

## LONG-TERM MADNESS

d100	Effect (lasts 1d10 × 10 hours)
01–10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11–20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21–30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31–40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41–45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46–55	The character becomes attached to a “lucky charm,” such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56–65	The character is blinded (25%) or deafened (75%).
66–75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76–85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn’t recognize other people or remember anything that happened before the madness took effect.
86–90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The <i>confusion</i> effect lasts for 1 minute.
91–95	The character loses the ability to speak.
96–100	The character falls unconscious. No amount of jostling or damage can wake the character.

## CURING MADNESS

A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, *remove curse* or *dispel evil* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

## EXPERIENCE POINTS

Experience points (XP) fuel level advancement for player characters and are most often the reward for completing combat encounters.

Each monster has an XP value based on its challenge rating. When adventurers defeat one or more monsters—typically by killing, routing, or capturing

## INDEFINITE MADNESS

d100	Flaw (lasts until cured)
01–15	“Being drunk keeps me sane.”
16–25	“I keep whatever I find.”
26–30	“I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name.”
31–35	“I must bend the truth, exaggerate, or outright lie to be interesting to other people.”
36–45	“Achieving my goal is the only thing of interest to me, and I’ll ignore everything else to pursue it.”
46–50	“I find it hard to care about anything that goes on around me.”
51–55	“I don’t like the way people judge me all the time.”
56–70	“I am the smartest, wisest, strongest, fastest, and most beautiful person I know.”
71–80	“I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they’re watching me all the time.”
81–85	“There’s only one person I can trust. And only I can see this special friend.”
86–95	“I can’t take anything seriously. The more serious the situation, the funnier I find it.”
96–100	“I’ve discovered that I really like killing people.”

them—they divide the total XP value of the monsters evenly among themselves. If the party received substantial assistance from one or more NPCs, count those NPCs as party members when dividing up the XP. (Because the NPCs made the fight easier, individual characters receive fewer XP.)

Chapter 3, “Creating Adventures,” provides guidelines for designing combat encounters using experience points.

## ABSENT CHARACTERS

Typically, adventurers earn experience only for encounters they participate in. If a player is absent for a session, the player’s character misses out on the experience points.

Over time, you might end up with a level gap between the characters of players who never miss a session and characters belonging to players who are more sporadic in their attendance. Nothing is wrong with that. A gap of two or three levels between different characters in the same party isn’t going to ruin the game for anyone. Some DMs treat XP as a reward for participating in the game, and keeping up with the rest of the party is good incentive for players to attend as many sessions as possible.

As an alternative, give absent characters the same XP that the other characters earned each session, keeping the group at the same level. Few players will intentionally miss out on the fun of gaming just because they know they’ll receive XP for it even if they don’t show up.

## NONCOMBAT CHALLENGES

You decide whether to award experience to characters for overcoming challenges outside combat. If the adventurers complete a tense negotiation with a baron, forge a trade agreement with a clan of surly dwarves, or successfully navigate the Chasm of Doom, you might decide that they deserve an XP reward.

As a starting point, use the rules for building combat encounters in chapter 3 to gauge the difficulty of the challenge. Then award the characters XP as if it had been a combat encounter of the same difficulty, but only if the encounter involved a meaningful risk of failure.

## MILESTONES

You can also award XP when characters complete significant milestones. When preparing your adventure, designate certain events or challenges as milestones, as with the following examples:

- Accomplishing one in a series of goals necessary to complete the adventure.
- Discovering a hidden location or piece of information relevant to the adventure.
- Reaching an important destination.

When awarding XP, treat a major milestone as a hard encounter and a minor milestone as an easy encounter.

If you want to reward your players for their progress through an adventure with something more than XP and treasure, give them additional small rewards at milestone points. Here are some examples:

- The adventurers gain the benefit of a short rest.
- Characters can recover a Hit Die or a low-level spell slot.
- Characters can regain the use of magic items that have had their limited uses expended.

## LEVEL ADVANCEMENT WITHOUT XP

You can do away with experience points entirely and control the rate of character advancement. Advance characters based on how many sessions they play, or when they accomplish significant story goals in the campaign. In either case, you tell the players when their characters gain a level.

This method of level advancement can be particularly helpful if your campaign doesn't include much combat, or includes so much combat that tracking XP becomes tiresome.

### SESSION-BASED ADVANCEMENT

A good rate of session-based advancement is to have characters reach 2nd level after the first session of play, 3rd level after another session, and 4th level after two more sessions. Then spend two or three sessions for each subsequent level. This rate mirrors the standard rate of advancement, assuming sessions are about four hours long.

### STORY-BASED ADVANCEMENT

When you let the story of the campaign drive advancement, you award levels when adventurers accomplish significant goals in the campaign.



