

# WarLite20

## Core Rulebook





# Warlite20:

*The Wargaming Roleplay System*

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## Gameplay

The gameplay is a mix between roleplaying as a single character in the world against the rest of the group of players in a wargaming style of play with army building and political mechanics. To begin, follow the basics to create a character known as a Commander, and then continue to read the rest of the Rulebook to understand all of the mechanics. This book also contains plenty of tables for the random generation of content on the fly allowing the WM (War Master) to fluidly create content without bias and can be shared amongst the players.

## Roleplaying and Out of Combat

Out of combat players are to take a turn performing roleplaying or social actions in the area they are in. They perform these actions as they would in any Roleplaying Game. They may also command their Army at this time. See the section in Mass Combat to see the options the players have with this action.

## Stats

There are 3 stats:  
Strength (STR), Agility (AGI) and Intellect (INT).

Roll 4d6. Total is then allocated to one of the stats.

Bonus = Divide by 2, round up.

## Races:

*Humans* get +2 to any stat, +1 to all skills

*Elves* get +4 AGI, +1 DEC  
*Dwarves* get +2 STR +1 BRAWN  
*Halflings* get +3 AGI, +1 to INT  
*Gnomes* get +2 to AGI, +3 to INT  
*Half-orcs* get +3 to STR, -2 to INT  
*Half-elves* get +1 to AGI, +2 to any skill  
*Dragonkins* get +3 STR, -2 AGI, +3 INT  
*Half-fiends* get +4 INT, -2 STR  
*Orcs* get +5 STR, -3 INT, +4 BRAWN  
*Goblins* get +2, -2 to desired Stat, +4 DEC  
(*Monstrous/Other* choose from above according to size.)

## Racial Size:

*Humans*: Medium  
*Elves*: Large  
*Dwarves*: Small  
*Halflings*: Small  
*Gnomes*: Small  
*Half-Orcs*: Medium  
*Half-Elves*: Medium  
*Half-Fiends*: Medium  
*Orcs*: Large  
*Goblins*: Small

## Classes:

*Warlords* can wear no armor but can dual-wield two-handed weapons. They have a +3 bonus to Brawn and add +1 to all damage rolls but receive a -4 to hit when dual-wielding two-handed weapons. Warlords also receive both AGI and STR added to their AC when wearing no armor.

*Fighters* can wear any kind of armor and use shields. They have a +3 bonus to Brawn and add +1 to all attack and damage rolls. Fighters can dual-wield any weapon so long as it is one-handed and are proficient in this ability receiving a +1 to attack and damage rolls with one-handed weapons.

*Thieves* can use light armor. They have a +3 bonus to Deception. If they successfully Sneak (on a successful Stealth check) up on a foe they can add their Deception skill rank + AGI

+ STR bonus to the damage of their first attack without being detected, if the enemy dies in this manner, the body can be easily hidden, and no one notices even in a crowded area. Thieves always have advantage when picking locks.

*Mages* can wear no armor. They can cast arcane spells and gain a +3 bonus to Social. A Mage is fluent in manipulating raw energy to their will. A mage will choose from the following themes of magic to cast from; Fire, Frost, Arcane, Shadow, Necrotic, or a combination of up to (2). Ex. Frostfire, or Necrotic Frost.

*Paladins* can wear any kind of armor and use shields. They have a +1 bonus to Brawn and a +2 bonus to Social. They are immune to diseases. Paladins can detect evil within 60' at will and can heal up to 1d10 per day by laying on hands. They deal an additional passive 1d4 of radiant damage with every melee attack. And can cast spells from the holy domain.

*Hunters* can use light or medium armor. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +1 bonus to Brawn, and a +2 bonus to Deception. Hunter can have an animal companion that acts as another party member in control of the Hunter. The stats can be determined by rolling as normal, or selecting from the list of beasts here, the creature must be a beast of medium size up to one size larger than its owner.

*Druids* can wear any non-metal armor. Druids are immune to the spell-like effects of woodland fey. A Druid can assume the form of any creature with HD equal to the Druids INT Bonus. Druids can

also communicate with plants and animals at will. Can cast healing or damage type spells within the nature domain.

*Bards* can wear light armor and can use bucklers. They gain a +2 bonus to Social, and Deception. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to charm person, remove fear, or heal for 1d8+AGI. Bards are capable of casting minor illusory spells.

*Pirates* can use light armor. They have a +2 bonus to Deception and a +2 bonus to Brawn. They are proficient with firearms and one-handed weapons receiving a +1 to all damage and attack rolls made with these weapons. They also receive advantage on Brawn and Deception checks and start with a Sailing Ship.

*Monks* use no armor. They have a +3 bonus to Brawn and can fight unarmed doing 2d8 damage (STR bonus to damage still applies). They also must choose a fighting style from the list below;

*Mantis Style* allows the Monk to utilize his legs and arms in a controlled motion. Unarmed damage now 4d8.

*Tiger Style* is an aggressive style and when trained effectively the monk can use his kicks like an axe and strike with lethal precision. Unarmed attacks specified as a kicking action has its damage increased by x2.

*Drunken Master* allows the Monk to take advantage of being intoxicated. While intoxicated the Monk cannot drop below 0hp, and will not take STR damage, until sober. The Monk is also able to attack again immediately after being attacked.

*Warlocks* are dangerous magic users, consorting with Demons and Fiends and performing Dark Magic to dispatch their foes. As a Warlock, you can control a Fiend or Demon of your choice up to one size larger than yourself. They receive stats the way you do, and also cast Spells as you do. Warlocks can only cast from the domains of Necrotic, Shadow, and Fire. But they can cast from all three domains.

### **Skills**

There are just three skills: Brawn, Deception, and Social. Roll higher than the given Difficulty Class to succeed.

**Brawn** = STR Bonus for Brawn  
**Deception** = AGI Bonus for Deception  
**Social** = INT Bonus for Social

Skills from the 3.5 SRD are used below to display and example of the translation of the skills to Warlite20.

*Appraise, Heal, Use Magic Device, Gather Information, Profession, Diplomacy, Speak Language, Perform (Social)*

*Climb, Tumble, Swim, Ride, Intimidate, Handle Animal, Sense Motive (Brawn)*

*Disable Device, Stealth, Open Lock, Search, Sleight of Hand, Bluff, Disguise, Forgery (Deception)*

### **Morale**

Morale is a modifier that is based off of your STR Bonus + INT Bonus divided by 2 and is added to all melee and spell attack rolls.

### **Magic**

The energy surrounding us can only be manipulated by a few of the most intelligent and wise creatures. Able to shape it to their will, magic in Warlite20 is *freiform*.

Meaning, if you think it, it can happen, within constraints of the Spells DC listed below and the discretion of the World Master (WM).

### Spell Type DC

*Directly Damaging Target's*  
AC

*Mind affecting, Unwilling Target*  
10 + Opponent's INT Bonus

*Willing Target/Self*  
0  
*Inanimate Object*  
10

For every point above the DC the caster may add 1 + INT Bonus points to damage, healing or duration. Each round of action spent concentrating unimpeded by anything allows them to add 1d10 to the attribute desired as well, this is considered *Over channeling*.

### Spell Domains

The following domains of Magic exist in the world of WarLite20, this section describes some simple spells to keep for sake of expedition and for inspiration.

*Fire* a force of natural destruction. The Domain of Fire, and its Scholars of Pyromancy, are typically Wild, Free and Brave. Some of the common Spells they know are; *Fireball, Fire Wall, Meteor*. On an attack using this domain, a DC of the opponents AC must be achieved, or they suffer the damage taken halved, per round for 1d6 rounds.

*Frost* flows through the casters veins. Fueled often by hatred, misanthropy. Some of the common spells they know are; *Frostbolt, Icicle, Blizzard, Deep Freeze*. On an attack with this domain, a DC of the opponents AGI must be achieved or they are frozen in place for 1d4 rounds. They attempt to break

this with the same DC check each round until free of the effect wears off.

*Arcane* is the natural magical energy that surrounds us. Many have attempted to manipulate it in its raw form and have failed. Those who have succeeded, have come to great power and wisdom. Some spells known by these practitioners are; *Arcane Blast, Telekinesis, Mind Control, Flight*. Arcane domain spells crit on Natural 1's as well as Natural 20's.

*Shadow* domain users are usually in cults along fellow practitioners of the *Dark Arts*. Shadow Magic is considered to be the most dangerous and evil form of magic next to its other darker domain, Necrotic. Spells known typically are; *Deaths Breath, Shadow Bolt, Ruin, Entropy*. Shadow does double damage to targets that are at Half Morale.

*Necrotic* users are typically considered Necromancers, but often when Necrotic and Frost domains are learned in conjunction, they are considered a Lich. This school controls the essence of the living and the dead. Draining life, to create undead, and the eternal living. Some spells are; *Drain Life, Exhaustion, Plague of Insects, Soul Bind*. As a ritual the Necrotic practitioner can raise an Army of the Dead after 1d20 days equal to their Morale x Amount of days spent performing the Black Harvest.

*Holy* users are always just, righteous and divine. They can cast out the dead, and all evil at ease. They are one of the two domains capable of restoring life itself, and healing others of wounds, disease and curses. Some spells known are; *Glimpse of Light, Holy Shock, Righteous Explosion, Vindication*. You are capable of bringing the dead back to life

as they were before death, stabilizing them, and healing all wounds, so long as you can spend time within touch range and concentration isn't broken for up to 10min.

*Nature* users are commonly generous folk, soft hearts and a kinship with the animal kingdom, and the natural forces of the world. They are also capable of recovering their allies, and restoring life from death. Some spells known are; *Thunder Clap, Lightning Strike, Root Grasp, Revitalize*. You are capable of bringing the dead back to life as they were before death, stabilizing them, and healing all wounds, so long as you can spend time within touch range and concentration isn't broken for up to 10min.

### Spell Attributes

*Damage* 1d10+INT Bonus  
*Healing* 1d10+INT Bonus  
*Duration* 1d10+INT Bonus  
(Minor, as stated)

Transformation spells must exceed the HP of the target. A spell lasts as long as the caster concentrates, or as long as it's stated duration.

### Combat

Hit Points = STR Total + 2d12.  
If HP reaches 0, you become unconscious. Further damage directly reduces STR. If that reaches 0, you die.

Roll d20 + AGI bonus for initiative order.

Everyone can do the following each turn; move, attack/cast a spell, and a bonus action which can be (1) of the other actions listed. (Allowing for everyone to have at least two attacks if so desired or playing with a smaller party.)

Natural 20 is automatically a critical and you must roll a 1d100 and refer to the Critical Table later mentioned in this manual.

Fighters and Thieves can use AGI bonus + Morale as Melee attack bonus instead if wielding a light weapon. Fighters and Thieves can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Armor Class (AC) = 10 + AGI bonus + Armor bonus.

### Progression

Commanders progress at a rate they choose to progress at. In Warlite20 Stat and Skill progression and Army conscription and growth is what matters. This can be handled in many ways. In order to increase STR you might spend time training in an arena, pit fighting, brawling, etc. AGI you might take on horseback and ride off to distant lands, attempt to scale cityscapes and mountainous regions, etc. INT you could find yourself in a library studying, reading, writing, conversing with colleagues, etc. Your skills are a direct effect of your statistics as you grow stronger, you grow bolder. Faster, comes with balance, and Intelligence comes with wit.

### Mass Combat

Most combat is carried out one-on-one, with each set of stats (HP, AC, combat bonuses, etc.) applying to a single character or creature. But in WarLite20

### Mass Combat Resolution

Each unit hired will have one of the three statistical archetypes. A gladiator would be a STR type, a group of thieves an AGI type, and Wizards, Warmages, etc. an INT type. The Unit also receives the commander's AC and one of the chosen types of

attacks from the commander or spells from the spell list, on top of this each Unit has its own Morale score equal to that the STR, AGI, or INT Bonus.

They receive 1d8 HD per your STR, AGI, or INT bonus So a Mage with an INT bonus of +4, an AC of 15 and the Ruin cantrip, ends up hiring a band of rogue sorcerers. They have the following stats;

(10) Rogue Sorcerers: HD4d8 (32hp), AC 15, Ruin, Spell 1d8, Morale 4

Against an army of (20) Gladiators HD5d8 (40hp), AC 16, Short Sword 1d6, Morale 5

Combat would look like this;

Spell attack is successful, multiply rolled damage by the number of troops, so for the Rogue Sorcerers, they rolled a 6.  $6 \times 10 = 60$ , now we divide by the number of troops we're up against,  $60 / 20 = 3 \text{ dmg}$ . The troop of gladiators lose 3hp and are now down to 37hp.

### Army Building, Mercenaries, Sell Swords

To acquire an Army, hire mercenaries or sell swords, you must pay the appropriate hiring fee. When traveling with an Army you choose which formation and morale type to progress with.

**Aggressive:** This morale type is considered the Hostile Morale type. Any army moving with this morale type can be attacked at will by anyone, or anything within its sight.

**At Ease:** This is a neutral morale type and allows the army and its commander to move without being attacked but allows an attack to take place without preparation.

**Peaceful:** This is the passive morale type and allows an

army to pass another opposing army, or pass through a cities walls, or gates unharmed and unthreatened. If the army needs to attack they must wait and take two actions, one to ready into At Ease and then another into Aggressive morale types.

### Army Cost Expenses

Raising and maintaining an army isn't an easy task necessarily. The cost of the army covers pay for their efforts serving your reign, their food, clothing, armor and supplies. This luckily is averaged out amongst your military and is discounted by your Morale through superiority. A single unit costs 1gp/Morale per Day. A Day is usually when all players have performed all possible Army Actions and All Commander actions outside of combat, during a scene change in a campaign, or at the War Master's discretion. Let's see an example;

Warchief Grommash has an Orcish Warband of 138 Orcs and 62 Goblin Sorcerers. This means total, he requires a minimum of 200gp a day, this however is diminished with the Warchiefs' Morale as his army chooses to stay by his side no matter the cost. Grommash has a combined Strength and Intellect score of 18. This would make the cost per day  $200 / 18$ , bringing it to roughly 11gp a day.

### Preparation and Armaments

This cost is also able to be minimized on impact for smaller armies based on Morale, but the cost upfront is required.

In order to outfit a small coven of 10 Witches with Wands at 50gp and the Commander has a Morale of 17, that means the  $50 \times 10 / 17$  brings an upfront cost of around 29gp due at transaction.

## Revenue

Generating revenue is not a difficult task for a Commander. The Commander can choose to side up with the other Commanders at play to tackle a large obstacle, topple a massive kingdom and claim stake to their own, or have their minion and servicemen and women do it for them by performing Duties mentioned in the next section. Generally, Revenue is calculated with a Morale multiplier. The reward is typically multiplied by the Morale score from a d100. (Unless reward otherwise specified.)

## Unit Types, Ranking and Duties

In your army you are able to specify Unit types according to your play style. The listed Unit Types below will explain some of the style of play you can find within WarLite20. We will also be explaining Duties alongside the Unit's type and Ranking which determine what the Unit Type can and cannot do to generate revenue, find new lands, dispatch specific political, commanders, or persons, etc.

### Scout

A scouting unit typically takes up no more than three members of a scouting party. Each can be assigned a specific Character if desired and can be roleplayed individually if also desired. The scout can perform the following Duties;

*Scout for Land* the scouting party seeks unoccupied land for the commander to stake claim to.

*Scout for Keep* the party seeks a castle to siege or take control of if abandoned.

*Scout for Person* the scouting party seeks a specific target

unknown to the rest of the commanders.

### Infantry

The brunt of the army, a strong military is filled with many of the rank and file of these men and women. Infantry are typically filled in the hundreds, thousands to tens of thousands. They can be broken apart into different *Squadrons* or *Companies*. The Infantry Unit types can perform the following Duties;

*Mercenary Work* the Infantry fit best in a fight and a fight they will do their best. Showing their Commanders colors off getting you more renown can be a nice reward. *1d10/Rounds for 1d100xMorale*

*Law Officiant* servicing as local Officers of the Law for a particular allied government can provide yield daily so long as you stay within good standing, and the conscription contract doesn't expire. *Daily 1d10gp x Morale/Per Unit*

### Ranged

Ranged units come in handy in so many ways one could think. With a solid mix of Melee and Range you have half the battle won. They are seen often in packs of hundreds to thousands but can break apart into bands of five to ten. As a Ranged Unit you can perform the following Duties;

*Hunting Party* the Rangers seek out local wildlife, or desired targets to hunt and bring back hides, meats and other supplies for trade. *1d4 (1 Leather/1gp) (2 Meat/2gp) (3 Bone/1gp) (4 Hide/3gp) 1d20 x Morale*

*Ambush* while in the cover of night, or the shade of the forest, or hiding atop the dunes, the Rangers can ambush Trade Caravans for supplies. *Generate Caravan or*

*NPCs for Supplies and Material taken if none 3d20xMorale.*

### Cavalry

These units sit atop their mounts, proud champions of the army and their commander. They can be in the ranks of hundreds of thousands, or a selective group that guard the Commander with their lives. The Cavalry can perform the following Duties;

*Siege* the Cavalry is capable of surrounding a Medium to Large settlement and as long as they have the revenue for supplies and can hold out the siege, they can capture the settlement for the commander.

*Escort* the Cavalry can escort the Commander to and from places and can stand guard wherever need be.

### Assassins

The spies of the ranks, the infiltrators, the shifty nightwalkers. These dark and murderous individuals are found in normal smaller numbers of three to five NPCs specializing in Deception, and Poisons and Alchemical knowledge. A Unit designated to be an Assassin performs the Duties from the Table at the end of the book titled, Rogue and Assassin Missions. They can also perform this action;

*Dispatch* on a successful Scout for Person by a Scouting party and the appropriate time to track them down, and travel to their location and be in the same area as the target, the Assassin can try to Dispatch the target. This happens if the targets health is lower than or equal to  $1d20 + \text{Morale}$ . If it is unsuccessful resolve combat as normal.

### Ranks

All Units and members of the Commander Army can earn Rank. Rank is earned when



they have completed Morale/2 Missions. Making the Unit a single rank above the rest. Ranking allows the unit to select on Duty from another Unit and perform its Duty as well as the Duties it can already perform.

The only exception is to Assassins, they cannot be chosen for the action of Dispatch. However, a ranked Assassin gains benefits and bonuses like the rest to their actions as well as to Dispatch.

An example of this would be, a Ranged Unit of 250 Elven Archers have performed 9 tasks. This is their Commanders Morale score of 18, halved. They are now a +1 Ranged Unit and it would look something like this;

(250) +1 Elven Archers

Ranking adds +1 to all damage done, and also adds Rank points to Dispatch making a +1 Assassins' Dispatch require 1d20+Morale (+1) and so on as the Assassin grows in rank.

### **Terrain, and Morale Damage**

Terrain plays a heavy part in protecting some of your units and allies in the middle of a conflict. The War Master (WM) determines the battlefield and its areas of special terrain. Terrain will be explained in a section below, followed by Morale Damage. When a Unit suffers a large portion of damage higher than the units AC, they take -1 to Morale per point over their AC taken in damage. If their Morale is reduced to 0 the unit is unable to continue fighting and flees from battle.

### **Terrain Types**

*Difficult Terrain* this type of terrain could be thick snow, heavy sands, ruinous stones, a mountainside battlefield. Difficult Terrain reduces the

armies ability move at full speed. *Infantry and Range, 15ft. Cavalry and Scouts 30ft. Assassins 15ft.*

*Deep Cover* this terrain type can be a sunken hole in the ground, thick foliage or tree lines, behind full-height walls. Deep Cover reduces the armies chance to be hit while in Deep Cover by their Morale Bonus. *A unit with a Morale bonus of 5 in Deep Cover requires a d20+5 above their AC to hit.*

*High Ground* this terrain type is as it is in words. A place of elevation above the enemy army. This spot grants a bonus to attack equal to the units Morale bonus against the targets below, so long as they are in plain sight, and not obstructed by *Deep Cover, or Darkness.*

*Darkness* this terrain type can occur in two forms. One in the form of a cavern system, the backside of a mountain during the sunset, or in the evening without lit torches or any light source illuminating your position. Under the cover of Darkness you are unable to be attacked unless a successful Deception check is made to Search for the targets if a Scouting party has positive information on the army's position, or a light source begins to illuminate the surrounding area.

### **Equipment and Starting Wealth**

The most common coin is the gold piece (gp).

### **Class Starting Amount**

*Fighter* 1500 gp  
*Warlord* 500 gp  
*Paladin* 1000 gp  
*Hunter* 950 gp  
*Bard* 1000 gp  
*Pirate* 2500 gp  
*Druid* 500 gp  
*Thief* 1250 gp

*Mage* 750 gp  
*Monk* 100gp

### **Light Weapons**

Unarmed Strike — 1d3 —  
 Axe, throwing 8gp 1d6 10ft.  
 Dagger 2gp 1d4 10 ft.  
 Hammer, light 1gp 1d6 20ft.  
 Hand axe 6gp 1d4 —  
 Mace, light 5gp 1d6 —  
 Pick, light 4gp 1d4 —  
 Sap 1gp 1d6 —  
 Sickle 6gp 1d6 —  
 Sword, short 10gp 1d6 —  
 Shuriken 1gp 1 60ft  
 Sai 5gp 1d4 —  
 Nunchaku 3gp 1d6 —  
 Kama 5gp 1d6 —  
 Katar 5gp 1d4 —

### **One-Handed Weapons**

Battle-axe 10gp 1d8 —  
 Club — 1d6 10ft.  
 Bow, Short: 1d6  
 Bow, Long: 1d8  
 Chakram 15gp 1d4 —  
 Katana 25gp 1d8 —  
 Flail 8gp 1d8 —  
 Longsword 15gp 1d8 —  
 Mace, heavy 12gp 1d8 —  
 Morningstar 8gp 1d8 —  
 Pick, heavy 8gp 1d6 —  
 Rapier 20gp 1d6 —  
 Scimitar 10gp 1d6 —  
 Falchion 15gp 1d8 —  
 Short spear 1gp 1d6 20ft.  
 Sword, bastard 35gp 1d10 —  
 Trident 15gp 1d8 10ft.  
 War axe, dwarven 30gp 1d10 —  
 Warhammer 12gp 1d8 —  
 Whip 1gp 1d3 —  
 Wand 50gp 1d10 —

### **Two-Handed Weapons**

Chain, spiked 25gp 2d4 —  
 Flail, heavy 15gp 1d8 —  
 Glaive 8gp 1d8 —  
 Great axe 20gp 1d10 —  
 Great sword 50gp 2d6 —  
 Halberd 10gp 1d10 —  
 Lance 10gp 1d8 —  
 Long spear 5gp 1d8 —  
 Quarterstaff — 1d6 —  
 Scythe 18gp 2d4 —  
 Spear 2gp 1d8 20ft.  
 Bo Staff 1gp 1d8 —

### **Ranged Weapons**

Blunderbuss, heavy 250gp 1d10 50ft.

Crossbow, hand 100gp 1d4 30ft.  
 Crossbow, heavy 50gp 1d10 120ft.  
 Crossbow, light 35gp 1d8 80ft.  
 Dart 5sp 1d4 20ft.  
 Flintlock Pistol, hand 150gp 1d8 25ft.  
 Javelin 1gp 1d6 30ft.  
 Longbow 75gp 1d8 100ft.  
 Short bow 30gp 1d6 60ft.  
 Sling — 1d4 50ft.

### **Armor & Shields**

Padded 2gp +1  
 Leather 10gp +2  
 Studded Leather 25gp +3  
 Chain Shirt 100gp +4  
 Hide 15gp +3  
 Scale Mail 50gp +4  
 Chainmail 150gp +5  
 Breastplate 200gp +5  
 Splint Mail 200gp +6  
 Banded Mail 250gp +6  
 Half-plate 600gp +7  
 Full Plate 1,500gp +8

### **Shields**

Buckler 15gp +1  
 Shield, light wooden 3gp +1  
 Shield, light steel 9gp +1  
 Shield, heavy wooden 7gp +2  
 Shield, heavy steel 20gp +2  
 Shield, tower 30gp +4

### **Adventuring Gear**

Acid (flask) 10gp  
 Antitoxin (vial) 50gp  
 Artisan's Tools 5gp  
 Backpack (empty) 2gp  
 Barrel (empty) 2gp  
 Basket (empty) 1gp  
 Bedroll 1gp  
 Bell 1gp  
 Blanket, winter 5gp  
 Block and Tackle 5gp  
 Bottle, wine, glass (empty) 2gp  
 Bucket (empty) 5gp  
 Caltrops 1gp  
 Candle 1gp  
 Canvas (sq. yd.) 1gp  
 Case, map or scroll 1gp  
 Chain (10 ft.) 30gp  
 Chalk, 1-piece 1gp  
 Chest (empty) 2gp  
 Craftsman's Tools 5gp  
 Crowbar 2gp  
 Disguise Kit 50gp  
 Firewood (per day) 1gp  
 Fishing Pole 1gp

Fishhook 1gp  
 Fishing net (25 sq. ft.) 4gp  
 Flask (empty) 3gp  
 Flint and Steel 1gp  
 Grappling Hook 1gp  
 Hammer 5gp  
 Healer's Kit 50gp  
 Holy Symbol, wooden 1gp  
 Holy Symbol, silver 25gp  
 Holy Water (flask) 25gp  
 Hourglass 25gp  
 Ink (1 oz. Vial) 8gp  
 Ink pen 1gp  
 Jar of Bees 15gp  
 Jug, clay 3gp  
 Ladder, 10 ft. 5gp  
 Lamp, common 1gp  
 Lantern, bullseye 12gp  
 Lantern, hooded 7gp  
 Lock, simple 20gp  
 Lock, average 40gp  
 Lock, good 80gp  
 Magnifying Glass 100gp  
 Manacles 15gp  
 Medical Supplies 100gp  
 Mirror, small steel 10gp  
 Mug/Tankard, clay 2gp  
 Musical Instrument 5gp  
 Net 1gp  
 Oil, pint flask 1gp  
 Paper (sheet) 1gp  
 Parchment (sheet) 2gp  
 Pick, miner's 3gp  
 Pitcher, clay 2gp  
 Piton 1gp  
 Pole, 10 ft. 2gp  
 Pot, iron 4gp  
 Pouch, belt (empty) 1gp  
 Ram, portable 10gp  
 Rations, trail (per day) 3gp  
 Rope, hempen (50 ft.) 1gp  
 Rope, silk (50 ft.) 10gp  
 Sack (empty) 1gp  
 Sealing Wax 1gp  
 Sewing Needle 5gp  
 Signal Whistle 8gp  
 Signet Ring 5gp  
 Sledge 1gp  
 Soap (per lb.) 5gp  
 Spade or Shovel 2gp  
 Spyglass 1,000gp  
 Tent 10gp  
 Thieves' Tools 30gp  
 Torch 1gp  
 Vial, ink or potion 1gp  
 Waterskin 1gp  
 Whetstone 1gp

### **Clothing**

Artisan's Outfit 5gp

Cleric's Vestments 5gp  
 Cold Weather Outfit 8gp  
 Courtier's Outfit 30gp  
 Entertainer's Outfit 3gp  
 Explorer's Outfit 10gp  
 Monk's Outfit 5gp  
 Noble's Outfit 75gp  
 Peasant's Outfit 1gp  
 Royal Outfit 200gp  
 Scholar's Outfit 5gp  
 Traveler's Outfit 1gp

### **Mounts and Related Gear**

Bit and Bridle 2gp  
 Dog, guard 25gp  
 Dog, war 75gp  
 Donkey or Mule 8gp  
 Feed (per day) 5gp  
 Horse, heavy 200gp  
 Horse, light 75gp  
 Pony 30gp  
 Saddle, military 20gp  
 Saddle, pack 5gp  
 Saddle, riding 10gp  
 Saddlebags 4gp  
 Stabling (per day) 5gp  
 Warhorse, heavy 400gp  
 Warhorse, light 150gp  
 War pony 100gp

### **Land Vehicles**

Carriage 100 gp  
 Chariot, Medium 100 gp  
 Chariot, Heavy 200 gp  
 Wagon, Medium 75 gp  
 Wagon, Heavy 100 gp

### **Water Vehicles**

Rowboat 50 gp 30 ft. (rowed)  
 Sailing Ship 10,000 gp 180 ft.(current) or 60 ft.(rowed)  
 Galleon 25,000 gp 150 ft.(current) or 60 ft.(rowed)

### **Monster List**

Skills: All creatures have a bonus to all skills (Brawn, Deception, Social) equal to their number of Hit Dice.

### **Animal**

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)  
 Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)

Brown Bear: HD 6d8+24 (51 hp), AC15, Claw +11 (1d8+8) or bite +6 (2d6+4)  
 Boar: HD 3d8+12 (25 hp), AC 16, Gore+4 (1d8+3)  
 Cat: HD 1/2d8 (2 hp), AC 14, Claw +4(1d2-4)  
 Crocodile: HD 3d8+9 (22 hp), AC 16,Bite +6 (1d8+6) or tail slap +6 (1d12+6)  
 Dog: HD 1d8+2 (6 hp), AC 15, Bite +2(1d4+1)  
 Donkey: HD 2d8+2 (11 hp), AC 13, Bite+1 (1d2)  
 Eagle: HD 1d8+1 (5 hp), AC 14, Talons+3 (1d4)  
 Giant Crocodile: HD 7d8+28 (59 hp),AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)  
 Horse (heavy): HD 3d8+6 (19 hp), AC13, Hoof -1 (1d6+1)  
 Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)  
 Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)  
 Snake (constrictor): HD 3d8+6 (19hp), AC 15, Bite +5 (1d3+4), constrict(1d3+4)  
 Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)  
 Snake (small viper): HD 1d8 (4hp), AC17, Bite +4 (1d2-2 plus poison)  
 Snake (large viper): HD 3d8+6 (19hp), AC 15, Bite +4 (1d4 plus poison)  
 Snake (huge viper): HD 6d8+6 (33hp), AC 15, Bite +6 (1d6+4 plus poison)  
 War Dog: HD 2d8+4 (13 hp), AC 16,Bite +3 (1d6+3)  
 Warhorse (heavy): HD 4d8+12 (30hp), AC 14, Hoof +6 (1d6+4)  
 Warhorse (light): HD 3d8+9 (22 hp),AC 14, Hoof +4 (1d4+3)  
 War pony: HD 2d8+4 (13 hp), AC 13,Hoof +3 (1d3+2)  
 Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)

### Creatures

Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)  
 Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)

Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)  
 Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)  
 Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 (Brawn+STR to negate)  
 Dwarf: HD 1d8+2 (6 hp), AC 16, War axe +3 (1d10+1) or short bow +1 (1d6)  
 Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)  
 Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)  
 Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)  
 Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 (Brawn+AGI to negate)  
 Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus, paralysis)  
 Gnoll: HD 2d8+2 (11 hp), AC 15, Battle-axe +3 (1d8+2) or short bow +1 (1d6)  
 Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)  
 Griffon: HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)  
 Halfling: HD 1d8+1 (5 hp), AC 16, Short sword +3 (1d6) or light crossbow +3  
 (1d6) Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)  
 Hill Giant: HD 12d8+48 (102 hp), AC 20, Great club +16 (2d8+10) or rock +8 (2d6+7)  
 Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)  
 Human Commoner: HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1  
 (1d4) Kobold: HD 1d8 (4 hp), AC 15, Spear +1  
 (1d6-1) or sling +3 (1d3)  
 Lizard folk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)

Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17  
 Brawn+STR to negate)  
 Ogre: HD 4d8+11 (29 hp), AC 16, Great club +8 (2d8+7) or javelin +1 (1d8+5)  
 Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)  
 Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)  
 Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)  
 Rust Monster: HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)  
 Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)  
 Shambling Mound: HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict(2d6+7)  
 Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)  
 Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)  
 Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)  
 Treant: HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)  
 Troll: HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)  
 Werewolf Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)  
 Werewolf, Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)  
 Werewolf, Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)  
 Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)  
 Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 Brawn+STR to negate)  
 Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)  
Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 Brawn+STR to negate) or blood drain (-1d4 STR)

### Dinosaur

Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)  
Megalaptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)  
Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)  
Tyrannosaurus: HD 18d8+99 (180 hp) AC 14, Bite +20 (3d6+13)

### Dire Animal

Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)  
Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)  
Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)

### Dragon

Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 Brawn+AGI to dodge for half  
Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 Brawn+AGI to dodge for half  
Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 Brawn+AGI to dodge for half  
Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 Brawn+AGI to dodge for half

### Vermín

Monstrous Scorpion (tiny): HD 1/2d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting - 3 (1d2-4 plus poison)  
Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)  
Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)  
Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

## Game Master's Guide

### Magic Items

Magic Items possess often very incredible powers and capabilities. These items can come in the form of a reforged, and master craft common quality weapon, or a full-fledged Ancient Artifact from Eons ago. The rarity scale below is a guideline for what to expect out of the common, uncommon and more rare items that can be found during your game.

**Common:** +1 to Melee/Spell Damage, and Attack, or +1 to Armor Class.

**Uncommon:** +2 to Melee/Spell Damage, and Attack, or +2 to Armor Class.

**Rare:** +3 to Melee/Spell Damage, and Attack, or +3 to Armor Class.

**Legendary:** +4 to Melee/Spell Damage, and Attack, or +4 to Armor Class.

**Artifact:** +5 to Melee/Spell Damage, and Attack, or +5 to Armor Class.

Items that are above the +3 tiers sometimes are accompanied by other special effects be it cosmetic, or game mechanic. The rarer the item the more powerful it truly should be. +5 Items should find the hands of heroes around levels 12+.

### Disease

Diseases have various symptoms and are spread through a number of ways. Several

typical diseases are summarized below. The entries for diseases include the following:

**Cackle Fever:** Inhaled, DC 16, 1 day, -1d6 INT.

**Filth Fever:** Injury, DC 12, 1d3 days, -1d4 AGI and 1d4 STR.

**Mindfire:** Inhaled, DC 12, 1 day, -1d4 INT.

**The Plague:** Injury, DC 15, 1d3 days, -2d6 STR.

**Shakes:** Contact, DC 13, 1 day, -1d8 AGI.

### Curses

Curses come in a variety of forms and are typically bestowed upon the unwilling through contact with another cursed entity through a bite, touch, etc. desecration of holy ground and other obscure means. Some of the most common curses known are Lycanthropy and Vampirism.

### Lycanthropy:

Injury, +1d6 STR. +1d6 AGI, Shapeshift on Full Moon, gain natural bite attack of 3d8 and claw 3d6 (Apply all appropriate modifiers to these attacks when made.) Silver items and weapons cause critical damage to you, otherwise with weapons that are non-silver you have immunity.

### Vampirism:

Injury, +1d6 INT, +1d6 STR, Injury, -1d6 STR in Sunlight, bite drains -1d8 STR from target and heals you 1d8 HP. +4 to Deception and able to transform into a Vampire Bat at will outside of combat. The effect of resting is disregarded

for you as you are sleepless and eternal.

### Poison

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

Several typical poisons are summarized below. The entries for poisons include the following:

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.  
Blue Whinnis: Injury, DC 14, -1 STR/unconsciousness, 120 gp.  
Burnt Othur Fumes: Inhaled, DC 18, -1 STR\*/-3d6 STR, 2,100 gp.  
Death blade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.  
Insanity Mist: Inhaled, DC 15, -1d4 INT/-2d6 INT, 1,500 gp.  
Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.  
Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.  
Malys Root Paste: Contact, DC 16, -1 AGI/-2d4 AGI, 500 gp.  
Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.  
Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.  
Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.  
Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.  
Monstrous Spider (small): Injury, DC 10, -1d3 STR/-1d3 STR, 125 gp.  
Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.  
Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.  
Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.  
Sleep Poison: Injury, DC 13, unconsciousness/unconsciousness for 2d4 hours, 75 gp.  
Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.  
Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.  
Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.  
Wyvern: Injury, DC 17, -2d6 STR/-2d6

### Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures.

Basic Arrow Trap: Atk +10 (1d6, arrow); Search Social+INT DC 20, Disable Deception+AGI DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for 1/2 damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for 1/2 damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus, poison, arrow); Search DC 19, Disable DC 15.

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for 1/2 damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus, poison, spikes); Search DC 17, Disable DC 21.

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for 1/2 damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

Destruction Trap: spell effect (death); Save DC 20 (Brawn+STR) for 10d6

damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for 1/2 damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

### **Critical Table and Sustained Injuries**

Slashing, Blunt, Piercing  
1-30

2x Damage, 2x Damage, 2x Damage  
31-40  
2x damage chance shield break, 2x damage chance shield breaks, 2x damage, roll AGI or be knocked down  
41-65  
3x Damage, 3x Damage, 3x Damage  
66-69  
3x damage, chance shield breaks 3x damage, chance shield breaks 3x damage, roll AGI or be knocked down  
70  
Hand  
Slashed open, -1 to combat, Smashed, -1 to combat, Punctured muscle, -1 to combat  
71  
Hand  
Lose 1 finger, 1d4 fingers broken, hand incapacitated, Punctured muscle, -1 to combat  
72  
Hand  
Lose 1d4 fingers, hand, incapacitated (shield), Broken, hand incapacitated (shield), Muscle pierced, hand incapacitated  
73  
Foot  
Slashed open, 1/2 move, Toe crushed, 1/2 move  
Punctured muscle, 1/2 move  
74  
Foot  
Lose 1d2 toes, 1/2 move, Foot smashed, 1/4 move, Punctured muscle, 1/2 move  
75  
Leg  
Slashed open, 1/2 move, Crushed thigh, roll AGI or fall, 1/2 move, Punctured thigh, roll AGI or fall, 1/2 move (shield)  
76  
Leg  
Removed at ankle, opponent falls  
Broken knee, 1/4 move  
Punctured thigh, roll AGI or fall, 1/4 move  
77  
Leg

Removed at knee, opponent falls Broken hip bone, opponent falls, ¼ move (shield) Split knee, fall, ½ move

78

Leg

Removed just below hip, opponent falls (shield) Broken shin, opponent falls, ¼ move Split knee, fall, ¼ move

79

Arm

Wrist removed, Broken wrist, drop item Pierced wrist, -1 to combat

80

Arm

Elbow removed, Broken elbow, drop item (shield), Torn shoulder, -1 to combat

81

Arm

Arm removed just below, shoulder (shield)

Broken, shoulder incapacitated, drop item Torn, shoulder incapacitated (shield)

82

Abdominal Ripped open, guts hanging out, roll STR or fall Smashed guts, roll STR or fall, Punctured guts, roll STR or fall

83

Abdominal

Ripped open, guts hanging out, stunned 1 round, Crushed guts, stunned 1 round (shield), Stabbed, death (shield)

84

Abdominal

Ripped open, death, Pulped guts, death, Stabbed, death

85

Chest and neck

Lung slashed, -1 to combat, Shoulder smashed, -1 to combat (shield), Lung pierced, -1 to combat (shield)

86

Chest and neck

Rib broken, stunned 1 round, Shoulder crushed, -1 to combat, Lung pierced, stunned 1 round (shield)

87

Chest and neck

Chest slashed open, death (shield), Rib Broken, stunned 1 round (shield), Lung pierced, stunned 1 round

88

Chest and neck

Throat cut, no speech (helm), Rib broken, stunned 1 round, Chest pierced, defender incapacitated (shield)

89

Chest and neck

Throat cut, no speech, Rib cage broken, defender incapacitated (shield), Heart pierced, death (shield)

90

Chest and neck

Chest slashed, opponent -2 to combat, Chest crushed, opponent -2 to combat, Heart pierced, death

91

Chest and neck

Throat cut, death (helm), Chest crushed, death (shield), Throat pierced, no speech (helm)

92

Chest and neck

Throat cut, death, Chest crushed, death, Throat pierced, no speech

93

Head

Eye removed, stunned 1 round (helm), Skull hit, stunned 1 round, lose 1d4 INT (helm), Throat pierced, death (helm)

94

Head

Eye removed, stunned 1 round, helm removed, Skull hit, stunned 1 round, lose 1d4 INT, Throat pierced, death

95

Head

Ear removed (helm), Skull hit, stunned 1 round, lose 2d4 INT (helm), Eye removed (helm)

96

Head

Ear removed, helm removed, Skull hit, stunned 1 round, lose 2d4 INT, Eye removed, helm removed

97

Head

(1-3) Nose, (4-5) teeth shattered (helm) (1-3) Nose, (4-5) teeth crushed (helm) Skull hit, stunned 1 round, lose 1-4 INT (helm)

98

Head

(1-3) Nose, (4-5) teeth shattered (1-3) Nose, (4-5) teeth crushed Skull hit, stunned 1 round, lose 1-4 INT (helm)

99

Head

Decapitated, death (helm) Skull crushed, death (helm) Skull pierced, death (helm)

00

Head

Decapitated, death Skull crushed, death Skull pierced, death

## Random Tables

### Continent Building

d6 Size: The continent is...

1. Massive; It spans most of the world
2. Large; It makes an impact on the shape of the world
3. Medium; About as average as average gets
4. Small; It may be hard to find without exploration
5. Tiny; It's practically an island
6. Amalgamated; A collection of landmasses into a single continent. Roll twice on this table, larger of the two rolls is the area the continent covers, Smaller is the size of the land masses in the area.

d8 Location: The continent is located...

1. Polar; It sits one of the polar ends of the world
2. Equatorial; It straddles the world's equator
3. Far North; The sun never sets half the year, and never rises the other half
4. Far South; The sun never sets half the year, and never rises the other half
5. Northern Hemisphere
6. Southern Hemisphere
7. Runs laterally across both hemispheres
8. Hidden; It cannot be easily found

d10 Sub-Climates: Compared to the rest of the world, the continent is...

1. Warmer than usual
  2. Colder than usual
  3. Windier than usual
  4. Rainier than usual
  5. Rather average
  6. More tropical than usual
  7. Incredibly Hot
  8. Incredibly Cold
  9. Incredibly wet
  10. More humid than usual
- d20 A unique characteristic of this continent is...
1. It is home to an ancient volcano that has been erupting for generations
  2. It is said to be protected by a god
  3. It is the only place to find a rare mineral (d10): 1. Gold; 2. Silver; 3. Copper; 4. Adamantine; 5. Titanium; 6. Tungsten; 7. Platinum; 8. Electrum; 9. Uranium; 10. Unobtainium
  4. It is home to the tallest mountain in the world
  5. It is home to the largest lake in the world
  6. An unnaturally massive number of chickens roam the wild
  7. Most of it is below sea level
  8. It is pockmarked with craters
  9. A powerful enchantment has befallen it
  10. It has been afflicted by a powerful curse
  11. It is landlocked
  12. It has no neighboring continents
  13. It was recently ravaged by a major cataclysm (d6): 1. A massive meteor changed the entire landscape; 2. A massive volcano erupted, blacking out the sky; 3. A drought caused massive dust storms, and food became scarce; 4. Massive floods wiped out anyone that was not prepared; 5. A god became angry and punished the people by scorching the land; 6. A pandemic spread like wildfire, killing 60 percent of the population
  14. Massive storms make the coast uninhabitable

15. At the center is a font of wild magic
16. It is said to hide a legendary artifact
17. It was claimed by a legendary hero
18. It was claimed by a legendary villain
19. It used to be joined with another continent but was split asunder.
20. It is dominated by a single land type (d10): 1. Mountains; 2. Desert; 3. Forests; 4. Jungle; 5. Tundra; 6. Plains; 7. Lakes; 8. Rivers; 9. Swamp / Marshland; 10. Canyons

d6 Discovery: When was the continent was discovered?

1. Long before memory or written history
2. Centuries ago
3. A few generations ago
4. A generation ago
5. Very recently
6. It has not yet been discovered

d12 Discovery: The continent was discovered by...

1. A travelling merchant looking for new riches
2. A nomadic tribe wandering aimlessly
3. A small group of pilgrims looking for greener pastures
4. Refugees from a massive war
5. Colonists sent by the ruler of another land seeking to expand his borders
6. Explorers looking for something new and exciting
7. Map makers looking for fill in gaps of a map
8. A small civilization escaping from a stronger, more dominant monster
9. A small civilization seeking better a better climate
10. Frontiersman pushing the edges of the known world.
11. No one, it was the cradle of civilization
12. Priests seeking worshippers

d100 Domestic Creatures: Creatures unique to this continent include... (Roll 2d4 times)

1. Monkeys
2. Apes
3. Baboons
4. Pelicans
5. Deer
6. Cows
7. Elk
8. Bison
9. Coyotes
10. Dingoes
11. Wolves
12. Swans
13. Lions
14. Tigers
15. Brown Bears
16. Grizzly Bears
17. Polar Bears
18. Tarantulas
19. Blink Dogs
20. Badgers
21. Wolverines
22. Black Bears
23. Giraffes
24. Llamas
25. Alpacas
26. Chickens
27. Hawks
28. Eagles
29. Tortoises
30. Boars
31. Cougars
32. Meerkats
33. Camels
34. Panthers
35. Boa Constrictors
36. Crocodiles
37. Alligators
38. Horses
39. Pandas
40. Koalas
41. Kangaroos
42. Wallabies
43. Death Dogs
44. Axe Beaks
45. Elephants
46. Flying Snakes
47. Scorpions
48. Hyenas
49. Vultures
50. Goats
51. Jackals
52. Mammoths
53. Phase Spiders
54. Rhinoceroses
55. Saber-Toothed tigers
56. Worgs



57. Dire Wolves
58. Giant Badgers
59. Giant Rats
60. Giant Spiders
61. Dire Chickens
62. Giant Eagles
63. Giant Boars
64. Giant Centipedes
65. Giant Bats
66. Giant Snakes
67. Giant Crabs
68. Giant Crocodiles
69. Giant Elk
70. Giant Fire Beetles
71. Giant Frogs
72. Giant Goats
73. Giant Hyenas
74. Giant Lizards
75. Iguanas
76. Giant Owls
77. Giant Scorpions
78. Giant Toads
79. Giant Vultures
80. Giant Wasps
81. Giant Weasels
82. Weasels
83. Giant Wolf Spiders
84. Owlbears
85. Sloths
86. Dodo Birds
87. Basilisks
88. Cockatrice
89. Griffons
90. Hippogriffs
91. Squirrels
92. Chipmunks
93. Buffalo
94. Ostriches
95. Zebras
96. Geese
97. Mongooses
98. Lemurs
99. Pigs
100. Platypi

d100 Foreign Creatures:  
Creatures imported to this  
continent include... (Roll 1d4  
times)

1. Monkeys
2. Apes
3. Baboons
4. Pelicans
5. Deer
6. Cows
7. Elk
8. Bison
9. Coyotes
10. Dingoes
11. Wolves

12. Swans
13. Lions
14. Tigers
15. Brown Bears
16. Grizzly Bears
17. Polar Bears
18. Tarantulas
19. Blink Dogs
20. Badgers
21. Wolverines
22. Black Bears
23. Giraffes
24. Llamas
25. Alpacas
26. Chickens
27. Hawks
28. Eagles
29. Tortoises
30. Boars
31. Cougars
32. Meerkats
33. Camels
34. Panthers
35. Boa Constrictors
36. Crocodiles
37. Alligators
38. Horses
39. Pandas
40. Koalas
41. Kangaroos
42. Wallabies
43. Death Dogs
44. Axe Beaks
45. Elephants
46. Flying Snakes
47. Scorpions
48. Hyenas
49. Vultures
50. Goats
51. Jackals
52. Mammoths
53. Phase Spiders
54. Rhinoceroses
55. Saber-Toothed tigers
56. Worgs
57. Dire Wolves
58. Giant Badgers
59. Giant Rats
60. Giant Spiders
61. Dire Chickens
62. Giant Eagles
63. Giant Boars
64. Giant Centipedes
65. Giant Bats
66. Giant Snakes
67. Giant Crabs
68. Giant Crocodiles
69. Giant Elk
70. Giant Fire Beetles
71. Giant Frogs

72. Giant Goats
73. Giant Hyenas
74. Giant Lizards
75. Iguanas
76. Giant Owls
77. Giant Scorpions
78. Giant Toads
79. Giant Vultures
80. Giant Wasps
81. Giant Weasels
82. Weasels
83. Giant Wolf Spiders
84. Owlbears
85. Sloths
86. Dodo Birds
87. Basilisks
88. Cockatrice
89. Griffons
90. Hippogriffs
91. Squirrels
92. Chipmunks
93. Buffalo
94. Ostriches
95. Zebras
96. Geese
97. Mongooses
98. Lemurs
99. Pigs
100. Platypi

d100 Domestic Plants: Plants  
unique to this continent  
include... (Roll 2d4 Times)

1. Roses
2. Ferns
3. Pine Trees
4. Maple Trees
5. Birch Trees
6. Black Ash Trees
7. White Ash Trees
8. Aspens
9. Willows
10. Butternut Trees
11. Black Cherry Trees
12. Chestnut Trees
13. Cottonwood Trees
14. Elms
15. Firs
16. Hemlock
17. Hickory
18. Oak Trees
19. Spruce Trees
20. Sycamores
21. Walnut Trees
22. Peach Trees
23. Orange Trees
24. Plum Trees
25. Apple Trees
26. Baobab Trees
27. Olive Trees

28. Cedars
29. Banyan Trees
30. Yews
31. Mulberry Trees
32. Lavender
33. Beech Trees
34. Poplars
35. Pear Trees
36. Redwoods
37. Junipers
38. Strawberries
39. Blueberries
40. Blackberries
41. Raspberries
42. Potatoes
43. Carrots
44. Poppies
45. Azaleas
46. Begonias
47. Bloodroot
48. Carnations
49. Chrysanthemum
50. Tumbleweed
51. Geranium
52. Hyacinth
53. Iris
54. Celery
55. Lavender
56. Morning Glory
57. Bell Pepper
58. Mint
59. Cumin
60. Oregano
61. Garlic
62. Orchid
63. Sunflower
64. Tulip
65. Poison Ivy
66. Poison Oak
67. Onions
68. Spinach
69. Watermelon
70. Mustard
71. Apricot Trees
72. Banana Trees
73. Pineapple
74. Mangos
75. Palm Trees
76. Dragon Fruit Trees
77. Avocados
78. Fig Trees
79. Grapes
80. Guava
81. Kiwifruit
82. Lemon Trees
83. Line Trees
84. Papaya Trees
85. Pomegranate Trees
86. Tomatoes
87. Rice

88. Brussel Sprouts
89. Cabbage
90. Pumpkin
91. Radishes
92. Turnips
93. Corn
94. Wheat
95. Bok Choy
96. Arugula
97. Ivy
98. Chickweed
99. Dandelion
100. Dill

d100 Foreign Plants: Plants imported to this continent include... (Roll 1d4 Times)

1. Roses
2. Ferns
3. Pine Trees
4. Maple Trees
5. Birch Trees
6. Black Ash Trees
7. White Ash Trees
8. Aspens
9. Willows
10. Butternut Trees
11. Black Cherry Trees
12. Chestnut Trees
13. Cottonwood Trees
14. Elms
15. Firs
16. Hemlock
17. Hickory
18. Oak Trees
19. Spruce Trees
20. Sycamores
21. Walnut Trees
22. Peach Trees
23. Orange Trees
24. Plum Trees
25. Apple Trees
26. Baobab Trees
27. Olive Trees
28. Cedars
29. Banyan Trees
30. Yews
31. Mulberry Trees
32. Lavender
33. Beech Trees
34. Poplars
35. Pear Trees
36. Redwoods
37. Junipers
38. Strawberries
39. Blueberries
40. Blackberries
41. Raspberries
42. Potatoes
43. Carrots

44. Poppies
45. Azaleas
46. Begonias
47. Bloodroot
48. Carnations
49. Chrysanthemum
50. Tumbleweed
51. Geranium
52. Hyacinth
53. Iris
54. Celery
55. Lavender
56. Morning Glory
57. Bell Pepper
58. Mint
59. Cumin
60. Oregano
61. Garlic
62. Orchid
63. Sunflower
64. Tulip
65. Poison Ivy
66. Poison Oak
67. Onions
68. Spinach
69. Watermelon
70. Mustard
71. Apricot Trees
72. Banana Trees
73. Pineapple
74. Mangos
75. Palm Trees
76. Dragon Fruit Trees
77. Avocados
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83. Line Trees
84. Papaya Trees
85. Pomegranate Trees
86. Tomatoes
87. Rice
88. Brussel Sprouts
89. Cabbage
90. Pumpkin
91. Radishes
92. Turnips
93. Corn
94. Wheat
95. Bok Choy
96. Arugula
97. Ivy
98. Chickweed
99. Dandelion
100. Dill

## Random Caverns

d10 Entrance: The cave mouth is...

1. Wide and tall, letting much daylight into the entry chamber.
2. A wide sinkhole.
3. An easy to spot, narrow passage.
4. A steep, slippery sloped tunnel.
5. A man-made tunnel.
6. A collapsed tunnel, impassable without excavation.
7. Marked with several warning signs.
8. Hidden by the terrain (d4): 1. some boulders; 2. a waterfall; 3. a rocky overhang; 4. a hillock.
9. Hidden by vegetation (d4): 1. a briar patch; 2. a curtain of moss; 3. enormous tree roots; 4. overgrown vines.
10. Difficult to access (d4): 1. up or down a cliff face; 2. down a deep hole. 3. in an underwater tunnel. 4. through an illusory rock or wall.

d50 Denizens: What lives in the cave?

1. Bullywug.
2. Carrion crawler.
3. Chuul.
4. Cloaker.
5. Crawling claw.
6. Cyclops.
7. Darkmantle.
8. Shadow dragon.
9. Drider.
10. Duergar.
11. Elves, dark.
12. Ettin.
13. Fomorian.
14. Fungi.
15. Galeb duhr.
16. Gargoyle.
17. Ghost.
18. Ghoul.
19. Giant, hill.
20. Giant, stone.
21. Gibbering moulder.
22. Goblins.
23. Grell.
24. Grick.
25. Grimlock.
26. Hobgoblins.
27. Hook Horror.
28. Kobolds.

29. Mephits.
30. Mimic.
31. Myconids.
32. Ogres.
33. Oozes.
34. Orcs.
35. Otyugh.
36. Piercer.
37. Purple worm.
38. Roper.
39. Rust monster.
40. Shadow.
41. Skeleton.
42. Spectre.
43. Stirge.
44. Troglodyte.
45. Troll.
46. Umber hulk.
47. Wraith.
48. Xorn.
49. Yuan-ti.
50. Zombies.

d10 Ecology: The creature is...

1. A predator or a hunter.
2. A food source for other denizens.
3. A recently-arrived squatter or invader.
4. A long-time resident.
5. A parasite or a scavenger.
6. A host or the dominant species.
7. Unusually abundant.
8. Living in deliberate isolation.
9. Living in unintentional isolation.
10. Severely out of place in this cave.

d20 Distinguishing Landmark: You see...

1. A trickle of water flowing down the walls and across the floor.
2. An underground lake of potable water.
3. A pool of stagnant water.
4. A natural bridge over a chasm.
5. A narrow chasm with walls close enough to climb between.
6. A deep chasm with no bottom in sight.
7. A shaft in the ceiling with no light coming from it.

8. A shaft in the ceiling with dim light coming from it.
9. A group of stalagmites arranged in a circle.
10. An arrangement of two large stalactites and two large stalagmites, reminiscent of fangs in a yawning mouth.
11. A pair of natural columns.
12. A large stalactite that has broken off from the ceiling and fallen to the floor.
13. An array of many small stalactites spreading across the ceiling.
14. A damp wall covered in soft mold.
15. A recess in the wall, covered in slimy mold.
16. A large patch of glowing fungus.
17. A large patch of small mushrooms.
18. A group of enormous mushrooms.
19. A large cavern with a strong echo.
20. A claustrophobic tunnel with a low ceiling.

d12 Features: You notice...

1. A cache of abandoned, decrepit mining equipment.
2. Some old dry bones.
3. Many bones underfoot.
4. Evidence of a recent encampment.
5. An enormous spider web.
6. A wide slippery patch of mold on the floor.
7. The clatter of rocks falling.
8. Loose stones underfoot.
9. An unstable ceiling.
10. A distant sound—a scream, hammers at work, footsteps, or drums.
11. The name of a previous traveler carved into a wall.
12. Several ancient runes carved into the wall.

d12 the cave wall is...

1. Slightly damp.
2. Dripping wet.
3. Slick with mold.
4. Covered in soft fungi.
5. Dry as a bone.

6. Rough and dry.
7. Dry and smooth.
8. Jagged.
9. Pockmarked.
10. Crumbling, with loose bits flaking off.
11. Crumbling, with large chunks falling off at a touch.
12. Covered in an unidentifiable slime.

d6 the cave ceiling is...

1. Uncomfortably close to your head.
2. Covered in stalactites (watch your head!).
3. Smooth as glass.
4. Rough and jagged.
5. Connected to the floor by natural columns.
6. So high it's difficult to see.

d6 Hazards/Obstacles: You find...

1. A colony of poisonous mushrooms.
2. A patch of toxic mold.
3. The ceiling caves in.
4. Several rocks tumble down a sloped wall.
5. The floor is very slippery.
6. Your foot misses the floor as you step into a pit or chasm.

d12 Travelers/Visitors: You come upon...

1. An explorer (d4): 1. duergar; 2. goblin; 3. human; 4. kobold.
2. An escaped slave (d6): 1. dwarf; 2. goblin; 3. gnome; 4. halfling; 5. human; 6. kobold.
3. A forager (d4): 1. duergar; 2. goblin; 3. kobold; 4. orc.
4. A fugitive criminal (d4): 1. heretic; 2. killer; 3. smuggler; 4. thief.
5. A lost treasure hunter (d4): 1. dwarf; 2. half-elf; 3. high elf; 4. human.
6. A mapmaker (d4): 1. dwarf; 2. goblin; 3. gnome; 4. svirfneblin.
7. A messenger (d4): 1. dark elf; 2. goblin; 3. gnome; 4. svirfneblin.

8. A miner (d6): 1. dwarf; 2. gnome; 3. goblin; 4. human; 5. kobold; 6. svirfneblin.
9. A prospector (d4): 1. dwarf; 2. gnome; 3. human; 4. svirfneblin.
10. A scout (d4): 1. dark elf; 2. goblin; 3. kobold; 4. orc.
11. A soldier (d6): 1. dark elf; 2. duergar; 3. dwarf; 4. goblin; 5. kobold; 6. orc.
12. A spy (d4): 1. dark elf; 2. duergar; 3. goblin; 4. kobold.

### Random Mines

d20 the mine is a source of...

1. Chalk.
2. Coal.
3. Copper.
4. Gold.
5. Iron.
6. Lead.
7. Lime.
8. Nickel.
9. Platinum.
10. Salt.
11. Silver.
12. Zinc.
13. Diamonds.
14. Emeralds.
15. Jade.
16. Rubies.
17. Sapphires.
18. Turquoise.
19. Other gems (d6): 1. amethyst; 2. aquamarine; 3. garnet; 4. opal; 5. peridot; 6. tanzanite; 7. topaz; 8. zirconium.
20. An especially rare metal (d3): 1. adamantite; 2. mithral; 3. orium.

d12 Entrance: The mine's entrance is...

1. Up a winding trail from a camp or village.
2. Up a steep trail from a camp or village.
3. A wide, natural cave mouth.
4. A wide-open pit.
5. An easy to spot, narrow passage.
6. A steep, slippery sloped tunnel.
7. A tunnel reinforced with wood beams.

8. A partially collapsed tunnel, impassable without excavation.
9. Marked with several signs.
10. Hidden by the terrain (d4): 1. boulders; 2. waterfall; 3. rocky overhang; 4. hillock.
11. Hidden by vegetation (d4): 1. a briar patch; 2. a curtain of moss; 3. enormous tree roots; 4. overgrown vines.
12. Difficult to access (d4): 1. up or down a cliff face; 2. down a deep hole; 3. un an underwater tunnel; 4. through an illusory rock or wall.

d6 Most of the mine is...

1. A sprawling maze of twisting tunnels.
2. A sprawling maze of narrow tunnels.
3. A series of tunnels connecting large natural caverns.
4. A wide open-pit quarry.
5. A series of tunnels connecting large open pits or sinkholes.
6. A sprawling maze of open trenches.

d8 Material excavated from the mine is...

1. Floated on rafts down a stream or river.
2. Hauled out on pack mules.
3. Hauled out on mule-drawn carts.
4. Hauled out on sure-footed ponies.
5. Hauled out on ox-drawn carts.
6. Hauled out on the backs of uncommon beasts of burden (d4): 1. bears; 2. giant lizards; 3. goats; 4. undead horses.
7. Rolled out in single mine carts.
8. Rolled out in long trains of mine carts.

d10 Hazards/Obstacles: You find...

1. A colony of poisonous mushrooms.
2. A patch of toxic mold.

3. A sudden cave in.
4. Several rocks tumble down a sloped wall.
5. The floor is very slippery.
6. Your foot misses the floor as you step into a pit or chasm.
7. A heap of unstable explosives.
8. A sudden explosion in another part of the mine shakes the floor.
9. The floor is writhing with vermin (d4): 1. beetles; 2. centipedes; 3. rats; 4. spiders.
10. The tunnel or trench is steadily flooding.

d20 Denizens: If you dig deep, you'll find...

1. Carrion crawler.
2. Cloaker.
3. Darkmantle.
4. Drider.
5. Fungi.
6. Gargoyle.
7. Ghosts.
8. Gricks.
9. Hook horror.
10. Mimics.
11. Myconids.
12. Ooze.
13. Otyugh.
14. Piercer.
15. Roper.
16. Rust monster.
17. Skeletons.
18. Stirges.
19. Umber hulk.
20. Wraith.

d10 Ecology: The creature is...

1. A predator or a hunter.
2. A food source for other denizens.
3. A recently-arrived squatter or invader.
4. A long-time resident.
5. A parasite or a scavenger.
6. A host or the dominant species.
7. Unusually abundant.
8. Living in deliberate isolation.
9. Living in unintentional isolation.
10. Severely out of place in this mine.

d12 Neighbors: The miners complain of trouble from a nearby colony of...

1. Cyclops.
2. Duergar.
3. Dwarves.
4. Elves, dark.
5. Gnomes, deep.
6. Goblins.
7. Grimlocks.
8. Hobgoblins.
9. Kobolds.
10. Orcs.
11. Troglodytes.
12. Trolls.

d20 Distinguishing Landmark: You see...

1. A trickle of water flowing down the walls and across the floor.
2. An underground lake of potable water.
3. A pool of stagnant water.
4. A rickety bridge over a chasm.
5. A narrow chasm with walls close enough to climb between.
6. A deep chasm with no bottom in sight.
7. A group of boulders arranged in a circle.
8. A damp wall covered in soft mold.
9. A recess in the wall, covered in slimy mold.
10. A large patch of soft fungus.
11. A cavern with a strong echo.
12. A claustrophobic tunnel with a low ceiling.
13. A forked path with tracks for mine carts.
14. An overturned mine cart.
15. An unlit lantern mounted to the wall.
16. A glowing lantern mounted to the wall.
17. A swirling vein of ore visible in the wall.
18. A wide vein of ore visible in the wall.
19. A partially excavated wall with plentiful ore.

20. A heap of excavated rock.

d12 Features: You notice...

1. Some broken mining equipment.
2. Some old dry bones.
3. Evidence of a recent, brief encampment.
4. Evidence of an abandoned campsite.
5. An enormous spider web.
6. A wide slippery patch of mold on the floor.
7. The clatter of rocks falling.
8. Loose stones underfoot.
9. The clang of a pick breaking rock.
10. The distant sound of hammers at work.
11. A prospector's mark scratched on the wall.
12. A cracked wooden beam overhead.

d4 the mine is widely believed to be...

1. Full of riches.
2. A productive place to dig.
3. Becoming increasingly unprofitable.
4. Nearly dried up.

d8 the mine is controlled by...

1. A powerful, well-known merchant guild.
2. A wealthy noble house.
3. A partnership of a few prospectors.
4. A clan or collective of locals.
5. No one in particular; finders keepers.
6. A shadowy cabal of merchants.
7. A vicious warlord or mercenary captain.
8. A crime boss who's never visited the site.

d6 Most of the miners are...

1. Free men working for wages.
2. Low-level members of a guild.
3. Paid with a fraction of what they haul out.

4. Paid with credit at a merchant's store.
5. Prisoners.
6. Slaves.

### **Nation Building**

d6 Age: The nation is...

1. Ancient; No one remembers when it was founded
2. Very Old; It has been standing for millennia
3. Old; It has been around for centuries
4. Young; The elderly can remember when it was formed
5. Very Young; It was founded within the past generation
6. Fledgling; It was very recently founded

d10 Political System: The nation is run by...

1. Democracy; Every citizen has an equal say in how the government is run
2. Republic; Individuals represent groups of citizens
3. Monarchy; A ruling class passes leadership through a predisposed line of sovereignty
4. Empire; A wide-spread collection of states or communities with complex organization to maintain fealty to the ruler
5. Dictatorship; A single all-powerful ruler lords over the people
6. Tribal; There is no specific ruler, rather there is an uncoordinated group of tribes
7. Anarchy; There is no centralized government nor authority. The people are self-policing
8. Communism; The ruling class distributes all aspects of society including economics, jobs, resources, and where to live to make sure everyone has an equal share.
9. Theocracy; Religious leaders hold the power, and laws are dictated by religious beliefs

10. Oligarchy; A small group of people maintain control of the nation

d20 Economics: The dominant economic influence is...

1. Manorial agriculture. Serfs and freemen work their lord's land.
2. Trade guilds. Conglomerates of tradespeople control the means of producing and distributing the most valuable goods.
3. Nomadic grazing. Herds of domestic animal's roam freely, and people follow their movements.
4. Feudalism. The rulers control all land, and designate landholders to oversee production, distribution and taxation in those areas.
5. Cottage industry. Small, family groups produce most trade goods.
6. Mercantilism. Trade is strictly regulated by the government, in favor of local production.
7. Corporatism. Different areas of the economy are controlled by defined organizations, often given national charter.
8. Family conglomerates. A few key families control production and distribution across multiple industries.
9. Syndicalism. Groups of workers control production and distribution in different areas of the economy.
10. Communism. The state controls the means of production and distributes goods evenly to the population.
11. Hunting and gathering. Food is obtained by foraging.
12. Post-scarcity. Most goods needed for survival are available cheaply/freely to all.
13. Market system. Goods are produced and traded freely by individuals and groups.
14. Industrialism. Mining and manufacturing dominate the economy.
15. Knowledge economy. Scribes, theologians and other

knowledge workers dominate be economy.

16. Mages. Magic-users control the means of production and distribution.
17. The church or churches. The means of production and distribution are controlled by religious leaders.
18. Manorial agriculture and roll again on this table.
19. Trade. There is no centralized currency. Citizens trade for all goods and services
20. Benevolent Deity. A powerful being or group of powerful beings gives the people what it sees fit.

d12 Ruler: The ruler(s) of the nation is...

1. A demagogue; He rules the nation through fear and prejudices
2. A philosopher
3. A military leader
4. A council of elders
5. A council of randomly selected citizens
6. Corporations
7. A power-hungry dictator
8. A manipulative politician
9. A noble philanthropist
10. A religious zealot
11. A puppet of a secret society
12. A figure-head. The real power lies at the local level

d30 A unique characteristic of the nation is...

1. It is undergoing a civil war
2. It is experiencing extreme inflation
3. It is at war with another nation
4. It is controlled by a secret society pulling the strings
5. The political system is collapsing
6. It is believed to be protected by a god
7. The citizens believe it to be the greatest nation in the world
8. It is the home of a legendary warrior

9. It is the home of a famous philosopher  
 10. It is undefeated in battle  
 11. It is imperialistic; always trying to conquer new territory  
 12. It is isolationist; it does not like interacting with other nations  
 13. It is the home of a legendary artifact  
 14. It is extremely strict with its laws  
 15. Vigilantism is condoned  
 16. It is a pillar of moral values  
 17. It is generally hated by other nations  
 18. Its borders are open to refugees  
 19. It is being crippled by sanctions from other nations  
 20. It has been invaded by another nation  
 21. A popular and respected public figure recently died  
 22. Slavery is an accepted practice  
 23. Women are considered to be lesser people  
 24. Men are considered to be lesser people  
 25. The people observe a single day each year when all crime is legal  
 26. All trials are settled through death by combat  
 27. All trials are settled through a sporting competition  
 28. Annual gladiatorial combat is held, and the participants are randomly selected among the citizens  
 29. Prisoners are offered a chance at freedom if they can win a gladiatorial game. The games are... (d6): 1. Rigged. Prisoners are not intended to survive; 2. Extremely difficult, almost no one ever survives; 3. Fair. A skilled warrior has a chance at winning; 4. Easy. Just about anyone with a bit of skill can win; 5. Unbalanced; Many enter, only one leaves; 6. Massive. Hundreds enter at a time, but only a few survive  
 30. A citizen is randomly selected, and sacrificed annually

d8 Founding: The nation was founded by...

1. Revolutionaries seeking freedom from an oppressive government
2. A power-hungry tyrant
3. A religious order
4. A philosopher wanting to experiment with a new social order
5. A tribe that evolved into a nation
6. An explorer who claimed the land for his own
7. A god
8. A cult claiming a bastion separate from society

d6 to manage the nation, it is split into multiple...

1. Autonomous states
2. Fiefdoms
3. Cities
4. Duchies
5. Provinces
6. Geographical regions

d12 Mood: The citizens are...

1. Miserable; They hate their government or leaders, and feel oppressed
2. Unhappy; They don't like the state of their nation, and don't feel like they are valued or treated well
3. Satiated; Though they may not like things about the government, they are happy enough with their current life to risk losing what they have
4. Happy; Even if things aren't perfect, they are generally happy with their way of life
5. Extremely happy; They love their lives
6. Angry; They are being pushed to their limits
7. Patriotic; They love their nation, and will die to protect it
8. Confused; They people feel like the nation is in a state of turmoil, and don't know what tomorrow will hold
9. Anxious; Something bad is coming, they just know it, even if they don't know what it is

10. Frightened; People gather for safety, or stay in their homes at night  
 11. Scared; People live in fear of their nation's leaders  
 12. Indifferent; The politics of the nation are unimportant in day to day life

d5 Wealth and Prosperity: The citizens are...

1. Very well off; They enjoy the finer things in life
2. Doing well; Their needs are met, and they have the ability to improve their station in life
3. They have enough to get by, but not enough to improve their station in life
4. Poor; The people are barely scraping by
5. Desperate; They are lucky to find food and shelter

d10 Religion: The nation's approach to religion is...

1. A specific religion is required of all citizens.
2. A specific religion is encouraged, but not required. All other religions are banned
3. The nation allows a select list of acceptable religions
4. The nation allows any religion, but bans a select list
5. All religions are welcome, though some are discouraged
6. All religions are welcome, though some are encouraged
7. Religion is banned all together
8. A single religion is very popular, while others are generally considered to be strange or blasphemous
9. Two or more religions are warring to be the only nationally sponsored religion
10. Religion is not important to the people, nor the rulers.

d50 Laws: A notable law includes...

1. Capital punishment for most crimes

2. Magic is banned
3. Drug use is legal
4. Alcohol use is banned
5. Citizens are not allowed to speak poorly of their leaders
6. Military service is required of all citizens
7. Hunting of a specific species is banned (d100): 1. Wolves; 2. Lions; 3. Tigers; 4. Chickens; 5. Bears; 6. Elf; 7. Boar; 8. Apes; 9. Monkeys; 10. Axe Beaks; 11. Baboons; 12. Badgers; 13. Blink Dogs; 14. Leopards; 15. Hawks; 16. Eagles; 17. Crocodiles; 18. Alligators; 19. Death Dogs; 20. Dire Wolves; 21. Horses; 22. Deer; 23. Moose; 24. Elephants; 25. Giant Apes; 26. Giant Badgers; 27. Giant Bats; 28. Giant Boar; 29. Giant Centipede; 30. Giant Snakes; 31. Giant Crab; 32. Giant Crocodile; 33. Giant Alligator; 34. Giant Elk; 35. Giant Fire Beetles; 36. Giant Frogs; 37. Goats; 38. Giant Goats; 39. Giant Lizards; 40. Octopuses; 41. Giant Octopuses; 42. Giant Owls; 43. Owls; 44. Giant Rats; 45. Rats; 46. Giant Scorpions; 47. Sharks; 48. Giant Sharks; 49. Giant Spiders; 50. Giant Toads; 51. Giant Vultures; 52. Giant Wasps; 53. Giant Weasels; 54. Weasels; 55. Whales; 56. Hyenas; 57. Jackals; 58. Killer Whales; 59. Mammoths; 60. Dogs; 61. Panthers; 62. Ravens; 63. Rhinoceros; 64. Saber-Toothed Tigers; 65. Worgs; 66. Giraffes; 67. Ankhegs; 68. Cockatrice; 69. Bulettes; 70. Basilisks; 71. Chimera; 72. Dinosaurs; 73. Displacer Beasts; 74. Undead; 75. Gnolls; 76. Goblins; 77. Griffons; 78. Harpies; 79. Hippogriffs; 80. Kobolds; 81. Lizard folk; 82. Manticore; 83. Ogres; 84. Orcs; 85. Owlbears; 86. Pixies; 87. Sprites; 88. Trolls; 89. Unicorns; 90. Yetis; 91. Demons; 92. Dragons; 93. Giants; 94. Lycanthropes; 95. Cougars; 96. Cats; 97. Turtles; 98. Dolphins; 99. Brownies; 100. Kangaroos

8. Religious leaders must register with a local authority
9. Revenge killing is legal
10. Magic users must register with a local authority
11. Begging is illegal
12. Prostitution is illegal
13. The native population is a protected class
14. The native population can be hunted for a reward
15. The native population can be hunted for sport
16. No one is allowed to own more than an acre of land
17. Everyone is guaranteed an acre of land
18. The nation maintains protected land that may be not be used by private citizens
19. No animal may be ridden
20. No citizen is allowed to use a pack animal
21. No citizen is allowed to use animals to assist with farming, or heavy labor
22. Soldiers are not allowed to enter a citizen's home without permission
23. A citizen's private property is not allowed to be searched without permission
24. Prima Nocta; Leaders have first rights to deflower newly-weds
25. Animal fighting is banned
26. It is illegal to impersonate a member of the clergy
27. It is illegal to bite off another person's leg
28. It is illegal to walk backwards after sunset
29. Fishing is prohibited
30. Divorce is illegal
31. It is only legal to move large groups of animals at certain times of the day
32. Profanities may not be spoken in public
33. It is legal to hunt and kill members of a specific religion
34. Escape from prison is not illegal
35. Public affection is illegal
36. It is illegal to feed animals in public places

37. All persons in public must be bathed, and perfumed
38. All food sold must be approved by a local authority
39. All weapons must be registered with a local authority
40. All procreation is regulated, and must be approved by the government
41. All deforestation must be approved by a local authority
42. All farms must be approved by a local authority
43. All citizens are required to do regular charity work
44. Martial weapons are prohibited
45. Citizens may kill trespassers
46. Bounty hunting is illegal
47. Money changing is illegal
48. Money lending is illegal
49. Gambling is illegal
50. Businesses are not allowed to operate on a specific day each week

d20 Language: The common spoken language is...

1. Common
2. Dwarvish
3. Elvish
4. Draconic
5. Abyssal
6. Celestial
7. Deep Speech
8. Druidic
9. Giant
10. Gnomish
11. Goblin
12. Gnoll
13. Halfling
14. Infernal
15. Orc
16. Primordial
17. Sylvan
18. Undercommon
19. Common and one other language (roll again on this table)
20. Two languages (roll two more times on this table)

d8 Xenophobia: The various races are treated...

1. Each race hates all other races



2. Each race lives in peace with all other races, but stick to their own
3. Humans and Demi-humans (dwarves, elves, etc.) get along, but do not tolerate sub-humans (goblinoids, orcs, etc.)
4. Each race tolerates the others, but they don't get along well
5. The races are split into factions. Each faction hates the others
6. The races get along, but a single race is hated by all others (d10): 1. Dwarves; 2. Elves; 3. Tieflings; 4. Humans; 5. Halflings; 6. Gnomes; 7. Gnomes; 8. Hybrid races (half-orcs, half-elves); 9. Dragonborn; 10. An additional race is hated. (roll twice on this table)
7. The races do not get along, but a single race is revered by all others (d10): 1. Dwarves; 2. Elves; 3. Tieflings; 4. Humans; 5. Halflings; 6. Gnomes; 7. Gnomes; 8. Hybrid races (half-orcs, half-elves); 9. Dragonborn; 10. An additional race is revered. (roll twice on this table)
8. The races mix freely

d10 Class System: Social classes in the society are determined by...

1. Age
2. Race
3. Profession
4. Lineage
5. Birthplace
6. Height
7. Wealth
8. Gender
9. A Brawn feature (d3): 1. Eye color; 2. Hair color; 3. Skin color
10. Religion

d20 Social Pariahs: Social outcasts generally include...

1. Bastards
2. Lycanthropes
3. The ill
4. The elderly
5. The homeless
6. Mercenaries

7. Druids
8. Rangers
9. Lawbreakers
10. Merchants
11. Magic users
12. The clergy
13. Local law enforcement
14. Widows and Widowers
15. Oath-breakers
16. The Dishonored
17. Followers of a specific religion
18. Drunks
19. Prostitutes
20. Foreigners

### City Building

d10 Geography: The city grew up around...

1. A coastal harbor.
2. A calm, coastal bay.
3. A large freshwater lake.
4. A wide, navigable river.
5. A river navigable by small craft.
6. The mouth of a river or a river delta.
7. The confluence of two rivers.
8. A series of natural springs.
9. A well-traveled crossroads.
10. A water source and a well-traveled road.

d20 Resources: The city is near a region ideal for mining, growing, or grazing...

1. Iron ore.
2. Copper ore.
3. Gold or silver deposits.
4. Clay or granite deposits.
5. Quartz or salt deposits.
6. Peat or coal deposits. 1.
7. Hardwood lumber.
8. Barley and oats.
9. Beans and corn.
10. Nuts and olives.
11. Rice or wheat.
12. Potatoes and leeks.
13. Sugar cane.
14. Tobacco.
15. Cotton.
16. Fruit trees.
17. Cabbages and beets.
18. Cattle.
19. Dairy cows.
20. Sheep.

d20 Culture: The city is known for its...

1. Architectural style.
2. Architectural feats.
3. Artists and poets.
4. Inventive cuisine.
5. Traditional cuisine.
6. Suggestive dancing.
7. Gladiatorial games.
8. Horse races.
9. Scholars and sages.
10. Music and/or dance.
11. Romance.
12. Jousting games.
13. Superior soldiers.
14. Street festivals.
15. Religious feasts.
16. Religious fervor.
17. Traditional dress.
18. Unusual dress.
19. Theater scene.
20. Wine and/or ale.

d10 Government: The city is ruled by...

1. The head of a noble family.
2. A council of distinguished nobles.
3. A council of wealthy merchants.
4. A council of elected officials.
5. An elected mayor.
6. A benevolent sovereign.
7. A wicked tyrant.
8. A brutal warlord.
9. A cabal of witches and wizards.
10. The leaders of a religious order.

d20 Historical Event: The city experienced...

Mass conversions.

2. An earthquake.
3. An age of exploration.
4. A terrible famine.
5. A disastrous flood.
6. A legendary storm.
7. An assassination.
8. A series of riots.
9. A great discovery.
10. A vermin infestation.
11. A destructive fire.
12. A deadly plague.
13. A bloody rebellion.
14. A lengthy siege.
15. Religious wars.
16. Territorial wars.

17. A foreign occupation.
18. An economic boom.
19. A great depression.
20. A dragon attack.

d12 Threats: The people of the city are fearful of (leaders and common folk may fear different things) ...

1. Bandits and outlaws.
2. Barbarian invasions.
3. Disease outbreaks.
4. A dragon or legendary beast.
5. Destructive flooding.
6. Food shortages.
7. Occupation by a foreign empire.
8. The wrath of a vengeful god.
9. Magic and new inventions.
10. Pirates, smugglers, and bands of thieves.
11. A recently established religion.
12. A rival city.

d10 Defenses: The city is defended by...

1. A disciplined military guards.
2. A standing army of devoted soldiers.
3. A company of sell swords and knaves.
4. An order of holy knights.
5. Little; the city's been sacked many times.
6. A huge, fortress or citadel within the city.
7. A series of watchtowers and forts spread throughout the region.
8. Thick stone walls and impenetrable gates.
9. High stone walls, catapults, and scorpions.
10. A powerful magical ward or gigantic golem.

d12 Law Enforcement: The laws are...

1. Enforced by a strict, orderly city watch.
2. Enforced by a corrupt, roguish city watch.
3. Not enforced among the wealthy elite.

4. Enforced in a haphazard fashion, incomprehensible to visitors.
  5. Not enforced for those who pay bribes.
  6. More like guidelines.
  7. Enforced by a secret society of assassins, mages, or priests.
  8. Enforced by a company of mercenaries.
  9. Simple, easy to learn and to follow.
  10. Extensive and complicated, nonsensical.
  11. Enforced by a cheerful drunken sheriff.
  12. Enforced by a rigid soldier-turned-sheriff.
- d20 Power Players: Within or outside the government, power is held by...
1. A ruthless assassins' guild.
  2. A populist demagogue.
  3. The captain of a mercenary company.
  4. A champion knight or arena fighter.
  5. One or more crafting guilds.
  6. A dangerous crime bosses.
  7. One or more criminal gangs.
  8. A charismatic cult leader.
  9. One or more merchant guilds.
  10. A scheming noble lord or lady.
  11. An outspoken philosopher or scholar.
  12. A celebrated poet and playwright.
  13. A popular priest or priestess.
  14. A secret society of lore keepers.
  15. Smugglers and black-market dealers.
  16. The son or daughter of a deposed ruler.
  17. A wealthy trader of exotic goods.
  18. A conniving vampire or fiend.
  19. A bold war hero.
  20. A clever witch or wizard.

### Cliché Adventure Plots

d10 Heroes are required! You must stop the

1. Monster
2. King
3. Thief
4. Villain
5. Peasant
6. Cow
7. Wizard
8. Cultists
9. Pixies
10. Dragon

d10 from

1. Destroying the town
2. Torturing someone
3. Holding someone prisoner
4. Gaining an unlikely ally
5. Having a falling out with an old friend
6. Betraying his superiors
7. Stealing
8. Hatching a crazy plan
9. Search for a certain someone
10. Bestowing a curse

d8 before they

1. Discover the location of the dungeon
2. Find the artifact
3. Realize it's all an illusion
4. Discover how easy being evil is
5. Become addicted to causing pain
6. Lose their temper
7. Learn that they had been lied to
8. Know that I am the one they want

d12 or else

1. they will destroy the world
2. we all will die
3. we're all doomed
4. There'll be no more vegetable contests
5. I won't have any money to pay you
6. The entire town will starve
7. War will break out
8. Alliances will fall
9. A civil war will erupt

10. We will see a string of murders
11. Our god's will no longer protect us
12. A new power will rise

d6 but if you

1. Travel to
2. Avoid
3. Seek
4. Make an ally in
5. Meet the stranger in
6. Retrieve the magic item from

d8 the

1. Meddling Kids
2. Town Watch
3. forest
4. river
5. fortress
6. king
7. volcano
8. villain's lair

d8 you will find

1. a way to increase your power
2. knowledge
3. valuable insight
4. a way to steel your defenses
5. that you can increase your travelling speed
6. a shortcut
7. out the foe's weakness
8. out who the foe's allies are

d10 which will

1. Help you save the day
2. Prepare you for the pain
3. Make you immune to the magic
4. Give you a plan B
5. Consolidate any losses
6. Reward you greatly should you succeed
7. Etch your name in history
8. Give you an edge
9. Give you some time to spare
10. Allow you to plan your arrival

### Gossip and Hearsay Plots

d20 I heard that, [when], ...

1. a year ago, from tonight
2. one-night last month

3. twice last month
4. twice last week
5. one day last week
6. one-night last week
7. three nights ago
8. the day before yesterday
9. the night before last
10. yesterday morning
11. yesterday afternoon
12. just before sunset
13. after sunset
14. after nightfall
15. before midnight
16. past midnight
17. in the wee hours
18. just before dawn
19. at daybreak
20. earlier today

d20 [who] ...

1. the king/queen
2. a farmer
3. a merchant
4. a wizard
5. a soldier
6. a cleric
7. a druid
8. an orphan
9. a sailor
10. a thief
11. a miner
12. a lord
13. a knight
14. the mayor
15. an innkeeper
16. a dwarf
17. an elf
18. a singer
19. a pirate
20. a witch

d20 ...was seen with [who or what] ...

1. a prostitute
2. a drunk
3. an artefact
4. a talking sword
5. a Drow
6. an escaped convict
7. a vial of poison
8. a book of spells
9. a talking animal
10. a sack of coins
11. the prince/princess
12. a fortune teller
13. an alchemist
14. an assassin
15. a barmaid
16. a beggar
17. a saddled horse

18. a hunting hound
19. a mule and cart
20. a fake mustache

d20 ...down near [where]...

1. the docks
2. the palace
3. the crafts guild
4. the mages guild
5. the brothel
6. the merchant quarter
7. the tavern
8. the prison
9. the museum
10. the asylum
11. the library
12. the barracks
13. the gatehouse
14. the bridge
15. the temple
16. the market square
17. the warehouse district
18. the garden district
19. the lighthouse
20. the riverfront

d20 ...and nearby there was [who or what] ...

1. a dead commoner
2. a dead monster
3. an explosion
4. a bloody weapon
5. a planar gate
6. a demon
7. a vampire
8. an angry mob
9. a dead noble
10. an arcane sigil
11. a frightened crowd
12. an angel
13. a devil
14. a series of claw marks
15. a series of scorch marks
16. an empty vial
17. a burned book
18. a werewolf
19. a ghost
20. a horde of zombies

d20 I heard it from [whom]...

1. a shopkeeper
2. a basket weaver
3. a grocer
4. a peddler
5. a beggar
6. an urchin
7. a barkeep
8. a serving girl
9. a squire
10. a musician

11. a madame
12. a watchman
13. a ship's captain
14. a peasant woman
15. a fisherman's wife
16. a monk
17. a sell sword
18. a gambler
19. some guy in a pub
20. a little bird

d20 ..., so it [veracity].

1. might be true
2. must be true
3. has to be true
4. can't be true
5. could be true
6. is definitely true
7. may be true
8. is likely true
9. is possibly true
10. is certainly true
11. is absolutely true
12. is probably true
13. is likely partially true
14. is definitely not true
15. can't be entirely false
16. isn't likely false
17. isn't likely entirely false
18. might not be true
19. isn't likely the whole story
20. is probably just idle gossip

### Political Plot

d6 at the center of it all is...

1. A mayor's
2. A king's / queen's
3. A prince's / princess's
4. A noble's
5. A citizen's
6. A guild leader's

d20 ...relation...

1. Self
2. Parent
3. Grandparent
4. Sibling
5. Best friend
6. Trusted adviser
7. Child
8. Cousin
9. Aunt / Uncle
10. Spouse
11. Courtesan
12. Personal guard
13. Nephew / Niece
14. Mistress / Lover
15. Rival

16. Handmaiden / Servant
17. Secret lover
18. Jester
19. Doctor
20. Cook

d20 Who is trying to...

1. Start a coup
2. Corrupt the leader
3. Frame the leader for (d4): 1. corruption; 2. inappropriate relations; 3. murder; 4. embezzlement
4. Control the leader from the behind the scenes
5. Gain more power
6. Gain more influence
7. Defect
8. Assassinate the leader
9. Assassinate a rival
10. Discredit the leader
11. Discredit a rival
12. Force a war to start
13. Commit genocide
14. Usurp the throne
15. Steal money from the people
16. Steal money from the kingdom
17. Collect personal favors
18. Find a position of power for all of their friends and family
19. Play a massive joke on the people
20. Ingratiate themselves with a group of powerful people

d10 ...who will...

1. Trade favors for sex
2. Trade favors for money
3. Trade favors for information
4. Trade favors for favors
5. Trade favors for drugs
6. Trade favors for influence
7. Only assist family
8. Only assist friends
9. Only lookout for themselves
10. Do anything to achieve their goal

d10 ...and is motivated because...

1. A family member was killed
2. A friend was killed

3. They are compelled by greed
4. They are compelled by power
5. They are being manipulated / threatened by (d6): 1. A secret society; 2. A relation (Roll again on the relation table); 3. A personal rival; 4. The leader's rival; 5. A foreign nation; 6. A fiend
6. A warped sense of patriotism (It's for your own good!)
7. They wish to regain a lost station
8. It's necessary for the good of the nation
9. They are simply bored
10. It is their god's will

d12 Your heard about this from...

1. A member of a secret society
2. Someone close to the leader
3. Someone close to the leader's relation
4. A secretive observer
5. It's common knowledge
6. Rumors in a tavern
7. A note left in the night
8. From the person themselves
9. From the victim of the plot
10. From whispers from the grave
11. From a foreign national with their own interests
12. From someone who's own plot is being hampered by this plot.

### Reputation and Rumors

d10 Mercenary Band, Positive

1. Spotless, they are a reliable professional
2. Eccentric, they are a capable professional with unusual methods
3. Brave, they won't back down from a fight
4. Reliable, they won't back out when the going gets tough
5. Skilled, they can handle a difficult mission

6. Legendary, they won an impossible battle
7. Lengthy, they are known for many successful past missions
8. Exotic, they are from a faraway land
9. Stalwart, they are known for having stood their ground during a dangerous battle
10. Noble, they fought a desperate battle pro bono

#### d10 Mercenary Band, Neutral

1. Neutral, they hold to the letter of the contract
2. Raucous, but reliable in a fight
3. Solved a problem in a nearby city, but charge a large amount for it
4. Professional, they are loyal to the contract
5. Stern, their leader is known to be humorless
6. Unremarkable, they have won some battles and lost some to
7. Safe, they kept looters under control during a tense situation
8. Rigid, they kept to the contract even though they could have helped
9. New, they have yet to prove themselves
10. Enigmatic, they are known as a professional, but the exact nature of their missions is unknown

#### d10 Mercenary Band, Negative

1. They caused a serious problem in a nearby city
2. Disgraced, they abandoned a contract when it got to difficult
3. Dangerous, they killed someone they should not have
4. Damaged, most of their troops were lost in a recent battle
5. Fanatical, they believe in an unpopular god for the region and clash with their employer
6. Messy, they destroy the land they pass through with their foraging

7. Unreliable, they lost their last four battles
8. Spineless, they ran from a recent battle
9. Deserters, they took and employers money and disappeared
10. Rebels, they are former army troops fighting against the kingdom now for dubious causes

#### d10 Battle, you were involved

1. You were there! It was awful!
2. You were there! It was glorious!
3. Someone in your family achieved fame there.
4. Someone in your family was killed there.
5. It happened near a town where you were living at the time.
6. You were supposed to have been there.
7. You made a good friend on the eve of battle and are still comrades.
8. You were wounded and left for dead.
9. Foragers sacked your home for supplies before the battle.
10. You hid to avoid being conscripted.

#### d10 Battle, Positive

1. It was led by a famous general, he won handily
2. A great hero rose from the ranks of the common men.
3. A mercenary unit of great renown fought there.
4. It was the last battle ending a brutal war with a victory for the side of good.
5. The battle was so important archons took the field.
6. A small band of heroes joined the battle at the last minute and made the difference.
7. The king finally took the field personally and drove out his enemies.
8. The battle was won by the king's handpicked general, a brave man from exotic lands.

9. The royal battlemages carved the enemy into tiny pieces.
10. The battle was the positive proof of a powerful alliance.

#### d10 Battle, Neutral

1. The battle was a draw and the war goes on.
2. Both armies missed each other fumbling around in the dark, only their cavalry actually engaged.
3. A huge portion of the army died but the troops won in the end, the victory was hollow for the few survivors.
4. Much of the army was made up of conscripts.
5. A new pike technique was used there that may become common in the future.
6. An unusual group of allies carried the fight and took most of the glory from the common troops.
7. The king fought under the oldest banner of his house.
8. The battle took place at a legendary fortification.
9. The army had to march far from its home to fight there.
10. The troops came home from the war having seen strange places and practicing strange customs.

#### d10 Battle, Negative

1. An old enemy joined the fight.
2. It was a terrible defeat. The king's forces were routed.
3. The king himself was slain with his entire bodyguard unit.
4. The king was captured and publicly executed by the enemy.
5. The enemy debuted a powerful new fighting technique.
6. One side used dangerous monsters captured and trained for war.
7. A dark wizard was leading the enemy forces.
8. On the verge of defeat, one side made a deal with the

devils to secure victory at the terrible price.

9. It was a bloody and terrible siege.

10. A legendary enemy appeared for the first time.

d30 You have heard of this priest before because....

1. they're the highest-ranking priest of their god in the city, something like a bishop.

2. they are quite vocal in their opposition to recent reforms within their church.

3. they are vocal in favor of reforms they feel their church is overdue for.

4. they are known in certain circles to provide healing without asking how the wounds were acquired.

5. they fearlessly run a soup kitchen in an area most charitable organizations avoid.

6. rumors are circulating about unsavory habits involving young parishioners.

7. Drunkenness. He will out-drink you.

8. Toughness. He will punch you in the face if you insult his god.

9. Geniality. He's quick with a joke and a toast, and always makes those around him feel better.

10. Hard-line beliefs. He preaches death to infidels.

11. Tolerance. He regularly dines with adherents of other faiths or those with no faith at all.

12. Pacifism. He always advocates non-violence, even to the point of being beat nearly to death by some thugs.

13. Curiosity. He is well-read and well-versed in many scholarly subjects.

14. Teaching advocacy. He is a gifted teacher and is committed to increasing literacy among members of the lower classes.

15. Preaching. He is a captivating speaker, able to attract and to motivate large crowds.

16. Humorless, they only wear dark colored clothing.

17. Cynical, they don't actually believe what they preach.

18. Dry witted, they are prone to sarcastic replies when not preaching.

19. Cryptic, they often answer a question with a question.

20. Political, they take aim at the establishment in their sermons.

21. Dangerous, they might be starting a cult.

22. False, they have been accused of convincing people to walk into a trap from another religion.

23. Associated with dangerous humanoids whom they send gullible parishioners to as tribute.

24. Drug addled, they claim to see visions while using a pungent smoke.

25. A Prophet, they actually have divine visions.

26. They claim to be a demigod or angel.

27. Poor, his parish has nothing, but he perseveres.

28. Retired, he was an adventurer in a prior life.

29. Blessed, he was slain in battle with an enemy, but the gods revived him.

30. Smelly, his pipe smoke is extremely pungent.

d20 You have heard of this mage before because....

1. they are rumored to have taken a demon as a lover.

2. they misspoke and cause an entire town to go barren.

3. they saved an entire garrison using only a minor spell.

4. they angered a cruel baroness by animating her favorite brush.

5. they move every full moon because children go missing.

6. they are hated by every other mage for their good looks.

7. He keeps dangerous minions in his tower.

8. One of his experiments escaped and ran through the streets of the city.

9. A dragon came to visit him last autumn.

10. He keeps a hedge maze to keep away unwanted guests.

11. He breeds war beasts for the kings' army.

12. The king has been trying to bring him under his thumb for months.

13. One of his rages burned down half the city.

14. He's actually fond of visitors, but people are still scared of him. No one knows if they actually should be.

15. His automatons purchase all his food in the city on monthly errands.

16. Anyone who enters his tower never comes out

17. He often comes to town to entertain children with his cantrips.

18. He's an expert in divination spells and will cast them for anyone for a small fee.

19. It's rumored that he curses people without them realizing it.

20. It's rumored that he has magical cures for certain... maladies.

d20 You have heard of this thief before because he is...

1. Bold. He stole the crown of the Dragon-Emperor right off his head.

2. Audacious. He stole the maidenhood of the king's own daughter.

3. Extraordinary. He single-handedly stole an entire wagon train of spices and silver in the Bleak Wastes.

4. Amorous. He stole the heart of a Southron queen who's been after his head ever since he left her for a fortune teller.

5. Daring. He stole the spell book of the most powerful elf-witch in the world.

6. Heroic. He crept into the Duke's camp and swapped the

Duke's map for a phony that led him to maneuver his host right into the rebels' trap.

7. Magnanimous. He slipped in and out of the Pit of Despair six times to bring food and news to the captive prince.

8. Devilish. He climbed the walls of the Black Keep just to steal a kiss from the shadow sorceress as she slept.

9. Handsome. He has the most amazing mustache.

10. Generous. He sells the loot he steals to feed the orphans of the River District.

11. Did something impossible, like stealing a dragon's tail. Tale perhaps. The dragon was a bard and the original story is much less epic?

12. Killed a man with a fork.

13. Is the sole survivor from a legendary job.

14. Is the last living man who knows where a great treasure is hidden.

15. Buried a great treasure then killed himself for reasons unknown.

16. Works for the army as a scout.

17. Stole something important, but no one can prove it.

18. On the lam after tricking a devil into selling its soul.

19. Tough. He lost two fingers in a trapped chest, but still managed to snag the goods from inside.

20. Slippery. He's escaped from the world's most inescapable prison. Twice.

d20 You have heard of this merchant before because

1. they gouge outrageous prices if their customers have no alternatives.

2. they are exceptionally wealthy, surpassing even the local ruler.

3. they have donated gold to noble causes in the past.

4. they are known in certain circles to buy items

without asking where they came from

5. they are known to hire ruthless thugs to go after debtors.

6. they are said to have made their first fortune by illegally minting coins.

7. They are reputed to sell illegal magic items.

8. They are well known in the fur trade.

9. They always wear an elaborate headdress.

10. They are up and coming and seek to eliminate the competition.

11. They own a ship or fleet.

12. They helped found an important company.

13. In distant places their company is actually more powerful than the king.

14. they're often the butt of jokes made in the local tavern.

15. rumor says that it's entirely made up of doppelgangers.

16. of their reputation to having access to highly restricted goods.

17. the local populace invoke their name as a foul-mouthed curse.

18. members are identifiable by their yellow and red armor.

19. of their ruthless efficiency in advancing their mysterious goals.

20. they hold an iron grip on the local cheese market.

d10 You have heard of this Explorer before because...

1. He published a book of his sojourns in a distant land. The book gained fame for its vivid and outlandish stories. (Which may or may not be true, which might lead to moral dilemma if the party is positioned to expose him as a fraud.)

2. She was a noblewoman who decided to travel to the holy city of a foreign land. Her actions are on the one hand considered improper, yet everyone is eager to hear of her adventures.

3. He and several other adventurers participated in a race to be the first to get to one of the most inhospitable places on the continent. He was the only one to come back alive.

4. He went on an expedition to a far-off island years ago, promising to return with a horde of magical metal. He just returned recently, mostly empty handed, and completely disgraced.

5. Had his ships custom built.

6. Published a book about his sojourns claiming a prior explorers book is full of crap.

7. Bumped off a rival in a distant land.

8. Is seeking to launch one last expedition to clean his name from the disgrace of his failed ventures.

9. She became a noblewoman of a distant land through her exploits and has returned home because...?

10. He has been believed dead a dozen times already, but always turns up alive and well.

d20 You have heard of this Dragon before because...

1. It is a peaceful chatterbox. It can talk the hind leg off a donkey, and generally lets people go with a warning.

2. It is a beautiful chatterbox, talkative and extremely vain.

3. Obsessive Compulsive Hoarder. Its belongings have to be arranged just so.

4. Romantically Predatory. It's always taking humanoid form to seduce impressionable young things.

5. Has a strange hobby like carving wooden puppets or collecting butterflies.

6. Has an unusual horde, like dungeon puzzle doors, and will pay adventures to bring it new pieces for its collection.

7. Is colorblind and mated with the wrong color female dragon.

8. Is an aspiring author of travel guides but keeps

frightening the peasants in new and unusual places.

9. Considers itself a naturalist and collects animals, and people, from distant lands.

10. Burned down a windmill that was blocking its view of the ocean.

11. Has the wrong breath weapon for its color.

12. Likes to capture its victims and paint their portrait before eating them.

13. Somehow lost its horde recently and is looking for revenge.

14. Keeps its horde in a pocket plane many thieves have tried to reach.

15. Has a secret bond villain style hair and mustache twirling henchmen.

16. Has some flaw that makes the locals refuse to take its threats seriously.

17. Vicious. This monster defends its territory at all costs.

18. Voracious. This creature's hunger is never stated.

19. Cruel. You'll beg for death long before this creature grants it.

20. Stealthy. This creature can move soundlessly.

d30 You have heard of this landmark/city before because...

1. It's a barbaric monument to a dead people.

2. It's unmistakable as anything else.

3. It dangerous to go there and extremely spooky.

4. You only see it if you have made a terrible mistake and gone somewhere bad.

5. It's rumored to move around.

6. Its man-made, like a ship graveyard.

7. It's naturally occurring, like a mesa.

8. It's less of a landmark and more of a region with a distinct character.

9. It was formed by a great disaster.

10. Travelers come from leagues around to see it.

11. Pilgrims leave trinkets and carvings in/on/at it as they make their way for good luck.

12. It is thought that the tree will endure forever, so lovers carve their initials into it.

13. Children rub the statue's nose for good luck.

14. A famous assassination occurred on this spot.

15. The world grieved when the sorceress who is interred here died.

16. Your elder brother came to this place on his Grand Tour of the realm.

17. It's ugly as sin and doesn't at all fit with the surrounding architecture.

18. They are a major port and trading hub.

19. They are at war with another city.

20. They are the only place an important spice can be grown.

21. It is built around a giant mine.

22. The lord of the city is a dragon.

23. The city was the site of a great magical disaster.

24. The city was the site of a great magical experiment.

25. A great artist makes his home there.

26. It's so far away you've only barely heard its name before.

27. It's caught between two large, aggressive neighbors.

28. It's home to the largest cathedral to <god> in the realm.

29. It suffers a terrible reputation as a wretched hive of scum and villainy.

30. Dark magics seem to gravitate to the region.

### Arena Games

d8 the arena is...

1. An ancient stone structure used for centuries.

2. An old stone structure used for generations.

3. A wondrous construction with grandstands, trap doors, and elevators.

4. A sturdy wooden structure, recently built.

5. A crisp stone structure, recently built.

6. A set of rickety wooden stands around a dirt ring.

7. A circle of rope surrounded by spectators and a few cages.

8. An underground pit with spectators leaning over a railing above.

d8 the games are being held...

1. In honor of the sovereign's birthday.

2. In honor of a historical anniversary.

3. In honor of a recent military victory.

4. To turn a legitimate profit for the organizers.

5. To turn a gambling profit for the organizers.

6. To dispose of prisoners.

7. Strictly to entertain the masses.

8. To determine a champion for a dangerous quest or traditional ceremony.

d8 the main event is...

1. A battle royale or grand melee.

2. A reenactment of a historical battle.

3. A duel between two arena champions.

4. A duel between a champion and a severe underdog.

5. Feeding prisoners to beasts.

6. A battle of man versus beast (d8): 1. bears; 2. chimeras; 3. dragons; 4. giant spiders; 5. lions; 6. owlbeats; 7. tigers; 8. wolves.

7. A chariot race or foot race.

8. Feats of strength.

d12 the day's champion wins...

1. A heavy purse of silver.

2. A sizable purse of gold.

3. An expensive and ornate weapon.



4. An expensive and ornate piece of armor.
5. A floral crown and a fine silver chain.
6. A floral crown and a bejeweled gold belt.
7. A fine silk cloak and a bejeweled silver chain.
8. A petition of the sovereign.
9. A position of honor in the army and a purse of silver.
10. A position of honor in the sovereign's guard.
11. A week of pampering and pleasure and a purse of silver.
12. A night with one of the nobles' wives and a purse of gold.

d6 the crowd's attitude is...

1. Rowdy and festive.
2. Eager and excited.
3. Relaxed and easy-going.
4. Hostile and tense.
5. Disappointed and angry.
6. Rowdy and rebellious.

d8 the crowd is made up of mostly...

1. Merchants, nobles, and the well-to-do.
2. Soldiers, officers, and camp-followers.
3. Local artisans and shopkeepers.
4. Local peasants and unskilled workers.
5. Foreigners and travelers.
6. Slaves, servants, and laborers.
7. Sailors, pirates, and knaves.
8. People of all social strata.

### Random Gladiators

d8 the gladiator is armored in...

1. Nothing.
2. A leather vest.
3. A leather jerkin.
4. The hides of exotic beasts.
5. A breastplate.
6. Chainmail.
7. The costume of a foreign adversary.

8. The costume of a military hero.

d12 the gladiator is wielding...

1. A spear.
2. A gladius (short sword).
3. Two short swords.
4. A spear and a shield.
5. A short sword and a shield.
6. A heavy flail.
7. A Morningstar.
8. A huge axe.
9. A whip.
10. Brass knuckles.
11. A net and trident.
12. An exotic, curved blade.

d10 the gladiator fights with...

1. Hit-and-run tactics.
2. Making a direct assault.
3. Making a mad charge.
4. Fancy footwork.
5. Unpredictable lurches.
6. Masterful combat maneuvers.
7. Kicking and stomping.
8. Lots of taunts and jeers.
9. Lots of screaming and shouting.
10. Lots of head-butting.

d12 the gladiator is...

1. A well-trained slave.
2. A poorly-trained slave.
3. A seasoned veteran of the arena.
4. A veteran of warfare.
5. A prisoner of war.
6. A political prisoner.
7. The son of a poor man.
8. A drunk.
9. A captured criminal.
10. A former pirate.
11. A defrocked priest.
12. A favorite among the ladies.

d12 the gladiator fights for...

1. The love of the sport.
2. The love of someone he cannot have.
3. Pure bloodlust.
4. A chance to deal out sadistic torment.
5. A chance at freedom.
6. A chance at vengeance.
7. A chance to escape from life imprisonment.

8. A chance to escape from execution.
9. A chance at redemption.
10. God and country.
11. Fortune and glory.
12. Strength and honor.

d12 on the gladiator's face is...

1. A nose ring.
2. A garish earring.
3. An empty eye socket.
4. A grisly scar.
5. A haughty sneer.
6. A look of panic.
7. A look of sadness.
8. An eager grin.
9. A frame of long, beautiful long hair.
10. Ferocious sideburns.
11. An unruly beard.
12. An intimidating mustache.

d12 on the gladiator's body is...

1. A tattoo of a sea creature (d4): 1. fish; 2. kraken; 3. mermaid; 4. octopus.
2. A tattoo of a great beast (d6): 1. bear; 2. boar; 3. dragon; 4. eagle; 5. lion; 6. wolf.
3. A tattoo of a skull.
4. A tattoo of a weapon (d4): 1. arrow; 2. axe; 3. spear; 4. sword.
5. A festering wound.
6. A frightening scar.
7. The brand of a slave.
8. The brand of a soldier.
9. A pronounced gut.
10. A frightening amount of bulging muscles.
11. An obscene amount of oil.
12. An intimidating amount of hair.

### Simple Settlements

d50 Settlement name (part 1)

...

1. Stone.
2. Water.
3. Leaf.
4. Ice.
5. Flame.
6. Sol.
7. Storm.
8. Earth.
9. Gleam.
10. Star.

11. Art.
12. War.
13. Heart.
14. Hard.
15. Fall.
16. Rock.
17. Doom.
18. Oak.
19. Tear.
20. Raven.
21. Badger.
22. Snake.
23. Lion.
24. Hell.
25. Rage.
26. Brine.
27. Rat.
28. Buck.
29. Lily.
30. Core.
31. Stench.
32. Mage.
33. God.
34. Soil.
35. Pure.
36. Mal.
37. Cam.
38. Fen.
39. Clear.
40. Split.
41. Founder's.
42. Heir.
43. Fair.
44. Spin.
45. Lord's.
46. King's.
47. Servant's.
48. Demon's.
49. Snow.
50. Land's.

d50 Settlement name (part 2)

- ...
1. crest.
  2. bridge.
  3. run.
  4. catch.
  5. blade.
  6. haven.
  7. rise.
  8. more.
  9. light.
  10. main.
  11. blaze.
  12. place.
  13. tear.
  14. fold.
  15. rest.
  16. host.
  17. craft.

18. lair.
19. hollow.
20. vale.
21. hammer.
22. pike.
23. rail.
24. spike.
25. ring.
26. henge.
27. coil.
28. spring.
29. jaw.
30. mark.
31. hail.
32. loch.
33. child.
34. keep.
35. fort.
36. brook.
37. forth.
38. melt.
39. borough.
40. ford.
41. crawl.
42. moral.
43. combe.
44. glen.
45. garden.
46. wish.
47. fellow.
48. ridge.
49. ward.
50. town.

d6 Population size...

1. 50 people (hamlet).
2. 100 people (small village).
3. 250 people (village).
4. 1'000 people (small town).
5. 5'000 people (town).
6. 25'000 people (city).

d100 Main inhabitants are...

- 1-35. Humans.
- 36-40. Wood Elves.
- 41-49. High Elves.
- 50-51. Eladrin.
- 52-53. Half-Elves.
- 54-55. Drow.
- 56-65. Mountain Dwarves.
- 66-70. Hill Dwarves.
- 71-73. Lightfoot Halflings.
- 74-75. Stout Halflings.
- 76-77. Rock Gnomes.
- 78-79. Forest Gnomes.
80. Deep Gnomes.
- 81-85. Dragonborn.
- 86-88. Orcs and Half-Orcs.

- 89-90. Tieflings and Fiends.
- 91-92. Aarakocra.
- 93-94. Genasi and Elementals.
- 95-96. Shifters and Lycanthropes.
97. Goliaths and Giants.
98. Changelings and Doppelgangers.
99. Warforged and Constructs.
100. Aasimar and Celestials.

d20 the settlement's atmosphere is...

1. Calm.
2. Quaint.
3. Peaceful.
4. Vaguely unsettling.
5. Decidedly sinister.
6. Tense.
7. Violent.
8. Fearful.
9. Bustling.
10. Tumultuous.
11. Chaotic.
12. Pleasant.
13. Dark.
14. Heavy.
15. Stifling.
16. Relaxing.
17. Freeing.
18. Spiritual.
19. Apathetic.
20. Grief-stricken.

d100 A prominent feature of the settlement is...

1. Its beautiful parks.
2. Its majestic orchards.
3. A notable library.
4. A powerful guild.
5. The smell of baked bread.
6. The sounds of blacksmiths working.
7. The abundance of game in the surrounding land.
8. The extensive farmland surrounding it.
9. Its exotic goods.
10. The slums.
11. Its criminal syndicate.
12. Its high-class brothels.
13. Its ban on prostitution.
14. That it is protected by thick stone walls.
15. That it stands atop a floating mote of earth.
16. Its visible magic wards, which repel monsters.

17. That it is constantly besieged.
18. That it is ruled by a tyrant.
19. The law is enforced harshly.
20. The lack of government; anarchy reigns.
21. A large temple.
22. A gated cemetery larger than is warranted.
23. A system of tunnels beneath the settlement.
24. A planar gate.
25. A powerful curse.
26. That adventurers are hated by the people.
27. A mysterious obelisk towers over other buildings.
28. A famous entertainer inhabits the settlement.
29. That magic is hated by the people.
30. Its heavily armed, well-trained guards.
31. The tamed monster that defends it.
32. A well-traveled trade route that runs through it.
33. Its "friendly" barmaids.
34. The local ale distillery.
35. A keep of a noble lord.
36. A tower in which a princess is locked up.
37. That it's overrun with pests.
38. That it's in an economic depression.
39. That it's being extorted by an intelligent monster.
40. A group of refugees tenting near the settlement.
41. That it's on the path of a gypsy caravan.
42. That a traveling carnival often passes through.
43. The nearby vineyards.
44. Its history as a battleground.
45. Its proximity to a monster stronghold.
46. A wishing well with a local legend.
47. That it is built in a dead magic zone.
48. That it is built in a wild magic zone.
49. That it was the site of a mythic event.

50. That it was built atop ancient ruins.
51. A statue honoring some long-dead hero.
52. An abundance of a particular animal.
53. A shrine to an evil god.
54. An affordable periodical carrying news of the realm.
55. A peaceful cult.
56. Its wide streets.
57. It's incredibly beautiful architecture.
58. Its patronage of the arts.
59. The nearby academy of magic.
60. The rare herbs that grow nearby.
61. The use of glowing crystal as street lamps.
62. The settlement's astronomy observatory.
63. A bridge that spans a wide river.
64. The fiercely patriotic inhabitants.
65. Gallows erected in the main square.
66. A genial ghost.
67. It's "no-weapons" policy.
68. A corrupt politician.
69. Regular raids by a nearby group of bandits.
70. That it was founded by cannibals, and some continue the tradition.
71. That it's actually a bandit base.
72. That all light except sunlight is smothered.
73. That it was the location of a pirate's unclaimed treasure hoard.
74. The nearby mines.
75. A history of assassinations.
76. Its very progressive attitude.
77. Its staunch conservative attitude.
78. Its incompetent buffoon of a leader.
79. Its paranoia.
80. Its xenophobia.
81. Its tolerance of others.
82. A coven of witches as rulers.
83. Its predominantly male population.

84. Its predominantly female population.
85. Its high concentration of children.
86. Its noticeable lack of children.
87. Its connection to the Feywild.
88. Its connection to the Shadowfell.
89. Its grimy feel.
90. The stench of sewage.
91. A river that divides it.
92. The undead servants that perform labor.
93. That it's the center of a manhunt.
94. A pony mascot with an adorable name.
95. The overpowering smell of sulfur.
96. A low hum that permeates the settlement with no known cause.
97. A thousand-year-old tree in town square.
98. That it is under the protection of friendly elemental spirits.
99. The blistering heat of its forges.
100. Its famous impartiality.

d30 the players should care about the settlement because...

1. It has magic item shop(s).
2. A dungeon was discovered nearby recently.
3. A powerful wizard lives there.
4. An NPC the players have met before is there.
5. Something they want is there.
6. A thief stole something from them here.
7. It was mentioned in a letter found on a slain foe.
8. They are hired by someone in the settlement.
9. This is the only settlement with which to resupply within leagues.
10. One of the inhabitants asked for help with a problem.
11. It is the only safe haven from the monster-infested surroundings.

12. They are implicated in a crime and asked not to leave town.
13. There are some interesting rumors about their foes.
14. The players liberated some prisoners who asked to be taken there.
15. An enemy has called them out.
16. The rewards on the job board are high.
17. Things don't quite add up; perhaps investigation is called for.
18. It keeps getting mentioned wherever they go.
19. The townspeople greet them like heroes.
20. They need to take shelter from a severe storm.
21. They need help that the settlement can provide.
22. A child/helpless NPC is in danger and needs help.
23. There are signs of a monster infestation.
24. A creature whose goals clash with theirs lives there.
25. A powerful NPC tries to put them under a "geas".
26. A patron promises them jobs there.
27. They hear rumors of a hidden magic item nearby.
28. A strange crime is committed, peripherally involving them.
29. A local NPC did them a favor, and wants to cash in.
30. A powerful entity offers them a deal there.

### Random NPC

#### Alchemist

d6 the alchemist is...

1. An apothecary.
2. A hedge wizard.
3. An herbalist.
4. A poison maker.
5. A potioneer.
6. A pyromancer.

d4 the alchemist is looking for...

1. Delivery help.
2. New recipes.
3. Purchasers.

4. Rare ingredients.

d4 the alchemist carries...

1. Several vials of acid.
2. Several curatives.
3. An unusual potion.
4. A pyrophoric substance.

#### Criminal

d6 the criminal is...

1. An assassin.
2. A con artist.
3. A gambler.
4. A poacher.
5. A smuggler.
6. A thief.

d6 the criminal is looking for...

1. Accomplices for a specific task.
2. Revenge against a rival criminal.
3. An easy mark.
4. Extra muscle for some work.
5. Rumors that may lead to a big score.
6. A rowdy evening of carousing.

d6 the criminal carries...

1. A crossbow with poisoned darts.
2. Several daggers.
3. A short sword.
4. A lucky charm.
5. The token of a love.
6. Letters for blackmail.

#### Law Official

d4 the law official is...

1. A constable.
2. A sheriff.
3. A guard captain.
4. A magistrate.

d6 the law official seeks someone to...

1. Capture a fugitive.
2. Catch a thief.
3. Guard a specific location or person.
4. Investigate a disappearance.
5. Solve a murder mystery.
6. Have an ale with.

d4 the law official carries...

1. An arrest warrant for an outlaw.

2. A proclamation for a reward.
3. A knife or sword of the office.
4. A pocketbook of local laws.

#### Noble

d6 the noble is...

1. A knight.
2. An old lord.
3. A young lord.
4. An old lady.
5. A young lady.
6. A wealthy merchant.

d6 the noble seeks someone to...

1. Dispose of an enemy.
2. Negotiate a trade contract.
3. Prepare an army for war.
4. Sabotage a rival.
5. Secure a marriage.
6. Have a good time with.

d6 the noble carries...

1. Several deeds and titles.
2. A family heirloom.
3. Several inventories and invoices.
4. Some very valuable jewels.
5. A compromising love letter.
6. A letter from a powerful lord or lady.

#### Priest

d6 the priest is...

1. An acolyte.
2. A healer.
3. A monk.
4. A preacher.
5. A scholar.
6. A witch-hunter.

d4 the priest is looking for...

1. New converts.
2. Heretics.
3. Relics and rare lore.
4. The bottom of a goblet.

d4 the priest carries...

1. A well-used cudgel.
2. A prominently displayed holy symbol.

3. A pocketbook of sacred texts.
4. A wineskin.

### Seer

d6 the seer is...

1. An astrologer.
2. A fortune teller.
3. A mystic
4. A lorekeeper.
5. A prophet.
6. A psychic.

d4 the seer is looking for...

1. The answer to a riddle or prophecy.
2. New clients for a reading.
3. News regarding a missing person.
4. Some juicy gossip.

d4 the seer carries...

1. A crystal ball.
2. A dowsing rod.
3. A large, sharp-pointed knife.
4. Several star charts.

### Smith

d4 the smith is...

1. An armorer.
2. A blacksmith.
3. A farrier.
4. A weaponsmith.

d4 the smith is looking for...

1. A new apprentice.
2. A journeyman craftsman.
3. Rare metals.
4. A mug of strong ale.

d4 the smith carries...

1. A hammer.
2. A metal trinket made by the smith.
3. A contract commissioning a sword.
4. Little more than a few coins.

### Traveler

d8 the traveler is...

1. An exile.
2. A minstrel.
3. A peddler.
4. A pilgrim.
5. A refugee.
6. A sell sword.

7. A storyteller.
8. A treasure hunter.

d10 the traveler is seeking...

1. Accomplices on a quest.
2. The answer to a riddle
3. An audience to entertain.
4. A long-lost friend.
5. The return of something stolen.
6. Revenge against a bitter rival.
7. A permanent home.
8. Steady work.
9. Traveling companions.
10. Drinking companions.

### Barkeep & Barmaid

d8 the server greets you with...

1. A mug of ale.
2. A goblet of wine.
3. A glass of water.
4. An offer to move to a better table.
5. A look of exasperation.
6. A warm handshake.
7. A pat on the back.
8. A pretty smile.

d6 the server is looking for...

1. An excuse to kick you out.
2. Someone more important to talk to.
3. Someone to do some pest removal.
4. A big tip.
5. A good joke or story.
6. The bottom of a bottle.

d4 the server carries...

1. A filthy rag.
2. A pristine silk handkerchief.
3. A piece of conspicuous jewelry.
4. An unusual belt purse.

### NPC Details and Looks

#### Facial Features

d20 Eyes: The person has...

1. Sleepy eyes.
2. Shifty eyes.
3. Watery eyes.
4. Bright eyes.
5. Cold eyes.
6. Smiling eyes.

7. Close-set eyes.
8. Wild eyes.
9. Distant eyes.
10. A lazy eye.
11. Piercing eyes.
12. Watchful eyes.
13. Dark eyes.
14. Hooded eyes.
15. Eyes of two different colors.
16. Slightly crossed eyes.
17. Wide eyes.
18. Beautiful eyes.
19. Beady eyes.
20. Penetrating eyes.

d12 Ears: The person has...

1. Over-sized ears.
2. Long earlobes.
3. Small ears.
4. Uneven ears.
5. Hairy ears.
6. Pointy ears.
7. Short ear lobes.
8. Ears that stick out.
9. Jug-handle ears.
10. Elaborately pierced ears.
11. Cauliflower ears.
12. Ears with improbable tufts of hair.

d10 Mouth: The person has...

1. Full lips.
2. Buck-teeth.
3. Thin lips.
4. Rotting teeth.
5. Crooked teeth.
6. A broken or missing tooth.
7. Pursued lips.
8. Dry, cracked lips.
9. One or more false teeth.
10. A mouth that hangs open.

d12 Nose: The person has...

1. A crooked nose.
2. A bulbous nose.
3. A narrow nose.
4. A button nose.
5. A long nose.
6. A broad nose.
7. An angular nose.
8. A round nose.
9. A broken nose.
10. A hawk-like nose.
11. A wide nose.
12. A delicate nose.

d8 Chin or jaw: He/she has...

1. A pronounced chin.
2. A cleft chin.
3. A dimple on the chin.
4. A rounded chin.
5. A sharp jawline.
6. A square jaw.
7. A round jaw.
8. An underbite.

d20 Hair: The person has...

1. Thick hair.
2. Wispy hair.
3. Straight hair.
4. Wavy hair.
5. Curly hair.
6. Wiry hair.
7. Oily hair.
8. Lush hair.
9. Poofy hair.
10. Long braids.
11. Braids tight against the head.
12. Very long hair.
13. Greasy hair.
14. Unruly hair.
15. An unusual hairstyle.
16. An outdated hairstyle.
17. A high-maintenance hairstyle.
18. Short-cropped hair.
19. A shaved head.
20. No hair at all.

d8 Other: His/her face has...

1. High cheekbones.
2. Tight, drawn cheeks.
3. Chubby cheeks.
4. An unpleasant pustule.
5. A large mole.
6. A beauty mark.
7. Freckles.
8. Terrible scarring.

### **Brawn Traits**

d6 Height: The person is...

1. Unusually short.
2. Short in stature.
3. Average height.
4. Slightly above average height.
5. Well above average height.
6. Unusually tall.

d20 Body: The person's body is...

1. Thin and delicate.
2. Of average build.
3. Well-muscled.

4. Slightly overweight.
5. Grotesquely obese.
6. Lean and lanky.
7. Lithe and lean.
8. Thin and wiry.
9. Sinewy and strong.
10. Flabby and weak.
11. Lumpy or bent.
12. Thin and flimsy.
13. Soft and chubby.
14. Thin and petite.
15. Pudgy.
16. Big and broad.
17. Stocky and strong.
18. Bony.
19. Wide and ponderous.
20. Covered in hair.

d6 Hands: The person has...

1. Powerful hands.
2. Delicate hands.
3. Rough hands.
4. Soft hands.
5. A light touch.
6. A heavy touch.

d4 Scar: The person has...

1. A jagged scar.
2. A dark purple scar.
3. An angry red scar.
4. A long, thin scar.

### **Accessories**

d12 Tattoo: The person has...

1. A dagger tattoo.
2. An arrow tattoo.
3. An anchor tattoo.
4. A skull tattoo.
5. A pair of crossed bones tattoo.
6. A snake tattoo.
7. A scorpion tattoo.
8. A spider web tattoo.
9. A heart tattoo.
10. A ring of thorns tattoo.
11. A mermaid tattoo.
12. A dragon tattoo.

d12 Jewelry: The person wears...

1. An earring.
2. Two earrings.
3. A small chain about the neck.
4. A large chain about the neck.
5. A tight choker about the neck.
6. A brooch.
7. A ring.

8. Several rings.
9. A bracelet.
10. A nose ring.
11. A medallion.
12. An ornate belt.

d8 the jewelry is made of...

1. Steel.
2. Bronze.
3. Pewter.
4. Silver.
5. Gold.
6. Platinum.
7. Copper.
8. One or more gemstones (d12): 1. amethyst; 2. crystal; 3. diamond; 4. emerald; 5. jade; 6. obsidian; 7. opal; 8. pearl; 9. ruby; 10. sapphire; 11. topaz; 12. turquoise.

d8 Clothes: The person's clothing is...

1. Crisp and new.
2. Fashionable and hip.
3. A bit old-fashioned.
4. Of the highest quality.
5. Faded, but in good condition.
6. Faded and patched.
7. Torn in places; missing buttons.
8. Tattered and worn.

### **Emotions and Attitude**

d30 Calm Trait: When calm, the person is typically...

1. Compassionate
2. Cheerful
3. Reserved
4. Outspoken
5. Uninterested
6. Gruff
7. Eager
8. Deceitful
9. Foolish
10. Strict
11. Agreeable
12. Mischievous
13. Angry
14. Fearful
15. Manipulative
16. Devout
17. Greedy
18. Funny
19. Dour
20. Fun-Loving
21. Lazy
22. Driven
23. Boastful
24. Artistic

25. Assertive
26. Carefree
27. Cautious
28. Confident
29. Thoughtful
30. Loyal

d30 Stress Trait: When stressed, the person often becomes...

1. Withdrawn
2. Murderous
3. Obsessive
4. Authoritarian
5. Determined
6. Brave
7. Spiteful
8. Belligerent
9. Caustic
10. Reckless
11. Argumentative
12. Gluttonous
13. Overly Protective
14. Angry
15. Cowardly
16. Meticulous
17. Sarcastic
18. Stubborn
19. Destructive
20. Practical
21. Pushy
22. Fanatical
23. Secretive
24. Scornful
25. Courageous
26. Impractical
27. Calculating
28. Industrious
29. Manipulative
30. Destructive

d20 Mood: Now, the person is...

1. Agreeable.
2. Carefree.
3. Curious.
4. Eager.
5. Friendly.
6. Happy.
7. Hopeful.
8. Upbeat.
9. Indifferent.
10. Bored.
11. Focused.
12. Suspicious.
13. Tired.
14. Withdrawn.
15. Disagreeable.
16. Agitated.
17. Angry.
18. Despondent.

19. Gloomy.
20. Nervous.

### Faith and Beliefs

d8 Faith: The person is a...

1. Quiet true believer.
2. Casual observer.
3. Critical student.
4. Outspoken cynic.
5. Open-minded seeker.
6. Broken heretic.
7. Cautious listener.
8. Fanatical true believer.

d6 Prejudice: The person is prejudice against...

1. Other genders.
2. An age group (d3): 1. children; 2. teenagers; 3. elderly.
3. A social class (d3): 1. ruling class and authority figures; 2. powerful rich; 3. destitute poor.
4. Social deviants (d3): 1. beggars; 2. drunks; 3. drug-users.
5. A profession (d12): 1. farmers; 2. artists; 3. clergy; 4. soldiers; 5. fishers; 6. harlots; 7. miners; 8. merchants; 9. scholars; 10. herders; 11. sailors; 12. Mages
- A race (d8): 1. dwarves; 2. elves; 3. gnomes; 4. goblins; 5. half-breeds; 6. halflings; 7. humans; 8. reptilians.

### Flaws

d20 Flaw: The person...

1. Fidgets.
2. Drinks too much.
3. Eats too much.
4. Swears often.
5. Has poor hygiene.
6. Can't resist flirting.
7. Can't stop staring.
8. Sweats profusely and easily.
9. Is a habitual liar.
10. Embellishes the truth.
11. Exaggerates details.
12. Has a short temper.
13. Is melodramatic.
14. Gossips.
15. Chews with an open mouth.
16. Often sniffs audibly.
17. Believes what you tell him/her.

18. Is skeptical of everything.

19. Paces.

20. Makes poor eye contact.

### Fishing and Fishermen

d10 the fisherman fishes in...

1. A quiet creek.
2. A wide river.
3. A small pond.
4. A large lake.
5. A swamp.
6. A marsh.
7. A protected bay.
8. A natural harbor.
9. A narrow channel.
10. The open ocean.

d6 the fisherman typically fishes from...

1. A sandy or rocky beach.
2. An embankment, sandbar, or levee.
3. A pier or bridge.
4. His/her own boat.
5. A boat owned by someone else.
6. Wherever the fish can be reached.

d8 the fisherman uses...

1. A rod and reel with a baited hook.
2. A rod and reel with a lure.
3. Baited lines.
4. Baited traps.
5. Nets.
6. Baited lines and nets.
7. Baited lines and baited traps.
8. An unusual technique (d4): 1. harpoon; 2. spear; 3. bare hands; 4. trained beast.

d6 the fisherman prefers to fish...

1. Alone, in silence.
2. Alone, while whistling or humming.
3. Alone, but within earshot of other fishermen.
4. With a trusted partner.
5. With an apprentice fisherman.
6. With an experienced fisherman.

d8 the fisherman is seeking...

1. A new apprentice.

2. The answer to a riddle.
3. To tell the tale of the one that got away.
4. Rumors of new locations to fish.
5. Revenge against a rival.
6. Assistance repairing a boat, net, or some other fishing gear.
7. Fishing companions.
8. Drinking companions.

d8 Tattoo: The fisherman has...

1. An anchor tattoo.
2. A pair of crossed bones tattoo.
3. A fish tattoo.
4. An octopus tattoo.
5. A whale tattoo.
6. A lobster tattoo.
7. A mermaid tattoo.
8. A dragon tattoo.

d10 Distinguishing feature: The fisherman has...

1. A wooden pipe.
2. Rotten teeth.
3. A gold tooth.
4. A terrible scar on the forearm.
5. A handkerchief tied atop the head.
6. Wild eyes.
7. A trimmed black beard.
8. A long, hooked nose.
9. An open shirt and a very hairy chest.
10. Long mutton chop sideburns.

### **Fishing Boat**

d6 The boat is...

1. A flat raft.
2. A pontoon raft.
3. A canoe.
4. A coracle.
5. A drifter.
6. A buss.

d4 the boat can...

1. Easily be operated by one person.
2. Be operated by one person, but some flaw or damage has made handling difficult.
3. Be operated by two people, but it can be handled by one with difficulty.

4. Be operated by three or more people, but it can be handled by two with difficulty.

d6 Presently, the boat is...

1. Laden with the latest catch.
2. Well-stocked with bait and gear and ready to go.
3. In tip-top shape.
4. In need of repair.
5. Barely staying afloat.
6. Resting beneath the waves.

d10 the boat's hull markings feature...

1. A ghost.
2. A mermaid.
3. A shark.
4. A pelican.
5. A whale.
6. An octopus.
7. A swordfish.
8. A crab.
9. A sea turtle.
10. A big tuna.

### **Cold Water Fishing**

d10 Near-shore catch: You haul in...

1. A clam.
2. A crab.
3. A herring.
4. A lobster.
5. A mussel.
6. An oyster.
7. A prawn.
8. A salmon.
9. A smelt.
10. A rare catch (see below).

d10 Deep-sea catch: You haul in...

1. A crab.
2. A cod.
3. A haddock.
4. A halibut.
5. A mackerel.
6. An oyster.
7. A shrimp.
8. A squid.
9. A tuna.
10. A rare catch (see below).

d6 Rare catch: You haul in...

1. A piece of junk (d4): 1. tangle of seaweed; 2. torn net; 3. rotten wood; 4. old boot.
2. An abalone.

3. A monkfish.
4. An octopus.
5. A sea bass.
6. A giant squid (fights, attacks).

### **Warm Water Fishing**

d8 Near-shore catch: You haul in...

1. An anchovy.
2. A clam.
3. A crab.
4. A mussel.
5. A scallop.
6. A sea bass.
7. A skate.
8. A rare catch (see below).

d10 Deep-sea catch: You haul in...

1. A cuttlefish.
2. A flounder.
3. A grouper.
4. A marlin.
5. A sardine.
6. A scallop.
7. A shrimp.
8. A snapper.
9. A tuna.
10. A rare catch (see below).

d8 Rare catch: You haul in...

1. A piece of junk (d4): 1. tangle of seaweed; 2. torn net; 3. rotten wood; 4. old boot.
2. An abalone.
3. A barracuda (fights, attacks).
4. A lobster.
5. A monkfish.
6. An octopus (attacks).
7. A reef shark (fights, attacks).
8. A swordfish (fights).

### **Freshwater Fishing**

d10 Cold-water catch: You haul in...

1. A bass (fights).
2. A carp.
3. An eel.
4. An oyster.
5. A perch.
6. A salmon.
7. A smelt.
8. A sturgeon.
9. A trout.
10. A walleye



d10 Warm-water catch: You haul in...

1. A carp.
2. A catfish (fights).
3. An eel.
4. An oyster.
5. A perch.
6. A prawn.
7. A quipper (fights, attacks).
8. A salmon.
9. A tilapia.
10. A trout

d6 Swamp-water catch: You haul in...

1. A bass (fights).
2. A catfish (fights).
3. A crayfish.
4. A crocodile (fights, attacks).
5. An eel (fights).
6. A prawn.

### Pirate Crews

d10 the pirates' ship is...

1. Little more than a raft.
2. A galley.
3. A long ship.
4. A catamaran.
5. A cog.
6. A hulk.
7. A carrack.
8. A caravel.
9. A schooner.
10. A dreadnought.

d8 Presently, the pirates' ship is...

1. Laden with treasure.
2. Full of stolen goods.
3. Well-stocked with provisions.
4. In tip-top shape.
5. "On loan" to some other pirates.
6. In need of repair.
7. Barely staying afloat.
8. Resting beneath the waves.

d20 the ship's banner features...

1. A skull.
2. A pair of crossed bones.
3. A skull and crossbones.
4. A skeletal hand.
5. A skeletal fish.
6. A flaming skull.
7. A clenched fist.

8. A ghost.
9. A mermaid.
10. A pair of crossed cutlasses.
11. A dagger.
12. A bloody dagger.
13. An albatross.
14. A pelican.
15. A whale.
16. An octopus.
17. A swordfish.
18. A crab.
19. A sea turtle.
20. A big tuna.

d12 the ship's mascot is...

- 1-4. A parrot:
1. A budgie (fond of saying "Ye scalawags!" or "Aye, Captain!").
  2. A cockatoo (fond of saying "Pieces of eight!" or "It's shark week!").
  3. A conjure (fond of saying "Dead men tell no tales!" or "Ahoy!").
  4. A macaw (fond of saying "Show me the booty!" or "Land, ho!").
- 5-8. A monkey:
5. A capuchin monkey (with or without an eyepatch).
  6. A macaque (with or without a vest).
  7. A spider monkey (with or without a bandana).
  8. A tamarin (with or without mustaches).
  9. An old turtle.
  10. A lazy seafaring cat.
  11. A pot-belly pig.
  12. A high-energy herding dog.

d12 the ship's captain is...

1. A dangerous megalomaniac.
2. A charismatic demagogue.
3. A mysterious foreigner.
4. A talented thief.
5. A member of a prominent family.
6. A ruthless killer.
7. A femme fatale.
8. A charming rogue.
9. A dashing swashbuckler.
10. A brutish thug.
11. An old sailor.
12. A celebrated naval hero.

d8 the crew's attitude toward their captain is...

1. Adoring and loyal.
2. Friendly and pleased.
3. Respectful and business-like.
4. Mercenary and eager.
5. Terrified and tight-lipped.
6. Disappointed and indifferent.
7. Restless and rebellious.
8. Angry and mutinous.

d10 Crewmembers often sport matching...

1. Puffy shirts.
2. Breeches.
3. Scarves.
4. Vests.
5. Bandanas.
6. Boots.
7. Tattoos.
8. Hats.
9. Scars.
10. Mustaches.

d8 the crew's goals include (captain and crew members could have different goals)

1. Discovery of a legendary hidden treasure.
2. Domination of the region's maritime trade.
3. Revenge against a naval hero.
4. Revenge against a rival pirate crew.
5. Rebellion against the dominant merchant traders.
6. A wealthy and peaceful retirement.
7. Violence to slake their bloodlust.
8. Drinking all the rum.

d10 Crewmembers typically arm themselves with...

1. Belaying pins (wooden clubs).
2. Throwing knives.
3. Oversized daggers.
4. Serrated daggers.
5. Cutlasses.
6. Clubs and daggers.
7. Brass knuckles.
8. Bare fists.
9. Nets and tridents.
10. Harpoons.

d10 the pirate crew typically fights with...

1. Swarm tactics.
2. Hit-and-run tactics.
3. Ambush tactics.
4. Choreographed maneuvers.
5. Unpredictable maneuvers.
6. Lots of smiles and jokes.
7. Lots of fancy footwork.
8. Lots of screaming and shouting.
9. Kicking and stomping.
10. Lots of head-butting.

d10 the crew's headquarters is hidden in or near...

1. A rugged seaside cliff.
2. A hidden lagoon.
3. A remote island.
4. A swampy river mouths.
5. A coastal cave.
6. A tavern.
7. A brothel.
8. A warehouse or shipyard.
9. A poor fishing village
10. An old lighthouse.

d12 the crew is notorious for...

1. Never leaving survivors.
2. Feeding captives to sharks.
3. Tattooing or branding captives.
4. Scalping captives.
5. Flaying captives.
6. Burning seaside villages.
7. Plundering the ships of a wealthy tyrant.
8. Using a lot of explosives.
9. Convening with ghosts.
10. Romantic escapades.
11. Singing bawdy songs.
12. Drinking too much rum.

### Individual Pirates

d12 Tattoo: The pirate has...

1. A dagger tattoo.
2. An anchor tattoo.
3. A skull tattoo.
4. A pair of crossed bones tattoo.
5. A snake tattoo.

6. A fish tattoo.
7. A spider web tattoo.
8. An octopus tattoo.
9. A whale tattoo.
10. A lobster tattoo.
11. A mermaid tattoo.
12. A dragon tattoo.

d12 Distinguishing feature: The pirate has...

1. A nose ring.
2. Shiny leather boots.
3. Gold teeth.
4. An oversized dagger in the belt.
5. A heavy gold chain around the neck.
6. A wide-brimmed hat.
7. An eyepatch.
8. A long black beard.
9. A maniacal laugh.
10. A long, hooked nose.
11. An open shirt and a very hairy chest.
12. Extravagant mustaches.

### Pirate, Merchant and Warships

1. Destiny of Utopia: This dwarven noble's yacht has a bulky hull with a golden aftcastle. The ship's captain is a young male dwarf named Horli Arirson, and it is crewed by expert sailors. The ship is protected by magical guards and wards.

2. Kraken: This elven noble's yacht has a narrow hull with lateen rigged canvas sails. The ship's captain is a young male elf named Galegal. The ship is armed with two ballistas, mounted facing port and starboard.

3. Topaz Blade: This pirate ship has a battered hull with feathered wing-like sails. The ship's commander is a willowy man named Reyny, who serves Uzus, an ancient god of evil. Numerous skeletons hang from the sides of the hull as a warning.

4. Hammerhead: This warship has a mithral hull and

a carved figurehead, and is held aloft by giant magical crystals. The ship's master is a male cleric named Berny Fane. Numerous shields hang from the sides of the hull as trophies.

5. Star of Nessus: This pirate ship has a broad hull with a round aftcastle, and is held aloft by bound air elementals. The ship's master is a woman named Witha, who serves Sema, an ancient monstrous god.

6. Jewel of Heaven: This dwarven explorer's ship has a narrow hull with a row of iron oars. The ship's captain is a foolish male dwarf named Rande, and it is crewed by expert sailors.

7. Lady's Vengeance: This elven warship has a battle-scarred hull with a row of leaf-shaped oars. The ship's commander is a female elf warrior named Inenn. The ship is armed with a naval ram and a ballista.

8. Triton: This explorer's ship has a bulky hull with a small forecastle. The ship's master is a man named Lesym Borne, who follows the moon wherever it leads him. A strange device engraved with strange symbols rests upon the deck.

9. Marauder of Caham: This pirate ship has a stout hull and bright brass fittings. The ship's master is a male warrior named Vyncent Stere. The ship's bow hold contains bugbear slaves.

10. Flame of Heaven: This monstrous explorer's ship has a broad hull with a small aftcastle. The ship's master is a serious male ogre named Golfimb.

11. Lamprey: This merchant ship has a leaky hull with a row of long oars worked by rope golems. The ship's commander is a man named Wlafa. The ship's main hold contains troll slaves.

12. Queen's Avarice: This noble's yacht has an elegant hull and corroded iron fittings, and is held aloft by giant magical crystals. The ship's commander is a woman named Wynne, who is wrongly sought by the crown of Orthond for piracy.

13. Nautilus: This merchant ship has a battered hull with a raised quarterdeck. The ship's commander is a brutal man named Treda, who is searching for his lost daughter. The ship is armed with two ballistas, mounted facing port and starboard.

14. Atel: This merchant ship has a broad hull and a carved figurehead, and is pulled by a team of giant seahorses. The ship's captain is a male merchant named Moda. The ship's main hold is filled with casks of exotic ink.

15. Lady of Heaford: This noble's yacht has a bulky hull and a carved keel and figurehead. The ship's master is an old man named Ardwulf. The ship is protected by magical guards and wards.

16. Hammer of Lienargal: This elven warship has an armored hull and bright brass fittings, and is pulled by a team of giant sharks. The ship's commander is a female elf paladin named Niserie, and it is crewed by expert elven archers.

17. Light of Celestia: This elven explorer's ship has a silverwood hull. The ship's commander is a male elf named Gene, and it is crewed by a gang of scoundrels and rogues.

18. Hammer of Avernus: This pirate ship has a salvaged hull with three rows of long oars worked by slaves. The ship's master is a female cleric named Teru, who seeks only fame and glory.

19. Destiny of Elysium: This dwarven noble's yacht has an elegant hull with a golden aftcastle, and is propelled by bound air elementals. The ship's captain is a stout male dwarf named Gamin, who desperately seeks to save himself from financial ruin.

20. Yellow Blade: This pirate ship has a battered hull and a carved keel and figurehead, and is propelled by a complex magical engine. The ship's master is a heavyset man named Aebelm.

21. Sovereign's Storm: This elven warship has a battered hull with an armored aftcastle, and is held aloft by giant magical crystals. The ship's captain is an overweight male elf named Eroth. Numerous shields hang from the sides of the hull as trophies.

22. Triton: This explorer's ship has a narrow hull with a row of ironwood oars worked by rope golems. The ship's captain is a man named Bryany Benthay.

23. Sovereign's Gem: This noble's yacht has an elegant hull. The ship's captain is a man named Hwulfa, and it is crewed by experienced sailors.

24. Kite: This dwarven pirate ship has a bulky hull with a strong forecastle, and is held aloft by powerful spells of levitation. The ship's captain is a deceitful female dwarf named Solve. Numerous skeletons hang from the sides of the hull as a warning.

25. Kraken: This explorer's ship has a narrow hull with a strong aftcastle, and is held aloft by giant magical crystals. The ship's master is a man named Egert, who follows the sun wherever it leads him.

26. Staga: This dwarven merchant ship has a riveted hull carved with runes and symbols, and is carried on the back of a whale. The ship's master is a male dwarf smuggler named Snolfri.

27. Arrow of Boobury: This warship has a broad hull with a row of ironwood oars worked by rope golems. The ship's master is a male mercenary named Hilan Knete.

28. Empress of Niwich: This noble's yacht has an ornate hull with lateen rigged canvas sails. The ship's master is a man named Wisym, who desperately seeks to save himself from financial ruin. The ship is protected by magical guards and wards.

29. Ecin Brighte: This merchant ship has a narrow hull with three rows of ironwood oars. The ship's commander is a man named Cyne, and it is crewed by inexperienced conscripts. The ship is armed with two ballistas, mounted facing port and starboard.

30. Golden Sceptre: This dwarven pirate ship has a broad hull with a raised quarterdeck. The ship's master is a heavyset male dwarf named Kunain, who is searching for the legendary sunken kingdom of Indellon. The ship's main hold is filled with chests of silver.

31. Stingray: This dwarven merchant ship has a battered hull with three rows of square oars. The ship's captain is a young female dwarf named

Atlag Varidotr, who is searching for her lost sister. A single ballista is mounted facing port.

32. Sovereign's Fury: This warship has an armored hull with gold dragonwing sails. The ship's commander is a male paladin named Rede, who seeks to continue the noble legacy of his father.

33. Star of Awford: This warship has a bulky hull. The ship's master is a female warrior named Earcon, who is hunting the sea monster which killed her family.

34. Sigra: This dwarven merchant ship has a leaky hull with a round aftcastle. The ship's captain is a young male dwarf named Halli Gunnfrison, and it is crewed by inexperienced conscripts.

35. Monarch's Tempest: This warship has an elegant hull with an armored aftcastle, and is carried on the back of a sea dragon. The ship's master is a man named Here. Numerous shields hang from the sides of the hull as trophies.

36. Green Sceptre: This pirate ship has a bulky hull carved with intricate patterns. The ship's master is a young woman named Sane Horney, who seeks to steal the crown of the kingdom. Numerous skeletons hang from the sides of the hull as a warning.

37. Leviathan: This elven explorer's ship has a narrow hull with a round aftcastle. The ship's commander is a confident female elf named Mandia.

38. Spirit of Heaven: This explorer's ship has a bulky hull with square rigged linen sails. The ship's master is a man named Fica, and it is crewed by

a gang of scoundrels and rogues.

39. Hammerhead: This dwarven warship has a battle-scarred hull with a tall aftcastle. The ship's master is a male dwarf mercenary named Hori. The ship is armed with a pair of turreted ballistas.

40. Stormhammer: This monstrous pirate ship has a bulky hull with a small aftcastle. The ship's master is a willowy dragon named Inum, and it is crewed by brutal orc thugs.

41. Kestrel: This pirate ship has a bulky hull with a round forecastle, and is propelled by a complex magical engine. The ship's captain is a man named Alard Hyde, who is hunted by the paladins of the Temple of the Astral Lords.

42. Princess of Pebrook: This noble's yacht has a bulky hull with a golden aftcastle, and is pulled by a team of giant sharks. The ship's captain is a male aristocrat named Gauwalt, who is searching for his lost daughter. The ship is armed with two ballistas, mounted facing port and starboard.

43. Sovereign's Storm: This warship has a stout hull carved with intricate patterns, and is carried on the back of a giant manta ray. The ship's commander is a willowy man named Afac, who is hunting the sea monster which killed his family. The ship is armed with a trebuchet and several ballistas.

44. Mermaid: This dwarven explorer's ship has a broad hull with feathered wing-like sails. The ship's commander is a female dwarf aristocrat named Siga Iorsteifdotr, who follows the sun wherever it leads her. A strange device engraved with

geometric patterns rests upon the deck.

45. Barracuda: This warship has a broad hull with crenelated outriggers. The ship's commander is a woman named Ellet, and it is crewed by trained crossbowmen. The ship is armed with a trebuchet and several ballistas.

46. Queen of Cadun: This noble's yacht has a broad hull, and is propelled by a complex magical engine. The ship's master is a man named Wine. The ship is protected by magical guards and wards.

47. Nautilus: This dwarven merchant ship has a broad hull carved with runes and symbols, and is propelled by a complex magical engine. The ship's commander is a female dwarf named Rildga Vertidotr. The ship's lower hold contains a strange device engraved with glowing glyphs.

48. Siren: This noble's yacht has an ornate hull and a sculpted figurehead. The ship's master is a man named Gery Pyle, who is cursed to never set foot on land.

49. Monarch's Fury: This monstrous warship has a broad hull with crenelated outriggers. The ship's commander is a destructive female vampire named Heoda.

50. Peregrine: This pirate ship has a broad hull and bright brass fittings. The ship's commander is a male sorcerer named Admund.

51. Kestrel: This dwarven pirate ship has a riveted hull with a row of square oars worked by ogre slaves. The ship's commander is a female dwarf named Thari, and it is crewed by greedy dwarven privateers. The ship's stern hold is filled with bolts of silk cloth.

52. Lady's Bounty: This dwarven noble's yacht has an elegant hull and corroded iron fittings, and is carried on the back of a sea dragon. The ship's captain is a male dwarf named Varri Orgeimson.

53. Spirit of Elysium: This noble's yacht has a trim hull, and is pulled by a team of giant seahorses. The ship's master is a male aristocrat named Hames Wyaray, who is wrongly sought by the throne of Falonde for piracy. The ship is protected by magical guards and wards.

54. Marlin: This monstrous warship has a bulky hull covered with spiked chains. The ship's commander is a thin male hobgoblin named Friusima, and it is crewed by fierce kobold warriors. The ship is armed with several ballistas.

55. Kraken: This dwarven explorer's ship has a broad hull and a crudely carved figurehead. The ship's captain is a female dwarf named Glatur.

56. Theli: This dwarven merchant ship has a broad hull, and is pulled by a team of seawolves. The ship's captain is an envious male dwarf named Urlarr. The ship is armed with two ballistas, mounted facing port and starboard.

57. Corsair of Odrornthveit: This dwarven pirate ship has a salvaged hull, and is held aloft by bound air elementals. The ship's master is a slender female dwarf named Ellildrg Eyrkaappdotr. The ship is armed with a ballista and grappling ramps.

58. Jewel of Celestia: This dwarven explorer's ship has a bulky hull with a round forecastle. The ship's master is a male dwarf aristocrat named Hruni, who is searching for the

legendary sunken kingdom of Londolor.

59. Thudu: This dwarven merchant ship has a salvaged hull. The ship's captain is a male dwarf trader named Finni, and it is crewed by a gang of scoundrels and rogues.

60. Mermaid: This noble's yacht has an elegant hull with a row of long oars. The ship's master is a male aristocrat named Eadwyn.

61. Seawolf: This explorer's ship has a stout hull, and is propelled by a complex magical engine. The ship's commander is a female warrior named Joane Hydaye, and it is crewed by capable sailors.

62. Monarch of Lingeclif: This dwarven noble's yacht has a riveted hull with a golden aftcastle. The ship's captain is an assertive male dwarf named Imlil. A single ballista is mounted facing starboard.

63. Maiden's Coffe: This noble's yacht has a narrow hull with feathered wing-like sails. The ship's captain is a male lord named Bertin, and it is crewed by professional sailors.

64. Paladin of Tumunzar: This dwarven warship has a battle-scarred hull carved with runes and symbols. The ship's commander is a male dwarf Paladin named Urin, and it is crewed by grim dwarven axemen. The ship is armed with a trebuchet and several ballistas.

65. Shark: This elven warship has a silverwood hull with a tall aftcastle. The ship's master is a male elf warrior named Galador. The ship is armed with a pair of turreted ballistas.

66. Wavehammer: This pirate ship has an elegant hull

with a small aftcastle. The ship's captain is a male sorcerer named Hany, who seeks only fame and glory. The ship is armed with several ballistas.

67. Stingray: This elven merchant ship has a bulky hull, and is carried on the back of a sea dragon. The ship's master is a young male elf named Artac. The ship's main hold is filled with bales of parchment.

68. Osprey: This elven pirate ship has a battered hull and a carved figurehead. The ship's master is a slender female elf named Iris, and it is crewed by deadly elven archers. Numerous skeletons hang from the sides of the hull as a warning.

69. Wine: This merchant ship has a bulky hull with invisible sails and rigging. The ship's commander is a tall woman named Wena, who is wrongly sought by the throne of Ithinyar for piracy. The ship's lower hold is filled with bales of hide.

70. Nereid: This explorer's ship has a trim hull. The ship's captain is a man named Andes Nynson. The ship's main hold contains a strange chimera.

71. Paladin of Bawic: This warship has a leaky hull with square rigged canvas sails. The ship's commander is a short man named Gare, and it is crewed by heroic swordsmen.

72. Sovereign of Herjudalr: This dwarven noble's yacht has a broad hull with brass dragonwing sails. The ship's master is a violent male dwarf named Kada, who desperately seeks to save himself from financial ruin. A single ballista is mounted facing starboard.

73. Marlin: This warship has an elegant hull. The ship's commander is a woman named Enen, and it is crewed by strong swordsmen.

74. Lance of Abaddon: This pirate ship has a narrow hull. The ship's commander is a slender man named Ames, who seeks to steal the crown of the kingdom.

75. Blade of Harlonde: This elven warship has a narrow hull, and is carried on the back of a giant sea turtle. The ship's captain is a male elf cleric named Elrol, who seeks to fulfill an ancient prophecy.

76. Porpoise: This elven merchant ship has a bulky hull and a sculpted figurehead, and is propelled by bound air elementals. The ship's commander is a female elf rogue named Anel, and it is crewed by inexperienced conscripts.

77. Monarch's Bounty: This elven noble's yacht has an ornate hull, and is carried on the back of a giant manta ray. The ship's captain is a male elf lord named Entoc, and it is crewed by expert sailors.

78. Maiden's Gem: This dwarven noble's yacht has an ornate hull with two rows of square oars worked by slaves. The ship's master is a male dwarf named Estein Siskison.

79. Nainan: This dwarven merchant ship has a stout hull. The ship's captain is a female dwarf merchant named Ilag Saefidotr. The ship is armed with two ballistas, mounted facing port and starboard.

80. Sovereign's Folly: This noble's yacht has an ornate hull with three rows of ironwood oars. The ship's captain is a woman named

Burgiue. The ship is protected by magical guards and wards.

81. Star of Nirvana: This dwarven explorer's ship has a broad hull with a round aftcastle. The ship's master is a male dwarf wizard named Narvi, who follows the sun wherever it leads him.

82. Pike: This elven warship has a battle-scarred hull, and is propelled by bound water elementals. The ship's commander is a chivalrous female elf named Niamha. Numerous shields hang from the sides of the hull as trophies.

83. Shark: This warship has a broad hull and a sculpted figurehead, and is propelled by a complex magical engine. The ship's master is a man named Arryn, who seeks to continue the noble legacy of his father. The ship is armed with several ballistas.

84. Jewel of Nirvana: This noble's yacht has a narrow hull. The ship's commander is a man named Wilhye.

85. Spirit of Utopia: This explorer's ship has a narrow hull and a carved figurehead. The ship's master is a male aristocrat named Johnny, and it is crewed by a gang of scoundrels and rogues. A strange device engraved with geometric patterns rests upon the deck.

86. Star of Baford: This warship has a mithral hull with square rigged canvas sails. The ship's master is a man named Gyles, who seeks to fulfill an ancient prophecy.

87. Siren: This explorer's ship has a narrow hull with a strong forecastle. The ship's captain is an adaptable man named Wulfa, who seeks only fame and glory.

88. Leviathan: This dwarven noble's yacht has a riveted hull and a carved keel and figurehead. The ship's commander is a male dwarf named Zigil, and it is crewed by experienced sailors. A single ballista is mounted facing port.

89. Jewel of Nirvana: This dwarven noble's yacht has a stout hull with a golden aftcastle, and is pulled by a team of giant seahorses. The ship's captain is a female dwarf aristocrat named Ljotga, and it is crewed by an entourage of loyal soldiers.

90. Falcon: This monstrous pirate ship has a bulky hull with a small aftcastle, and is held aloft by giant magical crystals. The ship's commander is a female kobold named Golfimb. The ship's bow hold is filled with amphorae of oil.

91. Leviathan: This dwarven explorer's ship has a narrow hull. The ship's captain is a male dwarf named Bodve, who is searching for the legendary sunken kingdom of Egiondond.

92. Wilceng: This merchant ship has a broad hull with a round aftcastle, and is propelled by a complex magical engine. The ship's commander is a tall man named Rewill, who is wrongly sought by the crown of Linorin for piracy.

93. Fighter of Boygrove: This warship has a broad hull, and is held aloft by giant magical crystals. The ship's captain is a female warrior named Erix, who is hunting the sea monster which killed her family. Numerous shields hang from the sides of the hull as trophies.

94. Paladin of Hibury: This warship has a narrow hull, and is propelled by bound water elementals. The ship's master is a male mercenary named

Rarder Bexle. The ship is armed with a naval ram and a ballista.

95. Queen's Coffe: This noble's yacht has a broad hull with two rows of long oars worked by orc slaves. The ship's master is a young woman named Ongow, and it is crewed by experienced sailors. A single ballista is mounted facing starboard.

96. Empress of Gadun: This noble's yacht has a leaky hull with lateen rigged linen sails. The ship's commander is a young man named Riffin Rewsev. A single ballista is mounted facing forward.

97. Hammerhead: This monstrous warship has a bulky hull and a carved figurehead, and is pulled by a team of sea drakes. The ship's commander is a tall female vampire named Gaatheoda. The ship is armed with a naval ram and a ballista.

98. Lance of Bilgathol: This dwarven warship has a bulky hull carved with geometric patterns. The ship's commander is a short male dwarf named Muli, and it is crewed by fierce dwarven axemen. The ship is armed with a pair of turreted ballistas.

99. Cavalier of Mepool: This warship has an elegant hull, and is held aloft by bound air elementals. The ship's master is a male warrior named Warder, who seeks to continue the noble legacy of his father. Numerous shields hang from the sides of the hull as trophies.

100. Seawolf: This dwarven noble's yacht has a salvaged hull with a row of iron oars. The ship's commander is a female dwarf named Thali, and it is crewed by experienced sailors.

### Simple Merchant and Market Stalls

d100 This vendor is selling...

1. Ale by the pint.
2. Amulets and totems.
3. Apples.
4. Attractive young slaves (bedmates).
5. Axes and hammers.
6. Bearskin rugs and capes.
7. Beer by the barrel.
8. Biscuits and rolls.
9. Blankets and pillows.
10. Blessings.
11. Bouquets of flowers.
12. Bows and arrows.
13. Brass candlesticks, plates, and lamps.
14. Brass horns and flutes.
15. Cabbages.
16. Candles and candlesticks.
17. Carrots.
18. Carved stone figures.
19. Carved wooden figures.
20. Ceramic vases and cups.
21. Cheap jewelry and trinkets.
22. Cherries.
23. Clay pots, bowls, cups, and vases.
24. Coal.
25. Copper bowls, spoons, kettles, cups.
26. Corn on the cob.
27. Cotton shirts and pants.
28. Dogs and cats.
29. Domestic slaves (maidservants).
30. Dried fish.
31. Dried herbs.
32. Dried venison.
33. Dried whole grain.
34. Drums and bells.
35. Exotic spices.
36. Exotic teas.
37. Firewood.
38. Flower seeds.
39. Foreign books.
40. Foreign coins.
41. Fresh bread.
42. Fresh fish.
43. Fruit pies.
44. Glass bottles, jars, vials, and cups.
45. Hardy slaves (laborers).
46. Hot soup.

47. Iron candlesticks and tools.
48. Iron pots and pans.
49. Knives, forks, spoons and cooking utensils.
50. Lamps, lanterns, and oil.
51. Leather boots and caps.
52. Live poultry.
53. Lutes and fiddles.
54. Manure.
55. Meat pies.
56. Medicinal teas.
57. Onions.
58. Pears and plums.
59. Perfumes and scented oils.
60. Piglets.
61. Poisons and remedies.
62. Polished stones and crystals.
63. Potatoes.
64. Potions.
65. Potted herbs.
66. Quarrels and crossbows.
67. Rats and pigeons.
68. Rope.
69. Rough-cut gems.
70. Saddles and bridles.
71. Salted pork.
72. Saplings.
73. Scented candles.
74. Seasonal berries.
75. Shields and helms.
76. Shiny leather shoes.
77. Silk shirts and scarves.
78. Snakeskin boots.
79. Soap.
80. Stone-ground flour.
81. Sturdy leather shoes.
82. Swords and spears.
83. Tables and chairs.
84. Tankards and mugs.
85. Tarot readings.
86. Torches and rations.
87. Traditional spices.
88. Turnips.
89. Used books.
90. Used horses and ponies.
91. Wagons and carts.
92. Waterskins and wineskins.
93. Whale oil.
94. Wine by the barrel.
95. Wine by the bottle.
96. Wolfskin rugs and capes.
97. Wooden-soled shoes.
98. Wool shirts and caps.

99. Woven baskets.
100. Young horses and ponies.

### Urban Marketplaces

d8 the marketplace is located in...

1. A wide, rectangular plaza.
2. A large, circular or elliptical plaza.
3. A large plaza with a polygonal shape (d4): 1. perfect square; 2. trapezoid; 3. triangle; 4. pentagon.
4. An intersection of two wide roads.
5. A sprawling maze of small alleyways.
6. A sprawling maze of tunnels beneath the city streets.
7. A huge pavilion with a solid roof overhead.
8. A disorganized series of large tents.

d10 Vendor stalls, carts, and booths are mostly organized by...

1. Type of merchandise.
2. Nation of origin of the merchandise.
3. Race or ethnicity of the merchants.
4. Nothing; the place is a big disorganized mess.
5. Religious or political affiliation of the merchants.
6. Raw materials and commodities on one half of the market, finished products on the other half.
7. Imported goods on one half of the market, local goods on the other half.
8. An intricate and archaic system put down in an ancient civic or religious document.
9. The social class to which the vendor caters.
10. Order of arrival at the marketplace on any given day.

### Individual Vendors

d12 This vendor is selling wares from...

1. A little push cart.

2. A small, mule-drawn cart.
3. A sizable, horse- or ox-drawn wagon.
4. A handful of crates or chests the vendor has set up.
5. A large rug on which the vendor has laid out the merchandise.
6. A flimsy wooden booth.
7. A sturdy wooden booth with a cotton awning.
8. A semi-permanent wooden stall.
9. A permanent stone stall.
10. A huge sack the merchant has set down on the ground.
11. A one- or two-man tent.
12. A myriad of pockets in the vendor's clothes or a hidden demi plane.

d8 This vendor specializes in...

1. Raw foodstuffs.
2. Prepared foodstuffs.
3. Arms and armor.
4. Clothing, apparel, or accessories.
5. Tools, trinkets, or other household goods.
6. Potions, talismans, religious relics, or other magical goods.
7. Live animals.
8. Raw materials.

d8 This vendor's wares were produced or prepared...

1. In a foreign land.
2. In a local workshop.
3. By slaves.
4. By skilled laborers or crafters.
5. By the vendor him- or herself.
6. By laborers or crafters working under horrible conditions.
7. In a distant city or region known for goods of this type.
8. Somewhere by someone; the vendor neither knows nor cares.

d8 This vendor's goods are...

1. Of poor quality.
2. Cheap but usable, a real bargain.

3. Priced for more than they are worth.
4. Of decent quality and fairly priced.
5. Of the highest quality and quite expensive.
6. A mixed bag of low-quality and high-quality stuff.
7. Of mysterious origin.
8. Possibly stolen.

d8 the vendor is...

1. An old woman.
2. An old man.
3. A fat man.
4. A scrawny man.
5. A hardy woman.
6. A plain-faced maid.
7. A large woman.
8. An odd foreigner.

d8 the vendor is...

1. Cheerful.
2. Surly.
3. Suspicious.
4. Friendly.
5. Alert.
6. Sleepy.
7. Nervous.
8. Frightened.

d4 This vendor is...

1. Very busy; customers are waiting in line to make purchases.
2. Reasonably busy; the vendor makes a sale every few minutes.
3. A little slow; the vendor makes a few sales every hour.
4. Very slow; the vendor makes only a few sales a day.

### Merchant Caravans

d6 the caravan is...

1. A wagon train.
2. A long wagon train.
3. A small train of pack animals.
4. A long train of pack animals.
5. A train of pack animals with livestock.
6. Traveling on foot with a few animals.

d8 the caravan's pack animals are...

1. One-humped camels.
2. Two-humped camels.



3. Large draft horses.
4. Reliable garrons.
5. Sure-footed ponies.
6. Mules.
7. Oxen.
8. Exotic beasts (d6): 1. bison; 2. drakes; 3. elephants; 4. elk; 5. giant lizards; 6. zebras.

d6 The caravan is transporting...

1. Cloth (d4): 1. cotton, 2. linen; 3. silk, 4. wool.
2. Drugs or contraband.
3. Gemstones (d6): 1. diamond; 2. emerald; 3. jade; 5. obsidian; 5. opal; 6. pearl; 7. ruby; 8. sapphire; 9. topaz; 10. turquoise.
4. Metals (d6): 1. arsenic; 2. copper; 3. gold; 4. lead; 5. silver; 6. tin.
5. Spices and teas.
6. Wine and spirits.

d4 the caravan's general mood is...

1. Desperate; a calamity has befallen them.
2. Foul; morale is bad, and provisions are low.
3. Tired; the journey is long and longer yet.
4. Eager; great riches await at journey's end.

#### **Caravan Master**

d8 the caravan master is...

1. A mysterious foreigner.
2. A career soldier.
3. An outcast from a prominent family.
4. A celebrated explorer.
5. A femme fatale.
6. A charming rogue.
7. A dashing swashbuckler.
8. A brutish thug.

d8 the caravan master is looking for...

1. Information regarding the route ahead.
2. The location of an ancient ruin.
3. Extra muscle for the journey.
4. News from the origin or destination.

5. Revenge against a bitter rival.
6. Ways to cheat the caravan's owner.
7. Ways to speed up the caravan's pace.
8. Drinking companions and storytellers.

d6 the caravan master is taking special care to avoid...

1. Ancient ruins and cursed places.
2. Barbarians.
3. Bandits.
4. Other caravans.
5. Thieves.
6. Wild beasts.

d8 the caravan master carries...

1. A superbly crafted sword.
2. Several daggers and a purse of gold.
3. A trusted blade and a map.
4. A lucky charm (rabbit's foot, old coin).
5. The token of a faraway love.
6. Extravagant jewels and silks.
7. Keys of many shapes and sizes.
8. A little jar of mustache wax.

#### **Porter/Animal Handler**

d6 the animal handler has...

1. An awkward gait.
2. Incredibly large hands.
3. Holes in the breeches.
4. Quite an odor.
5. A threadbare shirt.
6. A ragged beard.

d4 the animal handler wants to...

1. Earn a little silver.
2. Go back home.
3. Survive the journey.
4. Have a drink and a rest.

d6 the animal handler carries...

1. A memento from a loved one.
2. Several morsels of animal feed.
3. Several morsels of food.

4. A few copper pieces.
5. A waterskin.
6. A wineskin.

#### **Cook**

d4 the cook greets you with...

1. A goblet of warm wine.
2. A glass of water.
3. A cup of cold porridge.
4. A hearty handshake.

d4 the cook is looking for...

1. Someone more important to talk to.
2. Some better ingredients.
3. A good joke or story.
4. The bottom of a bottle.

d6 the cook carries...

1. A filthy rag.
2. A large wooden spoon.
3. A grease-smeared apron.
4. An unusual belt purse.
5. A pouch full of spices.
6. A bottle of whisky.

#### **Guard**

d6 the guard is...

1. The son of a miner or fisherman.
2. A veteran of warfare.
3. The son of a poor man.
4. A drunk.
5. A thug.
6. A favorite among the ladies.

d4 the guard works for...

1. The steady pay.
2. A chance to dole out pain.
3. Gold to repay debts.
4. Gold to aid a family member.

d10 the guard has...

1. An unsightly scar.
2. A foolish grin.
3. A stupid stare.
4. A blade with an inscription.
5. A highly polished blade.
6. A token from a favorite harlot.
7. A silk handkerchief.
8. A flask of wine.
9. A pair of dice or a deck of cards.

10. A beautiful, waxed mustache.

### Guide

d4 the guide is...

1. A nomadic herder.
2. A strange hermit.
3. A skilled hunter.
4. A savage warrior.

d4 the guide is looking to...

1. Help the caravan in any way.
2. Lead the caravan astray.
3. Fill his purse with gold.
4. Eat, drink, and be merry.

d4 the guide carries...

1. An unusual map.
2. A unique trinket or piece of jewelry.
3. A spear or walking staff.
4. A large knife and some rope.

### Caravan Owner

d6 the merchant is...

1. A member of a trading clan.
2. A minor lord or lady.
3. An enterprising trader.
4. A member of a prominent family.
5. Of common birth.
6. The real owner's representative.

d6 the merchant seeks someone to...

1. Obtain a mysterious artifact.
2. Negotiate a trade contract.
3. Purchase goods.
4. Sabotage a rival merchant.
5. Secure a marriage.
6. Have a good time with.

d4 the merchant carries...

1. A family heirloom.
2. Several inventories and invoices.
3. Some very valuable jewels.
4. A compromising love letter.

d4 Currency: The merchant will trade in...

1. Coins and gems.
2. Gold and silver bullion.
3. Water, provisions, and other goods.
4. Shells, beads, and trinkets.

### Traveler

d6 the traveler is...

1. An exile.
2. A minstrel.
3. A pilgrim.
4. A sell sword.
5. A storyteller.
6. A treasure hunter.

d6 the traveler is searching for...

1. The answer to a riddle
2. A long-lost friend.
3. The return of something stolen.
4. Revenge against a bitter rival.
5. New adventures.
6. Steady work.

d4 Tonight, the traveler is looking for...

1. Accomplices on a quest.
2. An audience to entertain.
3. Someone to hear a sad tale.
4. Drinking companions.

### Pub and Tavern Names

d4 Naming Formula:

1. Roll one result from the [Adjective] table and one result from the [Noun 1] table and combine them as follows: "The [Adjective] [Noun 1]"
2. Roll two results from the [Noun 1] table and combine them as follows: "The [Noun 1A] and [Noun 1B]" or "The [Noun 1A] and the [Noun 1B]"
3. Roll one result from the [Noun 1] table and one result from the [Noun 2] table and combine them as follows: "The [Noun 1]'s [Noun 2]" or "The [Noun 1] and the [Noun 2]"
4. Roll one result from the [Verb] table and one result from the [Noun 1] table and combine

them as follows: "The [Verb] [Noun 1]"

d100 Verb:

1. Moping
2. Drowning
3. Hanging
4. Belching
5. Running
6. Walking
7. Hunting
8. Fighting
9. Swinging
10. Breaking
11. Working
12. Fermenting
13. Flowering
14. Worrying
15. Following
16. Flowing
17. Complaining
18. Standing
19. Joking
20. Laughing
21. Panting
22. Boarding
23. Lounging
24. Cutting
25. Singing
26. Staring
27. Goadng
28. Disappointing
29. Faltering
30. Binding
31. Winding
32. Sundering
33. Longing
34. Fumbling
35. Bumblng
36. Stumbling
37. Pining
38. Whining
39. Flying
40. Hoarding
41. Whoring
42. Warring
43. Winking
44. Skittering
45. Slithering
46. Snoring
47. Snorting
48. Playing
49. Practicing
50. Grappling
51. Burning
52. Flaming
53. Freezing
54. Poisoning
55. Burying
56. Throwing

57. Sparking  
 58. Steaming  
 59. Smiting  
 60. Chattering  
 61. Chattering  
 62. Mumbling  
 63. Grating  
 64. Plowing  
 65. Biting  
 66. Howling  
 67. Roaring  
 68. Shouting  
 69. Pouring  
 70. Squeaking  
 71. Stinging  
 72. Charging  
 73. Bleating  
 74. Stabbing  
 75. Goring  
 76. Poking  
 77. Swallowing  
 78. Sucking  
 79. Drinking  
 80. Sneaking  
 81. Hiding  
 82. Slashing  
 83. Limping  
 84. Tripping  
 85. Shifting  
 86. Sliding  
 87. Blinding  
 88. Piercing  
 89. Bludgeoning  
 90. Crushing  
 91. Hopping  
 92. Thundering  
 93. Hushing  
 94. Crying  
 95. Wailing  
 96. Mourning  
 97. Darkening  
 98. Piling  
 99. Digging  
 100. Flinging

d100 Adjective:

1. Wayward  
 2. Quiet  
 3. Jolly  
 4. Good  
 5. Crooked  
 6. White  
 7. Gray  
 8. Blackened  
 9. Harried  
 10. Crimson  
 11. Silver  
 12. Golden  
 13. Disturbed  
 14. Filthy  
 15. Ugly

16. Bastard  
 17. Faltering  
 18. Glorious  
 19. Beautiful  
 20. Handsome  
 21. Wrinkled  
 22. Unhappy  
 23. Intelligent  
 24. Lovely  
 25. Ignorant  
 26. Senile  
 27. Sour  
 28. Sweet  
 29. Lonely  
 30. Green  
 31. Blind  
 32. Hungry  
 33. Worried  
 34. Educated  
 35. Stupid  
 36. Emboldened  
 37. Honorary  
 38. Stinky  
 39. Bottomless  
 40. Greasy  
 41. Sloppy  
 42. Stylish  
 43. Distressed  
 44. Harrowed  
 45. Tormented  
 46. Mortified  
 47. Lopsided  
 48. Broken  
 49. Moldy  
 50. Goey  
 51. Fermented  
 52. Blighted  
 53. Ornate  
 54. Drowned  
 55. Murdered  
 56. Widowed  
 57. Hanged  
 58. Angry  
 59. Lusty  
 60. Haunted  
 61. Strong  
 62. Withered  
 63. Comely  
 64. Pious  
 65. Penitent  
 66. Patient  
 67. Drunk  
 68. Worthy  
 69. Wealthy  
 70. Loathsome  
 71. Weak  
 72. Miniscule  
 73. Miniature  
 74. Enormous  
 75. Enlarged

76. Engorged  
 77. Lecherous  
 78. Despicable  
 79. Lewd  
 80. Overweight  
 81. Violent  
 82. Bumbling  
 83. Faulty  
 84. Pristine  
 85. Cleanly  
 86. Cracked  
 87. Splintered  
 88. Jeweled  
 89. Superior  
 90. Flawless  
 91. Common  
 92. Exquisite  
 93. Elegant  
 94. Fine  
 95. Dull  
 96. Brittle  
 97. Fragile  
 98. Effeminate  
 99. Masculine  
 100. Supine

d100 Noun 1A:

1. Warhorse  
 2. Horseman  
 3. Maiden  
 4. Mage  
 5. Bachelor  
 6. King  
 7. Magistrate  
 8. Warchief  
 9. Warrior  
 10. Mare  
 11. Wolf  
 12. Fox  
 13. Lion  
 14. Lamb  
 15. Warden  
 16. Mule  
 17. Assassin  
 18. Swordsman  
 19. Lady  
 20. Knight  
 21. Soldier  
 22. Wizard  
 23. Warlock  
 24. Ranger  
 25. Bard  
 26. Druid  
 27. Monk  
 28. Paladin  
 29. Sorcerer  
 30. Rogue  
 31. Cleric  
 32. Bear  
 33. Goblin

34. Kobold  
 35. Gnome  
 36. Halfling  
 37. Dwarf  
 38. Fool  
 39. Virgin  
 40. Horde  
 41. Squire  
 42. Eagle  
 43. Rooster  
 44. Piglet  
 45. Thief  
 46. Priest  
 47. Friar  
 48. Blacksmith  
 49. Guard  
 50. Stag  
 51. Hag  
 52. Devil  
 53. Angel  
 54. Serpent  
 55. Snake  
 56. Rat  
 57. Mouse  
 58. Bandit  
 59. Chieftain  
 60. Griffon  
 61. Dragon  
 62. Lizard  
 63. Pony  
 64. Baron  
 65. Heifer  
 66. Bull  
 67. Hound  
 68. Goat  
 69. Toad  
 70. Stallion  
 71. Monster  
 72. Vermin  
 73. Beholder  
 74. Monkey  
 75. Elephant  
 76. Boar  
 77. Beagle  
 78. Bat  
 79. Demon  
 80. Imp  
 81. Sprite  
 82. Fey  
 83. Spirit  
 84. Bitch  
 85. Starling  
 86. Minotaur  
 87. Barbarian  
 88. Prophet  
 89. Merchant  
 90. Cobbler  
 91. Unicorn  
 92. Ogre  
 93. Nymph

94. Butcher  
 95. Captain  
 96. Angler  
 97. Lover  
 98. Mason  
 99. Tinker  
 100. Whale  
  
 d100 Noun 1B:  
 1. Warhorse  
 2. Horseman  
 3. Maiden  
 4. Mage  
 5. Bachelor  
 6. King  
 7. Magistrate  
 8. Warchief  
 9. Warrior  
 10. Mare  
 11. Wolf  
 12. Fox  
 13. Lion  
 14. Lamb  
 15. Warden  
 16. Mule  
 17. Assassin  
 18. Swordsman  
 19. Lady  
 20. Knight  
 21. Soldier  
 22. Wizard  
 23. Warlock  
 24. Ranger  
 25. Bard  
 26. Druid  
 27. Monk  
 28. Paladin  
 29. Sorcerer  
 30. Rogue  
 31. Cleric  
 32. Bear  
 33. Goblin  
 34. Kobold  
 35. Gnome  
 36. Halfling  
 37. Dwarf  
 38. Fool  
 39. Virgin  
 40. Horde  
 41. Squire  
 42. Eagle  
 43. Rooster  
 44. Piglet  
 45. Thief  
 46. Priest  
 47. Friar  
 48. Blacksmith  
 49. Guard  
 50. Stag  
 51. Hag

52. Devil  
 53. Angel  
 54. Serpent  
 55. Snake  
 56. Rat  
 57. Mouse  
 58. Bandit  
 59. Chieftain  
 60. Griffon  
 61. Dragon  
 62. Lizard  
 63. Pony  
 64. Baron  
 65. Heifer  
 66. Bull  
 67. Hound  
 68. Goat  
 69. Toad  
 70. Stallion  
 71. Monster  
 72. Vermin  
 73. Beholder  
 74. Monkey  
 75. Elephant  
 76. Boar  
 77. Beagle  
 78. Bat  
 79. Demon  
 80. Imp  
 81. Sprite  
 82. Fey  
 83. Spirit  
 84. Bitch  
 85. Starling  
 86. Minotaur  
 87. Barbarian  
 88. Prophet  
 89. Merchant  
 90. Cobbler  
 91. Unicorn  
 92. Ogre  
 93. Nymph  
 94. Butcher  
 95. Captain  
 96. Angler  
 97. Lover  
 98. Mason  
 99. Tinker  
 100. Whale  
  
 d100 Noun 2:  
 1. Mount  
 2. Saddle  
 3. Guild  
 4. Fangs  
 5. Man  
 6. Pardon  
 7. Pleasure  
 8. Belt  
 9. Staff

10. Shield
11. Prince
12. Master
13. Servant
14. Meal
15. Prince
16. Favor
17. Love
18. Word
19. Scribe
20. Apprentice
21. Acolyte
22. Dress
23. Goddess
24. God
25. Gold
26. Purse
27. Trap
28. King
29. Son
30. Sister
31. Mother
32. Daughter
33. Cry
34. Shout
35. Cupboard
36. Pantry
37. Queen
38. Wealth
39. Star
40. Void
41. Woman
42. Man
43. Whore
44. Butcher
45. Anvil
46. Tome
47. Sacrifice
48. Armor
49. Cup
50. Pot
51. Stove
52. Stool
53. Princess
54. Chain
55. Sword
56. Pork
57. Grain
58. Tooth
59. Lance
60. Axe
61. Scabbard
62. Knife
63. Dagger
64. Spear
65. Bow
66. Crossbow
67. Quarterstaff
68. Staff
69. Fire

70. Ice
71. Wind
72. Earth
73. Water
74. Stone
75. Ladle
76. Monastery
77. Chalice
78. Goblet
79. Dungeon
80. Lust
81. Lantern
82. Bone
83. Life
84. Stone
85. Mistress
86. INT
87. Treasure
88. Barter
89. Armorer
90. Butler
91. Page
92. Tome
93. Feather
94. Shadow
95. Friend
96. Labyrinth
97. Mountain
98. Hope
99. Boot
100. Gauntlet

### Random Food and Meals

d6 Varieties: This dish is...

1. Exotic / Unusual (roll again and choose something outlandish/rare).
2. Fruits.
3. Meats.
4. Savories: These include cheese, nuts and seeds.
5. Seafood: This includes shellfish and ocean plants.
6. Vegetables.

d4 Flavor: This dish is...

1. Sweet.
2. Spicy.
3. Sour.
4. Savory.

d10 Preparation: This dish is...

1. Baked.
2. Boiled.
3. Broiled.
4. Fried.
5. Grilled.
6. Poached.
7. Roasted.
8. Sautéed.

9. Seared.
10. Steamed.

d4 Presentation: This dish is served on or with...

1. Bread.
2. Leaf/Skewer.
3. Pastry.
4. Rice.

d8 Beverages: Enjoy this dish with...

1. Cider.
2. Juice.
3. Mead.
4. Milk / Kefir.
5. Tea / Coffee / Chocolate.
6. Wine.
7. Beer.
8. Spirits / Cocktails.

### Flavors

d6 Sweet flavors: The dish is flavored with...

1. Sugar.
2. Molasses.
3. Honey.
4. Glaze (roll on fruits table).
5. Jam (roll on fruits table).
6. Pixie parts.

d12 Spicy flavors: The dish is flavored with...

1. Curry.
2. Cummin.
3. Black pepper.
4. Red pepper.
5. Chili powder.
6. Cinnamon.
7. Green chili pepper.
8. Ghost chili pepper.
9. Paprika.
10. Sriracha.
11. Red dragon oil.
12. Flecks of salamander.

d4 Sour flavors: The dish is flavored with...

1. Yogurt.
2. Sour cream.
3. Sour fruit juice (roll d6 on fruits table).
4. Vinegar (d4: 1. white wine; 2. red wine; 3. roll d6 on fruits table, 4. digester juice).

## Fruits

d20 Fruits: The dish is made with...

1. Lemon.
2. Lime.
3. Grapes.
4. Apple.
5. Orange.
6. Cherry.
7. Pear.
8. Plum.
9. Peach.
10. Mango.
11. Coconut.
12. Banana.
13. Papaya.
14. Blueberries.
15. Raspberries.
16. Blackberries.
17. Watermelon.
18. Cantaloupe.
19. Honeydew.
20. Dryad melons.

## Vegetables

d20 Vegetables: The dish is made with...

1. Asparagus.
2. Arugula.
3. Broccoli.
4. Carrots.
5. Cucumber.
6. Cauliflower.
7. Beans (d4): 1. black; 2. red; 3. string; 4. white.
8. Peppers (d4): 1. bell; 2. chili; 3. hot; 4. sweet.
9. Onion (d4): 1. green; 2. red; 3. sweet; 4. yellow.
10. Corn.
11. Parsnips.
12. Cabbage (d4): 1. green; 2. red; 3. purple; 4. white.
13. Turnips.
14. Radishes.
15. Beets.
16. Peas.
17. Spinach.
18. Sprouts.
19. Lettuce (d4): 1. butter; 2. iceberg; 3. romaine; 4. weedy.
20. Squash (d4): 1. butternut; 2. pumpkin; 3. summer; 4. zucchini.

## Savories

d20 Savories: The dish is made with...

1. White cheese.

2. Sharp cheese.
3. Mild cheese.
4. Stinky cheese.
5. Pungent cheese.
6. Blue cheese.
7. Yellow cheese.
8. Goat cheese.
9. Sheep's milk cheese.
10. Sunflower seeds.
11. Pumpkin seeds.
12. Poppy seeds.
13. Soybeans.
14. Pine nuts.
15. Almonds.
16. Pecans.
17. Hickory nuts.
18. Peanuts.
19. Pistachios.
20. Walnuts.

## Seafood

d20 Common seafood: The dish is made with...

1. Clams.
2. Crab.
3. Herring.
4. Lobster.
5. Mussels.
6. Oysters.
7. Salmon.
8. Smelt.
9. Haddock.
10. Mackerel.
11. Squid.
12. Shrimp.
13. Prawns.
14. Tuna.
15. Halibut.
16. Cod.
17. Sardines.
18. Anchovies.
19. Scallops.
20. Sea bass.

d20 Unusual seafood: Unusual but tasty, the dish is made with...

1. Skate.
2. Cuttlefish.
3. Flounder.
4. Grouper.
5. Marlin.
6. Snapper.
7. Monkfish.
8. Shark.
9. Swordfish.
10. Electric eel.
11. Dolphin.
12. Whale.
13. Seal.

14. Walrus.
15. Sea cucumber.
16. Starfish.
17. Jellyfish.
18. Kraken suckers.
19. Mermaid fin.
20. Aberrant tentacles.

## Meats

d20 Common meats: The dish is made with...

1. Beef.
2. Pork.
3. Mutton.
4. Chicken.
5. Turkey.
6. Duck.
7. Goose.
8. Venison.
9. Horse.
10. Ox.
11. Lamb.
12. Veal.
13. Pheasant.
14. Quail.
15. Rabbit.
16. Boar.
17. Goat.
18. Pigeon.
19. Sausage (roll 1d12 to determine base meat)
20. Roll twice and combine the meats

d20 Uncommon meats: Unusual but tasty, the dish is made with...

1. Squirrel.
2. Gopher.
3. Cat.
4. Dog.
5. Bear.
6. Wolf.
7. Crocodile.
8. Lizard.
9. Snake.
10. Rat.
11. Panther.
12. Beaver.
13. Bat.
14. Beetles.
15. Crickets.
16. Maggots.
17. Frog.
18. Turtle.
19. Lion.
20. Antelope.

d20 Weird meats: Surprisingly tasty, the dish is made with...

1. Giant spider.
2. Ghoul Flesh.
3. Rump of the satyr.
4. Centipede.
5. Medusa hair.
6. Manticore.
7. Dragon flesh (not usually from a real dragon, but a wyvern or drake).
8. Displacer beast.
9. Hellhound.
10. Aberrant eyes.
11. Gelatinous cube.
12. Halfling
13. Tarrasque testicles.
14. Devil's tongue.
15. Demon lips.
16. Otyugh feet.
17. Stirge wings.
18. Owlbear (the cheek is the best; the best places serve it plated with the beak intact).
19. Umber hulk.
20. Virgin priestess.

### Breads

d12 Bread: The bread portion of the dish is...

1. Sourdough baguette.
2. Whole-grain baguette.
3. Bread bowl.
4. Crusty roll.
5. Soft roll.
6. Pumpernickel roll.
7. Sesame seed bun.
8. Tortilla.
9. Pita.
10. Flat bread.
11. Mini pizza.
12. Hot pocket.

### Tavern Going-Ons

d20 Games, Contests, and Events

1. A group of commoners is playing horseshoes out back.
2. The party is surprised to find the country darts league in full swing as they enter. The waitresses are used to the chaos and dodge darts easily. The half ogre bouncer is using lawn darts.
3. a group of Hill Dwarves are in the middle of a drinking contest, and two of them are passed out already. The Prize is a solid platinum stein.
4. Wet Chainmail contest!

5. Four large Barbarians are loudly sledging each other during an arm wrestling competition.

6. A shy teenage girl is reciting bad poetry in a corner. No one is paying the slightest bit of attention to her.

7. It's trivia night! Those scholars from the School of History and the Arts at the University always win, but tonight, we represent, and the School of Alchemy will show those smug book-snobs what it means to be a nerd.

8. A promoter is working his way around the tables looking for challengers to fight the local champion pugilist.

9. It's a sausage fest! The place is packed with dwarves eager to devour the all-you-can-eat sausage special.

10. An over-sized brute is arm-wrestling crushing the hand of everyone in sight.

11. Some goblins are throwing dice with some animated skeletons at a table in the corner.

12. A goblin is doing a poor job at cheating at a dice game, while a skeleton is doing an excellent job at cheating.

13. A 7'2" red dragonborn with a 5' bastard sword is having a drinking contest with a dwarf. The dragonborn has a 4-pint tankard and is almost managing to keep pace.

14. A party sits in the corner booth playing cards. All of them are cheating, except the paladin, who, curiously, is winning.

15. A mountain of a man in barbarian leathers is arm wrestling a small dragon and winning.

16. An awakened Roper is winning two games of billiards at once.

17. A group of drunken pixies is playing hide and seek by hiding behind patrons.

18. The players have stumbled into a regional card championship being held that

night. The buy in is huge, but so is the pot.

19. A shady looking gnomish inventor is proudly showing off his latest invention. He calls it a "slot machine."

20. A grey-haired storyteller is sitting near the fire holding a contest. He'll give a large purse for a story he hasn't heard yet, but so far no one has won.

### d12 Entertainment

1. The bartender tells elaborate stories about where the stuffed wyrmling dragon on the mantel came from. In reality, he's a retired wizard and it's his familiar which grew sick and died. He keeps it as a memento.

2. A bard is telling a story about the player's latest act of daring do. He's embellishing quite a bit. When he recognizes the party, he makes a big spectacle.

3. A bard is telling the story of the player's latest exploit. It's an obvious character assassination.

4. A local bardic group, The Rolling Boulders, are performing, and a large crowd of drunken groupies will not stop screaming.

5. A beggar offers to sing for a few coppers. You heard him singing to the last table. He's awful.

6. A sassy fortune teller has set up shop in a corner booth. She informs you that she sees a hangover in your near future.

7. A stirring rendition of "The Lady and the Faerie Dragon" has the crowd calling for an encore from the minstrels.

8. The lute-player catches some undergarments from the crowd and drapes them across the ridiculous horned helm he wears.

9. On stage tonight: The Deep Tones. A quartet of dwarves with long beards and deep voices singing acapella

favorites from places without light (or proper music).

10. On stage tonight: Shaela Windspeaker. An elf-maid singer-songwriter with a bit of a whiny voice who is slowly making her way through her most recent song of protest against the previous and the present centuries of war.

11. A nervous show-wizard on the small stage is doing tricks with Prestidigitation for the un-amused patrons.

12. There is a pair of musicians warbling well known drinking songs. They have made an impromptu stage out of several tables. One of them seems to be tilting precariously.

#### d20 Patrons and Staff

1. A poor farmer is trying to pay his bar tab with a sack of potatoes and a barrel of pickles.

2. A sea captain has set up shop at a table and is trying to sell mementos and souvenirs from his latest great voyage of exploration. Birds, exotic coins, tiny mermaids, he has it all. Some of it looks fake though. A tiny bit looks disturbingly real.

3. A ranger sits alone in a corner, smoking. A hood covers most of his face. At his feet is a sleeping wolfhound. Everyone is giving him a wide berth.

4. A lone Troll is drinking at the end of the bar and softly crying and singing one country ballad after another.

5. A stoned magician is fumbling his way through one awful card trick after another.

6. A mixed group of Elves are drinking bad wine and holding scented handkerchiefs up to their noses to keep out the stench. One has an obsidian bow strapped to her back.

7. A young woman and gruff man are asking the patrons questions about themselves. When they get to the players, the woman is interested by their adventuring tales. Little do they know,

they're talking to the heir apparent and he trusted guard.

8. Two guards are arguing at a table over who the captain likes more by comparing almost identical spears and claiming to have the better one.

9. A sad clown is drinking a beer alone.

10. A handsome young woman is holding court among some of her would-be suitors. Her father interrupts, and she stalks off embarrassed.

11. Some idiot is having a stag night. His friends are loud and obnoxiously harassing the barmaids.

12. It's ladies night! And it's not disappointing... A few pretty little things from the weavers' guild are here, a couple of attractive healers from the temple, and the beautiful new town librarian.

13. A surly old witch is drinking sherry while stroking the fat grey cat sitting on her lap.

14. The barkeep is a marilith, mixing up four drinks at a time.

15. The barmaid is a succubus, she makes great tips.

16. The attendant in the bathroom is a foul-smelling zombie. He offers you a mint crystal.

17. Behind the bar is a gnomish alchemist with a penchant for mixology experiments.

18. The toothless mop-hand reminisces with a hobgoblin military has-been over ales about how an otyugh in the loo isn't as bad as the time a carrion crawler was in there.

19. The barmaid is a doppelganger. When she returns to your table with your drinks she has taken the form of one of your party.

20. A fat priest is doing an excellent jiggy dance in rhythm with the music. Either that or a gelatinous cube has made its way onto the dance floor?

#### d6 Questionable drinks

1. Tonight's special cocktail: Pixie Wine. Each glass of this crisp, floral-scented wine is served with a pixie.

2. Tonight's special cocktail: Sucker punch. Each glass of this potent purple-red punch has several small writhing tentacles that reach out of the glass to attach to your face with their suckers. It actually feels kind of nice.

3. Tonight's special: Bring-Your-Own-Horn. Bring the horn of your favorite beast or monstrous humanoid (any size!), and we'll fill it with cheap ale or wine for 2 gp.

4. Tonight's special cocktail: INT bomb. It's made with absinthe and explosive powder.

5. Tonight's special cocktail: Fireball. Served by wizards of 5th level or higher.

6. Tonight's special cocktail: Stone bones. A powerful rum cocktail made with powder gorgon horn and basilisk eye. It's only partial paralysis.

#### d20 Schemes, Mischief, and Trouble

1. A group of highwaymen are drunkenly, and a little too loudly, discussing the caravan they pillaged outside of town and what to do with their shares.

2. Adventurers are manhandling a companion turned to stone by a basilisk into the bar. The rouge is trying to pawn him off to the bartender as a hat rack. The bartender is considering it.

3. The bartender is out of mugs because a wizard is passed out in a corner over a table covered in mugs. His drunken familiar attacks anyone approaching the table preventing the mugs recovery.

4. A Faerie Dragon is passed out in the rafters. Dangling from one claw is a lacy brassiere.



5. A fat Gnome is peddling smelly cheese from a wicker basket.

6. A drunken beholder is getting surly. Or feeling playful, it's hard to tell.

7. Two smugglers are talking in a booth before they start to argue. They both shoot at each other, one of them dies. Nobody's completely sure who shot first.

8. A man is sitting alone, speaking relatively normally to the empty seat across from him, before yelling out in anger.

9. A pair of Rat folk are being harassed by a few drunken patrons. They're not fighting back.

10. A child is attempting to set up a prank against a less than favorable character. He's close, but you can see a flaw in his plan that you could solve.

11. It's ladies night! And this bar is a sausage fest.

12. A necromancer leads a stumbling-drunk patron out the door.

13. The bouncer brains an unruly goblin with his Morningstar. No one cares because the party is rocking.

14. A knife splits the bullseye of the elves' in-progress dart game. The elves draw bows and start shooting the place up.

15. An illithid is telling fortunes with a deck of tarot cards on an overturned barrel out front. Some say it's cheating because he can read INTs, but I say it's cheating because he can eat INTs.

16. An otyugh made a mess in the loo again.

17. At the darts board, a wood elf is being hustled, and already owes a significant amount of money to the loud group of humans around him.

18. The tavern is full of groups of tourists, all admiring a single poster on the bulletin board. Soon you realize they're all adventuring parties, and there is only one job left. They

all begin to run out the door to be the first to complete it.

19. A large cow sits in one end, with a wizard muttering "I'm sure this never happens babe" in its ear.

20. The taproom is packed from wall to wall. A regal dwarf bedecked with a large chain is standing on the bar buying everyone drinks and preaching to the merit of the Gundar the great god of revelry.

d40 You have heard of this tavern before/eaten there before because...

1. they make a mean kirschtorte

2. they really know their pierogies

3. they are the borscht capital of the world

4. their reputation for gołabkis is unrivaled

5. they put bacon on everything

6. that one smoking hot waitress

7. they always have horse parking

8. the carrot porridge is to die for

9. No one knows where it is so it's usually quiet.

10. It's open later than anything else in town.

11. No one except adventurers are brave enough to eat at a place built under the lightning rail so the merchants and needy townsfolk stay away.

12. They buy whatever meat you bring in and cook it fresh.

13. They ruthlessly drove the other businesses out of town and you were starving.

14. Tasty desserts. The cheese-pie is to die for!

15. Beer selection. They have a great selection of ales.

16. Homebrew beer. They brew their own dragon-stout in-house!

17. Meat. The proprietor is a hunter who goes into the woods every day to catch and to kill the main roast.

18. Beastly decor. The walls are covered in furs, antlers, and beast heads.

19. Fancy decor. The booths are separated by beautiful lace curtains and a pleasant scent of incense permeates the air.

20. Heroic tales. The proprietor slayed a dragon.

21. Sad tales. The barkeep is a stunning noblewoman who eloped with the poor sonofabitch who used to own this place before died.

22. Sex appeal. The barmaids wear low-cut blouses and/or tight skirts.

23. Friendly service. The barmaids are real friendly.

24. Gamblers' den. The dice game is high-stakes.

25. Freakish staff. The bouncer is half-troll.

26. Bad-ass staff. The bouncer has a dragon tattoo on his face.

27. High-end wines. Their wines come from some unpronounceable Elvish island.

28. Magical drinks. The barkeep is an alchemical wizard who serves up love potions, sleeping draughts, and mustache tonics. (Some might argue that a good mustache tonic is all the love potion one needs.)

29. Entertainment. The barkeep here plays a fine piano.

30. Decorations, they have trophies from everywhere.

31. Reviews, some sod with a pen, paper, and those newfangled word things has written a piece on them.

32. Nobility, the high society types like it.

33. Admittance is a status symbol.

34. People, it's where you go to find troubleshooters.

35. Warmth, the walls magically keep out the chill and snow.

36. The Dwarves built it.

37. It was once a library and there is a huge selection of books to read.

38. It was once a temple and the half dead god who was worshiped there still occasionally tries to smite the defilers, sometimes with more success than others.

39. They accept a generous line of credit

40. It's an exotic location, and spell jammers sometimes stop by, bringing trinkets from across the planes.

### **Tavern Jobs**

1. 'Wanted Dead or Alive – Bone crusher, Orc Chieftain to the south! Warning: very heavily armed and dangerous. Has many henchmen. Reward: 1,000gp'

2. 'Missing: a large turtle named Hubert who has escaped from the Caster's School of Polymorphing. Please return if found!'

3. Chicken Wrangler Needed! Some jerks smashed my coop and now 100 chickens are loose. 1GP/chicken to return them, no questions asked.' (Poster is True Neutral witch in old haunted forest; all the chickens have been enlarged.)

4. Need men to form a small honor garrison for the banquet I am holding in my manor. Important people are involved, so discretion is mandatory. 200GP per person, paid upfront. No questions asked. (All the guests are vampires.)

5. The bookstore has a shipment of rare books coming in and needs people to help unload them. Will pay 100 gold per person and not responsible for any injuries incurred on the job. (Caution: dangerous magic and pet books around.)

6. Exterminator needed: I've got a mess of rats in my basement. Bring me 10 rat tails in return for payment. (Listed address has no basement and owner has no rat problem. The advert has a typo and should point to a house further down the way.)

7. Exterminator needed: There's a bunch of noise coming from the attic. Like

chains or moaning or something. It's probably those damn raccoons again. I would have my husband look into it, but the lazy oaf up and died on me. Payment dependent on work done. (Listed address has no attic but does have a basement with a rat problem. Murdered husband is haunting the house, bring proton pack.)

8. Strong Swimmer Needed! My simpleton apprentice left my ore cart unattended on the bridge and the blasted thing tumbled into the river! Hopefully the ore is still in there somewhere, I'll pay gold to anyone who can get me my ore!

9. Sick Grandmother: My grandmother is sick and needs a shipment of medicine. Our normal courier has gone missing, so we desperately need it delivered. Expedited fee available with a bonus upon delivery (Grandma makes a mean elven bread.)

10. Squirrel Hunting: A squirrel has been seen in town stealing jewelry from citizens. We think there may be more than one squirrel involved — they always head west after the theft. They need to be captured or killed; a bonus available if stolen items are returned.

11. Earrings Stolen: My wagon was robbed by bandits in the eastern forest. Among the items taken were heirloom earrings that were given to me by my mother. Please find them. Reward available.

12. TEST SUBJECT NEEDED! We at the Barrington Bakery (insert your own name) are looking for subjects to test out our new magical breads. We infuse magic into the mixing process for a, hopefully, tasteful bread. You will need to taste each bread, and have our scholar review the side effects. You will be paid per day.

13. Lost Arrow: While practicing with a bow, my son lost a trophy arrow (he was not supposed to use). He was

practicing in the Northern plains and thinks the arrow went into the forbidden forest. Please retrieve this arrow. As an alchemist, I will pay in healing potions.

14. Goblin encampment: A goblin encampment has appeared in the Southern part of town across the ravine. They've been there for days and don't seem to be aggressive, but we can't be so sure. Find out what they're doing — if they're a threat, please dispatch with them.

15. Wandering Skeleton: Wandering Skeleton seen on the outskirts of town. It appears armed with a sword, shield and horned helmet. Dispatch this skeleton and we'll offer you 10% off anything in town.

16. 100 List: Help! Local bard needs assistance creating a list of 100 dirty jobs nobody wants to do. A small payment will be available as well as your name as a contributing author in the book I'm writing.

17. Kobold Flour: Local baker seeks Kobold Flour for the upcoming Monster festival. This specialty item can only be found in Kobold encampments. Will pay 10gp per pound (maximum of 100 pounds).

18. The (Insert bar or inn name here) is looking for a bard to entertain the crowds on Thursday Nights (mug for a copper night).

19. Merchants looking for armed security to escort us to (Insert town or city name here).

20. (Insert townsfolk name here), our beloved mushroom forager, has not returned from the forest. He was last seen four days ago. Need help finding him(her?)!

21. Lost mail! Important documents might have been intercepted. The currier I've been expecting has not arrived. Please inquire at the City Hall.

22. The town of (insert neighboring town) has challenged us to our annual

match of Shinty (or similar sport). Let's show them who's best and get that trophy back where it belongs!

23. Lady Clarissa will read your future in the cards. I know you will show up. Where am I? Don't worry, dear. Fate will guide you.

24. The Imperial Army needs your skills! Join us to fight the good fight!

25. Koboliam Ore Needed: A local blacksmith needs Koboliam Ore, which is only found in the Myriad caves to the North. Once a Kobold stronghold, this abandoned cave is full of traps and possibly other dangers — will pay top gold for each block of Ore.

26. Burial Escort needed: Our recently deceased father needs to be buried in the family lot, six miles north through the badlands. A small party escort is required in case of trouble.

27. Bandit Kidnappers! Our beloved daughter has been captured by Bandits! They have not made any demands, but we want her back. They were last seen Northwest of the old tower — a reward for our daughter (alive), plus a bonus for the head of each bandit.

28. Family Bandits! My son and his two friends have left the village to become bandits. Find them and teach them the error of their ways. Reward if they return — must be alive.

29. Kubo's Strings: Local bard Kubo lost his musical strings during an encounter with a small dragon. The dragon has the magical strings attached to its teeth. Please retrieve the strings and you will be rewarded with a +1 AC enchantment to your armor!

30. Flying Monkeys: During a recent storm, Flying Monkeys came and took our poor family dog. They live in the Julliard mountains. Please bring back our precious dog — our children are lost without them. We don't have much in money,

but as farmers we can reward you with rations for all your travels.

31. Magnificent Seven: Our villagers overheard bandits who plan on raiding our town in one week's time. We seek seven or more strong warriors who will help defend us.

32. Troupe of traveling bards need a few strong individuals to help schlep and set up our equipment on our world tour. Can pay in booze and lodging.

33. Detail-oriented individuals needed to go door-to-door to market my magical floor-sucker-cleaner. Commission based.

34. Need young fit person to shovel snow from my walkway (if high summer. In winter substitute with 'mow grass' or something else appropriate. Employer is an elderly individual from a far-off land who has enchanted their property to be more like their home country.)

35. Bookkeepers needed! Not really. Bandit-wizards have been trying to steal from my personal library of arcane books. Need tough, preferably illiterate, bodies to defend collection until I can secure safer storage.

36. Tower Demolition Sought: The four-story bell tower has been deemed by the city council as a stain on the community's reputation, as it was built with "ill-gotten" funds by the recently disgraced and now former mayor, Cornel Glasson. The council is offering 500 gold to anyone who can reduce the bell tower, which was dedicated in his honor, to rubble without loss of life or other property in the town square. Plans must be approved by council before work can begin.

37. Come join us for the first annual bucket festival! Bring a bucket and your favorite drinks to join in the festivities. Meet out back the dilapidated house on the edge of town at any

time. You know the one, you've seen it in your dreams.

38. Needed bartender. Looking to employ a bartender for my inn, The crooked arrow. Must be able to listen to political rants on the slower days. NO GOBLINS

39. The well water has started tasting funny, someone should look into that.

40. LOST Young boy named James, he has been missing for over a week and was last seen going off to play by the river. Reward if found.

41. Local spell caster looking for lab "assistant." Intelligence not required, but a high resistance to pain appreciated.

42. Mole Dispatch — a group of unusually large moles wreck our fields! We are in dire need of a someone who is getting rid of those pests. Payment in gold or products from our farmers market.

43. Sheep Numbers Dwindling — We don't know who, or what, is killing our sheep, but we can't ignore it any longer. Over the last three months, we found several mother sheep and their newborns dead. We offer 10 gold coins for whoever finds out what has happened to our livestock and ends this from happening again. (A were-sheep has been killing the other sheep, can be found out when the herd is observed, all sheep go away when this particular one comes close to them, or when the transformation happens during a clear moonlit night.)

44. A notice to those on hard times that the mines are hiring, the tagline on the bottom says, "We've cleared out the danger that once struck our mine and threatened the safety of the minors, we are confident that resuming our operations shall be fruitful and safe for all." (Underneath that is a handwritten note directly under the text, "So much for your confidence.")

45. Deal of a lifetime! I'm willing to trade a lovely tin pot, painted with cornflowers and lilies (and showing a few holes, true, but that's a plus, for you can add a few more and look at that, you've got a colander) for a cart. The cart needn't be big, can even be tiny, in fact, just so that two, or better four, people could fit in it, with ample room for bags and sacks, if possible. Could be old, long as it rides well and has new wheels, and strong axles, so actually probably nothing made longer than a year or two ago would do. Leave a message with Bohddie.

46. Cleric needed – Daughter Ill and Dying (A local father is worried because his daughter's health has been rapidly declining. He needs someone with knowledge of medicine to determine what kind of illness... or poison or curse... is affecting her.)

47. Adventurers needed! Our Kobold in our previous adventuring party is currently missing and is in possession of an ancient and dangerous artifact. Problem is, he ate it. Please return the artifact intact! The Kobold (Skrazz) can be returned dead, alive, or not at all for all we care. 1000 GP Reward.

48. Multi-Linguist Needed: While going through my pappy's attic I found this really old map that I'm pretty sure leads to something cool. The problem is, I can't read it! Pretty sure it's Celestial, Draconian or Elvish cause the letters are all curly. If the map leads to some sweet treasure I'll share it fairly with you!

49. Taste-Tester Needed: Lord \_\_\_\_\_ needs a qualified taste-tester for upcoming banquet to fill recently vacated position. Benefits include All you can eat food and drink, provided medical care, lodging and pay-per-taste. Dwarvish candidates preferred. Inquire at \_\_\_\_\_ Manor.

50. Amusement Please: My brother, the head writer of our musical comedy duo is in a rut. He hasn't been writing any good jokes for a while and I just can't play backup to another lukewarm song like "there's gnome place like home". He needs something hilarious and inspiring to jump-start his creativity again. I'm taking him to the \_\_\_\_\_ tavern tonight for drinks, and if you manage to orchestrate some weird and hilarious scene I'll pay you 10g. (by the way, don't tell him I paid for this, just say I owe you money or something I don't care) -Billie Doobie

51. FOUND: Strange child's doll. Blue gingham dress, yellow yarn hair with blue satin bow, made of painted wood. Eyes are large and very lifelike, seeming to follow you around the room. IF YOU RECOGNIZE THIS DOLL PLEASE COME AND TAKE IT I'LL GIVE YOU 5G. -23 Wyverann St E

52. LOST SHORTS: please, this seems silly, but recently my favorite lucky shorts have gone missing! I'm sure someone stole them, but I have no proof. I need them before the big poker tournament tomorrow and I will pay 100g to whoever finds them! They are purple with green polka-dots and the back pocket has a recently-patched up rip. Also, my name is written on the waistband. - Marty Martingale, #4 Lake Park Ave. E

53. WHO AM I? I woke up in a gutter this morning outside of the Hill Street Inn and Tavern. I do not remember who I am, where I am from, what my name is, anything. I have a large sack of gold on my person and I am currently renting at the Hill Street Inn and Tavern for the foreseeable future. If you assist me in regaining my lost memories I would be more than happy to properly compensate you, for it seems that whoever I am, it is a man of means.

54. Local Tavern needs (at least one more) bouncer for annual all-you-can-drink Quaff Fest Celebration tomorrow. Usual bouncer called in sick and can't make it. Will pay 5s/hr. and after your shift that evening all your drinks are free!

55. BARD EXTRAORDINAIRE: Art is the purest expression of the soul, and no-one expresses themselves more eloquently than Clover Salvatore, the hottest Bard to grace the realm. The Golem Guardian newspaper has called him, "A fresh voice, Clover Salvatore will wow your tavern with his genre-bending style, and witty lyrics. A star in the making". Send a pigeon and book him in now!

56. FIRST CLASS MALE: If you need a message that needs delivering, look no further than this First-Class Male. With reasonable fees and lightning quick delivery, it's not just the devilishly handsome good looks that make this the best way to tell someone you care. Speak to Dorian for more information.

57. Help wanted t' return me property: Yesterday some o' the' young neighborhood scalawags stole me carved wooden leg while I was pissed in the' gutter outside the' Salty Strumpet. I can nah chase aft them t' git it back cause me backup leg be mor'n ghashtly. If'n ye can get back me leg I'll pay ye 10 gold, it holds a lot o' sentimental-type meanin' t' me.

58. BIG AWARD MONEY!! Near forest there is cave. In cave small monster. Need help with monster. WILL AWARD BIG MONEY!! (A barghest's trap, prepared by goblins to lure adventurers in and devour them alive)

59. Someone stole my chicken that lays all sort of metal eggs. Help me find it.

60. My Family is about to find out about my secret. Good liars and problem solvers in need.

61. The bridge collapsed again, and I lost my wagon. Will pay

good gold if bridge repaired, and more if wagon retrieved. Contact Arkwright's village store for reward. (Twist: Goblins have been booby trapping the bridge to steal the contents of wagons.)

62. What up? We're three cool guys who are looking for other cool guys who want to hang out in our party mansion. Nothing sexual. Dudes in good shape encouraged. If you're fat, you should be able to find humor in the little things. Again, nothing sexual.

63. Missing pet! My pet has been missing since three nights ago and has not returned home. If found return to, whoever finds him will be rewarded greatly! (Twist: the missing pet is actually a small dragon.)

64. Need basilisk eggs for experiment! Big reward!

65. Missing: One (1) semi-intelligent skeleton. 5 feet 10 inches. Last seen wearing blue cloak. He was sent to the market for some groceries five days ago and hasn't come home. His creator misses him very much. 50 GP & four (4) Stones of Far speech upon return.

66. Love of my life! Please, I need your help to make me look cool in front of the love of my life, so that I can win her heart! I could never hope to win her by normal means since I'm poor. I will give you all of my life savings in return. Bonus if you look scary! DM note: The plan is to have the players perform as crooks flirting and trying to pick up the girl and in turn be chased away by the contract giver to make him look cool.

67. Need to make silver quick? Why not platinum! Rent doesn't pay itself ya' know! Find Raul Sonderheim and ask him how you can become your own boss and never have to work a day in your life! (Can be a quest to thwart a predatory pyramid scheme OR be the starting

branch in a murder investigation once Raul is found murdered, likely by one of the people he recruited.)

68. WORK FROM HOME: Easy money that anyone can do! Finally live your dream lifestyle! Be your own boss! Make thousands in your first week! Retire early! Don't be left out!

69. Open minded and discrete healer wanted. Must interview.: Despite the suspicious wording, the job is treating people from discriminated-against ancestries or with embarrassing deformities that have been persecuted, passed over, or financially exploited by other healing organizations. The pay is low, but you make solid allegiances. Word of your kindness spreads among the hidden downtrodden and you may find welcome far away.

70. Sales assistant wanted. Incredible pay! It's a multi-level marketing job. The job poster gives you a sales talk about their wonderful liniments and gizmos. They do work, but they are overpriced. You have to make a bulk purchase of the items and then try to resell them for a profit. You are unlikely to find the buyers needed to turn a profit and are stuck with too much stock.

71. Horse breaker needed! Inquire at the Post Office! The job is preparing young horses to accept the saddle and harness, so they can be ridden or pull carts. They must also be taught basic commands and gaits. The job is successful if the handler can get the horses to calmly accept riders and obey simple orders.

72. Do you think you know your gems? A grand test awaits at Nappe and Klippe's Emporium. Only those who truly appreciate mines and minerals should apply! A local jeweler's outfit acquired a large stock of specialty mineral samples and gems from a flash sale of unclaimed shipments. They need them identified but

want someone, preferentially a dwarf, who isn't going to undersell them. The first part of the job is a basic knowledge test and then they move onto the unusual samples. They pay in wholesale gems of the player's choice.

73. Music tutor: My son Stevie wants to be a bard, but the kid has absolutely no talent. I want to enjoy my time at home without the shrieking of his horrible electric lute destroying the peace. I'll pay you 10g to give him some lessons, and if after a couple his "Music" becomes less painful, I'll give you a 100g bonus. Contact John Harris at 75 Leyton Ave.

74. Help! My mother-in-law is coming to town for a visit and I need someone professional to inflict me with some awful disease or other affliction, so I have an excuse to stay in bed and not interact or be around her. Please no afflictions that cause permanent damage or death. Mildly life-threatening ok. Meet me at 10pm behind that bar that smells like old goat. You know the one. 50g upon disease delivery.

75. Help recovering property! This is your local bard Razzle, and if you've seen me lately you know that I haven't quite been myself. The truth is I lost my prize peacock feather hat in a wager at the Lusty Mermaid two days ago. The man who won it from me said I could pay him back for the value of the hat, but when I went to the inn he was staying at I found he skipped town without even paying his tab! (And I found out he cheated at that game of cards by the by) Please, I need a skilled ranger or another who is good at tracking to get back my hat! I'll pay you 4,000 gold to go with me to get it, and I'm willing increase the price to 5,000 if our quarry proves elusive.

76. URGENT: It is my little pookums birthday and the entertainment cancelled!

Anyone may apply as replacements at the magistrate's estate.

77. NEEDED: Someone competent in the ways of word to berate, yell, and speak ill of me. Willing to pay. Discretion is key. Meet me during the night 2 alleys up from the pub in order to discuss terms.

78. LOST: 3 peg legs, a hook, 5 eye patches, and a talking parrot. If found please return to "The Luckiest Crew" down at the pier.

79. HELP WANTED: Poor old widow requests the assistance of any strong and able persons to rearrange some furnishings. (She is a witch in a small town of elderly folks that help her trick strong strangers in order to preserve their own lives.)

80. MINIONS NEEDED - Local Lich Looking for Less than Lawful Lackeys. References not required, no paladins. Full training and benefits given.

81. Fence need painted. Good pay. Contact Sythi at the Inn. Twist, the fence is 10 feet tall and almost a mile long.

82. ISO: Skilled toymaker, it's my daughter's birthday and she wants a teddy. I can compensate for any materials you use. This was posted by an orc and her human husband, there's an address near the bottom with a smiley face. The 6-year old half-orc wants a GIANT teddy.

83. IN NEED OF DURABLE IDIOT, WILL BE WORKING WITH IMPOSSIBLE GEOMETRIES. IDIOCY NOT NEEDED BUT DESIRED. BRING FRIENDS. snacks provided! (This was written incredibly hastily by a desperate wizard, and his wife. The words "snacks provided" are in much cleaner handwriting toward the bottom, obviously added as it was being posted.)

84. My brother and me want candy!!! (This note is barely legible and is tacked at the very bottom of the board.)

85. Hey, we're having a party and we need booze. Bring any and all you can carry. (Posted by some broskis at the wizard college. There are about 200 in need of whatever alcohol they can get their hands on.)

86. Having trouble stocking all these books! Will pay for some big and strong people to help me! (This was posted by a small old woman who owns the local library.)

87. A set of seemingly innocuous symbols is carved into the side of a barrel underneath the board, all in Thieves' Cant. The symbols are being used for a purpose they're very much not meant for, and the message is patchy and uncertain. "Dangerous Area." "Owner not home." "Owner is Vigilant." Meaning: One for the rogues! The local thieves' guild has found that their missions in the area have ended... poorly. Their new recruits are raving about some kind of spirit, and the veterans insist that something just isn't right.

88. Need demolition help: A demolition company is looking for outside help to clear out and then tear down a vacant house. The reward can be money or allowing the players to scavenge what they find inside the house. (What the company doesn't tell the adventurers is that no one will do the job because of the powerful stench coming from the house. Exploring the house reveals a locked (mechanically or magically) wooden door leading to the basement of the house. The basement contains 1d4 Dretchs accidentally summoned by the previous owner.)

89. Mimic hunt! Mimics are running rampant throughout the town. Find and kill 2D6 mimics. 1-6 mimics gets 100gp, 7-11 gets 300gp, and 12 kills gets 500gp.

90. Being followed by crawling claws. Kill 1D4 crawling claws. Reward of 40gp.

91. House is overrun with rats. Exterminate 4D10 rats and 2D4 dire rats. Reward of 450gp.

92. Help find my lost pet cat! Reward of 3D10gp to anyone who finds him.

93. The baker has put out a poster, looking for someone to deliver pastries to the mischievous yet kind fairy dragon that watches over the town from its lair in the woods outside.

94. Looking for riddle maker. You make riddles, we buy 'em! For more information contact your local Wizards Association.

95. WANTED: Internship with seasoned adventurers. I've admired heroes all my life and want to try my hand at it! I'm hardworking, loyal, and a team player.

96. Victimless Instigators of Loot Extraction is seeking henchmen for transportation of merchandise. Some risk is involved. Must be capable of intercepting and stopping pursuers. If interested, head to Church of St. Deegho and ask for Carmen.

97. Help! My good friend Smolik Droweater has been trapped! My scrying reveals he is stuck in a 10-foot room. He has a chest of valuables with him, but needs help getting it and him out of the dungeon safely! Come to the Tower Tisential if you are willing to help! -the Wizard Quinn.

98. Seasoned adventurers needed! Writer/Bard here, tell me the tales of your great adventures, I need some inspiration for my books/songs. Payment will be determined by how good your stories are.

99. Just bought the old mill outside of town. But there's something living in it (make something up). Will pay 50GP and free milling service for a year to anybody who clears out

the infestation and makes it safe for our family to set up!  
 100. Help settle a minor dispute between two noble Elven houses! House Alendrian is looking for adventurers to help draw the domain lines with the House Walopez border. If you are strong of arm and fleet of foot, inquire at the Dovestail Manor.

### Random Prisons

d12 the prison is located...

1. On a small island on a remote coast.
2. On a small island near a city.
3. In a tower of a castle.
4. Beneath a temple complex.
5. In an annex on a temple complex.
6. Beneath a town hall.
7. In an annex on a town hall.
8. Underneath a city, deep below ground.
9. Behind walls in a fortified rural location (d4): 1. coastland; 2. farmland; 3. mining country; 4. ranchland.
10. Below ground, in a hidden rural location (d4): 1. coastland; 2. farmland; 3. mining country; 4. ranchland.
11. Behind walls in a fortified wilderness location (d6): 1. desert, 2. forest, 3. hills; 4. mountains, 5. swamp; 6. tundra.
12. Below ground, in a hidden wilderness location (d6): 1. desert, 2. forest, 3. hills; 4. mountains, 5. swamp; 6. tundra.

d8 the prison was built by...

1. A wise king or queen.
2. An ambitious lord or lady.
3. An evil tyrant.
4. A civic committee.
5. A popular mayor or sheriff.
6. An unscrupulous king or queen.
7. A prosperous merchant guild.

8. A powerful noble house.

d6 the prison complex is...

1. A sprawling maze of twisting passages.
2. A sprawling maze of narrow passages.
3. Organized into small, neat rows of cells or pits.
4. Organized around a large central cell block or pit.
5. An endless series of long corridors.
6. A series of corridors with very low ceilings.

d6 the prison is surrounded by...

1. Very high stone walls.
2. Incredibly thick stone walls.
3. A curtain wall with many gatehouses.
4. A moat filled with putrescent water.
5. A moat filled with thick, boot-sucking mud.
6. A moat filled with sharp spikes.

d10 Prisoners are held within...

1. Individual cells, in complete isolation.
2. Individual cells, but they can see and hear other prisoners.
3. Individual cells, but they can hear other prisoners.
4. Cells that accommodate up to two prisoners.
5. Cells that accommodate up to two prisoners, each shackled to the wall.
6. Cells that accommodate up to four prisoners.
7. Cells that accommodate up to four prisoners, each shackled to the wall.
8. A large chamber with many other prisoners, each shackled to the wall.
9. Individual pits or wells, open at the top.
10. One or more huge pit with many other prisoners.

d4 the cells' (or pits') condition is...

1. Well-maintained; the walls are solid.

2. Aging, but sturdy; the walls have some cracks.

3. Decrepit; the walls are crumbling.

4. So dark it's difficult to say.

d4 Prisoners are treated...

1. Humanely; they receive reasonable meals, some exercise, and healing when needed.
2. Like dogs; they receive poor quality meals and enough healing to keep them alive.
3. Like rats; they receive terrible meals and are plagued by sickness.
4. Like they don't exist; occasionally they receive food.

d10 Rooms: This chamber is...

1. A prison cell.
2. Another prison cell.
3. A passageway connecting cell blocks.
4. A guardroom.
5. The barracks.
6. The jailer's quarters.
7. A yard or large indoor space for exercise.
8. A dining hall.
9. An interrogation room.
10. A torture chamber.

d20 Features: You notice...

1. A wooden door reinforced with steel bands.
2. Steel bars where you expected a stone wall.
3. Empty manacles along the wall.
4. An empty sconce to hold a torch.
5. Distant torchlight.
6. The floor is uneven.
7. A crack in the stone floor.
8. A mouse skittering underfoot.
9. The stench of rotting flesh.
10. The scent of stale urine.
11. A putrid smell.
12. A dank and moldy odor.
13. An uncomfortable groaning.
14. A faint scratching sound.
15. An odd tapping sound.

16. The squeaking of rats.
17. The shouting of distant voices.
18. Howls of agony.
19. Horrific screams.
20. The clanking of chains.

d10 the prison is known for...

1. Many prisoners dying in a terrible plague.
2. A mass escape in the past.
3. The escape of a famous criminal.
4. Being the final home of a famous criminal.
5. Being the final home of a legendary hero.
6. Being haunted by vengeful ghosts.
7. Its horrific torture pits.
8. Never suffering a successful escape.
9. Its unusual architectural style.
10. The quality of its meals.

d12 Escape Encounters: You come upon...

1. A snoozing guard.
2. A pair of guards on patrol.
3. A quartet of guards playing cards or dice on their break.
4. A pack of trained hunting dogs commanded by a high-ranking guard who has been alerted of the escape attempt.
5. A law official on-site to interrogate another prisoner about an unrelated case.
6. An ear-splitting alarm triggers.
7. A wide, well-lit yard that must be crossed with guards watching it from towers.
8. A high wall directly in the path of escape.
9. A barred window in the path of escape.
10. The rat-infested kitchens and mess hall.
11. An imprisoned serial killer who also attempting to escape.
12. An imprisoned thief who is bent on revenge.

d8 According to rumor, within the prison walls lies...

1. A secret tunnel to the outside.
2. The bones of a celebrated outlaw.
3. The preserved head of an ancient villain.
4. A terrible beast to which prisoners are fed.
5. A missing lord or lady.
6. A treasure stolen by a notorious prisoner.
7. A unique and terrible torture device.
8. The bones of a deposed king or queen.

### **The Jailer**

d8 the jailer is...

1. A coward who likes to act tough.
2. A bully in every sense of the word.
3. A bastard son of a noble house.
4. A man who grew up among criminals.
5. A priest with a puritanical agenda.
6. A horrible sadist.
7. A mild-mannered man of faith.
8. A wicked little man.

d4 the jailer is concerned about...

1. Rumors of an upcoming escape attempt.
2. Losing his job after a messy prisoner death.
3. Facing a prisoner who creeps him out.
4. Ways to make a little extra silver.

d4 the jailer is looking to...

1. Abuse someone who is defenseless.
2. Make himself feel powerful.
3. Reach out to a disturbed prisoner.
4. Swap grisly tales.

d8 the jailer carries...

1. A large ring of keys.
2. A large knife and a sap.
3. A pale of cold porridge from the kitchens.

4. A trophy taken from a tortured prisoner.
5. A pocket-sized prayer book.
6. A spiked club.
7. A scourge or whip.
8. A wineskin.

### **The Guards**

d4 the guards took this job for...

1. The steady pay.
  2. The chance to bully others.
  3. To prove how tough, he is.
  4. To take out his aggression on criminals.
- d4 on the guard's faces are...
1. Unsightly scar.
  2. Stupid grins.
  3. Blank stares.
  4. Bushy mustaches.

### **Prisoners**

d4 the prisoners have...

1. A long scraggly beard.
2. A patchy beard.
3. Skin draped loosely over his bones.
4. Boils and sores on his skin.

d6 the prisoners are here because...

1. They stole something.
2. They killed someone.
3. They raped someone.
4. They advocated rebellion and unrest.
5. They committed an act of fraud.
6. Someone confused them with someone else.

### **Random Monasteries**

d12 Visitors to the monastery come seeking...

1. Ancient knowledge.
2. Mystic wisdom.
3. Spiritual guidance.
4. Prayers and healing.
5. Ales and other goods made on-site.
6. Refuge from war.
7. Shelter on a long journey.
8. The secret of true happiness.
9. Brawn perfection.



10. The means to travel to another realm.
11. Training in a unique fighting style.
12. The tools and training to exact vengeance.

d12 the monastery is known for its...

1. Compassionate healers.
2. Sacred music.
3. Ancient wisdom.
4. Dark prophecies.
5. Stunning architecture.
6. Unusual architecture.
7. A famous sculpture or painting.
8. Lengthy prayer services and vigils.
9. Extensive library and scholarly debates.
10. Master brewers or vintners.
11. Powerful mystics.
12. Indefatigable warriors.

d8 the monastery complex is located...

1. On a hilltop far from any cities, but with a village below.
2. On a hilltop not far from a large city.
3. On a remote mountaintop.
4. On the side of a mountain.
5. Deep within a forest.
6. Near a desert oasis.
7. Belowground.
8. In the heart of a city.

d10 the monastery complex is...

1. A tight cluster of buildings (or chambers).
2. A cluster of buildings with gardens, lawns, and yards in the spaces between.
3. A cluster of interconnected buildings.
4. A cluster of buildings ringed by a fence or low wall.
5. A cluster of buildings ringed by a defensible stone wall.
6. A single large building.
7. A large main building with several smaller support buildings located nearby.

8. A fortress with walls and watchtowers or sentry posts.
9. A labyrinthine series of small buildings.
10. Symmetrically divided into two or more wings.

d12 This building/chamber is...

1. A chapel or shrine.
2. A dormitory.
3. A cloister.
4. A refectory (dining hall).
5. A library.
6. A balneary (bath).
7. An infirmary.
8. A sanatorium or hospice.
9. A school.
10. A forge.
11. A brewery.
12. A barn.

d4 Many of the monastery's ceilings are...

1. Uncomfortably close to your head.
2. Connected to the floor by columns.
3. Painted with mythological scenes.
4. Domes or cupolas.

d6 the buildings/chambers are...

1. Decorated with statues.
2. Decorated with stone arches and columns.
3. Colorful structures of painted wood and plaster.
4. Sturdy structures of finished wood.
5. Solid structures of oven-fired clay bricks.
6. Behind large metal doors (d6): 1. brass; 2. bronze; 3. gold; 4. iron; 5. steel; 6. Tin

d8 Many of the monastery's interior walls are...

1. Roughhewn stone.
2. Smooth cut stone.
3. Painted or lacquered wood.
4. Unfinished hardwood.
5. Decorated with intricate mosaics.
6. Decorated with elaborate murals.

7. Decorated with relief carvings.

8. Decorated with sacred texts and runes.

d20 Features: You notice...

1. A small altar set in an alcove in the wall.
2. The sound of bells ringing in a tower.
3. A wall sconce holding many candles.
4. Tall candles on holders, taller than a man.
5. The tinkle of chimes from a nearby room.
6. A tapestry depicting a mythological scene.
7. A small fountain or reflecting pool.
8. The sound of a gong from another room.
9. A large holy symbol embedded in the wall.
10. A huge book of sacred texts or prayers.
11. The scent of incense burning nearby.
12. A kneeler beneath a small statue or icon.
13. An oil lamp with colored glass panels.
14. A mosaic set into the floor of the room.
15. A wide fresco or mural depicting a mythological scene.
16. The pipes of an indoor plumbing system running along the wall.
17. Robes and cassocks hanging on hooks.
18. An ornamental rug.
19. The sound of chanting from another room.
20. A statue of a recognizable figure.

d12 Encounters: You come upon...

1. A bright-eyed student.
2. An exhausted student.
3. A patient initiate.
4. A fierce martial artist.
5. A dogmatic teacher.
6. An eccentric scholar.
7. A wise old master.
8. A traveler from afar.
9. A member of the monastery's serving staff.

10. A member of the monastery's guard.
11. A strange energy.
12. A feeling that you're being watched.

d10 the monastery guards the secret to...

1. World peace.
2. Inner peace.
3. Spiritual enlightenment.
4. Total consciousness.
5. Apotheosis.
6. Armageddon.
7. Ritual transformation into a god's avatar.
8. Unsealing a portal to another realm.
9. Instant and irreversible death.
10. The perfect pint of ale.

d4 the monastery's secret is known to...

1. Everyone, but the specifics are hidden.
2. Monks that perform a particular service.
3. Several of the monastery's masters.
4. A single master and a single student.

### Random Temples

d6 Worshipers at the temple pray to...

1. One god and only one god.
2. One god primarily, but other gods occasionally or for specific petitions.
3. Several gods within a pantheon, but two gods above the rest.
4. An entire pantheon, petitioning each god for specific needs.
5. One god to whom the temple was not originally dedicated.
6. Several gods within a pantheon to whom the temple was not originally dedicated.

d12 the temple is dedicated to...

1. The god of the sun/sky.
2. The earth/mother goddess.

3. The goddess of the harvest/seasons.
4. The god of craft/knowledge.
5. The god of darkness/secrets.
6. The god of death/evil.
7. The goddess of the hunt/woodlands.
8. The goddess of love/beauty/fertility.
9. The goddess of the moon/magic.
10. The god of the seas/storms.
11. The trickster/messenger god.
12. The tyrant/war god.

d12 the temple is known for its...

1. Miraculous healers.
2. Compassionate healers.
3. Beautiful priestesses.
4. Wonderful music.
5. Accurate prophecies.
6. Collected wisdom.
7. Stunning architecture.
8. Unusual architecture.
9. Incredible collection of artwork.
10. A famous sculpture or painting.
11. Lengthy prayer services and vigils.
12. Lively prayer services and debates.

d6 the temple's entrance is guarded by...

1. A sworn order of devout warriors.
2. Sell swords.
3. Frightening statues of monstrous beings.
4. Impressive, colossal statues of warriors.
5. Statues of beautiful maidens, beckoning visitors into a trap.
6. Nothing; the temple welcomes all.

d8 the temple's main floor plan is...

1. Circular.
2. Ellipsoidal.
3. Triangular.
4. Square.
5. Rectangular.

6. Pentagonal.
7. Polygonal with many sides (d8): 1. six; 2. seven; 3. eight; 4. nine; 5. ten; 6. twelve; 7. thirteen; 8. twenty.
8. Cruciform.

d8 the temple complex is...

1. Simple; a large main worship chamber with a handful of functional rooms adjoining.
2. Simple with a large annex; the annex contains many chambers.
3. Simple with fortifications.
4. Multi-layered; upper or lower layers are inaccessible to most visitors.
5. Multi-winged; some wings are inaccessible to most visitors.
6. Arranged in a concentric fashion; inner areas are inaccessible to most visitors.
7. Labyrinthine; designed to deliberately confuse outsiders.
8. Simple with an intricate complex hidden beneath the main worship chamber.

d6 the temple grounds are dominated by...

1. Impenetrable stone walls.
2. An intricate structure of stone arches and columns.
3. A colorful structure of painted wood and plaster.
4. A sturdy structure of finished wood.
5. A solid structure of oven-fired clay bricks.
6. A large structure with immense metal doors (d6): 1. brass; 2. bronze; 3. gold; 4. iron; 5. steel; 6. Tin

d8 Many of the temple's interior walls are...

1. Roughhewn stone.
2. Smooth cut stone.
3. Painted or lacquered wood.
4. Unfinished hardwood.
5. Decorated with intricate mosaics.

6. Decorated with elaborate murals.
7. Decorated with relief carvings.
8. Decorated with sacred texts and runes.

d6 Many of the temple's ceilings are...

1. Uncomfortably close to your head.
2. Connected to the floor by columns.
3. Painted with mythological scenes.
4. So high it's difficult to make out details.
5. Vaulted.
6. Domes or cupolas.

d20 Rooms: The purpose of this room is...

1. An armory or barracks.
2. A guardroom or sentry post.
3. A cell for solitary prayer.
4. A cell for holding prisoners.
5. An inquisition or torture chamber.
6. A priest's office or audience chamber.
7. A sanitarium or infirmary.
8. A ceremonial pool, bath, or fountain.
9. A morgue or mortuary.
10. A crypt for a person of importance (d4): 1. well-known hero; 2. powerful high priest; 3. obscure priest; 4. wealthy noble.
11. A room dedicated for specific rituals (d4): 1. conjurations; 2. divinations; 3. funerals; 4. healing miracles.
12. A chapel or shrine dedicated to a lesser deity, saint, or martyr.
13. A classroom or dormitory.
14. A library.
15. A priest's quarters or robing room.
16. A banquet room, large dining hall, or small dining room.
17. A kitchen or pantry.
18. A trophy room or art gallery.

19. A stable or kennel.
20. A workshop for temple craftsmen.

d20 Features: You notice...

1. A small altar set in an alcove in the wall.
2. The sound of bells ringing in a tower.
3. A wall sconce holding many candles.
4. Tall candles on holders, taller than a man.
5. The tinkle of chimes from a nearby room.
6. A tapestry depicting a mythological scene.
7. A small fountain or reflecting pool.
8. The sound of a gong from another room.
9. A large holy symbol embedded in the wall.
10. A huge book of sacred texts or prayers.
11. The scent of incense burning nearby.
12. A kneeler beneath a small statue or icon.
13. An oil lamp with colored glass panels.
14. A mosaic set into the floor of the room.
15. A wide fresco or mural depicting a mythological scene.
16. The pipes of an immense organ running along the walls.
17. Robes and cassocks hanging on hooks.
18. An ornamental rug.
19. A screen to hide priests from view.
20. A statue of a recognizable figure.

d6 Encounters: You come upon...

1. A young priest or priestess.
2. An old priest or priestess.
3. A traveler from afar.
4. A regular, local worshiper.
5. A member of the temple's serving staff.
6. A member of the temple's guard.

## Random Castles

d10 the castle sits...

1. Atop a mountain.
2. On a hill overlooking a wide plain.
3. At the fork of a river.
4. On a narrow, rocky peninsula.
5. Above a seaside cliff.
6. On a hill overlooking a river valley.
7. On a hill rising out of a swamp.
8. On a hill overlooking a forest.
9. Astride a desert oasis or natural spring.
10. On a ridge overlooking a frozen plain.

d12 the castle was built by...

1. A wise king or queen.
2. An ambitious lord or lady.
3. An evil tyrant.
4. A mighty warrior or warlord.
5. A retired adventurer.
6. A celebrated war hero.
7. An unscrupulous king or queen.
8. A vain lord or lady.
9. A powerful witch or wizard.
10. A beloved sovereign.
11. A prosperous merchant.
12. A member of an ancient noble house.

d4 the castle was built...

1. In a past age.
2. Hundreds of years ago.
3. A few decades ago.
4. Within the past decade.

d6 Currently, the castle's condition is...

1. Perfect; upkeep has been fastidious.
2. Good; it been well-maintained.
3. Decent; there are only a few cracks in the walls, but the place can withstand a siege.
4. Fair; the castle has seen better days.
5. Poor; the walls and towers are in dire need of repairs.

6. Decrepit; the place is practically a ruin.

d12 Presently, the castle is occupied by...

1. A member of the royal family.
2. An ambitious lord or lady.
3. An evil tyrant.
4. An elderly lord or lady.
5. A brash, young lord or lady.
6. A mercenary company.
7. A fearsome warlord or retired sell sword.
8. A wealthy merchant.
9. A retired pirate or thief.
10. A former adventurer.
11. An absentee noble lord.
12. The crown, but the king or queen rarely stays here.

d12 the position or territory is worth defending because...

1. Grains grow well on the surrounding land.
2. The nearby mines are rich in ores or gems.
3. The surrounding land is excellent for grazing livestock.
4. Fruit trees grow on the surrounding land.
5. The nearby pass is the easiest way to cross the mountains.
6. The nearby harbor is important for trade.
7. The nearby river is important for trade.
8. The nearby source of freshwater is precious is in this region.
9. The wild lands beyond are full of threats.
10. The surrounding lands are part of a long-standing territorial dispute.
11. The surrounding land is held sacred.
12. The nearby lands are home to a rare herb, tree, or creature that has magical uses.

d10 the castle's outer defenses include...

1. Very high stone walls.
2. Incredibly thick stone walls.

3. A series of curtain walls and gatehouses.

4. A treacherous climb to reach the castle walls.

5. A moat filled with putrescent water.

6. A moat filled with thick, boot-sucking mud.

7. A moat filled with sharp spikes.

8. A moat that is home to one or more dangerous aquatic beasts.

9. An immense barbican.

10. A narrow footbridge to reach the postern.

d6 the inner keep's defenses include...

1. Hundreds of arrow slits.
2. One of the world's largest dual-portcullis gates.
3. A winding climb to reach the entrance.
4. Several covered parapets with murder holes under which intruders must pass.
5. A wide courtyard surrounded by flanking towers in the curtain wall.
6. An unusual or hidden means of entry.

d8 the castle can be held effectively by as few as...

1. 5 soldiers and 20 archers.
2. 20 soldiers, 5 knights, and 20 archers.
3. 50 soldiers, 10 knights, and 40 archers.
4. 20 knights, 20 archers, and 5 Warmages.
5. 100 soldiers, 50 archers, and 5 Warmages.
6. 100 soldiers, 20 knights, and 50 archers.
7. 200 soldiers, 50 knights, and 100 archers.
8. 200 soldiers, 100 knights, and 200 archers.

d6 in addition to its garrison, the castle can hold food stores to withstand a three-month siege for up to...

1. 50 people.
2. 100 people.
3. 200 people.

4. 500 people.

5. 1,000 people.

6. 2,000 people.

d12 the castle is known for...

1. Withstanding a grueling, lengthy siege.
2. Suffering an immense conflagration.
3. Changing hands several times over the course of the same war.
4. Bringing ill-fortune to those who hold it.
5. Being haunted by a former occupant.
6. Never falling in a siege.
7. Welcoming travelers seeking refuge.
8. Turning away travelers seeking refuge.
9. Its unusual architectural style.
10. Its beautiful, historic tapestries.
11. Its breathtakingly beautiful chapel.
12. The quality of its meals.

d12 What is rumored to be hidden in the castle?

1. An underground tunnel that can serve as a last-gasp escape route.
2. The weapon of a long-dead hero.
3. The preserved head of an ancient villain.
4. A long-lost religious artifact.
5. A missing lord or lady.
6. A book of vile curses.
7. A book of dark and ancient secrets.
8. A cursed treasure hoard.
9. The last bottle of famous vintage of wine.
10. A lost work of a celebrated artist.
11. The crypt of an ancient sovereign.
12. An unhatched dragon egg.

d20 Rooms: This chamber is...

1. An antechamber or waiting room.
2. An armory.

3. An aviary, dovecote, owlery, or rookery.
4. A banquet hall.
5. The barracks.
6. A bath or privy.
7. A bedroom (d3): 1. simple; 2. comfortable; 3. luxurious.
8. A chapel or shrine.
9. A crypt.
10. An intimate or informal dining room.
11. A dressing room.
12. A gallery (d6): 1. armor and weaponry; 2. paintings; 3. sculptures; 4. tapestries; 5. hunting trophies; 6. trophies of war.
13. A guardroom.
14. A kennel, menagerie, or stable.
15. The kitchen.
16. A library or study.
17. A pantry.
18. Store room for mundane supplies or a cistern for drinking water.
19. The throne room.
20. A treasure vault (likely hidden and/or protected by traps).

d20 Features: You notice...

1. An armchair flanked by two sconces.
2. A large armoire or buffet cabinet.
3. A bench with a cushion.
4. A brazier.
5. A candelabrum on a large table.
6. A plain chair beside a window.
7. A heavy wooden chest.
8. A chest of drawers with a blanket on top.
9. A desk with some quills and parchment.
10. A fireplace with a mantle.
11. A fireplace with a small pile of wood.
12. A fresco with a padded chair beneath it.
13. Portrait of a noble.
14. A painting of a landscape or seascape.
15. A bust on a pedestal.
16. A shelf containing books or knick knacks.

17. A low table in front of a small sofa.
18. A large table beneath a chandelier.
19. An ornate tapestry.
20. A small wall basin and font.

### Encounters

d10 Under siege: You come upon...

1. A squad of archers hustling up a stair.
2. A patrol of guards brandishing weapons.
3. Some guard shouting instructions.
4. A knight hurrying to the stables.
5. A servant cowering in a hiding place.
6. A curious child peeking out a window.
7. A servant kneeling in prayer.
8. A noble hastily penning a letter.
9. A squire aiding a knight with his armor.
10. A healer checking over his potions.

d10 in peace: You come upon...

1. The huntsman cleaning a recent kill.
2. The kennel master leading a leashed dog.
3. The horse master instructing a young rider.
4. The armorer scolding an apprentice.
5. A maid fussing over her lady's dress.
6. The tutor or sage lost in a book.
7. The chaplain whispering with a maid.
8. A maid polishing an ornamental shield.
9. A servant carrying a tray of food.
10. Several archers practicing in the yard.

### Castle Inhabitants

#### Nobleman

d6 the lord is...

1. A patient old man.
2. A wide-eyed young man.

3. A hot-tempered tyrant.
4. A patient and benevolent ruler.
5. A guest, a member of a powerful house.
6. A guest, a member of a lesser house.

d6 the lord seeks someone to...

1. Dispose of an enemy.
2. Negotiate a trade contract.
3. Prepare the castle's defenders for war.
4. Sabotage a rival.
5. Arrange a beneficial marriage.
6. Have a good time with.

d6 the lord carries...

1. Several deeds and titles.
2. A family heirloom.
3. Several inventories and invoices.
4. An extremely valuable sword.
5. A compromising love letter.
6. A letter from a powerful lord or lady.

### Noblewoman

d6 the lady is...

1. A wise old woman.
2. A passionate young woman.
3. A homely young lady.
4. An acerbic wit.
5. A guest, a member of a powerful house.
6. A guest, a member of a lesser house.

d6 the lady seeks someone to...

1. Help gain revenge against a bitter rival.
2. Bring to light a scandal involving an enemy.
3. Secure a beneficial marriage.
4. Talk some sense into her husband or father.
5. Deliver a secret message.
6. Share some wine and gossip.

d4 the lady carries...

1. A family heirloom.

2. Some very valuable jewels.
3. A compromising love letter.
4. A letter from a powerful lord or lady.

### **Guard**

d6 the guard serves his liege for...

1. The steady pay.
2. The chance to bully others.
3. Love of his liege's family.
4. God and country.
5. The chance to demonstrate his valor.
6. The possibility of being raised to a knight.

d6 On the guard's face is...

1. An unsightly scar.
2. A haughty sneer.
3. A look of sadness.
4. An eager grin.
5. A blank stare.
6. A bushy mustache.

d4 the guard carries...

1. A highly polished blade.
2. A letter from a fallen comrade.
3. A trophy from a fallen enemy.
4. A ribbon from a sweet maiden.

### **Knight**

d6 the knight is...

1. A beautiful youth.
2. A brutish thug.
3. A celebrated war hero.
4. A popular tavern patron.
5. A favorite among the ladies.
6. Ruggedly handsome.

d6 The knight has sworn to...

1. Protect his liege from harm.
2. Defend his liege's lands.
3. Avenge his liege's personal grievances.
4. Protect his liege's loved ones.
5. Advance his liege's ideals or faith.

6. Ride to war in his liege's name.

d6 The knight carries...

1. A finely crafted longsword.
2. A huge great sword.
3. A well-used battle-axe.
4. A heavy Warhammer.
5. A letter from his liege.
6. A favor from a faraway maiden.

### **Squire / Valet**

d6 The retainer is...

1. A squire from a lesser noble house.
2. A frightened link boy.
3. A long-time valet or squire.
4. A reformed criminal-turned valet.
5. A prisoner of war.
6. A mysterious foreigner.

d4 The retainer has...

1. A black eye.
2. Wild, shaggy hair.
3. A terrible stutter.
4. A lot of self-confidence.

d6 The retainer wants to...

1. Earn a little silver.
2. Train with weapons to become a hero.
3. Earn the affection of his master.
4. Bring honor to his family name.
5. Avoid entangling himself in a scandal.
6. Have a drink and a rest.

### **Archer**

d6 The archer is...

1. An eager young marksman.
2. An trigger-happy hotshot.
- 3.
4. A braggart and a fool.
5. A skilled hunter.
6. An wily, old veteran.
7. A local archery champion.

d4 The archer is looking to...

1. Help his allies slaughter the enemy.

2. Keep safe someone special in the castle.

3. Hear word of any percolating wars.
4. Eat, drink, and be merry.

d4 The archer carries...

1. A longbow with a fraying string.
2. A longbow crafted of superior wood.
3. Arrows fletched with the feathers of a wild bird (d6): 1. eagle; 2. hawk; 3. owl; 4. pheasant; 5. raven; 6. swan.
4. A flask containing a strong drink.

### **Armorer / Smith**

d4 The smith is...

1. A meticulous armor smith.
2. A blacksmith who makes decent swords.
3. A farrier who can mend swords.
4. A highly-skilled weaponsmith.

d4 The smith is looking for...

1. Someone who can shoe horses.
2. Steel of the highest quality.
3. Dull blades to sharpen.
4. A mug of strong ale.

d4 The smith carries...

1. A hammer.
2. A good luck charm.
3. A filthy rag.
4. Little more than a few coins.

### **Steward**

d4 The steward is...

1. A lesser member of the liege's house.
2. A lesser member of a powerful house.
3. A member of a lesser house.
4. A commoner by birth.

d4 The steward seeks someone to...

1. Obtain hard-to-get provisions.
2. Deliver some letters.

3. Help win over a sweetheart.
4. Share a drink and a laugh.

d4 The steward is concerned about...

1. The gold and silver in the treasury.
2. The stores of cured meat and hard cheese.
3. Grains and ale.
4. The stores of ale and wine.

### **Chaplain**

d4 The chaplain is...

1. A devoted acolyte.
2. An adept healer.
3. A wise source of counsel.
4. A drunken hypocrite.

d4 The chaplain is looking for...

1. News from the surrounding lands.
2. Sinners and heretics.
3. The answer to an ancient mystery.
4. The bottom of a goblet.

d4 The chaplain carries...

1. A ceremonial cudgel or staff.
2. A prominently displayed holy symbol.
3. A pocketbook of sacred texts.
4. A wineskin.

### **Cook**

d4 The cook greets you with...

1. A goblet of warm wine.
2. A chunk of bread and a piece of cheese.
3. A cup of onion soup.
4. A tankard of mead.

d4 The cook is looking for...

1. Someone to chop onions.
2. Some better cabbage.
3. A good joke or story.
4. The bottom of a bottle.

### **Fool / Jester**

d6 The fool is...

1. A dwarf.
2. Morbidly obese.
3. Wearing a mask.

4. Dressed in motley.
5. Dressed as a faux knight.
6. Dressed as a faux wizard.

d8 The fool gets the most laughs from...

1. Falling stunts.
2. Gorging himself with food or drink.
3. Singing silly songs.
4. Being hit over the head.
5. Lewd gestures.
6. Juggling sharp objects.
7. Swallowing flames.
8. Witty jokes and observations.

d6 The fool wants nothing more than to...

1. Bring smiles to others' faces.
2. Get as far from this castle as he can.
3. Exact vengeance against a cruel noble.
4. Kiss a pretty maiden.
5. Have a drink and be merry.
6. Get drunk and feel numb.

### **Tutor / Sage**

d6 The tutor is...

1. A scholar trained at a university.
2. A wizard trained at an academy.
3. A wizard who had apprenticed to another.
4. A self-taught scholar of noble birth.
5. A monk of an order famed for wisdom.
6. A priest dedicated to spreading knowledge.

d4 The tutor's charges view him/her as...

1. A trusted friend.
2. A second father/mother.
3. A weakling to be antagonized and bullied.
4. A tyrant to be feared.

d12 The tutor is particularly well-versed in...

1. Alchemy.

2. Ancient mysteries.
3. Astronomy.
4. Herb lore.
5. Mathematics.
6. Mineralogy.
7. Military history.
8. Music.
9. Poetry and songs.
10. Political history.
11. Theater and dance.
12. Theology.

### **Maidservant**

d4 The servant is...

1. Her ladyship's/her lordship's favorite.
2. A long-time servant of the household.
3. New to the household and always in trouble.
4. New to the household and eager to please.

d4 The servant has...

1. A pretty smile, but crooked teeth.
2. Beautiful but sad eyes.
3. A wide frame.
4. A bony figure.

d4 The servant wants to...

1. Avoid being alone with a particular noble.
2. Discipline one of the children in the castle.
3. Earn the affection of her mistress.
4. Bend your ear for an old folk tale.

### **Guard Captain**

d6 The captain is...

1. A lesser member of a noble house.
2. A brutish thug.
3. A dashing swashbuckler.
4. A celebrated war hero.
5. An anointed knight.
6. A career soldier.

d4 The captain is concerned about...

1. The resolve of the new recruits.
2. The castle's food stores.
3. Sheltering too many common folk in a siege.
4. Running out of ale during a siege.

d4 The captain is looking for...  
1. Information regarding enemy movements.  
2. Reinforcements or new recruits.  
3. News of his or his wife's hometown.  
4. Drinking companions and storytellers.

d6 The captain carries...  
1. A superbly crafted sword.  
2. A trusted blade and a map.  
3. A lucky charm (rabbit's foot, old coin).  
4. The token of a faraway love.  
5. A pipe and pouch of tobacco.  
6. A little jar of mustache wax.

#### **Horsemaster**

d4 The horse master is...  
1. A knight lamed in combat years ago.  
2. The son of a servant to the liege's family.  
3. A genius for breeding horses.  
4. A foreigner who grew up in the saddle.

d4 The horse master has...  
1. A sackful of oats strapped to his belt.  
2. A calm demeanor.  
3. A soft-spoken manner.  
4. A pointed beard.

d4 The horse master wants to...  
1. Have the fastest horses ready to carry his liege's messages.  
2. Tell a tale of a grueling ride.  
3. Bring honor to his family name.  
4. Boast about a prized young mare.

#### **Stable Hand**

d4 The stable hand is...  
1. A shady-looking character.  
2. The son of another servant in the castle.  
3. A prisoner-of-war turned servant.

4. A simple-minded stable boy.

d4 The stable hand has...  
1. An awkward gait.  
2. Incredibly large hands.  
3. Quite an odor.  
4. A patchy beard.

d4 The stable hand wants to...  
1. Earn a little silver.  
2. Avoid being kicked by a horse.  
3. Rise to the position of horse master.  
4. Pet the pretty horses.

#### **Huntsman**

d6 The huntsman is...  
1. A member of the liege's family.  
2. A bastard son of a noble house.  
3. A gifted tracker.  
4. A former poacher.  
5. A sadistic killer.  
6. A kindly sportsman.

d4 The huntsman is concerned about...  
1. Reports of strange creatures in the nearby lands.  
2. The reckless behavior of a fellow hunter.  
3. How best to protect common folk livestock.  
4. Bringing enough wine on the next hunt.

d4 The huntsman is looking to...  
1. Track an unusual beast.  
2. Find the lair of a rare beast.  
3. Find a place where game is plentiful.  
4. Swap tales and rumors.

d4 The huntsman carries...  
1. A sturdy hatchet.  
2. A large knife and a hunting trap.  
3. A finely made longbow.  
4. A trophy or piece of a wild beast.

#### **Kennelmaster**

d4 The kennel master is...

1. An eccentric dog-trainer.  
2.  
3. A skilled hunter.  
4. A short-tempered, overweight fellow.  
5. A tall, gregarious fellow.

d4 The kennel master is looking to...  
1. Encourage a hunting expedition.  
2. Improve the breeding stock of the hounds.  
3. Show off a clever hound.  
4. Avoid questions regarding the hounds' obedience.  
d4 The kennel master carries...  
1. A dog whistle.  
2. A rope of some kind of jerky.  
3. A stick or club.  
4. A rope leash.

#### **Bowyer / Fletcher**

d4 The bowyer is...  
1. A patient craftsman.  
2. An old archer, blind in one eye.  
3. A foreigner who puts unusual touches on the bows and feathers he makes.  
4. Skilled at mending bows and arrows, but not so good at making them from raw materials.

d4 The bowyer is looking for...  
1. Someone who can fletch arrows.  
2. Stray arrowheads.  
3. Intact arrow shafts.  
4. A mug of strong ale.

d4 The bowyer carries...  
1. A whittling knife.  
2. A quiver of arrows to be mended.  
3. A quiver of newly made arrows.  
4. A bundle of fresh wood cuttings.

#### **Random Brothels**

d200 This place is called...  
1. Daisies.  
2. The Don.  
3. Blinkers.



4.	The Prude's Suspenders.	62.	The Swift Finish.	118.	Sweet Dolls.
5.	Gold's Dust.	63.	Cumberlands.	119.	Porcelain Dolls.
6.	The Velvet Fang.	64.	The Missing Sausage.	120.	The Sugar Doll.
7.	The Whisper Home.	65.	The Fools Frolic.	121.	Dancers and Dolls.
8.	The Hook.	66.		122.	The Red Door.
9.	Over the River.	67.	Dragons.	123.	The Golden Door.
10.	Slooshes.	68.	The Bushel.	124.	The Silver Door.
11.	The Rapid Rascal.	69.	Farmers Oats.	125.	The Maiden's Door.
12.	The Stoat.	70.	The Raised Brow.	126.	The Dancers' Door.
13.	The Fidgety Ferret.	71.	Genies.	127.	Lover's Embrace.
14.	Long Shaft.	72.	The Farfetched Feather.	128.	Lady's Embrace.
15.	The Guards.	73.	Junk.	129.	The Sweetest Embrace.
16.	Chastity's.	74.	The Connoisseur's Choice.	130.	The Warmest Embrace.
17.	The Mask.	75.	Colossus.	131.	Welcoming Embrace.
18.	The Red Dress.	76.	The Smooth Ride.	132.	The Satin Glove.
19.	Jewels.	77.	Bucking.	133.	Silky Gloves.
20.	Silken Flute.	78.	The Great Big Globes.	134.	Lacy Gloves.
21.	The Nag's Head.	79.	The Glimmer.	135.	The Lady's Glove.
22.	Drummers.	80.	Loving Embrace.	136.	The Maiden's Glove.
23.	Sailors Choice.	81.	Chokers Necklace.	137.	The Shining Heart.
24.	Blacksmiths Envy.	82.	The Grand Madame's Emporium of Fine Delicacies, Treats, and the Exotic.	138.	Pink Hearts.
25.	The Nagging Wife.	83.	Thug's Retreat.	139.	Lacy Hearts.
26.	Colins Rubble.	84.	Warriors' Return.	140.	Sweetheart's
27.	Dron's Beat.	85.	Gold Gobblers.	141.	The Maiden's Heart.
28.	The Wink.	86.	Cackling Croons.	142.	The Night House.
29.	Maggie's Horn.	87.	The Warty.	143.	The Pink House.
30.	The Sun & Cider.	88.	Bessie's Best.	144.	The Porcelain House.
31.	The Oakworm.	89.	Corset.	145.	The Welcoming House.
32.	Tickle & Feather.	90.	Winkies.	146.	The Cozy House.
33.	The Mistress.	91.	The Shagger.	147.	The Warmest Lamp.
34.	Madam Zersannies's.	92.	Port of Call.	148.	The Red Lamp.
35.	The King's Court.	93.	The Home Away from Hoes.	149.	The Pink Lamp.
36.	The Cursed Coin.	94.	Smooth.	150.	The Soft Lamp.
37.	Slit.	95.	The Maiden Fair.	151.	The Lady's Lamp.
38.	The Maiden Head.	96.	The Bit.	152.	The Lady's Kiss.
39.	The Rusty.	97.	Hosted.	153.	The Maiden's Kiss.
40.	The Silken Ferret.	98.	Glamorous Delights	154.	The Night's Kiss.
41.	Long Legs.	99.	Happily Ever After.	155.	Cozy Kisses.
42.	Elven Whispers.	100.	Sultry Stare.	156.	Satin Kisses.
43.	The Leg.	101.	The Full Flush.	157.	Peach's Place.
44.	False Suspenders.	102.	The Lighted Candle.	158.	The Peach.
45.	Aunt Fannies Bloomers.	103.	The Red Candle.	159.	The Prettiest Peach.
46.	Final Rest.	104.	The Raised Candle.	160.	The Sweetest Peach.
47.	Cocks Crow.	105.	The Dancing Flame.	161.	The Golden Peach.
48.	The Unblinking Eye.	106.	The Candlelight Resort.	162.	The Silky Purse.
49.	The Bountiful Bosom.	107.	The Sweetest Cherry.	163.	The Satin Purse.
50.	Tuskers.	108.	Cherry's.	164.	The Lady's Purse.
51.	The Thrusting Gentleman.	109.	Cherry Pie.	165.	The Dancer's Purse.
52.	Tally Hoes.	110.	The Velvet Cherry.	166.	The Pink Purse.
53.	Rutting.	111.	The Golden Cherry.	167.	The Maiden's Room.
54.	Pigs in Blankets.	112.	The Silk Curtain.	168.	The Lovers' Room.
55.	The Delicate Touch.	113.	The Red Curtain.	169.	The Night Room.
56.	Aphrodite's Wish.	114.	The Lacy Curtain.	170.	The Warm Room.
57.	The Dirty Secret.	115.	The Welcoming Curtain.	171.	The Red Room.
58.	Long Locks.	116.	The Satin Curtain.	172.	The Silver Slipper.
59.	Sweat.	117.	Satin Dolls.	173.	The Satin Slipper.
60.	Brothel.			174.	The Silk Slipper.
61.	Taters.			175.	The Red Slipper.
				176.	The Dancer's Slipper.
				177.	The Lacy Skirt.

178. The Welcoming Skirt.
179. The Pink Skirt.
180. The Dancer's Skirt.
181. The Lady's Skirt.
182. The Maiden's Shoe.
183. The Red Shoe.
184. Cozy Shoes.
185. Lovers' Shoes.
186. Silver Shoes.
187. Silky Stockings.
188. The Red Stocking.
189. The Lacy Stocking.
190. The Lady's Stocking.
191. The Softest Stockings.
192. The Maiden's Veil.
193. The Lacy Veil.
194. The Silk Veil.
195. The Lovers' Veil.
196. The Veil of Night.
197. Soft-Lighted Window.
198. The Shining Window.
199. The Lighted Window.
200. The Pink Window.

d20 The brothel is located...

1. In the slums.
2. In a shantytown.
3. In a well-to-do residential neighborhood.
4. In the docks district.
5. In the riverfront district.
6. In the barracks district.
7. In an ally off a foreign bazaar.
8. In an ally off the main market square.
9. In the shadow of a temple.
10. Above a boisterous tavern.
11. Behind a tavern teeming with criminals.
12. Adjacent to a tavern full of gamblers.
13. Underground.
14. Outside the walls of the city or on the outskirts of a town.
15. At the base of a wizards' tower.
16. In cave that had been a monster's lair.
17. Above an inn on a busy trading route.
18. In the basement of a tavern.
19. On a street with many other brothels.
20. In a house in a park, garden, or forest.

d10 In addition to the 'usual' everyday brothel fare, here you can procure...

1. Really weird stuff, for those with the most interesting fetishes.
2. Illegal stuff. If this is found out, the place would be burnt down, and the owners hung. It is clearly kept in great secret.
3. Performances involving food.
4. An outlet to live out violent fantasies.
5. Exotic races.
6. The most beautiful women and men. Not just a claim, it's the god's' honest truth.
7. An all-inclusive lump-sum deal—all the harlots, food, and drink you can handle!
8. The sale of INT-altering drugs.
9. Stuff with exotic/magical ingredients, potions, etc.
10. Magical delights.

d8 The place is run by...

1. A collective of the inmates themselves.
2. A mean old madam.
3. A large madam with a no-nonsense attitude.
4. A warm motherly figure.
5. A surly brute.
6. A tyrannical and cruel fellow.
7. A sultry seductress.
8. A charming witch.

d12 To eat, the place serves...

1. Simple snacks.
2. Banquets.
3. Peasant food.
4. Food hand-fed to you by a harlot.
5. Exotic delights.
6. Spicy treats.
7. Simple food.
8. Sweets and delicacies.
9. Grubby, poorly made meals.
10. All you can eat buffets.
11. Simple stew and bread.
12. Nothing; it satisfies other appetites.

d8 To drink, the place serves...

1. Ales.
2. Cocktails
3. Grog, and nothing but grog.
4. Cheap wines.
5. Mead.
6. The finest wines and champagnes.
7. Lagers.
8. Nothing; inebriation is not tolerated.

d10 People talk about this place; they say...

1. The girls are underpaid and poorly treated.
2. Nothing really; it's a neighborhood brothel.
3. A prominent noble or merchant is a regular.
4. The goddess of love and fertility blessed this place and all her followers must visit.
5. The usual stuff; a new girl is making a stir.
6. Once a month it offers discounted services.
7. It is secretly the home to a dark cult.
8. All the inmates there are related.
9. Nothing much, a popular girl is with child.
10. You can pay for services with things other than coin (d6): 1. contract work; 2. criminal favors; 3. goods; 4. religious services; 5. secrets; 6. stock.

d10 People talk about this place; rumors suggest that recently...

1. A nobleman got one of the girls with child but refuses to acknowledge her or the baby.
2. Someone slaughtered half of the workers and clients in the night.
3. A client was stabbed with a letter opener.
4. A man claiming to be a paragon of the god of love visited the place.
5. A group of outraged townsfolk has started protesting outside of the

brothel, disgusted with what it does.

6. The oldest patron, who visited the brothel every day for the last fifty years has died. A day of mourning and celebration, along with a lavish funeral is being held for him.

7. One of the inmates was strangled.

8. One of the inmates has fallen madly in love with a client, but he or she is married.

9. A sinkhole has appeared in the basement. No one can see bottom, and the boss worries it might grow and do more damage.

10. Several clients have caught a disease.

d10 Room Furnishings: This room has...

1. A four-poster bed with velvet curtains.

2. A four-poster bed with lacy curtains.

3. A soft, leather chaise lounge.

4. A plush, pink chaise lounge.

5. A large pile of pillows with soft tassels.

6. A large pile of pillows with frilly edges.

7. A table with fruit and wine set upon it.

8. A table with perfumes and oils set upon it.

9. A large mirror against one wall.

10. A large mirror on the ceiling over the bed.

d20 Features: You notice...

1. The scent of lavender.

2. The scent of lilac perfume.

3. The scent of ginger and cinnamon.

4. The scent of roses.

5. Scented candles.

6. The soft red glow from a shaded lamp.

7. A lamp burning dimly.

8. A statue of two figures kissing.

9. A statue of two figures coupling.

10. A statue of a nude woman bathing.

11. A painting of several nudes bathing.

12. A painting of a pair of lovers.

13. A curtain of beads.

14. A silky curtain.

15. A plush carpet beneath your feet.

16. A thick fur carpet beneath your feet.

17. The sound of distant, soft music.

18. The sound of furniture creaking nearby.

19. A lengthy, shrill scream.

20. A long moan.

### Random Mistress

d10 The harlot is...

1. A veteran who may have been beautiful.

2. A passionate young woman.

3. A homely young lady.

4. A friendly and plump woman.

5. The bastard daughter of a noble house.

6. A young foreigner.

7. The boss's favorite.

8. An exotic beauty.

9. New to the place and always in trouble.

10. New to the place and eager to please.

d6 Everyone is beautiful; the harlot has...

1. A pretty smile.

2. Beautiful eyes.

3. Lovely, long eyelashes.

4. Lush, curly locks.

5. Short-cropped hair.

6. A clean satin gown.

d6 The harlot is particularly skilled at...

1. Listening and offering emotional support.

2. Bringing a smile to her clients' faces without even touching them.

3. Bringing a smile to her clients' faces as soon as she touches them.

4. Embroidery and sewing.

5. Cooking and cleaning.

6. Drinking and swearing.

d6 The harlot is looking to...

1. Earn enough coin to get out of this place.

2. Bring to light a scandal involving a rival.

3. Secure a marriage to get out of this place.

4. Hear word of a child given away.

5. Hatch a plan for revenge against the man who ruined her life.

6. Drink some wine and have a laugh.

### Strange Crimes

D20 VICTIM TYPE

1. a group of travelers lead by a

2. a caravan lead by a

3. an adventuring party lead by a

4. a group of pilgrims following a

5. a young

6. an old

7. a down on his luck

8. a common

9. a few

10. a hated

11. another

12. a middle aged

13. the family of a

14. the friend of a

15. a strange

16. a famous

17. a well-liked

18. a simple dressed

19. an extravagantly dressed

20. a commonly dressed

D4 ORIGIN

1. local

2. foreign

3. exotic looking

4. unknown

D20 VICTIM

1. man

2. woman

3. craftsman

4. guard

5. noble

6. slave

7. servant

8. child

9. lord

10. mage

11. priest
12. merchant
13. thief
14. assassin
15. officer
16. hobo
17. prostitute
18. criminal
19. art collector
20. archivist

D20 CRIME Is believed to have been...

1. killed
2. robbed
3. kidnapped
4. extorted
5. blackmailed
6. attacked
7. eaten
8. decapitated
9. mutilated
10. assaulted
11. taken hostage
12. banished to another plane
13. blown up
14. set on fire
15. polymorphed into an ottoman
16. fed to wild animals
17. thrown into a pit
18. tricked
19. cloned
20. shrunk

D36 LOCATION (1D6D6)

1. at home
2. in the street in broad daylight
3. in a dark alley
4. in a tavern
5. at a brothel
6. on the outskirts of town
7. in the park
8. in someone's garden
9. in a temple
10. on the town square
11. out in the woods
12. down by the lake
13. in the swamp
14. in the nearby ruin
15. in a nearby cave
16. by the sewer exit
17. in a guard tower
18. in an abandoned house
19. in an abandoned warehouse
20. in an old mansion

21. in the stable of an old estate
22. in the greenhouse of an old mansion
23. in a crypt
24. in a library
25. at the victim's own place of work
26. in the victims own bedroom
27. in a hidden room in the victims own house
28. in the common room of a local guild
29. on a boat on the lake
30. on a quiet mountain road
31. on a track in the woods
32. out by the waterfall
33. in the cathedral
34. in the old church
35. in the catacombs
36. at an undisclosed location

D10 CIRCUMSTANCES

1. to no real surprise to the local population.
2. under obviously mysterious circumstances.
3. causing great unrest among the local population.
4. like several similar victims before.
5. without getting any real attention from the local population.
6. and the remnants of dark magic is still draining all light from the spot.
7. and the local population hasn't spoken a word since.
8. and the town is now under curfew.
9. and people believe it to be politically motivated.
10. as it happens every month.

D8 INVESTIGATORS The case is being handled by...

1. the city guard
2. royal guard
3. a fearsome crew with obvious scars of battle
4. a strange and quiet group, not known by any of the locals
5. men of the church

6. an old man in a robe and his dog
7. a middle-aged woman in a simple uniform with her young male assistant
8. a young man, who won't disclose his relationship to the victim assisted by his mute brother

D6 INTEREST who are... solving it

1. keen on
2. not very interested in
3. doing all they can in
4. letting no one stand in their way of
5. not doing so much for
6. clearly making sure nothing is done in

D12 WILLINGNESS and ... share details.

1. are hostile when asked to
2. are in no way willing to
3. are very skeptical to
4. are scared to
5. are clearly not allowed to
6. are, when completely hammered, somewhat willing to
7. skeptical, but somewhat willing to
8. somewhat willing to
9. willing to
10. very willing to
11. way too willing to
12. yelling to everyone trying to

D10 SOURCE

1. According to your sources on the local tavern, there's
2. A less-reputable local paper writes about
3. A scrawny town crier tell passers-by of
4. A group of craftsmen walking by talks about
5. According to the flyers distributed in quite overwhelming numbers around town, there is definitely
6. A man without teeth comes up and whispers to a PC
7. By the gate, A hideously deformed man passes you a note mentioning

8. At the scene of the crime is a verse from a poem, written with intestines laid out in beautiful cursive - it has  
 9. A note on a player's bed speaks of  
 10. The players heard the victim scream something, when the crime took place, that hinted at

D20 CLUE a connection to...

1. a local cult with rather extreme beliefs
2. a lock of strange fur
3. a rumored jealous lover
4. a hot-tempered spouse
5. the local child, the one with the strangest eyes
6. markings of something having entered from beyond
7. remnants of the darkest magic
8. revenge
9. lust
10. greed
11. a murky acquaintance from the victim's past
12. that old tablet covered in obscure symbols
13. the terrible story no one wants to remember
14. an old friend of the PCs
15. a beautiful young woman, who only came to town recently
16. another horrid crime committed not long ago
17. the escaped criminal, rumored to be in hiding nearby
18. markings of a wild animal
19. that deep rumble, that you might hear coming from below the surface of the paved roads from time to time.
20. the nightly activities of one of the PCs, but it's all so hazy...

### Random Thieves

d12 The thief is...

1. A veteran dungeon delver.
2. A desperate footpad.
3. A reckless fortune seeker.
4. A well-known adventurer.
5. A brash, young fool.

6. A student of the craft.
7. A charismatic swindler.
8. A mysterious foreigner.
9. A femme fatale.
10. A charming rogue.
11. A dashing swashbuckler.
12. A brutish thug.

d12 The thief has...

1. A long, hooked nose.
2. A bent, broken nose.
3. A cute little button nose.
4. A scar below the left eye.
5. Pockmarked cheeks.
6. High cheekbones.
7. A pointy chin.
8. A thug's tattoo on the arm (d8): 1. crossed bones; 2. dagger; 3. dragon; 4. eagle; 5. skull; 6. snake; 7. spider web; 8. thorns.
9. A sailor's tattoo on the arm (d6): 1. anchor; 2. fish; 3. mermaid; 4. octopus; 5. shark; 6. whale.
10. An open shirt and a very hairy chest.
11. A five o'clock shadow.
12. An extravagant mustache.

d12 The thief wears...

1. A flashy earring.
2. A dark red cape.
3. Shiny leather boots.
4. Boots with a hole in the left toe.
5. A leather baldric.
6. A wide-brimmed hat.
7. A heavy gold chain around the neck.
8. A long dark ponytail.
9. Luscious golden curls.
10. A ruffled shirt.
11. A stylish coat.
12. A handkerchief in his breast pocket.

d20 The thief carries...

1. Some hemp rope and a silk handkerchief.
2. Several over-sized sacks.
3. Several torches and a much-used knife.
4. A pocketbook of notes and maps.

5. A dagger in each boot.
6. A beautiful antique scabbard.
7. A well-worn lantern.
8. Climbing gear—pitons, hammer, and rope.
9. An organized set of lockpicks.
10. A crowbar.
11. An adjustable lockpick.
12. A mask.
13. The token of a love.
14. Letters for blackmail.
15. A lucky charm (d4): 1. rabbit's foot; 2. lucky coin; 3. horseshoe; 4. four-leafed clover.
16. A flask of oil.
17. A treasure map.
18. A flask filled with spirits.
19. A wineskin.
20. A little jar of mustache wax.

d6 The thief...

1. Hums or sings while walking.
2. Constantly brushes the hair back from out of his or her face.
3. Laughs maniacally at everything.
4. Never smiles and never laughs.
5. Scratches the elbow frequently.
6. Picks at his or her teeth after meals.

d10 The thief is armed with...

1. Brass knuckles.
2. A short sword.
3. Several throwing knives.
4. A crossbow with poisoned bolts.
5. A narrow-bladed dagger.
6. A serrated dagger.
7. A club and a knife.
8. A rapier.
9. A hand crossbow.
10. A garrote and a dagger.

d10 The thief is looking for...

1. Accomplices to carry out a job.
2. Revenge against a rival thief.
3. Revenge against an officer of the law.

4. An easy mark.
5. Extra muscle for a job.
6. Rumors that may lead to a big score.
7. An ear to listen to some boasting.
8. The location of storied item of value.
9. Someone wealthier than you.
10. A rowdy evening of carousing.

d8 The thief's modus operandi is...

1. Petty theft.
2. Burglary.
3. Shoplifting.
4. Mugging.
5. Pickpocketing.
6. Running heists of gems and precious metals.
7. Running heists of warehoused commodities.
8. Holding up outgoing boats or wagons.

d6 The thief prefers to operate...

1. Alone.
2. With a partner to provide extra muscle if things get rough.
3. With a partner to serve as a look-out.
4. With a partner to create a diversion.
5. With a gang.
6. Wearing a mask.

d8 Aside from theft, the thief has been known to be involved in...

1. Distributing drugs (d4): 1. smoke leaf; 2. hallucinogenic mushrooms; 3. sleepy salt (a downer); 4. sharp sugar (an upper).
2. Fencing stolen gems and precious metals.
3. Assassinations that look like accidents.
4. Assassinations that frame someone else.
5. Running brothels (d3): 1. exotic; 2. low; 3. high-class.
6. Shaking down legitimate local businesses for "protection."
7. Shaking down scandal-plagued city officials.

8. Serving as muscle for shady merchants and/or brothel-keepers.

d20 Recently, the thief has been operating in or near...

1. A residential district.
2. An artisan's shop or guildhall.
3. A merchant's office.
4. A inn.
5. A brothel.
6. A warehouse or shipyard.
7. A temple complex.
8. A cemetery.
9. The town hall.
10. An abandoned guildhall or warehouse.
11. A shantytown
12. The residence of a wealthy individual.
13. The palace
14. A library or university.
15. The market square.
16. A gatehouse.
17. A pub.
18. A tavern.
19. The docks.
20. The bridge.

d20 The thief's favorite marks include...

1. Fishermen and sailors.
2. Beggars and hobos.
3. Merchants and money changers.
4. Jewelers and gem cutters.
5. Politicians and magistrates.
6. Guards and sheriffs.
7. Soldiers and sells words.
8. Musicians and storytellers.
9. Farmers and herders.
10. Servants and slaves.
11. Priests and sages.
12. Women and children.
13. Peasant girls and farm wives.
14. Young noblewomen.
15. Old women.
16. Noblemen.
17. Harlots and madams.
18. Barkeeps and barmaids
19. Peddlers and shopkeepers.
20. Other thieves.

## Assassins

d12 The assassin is...

1. A veteran hitman.
2. A desperate footpad.
3. A reckless fortune seeker.
4. A well-known slayer.
5. A brash, young fool.
6. A student of the craft.
7. A charismatic butcher.
8. A mysterious foreigner.
9. A femme fatale.
10. A charming rogue.
11. A dashing swashbuckler.
12. A brutish thug.

d20 The assassin has...

1. A scar on the forearm.
2. A scar on the face.
3. A high-pitched laugh.
4. A long, hooked nose.
5. A dangerous look in the eye.
6. A cheerful smile.
7. A cold stare.
8. An agile step.
9. A low-cut shirt.
10. A bent, broken nose.
11. A cute little button nose.
12. A scar below the left eye.
13. Pockmarked cheeks.
14. High cheekbones.
15. A pointy chin.
16. A thug's tattoo on the arm (d8): 1. crossed bones; 2. dagger; 3. dragon; 4. eagle; 5. skull; 6. snake; 7. spider web; 8. thorns.
17. A sailor's tattoo on the arm (d6): 1. anchor; 2. fish; 3. mermaid; 4. octopus; 5. shark; 6. whale.
18. An open shirt and a very hairy chest.
19. A five o'clock shadow.
20. A neatly trimmed mustache.

d20 The assassin wears...

1. A flashy earring.
2. Shiny leather boots.
3. A gold signet ring.
4. A dagger in each boot.
5. A mask covering the face.
6. A wide-brimmed hat.

7. A cloak with a dark hood.
8. A black traveler's cloak.
9. A bandolier containing vials of poison.
10. A quiver full of arrows/bolts.
11. A dark red cape.
12. Boots with golden buckles.
13. A leather baldric.
14. A handkerchief tied over the head.
15. A small silver chain around the neck.
16. A long dark ponytail.
17. Luscious brown curls.
18. A ruffled shirt.
19. A black leather coat.
20. A handkerchief in his breast pocket.

d10 The assassin wields...

1. A blade with a gem embedded in the pommel.
2. A blade with soft leather tassels dangling from the pommel.
3. A blade with a carved hilt (d6): 1. ivory; 2. jade; 3. soapstone; 4. ebony; 5. mahogany; 6. oak.
4. A blade with a gently curved hilt.
5. A blade with beasts sculpted into the steel of the guard (d6): 1. dragons; 2. lions; 3. scorpions; 4. snakes; 5. spiders; 6. wolves.
6. A blade made of blackened steel.
7. A highly polished blade.
8. A blade with strange runes carved into it.
9. A blade with a serrated edge.
10. A curved, exotic blade.

d20 The assassin also carries...

1. Several throwing knives.
2. An array of poisons in neatly stoppered vials.
3. Several doses of a deadly poison.
4. A blowgun with poisoned darts.
5. An over-sized crossbow.
6. Arrows/bolts tipped with black steel.

7. Arrows/bolts with bronzed tips.
8. Arrows/bolts fletched with crow feathers.
9. Arrows/bolts fletched with peacock feathers.
10. Arrows/bolts coated in poison.
11. Some hemp rope and a silk handkerchief.
12. A pocketbook of notes and maps.
13. Climbing gear—pitons, hammer, and rope.
14. A mask.
15. The token of a love.
16. Letters for blackmail.
17. A lucky charm (d4): 1. rabbit's foot; 2. lucky coin; 3. horseshoe; 4. four-leafed clover.
18. A flask filled with spirits.
19. A wineskin.
20. A little jar of mustache wax.

d10 The assassin is looking for...

1. Accomplices to help complete a job.
2. Revenge against a rival assassin.
3. An easy contract.
4. Extra muscle for a tough assignment.
5. Rumors that may lead to a new client.
6. Word from a missing guild contact.
7. Someone to frame up for a murder.
8. Revenge against a double-crossing client.
9. A big payday.
10. A rowdy evening of carousing.

d6 The assassin prefers to operate...

1. Alone.
2. Alone, but with a contact who knows where the hit is to occur.
3. With a partner to provide extra muscle if things get rough.
4. With a partner to serve as a look-out.

5. With a partner to create a diversion.
6. Wearing a mask.

d20 Recently, the assassin has been rumored to have notched a kill in or near...

1. A residential district.
2. An artisan's shop or guildhall.
3. A merchant's office.
4. An inn.
5. A brothel.
6. A warehouse or shipyard.
7. A temple complex.
8. A cemetery.
9. The town hall.
10. An abandoned guildhall or warehouse.
11. A shantytown.
12. The residence of a wealthy individual.
13. The palace.
14. A library or university.
15. The market square.
16. A gatehouse.
17. A pub.
18. A tavern.
19. The docks.
20. The bridge.

## Rogue and Criminal Missions

### Alchemy

d10 Alchemy Missions: Easy

- 1-2. Go and pick up some basic reagents and return to the Guild without getting caught.
- 3-4. Deliver a poisoned weapon without getting caught.
- 5-6. Create a basic poison in quantity, and deliver it to a customer, get paid, and return without getting caught.
- 7-8. Create a basic potion in quantity and deliver it into enemy territory. Return with the money.
- 9-10. Create a previously unknown potion or potion in your skill level.

d10 Alchemy Missions: Medium

- 1-2. Harvest intermediate reagents in enemy territory and escape.
- 3-4. Create a previously unknown potion or potion in your skill level.

5-6. Steal a shipment of enemy alchemical goods worth at least 500gp.

7-8. Create an intermediate potion in quantity and deliver it into enemy territory. Return with the money.

9-10. Destroy an enemy's alchemical laboratory and escape.

d10 Alchemy Missions: Hard

1-2. Create a previously unknown potion or potion in your skill level.

3-4. Successfully mix two advanced potions and get a favorable result.

5-6. Create an advanced potion in quantity and deliver it into enemy territory. Return with the money.

7-8. Oversee the successful application of at least 40 poisoned weapons with an advanced poison.

9-10. Successfully reduce your creation time by 25%.

### **Assassination**

d10 Assassination Missions: Easy

1-2. Track a target to a location and observe for 4 hours. Do not get caught or be seen. Signal a contact and return.

3-4. Kill a target in ambush, through a fixed kill zone and escape. Claim credit for it.

5-6. Deliver a contact poison to a target in a crowded location. Escape.

7-8. Track a target to a location and observe for 1 hour. Trigger a fixed trap and escape.

9-10. Deliver ingested poison to a target in an public area. Escape.

d10 Assassination Missions: Medium

1-2. Kill a political target. Escape.

3-4. Kill a target in his own home and steal goods worth at least 500gp.

5-6. Kill a target with ingested poison only, at a specific time and date.

7-8. Kill a group of targets with a fixed trap.

9-10. Kill a group of targets in a public location and claim credit for it.

d10 Assassination Missions: Hard

1-2. Kill a royal target in a moving vehicle. Escape and claim credit for it.

3-4. Kill a political target at a public function with contact poison. Escape.

5-6. Kill a group of targets spread across several locations on the same day. Claim credit for it.

7-8. Kill a group of targets with ingested poison only, at a specific time and date.

9-10. Kill a group of targets with no visible means of assassination on the corpse.

### **Blackmail**

d10 Blackmail Missions: Easy

1-2. Pick up a payment from a dead drop without being seen. Return to the Guild.

3-4. Follow target and observe for 4 hours without being seen. Obtain "dirt" on the target. Present blackmail terms worth at least 10gp/month. Escape.

5-6. Pick up a payment from a target in enemy territory. Escape and return to the Guild.

7-8. Collect evidence against a target in enemy territory. Escape.

9-10. Collect evidence on a target in a public location without being seen. Return to the Guild.

d10 Blackmail Missions: Medium

1-2. Collect evidence on a political target without being seen.

3-4. Collect payment from a target, in public, and escape without being identified.

5-6. Follow target and observe for 24 hours without being seen. Present blackmail terms worth at least 100gp/month. Successfully blackmail for 6 months.

7-8. Pick up a payment from a political target in enemy territory. Escape and return to the Guild.

9-10. Collect enough evidence to blackmail 3 targets in one month.

d10 Blackmail Missions: Hard

1-2. Collect evidence on a royal target without being identified. Blackmail for at least 1000gp/month. Successfully blackmail for at least 3 months.

3-4. Maintain a group of at least 3 targets successfully for at least 1 year. Blackmail must be at least 500gp/month.

5-6. Successfully blackmail 1 target for 750gp/month. Maintain for at least 3 months.

7-8. Collect evidence to blackmail 3 political targets in one month.

9-10. Collect enough evidence on your allies to ensure a clean exit strategy, if needed.

### **Burglary**

d10 Burglary Missions: Easy

1-2. Steal 10gp worth of goods from a home.

3-4. Steal 20gp worth of goods from a business.

5-6. Break into a safe and escape with goods worth at least 20gp.

7-8. Disarm 3 traps and retrieve the package. Escape.

9-10. Place a target location under surveillance without being seen for 4 hours. Return to the Guild.

d10 Burglary Missions: Medium

1-2. Break into a shop with magical defenses. Steal at least 500gp worth of goods. Return to the Guild.

3-4. Steal 250gp worth of goods from a home or business.

5-6. Break into a vault and escape with goods worth at least 500gp.

7-8. Steal an object guarded by constant Brawn surveillance. Object should be worth at least 250gp.



9-10. Steal an object from a political or royal location and escape. Object can be worth anything, but should be unique and memorable.

#### d10 Burglary Missions: Hard

1-2. Break into a royal location and steal goods worth at least 1000gp.

3-4. Break into a location with Brawn and magical defenses, as well as constant Brawn surveillance. Steal an object worth at least 5000gp.

5-6. Steal an artifact from any location. Escape and keep in your possession for at least 48 hours.

7-8. Rob a moving vehicle of goods worth at least 1000gp and escape.

9-10. Break into a Guild House and steal an object that is unique and memorable. Keep it for at least 48 hours.

#### **Confidence games**

##### d10 Con-Game Missions: Easy

1-2. Swindle a target out of 10gp or equivalent goods. Escape.

3-4. Swindle a target out of 20gp or equivalent goods. Escape.

5-6. Swindle a target and get the target to promise an additional 10gp later.

7-8. Swindle a target and retrieve your original investment back as well as keeping the target's money. Escape.

9-10. Swindle 3 targets in one day. Any amount over 5gp.

##### d10 Con-Game Missions: Medium

1-2. Grift a target out of 500gp or equivalent goods.

3-4. Grift a target out of 500gp or equivalent goods and get the target to promise an additional 100gp later.

5-6. Swindle a target and get the target arrested before you escape.

7-8. Grift a target and retrieve your initial investment back as

well as keeping the target's money. Escape.

9-10. Run a Grift that takes 3 months to finalize and take at least 1000gp or equivalent goods from the target.

##### d10 Con-Game Missions: Hard

1-2. Grift a target out of 1000gp or equivalent goods and get the target arrested before you escape.

3-4. Grift a political or royal target for at least 500gp or equivalent goods.

5-6. Run 3 successful grifts in 1 month for at least 250gp or equivalent goods each.

7-8. Swindle a target out of at least 1000gp or equivalent goods and escape without using a distraction.

9-10. Become accepted as a legitimate agent in the commercial/political/royal world in a Life Grift.

#### **Fencing of goods**

##### d10 Fence Missions: Easy

1-2. Successfully identify and evaluate goods worth at least 10gp.

3-4. Successfully identify and evaluate a minor magical item.

5-6. Successfully identify a minor cursed item.

7-8. Identify 3 counterfeit items.

9-10. Sell onwards goods worth at least 20gp.

##### d10 Fence Missions: Medium

1-2. Successfully identify and evaluate goods worth at least 500gp.

3-4. Successfully identify and evaluate a major magical item.

5-6. Successfully identify a major cursed item.

7-8. Identify 3 counterfeit items and 3 forgeries in 1 month.

9-10. Sell onwards goods worth at least 500gp.

##### d10 Fence Missions: Hard

1-2. Successfully identify and evaluate goods worth at least 1000gp.

3-4. Successfully identify and evaluate an artefact.

5-6. Successfully sell onwards a set of linked magical items.

7-8. Successfully identify and evaluate goods in enemy territory and return with the goods to the Guild.

9-10. Sell onwards goods worth at least 1000gp.

#### **Fraud: forgery and counterfeiting**

##### d10 Fraud Missions: Easy

1-2. Steal an official paper without getting caught. Return to the Guild.

3-4. Steal an official paper in enemy territory without getting caught. Return to the Guild.

5-6. Create a forgery or counterfeit item and successfully use it without getting caught.

7-8. Create 3 forgeries or counterfeit items worth at least 20gp.

9-10. Successfully use a forgery or counterfeit item 3 times.

##### d10 Fraud Missions: Medium

1-2. Create a royal or political forgery/counterfeit and sell it for at least 500gp.

3-4. Create a forgery/counterfeit object of artistic merit and sell it for at least 500gp.

5-6. Steal political or royal papers and use them to create at least 3 forgeries.

7-8. Create 3 forgery/counterfeit objects worth at least 250gp each.

9-10. Create travel documents for a secondary political body (like those from another Kingdom).

##### d10 Fraud Missions: Hard

1-2. Create a royal or political forgery/counterfeit and sell it for at least 1000gp.

3-4. Create forgeries for at least 20 people to be used in one transaction.

5-6. Create royal identification papers.

7-8. Steal supplies to create travel, identity and official

documents for at least 3 other political bodies.

9-10. Create a counterfeit that for an object that is normally displayed in a public location and switch them.

### **Gambling**

d10 Gambling Missions: Easy  
1-2. Win at least 10gp in one day.

3-4. Win at least 5gp from 3 different targets in one day.

5-6. Successfully cheat and win at least 10gp.

7-8. Successfully bankrupt all opponents in one game.

9-10. Successfully cheat and win at least 20gp.

d10 Gambling Missions: Medium

1-2. Win at least 250gp in one day.

3-4. Win at least 50gp from 3 different targets in one day.

5-6. Successfully cheat and win at least 500gp.

7-8. Successfully bankrupt all opponents in one game and get the losers to agree to another game tomorrow.

9-10. Successfully cheat a professional gambler and win at least 100gp.

d10 Gambling Missions: Hard  
1-2. Cheat a gambling establishment of at least 1000gp.

3-4. Win at least 1500gp in 1 day.

5-6. Successfully cheat a professional gambler and win at least 500gp.

7-8. Successfully win a game with at least 19 other competitors.

9-10. Successfully rig a mechanical game or a racing competition to win at least 1000gp.

### **Kidnapping**

d10 Kidnapping Missions: Easy  
1-2. Track a target for at least 4 hours without being seen.

3-4. Track and observe a target in enemy territory for at least 1

hour without being seen. Return to the Guild.

5-6. Abduct 1 minor target and hold for at least 48 hours. Demand a ransom of at least 10gp.

7-8. Abduct 2 minor targets and hold for at least 24 hours. Demand a ransom of at least 20gp.

9-10. Subdue a violent target and hold for at least 8 hours.

d10 Kidnapping Missions: Medium

1-2. Abduct a major target and hold for at least 24 hours. Demand a ransom of at least 500gp.

3-4. Track a target for at least 24 hours without being seen.

5-6. Abduct multiple targets and hold for at least 1 hour. Demand a ransom of at least 50gp per target.

7-8. Abduct a political target and demand a ransom of at least 250gp. Release the target alive.

9-10. Abduct a target from a moving vehicle.

d10 Kidnapping Missions: Hard  
1-2. Abduct multiple targets from a moving vehicle.

3-4. Abduct a royal target and demand a ransom of at least 1000gp. Release the target alive.

5-6. Abduct a political target from a public place and demand a ransom of at least 500gp.

7-8. Abduct at least 10 targets at the same time and hold them for at least 30 days.

9-10. Abduct an enemy target in enemy territory and demand a ransom of at least 500gp.

### **Narcotics**

d10 Narcotics Missions: Easy  
1-2. Buy product from a rival worth at least 10gp and return to the Guild.

3-4. Collect money owed to the Guild by a non-paying customer.

5-6. Protect a product shipment from enemies for at least 24 hours.

7-8. Sell product worth at least 10gp.

9-10. Sell product worth at least 20gp.

d10 Narcotics Missions: Medium

1-2. Sell product worth at least 500gp for the month.

3-4. Buy product in enemy territory worth at least 500gp and escort it back to the Guild.

5-6. Ship product worth at least 500gp into enemy territory and collect the money and escape.

7-8. Set up at least 10 distributors for your product and maintain them for at least 30 days.

9-10. Start a production facility for your product and create raw goods worth at least 250gp per month.

d10 Narcotics Missions: Hard  
1-2. Sell product worth at least 1000gp for the week.

3-4. Destroy an enemy's production facility and escape.

5-6. Set up at least 20 distributors for your product and maintain them for 3 months.

7-8. Ship product worth at least 1000gp through enemy territory and sell the product. Return through enemy territory to the Guild.

9-10. Takeover a rival's production chain.

### **Prostitution**

d10 Prostitution Missions: Easy  
1-2. Earn at least 10gp in 1 day.

3-4. Successfully protect an employee from a violent customer.

5-6. Retrieve an employee from enemy territory and escape. Return to the Guild.

7-8. Earn at least 20gp in 1 day.

9-10. Recruit 1 new employee and earn at least 5gp from them in 1 day.

d10 Prostitution Missions: Medium

- 1-2. Earn at least 250gp in 1 day.
- 3-4. Recruit at least 10 employees and earn at least 100gp from them in 1 day.
- 5-6. Retrieve at least 3 employees from enemy territory and escape.
- 7-8. Discovering the cure for an outbreak of disease among your employees.
- 9-10. Set up a base of operation and maintain it for at least 30 days.

d10 Prostitution Missions: Hard

- 1-2. Maintain 3 bases of operation for at least 3 months.
- 3-4. Earn at least 1000gp in 1 day.
- 5-6. Recruit at least 10 employees and earn at least 500gp from them in 1 day.
- 7-8. Acquire new employees in enemy territory and return them to your base of operations without being seen.
- 9-10. Discover who has been murdering your employees.

**Protection**

d10 Protection Missions: Easy

- 1-2. Intimidate a target into buying protection worth at least 10gp a week.
- 3-4. Intimidate a target into buying protection worth at least 20gp a week.
- 5-6. Retrieve stolen weekly earnings from enemy. Return earnings to the Guild.
- 7-8. Re-intimidate a non-paying customer.
- 9-10. Successfully assault a non-paying customer without getting caught.

d10 Protection Missions: Medium

- 1-2. Intimidate a target into buying protection worth at least 250gp a week.
- 3-4. Negotiate an increase in a target's weekly payoff by 25%.
- 5-6. Destroy a rival's racket and escape.

- 7-8. Negotiate an increase in a target's weekly payoff by 50%, but decrease the payments to twice a month.

- 9-10. Set Brawn or magical traps to destroy a non-paying customers home or business.

d10 Protection Missions: Hard

- 1-2. Intimidate a target into buying protection worth at least 500gp a week.
- 3-4. Intimidate a political target into buying protection.
- 5-6. Negotiate an increase in a target's weekly payoff by 75%.
- 7-8. Renegotiate an increase in at least 10 target's weekly payoffs by 50%.
- 9-10. Destroy a rival's businesses and remove them from doing business ever again.

**Slavery**

d10 Slavery Missions: Easy

- 1-2. Sell 1 slave worth at least 100gp.
- 3-4. Sell 1 slave worth at least 200gp.
- 5-6. Move 1 slave through enemy territory and return to the Guild with the slave unharmed.
- 7-8. Intimidate 10 slaves.
- 9-10. Acquire 1 new slave and sell it within 48 hours for at least 100gp.

d10 Slavery Missions: Medium

- 1-2. Oversee a successful sale of at least 10 slaves worth at least 1000gp.
- 3-4. Ambush a rival's goods and steal at least 3 slaves and escape.
- 5-6. Put down a minor revolt among the slaves. 25% rise up.
- 7-8. Secure a new source of acquiring slaves worth at least 500 gp/month.
- 9-10. Sell at least ten slaves and intimidate the target into giving at least 1 slave back.

d10 Slavery Missions: Hard

- 1-2. Establish a secure base of operations doing at least 1000gp worth of trade a month.

- 3-4. Destroy a rival's operations and escape with as many goods as possible.

- 5-6. Put down a major revolt among the slaves. 75% rise up.

- 7-8. Oversee the transport, through enemy territory; and sale of at least 10 slaves for a profit of at least 1000gp.

- 9-10. Sell 100 slaves in one month and make a profit of at least 10000gp.

**Smuggling**

d10 Smuggling Missions: Easy

- 1-2. Move goods worth at least 10gp.
- 3-4. Move goods worth at least 20gp.
- 5-6. Move goods through a low Brawn-security checkpoint.
- 7-8. Pick up goods worth at least 20gp in enemy territory and successfully return to the Guild.
- 9-10. Move live cargo without being seen and return to the Guild.

d10 Smuggling Missions: Medium

- 1-2. Move goods worth at least 500gp.
- 3-4. Move goods through a high Brawn-security checkpoint.
- 5-6. Move goods through enemy territory at pick up goods worth at least 500gp and return to the Guild.
- 7-8. Move goods worth at least 250gp through moving magical surveillance.
- 9-10. Move goods worth at least 250gp via air.

d10 Smuggling Missions: Hard

- 1-2. Move goods worth at least 1000gp.
- 3-4. Move goods worth at least 500gp through magical-security checkpoint.
- 5-6. Move goods worth at least 500gp inside a political or royal shipment.
- 7-8. Move goods worth at least 500gp via planar teleportation.
- 9-10. Move live cargo through enemy territory and return to the Guild.

### Street crimes: pickpocketing and mugging

d10 Street Missions: Easy

1-2. Pickpocket 10gp or equivalent goods.

3-4. Pickpocket 20gp or equivalent goods.

5-6. Pickpocket an official paper.

7-8. Successfully mug 3 targets in 1 day.

9-10. Mug a target for at least 30gp or equivalent goods.

d10 Street Missions: Medium

1-2. Pickpocket 250gp or equivalent goods.

3-4. Mug a group of targets for 100gp or equivalent goods.

5-6. Mug a political target.

7-8. Pickpocket 10 targets in 1 day.

9-10. Pickpocket a magic item.

d10 Street Missions: Hard

1-2. Pickpocket a royal target of some valuable, personal or otherwise.

3-4. Mug a political target of 500gp or equivalent goods and escape.

5-6. Pickpocket 3 magic items in 1 day.

7-8. Mug a Guild Leader for at least 500gp or equivalent goods.

9-10. Pickpocket an artefact.

### Pickpocket Loot

d10 On a successful pickpocket check, the thief finds...

1. A scrap of paper or parchment with an unintelligible note scribbled on it.

2. A scrap of paper or parchment with a list of mundane items or tasks written on it.

3. Some lint or a bit of thread.

4. An errant button or broken piece of something.

5. An old or well-worn key (roll on the key table).

6. An new or little-used key (roll on the key table).

7. A clean handkerchief (roll on the handkerchief table).

8. A soiled handkerchief (roll on the handkerchief table).

9. A score (roll on the score table).

10. A score (roll on the score table) and roll again on this table using a d8.

d6 The key is...

1. A small brass key.

2. A large brass key.

3. A thin brass key.

4. A heavy iron key.

5. A spindly iron key.

6. Made of an unusual material (d6): 1. bone; 2. bronze; 3. gold; 4. oak; 5. silver; 6. stone.

d6 The handkerchief is...

1. A fine silk handkerchief.

2. A simple cotton handkerchief.

3. A lacy handkerchief.

4. A threadbare handkerchief.

5. A striped handkerchief.

6. A spotted handkerchief.

d12 The thief scores...

1. 2d4 gp.

2. 3d6 gp.

3. 1d6 gp.

4. 1d6 gp plus 1d10 gp.

5. 2d6 gp.

6. 2d6 gp plus 1d10 gp.

7. 1d4 gp.

8. 1d4 gp plus 1d10 gp.

9. 2d4 gp plus 1d10 gp.

10. A gem or small piece of jewelry worth 5d10 gp.

11. A gem or small piece of jewelry worth 10d10 gp.

12. 1d6 gp and roll again on this table.

### Random Poisons

d20 The poison will cause or induce...

1. Wounds to bleed more profusely.

2. A splitting headache.

3. Aches all over the body.

4. Infection in and near open wounds.

5. Fever and chills.

6. Airway constriction and/or shortness of breath.

7. Excess mucus production, making breathing difficult.

8. Blurry vision and/or blindness.

9. A painful rash.

10. Itchy hives.

11. Loss of coordination and/or impaired walking.

12. Weakness in limbs and/or exhaustion.

13. Nausea and/or indigestion.

14. Vomiting and/or diarrhea.

15. Drowsiness and/or loss of consciousness.

16. Memory loss.

17. Inability to focus and/or to think clearly.

18. Nightmares and/or hallucinations.

19. Paranoia and/or insomnia.

20. Impotence, infertility, and/or miscarriage.

d12 The poison is...

1. A thick paste.

2. A thin paste.

3. A flaky powder.

4. A fluffy powder.

5. Made of fine crystals.

6. Made of coarse crystals.

7. A pungent potion.

8. A fragrant potion.

9. An odorless potion.

10. A foul-smelling potion.

11. An oily liquid.

12. A thick, gloopy liquid.

d12 The poison's color is...

1. Pale green.

2. Dark green.

3. Blue green.

4. Olive green.

5. Yellow.

6. Red.

7. White.

8. Grey.

9. Brown.

10. Black.

11. Blue.

12. Violet.

d20 The main ingredient is harvested from...

1. A basilisk or cockatrice.

2. A centipede.

3. A demon.

4. A devil.
5. A dragon or wyvern.
6. A drider or ettercap.
7. A flower or fruit.
8. A fungus or ooze.
9. A jellyfish or coral.
10. A leaf or grass.
11. A medusa or naga.
12. A metal or salt.
13. A mushroom or mold.
14. A myconid or shrieker.
15. An otyugh or carrion crawler.

16. A scorpion.
17. A nut or seed.
18. A root or tree bark.
19. A snake.
20. A spider.

d8 The poison is prepared by...

1. Boiling slowly.
2. Boiling rapidly.
3. Brining.
4. Burning.
5. Desiccating.
6. Fermenting.
7. Roasting.
8. Smoking.

d6 The poison is most effective when...

1. Ingested with food.
2. Ingested with alcohol.
3. Inhaled deeply.
4. Spread over a large area of the skin.
5. Applied to a weapon that pierces the flesh.
6. Applied to a weapon that slashes the flesh.

### Herb Lore

d12 The herbal concoction will help...

1. A wound heal more quickly.
2. Reduce pain.
3. Prevent infection in a wound.
4. Lower a fever.
5. Clear out congestion.
6. Reduce itchiness.
7. Recover one's strength.
8. Prevent nausea.
9. Cure indigestion.
10. One stay awake.
11. One fall asleep.
12. Make one fertile or virile.

d10 The herbal concoction is...

1. A thick paste.
2. A thin paste.
3. A specially treated leaf.
4. A fluffy powder.
5. A crystalline substance.
6. A lotion or balm.
7. An unpalatable potion.
8. A sweet-tasting potion.
9. A strong tea.
10. A fragrant tea.

d20 The herbal concoctions color could be described as...

1. Pale green.
2. Dark green.
3. Blue green.
4. Olive green.
5. Yellowish green.
6. Greenish gold.
7. Brownish gold.
8. Deep red.
9. Brownish red.
10. White.
11. Pale grey.
12. Dark grey.
13. Bluish grey.
14. Purplish grey.
15. Greenish grey.
16. Brownish grey.
17. Black.
18. Light brown.
19. Dark brown.
20. Reddish brown.

d20 The herbal concoction contains...

1. Root hairs.
2. Ground roots.
3. Shredded roots.
4. Ground tree bark.
5. Wood shavings.
6. Fresh leaves.
7. Dried leaves.
8. Crumbled leaves.
9. Leaf buds.
10. Flower petals.
11. Pollen.
12. Fruit peels.
13. Berries.
14. Moss.
15. Mushrooms.
16. Fuzzy mold.
17. Spores.
18. Ground thorns.
19. Seeds.
20. A shrubbery.

d10 The herbal concoction preparation involves...

1. Vigorous mixing.
2. Boiling slowly.
3. Boiling rapidly.
4. Roasting.
5. Smoking.
6. Sun-drying.
7. Soaking.
8. Brining.
9. Brewing.
10. Steeping.

d10 To use, the herbal concoction must be...

1. Consumed immediately after preparation.
2. Consumed after it ages for a few hours.
3. Consumed after it ages for a few years.
4. Applied topically to the target area.
5. Taken with food.
6. Taken with water.
7. Taken before going to bed.
8. Taken with caution; side effects are likely.
9. Taken with a supplement to ameliorate the side effects.
10. Taken at a time that matches a natural cycle (d12):  
1. spring equinox; 2. summer solstice; 3. autumn equinox; 4. winter solstice; 5. new moon; 6. waxing moon; 7. full moon; 8. waning moon; 9. dawn; 10. midday; 11. at dusk; 12. midnight.

### Herb Names

d20 First part of the herb's name is (roll one or two times)...

1. Black.
2. Blue.
3. Dawn.
4. Dusk.
5. Dust.
6. Elder.
7. Gold.
8. Green.
9. Grey.
10. Moon.
11. Morning.
12. Night.
13. Purple.

14. Rain.
15. Shadow.
16. Silver.
17. Sun.
18. Water.
19. White.
20. Wind.

d20 Second part of the herb's name is (roll one or two times)...

1. Bark.
2. Berry.
3. Blossom.
4. Bulb.
5. Flower.
6. Fruit.
7. Leaf.
8. Lily.
9. Needle.
10. Nut.
11. Pollen.
12. Petal.
13. Root.
14. Rose.
15. Sap.
16. Seed.
17. Stalk.
18. Stem.
19. Thorn.
20. Vine.

### Random Diseases

d12 This disease is spread by...

1. Inhaling contaminated air.
2. Drinking contaminated water.
3. Consuming contaminated food.
4. Skin-to-skin contact.
5. Saliva, sweat, mucus, and/or blood.
6. Sexual contact.
7. The bite of a fly or tick.
8. The bite of a rat or bat.
9. Nothing; it's a genetic condition.
10. Nothing; it's a chronic condition brought on by lifestyle choices.
11. Mysterious, magic-related means.
12. Unknown means.

d8 Once exposed to the disease, a person develops symptoms...

1. Almost immediately (1-8 hours).
2. Very rapidly (4-24 hours).
3. Within a few days (1-4 days).
4. In the next week (2-8 days).
5. In the next few weeks (1-4 weeks).
6. Sometime in the next 2 months (2-8 weeks).
7. Sometime in the next year; (2-12 months).
8. Sometime in the person's life (2 to 40 yrs.).

d10 This disease is most frequently encountered in regions with...

1. A tropical climate.
2. An arid climate.
3. A Mediterranean climate.
4. A coastal climate.
5. A cold climate.
6. A temperate climate.
7. A foggy or damp climate.
8. Swamps, bogs, or marsh land.
9. Dense jungles.
10. High altitude.

d10 Common symptoms affect the...

1. Eyes (d8): 1. blurred vision; 2. light sensitivity; 3. puffiness; 4. poor night vision; 5. watery eyes; 6. yellow discharge; 7. double vision; 8. difficulty focusing.
2. Brain (d8): 1. changes in mood; 2. dissociative fugues; 3. dizziness; 4. drowsiness; 5. headaches; 6. insomnia; 7. nightmares; 8. shortened attention span.
3. Chest (d8): 1. chest pain; 2. congestion; 3. coughing fits; 4. hives; 5. wheezing; 6. shortness of breath; 7. coughing up blood; 8. tightness in chest.
4. Ears and throat (d8): 1. hearing loss; 2. difficulty swallowing; 3. excessive ear wax; 4. sore throat; 5. swollen glands; 6. vertigo; 7. bleeding from the ears; 8. loss of voice.

5. Head and nose (d8): 1. dry scalp; 2. hair loss; 3. pimples; 4. sinus pressure; 5. sneezing; 6. swollen cheeks; 7. runny nose; 8. bleeding from the nose.
6. Limbs (d8): 1. achiness; 2. joint pain; 3. muscle spasms; 4. restlessness; 5. stiff joints; 6. weakness; 7. bruising; 8. discoloration of the fingernails or toenails.
7. Mouth (d8): 1. bleeding gums; 2. canker sores; 3. cracked lips; 4. dry mouth; 5. foamy, excessive salivation; 6. tooth pain; 7. tooth discoloration; 8. tooth decay.
8. Sex organs (d8): 1. loss of desire; 2. pale discharge; 3. inability to climax; 4. open sores; 5. pain during urination; 6. warts; 7. itchy bumps; 8. bloody discharge.
9. Skin (d8): 1. black or purple spots; 2. boils; 3. itchiness; 4. pale or yellow hue; 5. peeling; 6. rash; 7. red spots; 8. scales.
10. Stomach and gut (d8): 1. bloody stool; 2. constipation; 3. excessive flatulence; 4. loose stool; 5. loss of appetite; 6. nausea and vomiting; 7. ulcers, 8. vomiting blood.

d20 In rare cases, symptoms may include...

1. Amnesia; partial or complete.
2. Blindness or deafness.
3. Coma; short-term, long-term, or indefinite.
4. Complete changes in personality.
5. Concurrent vomiting and diarrhea.
6. Coughing up blood.
7. Delusions and paranoia.
8. Extreme, persistent nausea.
9. Fits of narcolepsy.
10. Hallucinations.
11. Insomnia.
12. Lengthy fits of high fever.
13. Loss of muscle coordination.
14. Paralysis; partial or complete.

15. Periodic, temporary loss of consciousness.
16. Sleep walking.
17. Susceptibility to other illnesses.
18. Tumors or tumor-like growths.
19. Wild mood swings.
20. Sudden aversion to one or more familiar foods, individuals, or objects.

d4 Symptoms are...

1. Acute and curable; once the afflicted is cured, the symptoms never return.
2. Acute but recurring; once the afflicted is cured, symptoms may return later in life.
3. Chronic but completely curable; once the afflicted is cured, symptoms rarely return.
4. Chronic but treatable; once the afflicted is cured, symptoms will likely recur every few years.

d6 If untreated, the disease is...

1. Rarely serious; running its course in a few days or weeks.
2. Rarely lethal; fatal complications occur in less than 1% of cases.
3. Sometimes debilitating, but rarely lethal; permanent disabilities occur in approximately 10% of cases, and fatal complications in less than 1% of cases.
4. Sometimes lethal; fatal complications occur in approximately 10% of cases.
5. Often debilitating, and sometimes lethal; permanent disabilities occur in more than 50% of cases, and fatal complications in approximately 10% of cases.
6. Often lethal; fatal complications occur in more than 50% of cases.

d8 The disease can be cured with...

1. A simple herbal remedy.
2. A complex herbal potion or salve.

3. A widely available healing potion or balm.
4. A rare alchemical concoction.
5. No known earthly substances.
6. Basic healing spells and incantations.
7. Extremely powerful and rare magic.

d6 The time-course of treatment is...

1. Rapid; the afflicted is cured within 1 day.
2. Short; the afflicted is cured within a few days of receiving treatment.
3. Typical; the afflicted is cured within a few days of receiving treatment.
4. Lengthy; the afflicted is cured within a few weeks of receiving treatment.
5. Long-term; the afflicted is cured within a few months of receiving treatment.
6. Erratic; the time-course of treatment varies greatly among individuals or among outbreaks of the disease.

### **Magical Maladies**

d20 The magical disease is associated with...

1. Belching up vermin.
2. Demonic or ghostly possession.
3. The desire to consume humanoid flesh.
4. The desire to consume rocks or dirt.
5. The desire to consume pixies and sprites.
6. The desire to dig a deep hole.
7. The desire to build an immense wall.
8. Gaining the personality of a long-dead, well-known magic-user.
9. Gradually morphing into a wild beast.
10. Gradually morphing into a puddle of ooze.
11. Imitating the behavior of a common beast.

12. Loss of the power of speech.
13. Periodic spells of befuddlement.
14. Purple or green splotches on the skin.
15. Rapid growth of facial hair.
16. Rapid growth of fingernails or teeth.
17. Rapid hair growth.
18. Uncontrollable fits of laughter or tears.
19. Uncontrollable singing or dancing.
20. Overactive libido.

### **Random Knights**

d20 The knight's house's colors are...

1. Black.
2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Violet.
7. Silver / light grey.
8. Bronze.
9. Tan / khaki.
10. Brown / beaver.
11. Dark grey / gunmetal.
12. White.
13. Maroon.
14. Sky blue.
15. Navy blue.
16. Dark brown / chocolate.
17. Teal / turquoise.
18. Yellow.
19. Orange.
20. Olive green.

d8 The knight's house's symbol is...

1. A weapon (d8): 1. arrow; 2. axe; 3. dagger; 4. hammer; 5. mace; 6. spear; 7. staff; 8. sword.
2. A piece of armor (d4): 1. breastplate; 2. gauntlet; 3. helm; 4. shield.
3. A celestial body (d4): 1. sun; 2. moon; 3. star; 4. comet.
4. A plant or part of a plant (d12): 1. apple; 2. barley; 3. briar; 4. fig; 5. grapes; 6. lily; 7. maple; 8. oak; 9. olive; 10. pine; 11. rose; 12. wheat.

5. An aquatic beast (d6): 1. crab; 2. crocodile; 3. frog; 4. fish; 5. octopus; 6. whale.
  6. A small beast (d12): 1. badger; 2. bat; 3. beaver; 4. dog; 5. ferret; 6. fox; 7. hedgehog; 8. lizard; 9. rat; 10. scorpion; 11. snake; 12. spider.
  7. A great beast (d8): 1. bear; 2. boar; 3. bull; 4. dragon; 5. lion; 6. ox; 7. stag; 8. wolf.
  8. A bird (d12): 1. cardinal; 2. dove; 3. eagle; 4. hawk; 5. mockingbird; 6. owl; 7. pelican; 8. raven; 9. rooster; 10. sparrow; 11. swan; 12. vulture.
- d6 The knight has sworn to a noble lord or lady to...
1. Protect that person from harm.
  2. Defend that person's lands.
  3. Avenge that person's grievances.
  4. Protect that person's loved ones.
  5. Advance that person's ideals or faith.
  6. Ride to war in that person's name.
- d8 Above all else, the knight values...
1. Bravery.
  2. Honor.
  3. Righteousness.
  4. Strength and might.
  5. Power and tyranny.
  6. Romantic devotion.
  7. Romantic conquest.
  8. Carousing.
- d4 The knight is armored in...
1. Studded leather armor.
  2. Chainmail.
  3. Scale armor.
  4. Plate armor.
- d6 The knight's armor is...
1. Shiny and new.
  2. In excellent condition.
  3. Obviously repaired, but serviceable.
  4. Covered in dings and dents.
  5. Dirty and well-worn.
  6. Barely held together.

- d12 The knight is wielding...
1. A longsword.
  2. A longsword and a shield.
  3. Two short swords.
  4. A short sword and a shield.
  5. A bastard sword.
  6. A great sword.
  7. A flail and a shield.
  8. A Morningstar.
  9. A battle axe and a shield.
  10. A Warhammer and a shield.
  11. A lance and a longsword.
  12. A lance and a battleaxes.

d6 The knight's mount is...

1. A huge destrier.
2. A reliable courser.
3. A snorting charger.
4. A swift garron.
5. A wickering palfrey.
6. A nervous pony.

d12 The knight is...

1. A pompous windbag.
2. A charming hero.
3. A daring swashbuckler.
4. A violent drunk.
5. A brilliant strategist.
6. A religious zealot.
7. A beautiful youth.
8. A brutish thug.
9. A celebrated war hero.
10. A popular tavern patron.
11. A favorite among the ladies.
12. Ruggedly handsome.

d12 On the knight's face is...

1. A missing ear.
2. A jagged scar.
3. A hard-set jaw.
4. A friendly grin.
5. A faraway look.
6. A sad look.
7. A pair of piercing eyes.
8. A broken nose.
9. Bushy eyebrows.
10. Unshaven stubble.
11. A neatly-trimmed beard.
12. An extravagant mustache.

d10 The knight carries...

1. A blade with soft leather tassels dangling from the pommel.
2. A blade with a carved hilt (d6): 1. ivory; 2. jade; 3. soapstone; 4. ebony; 5. mahogany; 6. oak.
3. A blade with beasts sculpted into the steel of the guard (d6): 1. dragons; 2. lions; 3. scorpions; 4. snakes; 5. spiders; 6. wolves.
4. A blade made of blackened steel.
5. A highly polished blade.
6. A token from a sweetheart.
7. A token from a parent.
8. A letter from a fallen comrade.
9. A trophy from a fallen enemy.
10. A ribbon from a faraway maiden.

### Retainer

d12 The servant is...

1. A squire from a powerful noble house.
2. A squire from a minor noble house.
3. A squire of common birth.
4. A frightened link boy.
5. An long-time valet.
6. A reformed criminal-turned valet.
7. The son of an enemy.
8. A mysterious foreigner.
9. A journeyman smith or armorer.
10. A simple-minded stable hand.
11. An expert on horses.
12. A camp follower or harlot.

d6 The servant works for...

1. The steady pay.
2. The adventure.
3. The training and advancement opportunities.
4. No reason, other than being told.
5. A chance to escape from life imprisonment.
6. Romantic devotion.

d8 On the servant's face is...



1. A large wart.
2. An unsightly scar.
3. A look of determination.
4. A foolish grin.
5. A stupid stare.
6. A look of confusion.
7. A long, hooked nose.
8. Pronounced ears.

### Watchmen, Constables, and Guards

d12 The watch's colors are...

1. Black.
2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Silver / light grey.
7. Brown / beaver.
8. White.
9. Maroon.
10. Sky blue.
11. Navy blue.
12. Dark brown / chocolate.

d12 The watch's symbol is...

1. A flame.
2. A gauntlet.
3. A shield.
4. A sword.
5. The sun.
6. An eye.
7. An eagle.
8. An owl.
9. A dragon.
10. A lion.
11. A raven.
12. A wolf.

d12 The watch's captain is...

1. A religious zealot.
2. A scion from a prominent family.
3. An outcast from a prominent family.
4. A dashing swashbuckler.
5. A brutish thug.
6. A celebrated war hero.
7. An anointed knight.
8. A career soldier.
9. A grizzled veteran.
10. An adept investigator.
11. An erudite detective.
12. A devoted public servant.

d6 The watch's attitude toward their captain is...

1. Friendly and loyal.
2. Respectful and business-like.
3. Completely indifferent.
4. Cautious and uncertain.
5. Terrified and tight-lipped.
6. Disappointed and disrespectful.

d10 The watch has a reputation for...

1. High morals.
2. Efficiency.
3. Reliability.
4. Brutality.
5. Taking bribes.
6. Shaking down shopkeepers and artisans.
7. Frequenting brothels.
8. Cowardice.
9. Incompetence.
10. Intoxication.

d6 Most members of the watch are outfitted with...

1. Rough-spun wool cloaks.
2. Whatever armor they can find.
3. Leather armor marked with the symbol of the watch.
4. Leather armor marked with the symbol of their city or lord.
5. Helms and breastplates emblazoned with the symbol of their city or lord.
6. Well-maintained chainmail.

d10 Most members of the watch are equipped with...

1. Longswords and short bows.
2. Longswords and crossbows.
3. Longswords and shields.
4. Short Swords and shields.
5. Maces and crossbows.
6. Maces and shields.
7. Maces and daggers.
8. Pikes and short swords.
9. Halberds and daggers.
10. Halberds and crossbows.

### Individual Investigators

d10 The constable is...

1. A priest or monk.
2. A stoic monk.
3. A former soldier.
4. A mysterious foreigner.
5. A pompous windbag.
6. An accomplished scholar.
7. A violent drunk.
8. A criminal lackey.
9. A popular tavern patron.
10. Ruggedly handsome.

d6 The constable works for...

1. The steady pay.
2. A chance to bring evil-doers to justice.
3. Gold to repay debts.
4. Gold to support his addiction (d4): 1. drinking; 2. gambling; 3. harlots; 4. smoking.
5. The joy of solving mysteries.
6. A chance for vengeance.

d12 On the constable's face is...

1. A scar from a burn.
2. A jagged scar.
3. A hard-set jaw.
4. A friendly grin.
5. A faraway look.
6. A furrowed brow.
7. A pair of piercing eyes.
8. A broken nose.
9. Bushy eyebrows.
10. Unshaven stubble.
11. A neatly-trimmed beard.
12. An intimidating mustache.

d10 The constable carries...

1. A magnifying lens.
2. A blade with a carved hilt (d6): 1. ivory; 2. jade; 3. soapstone; 4. ebony; 5. mahogany; 6. oak.
3. A blade with beasts sculpted into the steel of the guard (d6): 1. dragons; 2. lions; 3. scorpions; 4. snakes; 5. spiders; 6. wolves.
4. A blade made of blackened steel.
5. An unusual hat.
6. A clue from an unsolved crime.

7. A token from a lost love.
8. Props for several disguises.
9. Alchemical reference manual.
10. A pocket-sized almanac.

### Individual Guards

d10 The guard is...

1. A farm boy.
2. The son of a miner or fisherman.
3. A veteran of warfare.
4. A foreigner.
5. The son of a poor man.
6. A drunk.
7. A reformed criminal.
8. A thug.
9. A failed craftsman.
10. A favorite among the ladies.

d6 The guard works for...

1. The steady pay.
2. A chance to deal out sadistic punishment.
3. Gold to repay debts.
4. Gold to aid a family member.
5. A chance to escape from life imprisonment.
6. Patriotic devotion.

d12 On the guard's face is...

1. A large wart.
2. An unsightly scar.
3. A look of determination.
4. A foolish grin.
5. A stupid stare.
6. A look of confusion.
7. A bulbous nose.
8. Bushy eyebrows.
9. Fearsome sideburns.
10. An unruly beard.
11. A neatly-trimmed mustache.
12. A waxed mustache.

d10 The guard carries...

1. A blade with soft leather tassels dangling from the pommel.
2. A blade with an inscription.
3. A highly polished blade.
4. A token from a favorite harlot.
5. A trophy from a criminal.

6. A ribbon from a noble maiden.
7. A silk handkerchief.
8. A flask of wine.
9. A lucky charm (d4): 1. rabbit's foot; 2. old coin; 3. shiny coin; 4. four-leaf clover.
10. A grocery list.

### Military Camp NPCs

d10 This tent is functions as...

1. Barracks.
2. A chapel or shrine.
3. A forge (d4): 1. armorer; 2. blacksmith; 3. farrier; 4. sword maker.
4. An infirmary or surgeon's office.
5. A mess hall.
6. Officers' quarters.
7. Officers' mess.
8. A supply tent (d4): 1. armory; 2. building materials; 3. food; 4. water.
9. A stable or kennel.
10. A workshop (d4): 1. cartwright; 2. fletcher; 3. leatherworker; 4. siege engineer.

d12 Other Landmarks: You see...

1. A corral or wagon yard.
2. A guard post or watchtower.
3. A gatehouse.
4. Tables that serve as an outdoor mess hall.
5. A drill yard.
6. A target range or sparring pit.
7. Water wells.
8. A privy or waste pit.
9. An outdoor forge or workshop.
10. A stockade or jail.
11. Animal pens.
12. Graves.

d6 The camp's mounts include...

1. Camels.
2. Large draft horses.
3. Reliable garrons.
4. Quick-footed palfreys.
5. Huge destriers.
6. Exotic mounts (d6): 1. bears; 2. bison; 3. elephants; 4. elk; 5. giant lizards; 6. zebras.

d6 As hunting or war beasts, the camp has...

1. Falcons.
2. Fighting dogs.
3. Hounds.
4. Terriers.
5. Wolves.
6. Exotic beasts (d10): 1. boars; 2. dire rats; 3. dire wolves; 4. drakes; 5. eagles; 6. lions; 7. owlbears; 8. ravens; 9. tigers; 10. wargs.

d6 The camp's general mood is...

1. Desperate; a calamity has befallen them.
2. Solemn; badly outnumbered, battle is nigh.
3. Foul; morale is bad, and provisions are low.
4. Tired; the journey is long and longer yet.
5. Eager; great plunder waits at journey's end.
6. Cheerful; victory is all but certain.

### Commander

d6 The commander is...

1. A brilliant strategist.
2. A brutish thug.
3. A dashing swashbuckler.
4. A celebrated war hero.
5. An anointed knight.
6. A career soldier.

d6 The commander is looking for...

1. Information regarding enemy positioning.
2. Information regarding the terrain ahead.
3. Reinforcements or new recruits.
4. News of his hometown.
5. Revenge against a bitter rival.
6. Drinking companions and storytellers.

d4 The commander is trying to avoid...

1. Barbarians.
2. Bandits.
3. The enemy army.
4. Hazardous terrain.

d6 The commander carries...

1. A superbly crafted sword.
2. A trusted blade and a map.
3. A lucky charm (rabbit's foot, old coin).
4. The token of a faraway love.
5. A pipe and pouch of tobacco.
6. A little jar of mustache wax.

### **Soldier**

d6 The soldier fights for...

1. The steady pay.
2. Pure bloodlust.
3. A chance to escape from life imprisonment.
4. A chance at vengeance.
5. God and country.
6. Fortune and glory.

d4 On the soldier's face is...

1. An unsightly scar.
2. A haughty sneer.
3. A look of sadness.
4. An eager grin.

d4 The soldier carries...

1. A highly polished blade.
2. A letter from a fallen comrade.
3. A trophy from a fallen enemy.
4. A ribbon from a faraway maiden.

### **Scout**

d4 The scout is...

1. A daring ranger.
2. A skilled hunter.
3. An expert tracker.
4. A brutal warrior.

d4 The scout is looking to...

1. Help the camp slaughter the enemy.
2. Keep the camp from marching into a trap.
3. Hear word of enemy patrols and wild game.
4. Eat, drink, and be merry.

d4 The scout carries...

1. A map with notes scrawled all over it.

2. A unique trinket or piece of jewelry.

3. A longbow and a quiver of arrows.

4. A large knife and climbing gear.

### **Armorer**

d4 The armorer is...

1. A meticulous armor smith.
2. A blacksmith with some militia experience.
3. A farrier with little experience with weapons.
4. A highly-skilled weaponsmith.

d4 The armorer is looking for...

1. A new apprentice or a journeyman assistant.
2. Rare metals.
3. Dull blades to sharpen.
4. A mug of strong ale.

d4 The armor smith carries...

1. A hammer.
2. A metal trinket made by the armorer.
3. A contract for a set of special plate armor.
4. Little more than a few coins.

### **Quartermaster**

d4 The quartermaster is...

1. A member of a trading clan.
2. A member of a prominent family.
3. A survivor of a terrible battle wound.
4. Secretly a coward.

d4 The quartermaster seeks someone to...

1. Obtain hard-to-get provisions.
2. Purchase contraband items.
3. Help win over a sweetheart.
4. Share a drink and a laugh.

d4 Currency: The quartermaster trades in...

1. Coins.
2. Gems and trinkets.

3. Meat, foraged roots, and other provisions.

4. Bones, scalps, teeth, or other grisly trophies.

### **Servant**

d8 The servant is...

1. A squire from a noble house.
2. A frightened link boy.
3. A long-time valet or reformed criminal.
4. A reformed criminal-turned valet.
5. A prisoner of war.
6. A mysterious foreigner.
7. A simple-minded stable hand.
8. An expert on horses.

d4 The servant has...

1. An awkward gait.
2. Incredibly large hands.
3. Quite an odor.
4. A ragged beard.

d6 The servant wants to...

1. Earn a little silver.
2. Go back home.
3. Show off an animal's new trick.
4. Train with weapons and be a hero.
5. Earn the affection of his or her master.
6. Have a drink and a rest.

### **Cook**

d6 The cook is looking for...

1. Someone more important to talk to.
2. Someone to try an improvised recipe.
3. Some better ingredients.
4. A good joke or story.
5. Someone with whom to share some wine.
6. The bottom of a bottle.

### **Camp Follower**

d6 The traveler is...

1. A harlot.
2. A healer.
3. A minstrel or storyteller.
4. A peddler.
5. A preacher.
6. A refugee.

d4 The traveler is seeking...

1. To find a long-lost friend or family member.
2. To escape from a troubled past.
3. To gain revenge against a bitter rival.
4. To survive the war and start over.

d4 Tonight, the traveler is looking for...

1. A little company.
2. An opportunity to earn a little coin.
3. Someone to hear a sad tale.
4. Drinking companions.

### **Military Companies**

d20 The company's colors are...

1. Black.
2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Violet.
7. Silver / light grey.
8. Bronze.
9. Tan / khaki.
10. Brown / beaver.
11. Dark grey / gunmetal.
12. White.
13. Maroon.
14. Sky blue.
15. Navy blue.
16. Dark brown / chocolate.
17. Teal / turquoise.
18. Yellow.
19. Orange.
20. Olive green.

d20 The company's banner features...

1. A skull.
2. A clenched fist.
3. A flame.
4. A shield.
5. An arrow.
6. An axe.
7. A hammer.
8. A sword.
9. The sun.
10. The moon.
11. A bear.
12. A bull.
13. A dragon.
14. A falcon.
15. A lion.
16. A raven.

17. A scorpion.
18. A snake.
19. A stag.
20. A wolf.

d10 The company's commander is...

1. A brilliant strategist.
2. A scion from a prominent family.
3. An outcast from a prominent family.
4. A dashing swashbuckler.
5. A brutish thug.
6. A celebrated war hero.
7. A disgraced knight.
8. An anointed knight.
9. A career soldier
10. A former arena champion.

d6 The company's attitude toward their commander is...

1. Friendly and loyal.
2. Respectful and business-like.
3. Cautious and uncertain.
4. Terrified and tight-lipped.
5. Disappointed and disrespectful.
6. Agitated and restless.

d8 The company specializes in...

1. Siege-breaking.
2. Holding redoubts.
3. Frontal assaults.
4. Skirmishes.
5. Patrolling.
6. Flanking maneuvers.
7. Guerilla tactics.
8. Foraging.

d8 The company is notorious for...

1. Taking no prisoners.
2. Scarring or branding prisoners.
3. Incompetence.
4. Cowardice.
5. Singing bawdy songs.
6. Romantic escapades.
7. Eating everything that is available.
8. Drinking too much ale and wine.

d6 Most soldiers in the company are outfitted with...

1. Patched leather armor.
2. Leather armor marked with the symbol of their liege lord.
3. Helms and breastplates emblazoned with the symbol of their liege lord.
4. Well-maintained chainmail.
5. Well-worn scale armor.
6. Newly-forged scale armor.

d12 Most soldiers in the company are equipped with...

1. Longswords and short bows.
2. Longswords and crossbows.
3. Longswords and shields.
4. Short Swords and longbows.
5. Short Swords and shields.
6. Morningstar and crossbows.
7. Battleaxes and hand axes.
8. Warhammers and shields.
9. Spears and shields.
10. Long spears and short swords.
11. Pikes and short swords.
12. Halberds and hand axes.

d8 Most soldiers in the company are...

1. Trained men-at-arms.
2. Militiamen.
3. Veterans of war.
4. Prisoners of war.
5. Conscripts from a city.
6. Conscripts from peasant villages.
7. Convicted criminals.
8. Green boys.

### **Individual Soldiers**

d12 The soldier is...

1. A farm boy.
2. The son of a miner or fisherman.
3. A veteran of gladiatorial combat.

4. A veteran of warfare.
5. A prisoner of war.
6. A political dissident.
7. The son of a poor man.
8. A drunk.
9. A fugitive criminal.
10. A former pirate.
11. A failed craftsman.
12. A favorite among the ladies.

d12 The soldier fights for...

1. The steady pay.
2. The love of someone he cannot have.
3. Pure bloodlust.
4. A chance to deal out sadistic torment.
5. A chance at vengeance.
6. Gold to repay debts.
7. Gold to aid a family member.
8. A chance to escape from life imprisonment.
9. A chance at redemption.
10. God and country.
11. Fortune and glory.
12. Strength and honor.

d12 On the soldier's face is...

1. A large wart.
2. An eyepatch.
3. An unsightly scar.
4. A haughty sneer.
5. A look of sadness.
6. A stupid grin.
7. An eager grin.
8. A frame of long, beautiful long hair.
9. Ferocious sideburns.
10. A neatly-trimmed goatee.
11. An unruly beard.
12. A lush, thick mustache.

d10 The soldier carries...

1. A blade with soft leather tassels dangling from the pommel.
2. A blade with a carved hilt (d6): 1. ivory; 2. jade; 3. soapstone; 4. ebony; 5. mahogany; 6. oak.
3. A blade with beasts sculpted into the steel of the guard (d6): 1. dragons; 2. lions; 3. scorpions; 4. snakes; 5. spiders; 6. wolves.
4. A blade made of blackened steel.
5. A highly polished blade.

6. A token from a sweetheart.
7. A token from a parent.
8. A letter from a fallen comrade.
9. A trophy from a fallen enemy.
10. A ribbon from a faraway maiden.

### **Savage Hordes**

d6 The barbarians are...

1. A tribe of nomads, following game.
2. A tribe that began raiding after being displaced from their native lands.
3. A clan exiled from their native lands.
4. A clan in the service of a sovereign.
5. A confederacy of related tribes or clans.
6. The degenerate survivors of a broken army.

d6 The barbarians travel...

1. On foot.
2. On foot with small carts.
3. On foot with mounted scouts.
4. On mounts.
5. On mounts with wagons.
6. In small watercraft.

d8 The barbarians value...

1. Bravery.
2. Strength.
3. Wisdom.
4. Virility.
5. Honoring the gods.
6. Honoring their ancestors.
7. Battle-scars.
8. Kill counts.

d4 The barbarians' iconography features...

1. Symbols of death and destruction (d8): 1. bats; 2. bones; 3. crows; 4. flames; 5. ghosts; 6. scorpions; 7. skulls; 8. vultures.
2. Symbols of the heavens (d6): 1. clouds; 2. lightning; 3. moon; 4. snow; 5. stars; 6. sun.
3. Symbols of strength and weaponry (d6): 1. arrows; 2.

axes; 3. fists; 4. spears; 5. stones; 6. swords.

4. Totem beasts (d8): 1. bears; 2. boars; 3. eagles; 4. horses; 5. lions; 6. owls; 7. snakes; 8. wolves.

d10 The barbarians' leader is...

1. A well-respected chief.
2. A charismatic warlord.
3. A mysterious prophet.
4. A descendent of an honored hero.
5. A ruthless killer.
6. A brutish thug.
7. An impatient young warrior.
8. A wise old man.
9. A celebrated war hero.
10. A prolific lover.

d10 The barbarians fear...

1. Foreigners wearing a particular color of clothing (d8): 1. red; 2. gold; 3. green; 4. blue; 5. purple; 6. white; 7. black; 8. grey.
2. Foreigners armored in steel.
3. Foreigners with facial hair.
4. Foreign women.
5. All foreigners.
6. Members of a particular race (d4): 1. dwarves; 2. elves; 3. goblinoids; 4. reptilian humanoids.
7. A particular natural phenomenon (d6): 1. blizzards; 2. earthquakes; 3. floods; 4. thunderstorms; 5. volcanoes; 6. typhoons.
8. Spellcasters.
9. The gods.
10. Dragons.

d10 The barbarians are notorious for...

1. Never leaving survivors.
2. Feeding prisoners to wild beasts.
3. Tattooing or branding prisoners.
4. Scalping enemies.
5. Flaying enemies.
6. Raiding and burning villages.
7. Plundering merchant caravans.

8. Eating prisoners.
9. Claiming prisoners as slaves.
10. Taking prisoners as wives, concubines, or catamites.

d10 The barbarians are known for...

1. Screaming and shouting during battle.
2. Convening with ghosts and spirits.
3. Ritual animal sacrifice.
4. Ritual human sacrifice.
5. Ritualistic bloodletting.
6. Ritualistic sexual acts.
7. Eating unusual meats.
8. Prolific amounts of drinking.
9. Never cutting their hair.
10. Shaving their heads and bodies.
11. Never bathing.
12. Bathing and perfuming their bodies.

d6 The barbarians' attitude is...

1. Rowdy and festive.
2. Joyful and eager to fight.
3. Relaxed and carefree.
4. Frightened and suspicious.
5. Hostile and suspicious.
6. Hostile and eager to fight.

### **Orcish Clans**

d12 The orcs are...

1. Nomadic hunters, following game.
2. Raiders displaced from their native lands.
3. In exile from their native lands.
4. In the service of a sovereign warlord.
5. A loose confederacy of tribes and families related by blood.
6. Degenerate survivors from a broken army.
7. Disorganized; a clan of competing warriors.
8. A tight-knit war band.
9. Bent on sowing chaos and mayhem.
10. Raiders after supplies and slaves.

11. Marching to war under the leadership of a great chief.
12. On an errand for an evil wizard or other powerful being.

d12 The orcs value...

1. Bravery.
2. Strength.
3. Wisdom.
4. Virility.
5. Honoring the gods.
6. Honoring their ancestors.
7. Battle-scars.
8. Survival.
9. Kill counts.
10. Scalps.
11. Steel.
12. Meat.

d4 The orcs' iconography features...

1. Symbols of death and destruction (d10): 1. bats; 2. blood; 3. bones; 4. corpses; 5. crows; 6. flames; 7. ghosts; 8. scorpions; 9. skulls; 10. vultures.
2. Symbols of the heavens (d6): 1. clouds; 2. lightning; 3. moon; 4. snow; 5. stars; 6. sun.
3. Symbols of strength and weaponry (d6): 1. arrows; 2. axes; 3. fists; 4. spears; 5. stones; 6. swords.
4. A great beast (d8): 1. bears; 2. boars; 3. eagles; 4. horses; 5. lions; 6. owls; 7. snakes; 8. wolves.

d10 The orcs' chief is...

1. A well-respected chief.
2. A charismatic warlord.
3. A mysterious shaman.
4. A descendent of an honored hero.
5. A ruthless killer.
6. A brutish thug.
7. An impatient young warrior.
8. A wise old chief.
9. A celebrated war hero.
10. A prolific lover.

d12 The orcs' favorite meat comes from...

1. Dwarves and halflings.
2. Beggars and thieves.
3. Merchants and caravan guards.

4. Noblemen.
5. Noblewomen.
6. Priests and priestesses.
7. Slaves.
8. Circus Folk and minstrels.
9. Foreign travelers.
10. Peasant women.
11. Young children.
12. Elves and pixies.

d8 The orcs fear...

1. Men armored in steel.
2. Human women.
3. Spellcasters.
4. Members of a particular race (d4): 1. dwarves; 2. elves; 3. goblinoids; 4. reptilian humanoids.
5. A particular natural phenomenon (d6): 1. blizzards; 2. earthquakes; 3. floods; 4. thunderstorms; 5. volcanoes; 6. typhoons.
6. The gods.
7. Aberrant evils.
8. Dragons.

d10 The orcs are notorious for...

1. Never leaving survivors.
2. Feeding prisoners to wild beasts.
3. Tattooing or branding prisoners.
4. Scalping enemies.
5. Flaying enemies.
6. Raiding and burning villages.
7. Plundering merchant caravans.
8. Eating prisoners raw.
9. Claiming prisoners as slaves.
10. Taking prisoners as wives, concubines, or catamites.

d12 The orcs are known for...

1. Screaming and shouting during battle.
2. Convening with ghosts and spirits.
3. Ritual animal sacrifice under the new moon.
4. Ritual humanoid sacrifice deep within the earth.
5. Ritualistic bloodletting.
6. Ritualistic sexual acts under the full moon.

7. Eating unusually-prepared meats.
8. Prolific amounts of drinking.
9. Never cutting their hair.
10. Shaving their heads and bodies.
11. Wearing long top-knots or braids.
12. Bathing and perfuming their bodies.

d6 The orcs' attitude is...

1. Rowdy and festive.
2. Joyful and eager to fight.
3. Relaxed and carefree.
4. Frightened and suspicious.
5. Hostile and suspicious.
6. Hostile and eager to fight.

d6 The orcs' goals include (chief and lower-ranking members could have different goals)...

1. Upheaval of the region's politics.
2. Disruption of the region's trade.
3. Revenge against another civilization.
4. Revenge against a rival orcish clan.
5. Spreading chaos and destruction.
6. Possession of a powerful artifact.

d8 The orcs typically fight with...

1. Hit-and-run tactics.
2. Ambush tactics.
3. Unpredictable maneuvers.
4. Lots of screaming and shouting.
5. Kicking and stomping.
6. Lots of head-butting.
7. Lots of biting and scratching.
8. Frequent breaks for (d4): 1. eating; 2. looting corpses; 3. re-forming ranks; 4. arguing among themselves.

d6 As guardians or pets, the orcs sometimes keep...

1. Boars.

2. Dire rats.
3. Giant lizards.
4. Ogres.
5. Wargs.
6. Wolves.

d10 As slaves, the orcs keep...

1. Dwarves.
2. Gnomes.
3. Goblins.
4. Halflings.
5. Humans.
6. Kobolds.
7. Undead servitors.
8. Nothing; the orcs eat any captives they take.
9. Nothing; the orcs leave no survivors.
10. Nothing; the orcs believe in freedom for all beings.

d12 Most of the orcs are wielding...

1. Spears and large hunting knives.
2. Spears and javelins.
3. Exotic, curved blades and several bolas.
4. Huge, curved blades.
5. Exotic, curved blades and blowguns.
6. Pikes and short swords.
7. Pikes and short bows.
8. Battleaxes and throwing axes.
9. Battleaxes and longbows.
10. Longswords and longbows.
11. Jagged great swords and short bows.
12. Great axes and javelins.

### **Orcish Warlords**

d4 Race, This Orc is a...

1. Pureblood Orc, thoroughly orc through and through leading through strength.
2. Orog, a particularly intelligent type of orc. Come to lead the warband using its intelligence and tactical skill.
3. Ogrillon, half orc and half ogre this warlord is massive and strong although simple minded.
4. Half Orc, potentially not from orc society, this half orc

has come to lead the warband with its greater intelligence.

\*d20 Appearance, The warlord has... \*

1. A metal jaw replacing their own that they lost in battle. They will show this off by crushing things with it.
2. A metal claw like arm that it uses in combat with brutal efficiency.
3. Far larger than usual tusks. Large enough to be uncomfortable and give a slight lisp.
4. A missing nose, completely torn off in a fight.
5. Scarring all over their body from being set on fire once.
6. Missing fingers and dark patches of skin from frostbite being attacked by ice magic.
7. Fel-like horns that twist and gnarl from his head.
8. A huge blubbery body, which it proudly uses as a type of armor projectiles just being absorbed by the fat.
9. A very thin and lithe body for an orc.
10. Gold and jewels that make up his teeth, replacing its own.
11. Violently scarified tattoos all over its body. They display its previous victories.
12. A pole affixed to its armor that has the decapitated heads of every enemy jammed onto it.
13. Armor that is made from the bones and scales of a dragon.
14. Strange and differently colored skin for an orc.
15. One missing eye, the socket glowing with holy energy.
16. Glowing tattoos all over their body, that each come with some strange meaning.
17. A large and ornate beard usually dripping with blood.
18. Chunks of bone growing out of its skin due to some horrific mutation.

19. Self-inflicted notch marks all over their body that count their kills and victories.
20. A strangely handsome appearance for an orc.

d20 Trait. The orc warlord is known because...

1. It's a massive alcoholic. He drinks kegs and kegs of ale every day and demands ale and other drinks as payment.
2. He organizes feasts made up of the humanoid prisoners. They're famous throughout the clan and they aim to take as many prisoners in combat for just this reason.
3. It's a fel-orc tainted by fiendish energy in a similar way to a Tiefling. Some fiendish powers come from this.
4. He killed the previous warlord in a duel, brutally murdering them.
5. He pretends to be chosen by the gods and make it seem that he was chosen to lead his clan. He knows this is just fake, but everyone seems to believe them.
6. He's blind in both eyes. Strangely, he's still just as effective in combat.
7. He has sired many children and trained both the girls and boys to be terrifying warriors.
8. They're actually happily married to a witch. Although the other orcs find this strange, they're too terrified of her to question it out loud.
9. It plans to organize a raid against the heavens itself! Currently they're constructing a planar portal to get there.
10. Its raids are all against enemies of the orc gods. They think they can hear the gods calling to them and make every choice depending on them.
11. It's known for using biological warfare and disease magic, catapulting diseased corpses into cities.
12. It openly is against magic in all forms and aims to hunt down all witches and magic users.

13. It kills any orc recruit that doesn't perform absolutely perfectly.
14. It's a lycanthrope who openly uses this power in combat.
15. It openly uses necromancy powers to rise the dead soldiers in combat.
16. It's crippled and needs to use a potion to walk and fight. A secret guarded from the rest of the clan.
17. It's greedy and only cares about money and jewels. Every raid is for more money.
18. It's known as a one-man army who has defeated an entire enemy army before single handed.
19. It wants to unite all the orc clans nearby into a massive army to take over the entire realm.
20. It loves to use alchemy to create powerful weapons of mass destruction and magical potions to make their clan stronger.

d20 Combat. The warlord is known to fight with...

1. A huge two-handed sword and slow but powerful attacks.
2. Death by 1000 cuts. Fast, but tiny attacks with dual daggers.
3. A traditional orcish war axe.
4. Shamanistic elemental magic.
5. Stealth, trickery and traps.
6. A great bow and magical arrows.
7. A crossbow and magical arrows.
8. Sword and shield, the shield enchanted with power.
9. Warlock like magic.
10. Terrifyingly strong blood magic.
11. A common usage of potions, for strength and fire breath as well as healing.
12. Running away, to live another day.
13. Catapults and Artillery.
14. A large sharp flail.

15. Fists and spiked knuckles.
16. Grapples and throwing attacks.
17. Extremely loud magical war cries.
18. Two large sharp swords.
19. A spiked chain weapon.
20. A mage assistant who constantly buffs them with magic and healing.

d100 Banner. The orc clan has a banner that shows...

1. Wolfs head.
2. A skull.
3. An animal skull.
4. Two axes.
5. An axe.
6. Two swords.
7. Crossed bones.
8. A laughing face.
9. A fist.
10. A dragon.
11. A wolf.
12. A hanging man.
13. The holy symbol of their god.
14. An 8-pointed star.
15. A moon.
16. A claw.
17. Several stars.
18. A shield.
19. A cross pattern.
20. A spotted pattern.
21. A bloody hand.
22. A blood stain.
23. A toothy maw.
24. Teeth.
25. Eyes.
26. A dead elf king.
27. A boot.
28. Several green figures.
29. A strange geometric shape.
30. A beholder.
31. A drake.
32. A lion.
33. A tiger.
34. A shark.
35. Waves.
36. A volcano.
37. A forest.
38. A large tree.
39. The four forces of nature.
40. Fire.
41. Water.
42. Earth.
43. Air.



44. An angry face.
45. Several different faces.
46. Two hands.
47. The last warchief.
48. A strange twenty-sided shape with a 20 on one side.
49. A square.
50. A triangle.
51. Some scribble that looks like a toddler made it.
52. A cloud.
53. A ghost.
54. A skeleton.
55. A zombie.
56. A river.
57. The surrounding region.
58. A nude woman.
59. A strong man.
60. Their god.
61. Just black.
62. Just red.
63. Just white.
64. Just green.
65. Just blue.
66. Just yellow.
67. A variance of striped colors.
68. Half and half two colors.
69. A decapitated head.
70. Guts.
71. Tusks.
72. A fiend.
73. An archfiend.
74. The area the orcs came from.
75. A cliff.
76. A tower.
77. A fortress.
78. A monster.
79. Screaming women.
80. Gallows.
81. Headless people.
82. Armor.
83. A helmet.
84. A spear.
85. Two spears.
86. Several spears.
87. A long-spiked sword.
88. A bow.
89. An arrow.
90. A crossbow.
91. A cannon.
92. A catapult.
93. A trebuchet.
94. A dark circle.
95. A hand print.
96. A footprint.
97. The symptoms of disease.
98. A potion.

99. Runic symbols.
  100. Some face that looks so strangely like the WM.
- d20 Soldiers. The Warlords main soldiers and warriors are...
1. Orc barbarians with swarm tactics.
  2. Orc Shamans who have strong elemental magic.
  3. Orc Mage hunters who have wards to protect them from magic.
  4. Powerful orcs who have been engineered and trained from birth to know nothing other than war.
  5. Orc Knights with full armor.
  6. Orc Assassins.
  7. Orc archers and rangers who attack from afar.
  8. Orc monster hunters prepared to take down massive prey.
  9. Orog soldiers who use superior tactics.
  10. Orc riders who ride wargs dire wolves and horses.
  11. Ogres who crush and destroy anyone needed.
  12. Hobgoblin mercenaries used for the most dangerous jobs.
  13. Ogrillon barbarians and berserkers.
  14. One amazingly strong and talented orc who can take on massive beasts with ease.
  15. Half Orcs who follow their orcish side more.
  16. Orc artillery experts who use catapults and cannons.
  17. Orc warlocks who have made a pact with fiends for more power.
  18. Amazonian she-orcs.
  19. A swarm of young orcs wanting to prove themselves in battle.
  20. Orc monster handlers who control massive drakes and similar creatures.
- d20 Minions. The orcs army also has...
1. Goblins who are used as cannon fodder.

2. Kobolds convinced with small amounts of gold.
  3. Goblins who are wired with explosives.
  4. Orc peasants attacking with simple weapons.
  5. Prisoners brainwashed to fight for the orcs.
  6. Simple orc warriors.
  7. A clumsy ogre
  8. A pack of allied gnolls
  9. Packs of wargs
  10. Packs of dire wolves.
  11. A tamed Wyvern.
  12. A very powerful orc wizard.
  13. A small fleet of galleys and sailboats.
  14. A young dragon who assists them.
  15. Swarms of giant insects assisting them.
  16. Conjured elementals.
  17. Hobgoblin mercenaries.
  18. Bugbear mercenaries.
  19. A small family of trolls helping them.
  20. Undead risen to assist the clan.
- d20 Base. The clan is based out of...
1. A small shamanistic orc village.
  2. A massive orc keep with multiple traps and defenses such as boiling oil.
  3. A fortress on the back of a dire mammoth.
  4. A dragon's old abandoned lair.
  5. A conquered village/town of their enemies.
  6. A forest camp.
  7. A camp in the tundra.
  8. A walled off stronghold originally made to be temporary.
  9. A huge pit mine with furnaces and smelters making weaponry.
  10. A solitary island with a shipyard.
  11. A huge orcish city.
  12. The bones of a titan or a dragon.
  13. A cavern in a cliff.
  14. A riverside.
  15. A coastal cliff.
  16. A muddy bog.

17. A nomadic camp they can put up in hours.
18. The middle of the plains.
19. A mountainous camp made of rock.
20. Somewhere original created to imprison them.

### **Goblin Gangs**

d10 The goblins' primary "business" involves...

1. Raiding villages and farms.
2. Burglarizing storehouses and shops.
3. Harassing anyone who passes through their territory.
4. Robbing caravans carrying gems, precious metals, and exotic goods.
5. Holding up traders' ships or wagons.
6. Smuggling drugs (d4):  
1. smoke leaf; 2. a hallucinogenic mushroom; (3) sleepy salt (a downer); 4. sharp sugar (an upper).
7. Smuggling living things (d4): 1. exotic beasts; 2. foreign harlots; 3. fugitives; 4. slaves.
8. Serving as muscle for evildoers.
9. Mining and crafting.
10. Pranks and hijinks.

d10 The goblin gang symbol is...

1. A skull.
2. An arrow.
3. A dagger.
4. The moon.
5. A star.
6. A snake.
7. A spider.
8. A rat.
9. A wolf.
10. A bat.

d20 The goblin gang's colors are...

1. Black.
2. Dark brown.
3. Crimson.
4. Grey.
5. Gold.
6. Khaki.
7. Dark green.
8. White.
9. Dark green and gold.

10. Black and gold.
11. Dark brown and grey.
12. Grey and white.
13. Black and grey.
14. Black and white.
15. Black and crimson.
16. Dark brown and crimson.
17. Crimson and khaki.
18. Dark brown and khaki.
19. Khaki and dark green.
20. Dark green and crimson.

d6 The goblins' lair is located...

1. In a dark and haunted forest.
2. In an enchanted forest.
3. Along a mountain pass.
4. High in the mountains.
5. Beneath a bustling city.
6. Near a quiet farm village.

d6 The goblins' lair is...

1. A series of natural caverns.
2. An abandoned mine.
3. A mine in which the goblins are actively digging.
4. An underground fortress.
5. A semi-organized military encampment.
6. A crude encampment.

d20 The goblins are particularly fond of picking on...

1. Fishermen and sailors.
2. Beggars and drunks.
3. Merchants and money changers.
4. Young noblemen.
5. Young noblewomen.
6. Old noblewomen.
7. Gamblers and thieves.
8. Priests and monks.
9. Priestesses.
10. Constables and sheriffs.
11. Castle or town guards.
12. Cooks and scullery maids.
13. Barkeeps and barmaids.
14. Harlots and madams.
15. Circus performers.
16. Foreign travelers and peasant girls.
17. Young children.
18. Miners and prospectors.

19. Elves and rangers.
20. Dwarves and gnomes.

d10 The goblins are currently planning a raid on...

1. The residence of the leader or a senior gang member.
2. An artisan's shop or guildhall.
3. A merchant's office.
4. A tavern or inn.
5. A brothel.
6. A warehouse or shipyard.
7. A temple complex or shrine.
8. The town hall.
9. A shantytown.
10. The residence of a wealthy individual or prominent citizen.

d10 The goblins' boss is...

1. An egotistical goblin warrior.
2. A charismatic goblin rogue.
3. A mysterious goblin shaman.
4. A talented goblin thief.
5. A well-known goblin war hero.
6. A ruthless goblin hexer.
7. A cunning gobliness.
8. A brutal hobgoblin war priest.
9. A brilliant hobgoblin warlord.
10. A calculating bugbear assassin.

d6 The goblins' goals include (boss and rank-and-file members could have different goals)...

1. Disruption of the region's politics.
2. Disruption of the region's trade.
3. Revenge against a specific organization.
4. Revenge against a rival goblin gang.
5. Spreading chaos and destruction.
6. Possession of a powerful artifact.

d12 The goblins typically fight with...

1. Swarm tactics.
2. Hit-and-run tactics.
3. Ambush tactics.
4. Choreographed maneuvers.
5. Unpredictable maneuvers.
6. Lots of smiles and jokes.
7. Lots of fancy footwork.
8. Lots of screaming and shouting.
9. Kicking and stomping.
10. Lots of head-butting.
11. Lots of biting and scratching.
12. Laying traps.

d6 As enforcers or extra muscle, the goblins sometimes hire...

1. Hobgoblin mercenaries.
2. Bugbear thugs.
3. Ogre savages.
4. Orc berserkers.
5. Trolls.
6. Other goblin gangs.

d6 As guardians or pets, the goblins sometimes keep...

1. Wolves.
2. Wargs.
3. Giant spiders.
4. Boars.
5. Giant bats.
6. Dire rats.

### Random Noble Houses

d6 The house is...

1. Ancient and well-respected by all houses, great and small.
2. Ancient and greatly diminished in standing from what it once was.
3. Old with the respect of many houses, great and small.
4. Old and struggling to maintain respect of other houses.
5. Old but often overshadowed by other houses.
6. Newly raised up to the nobility.

d20 The house's colors are...

1. Black.

2. Red / scarlet.
3. Gold.
4. Forest green.
5. Royal blue.
6. Violet.
7. Silver / light grey.
8. Bronze.
9. Tan / khaki.
10. Brown / beaver.
11. Dark grey / gunmetal.
12. White.
13. Maroon.
14. Sky blue.
15. Navy blue.
16. Dark brown / chocolate.
17. Teal / turquoise.
18. Yellow.
19. Orange.
20. Olive green.

d8 The house's symbol is...

1. A weapon (d8): 1. arrow; 2. axe; 3. dagger; 4. hammer; 5. mace; 6. spear; 7. staff; 8. sword.
2. A piece of armor (d4): 1. breastplate; 2. gauntlet; 3. helm; 4. shield.
3. A celestial body (d4): 1. sun; 2. moon; 3. star; 4. comet.
4. A plant or part of a plant (d12): 1. apple; 2. barley; 3. briar; 4. fig; 5. grapes; 6. lily; 7. maple; 8. oak; 9. olive; 10. pine; 11. rose; 12. wheat.
5. An aquatic beast (d6): 1. crab; 2. crocodile; 3. frog; 4. fish; 5. octopus; 6. whale.
6. A small beast (d12): 1. badger; 2. bat; 3. beaver; 4. dog; 5. ferret; 6. fox; 7. hedgehog; 8. lizard; 9. rat; 10. scorpion; 11. snake; 12. spider.
7. A great beast (d8): 1. bear; 2. boar; 3. bull; 4. dragon; 5. lion; 6. ox; 7. stag; 8. wolf.
8. A bird (d12): 1. cardinal; 2. dove; 3. eagle; 4. hawk; 5. mockingbird; 6. owl; 7. pelican; 8. raven; 9. rooster; 10. sparrow; 11. swan; 12. vulture.

d20 The house's motto champions the ideals of...

1. Compassion.
2. Courage.
3. Courtesy.
4. Determination.
5. Discipline.

6. Duty.
7. Excellence.
8. Faith.
9. Generosity.
10. Honor.
11. Hope.
12. Integrity.
13. Justice.
14. Loyalty.
15. Mercy.
16. Patience.
17. Righteousness.
18. Strength.
19. Trust.
20. Wisdom.

d12 The best-known member of the house is or was...

1. A gallant knight.
2. A beautiful woman.
3. A ruthless negotiator.
4. An adept diplomat.
5. A famous traveler or explorer.
6. A brilliant military strategist.
7. A notorious rebel or outlaw.
8. A dashing swashbuckler.
9. A fearsome warrior.
10. A brilliant scholar.
11. A gifted orator.
12. A dangerous and mad ruler.

d10 The current head of the house is...

1. A kindly old man or woman.
2. A ruthless old man or woman.
3. A wily old man or woman.
4. A charming man or woman.
5. A grim veteran of wars.
6. An astute politician.
7. A devout adherent of a religion.
8. A heartbroken widower or widow.
9. A reckless or hot-headed young man or woman.
10. A child.

d8 The house's goals include (individual members may have different goals) ...

1. Domination of the city or region's politics.
2. Domination of the city or region's trade.
3. Revenge against a rival house in the same city or region.
4. Revenge against a rival house in another city or region.
5. Sabotage of a group run by commoners—a guild, academy, religious faith, or secret society.
6. Fomenting rebellion against the city or region's ruling house.
7. Marriage with a powerful allied house.
8. Marriage with a powerful rival house.

d8 One or more house members keep secret (the secret may involve past or present events)...

1. A long-time scandalous romance.
2. The existence of a bastard child.
3. A murder in one of the house's keeps, castles, or palaces.
4. Religious zealotry.
5. The birth of a malformed freak.
6. Treason against the region's sovereign.
7. The senility or madness of family members.
8. Criminal sabotage of a rival house.

d10 The house's seat of power is located in or near...

1. A port city.
2. A range of high mountains.
3. A wide, fertile plain.
4. A fertile river valley.
5. An ancient forest.
6. A jagged coastline.
7. A sodden swamp.
8. A pristine lake.
9. A desert plateau.
10. An idyllic hill country.

### Random Nobles

d6 The noble is...

1. A knight.

2. An old lord.
3. A young lord.
4. An old lady.
5. A young lady.
6. A wealthy merchant.

d8 The noble seeks someone to...

1. Dispose of an enemy.
2. Negotiate a trade contract.
3. Deliver a letter.
4. Prepare an army for war.
5. Sabotage a rival.
6. Secure an advantageous marriage for himself or herself.
7. Secure an advantageous marriage for a friend or family member.
8. Have a good time with.

d6 The noble carries...

1. Several deeds and titles.
2. A family heirloom.
3. Several inventories and invoices.
4. Some very valuable jewels.
5. A compromising love letter.
6. A letter from a powerful lord or lady.

d8 The noble wears...

1. A flashy gold necklace or chain.
2. Shiny leather boots.
3. An ornate signet ring.
4. Fine silk clothes.
- 5.
6. A handsome grin.
7. An extremely ugly scowl.
8. An arrogant sneer.
9. Beautifully-styled hair and/or facial hair.

d8 The noble has...

1. A loud, deep laugh.
2. A high-pitched laugh.
3. A twittering nervous laugh.
4. A nervous habit of fidgeting.
5. A silver tongue.
6. A commanding presence.
7. Complete disregard for commoners.

8. Not a care in the world.

### Random Tombs

d20 This tomb was built for...

1. An ancient king.
2. An ancient queen.
3. An ancient high priest or priestess.
4. An ancient sorcerer.
5. A mighty warrior.
6. A terrible villain.
7. A legendary adventurer.
8. A celebrated war hero.
9. An unscrupulous king or queen.
10. A vain mayor or town master.
11. A powerful military commander or warlord.
12. A powerful witch or wizard.
13. A powerful priest or priestess.
14. A beloved sovereign.
15. A wealthy merchant.
16. A member of a noble house.
17. A member of the royal family.
18. The wife of a wealthy person or ruler.
19. The mother of a wealthy person or ruler.
20. The child of a wealthy person or ruler.

d12 The tomb's entrance is...

1. Yawning open, letting much daylight into the entry chamber.
2. Behind a huge pair of metal doors (d4): 1. brass; 2. bronze; 3. gold; 4. iron.
3. Beneath a stone slab.
4. A simple wooden door framed in stone.
5. A heavy wooden door framed in stone.
6. Behind a heavy stone door.
7. Beneath a gnarled, old tree.
8. Beneath an obelisk or similar monument.
9. Beneath a large statue.
10. Hidden by the terrain (d4): 1. boulders; 2. waterfall; 3. rocky overhang; 4. hillock.

11. Hidden by vegetation (d4): 1. a briar patch; 2. a curtain of moss; 3. enormous tree roots; 4. overgrown vines.

12. Difficult to access (d4): 1. up or down a cliff face; 2. down a deep hole; 3. in an underwater tunnel; 4. through an illusory rock or wall.

d10 The tomb's entrance is guarded by...

1. A sworn order of devout warriors.

2. Sell swords.

3. Large, frightening statues of beasts (d8): 1. bats; 2. bears; 3. dragons; 4. eagles; 5. lions; 6. ravens; 7. snakes; 8. wolves.

4. Impressive, colossal statues of warriors.

5. Statues of beautiful maidens, beckoning visitors into a trap.

6. Several crumbling statues.

7. Skeletal warriors.

8. An unsettling arrangement of bones.

9. A band of outlaws who are carefully delving its secrets.

10. Nothing; the tomb is rather homey and welcoming.

d6 The tomb's grand crypt is located...

1. Just beyond a heavy door in the entry chamber.

2. Down a steep set of spiraling stairs from the entry chamber.

3. At the end of a long passageway lined with lesser crypts.

4. At the end of a long passage lined with statues.

5. At the end of a long passageway lined with passageways leading to lesser crypts.

6. Several levels below the entry chamber.

d8 The tomb's layout is...

1. Simple; a large grand crypt with a handful of smaller crypts and rooms adjoining.

2. Simple with a large entry chamber; the entry

chamber leads off to smaller crypts and other rooms.

3. Multi-layered; access to the lower layers is easy to find.

4. Multi-layered; access to the lower layers is difficult to find.

5. Multi-winged; access to some wings is difficult to find.

6. A series of rooms arranged in a concentric fashion; the grand crypt is located among the inner rooms.

7. Labyrinthine; designed to deliberately confuse intruders.

8. Simple with an intricate complex hidden beneath the grand crypt.

d8 Many of the tomb's interior walls are...

1. Roughhewn stone.

2. Smooth cut stone.

3. Painted or lacquered wood.

4. Unfinished hardwood.

5. Decorated with intricate mosaics.

6. Decorated with elaborate murals.

7. Decorated with bones and icons of death.

8. Decorated with sacred texts and runes.

d6 Many of the tomb's ceilings are...

1. Uncomfortably close to your head.

2. Stone, smooth as glass.

3. Stone, rough and jagged.

4. Connected to the floor by columns.

5. Painted or carved with iconic scenes.

6. Crossed by wooden beams.

d20 Rooms: The purpose of this room is...

1. An antechamber to a crypt or chapel.

2. A chapel dedicated to protecting the souls of the deceased.

3. A chapel dedicated to aiding the journey of the souls of the deceased.

4. A grand crypt for a person of importance (d4): 1. well-known hero; 2. high priest; 3. powerful noble; 4. wealthy merchant.

5. A false crypt to attract and to trap graverobbers and treasure hunters.

6. A crypt for immediate family members.

7. A crypt for previous generations of the family.

8. A crypt for the spouse of the deceased.

9. A crypt of unmarked graves.

10. A reflecting pool or fountain.

11. A crypt for devoted servants or slaves.

12. A room dedicated for specific rituals (d3): 1. divinations; 2. funerals; 3. necromancy.

13. Gallery dedicated to the deceased (d3): 1. trophies; 2. statues; 3. paintings.

14. A guardroom with guards (d6): 1. ghosts; 2. golems; 3. knights; 4. sell swords; 5. cultists; 6. skeletons; 5. wights; 6. zombies.

15. A priest's robing room.

16. Storage room for embalming tools.

17. Storage room for tools and materials to maintain the tomb.

18. Workshop for embalming the dead.

19. A crypt hidden by a secret door where the most important person in the tomb rests.

20. A priest's quarters or robing room.

d20 Features: You notice...

1. A small altar set in an alcove in the wall.

2. A plaque listing a family lineage.

3. A plaque noting birth and death dates.

4. A wall sconce holding several candles.

5. An empty wall sconce for holding a torch.

6. A rotten, earthy stench.

7. A musty, moldy odor.
8. The scent of decaying flesh.
9. A mural depicting a mythological scene.
10. A small fountain or reflecting pool.
11. A huge book of sacred texts or prayers.
12. An ornate oil lamp.
13. A mosaic set into the floor of the room.
14. A wide fresco or mural depicting a mythological or historical scene.
15. A gilded sarcophagus.
16. A simple stone sarcophagus.
17. A finely-crafted, heavy wooden coffin.
18. A simple, sturdy wooden coffin.
19. A stone coffin marked with dates.
20. An empty coffin.

d6 The tomb is rumored to...

1. Hold tremendous treasure.
2. Be heavily trapped to guard against intruders.
3. Hold a legendary weapon or artifact.
4. Bestow a powerful curse on intruders.
5. House the remains of someone whose body is widely believed to have been lost.
6. Have already been cleared of monsters and gold by treasure hunters.

### Undead Denizens

d20 What haunts this tomb?

1. A swarm of crawling claws.
2. A covetous wight.
3. An ancient demilich.
4. Malevolent ghosts.
5. Zombie warriors.
6. A skeletal hound.
7. A newly-made vampire.
8. An ancient vampire.
9. A huge, animated pile of bones.
10. Twisted humanoid skeletons.
11. A zombie made from a fallen adventurer.

12. A hateful mummy.
13. Skeletal guardians.
14. Phantom soldiers.
15. The ghost of a fair maiden.
16. Hungry ghouls.
17. A mad wraith.
18. A playful ghost.
19. A treacherous spellcaster-turned-lich.
20. A vengeful death knight.

### Living Denizens

d12 Denizens: What lives in the tomb now?

1. Carrion crawler.
2. Cloaker.
3. Darkmantle.
4. Fungi.
5. Mimics.
6. Myconids.
7. Ooze.
8. Otyugh.
9. Piercer.
10. Roper.
11. Stirges.
12. Umber hulk.

d8 Visitors: Who has entered the tomb of late?

1. A devoted old priest or priestess.
2. A curious young priest or priestess.
3. A traveler or scholar from afar.
4. A member of the deceased's family.
5. A greedy treasure hunter.
6. A student of necromancy.
7. A fugitive serial killer.
8. A brave but foolish adventurer.

### Witches

d20 The witch is...

1. A femme fatale.
2. The wife of a farmer, fisherman, or miner.
3. The wife of a soldier.
4. An old seamstress or weaver.
5. A peasant girl.
6. A noble woman.
7. A slave or servant.

8. An attractive shopkeeper.
9. A stern barmaid.
10. An old fortune teller.
11. A talented dancer or singer.
12. A heretical priestess.
13. An herbalist or healer.
14. A skilled hunter.
15. A very young girl.
16. The daughter of a thief.
17. The daughter of a sailor.
18. An old crone.
19. An old widow.
20. An attractive young widow.

d10 The witch learned her craft from...

1. A fellow witch who kidnapped her as a young girl.
2. A fellow witch who aided her in a time of need.
3. A neighbor.
4. Her mother.
5. Her older sister.
6. Her grandmother.
7. Books of forbidden lore.
8. Social with the spirits of the dead.
9. Consorting with a fiend.
10. Participating in bacchanalian fey orgies.

d12 The witch specializes in...

1. Charms.
2. Clairvoyance.
3. Communing with the dead.
4. Conjuring evil spirits.
5. Curses.
6. Demonology.
7. Enchantments.
8. Herbalism.
9. Hexes.
10. Poisons.
11. Potions.
12. Prophecies.

d10 Trade: For coin or barter, the witch will...

1. Read your palm.
2. Gaze into her crystal ball.
3. Contact a dead relative or friend.
4. Place a hex on an enemy.
5. Give you a piece of forbidden magical lore.

6. Enchant an item.
7. Curse an item.
8. Prepare an herbal remedy.
9. Prepare a potion.
10. Give you an old family recipe.

d12 The witch is seeking...

1. The means to summon a fiend.
2. The means to control a fiend.
3. Eternal youth and beauty.
4. The soul of a specific person.
5. Vengeance against a powerful person.
6. A long-lost recipe.
7. Instructions for a powerful ritual.
8. The wand of a legendary witch or wizard.
9. The staff of an ancient witch or wizard.
10. The meaning of a cryptic prophecy.
11. A baby or young child to steal.
12. A baby or young child to eat.

d8 The witch has uncovered dark secrets. She cannot be killed by...

1. Hanging or strangulation.
2. Drowning.
3. Burning.
4. Disease.
5. Poisoning.
6. The hand of a mortal man.
7. Falling from a great height.
8. Old age.

d6 The witch prefers to travel by...

1. Flying broomstick.
2. Flying mount (giant owl or hippogriff).
3. Horseback.
4. Walking.
5. Transforming into a beast (d8): 1. bat; 2. cat; 3. fox; 4. horse; 5. owl; 6. rat; 7. raven; 8. wolf.
6. Teleportation.

d10 The witch's home is...

1. In a cave.
2. In a swamp.
3. On an island.
4. Beneath a large tree in a forest.
5. In a cottage in the woods.
6. Hidden in the mountains.
7. In a quiet village.
8. Just outside a quiet village.
9. Down a dark alley in the city.
10. In the castle or palace of a lord.

d12 Distinguishing Feature: The witch has...

1. A large wart on her nose.
2. An oversized, crooked nose.
3. A cute little button nose.
4. A beauty mark on her cheek.
5. A hairy mole on her cheek.
6. A jagged scar on her cheek.
7. An obnoxious cackling laugh.
8. A hideous belting laugh.
9. A nervous twittering laugh.
10. Long straggly hair.
11. Long beautiful hair.
12. Her hair pulled up.

#### POTION BREWING

d10 The witch's brew is percolating in...

1. A delicate ceramic tea kettle.
2. A large cast iron cauldron.
3. A heavy-bottomed iron pot.
4. A thick cast iron vat.
5. A copper tea kettle.
6. A thick copper vat.
7. A heavy steel cook-pot.
8. A blackened steel cauldron.
9. A thick bronze cauldron.
10. A large bronze cook-pot.

d20 The witch's brew in the cauldron contains...

1. Eye of newt.
2. Toe of frog.
3. Wool of bat.
4. Tongue of dog.
5. Adder's fork.
6. Blind-worm's sting.
7. Lizard's leg.
8. Howlet's wing.
9. Monkey's paw.
10. Pint of blood.
11. Pound of flesh.
12. Cup of mud.
13. Beak of duck.
14. Housecat's tail.
15. Glob of mold.
16. Rusty nail.
17. Garlic bulb.
18. Cob of corn.
19. Stirge's foot.
20. Dryad's thorn.

d8 The witch is currently brewing...

1. A love potion.
2. A fertility tonic.
3. A magical cure-all.
4. A terrible poison.
5. A component for a summoning ritual.
6. A component for a necromantic ritual.
7. A component for a polymorphing hex.
8. A component for a beguiling charm.

#### Familiars

d12 The witch's familiar is...

1. An elemental spirit (d8): 1. air; 2. earth; 3. fire; 4. ice; 5. mud; 6. storm; 7. stone; 8. water.
2. A fey spirit (d4): 1. animated toadstool; 2. pixie; 3. sprite; 4. talking songbird.
3. A fiendish spirit (d4): 1. demon trapped in a book; 2. devil trapped in a gem; 3. imp; 4. quasit.
4. An undead creature (d4): 1. crawling crawl; 2. disembodied voice; 3. floating skull; 4. formless ghost.
5. A bat.
6. A cat.

7. An owl.
8. A snake.
9. A spider.
10. A raven.
11. A rat.
12. A toad.

d12 The witch's familiar manner is...

1. Calculating.
2. Clever.
3. Coy.
4. Cruel.
5. Gleeful.
6. Grumpy.
7. Insolent.
8. Shy.
9. Skittish.
10. Surly.
11. Suspicious.
12. Talkative.

### **Necromancers**

d10 The necromancer is...

1. A brilliant academy graduate.
2. A well-known villain.
3. A violent maniac.
4. An ambitious mage.
5. The son or daughter of a gravedigger.
6. A creepy shopkeeper.
7. A heretical priest or priestess.
8. An adept poison maker.
9. An soft-spoken scholar.
10. A determined lore seeker.

d8 The necromancer learned his/her craft from...

1. A fellow necromancer to whom he/she apprenticed.
2. A parent or grandparent who was a necromancer.
3. Books of necromantic lore.
4. Attending an academy.
5. Books of forbidden lore.
6. Social with the spirits of the dead.
7. Consorting with a fiend.
8. Trial and error.

d8 The necromancer specializes in...

1. Animating corpses.
2. Communing with ghosts.

3. Conjuring malevolent spirits.
4. Crafting flesh golems.
5. Commanding undead creatures.
6. Rotting curses.
7. Curses of undeath.
8. Deadly poisons.

d12 The necromancer is looking for...

1. Test subjects.
2. A body—fresh if possible, decomposed just as good.
3. Gullible souls.
4. A drink of absinthe and a ghost story.
5. The means to summon and bind a wraith.
6. The soul of a specific person.
7. Vengeance against a powerful person.
8. Instructions for a powerful ritual.
9. The wand of a legendary witch or wizard.
10. The staff of an ancient witch or wizard.
11. The meaning of a cryptic prophecy.
12. The entrance to a legendary tomb.

d8 The necromancer has uncovered dark secrets. He/she cannot be killed by...

1. Hanging or strangulation.
2. Drowning.
3. Burning.
4. Disease.
5. Poisoning.
6. The hand of a mortal man.
7. Falling from a great height.
8. Old age.

d6 The necromancer has taken precautions. If killed, he/she rises as...

1. A lingering, malevolent ghost.
2. A powerful lich.
3. A dangerous revenant.
4. An mighty wight.
5. A terrifying wraith.
6. An unstoppable, intelligent zombie.

d10 The necromancer's lair is...

1. In a cave.
2. In a swamp.
3. In a dark forest.
4. Near a well-known ancient tomb.
5. Near an ancient burial ground.
6. Adjacent to a cemetery.
7. In a quiet village.
8. Just outside a quiet village.
9. Down a dark alley in the city.
10. In the castle or palace of a lord.

d10 The necromancer carries...

1. A twisted blackwood staff.
2. A tome of necromantic lore.
3. A rare alchemical substance.
4. A razor-sharp ceremonial dagger.
5. An unusual potion.
6. A chunk of rotting flesh.
7. A severed body part (d4): 1. hand; 2. head; 3. finger; 4. foot.
8. Several empty glass vials.
9. A black stone that radiates evil.
10. A small notebook filled with notes on (d4): 1. anatomy; 2. behavior of zombies; 3. crypt architecture; 4. ghostly hauntings.

### **Familiars**

d10 The necromancer's familiar is...

1. A fiendish spirit (d4): 1. demon trapped in a book; 2. devil trapped in a gem; 3. imp; 4. quasit.
2. An undead creature (d4): 1. crawling crawl; 2. disembodied voice; 3. floating skull; 4. formless ghost.
3. A bat.
4. A cat.
5. An owl.
6. A snake.
7. A spider.
8. A raven.
9. A rat.



10. A toad.

d12 The necromancer's familiar's manner is...

1. Calculating.
2. Clever.
3. Coy.
4. Cruel.
5. Gleeful.
6. Grumpy.
7. Insolent.
8. Shy.
9. Skittish.
10. Surly.
11. Suspicious.
12. Talkative.

### Random Cults

d12 The cultists revere...

1. A dragon.
2. A demon lord.
3. An archdevil.
4. A long-dead ancient hero.
5. A long-dead ancient villain.
6. A dead god.
7. An aberrant creature.
8. An elemental creature.
9. A primordial.
10. Primal spirits.
11. An exarch of a god.
12. The cult's own leader.

d10 The cultists meet in...

1. A secret chamber in a well-known temple.
2. The cellar of a popular tavern.
3. A secret chamber in a well-known guildhall.
4. The cellar of a wealthy merchant's house.
5. The city sewers.
6. Ancient catacombs beneath the city.
7. A cabin in the countryside.
8. A creepy, dark cave.
9. A heavily guarded chamber within a castle.
10. The stacks of a well-stocked library.

d20 The cult's leader is...

1. A devoted acolyte.
2. A dogmatic teacher.
3. An adept healer.
4. A charismatic preacher.
5. An eccentric scholar.

6. An outspoken zealot.

7. A dangerous megalomaniac.

8. A charismatic demagogue.

9. A mysterious foreigner.

10. A well-known public figure.

11. A ruthless killer.

12. A femme fatale.

13. A charming rogue.

14. A powerful noble.

15. A talented artist.

16. A religious fanatic.

17. A veteran soldier.

18. A humble artisan.

19. An ancient hero reborn.

20. The second coming of a god.

d6 The cult's membership is primarily made up of...

1. The poor and downtrodden (d4): 1. beggars; 2. laborers; 3. servants; 4. slaves.

2. The wealthy elite (d4): 1. guild masters; 2. merchants; 3. nobles; 4. royalty.

3. A segment of another religion's population (d8): 1. sun god; 2. earth mother; 3. death god; 4. huntress; 5. goddess of love; 6. storm god; 7. trickster god; 8. war god.

4. Members of a particular trade (d8): 1. blacksmiths; 2. carpenters; 3. farmers; 4. fishermen; 5. miners; 6. soldiers; 7. stonemasons; 8. weavers.

5. Members of a particular race (d8): 1. dwarves; 2. elves; 3. gnomes; 4. goblins; 5. half-breeds; 5. halflings; 6. humans; 7. orcs; 8. reptilians.

6. Members of all social strata.

d8 The cult's practices involve (leadership and believers could adhere to different practices)...

1. Animal sacrifice (d10): 1. bulls; 2. calves; 3. cats; 4. chickens; 5. dogs; 6. goats; 7. pigeons; 8. rabbits; 9. rams; 10. songbirds.

2. Human sacrifice (d6): 1. children; 2. elderly; 3. harlots;

4. non-believers; 5. priests and priestesses; 6. virgins.

3. Self-mutilation (d10): 1. arm; 2. back; 3. cheek; 4. chest; 5. ear; 6. eye; 7. feet; 8. finger; 9. genitalia; 10. nose.

4. Burnt offerings (d6): 1. corpses; 2. rare herbs; 3. sacred incense; 4. high-quality meat; 5. nonbeliever; 6. prisoners.

5. Offerings of gold, gems, and valuables.

6. Strange incantations.

7. Public acts of violence (d4): 1. beatings; 2. looting; 3. murders; 4. riots.

8. Ritualistic sexual acts (d4): 1. bestiality; 2. breedings; 3. deflowerings; 4. orgies.

d8 The cult's goals (leadership and believers could have different goals)...

1. Domination of the city or region.

2. Destruction of the city or region.

3. Reincarnation of a long-dead entity.

4. Declaration of war against a rival city or nation.

5. Rebellion against the city or nation's elite.

6. Death to non-believers.

7. Opening a portal to another plane.

8. Release of a powerful captive entity.

d12 The cult's members must follow a strict rule regarding...

1. Wearing a flower in the hair or on the lapel (d4): 1. lily; 2. orchid; 3. rose; 4. tulip.

2. Fashion trends.

3. Maintaining their personal weapon (d4): 1. club; 2. dagger; 3. handaxe; 4. staff.

4. Treatment of pets.

5. Mounting a horse.

6. Dressing one's self for worship.

7. Dressing one's self for day-to-day activities.

8. Diet.

9. Exercise routines.

10. Bathing.

11. Styling one's hair.

12. Brushing one's teeth.

d12 The cult's members are particularly afraid of or takes special care to avoid...

1. Hallowed places.
2. Moonlight.
3. Sunlight.
4. Crossing running water.
5. Sharp wooden objects.
6. Garlic.
7. Silver objects.
8. Relics of the gods.
9. Sleeping outdoors.
10. Milk and cheese.
11. Eating meat.
12. Sobriety.

### **Lycanthropes**

d12 The beast shifter transforms into...

1. A grizzly bear.
2. A black bear.
3. A wild boar.
4. An oversized black rat.
5. A large brown rat.
6. A lanky grey rat.
7. A fierce tiger.
8. A grey wolf.
9. A mottled brown and grey wolf.
10. A reddish-brown wolf.
11. A dark brown or black wolf.
12. A white wolf.

d6 The beast shifter transforms involuntarily...

1. Whenever it is in moonlight.
2. On nights when a full moon occurs.
3. On nights when the moon is half full or more.
4. Whenever the leader of its pack or clan transforms.
5. Whenever it becomes enraged.
6. Never; it is in complete control of its power.

d8 While transformed, the beast shifter behaves...

1. Mostly as a normal beast of its type.
2. As an unusually intelligent version of the beast of its type.
3. More like a human than a beast.

4. As a skilled hunter.
5. As a cautious predator.
6. As a savage predator.
7. As a frightened beast.
8. Violently, spreading blood and chaos.

d8 The beast shifter lives...

1. Alone among humans, hiding its powers.
2. Alone among humans who know and accept its powers.
3. Alone as an outcast from human society.
4. Among other beast shifters integrated into human society.
5. Among other beast shifters as outcasts from human society.
6. Among other beast shifters, hiding their powers from society.
7. Among other beast shifters, apart from human society.
8. Alone as an outcast from its pack or clan.

d12 The beast shifter makes its home...

1. In a cave.
2. In a swamp.
3. On a vast plain.
4. In a forest.
5. In a cottage in the woods.
6. Hidden in the mountains.
7. In a quiet village.
8. Just outside a quiet village.
9. Down a dark alley in the city.
10. In the city sewers.
11. On a quiet residential street in the city.
12. In or near a castle or palace.

d8 The beast shifter tends to...

1. Lose its temper easily.
2. Speak in low growls (or squeaks), making it difficult for others to understand when excited.
3. Recoil from touching anything made of silver.

4. Get nervous in moonlight.
5. Lick its lips hungrily all the time.
6. Fidget or pace when in indoor spaces.
7. Daydream about hunting in its beast form.
8. Sniff people upon meeting them.

d8 In humanoid form, the beast shifter fights with...

1. Hit-and-run tactics.
2. Making a mad charge.
3. Kicking and stomping.
4. Sharp claws.
5. Sharp teeth.
6. Lots of taunts and jeers.
7. Lots of screaming and shouting.
8. Lots of head-butting.

d12 In humanoid form, the beast shifter presents itself as...

1. A farmer or herder.
2. A miner or fisher.
3. A beggar or urchin.
4. A noble or knight.
5. A barkeep or barmaid.
6. A barbarian or gladiator.
7. An herbalist or healer.
8. A soldier or sell sword.
9. A hunter or assassin.
10. A thief or bandit.
11. A smuggler or con artist.
12. A sailor or pirate.

d12 In humanoid form, the beast shifter's face has...

1. Unsightly nose and ear hair.
2. A garish earring.
3. An empty eye socket.
4. A grisly scar.
5. A grim look.
6. Sad puppy-dog eyes.
7. A nervous grin.
8. An toothy grin.
9. A frame of long, beautiful long hair.
10. Ferocious sideburns.
11. An unruly beard.
12. An intimidating mustache.

d20 The beast shifter's favorite prey are...

1. Foreigners and travelers.
2. Beggars and drunks.
3. Young men.
4. Young women.
5. Old women.
6. Old noblewomen.
7. Priests and monks.
8. Priestesses.
9. Harlots and madams.
10. Farmwives and peasant girls.
11. Young children.
12. Rabbits and hares.
13. Squirrels and chipmunks.
14. Pheasants and other game fowl.
15. Ducks and other waterfowl.
16. Mice and rats.
17. Pigeons and doves.
18. Sheep and goats.
19. Chickens and turkeys.
20. Dogs and cats.

### **Lycanthropy Packs**

d8 The pack is...

1. A band of exiles and outcasts.
2. A roving band of outlaws and thieves.
3. A nomadic warrior clan.
4. A band of sought-after mercenaries.
5. An integral part of the local thieves' or assassins' guild.
6. A mercenary company in the service of a local lord or city watch.
7. A wild bunch of hunters and killers.
8. An ancient clan of warrior-hunters.

d12 The pack's leader is...

1. A dangerous megalomaniac.
2. A charismatic demagogue.
3. A mysterious foreigner.
4. A talented thief.
5. An outcast from a prominent family.
6. A ruthless killer.
7. A femme fatale.

8. A former arena champion.

9. A disgraced knight.
10. A brutish thug.
11. A defrocked priest.
12. A well-known fugitive.

d6 The pack's attitude toward their leader is...

1. Friendly and loyal.
2. Respectful and business-like.
3. Cautious and uncertain.
4. Terrified and tight-lipped.
5. Disappointed and disrespectful.
6. Agitated and restless.

d6 The pack's goals include...

1. Becoming the region's dominant predators.
2. Revenge against a rival band of lycanthropes or outlaws.
3. Revenge against the region's elite.
4. Rebellion against the region's elite.
5. A quiet and peaceful existence.
6. Violence to slake their bloodlust.

### **Uncommon Lycanthropes**

d20 The beast shifter transforms into...

1. A badger.
2. A bat.
3. A cat.
4. A crocodile.
5. A dog.
6. A dolphin.
7. A fox.
8. A hyena.
9. A jackal.
10. A jaguar.
11. A leopard.
12. A lion.
13. An owl.
14. A panther.
15. A raven.
16. A seal.
17. A serpent.
18. A shark.
19. A spider.
20. A swine.

### **Vampires**

d12 In life, the vampire was...

1. An alchemist or pyromancer.
2. An assassin or poison maker.
3. A barkeep or barmaid.
4. A con artist or gambler.
5. A harlot or madame.
6. A hunter or woodsman.
7. A knight or sell sword.
8. A lord or lady.
9. A priest or monk.
10. A sailor or pirate.
11. A seer or mystic.
12. A thief or smuggler.

d12 Often, the vampire poses as...

1. A powerful noble.
2. An eccentric scholar.
3. A mysterious foreigner.
4. A talented artist.
5. A polite shopkeeper.
6. A creepy peddler.
7. A femme fatale.
8. A charming rogue.
9. A friendly barkeep or barmaid.
10. A charismatic entertainer.
11. A religious fanatic.
12. A veteran soldier.

d12 In addition to draining blood, the vampire is fond of...

1. Shooting prey with an arrow or bolt from range.
2. Impaling prey.
3. Gutting or eviscerating prey.
4. Flaying prey.
5. Beheading prey.
6. Strangling prey.
7. Hanging prey.
8. Burying prey alive.
9. Drowning prey.
10. Throwing prey off a roof.
11. Severely beating prey.
12. Dismembering prey.

d8 The vampire's goals include...

1. Procreating.
2. Corrupting and influencing the politics of the city or region.
3. Domination of the city or region's politics.

4. Revenge against a rival vampire.
5. Revenge against a living person, family, or organization.
6. Seeking hedonistic pleasure.
7. Uncovering ancient secrets of death and undeath.
8. Enslaving the living to create an easy source of food for vampires.

d10 The vampire's base of operations is...

1. A beautiful manor house.
2. A run-down castle.
3. An ancient fortress.
4. A quaint house on a quiet street.
5. A tavern.
6. A brothel.
7. An unpleasant underground lair.
8. A crypt in a graveyard.
9. A crypt beneath a temple.
10. The vampire is a transient.

d6 The vampire prefers to hunt...

1. Just before sunrise.
2. Just after sunset.
3. In the early evening.
4. Well into the night.
5. The toll of midnight.
6. After midnight.

d20 The vampire's favorite prey are...

1. Fishermen and sailors.
2. Beggars and thieves.
3. Merchants and money changers.
4. Young noblemen.
5. Young noblewomen.
6. Old noblewomen.
7. Gamblers and drunks.
8. Priests and monks.
9. Priestesses.
10. Serving girls.
11. Slaves.
12. Barmaids.
13. Harlots and madams.
14. Circus performers.
15. Foreign travelers.
16. Farmwives.
17. Peasant girls.
18. Inquisitive children.

19. Young children.
20. Elves and the fey.

d12 The vampire refuses to feed on...

1. Ugly women.
2. Beautiful women.
3. Pregnant women.
4. Shy children.
5. Bold children.
6. Anyone with blue eyes.
7. Anyone with green eyes.
8. Anyone with blonde hair.
9. Anyone with red hair.
10. Anyone who is blind, deaf, or lame.
11. Big burly men.
12. Dwarves and underground dwellers.

d6 The vampire can shapeshift to take the form of...

1. A tiny bat.
2. A swarm of bats.
3. A cloud of mist.
4. A swirl of shadows.
5. A wolf.
6. A giant bat.

d8 Even among vampires, the vampire is quite good at...

1. Charming humanoids.
2. Frightening humanoids.
3. Draining blood quickly.
4. Sniffing out living creatures.
5. Traveling overland quickly.
6. Disguising its true nature.
7. Negotiations.
8. Climbing.

d6 The vampire's grave dirt is from...

1. A faraway land.
2. A local cemetery or temple.
3. A country village or manor.
4. A well-known castle or fortress.
5. A battlefield.
6. A remote forest or mountain.

d10 The vampire's associates include...

1. Less powerful vampires.

2. Skeletons, zombies, and other undead thralls.

3. Living thralls on which to feed.

4. Living thralls who provide pleasurable diversions.

5. Hundreds of bats.

6. Rats and maggots.

7. A pack of vicious wolves.

8. Members of a death cult.

9. The local nobility.

10. The local band of outlaws or assassins' guild.

d12 Even among vampires, the vampire is especially...

1. Agile.
2. Attractive.
3. Charming.
4. Cruel.
5. Domineering.
6. Intimidating.
7. Quick.
8. Sadistic.
9. Sleazy.
10. Smooth.
11. Sneaky.
12. Witty.

d10 The vampire often wears...

1. Shiny leather boots.
2. A black cape with a hood.
3. A black cape with a high collar.
4. A wide-brimmed hat.
5. A cap pulled low.
6. A low-cut shirt.
7. Tight-fitting clothes.
8. A family signet ring.
9. An unusual brooch or necklace.
10. A waxy mustache.

d12 The vampire is unusually fond of or particular regarding...

1. Horticulture and floral arrangements.
2. Fashion trends.
3. Arms and armor maintenance.
4. Small animals.
5. Horses.
6. High quality fabrics and leathers.

7. Foreign music.
8. Theater troupes and dancers.
9. Social status.
10. Personal hygiene.
11. Hair styles.
12. Dental hygiene.

d8 The vampire is particularly afraid of or takes special care to avoid...

1. Hallowed places.
2. Densely populated areas.
3. Sunlight.
4. Running water.
5. Sharp wooden objects.
6. Garlic.
7. Silver objects.
8. Relics of the gods.

### **Restless Undead**

d20 The person was...

1. A farmer or herder.
2. A miner or fisher.
3. A slave or servant.
4. A laborer or unskilled worker.
5. A beggar or urchin.
6. A noble or knight.
7. An artist or craftsman.
8. A merchant or shopkeeper.
9. A barkeep or barmaid.
10. A barbarian or gladiator.
11. A minstrel or singer.
12. A priest or monk.
13. An herbalist or healer.
14. A soldier or sell sword.
15. A cultist or preacher.
16. A hunter or assassin.
17. A thief or bandit.
18. A smuggler or con artist.
19. A sailor or pirate.
20. An alchemist or seer.

d20 The person died from...

1. Hanging or strangulation.
2. Beheading.
3. A stab wound or beating.
4. Blunt trauma or being crushed.
5. Drowning.
6. A plague.
7. A gastrointestinal illness.

8. A respiratory illness.
9. An infected wound.
10. Poisoning.
11. Falling from a great height.
12. A horse or wagon accident.
13. A venereal disease.
14. An allergic reaction.
15. Shock.
16. A heart attack or stroke.
17. Liver failure.
18. Old age.
19. Natural causes.
20. Unknown causes or under mysterious circumstances.

d12 The person's spirit lingers...

1. To seek vengeance.
2. To pine for lost love.
3. To bemoan lost treasure.
4. Out of pure hatred of the living.
5. Out of jealousy of the living.
6. To covet the belongings of a specific individual.
7. To provide protection to a specific someone.
8. To warn a specific someone against danger.
9. To warn everyone against a specific danger.
10. To torment a specific someone.
11. To torment members of a specific group.
12. To torment anyone who crosses its path.

d12 The person's spirit can move on if...

1. Someone helps it achieve its goal.
2. It saves the life of at least one other person.
3. It achieves its goal on its own.
4. It is destroyed.
5. It is driven from its current location.
6. It is given evidence of events that happened after the person's death.
7. It is made aware of the circumstances of the person's death.

8. It is forced to visit the location of the person's death.
9. It is given the opportunity to speak to a loved one.
10. It sufficiently satisfies its lust for blood.
11. It sufficiently satisfies its lust for human touch.
12. The Hells freeze over.

d6 The spirit's initial reaction when it encounters living creatures is...

1. Hostile and aggressive.
2. Hostile and suspicious.
3. Nervous and frightened.
4. Mostly indifferent.
5. Completely indifferent.
6. Curious but suspicious.
7. Curious and playful.
8. Desperate and aggressive.

### **Corporeal Undead**

d10 The person's spirit is...

1. Occupying its original body, showing no signs of decay.
2. Occupying its original body, showing some signs of decay.
3. Occupying its original body, badly decomposed.
4. Occupying its original body, only bare bones remain.
5. Occupying the corpse of someone else.
6. Occupying the living body of a stranger.
7. Occupying the living body of someone the person new.
8. Occupying the living body of a beast.
9. Occupying part of its original body (skull or hand).
10. Occupying part of someone else's corpse (skull or hand).

d6 The creature moves...

1. With a shambling gait.
2. With an awkward limp.
3. Lurching unpredictably.
4. With more of shimmy than a walk.
5. Taking slow, steady steps.

6. With surprising quickness and agility.

d12 The creature has...

1. A tattered shirt.
2. A missing arm, leg, or finger.
3. Only one eye.
4. A club foot.
5. Long-scraggly hair.
6. Chattering teeth.
7. Large crude stitches in its side.
8. An awful hunchback.
9. Incredibly long fingernails.
10. Drool on its chin.
11. Buck teeth.
12. A creepy mustache.

### **Incorporeal Undead**

d10 The spirit is...

1. Incorporeal, invisible, and incapable of affecting its material surroundings.
2. Incorporeal, invisible, and capable of moving small objects.
3. Incorporeal, invisible, but capable of making itself seen.
4. Incorporeal, invisible, and hidden within an inanimate object (d4): 1. chest; 2. drawer; 3. kettle; 4. wardrobe.
5. Incorporeal, visible, but incapable of affecting its material surroundings.
6. Incorporeal, visible, and capable of significant mischief and harm.
7. Incorporeal, extraordinarily beautiful, and capable of mischief and harm.
8. Incorporeal, wretched and slimy, and capable of mischief and harm.
9. Incorporeal, glowing blue or green, and capable of mischief and harm.
10. Incorporeal, visible, but in an unrecognizable form (d6): 1. mist or fog; 2. animal shape; 3. floating skull; 4. faint glow; 5. pool of shadows; 6. spectral hand.

d6 The spirit moves...

1. By creeping, ooze like, across the ground.
2. Smoothly, gliding above the ground.
3. Taking slow, fluid steps.
4. Lightly, rarely touching the ground.
5. Much quicker than you expect it to.
6. By teleporting in a swirl of shadows.

d10 The spirit appears to be...

1. Severely bloated.
2. Moaning in anguish.
3. Snarling at you.
4. Breathing heavily.
5. Cowering in fear.
6. Poised to strike.
7. Gently bobbing up and down.
8. Wind-blown and haggard.
9. Fidgeting nervously.
10. Oozing ectoplasm.

### **Strange Places**

D10 - SOURCE

1. Rumors speak of a
2. When wanting to scare the children, locals tell an old tale of a
3. In the corner of the taverns sits a group of pale figures, with low voices they're talking about a
4. Legend speak of a
5. An old man walking around town speaks of a
6. Etched into a stone is the warning of a
7. In the hand of the corpse of a woman along the road is a map with a drawing of a
8. Nailed to a tree is a small note with a warning to all about a
9. Underneath a large stone is an weather-worn diary. The last page is about a
10. Passers-by talk about the disappearance of someone. They mention a

D20 - DESCRIPTOR 1

1. haunted
2. cursed
3. dark
4. musty old

5. ruined
6. unfinished
7. hidden
8. foul smelling
9. strange
10. living
11. shapeshifting
12. overgrown
13. ordinary looking
14. enchanted
15. strangely alluring
16. growling
17. singing
18. ever burning
19. hovering
20. damp

D100 - PLACE

1. house
2. villa
3. small community of houses
4. estate
5. castle
6. fort
7. fortress
8. underground complex
9. temple
10. monastery
11. graveyard
12. monument
13. statue
14. tree
15. basement
16. mausoleum
17. giant nest
18. water-mill
19. granary
20. workshop
21. barrack
22. mansion
23. warehouse
24. stable
25. kennel
26. sign post
27. deep hole in the ground
28. shop
29. marketplace
30. ship
31. gate
32. tower
33. wall
34. inn
35. tavern
36. hotel
37. quarry
38. mine
39. gate
40. shrine
41. door

42. hatch  
 43. ladder  
 44. bridge  
 45. bedroll  
 46. tent  
 47. tree house  
 48. log cabin  
 49. hut  
 50. shed  
 51. obelisk  
 52. monolith  
 53. column  
 54. city block  
 55. guard house  
 56. hospital  
 57. townhouse  
 58. hamlet  
 59. community  
 60. township  
 61. dwelling  
 62. park  
 63. field  
 64. property  
 65. area  
 66. row of townhouses  
 67. lodge  
 68. lumber camp  
 69. fisherman's hut  
 70. sanctuary  
 71. chapel  
 72. holy site  
 73. crossroads  
 74. small sized town  
 75. medium sized town  
 76. large sized town  
 77. small sized settlement  
 78. medium sized settlement  
 79. large sized settlement  
 80. small sized village  
 81. medium sized village  
 82. large sized village  
 83. compound  
 84. construction site  
 85. gravestone  
 86. tomb  
 87. cairn  
 88. mural  
 89. garden  
 90. greenhouse  
 91. observatory  
 92. museum  
 93. manor  
 94. château  
 95. palace  
 96. citadel  
 97. keep  
 98. stronghold  
 99. den  
 100. lair

#### D20 - DESCRIPTOR 2

1. long forgotten
2. long abandoned
3. with the markings of a terrible beast
4. with the markings of a group terrible beasts
5. covered in etchings of dark teachings
6. with a glowing aura of a silvery light
7. said to be owned by an old man or woman
8. said to be the site of a terrible crime
9. said to be the site of a spell going terribly wrong
10. letting off the feeling of a strange presence
11. with the etchings of a dark ritual
12. said to be home to evil spirits
13. said to be corrupted by dark forces
14. said to house something truly abnormal
15. said to hold a cursed item
16. said to be the location of a decadent monthly feast with masked guests
17. said to be a fantastic place to visit
18. said to be a place of madness
19. covered in eldritch symbols
20. said to be place from where no one ever returns

#### D20 - AREA - somewhere

1. within the city wall
2. not far from town
3. near the outpost
4. in the wilderness
5. in the mountains
6. in the forest
7. in the ocean
8. in the swamp
9. in the desert
10. on the great plains
11. along the coast
12. along the road
13. on a magical plane
14. in a nearby cave
15. by the lake
16. below the city
17. below the mountain

18. in the neighboring nation
19. far away
20. unknown

D10 - SITUATION - If asked further, people will tell you, that

1. it's definitely just a myth and you shouldn't worry.
2. people who've seen it are not the same.
3. it's makes people mad.
4. it turns people homicidal.
5. it is also said to hold great treasure.
6. people who've seen it starts rambling in a strange language.
7. it should be avoided at all cost.
8. another strange fellow also asked everyone about it not too long ago. Might have a relation as to why
9. a group of adventurers went there a few days ago and haven't been seen since.
10. the town idiot returned from there and said it's really isn't as bad as people say it is. For some reason however,

#### D6 PERSON

1. (d6): 1. X, the captain of the guard; 2. X, an interested archivist; 3. X, a visiting noble; 4. X, a worried local craftsman; 5. X, the parent of a missing girl; 6. X, a traveling merchant
2. (d6): 1. X, the local ruler; 2. X, a priest at a local temple; 3. X, a strange man at the inn; 4. X, a collector of sorts; 5. X, the child; 6. X, the blacksmith
3. (d6): 1. X, a local noble; 2. X, a man at the court of the local lord; 3. X, the gravedigger; 4. X, a local shopkeeper; 5. X, a local beggar; 6. X, a random hobo
4. (d6): 1. X, another adventurer; 2. X, a farm boy at a nearby estate; 3. X, the shepherder; 4. X, the librarian; 5. X, the biologist; 6. X, a passing traveler

5. (d6): 1. X, a breeder of rare birds; 2. X, a local mason; 3. X, a famous artist; 4. X, a failed local artist; 5. X, an old tinkerer; 6. a hooded stranger

6. (d6): 1. a stranger whose name is always forgotten; 2. a stranger without a name; 3. a stranger who only communicates in writing; 4. a stranger who just leaves a letter on a PC's pillow; 5. an old friend of a PC; 6. an eerie faceless person

#### D20 ACTION

1. starts crying when asked about the place.

2. asks of the players to travel there with him.

3. asks the players to go explore.

4. asks the players to destroy it.

5. asks the players to collect something from there.

6. asks for a souvenir from there.

7. invites the players to a party, when asked about the place.

8. faints, when asked about the place.

9. suddenly disappears, when asked about the place.

10. starts growling, when asked about the place.

11. calls the guard, when asked about the place.

12. hushes on the players and leads them to his/her home, when asked about the place.

13. tries to kill the players in their sleep.

14. is seen with a map leading there.

15. tries to rally people on the street to go there together for some reason.

16. has covered all the walls of his house with drawings of the place.

17. starts drooling when asked about the place.

18. freezes for a second before completely ignoring the players and walking away, when asked about the place.

19. starts singing and dancing, when asked about the place.

20. says it's already too late.

#### Random Traps

##### d10 Roll Mechanical Source

1. Tripwire

2. Pressure plate

3. Opening a door

4. Lifting the lid on a chest

5. Grabbing a certain rung of a ladder

6. Removing an object from its resting place

7. Touching anything in the room, including the floor

8. Breaking the beam of a light source

9. Disturbing a source of water in the room

10. Pulling on a suspicious looking rope hanging from the ceiling

##### d10 Roll Mechanical Triggered

1. Gears can be heard grinding from inside the walls

2. A low boom is heard that echoes out through the dungeon

3. A high-pitched whirring can be heard

4. Various ticking sounds are heard

5. A quick release of steam followed by a bang

6. A low rumbling that shakes the room for a moment

7. A single click

8. The sound of chains sliding across stone

9. A thumping sound that starts slow and begins picking up speed

10. Nothing. Silence

##### d10 Roll Mechanical Trap

1. The floor opens downward into a 40-foot pit

2. From unseen slits in the wall, poisoned needles fly out

3. A wall opens revealing a golem to ambush the party

4. A large log swings down from the ceiling

5. The parts of the dungeon begin collapsing, blocking off areas

6. Vents on the ceiling begin emptying noxious fumes into the room

7. A large blade swings horizontally across the room attempting to decapitate

8. The room begins filling with water after the doors slam shut

9. The walls slowly begin closing inwards

10. A large rolling boulder drops from the ceiling towards the party

##### d10 Roll Arcane Source

1. An arcane rune on the floor

2. Arcane markings around a door frame

3. A pillar that has a low hum to it

4. A jeweled eye that scans the room

5. Stone statue that has glowing red eyes

6. A mysterious green fog that rolls around the base of the room

7. A very dimly lit candle that could be extinguished with the faintest breath

8. A phrase scrawled on the wall that activates when said out loud

9. Failing to cast any spell on a dull crystal floating in the center of the room

10. Lighting a rather inviting looking torch in the center of the room

##### d10 Roll Arcane Triggered

1. A low hum is heard

2. A very unnatural light begins glowing brightly from an unknown source

3. Any runes in the room begin glowing a bright red

4. The room suddenly drops dramatically in temperature

5. The room gets uncomfortably hot

6. A soft hiss is heard

7. A fizzling sound is heard



8. A high-pitched hum rings out
9. A crackling of energy is heard through the room
10. Silence

#### d10 Roll Arcane Trap

1. Sleep is cast on the room
2. Victim must resist being petrified
3. A fireball explodes throughout the room
4. All surfaces of the room begin to become too hot to touch (Effectively heat metal)
5. Fumes begin materializing as if stinking cloud was cast
6. A wall of lightning races towards the victim and any others in its way
7. All people in the room have blindness cast on them
8. The victim is sent to the astral plane for one minute
9. Everything in the room begins to levitate, no save
10. The spell Confusion is cast on everyone

#### d10 Roll Indirect Trap

1. A torch is lit in another room, alerting enemies
2. A door in another room closes, hiding a secret passage
3. Chests in the dungeon lock up
4. A dangerous enemy is freed that could normally be avoided
5. All other traps that have already been triggered get reset
6. All lights are extinguished
7. Golems begin patrolling the dungeon
8. All doors in the dungeon lock themselves
9. An alarm bell begins ringing alerting all enemies of the party
10. Another more sinister trap is set in another room

#### d10 Roll Optional Fun

1. Trap was never reset. Nothing dangerous happens

2. The trap does multiple things, roll twice on the effect table
3. Enemies in the room knowingly trigger the trap and then run from it
4. Enemies can be overheard talking about how useless the trap is
5. An enemy has a list of traps and how to avoid them
6. There is a dummy trigger, drawing attention away from the real trigger
7. Illusion magic is used to disguise all of the triggers
8. Enemies are foolish enough to be lured into their own traps
9. The trap fails, but not before scaring the pants off the party
10. Delay of ten seconds. Count out loud

#### **Treasure Maps**

##### d20 Find the...

1. Big cracked boulder.
2. Lightning-blasted oak tree.
3. Rock shaped like a horse.
4. Stone wall with a piece of volcanic glass .
5. Exact center of the village/town/city.
6. Statue of a famous person.
7. Shipwreck of an infamous pirate ship.
8. Bones of the black dragon.
9. Cavern near the waterfall.
10. Top of the volcano.
11. Exact center of the lake.
12. Abandoned Temple.
13. Old Fort.
14. Old Standing Circle.
15. Road marker leading south.
16. Exact center of the longest bridge.
17. Hangman's scaffold.
18. King's/Queen's throne room.
19. Crossroads.
20. Largest tomb in the cemetery.

##### d8 Then...

1. Go North for 1-4 miles.
2. Go South for 1-4 miles.
3. Go East for 1-4 miles.
4. Go West for 1-4 miles.
5. Go Northeast for 1-4 miles.
6. Go Northwest for 1-4 miles.
7. Go Southeast for 1-4 miles.
8. Go Southwest for 1-4 miles.

##### d20 Until you find the...

1. Mountain shaped like a tooth.
2. Hill shaped like a saddle.
3. Cliffs of red stone.
4. Tiny caves in a white hill.
5. Old fortress ruins.
6. Dried up creek bed.
7. Swift-running river.
8. Waterfall.
9. Abandoned village.
10. Tree with a large hole in it.
11. Toppled statue of a deity.
12. Landslide of shale and gravel.
13. Steep-sided valley with blue flowers.
14. Beach strewn with black seashells.
15. Broken remains of a watchtower.
16. Road marker pointing east.
17. Dilapidated hunter's shack.
18. Crossroads.
19. Hand-cut stairway into the hillside.
20. The canyon with natural stairs leading down.

##### d8 Then...

1. Go North for 1-4 miles.
2. Go South for 1-4 miles.
3. Go East for 1-4 miles.
4. Go West for 1-4 miles.
5. Go Northeast for 1-4 miles.
6. Go Northwest for 1-4 miles.
7. Go Southeast for 1-4 miles.

8. Go Southwest for 1-4 miles.

d20 Until you find the...

1. Rock shaped like a heart.
2. Mountain shaped like a bird's head.
3. Petrified forest.
4. Salt lake.
5. Dried up swamp.
6. Broken bridge.
7. Old abandoned mill.
8. The ruined tower of a famous mage.
9. The ancient cemetery.
10. The mossy limestone cliffs.
11. The old granite quarry.
12. The abandoned campgrounds.
13. The vandalized statue of a former ruler.
14. The crossroads.
15. The road marker pointing West.
16. Shipwreck of a well-known war ship.
17. Minaret.
18. Quicksand.
19. Hills honeycombed with caves.
20. Old King's Forest.

d8 Then...

1. Go North for 1-4 miles.
2. Go South for 1-4 miles.
3. Go East for 1-4 miles.
4. Go West for 1-4 miles.
5. Go Northeast for 1-4 miles.
6. Go Northwest for 1-4 miles.
7. Go Southeast for 1-4 miles.
8. Go Southwest for 1-4 miles.

d20 You'll find the treasure...

1. Buried at the foot of a cliff.
2. Buried under a mighty oak tree.
3. Buried under some tower ruins.
4. Buried under a pile of skulls.
5. Buried in the grave of a famous person.

6. Hidden at the top of an old tower.
7. Hidden behind an old painting.
8. Hidden at the bottom of an old rabbit's warren.
9. Hidden in the bowl of an ancient elm tree.
10. Hidden in a shipwreck's hold.
11. Guarded by assassins.
12. Guarded by monsters.
13. Guarded by soldiers.
14. Guarded by spirits.
15. Guarded by a big monster.
16. Protected by magical wards.
17. Protected by astral locks.
18. Protected by Brawn traps.
19. Protected by necromantic curses.
20. Protected by spiritual prayers.

#### **Random Chest**

d12 The chest's style is

1. Crude
2. Standard
3. Fancy
4. Elven
5. Bejeweled
6. Draconic
7. Dwarven
8. Pretty Princess
9. Pirate
10. Woven
11. Creepy
12. Heavy Duty

d12 It's construction material is

1. Old, rotting wood
2. Sturdy oak
3. Diamond wood
4. Iron
5. Steel
6. Bone
7. Obsidian
8. Glass
9. Ice
10. Silver
11. Gold
12. Ebony

d12 It has hinges and trim made from

1. Iron
2. Steel

3. Brass
4. Silver
5. Gold
6. Bronze
7. Ebony
8. Leather
9. Wood
10. Mithril
11. Adamantite
12. Dragon Leather

d12 The chest's definitive marking is

1. Artistic Scrollwork
2. Tree Pattern
3. Dwarven Runes
4. Elvish Script
5. Lion emblem
6. Carving of a Dragon
7. Decorative skull
8. Glowing Crystals
9. Mystic Sigils
10. Staring Eyes
11. Claw-like feet
12. Bas-relief of a battle

d12 Trap Used

1. Poison Dart
2. Arrow
3. Small explosion
4. Alarm
5. Pit trap
6. Boulder Trap
7. Heavy Blade
8. Spears
9. Water fills room
10. Sand fills room
11. Poison gas
12. Random Spell

d6 Lock type

1. Padlock
2. Internal mechanism
3. Combination
4. Puzzle Lock
5. Password
6. Hidden lock mechanism

d6 Key Location

1. Hidden in same room
2. Plain sight
3. On guardian
4. Another room
5. Held by owner
6. Lost

#### **Random Junk**

d100 Mostly useless junk: The crate contains...

1. Rusty knives.

2. Dull knives.
3. Mismatched armor.
4. Shattered shields.
5. Tattered leather armor.
6. Wooden practice swords.
7. Broken swords.
8. Axe handles.
9. Arrowheads.
10. Goose feathers.
11. Turkey feathers.
12. Dulled spear points.
13. Worn-out hammers.
14. Steel nails.
15. Rusted hinges.
16. Broken door knobs.
17. Assorted keys.
18. Empty glass bottles.
19. Broken glass.
20. Empty cans.
21. Blank parchment.
22. Lists and inventories.
23. Legal case files.
24. Decaying books.
25. Extra copies of a useless book.
26. Dried-up ink wells.
27. Used quills.
28. Empty glass vials.
29. Cork vial stoppers.
30. Discarded alchemical laboratory equipment.
31. Incomprehensible notes on alchemy.
32. Grocery lists and recipes.
33. Hand-written memoir of an ineffective bureaucrat.
34. Collection of sappy love letters.
35. Crumbling sheet music.
36. Broken musical instruments.
37. Spare brass parts.
38. Scrap copper.
39. Old dried fish.
40. Human bones.
41. Some unidentifiable bones.
42. Teeth.
43. Blood-soaked rags.
44. Oily rags.
45. Tattered banners.
46. Tattered sails.
47. Winches and pulleys.
48. Some frayed rope.
49. A length of chain in an impossible knot.
50. Dented helms.

51. Assorted strips of leather.
52. Wood chips.
53. Iron filings.
54. Steel slag.
55. Ant-ridden flour.
56. Maggot-ridden meat.
57. Mold-covered cheese.
58. Bottles of over-ripe wine.
59. Ceramic mugs.
60. Glass mugs.
61. Plates and bowls.
62. Low-end steel cutlery.
63. Some old children's clothes.
64. Worn-out children's shoes.
65. Boots with holes.
66. Well-worn men's clothes.
67. Moth-eaten dresses.
68. Broken jars of pickled foodstuffs.
69. Empty gunny sacks.
70. Cured meat that is hard as a rock.
71. Bits of broken furniture.
72. Some tattered blankets.
73. Leaky oil lanterns.
74. Worms.
75. Mice.
76. Roaches.
77. Beetles.
78. A mysterious powder.
79. A mysterious crystalline substance.
80. A mysterious viscous liquid.
81. Cat toys.
82. Leashes, collars, and whips.
83. Horseshoes.
84. A heavy apron.
85. Rag dolls.
86. Wicker dolls.
87. Ripped and broken baskets.
88. Undyed wool.
89. Thin cotton cloth.
90. Needles, threads, and spare bits of cloth.
91. Vials of brightly colored powders.
92. Vials of brightly colored liquids.
93. Paintings of poor quality.
94. Sculptures and figurines of middling quality.

95. Incomplete chess sets.
96. Playing cards and betting chips.
97. Bent and broken wands.
98. Cracked and broken orbs.
99. Saintly relics and pungent incense.
100. Brushes of various sorts.

### **Strange and Mysterious Trinkets**

1 A silver dragon scale that glows in the moonlight. It seems almost as if the scale is trying to get back to its *true* owner.

2 A silver coin which has been hollowed out and a tiny encrypted message placed inside. An unscrupulous peddler gave it to you as change without knowing why the coin was underweight.

3 A "hobo" gold piece where the face on the coin has been carved into an elegant skull, a guild symbol etched into the back, and a saying in thieves' can't carved around the edge. Once you were targeted by a pickpocket who later returned your purse and apologized in person before fleeing in terror.

4 A key to a bank box in a large prestigious bank in a large city far away, and paperwork indicating it has been paid for the next 100 years.

5 A small leather drawstring bag filled with sixteen beautiful turquoise fetishes. There is a note inside from someone hoping to "meet up for another game soon".

6 A strange long black box with many small buttons labelled in unknown language that fits comfortably in your hand. On the back, the box has a cover protecting a pair of pockets that accommodate two small metallic cylinders.

7 A curious frogmouth purse filled with many unusually shaped dice. A few small figurines of various people and

creatures and worthless coins are also in the bag.

8 A little 5-inch gnome statue, if it gets out of view it almost seems like it's trying to talk to you.

9 A board covered with runes and a silver weight tied to a string. Holding the weight over the board causes it to slowly spell the answer to any question asked. It's never the correct answer just the answer the person asking most wants to hear.

10 A 3" x 4" x 2" wooden box within which is an ink-soaked sponge. Touching the sponge causes inky hand prints to appear on whatever that person has touched for the last hour. The inky prints fade in an hour and can't be washed away. The sponge dries out after one use and must then be refilled with a full vial of ink before it can again be used.

11 A small green stone. Or red? Wasn't it blue just now? No, it is clearly yellow...

12 A shard of a mirror which shows your reflection - or rather, what you think your reflection should look like.

13 A spool of string, glimmering in the most astounding colors. String becomes invisible as long as music is audible.

14 A white knight chess piece. When the player moves on the battlefield like the knight would move on the chess board it makes a sound of a horse.

15 A seemingly normal dagger. Whoever, when it hits an enemy, you can almost hear a faint laugh. It might just be your imagination.

16 A bag of apples, that never seem to go bad. You feel slightly bad after eating one, and that feeling intensifies after each apple. Also, every time you take a bite, the bag seems to twist in on itself.

17 A musical instrument. Its music gets louder every time you play it.

18 A coin pouch. You can put as many coins as you want in

it, but you can't take coins from it. The only way to take your coins is to open it with the intention of putting a coin, and then taking as many as you want, except, of course the coin you put.

19 A boot. It's exceptionally easy to put on, but you need to use all of your strength to take it off. When you are not wearing it, you have an increasing impulse to put it back on.

20 A cube, with each side having 9 squares with an eldritch symbol inscribed within the rich oak finish. You can slide the cube around to shift the location of each face to match others. Some of them seem to glow when matched together, but so faint that it must be your imagination.

21 It is a Rubik's cube with symbols instead of colors.

22 A fine chain necklace fashioned from links of some strange red metal. The chain retains body heat for an unusually long time.

23 A pocket notebook with cryptic phrases scrawled haphazardly on most of the pages.

24 A 4" high wireframe model of a humanoid figure, made out of solder. The figure has an exquisitely detailed copper heart inside the dull rib cage.

25 A small painting on a necklace chain, the painting is extremely detailed and displays what appears to be a king, when wearing the painting occasionally the vague feeling of not being where you're supposed to be comes over you.

26 A feather quill. Anything written with this quill will appear in a distinct and unknown handwriting. This unknown handwriting remains the same, regardless of who is writing with the quill.

27 A small pouch of glass marbles. Each marble has the abstract shape of a different animal embedded in the center of the glass.

28 A large decorative candle. When lit, it gives off an alluring scent which, while impossible to identify, evokes a feeling of nostalgia in anyone who smells it.

29 A small garden trowel. The blade and handle are made of common, if not poor-quality materials, but the handle is set with a single semi-precious stone.

30 A sharp tooth as long as your hand, looking at it makes you uneasy.

31 A nail molded into the shape of a sword with pommel in the shape of a wolf's head.

32 A tiny wooden horse with white hair for a mane and tail, and silver beads for eyes.

33 An exact replica of your own eyeball, as hard as glass.

34 A pretty amulet which turns out to be a highly offensive symbol to an alien people.

35 A cup carved from horn which swallows any magical potion or poison poured into it. Once per day the cup can be drunk or from and it will produce the last thing that it swallowed, except for 1 percent of the time it will produce a random other liquid it swallowed sometime in the past.

36 A mirror with another mirror on its back. When there is a being on both sides of the mirror, it shows each being a representation of the way the other sides being sees it. Disgust produces a disgusting image, admiration an idealistic image etc..

37 A document which shows whatever the observer expects to see but with a few errors (misspellings or other incongruencies).

38 A glass ball, something seems off. Something should be in the ball but what? Over time the ball fills with a dark liquid and the player has an easier time shaking off ill effects, once full they feel sluggish and find it harder to resist. Going back and forth filling and draining.

Treated like a cloak of resistance, reverse when full so like +3 when filling, -3 when draining. Need only be in the players possession.

39 A small square metal container with d10+5 strange brass cylinders, about a centimeter wide and less than three long. One end of the cylinder is closed, the base encrypted with unknown insignia around a grey round spot in the middle. On the other end there is a small, ball-like metal piece. There seems to be some kind of unknown powder in between, but any attempt to take the cylinders apart results in an explosion, sending pieces flying in a random direction for a couple of meters.

40 A flute that can either [1 on d6] emit no audible sound (makes the nearest animal hostile), [2 on d6] an extremely high-pitched one, [3 on d6] bass strong enough to cause 1d4 damage in a d6 meter area or [4,5,6 on d6] sound like a regular flute. Hide the rolls.

41 A fancy dagger with an eye engraved on the hilt. Whenever the dagger is at the very edge of one's vision, they can swear it just blinked.

42 A coin pouch. It sounds, weighs, looks and feels like it's filled with coins, but upon opening it you discover that it is empty.

43 A single arrow. It cannot be snapped, dulled or broken. Other than that, it acts like a regular arrow. The person who found it always manages to find it after firing it.

44 A tarnished brass kazoo in the shape of a fish. If blown under water it summons one normal fish of the nearest common variety. It will not summon anything monstrous but who knows what might be chasing the fish that is summoned.

45 A compass that at first glance doesn't work, just keeps spinning endlessly unless the

user is close to a mimic at which it points at. If there are more it points at the closer one.  
46 A whip, when you strike anyone the whip moans loudly. Only the user can hear the moan.

47 A rope that ties itself into a hangman's knot every time it's not watched.

48 A small statue of a gold frog with one eye and a relatively huge mouth. It knows every language and is willing to translate anything you show it but in turn for translating one word it asks to be fed one fresh [insert race] heart.

49 A rock that looks like a diamond to anybody touching it. Or is it a diamond that looks like a rock to anybody not touching it? The person that created it forgot and has gone crazy trying to figure it out. The user will over time slowly lose his INT over the same questions, obsessing over it, not willing to trade it or sell it.

50 A necklace, looks like an inverted pentagram and is made of wood. If it comes in contact with blood summons a demon, over which the user has no control.

51 A silver ring with a fly head, gives a 25% chance that a devil will not consider the user as an enemy (unless the user attacks the devil or does something against it), 25% chance that the devil will be hostile and focus the user and 50% of no effect.

52 A single earring shaped like a smiling mouth, if worn by a paladin whispers commands and tries to make the paladin break his oath. Can't be removed by any means (including a wish spell) unless the ear is cut off or the oath is broken. If the ear is cut off the user takes no damage and his/her ear regrows. The cut off ear turns to dust. If not worn by a paladin, none of the effects take place.

53 A half gold half silver coin, gold side has a sun and the

silver side has a moon image on it. When used in a heads/tails way it always faces up with what the person throwing it said.

54 A staff made out of one long bone, ending with a skull which starts screaming when it sees a skeleton.

55 A key that changes its shape after it unlocks something. Beware of railroading as the nature of the key means that certain things will be unlocked in succession.

56 A spoon that alters the contents of whatever being eaten. It varies from person to person, but using the spoon over extended periods of time begins to alter the appearance of the person eating from it...

57 A crystal ball able to show you your past.

58 A three-lobed spinning device with almost frictionless ball bearings in the center. ⌘ There are holes in the lobes and the center has a raised disk on both sides, so the device can be held while it is spinning.

59 A small pocket watch, whenever someone holds it they swear that they've seen it before.

60 A small hourglass, the sand inside of it goes up instead of down.

61 A pair of dice that seem to only roll 7s when in close proximity to gold or platinum.

62 A coin purse that, once a day, will convert all the currency inside to whatever the local common coin is. It won't add or subtract any, and it will leave change of what it can't convert.

63 A hat with ear flaps that, once ever 1d4 hours, flap as if the hat is trying to fly away.

64 A pair of boots that leave tracks of a random creature, within 1 size class of the wearer.

65 A lamp whose light seems to slide around when activated, throwing strange shapes on the wall, like flowing lava. Lamp

can only be used for 4 hours before it becomes too hot to handle. After 8 hours, the lamp automatically shuts off and can't be used until the metal cools, which takes 1d4 days.

66 A cutlery set that makes whatever it's user eats taste delicious, but needs to be meticulously cleaned after every use. The knife will dull, the spoon will shake and spill, and the fork will have tines break off until it is cleaned again.

67 Robes that have the origin map to a secret society of mages who control so nearby towns and villages. This map appears on the back of the robes when a wizard wearing the robes cast a spell. The fabric moles itself to reveal the hidden map that can only be read by those who read Eleven.

68 A hardy, darkened conch shell with an almost dangerous number of ridges and points. By holding the shell up to their ear, the holder can hear rushing water and violent waves with an unusual degree of clarity. Continuing to listen the shell causes the holder to slowly begin to experience sensations of seasickness and a pressure similar to being too deep underwater. As the sensations intensify, a muted, indecipherable whispering can be heard very faintly, as if it were coming from the bottom of the sea. The whispering continues to grow louder while the sensations escalate, until the whispers can almost be made out, at which point the holder falls unconscious for an hour.

69 A singular, tattered playing card with a very faded face side. When shuffled into a deck being used for a game, it is frequently drawn in the owner's opening hand, with the face side of a valuable card for whichever game is being played. The card roughly matches the design and condition of the deck it was

shuffled into when drawn, though it always is in slightly poorer condition than all the other cards. When pulled from the deck, the card is in it's normal, faded state.

70 A rather large iron pot covered in scratches and scorch marks that can't seem to be taken off. Meals prepared by this pot are always palatable but in need of salt, regardless of whether the recipe called for salt, the consumer's enjoyment of salt, or amount of salt that was used in the cooking. Coincidentally, this effect can be nullified by adding copious amounts of pepper to the pot before serving the meal, in which case the food is always surprisingly delicious.

71 A small bottle of clear liquid labeled "Knowledge, only use in an emergency".

72 A tiny stone carving of a headless halfling.

73 A key made of glass.

74 A silver ring with a poem in Druidic on the inside.

75 A tiny bronze idol of a goblin carrying a knife in both hands and one knife clutched in his teeth.

76 A simple headband with a clear crystal set in the center of the brow. Can emit a red or white light on command. Last two owners were a (now disgraced) Inquisitor who claimed it was a tool for alignment detection, and a dwarven tinkerer who used it as a hands-free work light.

77 A gnomish cheater bar. A 2-foot-long steel bar, designed to mount to the end of wrench handles for extra leverage. Can be used as a club in a pinch, and some gnome combat engineers have modified short swords to fit on the end, making them double as collapsible spears.

78 A small locket designed for a noblewoman, with small painted portraits of her and her husband on the inside... and an even smaller portrait of her secret lover, in a hidden

compartment positioned closest to her own heart.

79 A small carving knife. Whenever you use it, you will never cut yourself, but you become extremely nervous about cutting yourself until you stop.

80 A figure of a specific person with its mouth open. When you pour a liquid into it, it spits it out and then screams the name of whatever liquid was in it. However, if the person it resembles was unfamiliar with the liquid, it spits the liquid out, screams for 1d6 minutes, and then closes its mouth for 1d4 days.

81 A mysterious stone that has been shaped to have 20 sides. Each side has a number from 1 to 20. It seems like it's from another world.

82 A tiny plush owlbear. It's worn and dirty. It seems like the original owner left it here on purpose.

83 A picnic basket that seems full of food. Once it's opened, though, it's revealed to have a half-eaten slice of bread, a tiny cube of cheese, a berry, and one kernel of corn on top of a pile of leaves.

84 An blue orb that when shaken causes a light snowfall 15 feet around the player who shook it.

85 A pin with a picture of a mimic on it. Wearing it will help with stealth checks.

86 A egregiously decorated dagger that looks razor sharp but can't cut through anything. It's also twice as heavy as it should be

87 A normal dice that when rolled always falls on six. Everyone but the user forgets each previous roll if a new one is rolled

88 A blank sheet of paper that cannot be destroyed by anything. If you write on it the words disappear and an answer is written down by an invisible hand.

89 A folding fan with 12 cryptic fortune cookie-like sayings that

alternate every time the fan is opened.

90 A mimic ring who will eat a single finger off of any person (but only once per person) will tell a truth that its current owner wants to know.

91 A gold covered sapphire that opens like a locket to form a mechanical beetle.

92 A whistle that sounds a random note when blown into.

93 A small hourglass that automatically flips when the sands run to the bottom.

94 A teapot that is always full and piping hot, and whistles sadly if it is ever left alone.(edited)

95 A cooking spoon that adds a cinnamon flavor to every dish.

96 A lamp whose color changes subtly with the holders mood.

97 A keyring that is always in your pocket when you cannot find it.

98 An elaborate fountain pen that turns into a snake and slithered around when not being used.

99 Shards of broken glass that seem to push against each other. You can work out that there was a hammer painted on the glass at some point.

100 A small smooth stone that seems to hum and vibrate when near a rakshasa.

#### Random Quest Rewards

1A telescopic eyepiece made of gold and sapphires.

2A fine leather backpack.

3A map leading to buried treasure.

4A stone that can summon a celestial/ elemental/ corruptor. Their strength and how many times you get to use it is determined by the difficulty of the quest.

5 A quiver that dispenses beer.

6 A map with the location of a portal to the Valley of Shadows.

7 Some dragon scales. Enough to make a piece of armor if you find the right person to do that.

8 2d20 homing arrows.

9 The basic D&D books, plus the quest giver promises to play

with the party anytime they want.

10 A piano. Whether the quest giver will help the party move it or not depends on their alignment.

11 A single wish spell scroll, except you can only wish for food.

12 A cursed flaming sword, that does wonderful slashing damage plus fire damage, but also slowly turns the user's arms into hair fibers. Whether the quest giver knew about this or not depends on their alignment.

13 A potion of invisibility. When you drink all of it, though, you not only become invisible, but also emit a constant loud screaming sound for the duration.

14 Dwarven Cigars and a box of snuff.

15 A box of fireworks.

16 Four Goats.

17 A small stone coffer with gold coins inside. Some geometrical carvings on the sides and scribbles on the floor of the coffer can lead to a greater treasure if you resolve the enigma.

18 A free haircut.

19 A stack of furs and skins.

20 A bodyguard, loyal to the death.

21 A wiggly jiggly sphere of a seemingly indestructible opaque substance that gives the quest giver the willies. Glad to be rid of it he tries to bury it in any actual loot bag. Any food or liquid stored in same container disappears. Given enough food, the orb eventually hatches into a player-friendly black ooze.

22 A five-minute run through a treasure trove. The problem is the treasure is stored piecemeal in ceramic magic resistant pots that have to be smashed to open. Each pot will carry only one item or a handful of coins.

23 A bard's favor: they will sing the player's praises and eventually create a serious work of art: a saga, play, or

novel. The truth of these works will depend entirely on how much the players are willing to tell said bard.

24 A single golden coin with an unfamiliar emblem, approximately palm sized. Little do you know, it is enchanted by a local group of bandits to give them your location and they will strike at the worst time.

25 The deed to a tavern, which was owned by a family for generations until it was recently repossessed by the local government - its original owner will most likely approach you looking for charity.

26 Entrance to/advancement in a guild or secret society.

27 Free healing for life.

28 Discounted purchases for life.

29 A single pet for the party.

30 A small pouch full of magic crystals. Crushing one of the crystals gives you unlimited use of a random cantrip for an hour. The pouch contains 15 crystals.

31 Free meals and a room at a local inn for life.

32 A house in the upper-class parts of town. (It's free real estate)

33 Free booze for life from the local brewery.

34 A magical basket of endless breadsticks.

35 An old spell book owned by a distant relative. One random warlock spell of 3rd level or lower can be learned by reading the book.

36 A glass eye with some questionable stains on it.

37 A pat on the back.

38 A cracked goblin-skull the quest giver assures you is an ancient and precious family heirloom.

39 A small, abandoned estate in the countryside with a rampant Ankheg infestation.

40 A cursed ring that is frozen to the wielder's hand. The ice melts for 5 minutes every time the wielder deceives someone.

41 The jawbone of a Lich, studded with jewels and gold,

and can be made to cast a random verbal spell once per day.

42 A freshly-baked pie.

43 A laurel wreath each.

44 A badge of favor which will let guards, merchants and soldiers know that you have my blessing. (Benefits and penalties of this and the geographic area it covers will vary greatly depending on the patron!)

45 1sp (a symbolic payment like the king's shilling) and my undying gratitude.

46 A small glass trophy obelisk engraved with "[Patron]'s [Litch/Dragon/Goblin/key adventure goal] quest party member [date]" full fill in the blanks e.g. King Arthur's Grail quest party member 983AD.

47 A case of finest elven wine.

48 A pure silver decorative sword/wand/dagger/quiver.

49 A portrait painted by my personal artist with copies disseminated far and wide.

50 New mounts for all. They are well bred and valuable noble steeds. Slightly faster when galloping, unphased by noise even battle but a little picky about lots of packs and their food and accommodation. Come with saddles and tack etc. with the patrons livery.

51 The hand of one of the patrons children in marriage, to the team leader as perceived by the patron.

52 A beautiful delicate porcelain tea cup each. Fabulous for exquisite tea parties and keeping in the display cabinet. Unlikely to survive 5 mins in bottom of backpack.

53 A Psychic rock that is in fact, just a rock.

54 The deed to a haunted house.

55 A large sack of gold coins that disappear by the end of the week.

56 An exotic weapon that humans rarely use.

57 A sending stone that allows the PC to communicate with the quest giver once per day.

58 A coupon to a fancy adventurers supply store.

59 A large brown sack of gems. Wait.. these look like regular rocks that were painted.

60 1d100 gold pieces.

61 A weapon of great craftsmanship. Little does the party know, it's haunted.

62 Potion of Levitate: a silver potion contained in a stoppered bone cup. The potion smells like caraway and tastes horrible.

63 An expertly crafted light lance made of walnut and tipped with steel. The handle is wrapped in boar hide.

64 Three smooth ingots of Elvish electrum. Each one is worth as much as 40 gold if you can find a buyer. Most likely you'll have to accept about half that price.

65 A box of a matchsticks. When a match is struck it releases puffs of lingering smoke that take on the shapes of humanoid faces, animals, and lofty towers.

66 A teapot made of semi-opaque brown glass: it is said to be a scrying focus that can impart guidance and inspiration to its owner.

67 A barrel of bitumen.

68 A gem of teleportation: A little glowing gem. With it, you can cast the spell misty steps once a day.

69 The pouch of cookies: A pouch that can magically make appear a cookie of your choice(except raisins). With it, you can summon 1 ration of food a day.

70 A pouch of gnome tobacco: A pouch of rare Maryja tobacco, very appreciate by gnomes and halflings. There is enough for 10 uses. When you smoke it, you become poisonous for 6 hours, but you gain advantage to wisdom saving throw.

71 A sense of accomplishment.

72 A boomerang that ALWAYS comes back.

73 The realization that the real treasure was the friends you made along the way.

74 A bobsled.

75 A treasure map leading to an even greater treasure.

76 A gnome who has no idea what's going on.

77 A skull that will provide moral support.

78 A shield fashioned out of the shoulder blade of a large creature.

79 The best poem the PC's have ever seen.

80 An unbreakable mortar and pestle.

81 A mysterious gummy berry-flavored substance that turns the chewer blue.

82 A black dragon's tooth.

83 Bag of Beholding. It's a bag full of angry bickering Beholders.

84 A magic flying carpet. Can be used as a mount.

85 Cold-weather clothing.

86 A barrel of ale.

87 A musical instrument of great craftsmanship. This instrument has been passed down in the quest-giver's family for generations. The quest-giver hates music.

88 An unhatched dragon egg, color to be determined by GM.

89 An oil painting of the entire party (if they are willing to pose for it).

90 A magical necklace that has the seal of a foreign kingdom on it. The necklace has the ability to identify magic within 60ft of its wearer.

91 Clean matching cloaks for the party. One is a cloak of billowing from Xanathar.

92 The quest-giver offers to sell the party a house in town at a great discount.

93 A grand party in their honor.

94 Spoon of Cooking: When held, make a DC 12 will save or be dominated to make a delicious meal out of materials currently available to you.



- 95 An ice sculpture made to look like you.
- 96 A spell book that the quest giver stole from a powerful wizard. Will the wizard come looking for it?
- 97 A kobold butler that will do the party's bidding.
- 98 1d4 Potions of Healing
- 99 A powerful ally in the town. The quest-giver will act as a source of information for the players.
- 100 Another quest.

### Random Potions

d10 Title. This is a...

1. Potion.
2. Elixir
3. Draught
4. Vial
5. Philter
6. Tonic
7. Brew
8. Ichor
9. Juice
10. Concoction

d100 Effect. The potions main effect is...

1. Healing. It instantly regenerates some health when drank.
2. Vigor. Gives temporary health when drank.
3. Vitality. It slowly regenerates health over a period of some hours.
4. Might. It gives a bonus to attack rolls after drinking.
5. Courage. Gives immunity to fear and some temporary inspiration.
6. Giant Strength. It gives the user much more strength.
7. Flame Resistance. It gives resistance to fire damage.
8. Cold Resistance. It gives resistance to cold damage.
9. Necro Resistance. Gives resistance to necrotic damage.
10. Radiant Resistance. Gives resistance to radiant damage.
11. Stone skin. Gives resistance to martial damage.
12. Acid Resistance. Gives resistance to acid.
13. Lightning Resistance. Gives resistance to lightning damage.

14. Succubus Charm. Makes the drinker irresistible to nearby people.
15. Shielding. Gives the user a magical shield of energy.
16. Flame Breath. Gives the user fire breath for a short time.
17. Growth. Makes the user double in size.
18. Shrinking. Makes the user half in size.
19. Comprehension. Lets the user understand all languages.
20. Fertility. Makes the user very fertile, almost certain to make a baby under its effects!
21. Intimidation. Gives the user a huge booming voice that terrifies those around.
22. Luck. It gives the user a temporary boost to luck.
23. Mana. Gives the user more magical power to cast with.
24. Arcane. Gives the user more powerful spells.
25. Animal form. Makes the user turn into a random animal.
26. Dreams. Makes the user get lost in a hallucinatory dream world of their perfect dream.
27. Nightmares. Makes the user get lost in a hallucinatory dream world of their worst nightmares.
28. Stamina. Gives the user more stamina and constitution.
29. Fleet foot. Makes the user have more speed.
30. Knowledge. Increases the users' intelligence temporarily.
31. The Bard. Increases the users' charisma and charm temporarily.
32. Disguise. Changes the users form to a disguised form of any race and appearance.
33. Feast. Removes all hunger and thirst from the target.
34. Youth. Makes the user grow some years younger.
35. Age. Makes the user grow some years older.

36. Furnace. Makes the user radiate with a damaging aura.
37. Eagle Sight. Gives the user strong vision and a bonus to perception.
38. Health. Cures all diseases and illnesses.
39. Invulnerability. Freezes the user in stasis that makes them immune to damage, but they cannot move or act.
40. Riddle me gone. Gives the user the cure to a single riddle.
41. Horrifying appearance. Makes the user look uglier for a time.
42. Beautiful appearance. Makes the user appear more attractive for a time.
43. Swordsmanship. Makes the user more effective and versatile with a blade.
44. Bowman ship. Makes the user more effective with a bow or ranged weapon.
45. Nymph Breath. Gives water breathing.
46. Midas. Makes the user turn things to gold.
47. Berserker. Makes the user rage with great strength.
48. Utter Hatred. Makes the user have bonuses against a particular type of enemy.
49. Oracle. Lets the user divinate the future.
50. Demonic Leech. Heals a portion of all damage the user deals.
51. Fey Nature. Lets the user become one with animals and nature around them.
52. Tracelessness. Makes the user very hard to follow.
53. Gracefulness. Makes the user have a better acrobatics skill.
54. Goblin Climb. Gives the user a bonus to climbing.
55. Dead Ringer. Makes the user appear completely dead to all magic.
56. One Leafed Clover. Gives the user worst luck.
57. Possession. Lets the user gain control of a nearby creature, their body comatose while they do.

58. Owls Wake. Makes the user need no sleep for a time.

59. Hawks Flight. Lets the user fly.

60. Peace. Makes the user very calm and unable to harm others.

61. Rejuvenation. Heals a single scar or bad injury on the user such as a missing arm.

62. Sphinxes Truth. Makes the user tell the truth.

63. Serpent Tongue. Makes the user only able to lie.

64. Navigation. Makes the user unable to get lost and find where they need.

65. Hook Horror. The users' hands become sharp weaponized blades.

66. Schaffensfreude. Makes the enemies take damage as they deal it to the user.

67. Invisibility. Makes the user invisible.

68. Wild magic. Taps into wild magic making an absolutely random thing happen.

69. Fame. Makes the user more famous.

70. Goats Trek. Makes the user immune to the toils of long travels and bad weather.

71. Gargoyle Toughness. Increases the users' constitution.

72. Atomic Clock. Lets the user know the exact time and date.

73. Transmutation. Lets the user have the ability to change somethings properties.

74. Iron Skin. Turns the users skin to metal giving them many resistances.

75. Sex Change. Changes the users gender.

76. Race Change. Changes the users race.

77. Musical Breath. Makes the user say everything in song, and fey music follows them in the air.

78. Utter Understanding. Makes the user know very intimately about one exact thing. Random, or they can decide.

79. Split Form. The user turns into two or three tiny versions of themselves and controls them all.

80. Flavor. Makes anything and everything taste amazing!

81. Glimmer. Makes the user and its gear instantly clean and as good looking as possible.

82. Love. Makes the user and someone else fall in love.

83. Poison. Poisons the user, weakening them.

84. Rebirth. Resurrects the user if they die soon after drinking.

85. Elemental form. Turns the user to an elemental form relevant to their personality.

86. True form. Turns the user into a familiar like creature similar to their personality.

87. God's Touch. Gives the user a holy connection to their god or fiendish deity.

88. Antidepressant. Does what it says on the tin.

89. Ghostly Form. Makes the user intangible and able to phase through objects.

90. Artisans Skill. Gives the user skill in a particular art temporarily.

91. Godly form. Improves all stats.

92. Bless Weapon. Makes the users weapons do more damage.

93. Euphoria. Makes the user feel amazing and trip out.

94. Bodyguard. Creates a spectral bodyguard for a short time who obeys orders.

95. Babel fish. Lets the user speak any language but not understand it.

96. Preservation. Stops whatever its poured on from rotting or degrading.

97. Fear. Makes the user terrified.

98. Night vision. Gives the ability to see in the dark.

99. Tracking. Lets the user track an enemy.

100. Cure-all. Cures any status effects.

d10 Strength. The potions strength is...

1. Regular with a slight side effect.
2. Regular with no side effect.
3. Regular with a strong side effect.
4. Minor with a strong side effect.
5. Minor with a slight side effect.
6. Major with a strong side effect.
7. Major with a small side effect.
8. A poison. Almost no positive affect all side effect.
9. Temporary but strong and wears off quickly.
10. Seemingly permanent.

d100 Side Effect. The potion also causes (usually) temporary...

1. Nothing bad at all!
2. Puts the user to sleep.
3. Rapid hair growth all over the body.
4. Bleeding from the eyes.
5. Vivid hallucinations.
6. Flashbacks of your own eventual demise.
7. The skin to crack and appear distorted.
8. Spots to grow on the skin.
9. Diarrhea.
10. Vomiting.
11. Blurred Vision.
12. Blindness.
13. Deafness.
14. Mutism.
15. Health loss via rapid bleeding.
16. A sudden horrific accent.
17. The irresistible urge to dance.
18. The hearing of demons.
19. Loss of balance.
20. Everything tasting like dirt for some time.
21. Excessive drooling.
22. Loss of intelligence.
23. Loss of strength.
24. Loss of speed.
25. Loss of charisma.
26. Genuine happiness.
27. Hunger.

28. Thirst.
29. Trouble breathing.
30. Sudden Moustache.
31. Poisoning.
32. Petrification.
33. Stunning.
34. Immobilization.
35. Increased libido.
36. Fidgeting.
37. Itchiness.
38. Rashes.
39. Attracts bears.
40. Magically covers in dirt.
41. Horrifying stench.
42. Baldness.
43. Swelling.
44. Loss of a random item.
45. Curses.
46. Damage.
47. Weakness to a magical damage type.
48. Weakness to Brawn damage.
49. Feelings of Guilt
50. Feelings of Anxiety.
51. Feelings of Shame.
52. Sneezing.
53. Uncontrollable crying.
54. Need to sing heroic music.
55. Urge to hug.
56. Kleptomania.
57. Burping.
58. Loss of smell.
59. Insomnia.
60. Paranoia.
61. Bad luck.
62. Summons imps that want to kill you.
63. Summons angry bees.
64. Fear of something.
65. Temporary madness.
66. Relaxation.
67. Appreciation of colors and sound.
68. Tripping the hell out.
69. Painful lust.
70. Lightheadedness.
71. Increased confidence.
72. Recklessness.
73. Rage.
74. Sadness.
75. Dizziness.
76. Pain.
77. Slight possession.
78. Allergic reaction to your favorite food.
79. Strong believe you're someone else.
80. Severe debt.

81. Grumpiness.
82. Muscle spasms.
83. A bloated feeling.
84. A cold.
85. A fever.
86. Becoming strangely light.
87. Weakness.
88. The urge to fight.
89. The need to make friends.
90. Nausea.
91. Mood swings.
92. Addiction.
93. Need for booze.
94. Drunkenness.
95. Coughing.
96. Uncontrollable babbling.
97. Slight aches.
98. A bad taste for some time.
99. Giddiness.
100. Laughter.

d20 Container. The potion is in a...

1. A conical smooth glass bottle.
2. A square glass bottle.
3. A not quite watertight leather waterskin.
4. A stone flask.
5. A metal thermos.
6. A glass syringe.
7. A small medical vial.
8. A small shot sized bottle.
9. A large metal bottle.
10. A capped horn.
11. An ornate very decorated glass bottle.
12. A geometric diamond shaped bottle.
13. A translucent long wine bottle.
14. A translucent beer bottle.
15. A leather pouch.
16. An inhaler like spray bottle.
17. A colored bottle.
18. A bone flask.
19. A small metal vial.
20. A large bottle that can be swigged several times.

d20 Appearance. The potion looks...

1. Clear.

2. Blue.
3. Green.
4. Red.
5. Pale Green.
6. Pink.
7. Light Blue.
8. White.
9. Black.
10. Dark Grey.
11. Light grey.
12. Yellow.
13. Orange.
14. Gold.
15. Rainbow.
16. Bronze.
17. Metallic.
18. Purple.
19. Brown.
20. Dark Red.

d20 Appearance 2. With...

1. Flecks of color.
2. Swirls of color.
3. Fizzing bubbles.
4. Bubbles suspended in it.
5. Some kind of bone floating in it.
6. Leaves and flowers in it.
7. Two separating liquid.
8. A bright glow.
9. A soft glow.
10. Stripes of color.
11. Translucency.
12. A cloudy murkiness.
13. Blood within it.
14. Dirt floating in it.
15. Chunks of metal in it.
16. Some type of gore from a slain creature.
17. Steam coming from it.
18. A face in the liquid.
19. Constantly moving and shifting liquid.
20. A constant heat.

d10 Texture. The potion is...

1. Thick and sludgy.
2. Thin and watery.
3. Airy and bubbly.
4. Slimy.
5. Almost solid.
6. Oily.
7. Chunky.
8. Bitty.
9. Milky.
10. Almost gaseous.

d100 Smell. The Potion smells like...

1. Nothing at all.
2. Sulphur.
3. Fresh air.
4. Baking cookies.
5. Flowers.
6. Rotting meat.
7. Egg.
8. Rotten eggs.
9. Fresh bread.
10. Blood.
11. Home.
12. Vomit.
13. Garlic.
14. Fruit.
15. Chocolate.
16. Beer.
17. Smoke.
18. Wood.
19. Death.
20. Orc.
21. Wet dog.
22. Wet goblin.
23. Perfume.
24. Cheap perfume.
25. Musk.
26. Garbage.
27. Sand.
28. The Forest.
29. Nuts.
30. Acidic.
31. Spicy.
32. Minty.
33. Of chemicals.
34. Dirt.
35. Of something bad  
flavored to taste better.
36. Alcohol.
37. Sugar.
38. A damp cave.
39. Strange.
40. Indescribable but nice.
41. Indescribable but  
horrid.
42. Rain.
43. Medical.
44. Bacon.
45. Coffee.
46. Cut grass.
47. Vanilla.
48. The sea.
49. Roast meat.
50. Festive.
51. Lavender.
52. Lilac and Gooseberries.
53. A fresh baby.
54. A new car.
55. Citrus.
56. Leather.
57. Metal.
58. A forge.

59. Fresh Cake.
60. Paint.
61. Wine.
62. Polish.
63. Cheese.
64. Fish.
65. Compost.
66. The sewers.
67. Apples.
68. Holy oils.
69. Massage oil.
70. A brothel.
71. Old fruit.
72. Roses.
73. Something that stirs  
memories.
74. Gingerbread.
75. Cinnamon.
76. Candy.
77. Fumes.
78. Bark.
79. Chicken.
80. Beef.
81. Human Flesh.
82. Gunpowder.
83. A storm.
84. Success.
85. Gold.
86. Mayonnaise.
87. Barbeque.
88. Salt.
89. Pepper.
90. Aromatic spices.
91. Fruit punch.
92. Water.
93. Fresh water.
94. Stagnant water.
95. Mud.
96. A color.
97. Music.
98. The end of the world.
99. Magically the worst  
thing to you
100. Magically the most  
desirable thing to you.

d100 Taste. The potion tastes  
like...

1. Nothing at all.
2. Sulphur.
3. Fresh air.
4. Baking cookies.
5. Flowers.
6. Rotting meat.
7. Egg.
8. Rotten eggs.
9. Fresh bread.
10. Blood.
11. Home.
12. Vomit.

13. Garlic.
14. Fruit.
15. Chocolate.
16. Beer.
17. Smoke.
18. Wood.
19. Death.
20. Orc.
21. Wet dog.
22. Wet goblin.
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flavored to taste better.
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52. Lilac and Gooseberries.
53. A fresh baby.
54. A new car.
55. Citrus.
56. Leather.
57. Metal.
58. A forge.
59. Fresh Cake.
60. Paint.
61. Wine.
62. Polish.
63. Cheese.
64. Fish.
65. Compost.
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84. Success.
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86. Mayonnaise.
87. Barbeque.
88. Salt.
89. Pepper.
90. Aromatic spices.
91. Fruit punch.
92. Water.
93. Fresh water.
94. Stagnant water.
95. Mud.
96. A color.
97. Music.
98. The end of the world.
99. Magically the worst thing to you
100. Magically the most desirable thing to you.

d100 Label. The potion has a label showing...

1. Its name and title in bold letters.
2. Its description in ornate elvish.
3. Its description in elvish with a relevant mythic story.
4. Its description on dwarven.
5. Dwarven runes.
6. Its description in gnomish.
7. Gnomish diagrams for its use.
8. The words **USE ONLY IN EMERGENCIES** scrawled on it.
9. A mass-produced label claiming the company has no fault for any side effects.
10. A mass-produced label saying it's a new flavor.
11. Very tiny print describing how the potion was

- made in great detail, around 1000 words.
12. Its name in Bold words in Giant.
13. Is scrawled off.
14. Has faded beyond reading.
15. Doesn't seem to have one.
16. Its description and a random fact.
17. Its description and a small compliment to make your day better.
18. Its description and a joke.
19. Its description in infernal.
20. Its description in some ancient language.
21. All in some kind of symbols.
22. All in some kind of raised symbols for the blind to read.
23. Its description in elemental languages.
24. Its name and flavor.
25. Its name with a warning about side effects.
26. Its name and its recommended buying price.
27. Bloody prints all over it.
28. Name engraved into the container.
29. Its name glowing with minor magic.
30. A cartoon mascot.
31. A warning of an ancient curse.
32. Its name and description in invisible ink.
33. Its description in draconic.
34. Several different names and descriptions plastered over each other.
35. A name of a completely different potion to what it does.
36. A title describing the exact opposite.
37. A money back guarantee.
38. A coupon for a free potion.
39. A living face looking around.
40. Its name and recipe for other alchemists.

41. A heartfelt love letter for someone.
42. A heartfelt hate letter for someone.
43. A person's name. The potion won't work unless asked by its name to do so.
44. A strange prophecy.
45. A small doodle.
46. A note saying **DO NOT DRINK**.
47. A passive aggressive note about other people drinking potions that don't belong to them.
48. Brightly glowing letters.
49. That plays a very quiet sing song till the bottle is empty.
50. Ornate and beautiful designs.
51. Very practical designs.
52. Holy symbols.
53. Unholy symbols.
54. Fey symbols and sylvan writing.
55. A riddle, the lid not opening unless the riddle is solved.
56. Saying it's designed for babies.
57. Saying that it shouldn't be drank by anyone under 18.
58. A note saying its illegal contraband being confiscated.
59. A note saying the alchemist thinks it is its greatest work.
60. A note saying the alchemist is sorry for ever creating it.
61. A note saying that it never should have been made and copious blood stains over the bottle.
62. It says you're being watched. When the person checks it instead says Just Kidding.
63. Its description in Druidic.
64. Its description in orcish
65. Its description in goblin.
66. Its description in Halfling.
67. Its description in Celestial.
68. Its description in Undercommon.

69. Its description in Deep speech.
70. Its description in strange arcane symbols.
71. A map of where the potion was made.
72. A small puzzle for kids.
73. A list of ingredients in their chemical forms.
74. A list of possible side effects as long as the bottle is.
75. A red X.
76. A sad face.
77. An angry face.
78. A happy face.
79. A healing symbol.
80. A cheesy pun potion name.
81. Growing with vines.
82. Growing with flowers.
83. Growing with crystals.
84. Growing with rock.
85. Shamanistic symbols and shavings.
86. No words just a single color.
87. Water damage but a just legible label.
88. A label as if it was some kind of present.
89. A label showing how many calories it is.
90. A warning about potion abuse and to only take in moderation.
91. A label with warnings and side effects all scribbled out.
92. That only shows the side effects.
93. A mysterious number.
94. A code name.
95. A few unrelated letters.
96. The name of one of the party members.
97. The name of the bad guy.
98. Crawling with bugs.
99. Covered in something unspeakable.
100. Covered in glitter. It gets everywhere.

### Weapons of Legend

d12 The weapon is...

1. A longsword.
2. A khopesh.
3. A great sword.
4. An axe.
5. A scimitar.

6. A falchion.
7. A spear.
8. A scythe.
9. A dagger.
10. A katana.
11. A great axe.
12. A Warhammer.

d12 The blade (or head) is made of...

1. Obsidian.
2. Diamond.
3. Simple steel, forged to perfection.
4. Steel cooled in demon's blood.
5. Steel cooled in dragon's blood.
6. Adamantium.
7. Dragon fang.
8. An elemental substance (d4): 1. flame; 2. ice; 3. lightning; 4. wind.
9. Stone.
10. Glass.
11. Enchanted wood.
12. Bone.

d12 The shaft is made of...

1. Polished elm.
2. Bone.
3. Gold.
4. Rough oak.
5. Iron.
6. Bronze.
7. Silver.
8. Blackened steel.
9. Ancient oak.
10. Steel with diamond pattern knurling for grips.
11. Steel with leather strips wound for grips.
12. The weapon is made of one piece; the shaft is the same material as the blade.

d12 The maker was...

1. A dwarf.
2. A Tiefling.
3. A human.
4. An elf.
5. A dragonborn.
6. A god.
7. An orc.
8. A hobgoblin.
9. A half-elf.
10. A fiend.
11. A vampire.
12. A shapeshifter.

d12 Who was...

1. A blacksmith.
2. A weaponsmith.
3. An armorer.
4. A king.
5. A magician.
6. A hero.
7. A priest.
8. An adventurer.
9. A warrior.
10. A hunter.
11. A tyrant.
12. A prophet.

d10 The weapon is famous because...

1. It slew a mighty beast.
2. It was used to lead a great army.
3. It killed kings.
4. Its owner stood, alone, against an army, and won.
5. Its owner was a paragon of virtue.
6. It killed a god.
7. It killed a great demon.
8. It has slain hundreds of thousands.
9. It slew a dragon.
10. It contains the soul of an ancient hero or villain.

d10 Other interesting things include...

1. A jewel where the shaft meets the blade (d4): 1. diamond; 2. emerald; 3. ruby; 4. sapphire.
2. Its maker was killed to stop him from making a better weapon.
3. It has fine metal work along the blade (even if the blade is made of an elemental substance).
4. It cannot be sheathed without tasting blood.
5. It was tempered in an icy lake.
6. It was forged in a volcano.
7. It is decorated with symbols where the shaft meets the blade.
8. It was cooled in a full moon's light.
9. It can only be wielded by the pure of heart.
10. It can only be wielded by the just.

## Random Wands

d8 The wand's tip is...

1. An orb of lightning.
2. A shard of crystal.
3. A burning flame.
4. An orb of obsidian.
5. A jagged flint tip.
6. An orb of glass and wind.
7. Not there, this item is a rod with no tip.
8. A metal cap (d4): 1. brass; 2. copper; 3. gold; 4. iron; 5. platinum; 6. silver.

d8 The wand's shaft is...

1. Elm, grown in moonlight.
2. The horn of a unicorn.
3. An iron bar.
4. Oak, strong and firm.
5. Stone, cool beneath your fingers.
6. Silver, glinting.
7. Adamantium.
8. Not there, this is an orb not a wand.

d8. The wand is also decorated with...

1. Mystic runes, that cause pain to look upon.
2. Small, shining gemstones.
3. Intricate metal work.
4. A carved stone eye.
5. A swirling of wind that surrounds the object.
6. An always glowing light.
7. Large rough-cut gemstones.
8. Runes that are warm to the touch.

d6 The creator of this object was...

1. A god.
2. An elf.
3. A dwarf.
4. A human.
5. A half-elf.
6. A Tiefling.

d8 Who...

1. Was banished for the object's creation.
2. Was revered for the object's creation.

3. Was killed for the object's creation.
4. Was insane.
5. Went insane.
6. Was a beacon of goodness.
7. Was a force of evil.
8. Had no magical talent.

d10 The weapon is famous because...

1. It slew a mighty beast.
2. It was used to lead a great army.
3. It killed kings.
4. Its owner stood, alone, against an army, and won.
5. Its owner was a paragon of virtue.
6. It killed a god.
7. It killed a great demon.
8. It has slain hundreds of thousands.
9. It slew a dragon.
10. It contains the soul of an ancient hero or villain.

d12 The wand...

1. Opens or closes a portal to a/an (d12): 1. altar chamber; 2. nearby tree; 3. nearby shadow; 4. distant land; 5. extradimensional prison; 6. plane of shadows and death; 7. plane of dreams and magic; 8. plane of elemental forces; 9. plane of eternal torment; 10. sacred grove of trees; 11. sacred circle of stones; 12. wizard's tower.
2. Compels or forces the subject to (d12): 1. become diseased; 2. become petrified; 3. become poisoned; 4. turn on its allies; 5. come closer; 6. move slower; 7. obey commands; 8. speak in gibberish; 9. tell the truth; 10. provide aid; 11. run away; 12. wither and die.
3. Allows the subject to (d12): 1. become invisible; 2. become invulnerable; 3. breathe underwater; 4. feel rested; 5. heal miraculously; 6. jump higher; 7. lift heavy objects; 8. move faster; 9. speak a new language; 10. read glyphs and runes; 11. resist diseases; 12. resist poisons.

4. Discerns the direction to the nearest (d12): 1. animal life; 2. cursed object; 3. dead body; 4. evil being; 5. exit; 6. gold; 7. magical effect; 8. plant life; 9. trap; 10. poison; 11. undead creature; 12. water source.

5. Locates a specific (d12): 1. arcane focus; 2. beast; 3. fiend; 4. friend; 5. gem; 6. grave; 7. magic weapon; 8. monster; 9. person; 10. soul; 11. temple or shrine; 12. treasure hoard.

6. Changes the subject's form to that of a/an (d12): 1. close acquaintance; 2. small aquatic beast; 3. dangerous beast; 4. harmless beast; 5. small winged beast; 6. nearby creature; 7. well-known person; 8. individual of the same race; 9. individual of another race; 10. individual of the opposite sex; 12. individual with a thick mustache.

7. Makes the subject feel (d12): 1. afraid; 2. amorous; 3. confused; 4. enraged; 5. euphoric; 6. friendly; 7. lethargic; 8. like dancing; 9. like singing; 10. sad; 11. self-important; 12. sleepy.

8. Creates an illusion of a/the (d12): 1. beautiful maiden; 2. bush or hedge; 3. slaving beast; 4. wooden door; 5. feeling of falling; 6. legion of warriors; 7. nightmarish creature; 8. treasure chest; 9. sound of battle; 10. sound of footsteps; 11. sound of whispering; 12. stone wall.

9. Communes with a/an (d12): 1. aberrant presence; 2. angel; 3. demon prince; 4. angry demon; 5. archdevil; 6. conniving devil; 7. elemental lord; 8. fey being; 9. ghostly presence; 10. long-dead hero; 11. shadow being; 12. tree spirit.

10. Sends out a blast of (d12): 1. acid; 2. cold; 3. daggers; 4. fire; 5. force; 6. necrotic energy; 7. poisoned needles; 8. psychic energy; 9.

radiant energy; 10. lightning; 11. thunder; 12. wind.

11. Fills the area with (12): 1. darkness; 2. dense fog; 3. flames; 4. healing energy; 5. light; 6. peace; 7. choking smoke; 8. malevolent spirits; 9. swirling shadows; 10. stone spikes; 11. thorny hedges; 12. rising water.

12. Summons a/an (d12): 1. aberrant beast; 2. fey beast; 3. shadow beast; 4. wild beast; 5. hungry demon; 6. uncontrollable demon; 7. war-trained devil; 8. air elemental; 9. earth elemental; 10. fire elemental; 11. water elemental; 12. imp.

### Ambiance

#### D20 Dungeon

1. A rat scuttles past carrying a finger bone with a ring on it.

2. You hear a card game going on in the next room. It sounds like someone is losing their shirt.

3. A sleepy orc pushes the party to one side and says "otta ma way cur. Yer blocking the way to the mess hall."

4. A voice shouts from ahead "My god! What did you do to the loo?"

5. Blood drips from a hole in the ceiling and pools on the floor.

6. You hear the sound of a whip crack from up ahead.

7. You find a room of corpses. One has a hand outstretched towards a glowing gem. A second has stabbed the first in the back with a dagger.

8. A paper boat floats past on an underground stream. If plucked from the water it has a letter written inside.

9. A prisoner in a cage sees the party and yells "turn back! Runaway!"

10. Cave paintings cover one of the walls, obviously the work of bored hands.

11. A side corridor has an active trap and deadly trap. A

broken treasure chest at the far end spills a few coins.

12. A grate in the wall allows you to see a mimic finish consuming an adventurer and scuttle off.

13. Wind howls mournfully as you cross a rope bridge strewn with arrow riddled adventurers.

14. A hunchbacked orc with his back to you tinkers with something in the wall and complains loudly about always being the one who has to reset the traps.

15. A large man sits near a pile of treasure reading a book. If approached he changes into a wisp of smoke and retreats to a lamp. Any amount of rubbing on the lamp produces only "Go away! We're closed!"

16. A displacer beast and blink dog come thrashing through a cross corridor.

17. A dead man's ghost continues searching for a key to a door. A long dead rouge lies nearby.

18. A grouchy dragon stomps around a vast cave shouting "Igor! Where's the ledger listing my gold coins?!"

19. A dusty side corridor holds a tiny, rough made shrine to an unlikely god, and a dusty body with its hands still clasped in prayer.

20. A hole broken in the brick walls leads to a very, very dark tunnel.

#### D20 Idyllic Village

1. A farmer and his son walk past on the road. The man is teaching his son a song.

2. A wood cutter pauses his chopping to wave at you as you pass.

3. A milkman struggles past pulling a horse cart. If questioned he mentions that his horse has taken ill but he's managing.

4. A farm wife sets a pie on a windowsill to cool while you walk by.

5. A gaggle of children discuss plans to nick a pie from a windowsill.

6. A butcher haggles cheerfully with a farmer over the price of a fat cow.

7. A group of women take turns sharing gossip and hoisting buckets from the town well.

8. A celebration is taking place on the town green for two young people, recently married.

9. A farmer is having a yard sale and has piled a small mountain of junk outside his home.

10. A healthy-looking dog runs past with a laughing boy in pursuit.

11. A farm wife watches playing children through an open window.

12. A man is helping a peddler fix his broken-down wagon on the roadside.

13. A smith pounds furiously on his anvil but stops to smile when his wife brings him some water.

14. A group of old men with long beards sitting on a stump smoking pipes.

15. A baker is returning home from making his rounds delivering bread.

16. The town priest stands outside his church greeting people as they arrive for the service. He invites the PCs to attend.

17. A group of men is mending a broken fence.

18. A fisherman walks past carrying tackle on his way down to the lake.

19. A peddler is selling simple wares to the villagers from his wagon on the town green.

20. A group of dwarves with brightly colored hoods puff pipes on the inn porch and watch the sun set.

#### D20 Rotting City

1. A group of dogs chewing on fallen guardsmen after a street battle.



2. A giant spider, seen out of the corner of your eye, pulls a struggling something back into a dark alley.
3. A group of beggars in rags huddle together for warmth against the chill of the winter morning.
4. A man and a women, speaking to a stone carver about what to put on their child's headstone.
5. A burned-out drug den with charred corpses outside and city guards keeping gawkers away.
6. A man doling out rations inside a besieged city. Only those able to fight still get full portions.
7. A carriage passing through a rutted street with armed guards and a dangerous looking wizard riding shotgun.
8. A tailor trying hopelessly to impress a noble women with a variety of dresses, all of which she scoffs at.
9. A gang of ruffians scoping out potential victims. They give you a nod of acknowledgement, one predator to another.
10. A strumpet with a face like a racoon checks you out, then resignedly starts walking towards your party while putting on a fake smile.
11. A group of guards escorts a morose prisoner to the gallows.
12. A murder of crows flies away from several bodies hanging at the gallows when people approach.
13. A group of elves pass the party, holding handkerchiefs to their noses.
14. A leper approaches the party and starts begging for alms.
15. The king's guard execute a man in the street for a petty crime.
16. A passing wagon hits a puddle and sprays the party with vile mud.

17. A carriage tramples a club footed beggar who was too slow to move out of the way.
18. A loan shark approaches the party to make an offer.
19. A thick fog rolls in covering the city in damp mist.
20. A church bell sounds mournfully, it's ring swallowed up by the fog.

#### D20 Ancient Forest

1. The song of a mockingbird changes mid-tune to an ominous imitation.
2. Elves follow you from a distance but never approach.
3. A green dragon flies overhead.
4. An ancient tree whispers softly to you as you pass.
5. A break in the tree cover lets down a welcome ray of sunshine.
6. Wolves howl in the distance.
7. This part of the forest is gray and quiet. You notice a low fog has come in and the sounds of birds have stopped.
8. A giant dead tree has fallen and blocked the road.
9. A deer bounds across the road with a puma in close pursuit.
10. You've heard tales about a devil living in these woods. You keep seeing movement from the corner of your eye.
11. A druid sits on a stone speaking to the birds.
12. A great shaggy wolfhound approaches the party. He asks if you are lost.
13. The underbrush tapers off and there is nothing left but the trunks of trees and impenetrable leaves overhead.
14. A ground bird is building a nest nearby. A colorful piece of cloth flutters among the twigs.
15. An ancient shrine looms around a corner in the path. It's long abandoned, but the workmanship was once fine.

16. A camped group of travelers in the distance notice the players approach, grab what gear they can and hide.
17. A wolverine feeds on the corpse of a fallen traveler and his horse. It growls if you get too close.
18. A courier wearing the king's livery pauses at the edge of the forest, gathers his courage, and enters down the path.
19. An undertaker lives in a cottage near the entrance to the forest. He makes a point of measuring the players before they depart. He's only concerned with their height from the neck down.
20. The party hears the sounds of a chase in the brush at night. Later, a werewolf approaches the party and demands to know if they have seen the "would-be hunter" pass this way.

#### D20 Aboard a ship at sea

1. The dolphins riding the bow waves squeak suddenly and flee.
2. A red dawn spooks the sailors.
3. A crossing the equator ceremony. The PCs are 'inducted' into Neptune's court.
4. A women stares mournfully at the sea. She seems an unlikely passenger.
5. A sailor off duty has a fishing rod cast over the side and a pail of fish beside him.
6. The captain unexpectedly approaches the PCs and demands to know what they are doing in this part of the ship.
7. The wooden creaking of the hulls sounds ominous to the land lubbers.
8. A howling storm can be seen in the distance.
9. The Captain stares with steely eyes into a spyglass then turns to his men with a look of grim resolve.
10. The masts of another ship are visible in the distance.

11. Flotsam from a wreck is seen in the distance. Men cling to bits and pieces. The captain explains there is a reef there, and refuses to approach.

12. An imperial courier approaches the ship in port, and the captain regrets to inform his passengers there has been a change in destination.

13. Pirates approach and greet the Captain as an old friend.

14. The sun rises bright and clear, and the winds pick up, a good omen for the day.

15. Land birds are sighted in the distance where there should be none.

16. At the next stop in port the sailors sing a batch of work songs the bards have never heard before.

17. A storm is sighted coming this way. The Captain sends his first mate down to below to "make sure the cargo doesn't escape."

18. A group of sailors is being flogged at the mast for breaking into the wine supplies.

19. A group of sailors is being flogged at the mast for something the party rouge actually stole.

20. Someone in the party overhears whispers of mutiny.

### **Magical Mishaps**

#### **d6 Magical Device Mishaps**

1. Nothing happens. You're not sure why. Any further attempts to use the device for the next 24 hours automatically fail, and you trigger a device mishap. (Reroll on this table if you roll a 1 again on subsequent attempts.)

2. Roll on Stored Spell Mishaps table.

3. Roll on Alchemical Mishaps table.

4. Roll on Mechanical Mishaps table.

5. Roll on Stored Spell Mishaps and Mechanical Mishaps tables.

6. Roll on Alchemical Mishaps and Mechanical Mishaps tables.

#### **d20 Stored Spell Mishaps**

1. Befuddled. Your head spins, and you have trouble making sense of your surroundings. You take 1d6 psychic damage, and you have disadvantage on all Intelligence ability checks until you complete a long rest.

2. Clouded INT. You have trouble thinking clearly.

3. Explosive boom. The stored spell explodes with a loud bang. You take 1d6 thunder damage, and you are deafened for 1 hour.

4. Explosive flash. The stored spell explodes in a bright flash. You take 1d6 radiant damage, and you are blinded for 1 hour.

5. Fiery burst. The stored spell explodes in a fiery burst. You take 2d6 fire damage.

6. Forceful burst. The stored spell explodes in a burst of force. You take 2d6 force damage.

7. Icy burst. The stored spell explodes in a burst of frost. You take 2d6 cold damage.

8. Life drain. The stored spell sizzles with necrotic energy. You take 1d6 necrotic damage, and you cannot regain hit points until you complete a long rest.

9. Mad twitching. You twitch erratically. You have disadvantage on AGI and Charisma saving throws until you complete a long rest.

10. Magical illness. You feel sick to your stomach. You are poisoned for 1 hour, and you have disadvantage on Constitution and Strength saving throws until you complete a long rest.

11. Operator spell hazard. The stored spell targets you.

12. Bystander spell hazard. The stored spell targets a random creature within 30 ft. of you, other than yourself.

13. Spell burst hazard. The stored spell targets the you and 2d4 creatures within 30 ft. of you.

14. Empowered spell hazard. The stored spell targets a random creature within 30 ft. of you. Any damage the stored spell deals is doubled.

15. Extended spell hazard. The stored spell targets a random creature within 30 ft. of you. The duration of the spell's effect is doubled.

16. Operator surge hazard. The stored spell targets you. Roll again on this table, using a d10.

17. Bystander surge hazard. The stored spell targets a random creature within 30 ft. of you, other than yourself. Roll again on this table, using a d10. Apply that effect the creature targeted by the spell.

18. Spell burst surge hazard. The stored spell targets you and 2d4 creatures within 30 ft. of you. Roll again on this table, using a d10. Apply that effect to each creature targeted by the spell.

19. Double trouble operator hazard. Roll 2d4 times on this table using a d10. Apply each effect to yourself.

20. Double trouble bystander hazard. Roll 2d4 times on this table using a d10. Apply each effect to a random creature within 30 ft. of you, other than yourself.

#### **d20 Alchemical Mishaps**

1. Befuddled. Your head spins, and you have trouble making sense of your surroundings. You take 1d6 psychic damage, and you have disadvantage on all Intelligence ability checks until you finish a long rest.

2. Deathly ill. You take ill, teetering uncomfortably close to death. You take 1d6 necrotic damage, and you cannot regain hit points until you finish a long rest.

3. Disoriented. You have trouble thinking clearly. You

have disadvantage on Intelligence and Wisdom saving throws until you finish a long rest.

4. Nausea. You feel sick to your stomach. You have disadvantage on Constitution and Strength saving throws until you finish a long rest.

5. Dizziness. You feel light-headed and unsteady on your feet. You have disadvantage on all AGI ability checks until you finish a long rest.

6. Upset Stomach. You feel very queasy. You have disadvantage on all Strength ability checks until you finish a long rest.

7. Poison exposure. You are exposed to toxins. You take 1d6 poison damage, and you are poisoned for 1 hour.

8. Headache. You develop a splitting headache. You have disadvantage on all Intelligence ability checks until you finish a long rest.

9. Skin irritation. Your skin breaks out in an unsightly rash. You have disadvantage on all Charisma ability checks until you finish a long rest.

10. Coughing fits. You suffer fits of violent coughing. You have disadvantage on AGI and Charisma saving throws until you finish a long rest.

11. Euphoria. You feel giddy and content. You have disadvantage on all Wisdom ability checks until you finish a long rest.

12. Extreme Nausea. You feel so sick you can barely stay on your feet. You take 1d6 poison damage. You have disadvantage on all Strength ability checks until you finish a long rest.

13. Chills. You catch chills and shake uncontrollable. You take 1d6 cold damage. You have disadvantage on all AGI ability checks until you finish a long rest.

14. Accidental fire. You are burned as your reagents catch fire. You take 2d6 fire damage.

15. Uncontrollable fire. Your reagents catch fire and begin to spread to the vicinity. You take 3d6 acid damage, and each creature within 10 feet of you takes 1d6 fire damage. Flammable objects within 10 feet of you catch fire.

16. Acid spill. You are splashed with a caustic substance. You take 2d6 acid damage.

17. Large acid spill. A vat of acid bubbles over violently, corroding everything in the vicinity. You take 3d6 acid damage, and each creature within 10 feet of you takes 1d6 acid damage. Objects within 10 feet of you that cannot withstand corrosion take 1d6 acid damage.

18. Explosive boom. Your reagents explode with a loud bang. You take 1d6 thunder damage, and you are deafened for 1 hour.

19. Explosive flash. Your reagents explode in a bright flash. You take 1d6 radiant damage, and you are blinded for 1 hour.

20. Massive explosion. Your reagents explode in spectacular fashion. You take 2d6 thunder damage, 2d6 radiant damage, and you are blinded and deafened for 1 hour. Additionally, each creature within 15 feet of you takes 1d6 thunder damage and 1d6 radiant damage. Flammable objects within 15 feet of you catch fire.

#### d8 Mechanical Mishaps

1. Jammed gears. A bit of debris has lodged itself between two gears.

2. Broken gear teeth. One or more teeth have broken off a gear. The gear must be mended or replaced.

3. Broken belt. A serpentine belt linking several shafts has broken and must be mended or replaced.

4. Rust. Several moving parts have rusted and must be cleaned and oiled.

5. Small fire. The oil that lubricates several parts has caught fire.

6. Broken shaft. A shaft has snapped in two and must be mended or replaced.

7. Slipped spring. A spring pops free of its proper location in the device. The spring must be replaced.

8. Loose screw. A screw or bolt has come off, causing two parts that were firmly attached to come apart. The screw or bolt must be replaced.

#### Tomes, Grimoires and Books

1. Ovach's Folio, a set of inscribed wooden slates bound by leather cords. It is said to be sought by the Goblin King.

2. The Empyrean Codex of Aghar, a compendium bound in carved wood plates. Several of its pages are cemented together with red wax.

3. The Melosipp Fragments, a set of scrolls contained in an engraved copper coffer. Whenever it is opened, every gold piece possessed by the reader becomes 10 silver pieces.

4. Andros' Folio of Virtue, a set of engraved gold plates contained in an electrum coffer set with chrysoberyl. It was written by the wizards and sages of the School of Cantia.

5. The Furi Fragments, a libram written in pitch upon vellum. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it.

6. The Libram of Aumos, a folio of parchments wrapped in linen cloth. It was written by the elf mage Aumos, leader of the Covenant of the Golden Hound.

7. The Demonic Articles of Grinain, an exotic libram bound in stained glass plates.

When first opened, the reader gains cat-like ears.

8. Pheleusipp's Manuscripts of Madness, a libram written upon paper. It was written by a goddess of magic for the human archmage Pheleusipp.

9. Buita's Scrolls, a flawless tome bound in leather trimmed with mink fur. It is locked by magic, and can be opened only by the first light of dawn.

10. The Heavenly Codex of Carue, a set of engraved stone slates contained in a cedar puzzle box. A list of dates, both past and future, has been added near the back of the tome.

11. The Luminous Compendium of Nesambo, a folio of parchments contained in a leather case trimmed with fox fur. When first opened, the reader ages 10 years.

12. Adol's Articles, a compendium bound in cedar plates inlaid with bronze. It is said to be cursed, and all who read it turn to stone.

13. Kada's Articles of Abjuration, a book bound in leather. It is locked by magic, and can be opened only by a drop of mercury.

14. The Astral Tome of Onach, a set of scrolls wrapped in linen cloth. It is said to be haunted by the ghost of the great sorcerer Onach, who fell in the Illusion Wars.

15. The Libram of Madness, a libram bound in leather with steel hinges and fittings. It once belonged to the great archmage Andlaif, who fell in the Siege of Zinbilgil.

16. The Enchiridion of Thilesus, a flawless

compendium bound in carved wood plates. It is said to be haunted by the ghost of the renowned artificer Thilesus, leader of the Company of the Golden Raven.

17. The Khuda Shards, an eldritch tome written in blood upon silk pages. It was written by the elves of the arcane city of Brothombel.

18. The Dinarv Slates, a compendium bound in copper plates. It was written by a fire god for the human enchanter Dinarv.

19. The Heavenly Libram of Arrar, an impressive compendium written upon vellum. A seemingly unrelated list of materials has been added near the front of the tome.

20. Telchat's Leaves, a heavy tome bound in silver plates set with amethyst. It is locked by magic, and can be opened only by a drop of holy water.

21. Fertua's Book of the Elemental Planes, a compendium written in blood upon silk pages. It once belonged to the elf sorcerer Fertua, who fell in the Siege of Minas Tina.

22. The Heavenly Codex of Thatur, a compendium bound in iron plates set with golden pearl. It is said to be haunted by the ghost of the illustrious necromancer Thatur, who defeated Arman the Witch.

23. The Malign Folio of Kadu, a set of inscribed bones bound by a fine chain. Many of its pages are marked with drops of blood.

24. The Celestial Tome of Nesusel, an impressive tome bound in elm plates inlaid with copper. It is sealed by fate, and

only the Maiden of Wizardry can open it.

25. The Astral Tome of Ernial, a libram written upon parchment. It is said to be sought by Sago the Mighty.

26. The Book of Rites and Rituals, a cryptic tome written in illuminated script upon linen pages. It is said to be haunted by the ghost of the renowned artificer Cury, who fell in the Phantasm Wars.

27. The Sublime Libram of Aghad, a libram bound in hawthorn plates inlaid with steel. It was written by the elves of the arcane city of Barothiml.

28. Tharkurd's Libram of the Heavens, a set of scrolls contained in a simple wooden box. It is sealed by fate, and only the Maiden of Chivalry can open it.

29. The Infernal Incunabulum of Atides, a heavy tome written upon parchment. It was written by a goddess of good for the legendary mage Atides.

30. The Perusam Incunabulum, a flawless tome written in blood upon linen pages. It was written by the wizards and sages of the Academy of Tobreus.

31. The Enchiridion of Exorcism, a modest compendium bound in bronze plates and locked. A list of dates, both past and future, has been added in the middle of the tome.

32. The Tome of Military Engineering, a tome written upon paper. It is locked by magic, and can be opened only in a mirror.

33. Thrinan's Manuscripts of Psycrystals, an impressive

compendium written in pitch. It was written by a god of good for the elf necromancer Thrinan.

34. Khoris' Parchments, a tome bound in monstrous hide trimmed with bone. It is said to be haunted by the ghost of the renowned enchanter Khoris, who perished in the Trollcrag.

35. Throdu's Scrolls of Legends, a book written upon paper. It was written by the human sorcerer Throdu, who defeated Azus the Mighty.

36. Phosileo's Articles of the Eastern Lands, a book written in red wax. It is said to be cursed, and all who read it become possessed by evil.

37. The Arcane Shards of Caibri, a set of engraved clay tablets contained in a leather case. Whenever it is opened, the reader loses the ability to count or do math until it is closed.

38. Hymenes' Articles of Light, a libram written in golden ink upon parchment. Many of its pages are marked with seemingly random numbers.

39. The Elysian Codex of Cauno, a rare tome bound in bronze plates set with coral. Several of its pages appear blank, unless viewed in a mirror.

40. Menesid's Grimoire of the Dark Arts, an impressive libram written in black wax. It is locked by magic, and can be opened only by a drop of blood.

41. Thrinan's Grimoire of Arcane Devices, a compendium written upon vellum. It is sealed by magic, and only a giant can open it.

42. Onan's Leaves of the Elements, a set of scrolls contained in a leather case

trimmed with ermine fur. Several of its pages appear to have been replaced with crude forgeries.

43. The Infernal Shards of Tanlia, a libram written upon silk pages. It is locked by magic, and can be opened only by a drop of wine.

44. The Gamin Tablets, a set of scrolls bound by leather cords. It once belonged to the dwarf artificer Gamin, who vanished in the Black Gauntlet of Male.

45. Desones' Manuscripts, a set of scrolls contained in an engraved bronze coffer. When first opened, the reader ages 10 years.

46. Ukhlan's Grimoire of Ancient Empires, a compendium bound in monstrous hide trimmed with bone. It once belonged to the legendary conjurer Ukhlan, who perished in the Tumunzar Crag.

47. The Black Manuscripts of Perato, a book written upon parchment. Many of its pages are marked with notes in strange scripts.

48. The Codex of Prestoro, a tome bound in monstrous hide trimmed with bone. It is said to be sought by the demon lord Sala.

49. Gluri's Scripture of Aberrations, a rare tome bound in monstrous hide trimmed with bone. It once belonged to the illustrious mage Gluri, who fell in the Demonic War.

50. The Enchiridion of the Planes, a rare compendium bound in leather. A list of dates, both past and future, has been added in the middle of the tome.

51. The Eternal Enchiridion of Udlak, a folio of parchments contained in a leather case trimmed with ermine fur. It was written by the legendary alchemist Udlak, who defeated Nininga the Gargoyle Lord.

52. The Atund Slates, a compendium bound in carved wood plates. Many of its pages are marked with drops of blood.

53. The Empyrean Enchiridion of Coniker, a libram bound in copper plates. It was written by the wizards and sages of the Academy of War Wizardry.

54. Gane's Enchiridion of Psychokinesis, a libram written in illuminated script upon paper. It is said to be sought by the demon lord Mory.

55. The Tome of Sanzagh, a set of scrolls contained in a simple wooden box. It was written by an undead god for the great mage Sanzagh.

56. The Rakal Fragments, an eldritch compendium bound in stained glass plates. It is said to be haunted by the ghost of the illustrious wizard Rakal, leader of the Crimson Wayfarers.

57. The Vile Folio of Ariphton, a book bound in elm plates inlaid with steel. It is locked by magic, and can be opened only in a mirror.

58. The Duli Apocrypha, an obscure compendium written upon linen pages. It is said to be haunted by the ghost of the halfling archmage Duli, leader of the Jade Covenant.

59. The Fell Scrolls of Ukar, a set of scrolls bound by a fine chain. It was written by the wizards and sages of the College of War Wizardry.

60. Faeloy's Grimoire of Superstitions, a set of engraved

platinum plates contained in a willow puzzle box. It is said to be haunted by the ghost of the great alchemist Faeloy, leader of the Order of the Fang and Sword.

61. The Celestial Tome of Ades, an impressive tome bound in copper plates. It is locked by magic, and can be opened only by a drop of blood.

62. The Eternal Codex of Phusistro, a heavy tome bound in platinum plates and locked. When first opened, it unleashes a vortex of wind.

63. The Rati Incunabulum, a set of engraved stone slates contained in a locked platinum coffer. It is said to be sought by the demon lord Alax.

64. The Unearthly Slates of Cairbre, a set of engraved clay tablets contained in a blackthorn puzzle box. A map of the local area, with several landmarks drawn in red ink, has been added in the middle of the tome.

65. Luga's Manuscripts, an obscure compendium written in fiery runes. It once belonged to the great wizard Luga, who perished in the Mudha Desert.

66. The Phoenesip Tablets, a heavy book written in fiery runes upon parchment. It is said to be cursed, and all who read it are wracked by pain.

67. The Eudanas Shards, a compendium written in red wax upon paper. It once belonged to the human conjurer Eudanas, who vanished in the Cyst of Shiva the Destroyer.

68. Thritesim's Compendium of the Northern Lands, a tome bound in silver plates. It is sealed by fell wards, and cannot be opened by a good person.

69. Bioriu's Tome of Aquatic Creatures, a set of etched glass plates bound by a fine chain. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it.

70. The Codex of Khali, an eldritch compendium bound in rowan plates inlaid with gold. It was written by a sun goddess for the dwarf enchanter Khali.

71. Dinain's Tome of Magical Fungi, a compendium bound in birch plates inlaid with pewter. It was written by the elves of the arcane city of Glangarth.

72. The Elemental Fragments of Kephinos, a modest book bound in leather trimmed with lynx fur. It is sealed by holy wards, and cannot be opened by an evil person.

73. The Compendium of Crasiusin, an ancient book written in pitch. It once belonged to the great enchanter Crasiusin, leader of the Jade Crusaders.

74. The Hellish Parchments of Anas, a libram bound in leather with bronze hinges and fittings. It was written by the wizards and sages of the Academy of Portius.

75. The Menouseb Tablets, a libram bound in platinum plates and locked. It is sealed by fate, and can be opened only within the Palace of Crowns.

76. The Codex of Myths and Legends, a heavy compendium written upon silk pages. It is sealed by fell wards, and cannot be opened by an innocent person.

77. The Demonic Incunabulum of Bali, an impressive book written in illuminated script upon silk pages. It is said to be sought by the arch-fiend Aeres.

78. The Enchiridion of Dwali, a set of inscribed bones contained in a steel coffer. An arcane dungeon map has been added near the back of the tome.

79. The Abyssal Scripture of Ukhud, an eldritch libram bound in steel plates and locked. It is said to be haunted by the ghost of the halfling enchanter Ukhud, leader of Marger's Circle.

80. The Grimoire of Tace, a cryptic compendium written upon parchment. It was written by the elves of the arcane city of Betwsy.

81. The Libram of Gama, a heavy tome written in pitch upon silk pages. It is locked by magic, and can be opened only by arcane light.

82. The Dicca Slates, a set of scrolls contained in a gold coffer set with pink pearl. It is said to be cursed, and all who read it are driven to madness.

83. The Sublime Compendium of Urud, a tome written upon vellum. Several of its pages are cemented together with silver wax.

84. The Codex of Sidasius, a large libram bound in leather trimmed with fox fur. Many of its pages are marked with seemingly random numbers.

85. Phosiusos' Scripture, a set of engraved brass plates bound by leather cords. It is locked by magic, and can be opened only by firelight.

86. The Eldritch Incunabulum of Amin, an impressive compendium bound in monstrous hide trimmed with bone. An arcane dungeon map has been added in the middle of the tome.

87. The Agegas Shards, a set of scrolls contained in a pewter coffer. Several of its pages appear to have been replaced with crude forgeries.

88. The Tome of Healing, a libram written upon vellum. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it.

89. The Libram of Dinain, a modest compendium bound in platinum plates. Several of its pages appear to be missing.

90. Nikosic's Articles of the Sea, a tome written upon silk pages. It once belonged to the legendary enchanter Nikosic, who slew the Leviathan of the Sea of Ghosts.

91. Arin's Scrolls of Demons and Fiends, an impressive libram bound in bronze plates set with silver pearl. It is said to be cursed, and all who read it turn to stone.

92. The Black Articles of Tharkun, a book bound in pewter plates and locked. It is said to be cursed, and all who read it are driven to madness.

93. The Luminous Grimoire of Brobhe, a large book written upon vellum. It is said to be cursed, and all who read it turn to stone.

94. Gillia's Grimoire of Aquatic Creatures, a tome bound in carved wood plates. It is said to be sought by the Gargoyle Count.

95. The Accursed Folio of Cune, a large libram bound in monstrous hide trimmed with bone. It is locked by magic, and can be opened only in a mirror.

96. Menusius' Parchments, a set of scrolls contained in a simple wooden box. When first opened, it unleashes shooting fireworks and pyrotechnics.

97. The Fiendish Slates of Cuno, a set of scrolls contained in a yew puzzle box. It is locked by magic, and can be opened only by firelight.

98. The Heavenly Libram of Mini, a modest compendium written in black wax upon silk pages. It was written by the legendary alchemist Mini, who vanished in the Black Lair of Maltha.

99. The Libram of Fide, a set of engraved obsidian slates contained in a locked pewter coffer. Several of its pages appear blank, unless viewed in a mirror.

100. The Eternal Codex of Husesos, a rare libram written in blood. Several of its pages are cemented together with black wax.

#### Male Human Names d100

1. Tyrell
2. Fabius
3. Bonham
4. Wulf
5. Enno
6. Telfer
7. Gauthier
8. Rogj
9. Corby
10. Nathanael
11. Philippe
12. Redfield
13. Steve
14. Aloin
15. Norice
16. Donavan
17. Heiko
18. Darnell
19. Torold
20. Ismael
21. Jeffrey
22. Colbert
23. Zane
24. Herrick
25. Manilo
26. Elbridge
27. Pryor
28. Lex
29. Norville
30. Bryant
31. Renault

32. Gabrio
33. Piero
34. Carol
35. Jaxson
36. Farald
37. Chilton
38. Edward
39. Bud
40. Louie
41. Eddie
42. Gebhard
43. Eberhard
44. Thibaud
45. Jaxon
46. Maximilian
47. Rennie
48. Florianus
49. Nash
50. Jacquelin
51. Bjorn
52. Ermin
53. Talbot
54. Baldemar
55. Englebert
56. Weimer
57. Eli
58. Franziskus
59. River
60. Joey
61. Glen
62. Timothy
63. Mattes
64. Scipio
65. Karlens
66. Wagner
67. Matteo
68. Wendelin
69. Tiran
70. Rousset
71. Tariq
72. Anderson
73. Carel
74. Laurenz
75. Burcet
76. Sidwell
77. Valdimiro
78. Charley
79. Uland
80. Sullivan
81. Landis
82. Roy
83. Shipley
84. Garnet
85. Jadon
86. Quinton
87. Rocky
88. Timo
89. Denton
90. Harbert
91. Kilian

92. Fernando
93. Kim
94. Uvo
95. Conny
96. Norwyn
97. Mutz
98. Rishley
99. Courtney
100. Woodrow

#### Female Human Names d100

1. Locke
2. Sofia
3. Norberthe
4. Jenette
5. Lyonette
6. Irme
7. Elda
8. Roux
9. Serena
10. Alexandrine
11. Mariah
12. Cerise
13. Iwana
14. Salwa
15. Ashleigh
16. Welda
17. Agda
18. Janessa
19. Celine
20. Mckenna
21. Lavergne
22. Wilhelmina
23. Asia
24. Jayda
25. Nynette
26. Katelynn
27. Dolores
28. Dyana
29. Hailie
30. Favor
31. Klarina
32. Brigitte
33. Alexys
34. Amina
35. Manon
36. Lisette
37. Mariona
38. Margaret
39. Giuliana
40. Arantxa
41. Alden
42. Sibylla
43. Orsina
44. Clotilda
45. Alexa
46. Pandora
47. Lydia

48. Viktoria
49. Adalie
50. Felda
51. Carolin
52. Josephina
53. Lovie
54. Halie
55. Margret
56. Melitta
57. Friederika
58. Josalynn
59. Rolande
60. Mone
61. Iva
62. Daisy
63. Mirabella
64. Constance
65. Celine
66. Brenda
67. Skyler
68. Cherell
69. Kellie
70. Suse
71. Lealia
72. Celestia
73. Serafin
74. Carine
75. Gundula
76. Rolande
77. Danna
78. Carnation
79. Melany
80. Eileen
81. Matilda
82. Makenzie
83. Nesrin
84. Villetta
85. Carrie
86. Fanchone
87. Klaudia
88. Iyanna
89. Maidy
90. Ashe
91. Regula
92. Anna
93. Huberta
94. Wally
95. Dagmar
96. Maude
97. Cheyenne
98. Dickie
99. Lorin
100. Karolin

#### Elven Names D100

1. Zhoron
2. Krisstina
3. Aire
4. Morran
5. Ivlisar

6. Joxisys
7. Ethlando
8. Yesthana
9. Ilbryn
10. Chaefiel
11. Vesryn
12. Carkian
13. Halamar
14. Virmaer
15. Hagen
16. Wynvyre
17. Jannalor
18. Shaydark
19. Olaurae
20. Ologeiros
21. Shalendra
22. Venlee
23. Arlayna
24. Wysaynore
25. Aila
26. Keyran
27. Amaranthae
28. Morkalyn
29. Tethys
30. Carzeiros
31. Keya
32. Olacan
33. Uiathen
34. Lular
35. Farryn
36. Chaejor
37. Lenna
38. Josalor
39. Faraine
40. Greydark
41. Kali
42. Lorakalyn
43. Saria
44. Inaren
45. Bonnalurie
46. Presrieth
47. Bemere
48. Beirie
49. Ayda
50. Heigeiros
51. Lyeyeru
52. Iancyne
53. Tanelia
54. Phiceran
55. Arnarra
56. Keatumal
57. Ilmadia
58. Daemoira
59. Ryllae
60. Theris
61. Myantha
62. Nericyne
63. Ecaeris
64. Dormys
65. Chasianna



66. Yinnala  
 67. Nakiasha  
 68. Bikas  
 69. Penelo  
 70. Holawenys  
 71. Martainn  
 72. Leopetor  
 73. Mnuvae  
 74. Heiceran  
 75. Arryn  
 76. Luberos  
 77. Teryani  
 78. Helenala  
 79. Nakiasha  
 80. Miranorin  
 81. Fi Umeynore  
 82. Kaylin  
 83. Olasandoral  
 84. Ilythyrra  
 85. Elaran  
 86. Talila  
 87. Yelcyne  
 88. Iythronel  
 89. Valbalar  
 90. Nakiasha  
 91. Wynyarus  
 92. Merialeth  
 93. Petsys  
 94. Fi  
 95. Olaric  
 96. Sakaala  
 97. Quitumal  
 98. Jastra  
 99. Presmaris  
 100. Lythion

#### Dwarf Male Names D100

1. Stroghumlir Grimspine  
 2. Toresgronlim Kragmane  
 3. Numnaeg Brewhorn  
 4. Hasgreath Browntoe  
 5. Sirmeac Pebbleriver  
 6. Orizneath Anvilpike  
 7. Garfarlun Anvilfinger  
 8. Braghaec Oakenshaper  
 9. Jarhoc Shatterbreaker  
 10. Thonmog Boulderback  
 11. Jamneam Noblebrand  
 12. Vanamli Oreborn  
 13. Hakrog Flatbelly  
 14. Dulgruth Shadowshield  
 15. Helgorlum Lavahelm  
 16. Strokatum Jadefury  
 17. Natmoic Craghide  
 18. Thakroum Bristlebrand  
 19. Lustrag Coinminer  
 20. Jolgrek Platefeet  
 21. Dhulgraet Brightmantle  
 22. Hegnel Trollarmour  
 23. Girrerrlum Shatterbelt

24. Avrus Redfeet  
 25. Lumnorlun Leathermail  
 26. Gruzmouse Metalback  
 27. Burdromri Bottlesword  
 28. Khouzmic Pebblehide  
 29. Garforlim Hardmantle  
 30. Dhossorlun Silverbelly  
 31. Dourfael Grumblehand  
 32. Gruggog Longrock  
 33. Hornal Bronzeshaper  
 34. Skovruri Hornmaster  
 35. Dukem Cavebraid  
 36. Marfeth Nightmaster  
 37. Kranmas Noblebow  
 38. Grokkuri Ashbow  
 39. Dhurnaet Bottleview  
 40. Hutred Thunderbuster  
 41. Umissolir Chainaxe  
 42. Skodulim Opalhorn  
 43. Skokdrarlun Hillgranite  
 44. Darethorlun Oakenrock  
 45. Khounmag Stronghelm  
 46. Dedgret Redcloak  
 47. Gibroir Bloodbraids  
 48. Groumnok Coinbringer  
 49. Groutmen Hillforged  
 50. Whumoid Ironfinger  
 51. Elfead Wyvernward  
 52. Elkhag Amberheart  
 53. Snanmoc Blazingdigger  
 54. Thomramli Bottlethane  
 55. Kotrarlug Goldenfoot  
 56. Groudat Kegmace  
 57. Kalgraek Chaosbane  
 58. Navarlig Earthdigger  
 59. Khefrad Grumblebane  
 60. Strondrouk Bitterbane  
 61. Arardrad Frostmail  
 62. Oridded Jadebelly  
 63. Skorroick Minebeard  
 64. Nuratas Bonegranite  
 65. Fomdouk Fierycloak  
 66. Jaghaen Grumblejaw  
 67. Baldrotir Mudview  
 68. Thokkec Amberdigger  
 69. Dourbumli  
 Mountainstone  
 70. Gimror Caskmaul  
 71. Khekgromi Hillbreaker  
 72. Durirrag Flaskhide  
 73. Nundrel Gravelhand  
 74. Grazzan Dragonminer  
 75. Werarbel Hammerbrow  
 76. Kravrolir Bristlebender  
 77. Thargear Ingotmaster  
 78. Groonoud Barbedbrew  
 79. Glangret Greyfoot  
 80. Fobim Broadbuckle  
 81. Jordumir Orechest

82. Gradmorlum  
 Silverthane  
 83. Ukhorglug Giantmail  
 84. Yaggonlir Graysword  
 85. Lundomri Rubyhide  
 86. Kimrear Cragriver  
 87. Dhutgromli Flintbelly  
 88. Dandraes Wyvernrow  
 89. Thustatir Drakeaxe  
 90. Skorraer Steelbasher  
 91. Mulgrot Opalrock  
 92. Mokhoid Bluntborn  
 93. Astrami Wraithgranite  
 94. Thatgraek Deepflayer  
 95. Dalomrun Hornbuster  
 96. Skakramri Icetank  
 97. Dwongrorlug  
 Barbedbasher  
 98. Hanoic Frostmaster  
 99. Kithuth Cragbrewer  
 100. Brouggomi  
 Barbedshaper

#### Dwarf Female Names D100

1. Arrobona Oakenbuckle  
 2. Grakwoserd Waraxe  
 3. Hedgreline Granitegut  
 4. Arnetryd Wyvernrow  
 5. Thalagret Icebreaker  
 6. Torenutryd Merrypike  
 7. Doulgruirgit Steelfinger  
 8. Doradgruigith  
 Flaskfinger  
 9. Raldroubela Warhood  
 10. Thakdrodrud  
 Deepshoulder  
 11. Joznaelyn Bloodbuster  
 12. Thergaetalin  
 Shattercoat  
 13. Grulgeagrett  
 Berylbuster  
 14. Makhutelyn Lighttank  
 15. Khughotain  
 Coppershoulder  
 16. Kakhela Rubyhide  
 17. Elkgruirgith Warstone  
 18. Kormeamora  
 Graniteback  
 19. Kaddeada Hornaxe  
 20. Groorhudrid Leatherjaw  
 21. Barbouni Ingotbraids  
 22. Khemetrud  
 Sapphireguard  
 23. Dhokdraetalyn  
 Koboldbeard  
 24. Thamdedrid Leadminer  
 25. Nuratharra Woldflayer  
 26. Barimmibela Runebelly  
 27. Norakroulydd Windchin

28. Tuvrairgith Amberstone  
 29. Groudmelin Beastblade  
 30. Torekhaelynn  
 Bronzebender  
 31. Broldrugith  
 Earthmaster  
 32. Umitgrtryd Warmstone  
 33. Mutdroutryd Deeparm  
 34. Lovire Blackgrog  
 35. Elwolda Hardbane  
 36. Urnelyn Mountainsword  
 37. Nefustr Mountainrock  
 38. Kraweatalyn  
 Coalbringer  
 39. Yudgreagit Undergrog  
 40. Alfosselin Oakenchin  
 41. Thadrogret Dimbelt  
 42. Vodgrogret Greatbasher  
 43. Holgire Lightshaper  
 44. Dorassoda Shadowhide  
 45. Thadrihilde Gravelborn  
 46. Grattgrenelyn  
 Kragmaster  
 47. Orivilydd Marbleheart  
 48. Halgrigith Marblemaul  
 49. Nanegret Koboldbeard  
 50. Groumwodeth  
 Dragonhelm  
 51. Avotrude Cragview  
 52. Khoumnoukara Flatfury  
 53. Skadmebelynn  
 Kegmane  
 54. Noradouna Draketank  
 55. Dhukrutrud Goldengrip  
 56. Umilelyn Berylbaser  
 57. Eldutrud Barrelcloak  
 58. Girrutryd Silverthane  
 59. Barbogar Leadfury  
 60. Thrasdraethra  
 Hillbuster  
 61. Brouwutaine Keghelm  
 62. Folgoubyrn Bonebuckle  
 63. Thangrogar Flaskhead  
 64. Thatuilyn Boulderhelm  
 65. Dalomrouni Coinview  
 66. Hutdroukara Mudhorn  
 67. Dodmeangrid Opalgrog  
 68. Gandrutrud Boulderbelt  
 69. Khengrihilda Caveback  
 70. Skostrobera Kegbane  
 71. Thawola Flintbrand  
 72. Umretrud Brewrock  
 73. Nergraegith Anvilback  
 74. Hudwousli Metalheart  
 75. Dousimora Deepbraids  
 76. Yorduhilda  
 Caveshoulder  
 77. Forsugar Bloodbender  
 78. Sirreada Kegtank  
 79. Orimroumora Flatbeard

80. Vordreginn Hornbender  
 81. Douvreabelyn  
 Axegranite  
 82. Nosdroulyn  
 Barbedstone  
 83. Kralgaeni Leadforge  
 84. Gromnaehilde  
 Darkmaster  
 85. Umikkala Silverview  
 86. Nomabela Axesunder  
 87. Grooldragar  
 Pebblethane  
 88. Nostilsia Whithood  
 89. Jazeahilde Flintforge  
 90. Thirraebelyn Coalmaker  
 91. Yabimora Bottlebelt  
 92. Benwaelynn  
 Deepgranite  
 93. Khebulydd Dimtank  
 94. Hafreathra Deepforge  
 95. Alfokrilin Whitmaster  
 96. Grulmogret Earththane  
 97. Norazneda Snowbelt  
 98. Dorakaere Marblebane  
 99. Nurarbuirgith  
 Beastguard  
 100. Ustraginn Minehand

#### Halfling Male Names D100

1. Haiduc Cotton  
 2. Thietmar Labingi  
 3. Norbert Rumblebelly  
 4. Malaric Finnagund  
 5. Faramir Brandagamba  
 6. Odilon Harfoot  
 7. Trahand Brandywood  
 8. Posco Hedgehopper  
 9. Gilbert Harfoot  
 10. Nicol Took-Brandybuck  
 11. Everard Greenhand  
 12. Fridugis Stumbletoe  
 13. Meneaduc Longhole  
 14. Hildebold Heathertoos  
 15. Baldrick Sackville  
 16. Dinodas Underlake  
 17. Cheldric Oldbuck  
 18. Berno Took  
 19. Chararic Cutton  
 20. Dudon Silentfoot  
 21. Rorimac Bolger  
 22. Balderic Chubb-Baggins  
 23. Ouus Fairbairn  
 24. Agiulf Gamwich  
 25. Wandregisel Hlothran  
 26. Pippin Goldworthy  
 27. Balbo Bracegirdle  
 28. Cyr Smallburrow  
 29. Childebrand Swiftfoot  
 30. Everard Mugwort  
 31. Hartmut Roper

32. Hildeprand Lothran  
 33. Arbogast Whitfoot  
 34. Merry Townsend  
 35. Maura Zaragamba  
 36. Pacatian Elvellon  
 37. Priamus Sackville-Baggins  
 38. Fredegard Fallohide  
 39. Theodore Hornblower  
 40. Merobaudes Rumble  
 41. Riquier Brown  
 42. Audramnus Bolger-Baggins  
 43. Carloman Goodsong  
 44. Dudon Boulderhill  
 45. Humbert Bilberry  
 46. Halinard Wanderfoot  
 47. Ingund Bolger-Baggins  
 48. Tomacca Hairyfoot  
 49. Nick Longbottom  
 50. Isengrin Sackville-Baggins  
 51. Artaud Noakes  
 52. Ledger Lothran  
 53. Wala Bracegirdle  
 54. Arnoul Brandybuck  
 55. Adelard Littlefoot  
 56. Berthaire Proudbody  
 57. Hilduin Gammidge  
 58. Blutmund  
 Brandagamba  
 59. Theodulph Langham  
 60. Andica Headstrong  
 61. Thierry Took  
 62. Angilbert Cutton  
 63. Tim Proudbottom  
 64. Jo Oldbuck  
 65. Birinus Brandywood  
 66. Audramnus Goodwort  
 67. Theutgaud Bracegirdle  
 68. Halinard Diggle  
 69. Reginald Noakes  
 70. Chlodion Stumbletoe  
 71. Pilgrim Hornwood  
 72. Ansegisel Sackville-Baggins  
 73. Nithard Gamgee  
 74. Fosco Goodsong  
 75. Waleran Hayward  
 76. Marmaduke Langham  
 77. Hildigard Undertree  
 78. Berengar Tunnely  
 79. Giso Brown  
 80. Theutgaud Puddlefoot  
 81. Imbert Fairfoot  
 82. Leudast Underburrow  
 83. Meneaduc Hogpen  
 84. Pippin Bottomhill  
 85. Nahand Riverhopper  
 86. Lanfranc Leafwalker

87. Erard Bottomhill
88. Puvis Proudfoot
89. Fulcaire Undertree
90. Timba Chubb
91. Leudast Butcher
92. Pilgrim Baggins
93. Abbo Button
94. Reginar Fallohide
95. Rathier Longriver
96. Atacinus Banks
97. Sigeric Goold
98. Minto Pott
99. Otto Hlothran
100. Bucca Sandyman

#### Halfling Female Names D100

1. Kiley Hornblower
2. Genofeva Hornwood
3. Jasmine Burrows
4. Mantissa Whitbottom
5. Plectrudis Barrowes
6. Clotild Hairfoot
7. Suri Burrowes
8. Miranda Sandyman
9. Allison Headstrong
10. Erin Roper
11. Chelsea Bophin
12. Ginelle Knotwise
13. Jessamine Pott
14. Samantha Fairbairn
15. Alicia Goldworthy
16. Gersvinda Oakbottom
17. Angelica Took-Took
18. Marcatrude Wanderfoot
19. Cassandra Bunce
20. Ingoberg Bilberry
21. Magnatrude Bolger
22. Chunsina Bramblethorn
23. Ingoberg Hlothran
24. Lenora Sackville-Baggins
25. Oda Bilberry
26. Savanna Featherbottom
27. Theodrada Goold
28. Rowan Bunce
29. Amber Littlefoot
30. Jemima Mugwort
31. Theutberga Roper
32. Adaltrude Longhole
33. Gersvinda Bilberry
34. Belladonna Greenhill
35. Kymma Baggins
36. Melilot Goodchild
37. Gudule Bolger-Baggins
38. Radegund Took-Took
39. Poppy Hedgehopper
40. Cassandra Barrowes
41. Jemima Proudbottom
42. Theoderada Gamgee
43. Mentha Stumbletoe

44. Regintrude Barrowes
45. Cassandra Tinyfoot
46. Adallinda Longbottom
47. Tasha Diggle
48. Lindsey Brandagamba
49. Nora Noakesburrow
50. Pamphila Swiftfoot
51. Chrodtrude Knotwise
52. Chlodeswinthe Tunnely
53. Brooke Pott
54. May Bolger
55. Laura Elvellon
56. Madeline Boulderhill
57. Rhoda Pott
58. Hildegard Diggle
59. Sydney Bophin
60. Jemima Bophin
61. Engeltrude Dewfoot
62. Gersvinda Boffin
63. Jessica Longbottom
64. Fastrada Elvellon
65. Regintrude Pott
66. Pearl Proudbody
67. Diana Whitfoot
68. Nina Townsend
69. Radogund Took-Brandybuck
70. Tiffany Hlothran
71. Emma Goodsong
72. Adallinda Proudfoot
73. Leubast Riverhopper
74. Kimberly Greenhand
75. Miranda Roper
76. Gabrielle Gamgee
77. Rothaide Proudmead
78. Duenna Oakbottom
79. Rothaide Gaukrogers
80. Mirabella Proudfoot
81. Berthefled Gammidge
82. Kymma Wanderfoot
83. Gomatrudis Lothran
84. Amy Harfoot
85. Megan Gammidge
86. Leubovera Proudmead
87. Adaltrude Goold
88. Alicia Underhill
89. Kayla Fleetfoot
90. Duenna Cotton
91. Bellisima Boulderhill
92. Scarlet Fairbairn
93. Blesinde Heathertoes
94. Berthefled Galbassi
95. Rowan Oldbuck
96. Christina Greenhill
97. Kiley Underburrow
98. Hilda Whitfoot
99. Christina Gammidge
100. Gundrade Leafwalker

#### Gnomish Names D100

1. Telkal
2. Slerwaas
3. Tharbi
4. Klimbec
5. Tinjoc
6. Fnerbesast
7. Ooppises
8. Bahanklaick
9. Knigaammam
10. Gikappell
11. Fnerbiss
12. Phinbi
13. Smoollbas
14. Zombep
15. Scunzon
16. Emwerer
17. Jyknawert
18. Libekpu
19. Leguryl
20. Slaibekpa
21. Neppaap
22. Gnekill
23. Fibbrast
24. Smakmim
25. Megbeg
26. Slidlefuss
27. Lakpinen
28. Fnaginkic
29. Efaikmick
30. Mafakmust
31. Klebkel
32. Gniddweg
33. Fnenzail
34. Nansnel
35. Zadbi
36. Snedwevyr
37. Snairwuvock
38. Fnycikwack
39. Ralooppill
40. Babybka
41. Jupno
42. Gnunkkep
43. Renjir
44. Nullbis
45. Menkel
46. Gynglyci
47. Oollmasag
48. Ilakwer
49. Yhinsnum
50. Gnilensmaa
51. Wonkooc
52. Slokneg
53. Sleddny
54. Thidle
55. Klumpag
56. Klansbiso
57. Nemtube
58. Ifelker
59. Ielambas

60. Phubigbyll  
 61. Gneknaast  
 62. Didbart  
 63. Burweck  
 64. Baabbrep  
 65. Lairkac  
 66. Densbukac  
 67. Peebbrurat  
 68. Bacimtast  
 69. Cenamzast  
 70. Cludimdast  
 71. Slalbom  
 72. Gedler  
 73. Wadweth  
 74. Niepnus  
 75. Gellnep  
 76. Polnehan  
 77. Shakmifall  
 78. Phihiblyp  
 79. Smilirbop  
 80. Nybonklil  
 81. Waalwet  
 82. Smoddlooss  
 83. Blonglo  
 84. Sluknep  
 85. Lebblyll  
 86. Gniraina  
 87. Yddlulym  
 88. Uveblol  
 89. Amabble  
 90. Hasunbar  
 91. Boknim  
 92. Radbet  
 93. Slignast  
 94. Gaikwim  
 95. Gammuck  
 96. Lamweenick  
 97. Zeddnunit  
 98. Frymebnurt  
 99. Tibalveck  
 100. Bobelkirt

#### **Draconic Names D100**

1. Cephash  
 2. Sthensha  
 3. Gephre  
 4. Ebi  
 5. Insa  
 6. Ghaesho  
 7. Dhernimy  
 8. Siashapis  
 9. Zhesanui  
 10. Thaphnate  
 11. Drestho  
 12. Cytthith  
 13. Shistri  
 14. Itri  
 15. Ishe  
 16. Dylne  
 17. Zellateh

18. Sishreraef  
 19. Tebomy  
 20. Demrima  
 21. Shabesh  
 22. Elna  
 23. Phrafesh  
 24. Tifra  
 25. Zydha  
 26. Ythras  
 27. Gefriloesh  
 28. Phrelrory  
 29. Zharmabuis  
 30. Defamith  
 31. Zemla  
 32. Mypo  
 33. Vaphna  
 34. Stuinzo  
 35. Zhysse  
 36. Enshash  
 37. Scyfliny  
 38. Adomia  
 39. Anshelies  
 40. Cephepish  
 41. Lleflo  
 42. Iato  
 43. Typhneph  
 44. Themis  
 45. Ensoth  
 46. Neolre  
 47. Mniphrefy  
 48. Dydnopa  
 49. Thradnefes  
 50. Stiphrisy  
 51. Thuimon  
 52. Este  
 53. Sthistras  
 54. Avi  
 55. Adna  
 56. Myrno  
 57. Saddape  
 58. Tadhala  
 59. Yllody  
 60. Grimmifae  
 61. Llithre  
 62. Marles  
 63. Itta  
 64. Ylre  
 65. Ethra  
 66. Sifli  
 67. Sthethosy  
 68. Yrlify  
 69. Styrrilaef  
 70. Sthimpasi  
 71. Shalriph  
 72. Phenshos  
 73. Llissah  
 74. Cinseth  
 75. Ghesthe  
 76. Lliphna  
 77. Ternadae

78. Pedhoten  
 79. Dheflope  
 80. Pytibi  
 81. Timas  
 82. Phiembe  
 83. Zamri  
 84. Staethe  
 85. Nirmi  
 86. Pesti  
 87. Mavale  
 88. Zheshroby  
 89. Asolie  
 90. Ednepa  
 91. Dhintish  
 92. Sychi  
 93. Vitash  
 94. Phoembi  
 95. Drathresh  
 96. Groeshri  
 97. Adnofy  
 98. Iddimi  
 99. Stensimi  
 100. Thaleshi

#### **Half-Fiend Names D100**

1. Thoszos  
 2. Merve  
 3. Strafol  
 4. Pivilvi  
 5. Nevath  
 6. Sogvat  
 7. Shilos  
 8. Leleshae  
 9. Terzih  
 10. Drico  
 11. Navasheih  
 12. Focogialt  
 13. Vialisah  
 14. Deade  
 15. Thenisean  
 16. Igaeli  
 17. Vaidalleh  
 18. Ebris  
 19. Valiafeith  
 20. Namrataer  
 21. Sildan  
 22. Zitrelt  
 23. Semres  
 24. Drodokaan  
 25. Ditos  
 26. Gialdri  
 27. Ziadron  
 28. Ebraanastas  
 29. Khesal  
 30. Lenvi  
 31. Noszetan  
 32. Akimdrer  
 33. Teimdrodol  
 34. Pimrot

35. Rianadas  
 36. Drasralre  
 37. Tharsearan  
 38. Lirdond  
 39. Thandramrol  
 40. Issorrih  
 41. Vendris  
 42. Boggelt  
 43. Khivos  
 44. Terharerd  
 45. Strarol  
 46. Fissead  
 47. Melrel  
 48. Abikaeld  
 49. Haffoth  
 50. Lammian  
 51. Dadonian  
 52. Lolritaer  
 53. Redrafan  
 54. Bebre  
 55. Taldreshin  
 56. Ziamraavond  
 57. Netarseah  
 58. Dadard  
 59. Halemroth  
 60. Shodranar  
 61. Taiseath  
 62. Terdraand  
 63. Raffil  
 64. Zonaldra  
 65. Fordran  
 66. Bronith  
 67. Shidan  
 68. Bisoca  
 69. Metah  
 70. Baarzi  
 71. Heamalean  
 72. Brammoko  
 73. Sharrisan  
 74. Vaeralt  
 75. Temayal  
 76. Shaldronird  
 77. Tiamaimsas  
 78. Zoshos  
 79. Zalesreth  
 80. Reandabram  
 81. Theneal  
 82. Renre  
 83. Sandah  
 84. Mekonor  
 85. Noyain  
 86. Itram  
 87. Strefren  
 88. Olvoldrot  
 89. Tharroth  
 90. Edi  
 91. Zenzadol  
 92. Ocosa  
 93. Kelennis  
 94. Bragend

95. Seszavras  
 96. Zarerza  
 97. Zarsiyeah  
 98. Aanstor  
 99. Vodetoh  
 100. Dokerzad

#### Orc Names D100

1. Melk  
 2. Gred  
 3. Kzus  
 4. Dhehlot  
 5. Rilt  
 6. Kret  
 7. Trilkk  
 8. Khuldaad  
 9. Verg  
 10. Ghuhd  
 11. Erkurg  
 12. Kessash  
 13. Ezihn  
 14. Dhor  
 15. Imzeld  
 16. Kremkohn  
 17. Bezcur  
 18. Ger  
 19. Nazmukk  
 20. Riggahd  
 21. Bich  
 22. Brir  
 23. Tim  
 24. Berkon  
 25. Nalt  
 26. Vhohd  
 27. Fakk  
 28. Thilkuus  
 29. Drut  
 30. Roth  
 31. Crizkukk  
 32. Kolkid  
 33. Kzorke  
 34. Khuuhd  
 35. Krinom  
 36. Bruskaath  
 37. Eskeld  
 38. Thud  
 39. Nodrek  
 40. Zuggor  
 41. Kzilk  
 42. Cris  
 43. Vusk  
 44. Chunkon  
 45. Trek  
 46. Vas  
 47. Fesk  
 48. Khanrel  
 49. Crark  
 50. Tush  
 51. Rokzard

52. Mikkun  
 53. Hivkilk  
 54. Bohn  
 55. Kridag  
 56. Vhorush  
 57. Ezorn  
 58. Cral  
 59. Crevzark  
 60. Kruussahn  
 61. Kruhn  
 62. Rohd  
 63. Beg  
 64. Goknat  
 65. Turn  
 66. Mir  
 67. Grahd  
 68. Ghullar  
 69. Nikk  
 70. Baas  
 71. Elderk  
 72. Gaasseth  
 73. Bremgohm  
 74. Teth  
 75. Brilri  
 76. Akehd  
 77. Probdun  
 78. Vik  
 79. Muvzor  
 80. Ruarkoth  
 81. Buhm  
 82. Dhul  
 83. Vuhn  
 84. Ronuk  
 85. Trorn  
 86. Khik  
 87. Vrer  
 88. Muuzor  
 89. Han  
 90. Bid  
 91. Brarohm  
 92. Vhazad  
 93. Rabdan  
 94. Cruath  
 95. Trumrird  
 96. Greggeth  
 97. Elrohd  
 98. Mun  
 99. Udork  
 100. Griskan

#### Goblin Names D100

1. Stabbinder  
 2. Bloodcaller  
 3. Doomchewer  
 4. Bladeslaver  
 5. Fuseseecker  
 6. Horsetracker  
 7. Frostbrook  
 8. Plainbrand  
 9. Dogbumper

10. Moonchaser
11. Mosskut
12. Gutbiter
13. Bearscream
14. Ragerip
15. Snowrock
16. Emberhorn
17. Flintracker
18. Toesnacker
19. Forestgripper
20. Froststriker
21. Stonedancer
22. Woodtracker
23. Caskpunch
24. Plainsplitter
25. Hogdust
26. Meadowbrew
27. Fingercooker
28. Fistguard
29. Ripwatcher
30. Silverfall
31. Droff
32. Zarg
33. Niff
34. Kis
35. Ghemdik
36. Kunthez
37. Redgag
38. Boburnk
39. Obrognot
40. Ooddediwg
41. Voas
42. Floob
43. Pat
44. Ghig
45. Agmit
46. Chiffoo
47. Irgorch
48. Wamdog
49. Jamkobzoas
50. Fladandash
51. Guk
52. Kroarg
53. Gurch
54. Krorch
55. Amzu
56. Unziz
57. Nogglaz
58. Vudra
59. Drongboubziff
60. Gugdutvank
61. Ghunk
62. Druz
63. Gut
64. Drurt
65. Drubzonk
66. Pogvoat
67. Wavgos
68. Muvdon
69. Rirdodzork

70. Ondegtard
71. Chadnu
72. Nustoo
73. Yoodrub
74. Mephra
75. Fisko
76. Vruvvob
77. Yalgotboosh
78. Gampulbuns
79. Vrockoaso
80. Grarkatcho
81. Yimlo
82. Makchal
83. Vregmos
84. Gunko
85. Elvuk
86. Fakluh
87. Yakkulvems
88. Klaparblo
89. Unchaklool
90. Hoavvallok
91. Bearcrest
92. Flintracker
93. Crystallasher
94. Longspark
95. Forestshot
96. Hillbrand
97. Crowforce
98. Steelshield
99. Raintracker
100. Starcrag

#### Castle Names d100

1. Gandum Fortress
2. Hartlon Citadel
3. Perlinton Hold
4. Faemley Stronghold
5. Weavington Keep
6. Hardingham Fort
7. Leydford Keep
8. Carlisle Fortress
9. Nartley Palace
10. Haerton Palace
11. Bundor Castle
12. Dewbury Hold
13. Croilton Keep
14. Barncowl Palace
15. Levans Castle
16. Oakhampton Palace
17. Khurleigh Keep
18. Appley Stronghold
19. Bourgh Palace
20. Arlcliff Fort
21. Talsworth Citadel
22. Carsley Palace
23. Eynsworth Citadel
24. Fowlsfield Stronghold
25. Clifton Fortress
26. Tarnton Fortress
27. Eldford Palace

28. Craentich Hold
29. Larton Fortress
30. Fangdor Fort
31. Eastormel Castle
32. Sraederham Palace
33. Barviel Fortress
34. Millford Stronghold
35. Witton Citadel
36. Galbury Stronghold
37. Miserth Fortress
38. Gundor Hold
39. Merkworth Castle
40. Darwaeton Keep
41. Queensborough Palace
42. Howlester Keep
43. Angarth Stronghold
44. Criereon Keep
45. Darnstall Palace
46. Angarth Palace
47. Swanton Palace
48. Hillfield Stronghold
49. Marseden Keep
50. Sevenberg Fort
51. Stappleton Hold
52. Tornbridge Fort
53. Cloveshire Keep
54. Khurleigh Keep
55. Stowerling Fortress
56. Dannamore Citadel
57. Yeanworth Stronghold
58. Sandorne Keep
59. Reave Stronghold
60. Catterborough Palace
61. Baedcove Fort
62. Gadleigh Castle
63. Pomparley Keep
64. Barkely Castle
65. Knaerwood Fortress
66. Dewmire Fortress
67. Raychester Stronghold
68. Eaghton Fort
69. Gadleigh Keep
70. Ayes Palace
71. Craentich Palace
72. Termarth Castle
73. Cloveshire Keep
74. Bornesher Citadel
75. Baldon Stronghold
76. Dewmire Palace
77. Almerry Citadel
78. Midford Hold
79. Kernwith Stronghold
80. Windsor Fort
81. New Wandour Hold
82. Elverston Palace
83. Karmble Palace
84. Nightwell Fortress
85. Sraederham Citadel
86. Calber Fort
87. Goulrich Hold

88. Stormholme Stronghold  
89. Selsmire Stronghold  
90. Eastcairn Fortress  
91. Backleigh Castle  
92. Dustorn Palace

93. Pelsley Palace  
94. Barncrowl Palace  
95. Islefield Keep  
96. Craentich Fortress  
97. Willbridge Keep

98. Mortham Stronghold  
99. Dawnton Fortress  
100. Craester Arms Keep

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