



MONKEYDM

COMPENDIUM OF GREED

CORPORATE AND DEVILS WANT GOLD - YOURS ESPECIALLY



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BACKGROUNDS

CORPORATE GENIUS

You've spent your entire life climbing up the corporate ladder, only to change career paths. Now, as an adventurer, your past within the world of stocks, investors, and profits is proving immensely useful.

Skill Proficiencies: Intimidation and your choice of Deception or Persuasion

Languages: Two of your choice

Equipment: A ledger from your past business, a set of fancy clothing, a corporate signet, and 20 gp.

Feature: Tax Write-Off

As part of your previous corporation, you learned the ins and outs of cutting deals. Whenever you buy non-magical items or services, you can reduce the cost by 25%, filing it as a company expense.

Suggested Traits

PERSONALITY TRAIT

d8

1. I often start sentences with the phrase "kind reminder" to ease tension.
2. I constantly lie about my finances out of fear the tax inspectors will get to me.
3. Whenever I feel angry or wounded, I make sure to write a report and flaunt it.
4. I always make long-term plans.
5. Unless there is intense backlash, I will always stick to my plan, no matter how bad it seems.
6. I don't share my rooms or travel with anyone. I have earned my privacy.
7. If productivity is going down, I point it out.
8. At the end of each month, I review my friends and see who was the best at their job.

IDEAL

d6

1. **Profit.** Life is about making money, so I need as much as possible. (Evil)
2. **Order.** The bylaws are not to be trifled with. There's no room in my life for people who can't follow the chain of command. (Lawful)
3. **Transparency.** No matter the cost, I must tell the truth regarding my company. That's the only way to build a better future. (Good)
4. **Self-Development.** (Good) I am well aware of my insufficiencies, and work my hardest each day to palliate them, be it in my business or my personal life.
5. **People.** My company is like a family. I take care of them, and they take care of me. If they make mistakes, I make sure to cover them up. (Neutral)
6. **Freedom.** The market should never be restricted or monitored. Allow us to thrive in complete freedom. (Chaotic)

BOND

d6

1. I have a demonic investor I still haven't repaid. My soul will serve as collateral if I don't get enough money before I die.
2. An employee died on my watch. I don't know whether to cover it up or fight for justice in their honor.
3. I refused to disclose sensitive information to help my mentor and close friend.
4. I lied about my resume to get to the top, and only the person who hired me knew. I got to the top based on a lie.
5. I performed a coup and took the company over from my parent. Now, they want to get even.
6. I sold my company - out of desperation or not - to an evil investor who fired my workers.

FLAW

d6

1. Lying and doublespeak have become part of my routine.
2. I only surround myself with people who agree with me on everything.
3. I would do anything for money and profit.
4. There's not a rule I wouldn't break to destroy my competition.
5. I refuse to delegate and want to do everything on my own.
6. I always blame myself, even when it is clear that I wasn't at fault.

FAILED REVOLUTIONARY

In my past line of work, I refused to stand by as the system ruined my friend's life. I tried to bring us all together to rebel, but ultimately failed. This led me to join the adventuring business.

Skill Proficiencies: History and your choice of Deception or Persuasion.

Tool Proficiencies: two types of artisan tools of your choice.

Equipment: A set of artisan tools, working clothes, an old punch card, and 5gp.

Feature: Beloved Worker

Your past as an advocate for the downtrodden has earned you the favor of the working class. Commoners, farmers, and other workers will willingly share all information they know and put you in contact with others who might know more. They will also be favorable to your advice and work alongside you in organizing rallies, distractions, or petitions.

Suggested Traits

PERSONALITY TRAIT

d8

1. I always have to greet everyone in each new room I enter and learn their names.
2. I carry around the biography of a leader I admire and read from it obsessively.
3. If a job lasts longer than 6-8 hours, I'll stop and leave.
4. I request a contract for every task I'm asked to do and read it minutely.
5. I wake up at the same time every day, without fail.
6. I give fun work-related nicknames to all my friends and co-workers.
7. I have a deep hatred for nobility and/or the rich.
8. I never tip, instead asking the owners of establishments to increase wages.

IDEAL

d6

1. **Equality.** We are all equal and deserve the same opportunities to make the most of our lives and talents (Neutral)
2. **Anarchy.** The system only hinders and hurts us. We require complete and utter freedom. (Chaotic)
3. **Dignity.** I wish for no one to live in poverty, but a dignified life, where they can afford what they need. (Good)
4. **Reversal.** It's not enough that the previous powers that be are destroyed. I wish to be put in charge and take over. (Evil)
5. **Control.** No one should be unchecked and allowed to do as they wish with those beneath them. (Lawful)
6. **Community.** I wish for people to be allowed to bond and work together. Bringing people together is what leads to a better future. (Good)

BOND

d6

1. Someone I loved died of exhaustion while part of the system. Now I will tear it down.
2. I worked with someone I respected, only to find out they were actually a devil in disguise. I now want to repent for my sins.
3. My family once had a business we could live off of until larger companies drove us out.
4. I refused to stand back and let others be hurt, misused, or underpaid, so I was dispatched.
5. I once refused to aid in a revolution, which led to horrible consequences.
6. I stole something from an old employer to prove their guilt, and now they are hunting me down.

FLAW

d6

1. I only pretend to care for others to get ahead in life.
2. I can instigate people but rarely find the courage to fight alongside them.
3. I refuse help from anyone at the top and think they must all be cut down.
4. Whenever things are about change, I get terrified.
5. I always dash in alone, expecting others to follow me. I am, after all, a man of the people.
6. I never leave anyone behind, no matter how many times they've betrayed me or how much I need to sacrifice.

TIEFLING: GOLD BLOODLINE

When the blood of Hasbrodeus first seeped into the world, it turned man towards avarice. After enough time had passed, the first Golden Tiefling was born. Seen both as an omen of good luck and a sign of past transgressions, these devilish children have difficult lives, forever bound to gambling, coins and deals.

Traits

- **Ability Score Increase.** Your Intelligence score increases by 1, and your Charisma score increases by 2.
- **Age.** Golden Tieflings age much slower than their brethren, living to about 120 years old, but reach maturity around 18 years old.
- **Alignment.** Due to their bonds to bargains and deals, Golden Tieflings are almost always lawful.
- **Coin Toss.** While holding a coin, you can use an action to toss it and call either heads or tails. If you guess heads and are correct, you can cast the *suggestion* spell without expending a spell slot as part of the same action. If you guess tails and are correct, you can cast the *invisibility* spell without expending a spell slot as part of the same action. Charisma is your spellcasting ability for both spells. Once you've successfully cast a spell as part of this feature, you can't do so again until you finish a long rest.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Hellish Resistance.** You have resistance to fire damage.
- **Languages.** You can speak, read, and write Common and Infernal.
- **Size.** Golden Tieflings are the same size and build as humans. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Weight of Gold.** At a moment's notice, you can increase your weight to that of solid gold, making you particularly hard to displace. As a reaction to being forced to make a Strength check or saving throw against being pushed, knocked prone, grappled or restrained, you can gain advantage on that saving throw. You can use this feature a number of times equal to your Proficiency bonus. You regain all expended uses when you finish a long rest.



Art by Warmtail

PATH OF THE COMMUNITY OUTRAGE

Rage is not a feeling that can be felt in a vacuum. Rather, it is caused by events around us, and it is frequently fueled by those around us. Barbarians who follow the Path of Community Outrage find like-minded individuals to share their rage with, gathering together in massive movements that can topple kingdoms.

Tight-Knit Community

Starting at 3rd level, you've built a community of friends and followers that helps each other. At the end of each long rest, you can choose a number of creatures equal to your Strength modifier (minimum of 1) to become Community Members.

You have a pool of energy, known as Community Dice. You have a number of these dice equal to your Strength modifier, which are d8s. You regain all expended Community Dice when you complete a short or long rest. You and all Community Members can use this communal pool of dice on the following features:

- **Offer Support.** As a reaction to a Community Member being hit by an attack, any Member may roll a Community Die and add it to the attacked Member's Armor Class, potentially turning the hit into a miss. The attacked Community Member then gains resistance to bludgeoning, piercing and slashing damage until the start of your next turn, and you lose these same resistances for the duration. Only one instance of this feature can be active at once.

- **Spotter's Support.** Whenever a Community Member makes a check, any Member can expend their reaction to add a Community Die to add it to the roll.

- **Take the Lead.** Whenever a Community Member hits a target with an attack, any Member may choose to roll a Community Die and add it to the damage roll. The attacking Member can then move an additional number of feet equal to the number rolled until the end of their turn.

Coordinated Assault

Also at 3rd level, your rage leads you wherever your allies wish it to. You have advantage on attack rolls against creatures that took damage from a Community Member since the end of your last turn.

Lead By Example

At 6th level, you've learned to bring those around you up when they fall down. Whenever an allied creature fails a saving throw within 30 feet of you, if you succeeded on a saving throw against the same effect, you may expend your reaction to turn the ally's failure into a success.

You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Shared Suffering

When you reach the 10th level, seeing your friends in pain causes you even more anger. Once per round, when a Community Member you can see takes damage, you regain 1 Community Die.

Collected Company

By the 14th level, you know exactly how to bring out the fighting spirit of those who surround you. Whenever you enter your Rage, you can choose a number of creatures other than you, up to your Strength modifier (minimum of 1). Each chosen creature gains a bonus to their attack and damage rolls equal to your Rage Damage bonus for 1 minute.

Once you've used this feature, you can't do so again until you finish a long rest.

NOTE: the playtesting name the subclass had was the "Has Bros" Barbarian, but "Has bros" sounds like a villain name, so we elected to rename it.





Bard

COLLEGE OF BUREAUCRACY

Bards are known for filling silence with sounds and stories, but some bards strive to keep the silence. Those who follow the College of Bureaucracy spend the majority of their time confusing civilians, burying important stories, and using corporate jargon. Other bard colleges openly mock and despise them, but bureaucrats don't care unless such minor complaints are filed properly.

Doublespeak

Starting at 3rd level, you know how to hide your true intentions behind meaningless corporate terminology. You learn to speak a coded language known as Legalese, which sounds like regular Common, but hides your true intentions. Creatures who have one of your Bardic Inspiration or have used your Bardic Inspiration dice within the last hour can understand the true message behind the code.

Bureaucratic Inspiration

Also at 3rd level, you've learned to inspire people discreetly, ensuring the safety of your company. You and creatures possessing your Bardic Inspiration dice can use Inspiration in the following ways:

- **Expedite Paperwork.** When you cast a spell with a casting time of one action, you may expend one Bardic Inspiration die. If the rolled result is higher than the spell's level, you may choose to cast the spell as a bonus action instead.

- **Strict Framework.** As a bonus action on your turn, you can roll a Bardic Inspiration die. Whenever you next move on this turn, you leave behind a forceful energy for a number of feet equal to 5 times the number rolled. You can choose to stop the flow of energy at any point. This energy lasts until the start of your next turn. If a creature moves through the energy's space or starts its turn on top of it, it must succeed on a Charisma saving throw against your Spell Save DC or follow the energy to the end of the path.

Befuddling Administration

When you reach 6th level, you've found a way to befuddle people with the incomprehensible complexity of your system. Whenever a creature fails a saving throw against one of your spells, you may use your reaction to stun the creature until the start of its next turn.

Once you've used this feature, you can't do so again until you finish a long rest unless you expend one use of your Bardic Inspiration to use it.

Endless Delays

At 14th level, you've learned to postpone, hide and delay complaints so that you can better manage them. Whenever a creature casts a spell or makes a ranged attack within 60 feet of you, you may use your reaction to expend and roll one Bardic Inspiration die. You hold the spell or projectile in a time bubble for a number of rounds equal to the difference. The spell casts at the start of the caster's turn once the rounds have passed targeting the original area or target, if the caster is still alive.

Once you've used this feature, you can't do so again until you finish a long rest.



Art by Kalleeck

GREED DOMAIN

Cleric

Some worship gods of unity, while others worship gods of nature, but to Greed Domain clerics, these gods pale in comparison to the true deity in charge of the world, gold. Everyone wishes for gold, gold is the only god that can be touched, kissed, and whose power can be felt by all. There is never enough money, land, power, or magic in the world. They constantly need more - and they'll get it no matter what.

Guardian Domain Spells

CLERIC LEVEL	SPELLS
1st	charm person, identify
3rd	locate object, suggestion
5th	major image, tiny hut
7th	resilient sphere, secret chest
9th	creation, legend lore

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and thieves' tools.

Ransack Magic

At 1st level, you cannot stand to see others in possession of magic, and have learned deviant ways to take it for yourself. Whenever a creature other than yourself within 60 feet of you loses concentration on a spell, you may use your reaction to try to gain control of that spell. Roll a d20 and add your Wisdom modifier. If the total is higher than 10 + the spell's level, you begin to concentrate on the spell. The spell's area, remaining duration, range, and target remain the same. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Channel Divinity: Avarice

Starting at 2nd level, you can use your Channel Divinity to believe yourself to be the center of the world, despite any evidence to the contrary.

As a reaction to seeing a spell being cast that targets a single target, or that targets multiple creatures individually (such as *bleed* or *scorching ray*), if you are within its range, you may expend one use of your Channel Divinity to become the new target of the spell. If the spell requires you to make a saving throw, you gain advantage on that saving throw.

Alter Aspects

Starting at 6th level, you've learned to assume a stronger control over the spells of others. While concentrating on a spell you did not cast, you can use your bonus action to change the spell's target or move the spell's area.

Once you've used this feature, you can't do so again until you finish a short or long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with mental avarice. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Greed Incarnate

At 17th level, your greed knows no bounds, allowing you to devour all magical energy surrounding you. You gain the following benefits:

- Whenever a spell is cast within 90 feet of you, regardless of if you are in its original range or not, you may use your *Uncanny Avarice* on it.
- You gain advantage on checks made with your *Ransack Magic* feature, and uses are only expended on successful checks.



WIZARD OF THE COAST

Coastal wizards have always piqued the interest of other wizardly schools due to their creativity. These magical pirates thrive on inflicting as much pain as possible and reveling in others' riches - obtained through dubious legal means.

Raider's Mastery

Starting at 2nd level, you've found a way to inflict pain even on those who feel they've dodged it all. Whenever an enemy succeeds on a saving throw against one of your spells that would allow them to take no damage from the spell, you may expend your reaction to have them take a quarter (rounded up) of the spell's damage instead.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Surf the Wave

Also at 2nd level, your experience on the sea has drastically improved your mobility in battles. If you've damaged a creature with a spell or have made a Dexterity (Sleight of Hand) check since the start of your turn, your movement speed increases by 10 feet until the end of the turn, and you ignore both magical and nonmagical difficult terrain.

Slippery Scoundrel

Starting at 6th level, you've learned that the best way to swindle others is never stick around to face the consequences. If you've damaged a creature with a spell or have made a Dexterity (Sleight of Hand) check since the start of your turn, you may use your bonus action to take the Dash or Disengage action.

Ensured Violence

By the 10th level, no one can escape your attacks, no matter how hard they may try. Whenever you use your reaction to use your Raider's Mastery feature, the target takes half of the spell's damage instead.

Spell Swindle

At the 14th level, you've found a way to take spells for your own good. You learn the *counterspell* spell if you don't already know it. Whenever you successfully counter a spell, if the countered spell was cast at a level than lower or equal to your *counterspell*, you can cast that spell on your next turn without expending a spell slot.

Once you've cast a spell using this feature, you can't do so again until you finish a short or long rest.

PROSPEROUS DYNASTY SORCERER

Some people believe that the world is just and equitable. Those people are incorrect. Several people are born far luckier and more prone to success than others. Sorcerers of the Prosperous Dynasty are among those who get a head start in life thanks in large part to the legacy left by their forefathers. Their magic was passed down from generation to generation, along with the expectation of greatness. As a result, many seek adventure to prove themselves, but others remain at home and rely on what their parents and grandparents built before them.

Prosperous Spells

At 1st level and when you gain levels in this class, you learn additional spells, as shown on the Prosperous Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an enchantment spell from the cleric, sorcerer, or warlock spell list.

Prosperous Spells

SORCERER LEVEL	SPELLS
1st	command, unseen servant
3rd	find steed, suggestion
5th	dispel magic, sending
7th	private sanctum, secret chest
9th	contact other plane, dominate person

Family Heirloom

At 1st level, your life has been surrounded by the magical heirlooms of your family, meaning you must have one yourself. Whenever you attune to a magic item with charges, you can choose to make it your heirloom. You can only have a maximum of one heirloom. If you would choose to make an item your heirloom while you already have one, the previous item loses its connection to you.

While an item is your heirloom, you may spend 2 sorcery points to regain one of its charges.

Sorcerous Allowance

Also at 1st level, your magic manifests itself in the form of Sorcerous Allowance Tokens. These replace your Sorcery Points but function just like them. These can look like strands of magic, infused golden coins, or anything you like. Regardless of appearance, the Tokens are tiny magical objects which you can store in your pocket dimension or on your person. You can magically recall all Tokens as a bonus action. In addition to your Metamagic Options, you can use Sorcery Allowance Tokens for the following features:

- **Name Recognition.** You can expend 2 Allowance Tokens as a bonus action to gain advantage on Charisma (Intimidation) and Charisma (Persuasion) checks for 1 minute.
- **Divert Attention.** As a reaction to being targeted with an attack, you can expend 2 Allowance Tokens to force the attacker to make a Wisdom saving throw against your spell save DC. On a failure, they must choose a target other than you for the attack and can't target you with any attacks or spells until the end of the turn.
- **Purchase Power.** As a bonus action, you can expend 2 Allowance Tokens to make the next spell of 5th level that you cast casts at 1 level higher.

Dynastic Generosity

At 6th level, your family's energy is so strong you can share it with those around you. Any creature holding your Allowance Tokens can now use any of your Metamagic Options when casting a spell.

Follow the Magic

Starting at 6th level, you know the exact location of any creature within 500 feet that is in possession of your Allowance Tokens.

Acknowledge the Bloodline

At 14th level, you can force your enemies to acknowledge you, reducing the damage taken with the sheer magical wealth of your family. Whenever a spell or attack damages you or a creature holding an Allowance Token, if that damage is equal to one quarter or more than your maximum hit points, you can use your reaction to expend 2 Allowance Tokens and instead only take half of that damage.

Magical Legacy

At 18th level, you become fully aware of your dynasty's power, causing magic to flow through with unmatched intensity and reach those around you. Whenever you use a feature from your Sorcerous Allowance, it affects you, as well as another creature holding an Allowance Token. Whenever you use a Metamagic Option, until the start of your next turn, the next spell cast by a creature holding your Allowance Tokens also benefits from that Metamagic Option.

Once you use this feature, you can't do so again until you finish a long rest unless you spend 5 Allowance Tokens to use it again.

Art by Warmtail



FEATS

Rags to Riches

You've started from the bottom, but now you're here, giving you both the confidence and the empathy needed to captivate those around you. You gain the following features:

- Your Charisma score increases by 1.
- You gain proficiency in the Persuasion skill. Your proficiency bonus is doubled for any ability check you make that uses this skill.
- You learn the *enthrall* spell and may cast it once without expending a spell slot. Once you cast the spell this way, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level. The spell's spellcasting ability is Charisma.

Treasure Finder

You're an expert at finding treasures, gems and identifying fakes. You gain the following features:

- Your Intelligence score increases by 1.
- You gain proficiency in the Investigation skill. Your proficiency bonus is doubled for any ability check you make that uses this skill.
- You learn the *locate object* spell and may cast it once without expending a spell slot. Once you cast the spell this way, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level. The spell's spellcasting ability is Intelligence.

Kleptomaniac

Try as you might, you can't keep your hands off of things. You instinctively reach out, trying to grab and steal whatever you see -- even if it would ruin the years you spent building a dedicated community. You gain the following features:

- Your Dexterity score increases by 1.
- You gain proficiency in the Sleight of Hand skill. Your proficiency bonus is doubled for any ability check you make that uses this skill.
- You learn the *enlarge/reduce* spell and may cast it once without expending a spell slot, only using the reduce part and only targeting objects. Once you cast the spell this way, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level. The spell's spellcasting ability is Dexterity.

SPELLS

GRUBBY LITTLE MITS

2nd-level conjuration (*bard, sorcerer, warlock, wizard*)

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S, M (a pair of velvet gloves)

Duration: 1 minute

You animate a pair of velvet gloves within range, which become obsessed with stealing objects around them. The gloves remain animated for the duration or until you dismiss them as an action. The gloves also dismiss if they are ever more than 60 feet away from you or if you cast this spell again.

You can use your bonus action to move the gloves up to 60 feet and command them to steal an object. You can choose to have the gloves either add your Dexterity or your Spellcasting Ability to any Sleight of Hand checks they make.

Any object successfully stolen by the gloves instantly teleports in your possession.

The gloves can't interact manipulate objects, attack, activate magic items or carry more than 30 pounds.

PATRONAGE

3rd-level transmutation (*bard, cleric, paladin*)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a signed golden coin)

Duration: 1 round

You toss a magically-infused coin to a creature within range, empowering its next spell. Before your next turn, whenever the chosen creature casts a spell of 3rd level or lower, it is cast at one level higher.

At higher levels. When you cast this spell at 4th level or higher, it can affect spells of a higher level for each spell level above the 3rd.

PRINCE AND PAUPER

3rd-level enchantment (*bard, cleric, sorcerer, warlock, wizard*)

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a distinction between two creatures, altering their position in the world. Choose two creatures. Each creature must succeed on a Charisma saving throw (they can choose to fail). If both creatures fail, you may choose one to be the prince and one to be the pauper.

Prince. The creature has advantage on all Constitution saving throws to maintain Concentration, and all attacks of opportunity made against it are made at advantage.

Pauper. The creature has disadvantage on all Constitution saving throws to maintain Concentration, and all attacks of opportunity made against it are made at disadvantage.

SMUGGLER'S STASH

6th-level conjuration (*bard, sorcerer, warlock, wizard*)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a door and a platinum padlock worth at least 1000 gold)

Duration: 6 Hours

You touch a door and place upon it a platinum padlock, which instantly turns the door into your Smuggler's Stash. When you cast this spell, choose a password.

Whenever a creature opens the door, if they don't speak the password, they open the door normally, passing through to the other side. If a creature speaks the password, the door instead opens to your stash, a 40 foot wide, 40 foot long and 10 foot tall pocket dimension, lined with torches and crates. The stash has unlimited air, allowing any number of creatures to breathe inside it normally for the duration.

When the spell ends, any creatures or objects left inside the stash are expelled into the open spaces nearest to the chosen door.

Art by Marc Da Matisse



ITEMS

MAMMON'S MAW

wondrous item, rare

An ornate skull made of gold and bone, with gems instead of eyes. Inside its mouth is an endless, lightless void. When staring directly into the eyes, one can hear the sound of thousands of coins falling to the ground.

While holding this item, a creature may place any amount of gold coins into the maw's mouth and wish for any non-magical item, common magical item, or material component worth up to the number of gold coins placed within the maw. The maw then spits out the requested item, then turns to dust. If the item wished for is more expensive than the total coins placed inside, the maw does not spit out the item but still turns to dust.

Curse. This jawbone is cursed, and using its ability extends the curse to you for a number of days equal to the gold coins placed inside it. As long as you remain cursed, you are unwilling to part with any more of your gold, keeping it within reach at all times. In addition, at the end of each long rest, you must attempt to steal an item from a creature you can see.



GAMBLER'S GOLDDOUCH

wondrous item, uncommon (requires attunement)

This small pouch in the shape of a frog's head is locked via a golden frog's tongue-shaped lock, which has no keyhole.

This magical pouch can hold up to 50,000 coins while weighing less than a single coin. When you attune to this pouch, you may choose a password. The pouch only opens if someone speaks the password. Additionally, when the pouch is further than 15 feet from you, you can call it back to you as an action, teleporting it back in your possession.

THE 2ND OPULENT GAMING LEDGER

(OGL 2.0 FOR SHORT)

wondrous item, legendary (requires attunement)

This massive ledger was created by Hasbrodeus, the demonlord of greed, and it contains information on every deal ever made by anyone in their entire lives. To put it mildly, the information contained within is incredibly powerful.

While attuned to this item, you may cast *locate object*, *screaming*, and *legend lore* at will, without expending a spell slot.

Additionally, you can purchase magical items without paying for them, as you can alter the ledger so that the vendors owe you those items.

Lastly, whenever a vendor you have met sells a magical item, the ledger conjures gold equal to 25% of the item's value inside your pockets.

HASBRODEUS' GOLDEN MOLAR

wondrous item, very rare (requires attunement)

This golden tooth screams excess but whispers sweet promises of wealth. When touched, it begins whispering into the mind, offering devilish deals. Legend says it was torn right from the jaw of the Greed Demon Hasbrodeus

When you attune to this item, one of your molars becomes golden, gaining the abilities of the molar, while the previous tooth disintegrates. You cannot lose attunement of the molar unless you remove it from your mouth.

While attuned to this item, you can use it as a spellcasting focus. Any spell you cast through it that charms one or more creatures gains a +2 to its saving throw DC.

In addition, the molar has 10 charges, and it regains 1d8 + 2 charges daily at dawn. You can expend charges to use the following properties:

- **Golden Words.** You can expend any number of charges to roll an equal amount of d4s. You spit out gold coins equal to the total rolled.
- **Silver Tongue.** You can cast the following spells without expending a spell slot: *charm person* (1 charge), *suggestion* (3 charges), *dominate person* (5 charges), *mass suggestion* (8 charges)
- **Taste of Opulence.** You can expend 1 charge to learn the exact monetary value of any item you place within your mouth for at least 5 seconds.
- **Gilded Speech.** You can expend 5 charges to change the memory of those who heard what you said within the last minute. You can reverse bets, alter promises or revoke previous vows. This ability can target any number of creatures within 15 feet. A creature with an Intelligence score higher than 5 can make an Intelligence (Investigation) check at the end of each long rest (DC = 8 + your Proficiency bonus + your Charisma modifier). On a success, it recalls the initial memory and becomes aware of the lie.

MONSTERS



Golden Devilfish

Huge fiend (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 0 ft., fly 30 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	1 (-5)	12 (+1)	7 (-2)

Saving Throws Str +10, Con +9

Skills Athletics +10, Perception +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, prone

Senses blindsight 60 ft., passive Perception 15

Languages understands All, telepathy 120 ft.

Challenge 12 (8,400 XP)

Amphibious. The devilfish can breathe air and water.

Blood Frenzy. The devilfish has advantage on melee attack rolls against any creature that doesn't have all its hit points.

False Wish (1/Year). The devilfish may grant one wish spell to any creature within 120 feet. The creature receives the exact opposite of what it wished for.

Shapechanger. The devilfish can use its action to polymorph into a tiny goldfish, or back into its true form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Trove Swallower. For each 5000 gold the devilfish consumes, its size and AC increase by 1.

ACTIONS

Multiattack. The devilfish makes two attacks. It can exchange one of those attacks for a use of its funnel.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (5d10 + 6) piercing damage and the target is grappled.

Swallow. The devilfish makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the devilfish, and it takes 14 (4d6) fire damage at the start of each of the devilfish's turns. If the devilfish takes 25 damage or more on a single turn from a creature inside it, the devilfish must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the devilfish. If the devilfish dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Funnel (Recharge 5-6). The devilfish creates a funnel of air from its mouth, dragging inside everything within a 50-foot cone. All creatures within the area must succeed on a DC 18 Strength saving throw or become swallowed. All golden coins and gems within the area magically teleport within the devilfish's mouth, regardless of if they were in pouches, pockets or extradimensional spaces created by magical items.

BONUS ACTION

Gold Travel (3/Day). The devilfish can teleport to any gold piece within 120 feet, emerging from the tiny object and growing in size as it does so.

Debt Devil

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	16 (+3)	11 (+0)	14 (+2)

Saving Throws Str +9, Con +8, Int +7, Cha +6

Skills Deception +6, Insight +8, Perception +8

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Collector's Mark (3/Day). Whenever the debt devil successfully hits a creature with an attack, it can apply its Collector's Mark to the creature (no action required), which lasts for 30 days or until dispelled (it counts as a 5th level spell for the purpose of dispelling). The debt devil always knows the exact location of all marked creatures, even while on different planes of existence. While marked, a creature takes 10 (3d6) fire damage whenever it teleports, turns invisible or ends its turn under the invisible condition.

Debt of Blood. At the start of each of its turns, the debt devil regains hit 11 (2d10) hit points if a marked creature regained hit points since the end of the debt devil's last turn.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three melee attacks: one with its bottomless pouch and two with its claws. Alternatively, it can use Golden Curse twice.

Bottomless Pouch. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) bludgeoning damage and the creature must succeed on a DC 17 Dexterity saving throw or be stuffed into the bag. While inside the bag, the creature is blinded and restrained, has total cover from all attacks and effects outside the bag, and takes 10 (3d6) fire damage at the start of each of the debt devil's turns. It can escape the bag by using its action to make a DC 17 Strength (Athletics) check, emerging out of the bag on a success.

If the devil is brought to 0 hit points, its pouch immediately opens, letting out all creatures and treasures inside it.

Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 5) piercing damage. If the creature is marked, it takes an additional 7 (2d6) fire damage.

Golden Curse. The debt devil attempts to curse a creature within 60 feet. It must succeed on a DC 15 Charisma saving throw or begin slowly turning to gold. On a failure, a creature takes 10 (3d6) fire damage and is restrained. At the end of its next turn, the creature may repeat the saving throw. On a second failure, the creature is petrified and turns to gold. On a success, the curse is broken.



Coincage Frog

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 58 (9d6)
Speed 35 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	11 (+0)	7 (-2)	13 (+1)	3 (-4)

Skills Perception +3, Sleight of Hand +7, Stealth +5

Damage Resistances acid, cold, fire

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Amphibious. The frog can breathe air and water

Coinsense. The frog knows the exact location of all coins, jewels and gems within 100 feet, as long as they are not behind a 1-inch wide wall made of any material.

Standing Leap. The frog's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

Coincage Belly. The frog's stomach can hold any amount of coins, expanding infinitely as a pocket dimension. When the frog is brought to 0 hit points, its stomach explodes and all the coins fly out within 10 feet of the frog's location.

ACTIONS

Devour Gold. The frog eats a gem, jewel or up to 10 gold coins within 5 feet of it, regaining 1 hit point for each coin eaten in this way, 5 points for a gem or 15 hit points for a jewel.

Adhesive Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. If the target is an object that weighs less than 10 pounds, the frog does no damage, but instead pulls the object within 5 feet of itself. If the object is a jewel, gem or a pouch of coins, the frog can use its devour gold for free.

Giant Coincage Frog

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 35 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	9 (-1)	13 (+1)	3 (-4)

Skills Perception +4, Sleight of Hand +9, Stealth +6

Damage Resistances acid, cold, fire

Senses darkvision 30 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Amphibious. The frog can breathe air and water

Coinsense. The frog knows the exact location of all coins, jewels and gems within 100 feet, as long as they are not behind a 1-inch wide wall made of any material.

Standing Leap. The frog's long jump is up to 30 ft. and its high jump is up to 20 ft., with or without a running start.

Coincage Belly. The frog's stomach can hold any amount of coins, expanding infinitely as a pocket dimension. When the frog is brought to 0 hit points, its stomach explodes and all the coins fly out within 10 feet of the frog's location.

ACTIONS

Multiattack. The frogbeast makes two adhesive tongue attacks. It can replace one of those attacks with a devour flesh attack.

Adhesive Tongue. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must make a DC 15 Strength saving throw or be pulled within 5 feet of the frogbeast and become grappled. It can escape the grapple by spending its action to make a Strength (Athletics) check or Dexterity (Acrobatics) check contested by the frogbeast's Strength (Athletics).

If the target is an object that weighs less than 20 pounds, the frogbeast does no damage, but instead pulls the object within 5 feet of itself. If the object is a jewel, gem or a pouch of coins, the frogbeast can use its devour gold (no action required).

Devour Flesh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one grappled or restrained creature. Hit: 20 (3d10 + 4) piercing damage and the creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the frogbeast, and it takes 10 (3d6) fire damage at the start of each of the frogbeast's turns. The frogbeast can't have more than one creature swalled at any one time.

If the frogbeast takes 20 damage or more on a single turn from a creature inside it or if it uses its Molten Gold action, it regurgitates the creature inside it, which falls prone in a space within 5 feet of the frogbeast. If the frogbeast dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Devour Gold. The frogbeast eats a gem, jewel or up to 10 gold coins within 5 feet of it, regaining 1 hit point for each coin eaten in this way, 5 points for a gem or 15 hit points for a jewel.

Molten Gold (Recharge 6). The frogbeast shoots out a ball of molten gold from its stomach in a 10-foot wide, 60-foot long line. When the ball collides with a creature or a surface, all creatures within a 10-foot radius must make a DC 15 Dexterity saving throw, taking 9 (2d8) bludgeoning damage and 9 (2d8) fire damage on a failure, or half on a success.



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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