 10 minutes, 8 hours

**Range:** touch

**Components:** V, S, M (500 gp)

**Duration:** Concentration for 10 minutes

You touch a willing creature, who pays Brock 500 gp and loses consciousness, as you concentrate on the spell for 10 minutes. As the 8 hour period ends, the target's form shifts, becoming a different form entirely. The creature may alter its physical traits completely, even changing its race or gender. This may mean changing racial ability modifiers or racial features. Check with the DM for specific limitations. This change is permanent, but does not affect the memory.

### DAGBY'S INCREDIBLE SAVINGS

*3rd-level enchantment*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You charm a salesman into Extra Savings. A creature you can see that can see and hear you that you are negotiating with must make a Wisdom saving throw or be charmed by you. A charmed creature will be willing to offer a discount on their typical list price for goods and services in the negotiation. Roll 3d8, and the total becomes the percentage discount offered. This will not make the target act in a way contrary to their manner or engage in any behavior they wouldn't typically engage in. When the spell ends, the creature must make another Wisdom saving throw or fail to realize it was charmed by you. The spell ends if you continue to haggle.

### DAGBY'S MIDLIFE CRISIS

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 14 days

You force a magical revelation onto a creature that you can see within range, forcing it to rethink its life in the most devastating and nihilistic terms possible. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it is overwhelmed by negativity towards its life and choices, its luck, woes, and the inevitability of death and destruction at the hands of capricious entities of the infinite. This causes a series of cumulative effects.

On the first day, it has disadvantage on all weapon attack rolls it makes, and disadvantage on Charisma saving throws. On the second day, it also gets 1 level of exhaustion a day until it has level 4 exhaustion. This exhaustion cannot be removed until the spell is dismissed. On the 7th day, the creature can only regain half its normal amount of hit points a day. The creature does not realize it was affected by you.

You dismiss the spell at will. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

### DAGBY'S SUNDRY CART

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (miniature carved wagon)

**Duration:** 8 hours

You summon a Small Size 3 foot by 5 foot cart made out of a resin-like substance. The wagon can carry 350 pounds of weight and still roll. If its weight limit is exceeded, the cart turns red and starts beeping, and disappears after 1 minute if the weight isn't removed. The cart has a walking speed of 20 feet but can be pulled by a horse or other beast of burden as if it were weightless.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cart is one size category larger, can support 1000 more pounds of weight, and lasts for another 24 hours for each slot level above 2nd (level 5 max).

## DAGBY'S WORTHWHILE TABLE

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** 8 hours

You summon a table within range. The table is an incredibly hardy and sturdily built table with the uncanny ability to never wobble. It's an impressive table to be conjured with 1st level magic. This spell can also be used to summon a nice comfortable chair, and 3 large cushions. The furniture lasts until dismissed, and when the spell ends or is dismissed, the furniture winks out of existence, returning to a pocket dimension. The furniture is nonflammable.

If a creature writes or works while using the furniture, they may roll 1d8 and add the result to any checks they make regarding the work being done. Strangely, the same furniture is summoned every time, so it must be cleaned and occasionally mended, but the undeniable quality of the furniture prevents it from most major mundane damage.

## FIND DEALER

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Touch (1 mile)

**Components:** V, S, M (a pinch of tobacco and a match)

**Duration:** Until dispelled

You choose one object that you must touch throughout the casting of the spell. If a willing buyer or seller of this object or like objects exists within 1 mile of you, you know where within range they might do business.

## FOOLS' GOLD

*1st-level Premium enchantment*

**Casting Time:** 1 action

**Range:** 25 feet

**Components:** V, S, M (a number of coins equal to 1 gp)

**Duration:** Instantaneous

You scatter coins equal to 1 gold piece in a 5 foot square within range, and a creature you choose within 10 feet of the wealth must succeed at a Wisdom saving throw or be compelled to spend its turn moving toward the wealth and falling prone to pick it up. The creature has disadvantage on the save if it values the wealth scattered, advantage if it doesn't, and the spell fails if the creature is immune to being charmed.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

## GAMBLER'S ROULETTE

*5th-level Premium evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (50 gp)

**Duration:** Instantaneous

Choose up to 3 creatures you can see within range. Roll 3d20. The targets take that much force damage on a failed Wisdom saving throw, or half as much on a successful one. If any of the dice are a 1, or if all 3 targets save, the caster must also make a Wisdom saving throw, taking half damage on a failed save or none on a successful one. If 2 of the dice share a number, this spell deals an extra 1d20 damage, but if all 3 dice share the number, this spell deals 5 times the normal damage instead.

## GOLD CHLORIDE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 30-foot line

**Components:** V, S, M (a pinch of gold dust)

**Duration:** 1 round

You transmute gold into a mixture of powder and acid and spray it in a 30 foot long, 5 foot wide line. Creatures within this area must make a Dexterity saving throw, taking 6d8 acid damage and being blinded on a failed throw, and half damage on a successful one, and the target is not blinded. The target can spend its action to unblind itself.



## HOT STREAK

*2nd-level divination*

**Casting Time:** 1 action

**Range:** touch

**Components:** S, V, M (a number of coins detailed below)

**Duration:** Concentration, up to 1 minute

A creature you touch falls into a flow state for one minute, during which you feel an ebb and flow in the weave of fate. Every time the target succeeds on a skill check or attack roll, it gains a cumulative +1 bonus on further skill checks of the same type, or a cumulative +1 bonus to damage rolls for future attacks made with the same weapon. (maximum +3 for either) This streak lasts until the spell ends or until the target misses an attack or fails a skill roll, but the streak can return as long as the spell is active. You cannot cheese this effect by killing rats or something stupid like that.

## HIRE MONSTER

*4th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (A number of coins detailed below)

**Duration:** 8 hours

Brock teleports a willing monster to you to be hired for a task. The monster is of the DM's choice and is CR 2 or less, or otherwise defaults to a minotaur skeleton or an invisible magical construct. If the task is a service or spellcasting service readily available in this world, the monster charges 5 times the normal price before doing the job, and will not obviously sacrifice their lives for the job, although some monsters like undead might be sufficiently motivated to die for the cause or fight as mercenaries for the right price.

A hired monster can make a reaction to quit, teleporting home and avoiding death if it is reduced to 0 or less hit points. The spell costs as much money as it costs to hire the creature for the service, or else 100 gp per CR (minimum 100 gp) of the monster hired if hired for mercenary work. This spell does not cost money to cast if you summon the same monster and it is still hired for the same job.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can increase the CR of the monster hired by 2 and the cost by 500 gp for each slot level above 5th.

## IDENTIFY VALUE

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a valuable object or group of like objects, you learn the value in gold pieces that a readily findable buyer would be willing to pay, based on Brock's own projections (half the True Value or value a person could buy it from in an average store). In addition, you learn whether or

not the object is widely considered valuable, only valuable in very specific circumstances, or valuable due to magic or historical significance, although the specifics are not revealed. If you instead touch a creature, you learn how much wealth they have on their person.

## INSIDER TRADING

*4th-level Premium divination (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of tobacco, 100 gold pieces)

**Duration:** Instantaneous

You ask Brock for magical insights into the market relating to your life, quests, or environment within the near future. The DM may offer a truthful reply relating to possible valuable investment opportunities that might pay dividends. This can be as vague or cryptic as desired, or even in the form of a riddle.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

When you cast this spell, there is a cumulative 20 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret. The chance resets to 20 after a random reading.

## MATHIT'S TRICK

*divination cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** S

**Duration:** Concentration, up to 10 minutes

You summon a magical calculator that can display the math being done as a small illusion to prove the equations. This illusion can also be marked onto paper permanently.

## MUG

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A delicate leather glove and a razor blade)

**Duration:** Instantaneous

You violently attempt to telekinetically steal a coinpurse or nonmagical item up to 40 pounds in weight from a creature. The target must make a Dexterity saving throw. It makes this save with advantage if you are fighting it and the creature is aware of you. If the attack is successful, the target takes 4d8 slashing damage and you get up to 150 gp worth of the wealth of the coinpurse, or the item, which is teleported into your hands. Actively brandished weapons cannot be stolen in this way, and the DM may determine certain items can't be stolen. The target is aware that you are the culprit.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the spell can steal 20 more pounds of weight, and 100 more gp for each slot level above 4th.



## NFT

*4th-level Premium enchantment (ritual)*

**Casting Time:** 1 action

**Range:** touch

**Components:** V, S, M (500,000 gp)

**Duration:** Instantaneous

You or a willing creature you touched believes they own a picture of a monkey. The affected creature has advantage on all Charisma checks against creatures who have also cast this spell or willingly had it cast on them, as well as creatures with Intelligence 8 or lower, and disadvantage on all Charisma checks against all other creatures.

## PACKAGE

*1st-level Premium transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (packaging materials)

**Duration:** 1 hour

A target group of objects within range or a creature must succeed on a Strength saving throw or be restrained by the packaging supplies used to cast this spell until the duration ends. A creature restrained by the materials can use its action to make a Strength check against your spell save DC. On a success, it frees itself. Any unconscious creatures can breathe while packaged, and if a target is restrained by this spell, it levitates 1 foot off the ground. If this spell is forced to hold 350 pounds or more, the levitation ends, but the packaging stays intact.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell can support 1000 more pounds of weight, and the levitation lasts for another 8 hours for each slot level above 2nd.

## POOL RESOURCES

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (packaging materials)

**Duration:** 1 hour

You and a group of willing people donate their energies to another. This spell can be used in 2 ways.

The creatures (up to 4) can sacrifice up to 5 hit points and grant the creature that many temporary hit points.

The creatures (up to 4) can sacrifice 2 points of any one ability score and grant the creature a +2 bonus to that ability score for the duration of the spell. If all 4 creatures sacrifice, the target also gains advantage on ability checks of the chosen ability.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, 4 more creatures can sacrifice to increase the hit points by another 20, or to increase the ability point bonus to +4 for the duration instead.

## SELL

*3rd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** touch

**Components:** V, S, M (The item or items being sold)

**Duration:** Instantaneous

You choose one object or group of like objects that you must touch throughout the casting of the spell. If the objects have a salable value as determined by Brock's own projections (half the True Value), and it is not magical, it disappears, being replaced with a thin membrane containing its value in BrockCoin. If the object is magical, the item must belong uncontestedly to the caster or a fully willing, uncoerced present party, and might fetch a differing value depending on Brock's personal opinions. If the object is intelligent or an artifact, the spell may fail. Brock may disallow a transaction. Brock never haggles.

## SLAUGHTER

*6th-level Premium transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a metal chip from a butcher's blade that has drawn blood, 2 gp)

**Duration:** Instantaneous

You fire a thin ripple of distorted space at a creature or object that you can see within range. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If the target is reduced to 0 hit points, it is slaughtered.

When a creature is slaughtered, it is chopped up for valuable parts, with everything in the creature's inventory and any valuable or magical parts carefully prepared, cleaned, sterilized, preserved, and packaged in thin membranes. Anything of no value is either disintegrated into ashes which are packaged, or otherwise packaged and preserved. The membranes levitate for 1 hour before slowly sinking to the ground.

If cast on a valuable object, if the damage would destroy the object, the object can instead be ripped from its place, broken down into useful pieces if desired, and then packaged as normal.

A creature killed this way can be restored to life only by means of a *true resurrection* or a *wish* spell.

## SUMMON WORKFORCE

*5th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a crumpled receipt)

**Duration:** 16 hours

You summon up to 30 unseen servants as per the *unseen servant* spell. The summoned unseen servants can be summoned with a very faint tint to make them slightly seen servants, and they also have an expanded capacity to complete complex tasks proficiently. Upon summoning the workforce, you may choose 5 skills, and the unseen servants can perform skill checks as if trained in those skills. If a roll is called for, the unseen servants have a total of +8 on those rolls. The servants can write and understand speech, but they cannot talk. In addition, you may designate a space during the duration of this spell, and the unseen servants may move more than 60 feet away from you as long as they remain within 60 feet of the space designated.



## THEFT

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A delicate leather glove)

**Duration:** Until dispelled

You attempt to telekinetically steal a coinpurse or nonmagical item up to 20 pounds in weight from a creature. The target must make a Dexterity saving throw. It makes this save with advantage if you are fighting it and the creature is aware of you. If the attack is successful, you get up to 75 gp worth of the wealth of the coinpurse, or the item, which is teleported into your hands. Actively brandished weapons cannot be stolen in this way, and the DM may determine certain items can't be stolen. The target is aware that you are the culprit.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the spell can steal 20 more pounds of weight, and 75 more gp for each slot level above 3rd.

## TRACE BROCKCOIN

*2nd-level divination*

**Casting Time:** 1 action

**Range:** 1000 feet

**Components:** V, S

**Duration:** 1 hour

You open your magical senses and perceive the path a BrockCoin takes. If you can identify a given BrockCoin or Coin Collection or a Transaction node on the BrockChain, you intuitively know where the Coin is if it is within 1000 feet of you, and if it is within 10 miles, you can sense what direction it is in relation to you. In addition, if the BrockCoin is spent in a transaction while this spell is active, you can see the transaction node on the BrockChain.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 2 hours for each slot level above 2nd.

## TRADE PLACES

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You and a willing creature you can see within 60 feet of you teleport, instantly swapping places.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the spell's range becomes 100 feet and 100 more feet for each slot level above 3rd.

## VALIDATE TRANSACTION

*divination cantrip*

**Casting Time:** 1 action

**Range:** touch

**Components:** V, S

**Duration:** Instantaneous

Grasping the hands of a willing customer, you tear apart the veil separating this realm from The BrockChain in order to weave a magical record of a transaction onto the BrockChain's quasi-private ledger. This validation stands as a permanent record of various details of the transaction and its parties, but not their identity. You can also use this spell to peer at the BrockChain and look for clues regarding purchases validated on the BrockChain. You may use your spell attack bonus or Arcana skill in place of an Investigation Check to search the BrockChain for clues.

## WILDCARD

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (1d4 playing cards, which are consumed on use)

**Duration:** Instantaneous

You charge 1d4 playing cards with luck magic, which orbit around your head. You can fire them off at will at any target within range or as an action on future turns. Make a spell attack for each one, and each card deals 1d6 damage. If you roll a critical hit on such an attack, the card deals 4d6 damage instead. The type of damage this spell deals is determined by the initial 1d4 die roll.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd or higher level, the spell's damage increases by 1d6 for each slot level above 1st.

## WILDCARD DAMAGE TYPE

1d4 result	Damage Type
1	Cold
2	Fire
3	Lightning
4	Force

## MAGIC ITEMS

Here are a few magic items relating to commerce and gambling.

### BROCKREGISTER

*Wondrous item, very rare*

These legendary and rumored artifacts resemble large iron lockers, chests, or vaults, made of a gold-like substance and decorated in intricate geometric designs that seem to shift and dance. These large, immovable obelisks have a main central space, one or more handles, and usually a few impressions or pedestals. These are designed to accept 2 hands and a pile of coins or other wealth. By placing your hands on the impressions, you can commune directly with Brock or one of this employees and see visions of currency, goods and services. If you place an item or an amount of currency on the impression, you can trade it directly to Brock for something whose True Value is equivalent. Brock can disallow a trade as desired. It is nigh-impossible to move a BrockRegister, and only a roll of a natural 20 can do it, allowing the movement of the BrockRegister by 30 feet.



## CART STICK

*Wondrous item, common*

This sturdy and unassuming stick is about 2 inches in diameter and 2 and a half feet long, and if the user drops it parallel to the floor, it bounces back up and conjures a cart with the stick forming the main handle. This cart is similar to that summoned by *dagby's sundry cart*, but this cart lasts until dismissed and can support 2000 pounds of weight. Other varieties exist that can support heavier loads.

## LIGHTNING QUILL

*Wondrous item, common*

This wonderful looking quill crackles with electricity, like a gorgeous feather made of lightning. This nifty little gadget was forged by Brock as a promotional giveaway, and they've been popular ever since, even seen as status symbols or fashionable possessions among those in the know. If you drop or throw a lightning quill, it returns to your hand in a flash, and you can flick it with a flourish to release a flash of light and crackling noise, used by celebrities and bureaucrats to add pizzazz to their signatures, and they even self repair if broken! Once per day, the quill can be snapped in half to unleash a burst of blinding light in a 10 foot radius. All creatures but the holder must make a DC 14 Dexterity saving throw or be blinded for 1 round. Once the quill has been broken this way, it will not repair itself until dawn. The quill can also be thrown as a *returning dart*, dealing an extra 1d6 lightning damage on a hit.

## MERCHANT'S BUBBLE

*Wondrous item, common*

This liquid can be blown into large orange bubbles that float and magically resist pressure. Merchants use Merchant's Bubbles to package and move large collections of heavy goods. Once a bubble is blown, any non-living matter can be placed inside, floating magically and turning the bubble a luxurious golden color. The bubble floats indefinitely in place unless a living creature attempts to touch it. The bubble naturally avoids touching creatures, and as such the bubble can be "pushed" at a speed of up to 30 feet per round. If a creature attempts to pop the bubble, it turns red and the creature feels a strong magical resistance, and they must push through, succeeding at a DC 8 Concentration Check to burst the bubble. If the bubble is popped, the liquid dissolves into sparks as its contents slowly float to the ground. The bubble has 17 AC and 2 hit points, and it typically costs a merchant about 5 gold pieces of Merchant's Bubble Fluid to make a bubble, so they are only used in special circumstances or if the buyer pays for them.

## MINI MATIC

*Wondrous item, common*

After the secrets of the mathits were revealed, some mages got to work studying them and the secrets behind their mathemagical abilities. This research resulted in the creation of the *Mathit's Trick* spell, as well as the creation of magic trinkets that are capable of casting *Mathit's Trick* for a merchant or shopkeep.

These Mini Matics are often stylized like a toy stuffed mathit, but all manner of items can be enchanted in this way, from abacuses to iron boxes, even homunculi have been enchanted to be capable of casting *Mathit's Trick*. Mini Matics are sometimes called number crunchers or calculators.

## OFFICIANT'S EYE

*Wondrous item, uncommon*

This magical eyeball can be hung or stationed in an area to ward it. The eye can see in a 60 foot cone, and a creature can attune to any number of such eyes, and at will see through one of the eyes they are attuned to. In addition, the eyes can detect cheating at a number of games designated by the attuned creature, and can be set to cast *alarm*, *detect magic*, *see invisibility*, and *slow* (Spell Save DC 17) if certain conditions designated by the attuned creature are met, in order to intervene and prevent cheating.

If a creature is detected cheating, the eye can emit a loud noise, flashing light, or telepathically notify a creature designated by the attuned creature, and the eye can also be set to fire a marking beam at the cheater. The target must make a DC 17 Wisdom saving throw or be stunned for 1 round and be dyed bright yellow with magical dye that lasts 1 week. This effect can be removed with *remove curse*, *lesser restoration*, or similar magic. Officiant's Eyes are created by the Cult of the Big Cool Eye, who maintains deals with multiple gambling cartels.

## SLOT CONSTRUCT

*Wondrous item, uncommon*

This heavy squat brass-plated box has a number of windows in its front face containing reels with little images on them, and a thin lever on one side that can be pulled to activate the device. It also has a coin slot in the top of it, a chute in the front of it, and a few buttons on its surface. The Slot Construct is meant for gambling, and is in fact a slot machine. A number of coins can be put inside to pull the lever and start playing. It can be set to be immovable like an *immovable rod*, being stuck in space unless forced to bear 8000 or more pounds or forced with a DC 30 Strength check, and it has tilt detection, meaning that if it detects an attempt to meddle with it, it can emit a piercing alarm, as well as notify a creature telepathically, or even cast *hold person* on the creature touching it with a spell save DC of 14. A creature who succeeds at their saving throw cannot be affected by this ability again for 24 hours. A slot machine can also be magically linked to a coin supply within 500 feet of it and send coins it takes in, or pull coins it spits out, from this supply.

Some Slot Constructs are created to be mobile sentient constructs, and the boxes can be attached to golems or other constructs with ease.