

THE GAME MASTER'S BOOK OF

ASTONISHING RANDOM TABLES



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300+ UNIQUE ROLL TABLES TO ENHANCE YOUR WORLDBUILDING, STORYTELLING,
LOCATIONS, MAGIC AND MORE FOR 5TH EDITION RPG ADVENTURES

* BEN EGLOFF *

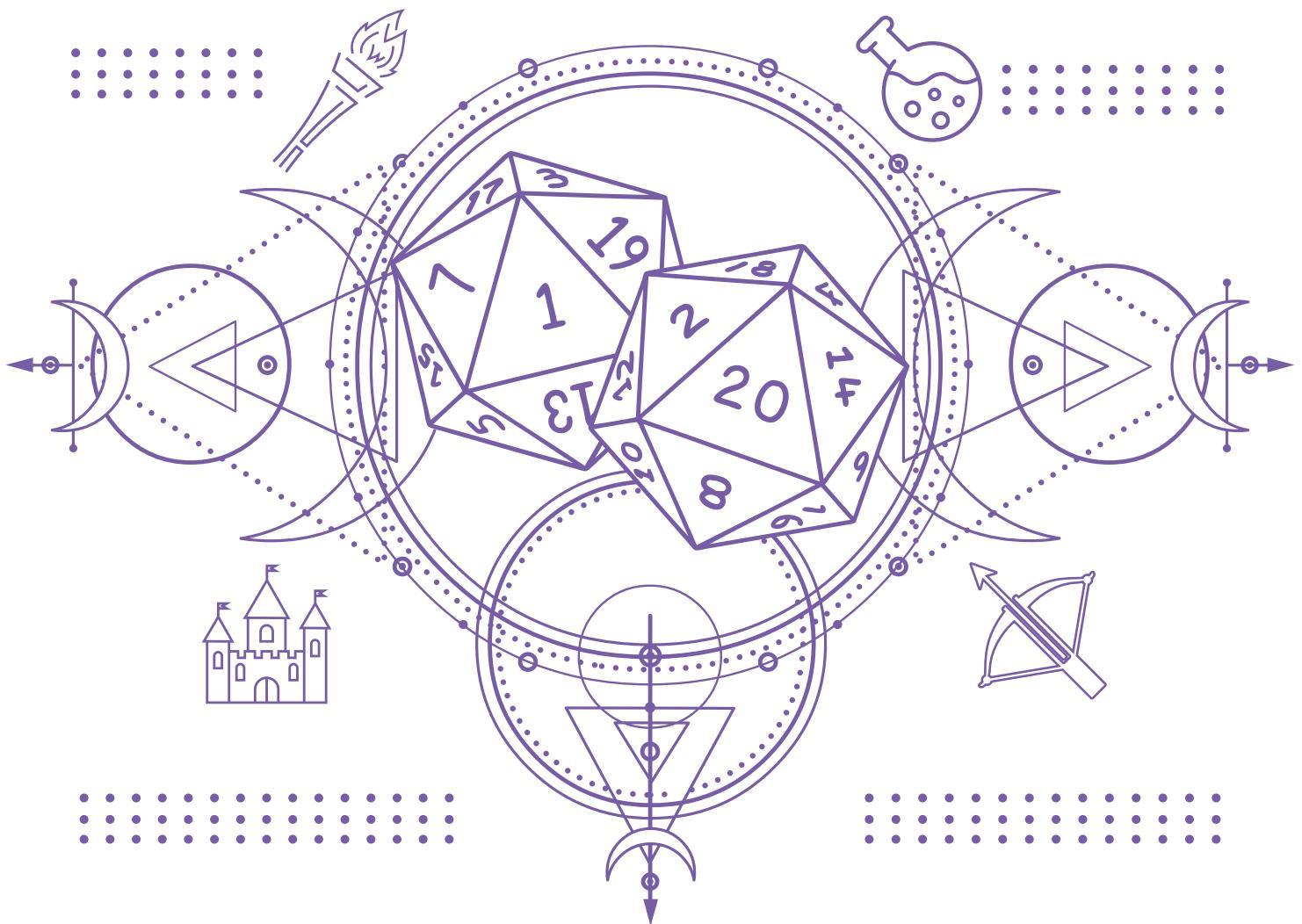
FOREWORD BY
ROBBIE
DAYMOND

Plus
3 ONE-SHOT
ADVENTURES!

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A dark, hooded figure in ornate armor stands in a city at night. The figure is silhouetted against a bright background, showing off their detailed armor and long, thin blades. The city skyline is visible in the background.

“Nearly every off-the-cuff question that has ever stumped me as a GM, large or small, could’ve been resolved in a dice roll or two with this book. There are lots of random tables out there, but few as creative and comprehensive as these!”

- **Ginny Di**

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FOREWORD



“WHEN ARE YOU GOING TO GM?!”

“Hmm? What’s that, again?” I say, looking up into the eyes of the hopeful young man with the Welsh accent.

It’s early 2022 and I’m in the UK. As a veteran voice actor in video games, anime and animation, I’m often at comic cons like this on the weekends. These days, I’m busier than ever, because I’ve just finished my nearly year-long run on the hit D&D live-play shows *Exandria Unlimited* and *Critical Role*, thrusting me into the TTRPG world as well. Meeting fans from around the globe is perhaps the best part of my job. I can answer most questions about any show or game I’ve ever worked on, but this one catches me a bit off-guard.

“I loved you at the table!” he exclaims. “You’re such an interesting player, I’d be excited to see what you could come up with as a Game Master!”

“Oh,” I reply, a bit timid. Not wanting to disappoint him, I give a noncommittal answer. “Well, it sounds like fun, but I’ve only just learned to play. I don’t think I have the skills yet....”

“Ha!” he playfully scoffs with a friendly smile, “I GMed the third game I ever played!”

We laugh, have a quick d20 roll-off (he won) and off he goes, disappearing into the sea of con-goers, not knowing he had sparked an idea in my mind. Many others would come to nurture this thought with their good-natured tales of the magical experience of running a gaming session and inspire me to one day do the same.

Now, let me be clear as to why I was so hesitant to answer his question and potentially GM a game of my own. As a new player (and a person who tends to overthink almost everything), I’d always been consumed by the “how” of it. Sure, I get the concept. I can imagine

myself at the head of a TTRPG table, weaving tales and leading combat, but I wasn’t quite sure where to actually start. After all, my first GMs were literal masters: Matt Mercer and Aabria Iyengar. To me, what they do is almost mystical; balancing plot, pace, characters and gameplay. I might be able to convince myself that someone like me, a relative newbie, could have the vision to take my friends on a fantastical adventure, but did I have the tools to execute a single session, much less a long-running campaign?

Thankfully, as time passed after my initial run as a player on *EXU* and *CR*, the TTRPG community has graciously opened its arms to me and shown me a massive new world of resource books; compendiums; reference guides; and original, playable stories that span millions of words beyond the official material. This book, the very same one you are about to enjoy, is one of the finest such guides.

This vast tome contains an impossibly broad spectrum of creative ideas in an easily consumable format that even a novice like me can make sense of. The form and function of how these ideas are presented and the versatility with which they can be implemented should also keep the most experienced GMs happy for campaigns to come. I can only give my highest praise to the team that put *The Game Master’s Book of Astonishing Random Tables* together. Also, the one-shots by Ben, Jim and the Forbecks look so fun I hope someday to find myself in one of their exploits.

So, whether you’re the new kid behind the screen or the king of the quest, this book has a little something for everyone. Even me. I’m sure when I run my first session, I’ll be pulling some tips and tricks from this book and many of the others in the series. Perhaps, someday, I’ll let you know how it goes....

Wishing you well,

ROBBIE DAYMOND



INTRODUCTION



WELCOME TO THE GAME MASTER'S BOOK OF ASTONISHING RANDOM TABLES...

It's happened to the best of us. You've lured your party into an untenable situation and they're on the run from the dual threat of notorious hag Granny Mu'Pau and the implacable mechanical army of Dr. Orryn Belanterraith (in league with the Duke, which means the law is decidedly not on their side). They've managed to piss off the Honorable Purveyors of Rest and Respite, so finding a place to sleep is a quest unto itself. And that's when they have a brilliant idea. "What if we just leave this city altogether?" says the druid. "Let's just steal a wagon and head for the next town over." "Why stop there?" asks the bard. "Why don't we go to another country? I could parlay with local leaders and we could build an alliance and maybe lead a rebellion."

"That's OK," you think as you rub your temples and consider your next move. "I'll get them at the border."

"I can drive a boat!" shouts the fighter, who has never once used his background as a sailor.

It's fine. They'll never be able to commandeer a ship, gather a crew and master the waves. And yet, a few Charisma checks later, the party is setting sail in a stolen vessel with a crew of 35 easily persuaded goblins, steered with all the wind they could need courtesy of the druid's ability to spam *gust* all afternoon. They're fleeing the places you spent hours preparing, en route to a continent you've not yet imagined, all because you told them "This is an open world, explore it as you see fit." Why do we do this? Why not just play Monopoly?!

It's a question that's come up for most Game Masters at some point or another, and the answer is always the same: the story. The story is what everyone—you, your players, perhaps even an audience—cares about. As the Game Master, you act as the facilitator of the story and its setting, bringing to life a world rich with opportunity, intrigue, magic, danger, dungeons and perhaps a dragon or two. You create a universe where you and your friends collaboratively conjure tales together. You must also answer questions about how that world looks, feels and influences the narrative. Every detail you provide about your world is a snare that can capture the players'

imaginations, providing set pieces for gripping combat or narrative encounters and the context that ensures those scenes have meaningful stakes, which is why you might invest hours of your time developing a place for them to explore. To which your players will inevitably respond, "Where else can we go?" It's a lot of work.

Luckily, this book is a tool and, in some ways, an automaton, created to take some of that work off your hands. Whether you're an old hand or you're GMing your first game, the tables presented throughout this book are designed to generate content on your behalf or spark new ideas within you. These tables were created to help you focus your attention on the things you care about so that when your players ask about things you haven't considered ("What's in his pocket?" or "What's the name of the trappers guild?" or "What's on the menu?") you not only have an answer—you have a potential hook for another chapter in your ongoing adventure.

WHAT THIS BOOK IS

The Game Master's Book of Astonishing Random Tables is many things, but first and foremost, it is a spark. It's here to help you take the inner workings of your creative mind and put them on display for those around you. It'll do some of the work for you so you can focus on creating epic stories with your players.

It is, at its core, exactly what it's called: a book of (astonishing) random tables. These tables add spontaneity to your sessions, a bit of tension to already tense situations and a touch of chaos—whether by your hand or the hands of your players—based on the will of the dice. If they didn't, they'd be called predictable tables.

It is also a fully functional campaign generator. It will take you through the steps of creating a setting and filling that setting with interesting places and people and the governments that rule them: the motivations behind leaders of powerful guilds, nefarious cults and secret societies—some hoping to change the world for the better, others not so much. It will help challenge your players through social interaction and fierce combat,

but most importantly, it will provide hooks for further adventures that will entice your players to continue to explore the playground you've created.

The Worldbuilding section does what it's called, with dozens of tables designed to help you create a campaign or adventure setting from scratch. From the elder earth deities that created your realm to the name of the secret order of clerics making plans in a shadowy tavern to lock those gods away, this section will help you fill in every detail of your world, whether you're starting with your own big bang or just answering the question "What's over yonder hill?"

The Session Building section is also well-named, featuring tools meant to aid you as you prepare for (or, as is often the case, fully improvise) a session of play. There are level-appropriate random encounter tables for nearly any environment, chase complications for those same environments, a quick side quest generator for those sessions when you aren't sure what your players want to do and they aren't either, travel complications to sully said side quests and environmental hazards for when the barbarian gets cocky and roars "That all you got!?" in an avalanche-prone ravine.

The Magic & Miscellany section is, well, everything else. Spell scroll and potion generators, teleportation mishaps, curses, things you might find in someone's pocket, stuff you shouldn't touch (which could pair well with things you might find in someone's pocket), sentient weapon likes and dislikes. Explore it with caution.

This book also includes three one-shot adventures that feature some of the tables covered in the first three sections. These adventures can be run in a single session or serve as a major story arc or means of kicking off a campaign if that's your preference. They are scaled for specific levels but can shift as needed depending on party composition and GM benevolence.

WHAT THIS BOOK IS NOT

The Game Master's Book of Astonishing Random Tables is not the definitive work on how to create a world, a setting or a session. You are the final arbiter of your entire realm. You will not be arrested for fudging rolls to generate an outcome more in line with the stories you want to tell.

This book is not responsible for player death. That's you again. A 5th-level *fireball* dropping on the party as a result of a wild magic surge is hilarious when every player is fully rested and has 90 hit points. It's less fun when they're all first-level (or first-time) players and the result on a 1d100 table leaves everyone rolling up a new character the moment the sorcerer casts her first spell. Your story should come first. Enforce the outcomes as well as the rules to serve and shape your story—keep what you like, change what you don't.

This book is not a universe in a box. Despite best intentions to include everything you could possibly need to create epic settings and sessions, there are only so many tables one can fit on a single page (trust me). Do

not let the expansive but still limited options contained in this tome inhibit the exponentially more important power of your own creativity.

HOW TO USE THIS BOOK

Text styled like this is flavor text and should be read out loud to describe specific actions, relay important info or provide details of the characters' surroundings. Not reading it to your party might mean they miss out on essential info, funny lines or both.

GM NOTE: THIS IS A NOTE FOR YOU

Text contained inside a box that looks like this is meant to draw your attention to information that is important for you to know or is imperative to a plot point in the one-shot adventures. It is also used to point out places where you can make a variety of choices for different reasons or call attention to places that might lead to important things you need to consider when using different options at your table. They are important to read, which is why most are fairly short.

Tables. Each table in this book is associated with a particular die value (d4, d6, d8, d10, d20 or d100). Some tables will ask you to roll a particular type of die once, others offer a chance to generate different options on the same table using multiple rolls to combine different results. Many of the tables contain all of the information you will need to apply the result of the roll; however, in some places, the text required for explanation got a little unwieldy inside the table itself. Those options are presented as a simple list and expounded upon in the copy that follows. You got this.

Maps. The maps in this book are presented on a grid, with each square representing a 5-foot-by-5-foot space unless otherwise noted.

The Index. On pg. 280 is a complete index of all the tables contained inside this book. Several tables were sacrificed on the page count altar in order to accommodate the index. Please make use of it so their deaths were not in vain.

Without further ado, please enjoy *The Game Master's Book of Astonishing Random Tables*. Being the all-powerful deity of your universe is a ridiculously time-consuming job full of creation, destruction and sometimes constant worry. But with this book at your side, your players will think twice before building a boat to explore another realm. And if they do, you can always roll on the Level 17-20 Coastal Environmental Hazards table and send them immediately back to shore.

WORLDBUILDING

SO YOU WANT TO BUILD A CAMPAIGN SETTING FROM SCRATCH BUT HAVE NO IDEA WHERE TO BEGIN? RELAX. LET THE GODS OF CHAOS (OR, YOU KNOW, A FEW DICE ROLLS) DO THE WORK FOR YOU.



Stories are about people. People are shaped by worlds. Overall cultures, great societies and individual persons are all products of the environments in which they struggle to survive, thrive or prevent others from doing the same. Sometimes they shape the environments in kind.

The arcs of a major campaign or minor one-shot are nearly always focused on the characters, and we watch the story unfold through their perspective because, as GMs or players, we're the ones bringing each character to life. We see them deal with challenges, overcome adversity and find joy and contentment (or at least a place to bed down for the night). We watch them take on horrid villains in numerous forms, be they sneak thieves, shape-shifters or otherworldly cultists hell-bent on raising their devilish queen from the underworld to devour the sun (all in a day's work, really). We cheer them on as they struggle to overcome seemingly insurmountable problems placed in their path. Your players endeavor to do their best to navigate the narratives you create together by bringing their characters to life. As GM, the “character” you give life to each week is the world your players inhabit. It is an NPC unto itself. Sometimes, like when you describe the sound a stone makes as it plunks into a bog, or the lingering whisper of a foul breeze, it even has a funny accent.

The environment of a campaign—the world and setting where it takes place—informs and influences so much of the story. The locale, whether that be tropical forests where strange beasts dwell, arid deserts where lack of water and violent sandstorms thrash the landscape and challenge its inhabitants or vibrant cities full of explosions of cultures, sights and sounds, is just as important as the characters. In the real world, we often tie our memories to certain places. The same is true for players exploring your fantasy realm.

Think of the first time you set foot in a large city, the hustle and bustle and press of the crowds almost overwhelming you as the sights, smells and raucous noise of thousands of people pressed down upon you. Consider the first time you saw the ocean, vast stretches of water spreading out before you as the horizon became the limit of your view. Everyone has a similar story save for those who've never left their small town, and that experience has a way of binding people together. As people, we can imagine the awe of viewing a natural wonder like the Grand Canyon, the stretching Serengeti or the clouded heights of Mount Fuji or Mount Everest.

We all understand the power an engaging setting can have over the stories we tell, yet in many cases GMs using pregenerated modules are left with very little to work with when it comes to worldbuilding. It can be daunting to create entire realms from scratch. So why not let the dice do the work for you? The tables that follow in this section are designed to help you create a massive world for your players to inhabit. You may not need all of them (You may not even need any, in which case, sorry for wasting your time...enjoy the other sections?).

But what you will need as you engage with the material in this section is an unbridled ego. You are, for all intents and purposes, a god. You have the power to shape the abyssal void into any number of planets or earthburgs, and within those swirling masses of land and sea, a collection of continents. On those continents, you can place various environments with access to the oceans or streams flowing down from the mountains. Whether those streams are made of molten rock or flesh-searing acid is also your call. Embrace your inner deity. Just remember that because your story is likely to include humanoid races, you'll need to consider aspects of each of their cultures. Where did they settle down? Why there? Once settled, what did they start to do with their time?

It would be easy to fall down the rabbit hole and get lost in the myriad possibilities that exist. I suggest a technique that has served me well through many years of gaming (and creating custom minis): Start by painting broad strokes before you deal with specifics. Decide on some general features of your setting. Work from big picture to small specific locations as you zero in on where your story is going to take place, determining which aspects of the environment you wish to play a major role in the narrative. Detail the general feel of the planet or place that will contain your story. Block out, in rough terms, the overall world (desert planet, water planet, cotton candy planet) and how it fits together before focusing on adding detail to the areas where your campaign is going to play out.

Be a selfish deity and determine what's important to you. What aspects of the environment affect your plot? What aspects of the setting will influence and challenge your players as they progress through the story you want to tell, as well as the one you're trying to tell together?

I will confess I have, on numerous occasions, spent copious amounts of time creating places, people and encounters my players will never see (or even ask about). I have spent hours detailing the rising peaks of ice and snow-covered mountains, or the twisting warren of tunnels that runs underneath, knowing full well the party will never go there—despite my repeatedly mentioning them through covert (and overt) means. I'm not bitter! These creations aren't a waste. In fact, the detail work you do when worldbuilding isn't even really for the players: It's for you. These moments of creation do wonders for your own understanding of the world over which you have complete dominion, making the story richer and the game more immersive. And in the event your sunny beach-based adventure needs a change of pace, well—there's always the mountains.

The tables in this section go from the macro (How many gods are there in your pantheon? And why are they so pissed off?) to the microcosmic (What would happen to the economy if one of those gods visited a little boy in a small town and told him to scare off all the sheep?). You can use them all in conjunction with one another to create an entire universe or just cherry-pick the elements you need in order to augment aspects of the world you've been tinkering with for ages. You're a god. Wield these extensions of your power however you like.

BUILDING A PANTHEON

Within the realms of fantasy tabletop role-playing games, a deity (or a pantheon of deities) can influence the shape of a story or a campaign nearly as much as the setting over which they preside. From benevolent gods of life and healing to warmongers that seek to enslave or destroy, the relationship between the gods and the people that serve them is absolutely something that will affect how your players navigate through and interact with your world. Sometimes gods are physical manifestations of large, overarching ideas (love, the harvest, bad luck), and in other worlds they are merely humanoids who reached the apex of their potential and found immortality. Whether the party is in service to these gods as clerics or shamans or in opposition to those who seek to forever change the landscape, divine influence can be an easy-to-use storytelling tool that can add depth and meaning to your setting. It can also get real hairy real fast.

When looking to create a pantheon of gods, it's easy to get overwhelmed with the wealth of possibilities available. Instead of trying to build an entire group of gods to cover every aspect of your world, focus instead on the predominant gods ruling over your corner of the multiverse and the ways in which they interact.

To determine how many predominant gods exist in your world, roll a d10. The number rolled is the number of gods who are currently mixing it up in your realm. For each of these gods, roll on the tables that follow to learn a little more about who they are and what they want.

DEITY ALIGNMENT

This table will determine where each of your primary gods sit on the 5e alignment chart. To account for the fact that some gods are simply beyond our understanding of right or wrong, or order and chaos, there is the option for a deity to be unaligned. If you think this complicates things too much, or that the world you want to create isn't just a series of gray areas merging into one another, feel free to disregard any roll (or this table altogether) at your discretion.

ALIGNMENT

1d10 This god is...

- | | |
|----|--------------------|
| 1 | ...Lawful Good |
| 2 | ...Neutral Good |
| 3 | ...Chaotic Good |
| 4 | ...Lawful Neutral |
| 5 | ...True Neutral |
| 6 | ...Chaotic Neutral |
| 7 | ...Lawful Evil |
| 8 | ...Neutral Evil |
| 9 | ...Chaotic Evil |
| 10 | ...Unaligned |

DIVINE DOMAINS

The domain a deity presides over is just as important as their alignment. Alignment and domain are key drivers for a deity and their followers and have a dramatic impact on story. Subtle shifts in those two aspects of a divine entity can change their approach to the world and can help you determine whether they are one of the party's allies or one of their potential antagonists. It's the difference between a deity of the Death domain who abhors the undead and wishes to see the natural cycle of life wax and wane and a deity of the same domain who embodies pain, murder and negative energy.

For each of your deities, roll 1d4 to determine the number of domains the god or goddess presides over. Regardless of the rolls, no matter how strange the combination, determine how it might make sense. For example, a god or goddess who presides over the domains of Nature, Life and Death could be responsible for the natural cycles of the seasons and of mortal aging—both a nurturer and a destroyer. Once you have determined the number of domains, roll that many times on the Determined Domain(s) table.

DETERMINED DOMAIN(S)

1d8 This god presides over...

- | | |
|---|--------------|
| 1 | ...Knowledge |
| 2 | ...Life |
| 3 | ...Light |
| 4 | ...Nature |
| 5 | ...Tempest |
| 6 | ...Trickery |
| 7 | ...War |
| 8 | ...Death |

DIVINE STATUS

Now that you have the spirit and feel of these deities you need to determine how they interact with one another. Is there one entity who stands out as the king or queen of your pantheon? Has a god been exiled or banished from the celestial realm? Is a goddess being forgotten, her followers extinct, her power waning?

All of these things can create interesting storylines and provide you with possible directions for a campaign. Is the party solicited by or working unknowingly for a banished deity who is trying to move pieces on a cosmic chessboard to end its punishment and take power? Does the god, who is losing power, on the verge of death, know a secret that can save life in the known universe? Find out each deity's status by rolling once per entity on the Divine Status table to determine each god's status in your realm, rerolling or embracing any repeats (e.g., if you have two "rulers of the gods" they could share duties as co-leaders; more than one god can be considered "dying").

DIVINE STATUS

1d20 This god is/has...

- 1-8 ...a stable power base with many followers.
- 9 ...exiled from the realm of the gods and stripped of most of their power.
- 10 ...banished to the material plane.
- 11 ...dying.
- 12 ...losing followers and being forgotten.
- 13 ...growing in power.
- 14 ...imprisoned and forced into eternal slumber. Their dreams touch and influence the world.
- 15 ...missing. Their power ebbs and flows.
- 16 ...secretly trying to seize power.
- 17 ...losing power.
- 18 ...going mad.
- 19 ...detached from the material plane and interested only in their personal pursuits.
- 20 ...the ruler of the gods.

The deities you create using this method need not be the be-all and end-all of your pantheon. Continue to create and add members to the ranks of your gods as your story evolves. Remember that the goal is not to define every aspect of your setting down to the smallest detail but instead to build a framework that will support the rich environment and epic tales you and your players will create together. Some of the most amazing story points and moments can arise, giving your players agency as they role-play. Those moments are what will fill your world with depth and substance. But it'll be easier for them to play their role when they understand more about the world their characters inhabit.



DEFINING MAGIC

Magic is the backbone of most fantasy tabletop role-playing games. It is the primordial glue that holds the universe together and drives the course of development for the people who live in realms where the vast powers of creation and destruction can be wielded and shaped by individuals. One question you can (and probably should) consider as you're laying down the foundational aspects of your world is fairly straightforward, but can lead you into complicated territory depending on how you choose to answer it: Where does the magic come from?

The answer to this question will affect the way your stories play out within your setting and can have a profound effect on your players and how they navigate your world. Or, you know, it won't. But it should!

There are numerous possibilities for the source of arcane power in a universe: maybe an astronomical catastrophe unlocked an ancient magical power; maybe it has always been accepted as residing in an individual's spirit.

Thinking about this complex topic in broad categories will allow you to pinpoint the specific source as you outline the emergence of magic in your realm. Roll 1d4 and consult the table below to begin.

SOURCE OF ARCANE POWER

1d4 Magic is derived from...

- 1 ...a massive calamity
- 2 ...divine influence
- 3 ...mortal invention/scientific study
- 4 ...a naturally occurring element

After determining the form of the arcane power's genesis, consider specifics of the events that birthed magic into being. Each entry has a corresponding table for your convenience, but you can also use these to inspire your own source of magical power.

MASSIVE CALAMITY

Throughout fantasy literature we see the inexorable forces of the universe bring waves of change to the settings of those stories. In many cases, these events are pointed to as the reason magic exists. Was magic released or created by some universe-shaping event like the explosion of two suns at the exact moment life evolved on your planet? Did some earth-shattering natural disaster release an ancient power into the world? Roll on the following table.

MASSIVE CALAMITY DETAILS

1d6

- | | |
|---|--|
| 1 | Two planes of existence collided. The ensuing explosion created an eternal source of magic. |
| 2 | A black hole at the center of the galaxy consumed a supernova, creating a source of arcane power that permeates the universe. |
| 3 | At the dawn of creation, a celestial conjunction created a weave of magic around the planets of the solar system. |
| 4 | A trio of comets crashed into one another as they entered the atmosphere, releasing a surge of power that rained magic upon the realm. |
| 5 | A devastating earthquake fractured the planet's core, releasing an ancient power. |
| 6 | A powerful solar flare bathed the planet in roaring fire, resulting in the essence of magic settling onto the world. |

DIVINE INFLUENCE

The gods in so many stories send the breath of life into the world and with it magic is infused into the very core of existence. How have the actions of the gods influenced the source of magic in your universe? Was magic born out of self-sacrifice on the part of a divine entity? Did the birth of the gods themselves create the well of arcane power drawn on by those who wield magic? Use the following table to find out.

DIVINE INFLUENCE DETAILS

1d6

- | | |
|---|---|
| 1 | Two gods merged to create a source of overwhelming power others can tap. |
| 2 | One god, seeing sentient life needed a powerful tool to survive, sent part of its essence out into the world. |
| 3 | A divine civil war resulted in the deaths of numerous powerful beings. Their departing life force spread to the world in the form of magic. |
| 4 | At the beginning of time, the sheer force of the gods being born into existence created a well of power that can be wielded as magic. |
| 5 | An impossibly old, snake-like dragon orbits the universe, its breath and its movement sending magic into the world. |
| 6 | Magic seeps from the flowing blood of an ancient demon imprisoned by the gods. |

MORTAL INVENTION OR SCIENTIFIC STUDY

Mortalkind is ingenious. Humanoids of all sizes, shapes and flavors (just ask a purple worm) have a penchant for twisting the world and everything in it to their own designs. Was your magic born from experimentation and unbridled research? Did learned scholars develop complex mathematics and a formulary that defined and harnessed the underlying pillars of reality? Or is magic simply born of the deeply ingrained belief that spells exist and magic will work? Regardless of the reason, mortals who use and shape magic have an effect on its source and operation. Roll on the following table to determine how mortalkind discovered or created your source of magic.

MORTAL INVENTION/SCIENTIFIC STUDY DETAILS

1d6

- 1 Magic is the product of communal belief that spells will just work if you get the hand movements right.
- 2 An errant alchemical experiment created a rift between worlds from which all magic flows.
- 3 Through thousands of years of study, mortals learned to define reality through mathematical expression, accessing the forces of creation.
- 4 Wielding magic is a product of individual will as they control the force of magic residing within themselves.
- 5 Over millennia, mortalkind has developed words of power that harness and disrupt the fabric of reality and has passed them on memetically.
- 6 In the early days of mortalkind, learned scholars created an artifact that taps into the power of the astral bodies. It funnels magical energies into the world.

NATURAL SOURCE

Under this type of source, magic just is. It is a force that exists in the world and its power is generated by the energy of the planet itself. Whether it's the primal forces of the elements that burn and thrive or the life force of every living breathing thing that walks the planet's surface, magic is as magic does. Roll on the following table to define how magic is generated from a natural source in your world or in your universe.

NATURAL SOURCE DETAILS

1d6

- 1 Magic resides in all living things and creates a tangible force that can be tapped and wielded.
- 2 Magic flows from the primordial energies of the elements.

Residing in the core of the planet is a cauldron of creation and destruction that feeds and renews the forces of magic.

Magic is drawn from the collection of all the souls that have passed from mortal life and from those that have yet to be born.

The power of magic resides in the land itself, the soul of the planet, which is a living, utterly sentient thing.

Magic is created by the movement of the sun, moon and stars as they traverse the heavens.

STATUS OF MAGIC (OPTIONAL)

To keep things simple, you could just say magic is commonplace in your world (it'll certainly help explain why everyone has a *bag of holding* and your adventurers keep running into people who can cast *counterspell*). However, if you want to add another layer to your presentation of arcane power, the table below contains a few different ways that you can affect the status of magic in your setting.

THE STATUS OF MAGIC

1d8

- 1 The power of magic is waning and casters are rare.
- 2 Magic is outlawed and casters are hunted.
- 3 The power of magic is strong, but wielded only by a select few.
- 4 Magic is neither exceedingly rare nor commonplace. Magic is viewed with skepticism and fear.
- 5 Use of the arcane arts is uncommon, and casters are sought out for their skills.
- 6 Divine casters are commonplace and accepted in society but other arcanists are carefully watched.
- 7 Being blessed with divine magic is uncommon; divine casters are revered for their uniqueness.
- 8 Magic is commonplace and casters are part of normal society. Every kid has a spellbook.

GM NOTE: LAWFUL GOOD VS. LAWFUL NOT-SO-GOOD

Some of the options on the Status of Magic table can affect the way a spellcaster is played in your campaign. Magic being outlawed on a grand scale will definitely provide you and your players the opportunity to explore memorable story moments; however, it does make playing a casting class more complicated for your players. Make sure you have a conversation with your players about any of the options you select for your setting that might influence their ability to play a casting class without pissing off the guards every time they cast *sending* or *mending* or *prestidigitation*.

BUILDING A PLANET

Now that you've established the metaphysical and divine aspects of your world, you have a foundation upon which to create your setting. And that means establishing some kind of planet (or, you know, an ancient tortoise balanced on another tortoise, perched precariously upon yet another tortoise, etc. ad infinitum). Building a world from nothing is a daunting task. What does your world look like? How many continents are there and what ecosystems dominate those continents? Where do its people reside? How's the weather?

It's a lot to consider, but again, it helps to focus in on the things that will actually impact your story. As tempting as it can be to spend hours of your day detailing the type of timber one might be able to harvest in the Halcyon Wood, there's a reason people say you can lose the forest for the trees. Put another way, if you've spent your time imagining a roaring waterfall called the Banshee's Breath, but your party never visits, does it make a sound? It helps to spend most of your time developing the areas where your party will be spending most of theirs. But because there's always that one player who asks something like "What are the phases of the moon on this world?" it helps to also have a basic understanding of the cosmos connected to your creation, if only so you can casually answer "Actually, it's *moons*."

To that end, start by determining the number of continents on your planet. Roll on the Continental Configurations table to determine the makeup of the landmasses you'll have to play with.

CONTINENTAL CONFIGURATIONS

1d8 This planet features...

- | | |
|---|---------------------------------------|
| 1 | ...1 continent or Pangea |
| 2 | ...2 continents |
| 3 | ...3 continents |
| 4 | ...4 continents |
| 5 | ...5 continents |
| 6 | ...6 continents |
| 7 | ...7 continents |
| 8 | ...Small island nations/aquatic world |

ENVIRONMENTS

Now that you've determined the (literal) bedrock, you can fill each continent with environments chock full of arcane attractions, terrifying creatures and other points of interest your party will find impossible to ignore (or avoid). Choose one of the landmasses to be the central focus of your efforts and roll 1d8 to determine how many different environments exist on that continent. Roll on the Environments table for each distinct environment.

GM NOTE: SEEING DUPLICATES?

Relying on dice to determine aspects of your world means that inevitably those dice will roll the same number. Keep them. It could mean there is a massive forest that dominates the landscape, or there are numerous misty forests dotting the countryside begging to be explored. If those options bore you ignore the dupe and roll again.

ENVIRONMENTS

1d8 This continent features...

- | | |
|---|------------------------|
| 1 | ...temperate forests |
| 2 | ...jungles |
| 3 | ...mountainous regions |
| 4 | ...sweltering deserts |
| 5 | ...swamps/marshland |
| 6 | ...arctic tundra |
| 7 | ...grassland |
| 8 | ...hills |

Remember, strange combinations can be a lot of fun and can add interesting story elements and hooks. Why is there a tropical rainforest next to an arctic tundra? Discovering why could be the impetus for a major adventure arc in your campaign.

GM NOTE: PANGEA PANACEA

If your Continental Configurations roll resulted in a 1, consider rolling 2d8 to determine how many times you roll on the environments table. This will provide some additional variety to your huge chunk of land.

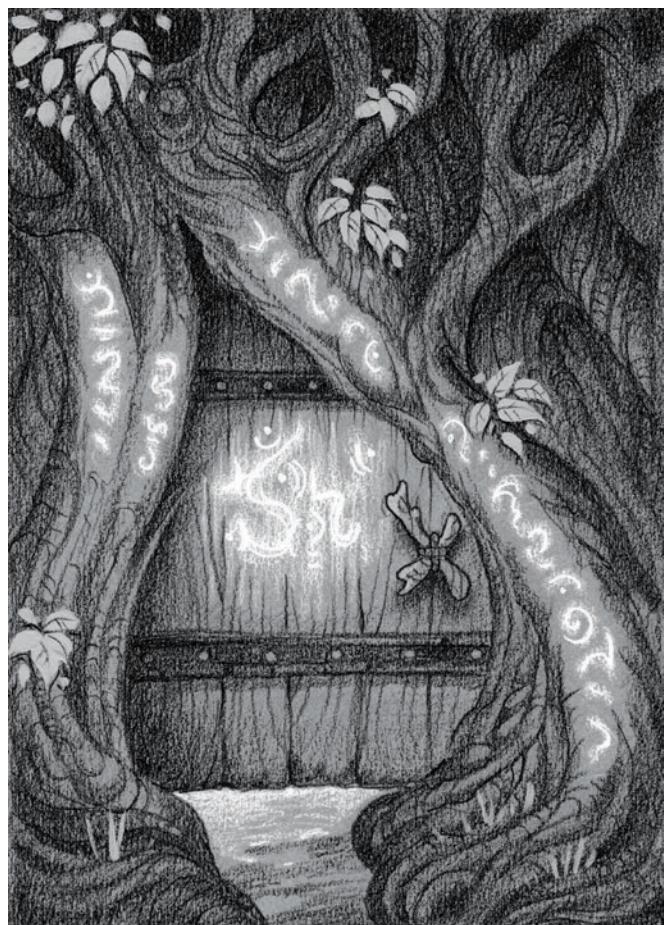
The environments you select will have far-reaching effects as you continue to build your setting. When you place your environments, think about how they will affect your story as a whole. A desert environment might introduce survival elements (such as lack of water and extreme heat) for your party to deal with. Conversely, temperate forests might make for more plentiful foraging and hunting, but could also mean more potential to run into predatory creatures who are also looking for a

bite to eat. No environment exists in a vacuum, so take a moment to consider what each of these areas might contribute to your story as well as the possible gameplay options that could be available for you and your party.

Environments impact everything, including imports and exports, architecture, cuisine and recreation. Considering what the environments are and how they inform the civilization you're creating will help you create a rich framework for the adventures to come.

WONDERS OF THE WORLD/POINTS OF INTEREST (OPTIONAL):

Cities and towns are not the only areas of intrigue that could exist in your world. The wilds and uninhabited places can sometimes hold secrets and wonders that are just begging for groups of brave (or perhaps idiotic) adventurers to explore them. The following tables provide some marvelous places that could be added to your continent before you begin to build your civilization. They could be landmarks near which cities would grow or awe-inspiring places that give birth to legends and folktales. They are organized by environment, but don't let that stop you from adding any of them wherever you please. After all, you're a god. To add some, roll 1d6 times on the d20 tables associated with each environment on your continent.



TEMPERATE FOREST

1d20

- 1 A pine grove made up of multiple concentric circles of trees, at the center of which is a faerie ring that serves as a portal to the feyrealms.
- 2 A house built into a massive tree populated by a colony of talking squirrels.
- 3 A tree-filled grotto that surrounds a pool where the essence of a god is said to dwell.
- 4 A rock formation that looks like a hag. It spawns at a different spot in the forest each dawn.
- 5 A long-abandoned cemetery rumored to be haunted. Ghastly wails echo through the trees and rumors of ghosts are common.
- 6 A doorway made of twisted vines that hums with latent magic.
- 7 A large, ring-shaped tower with no windows or doors. In the center of the ring grows a pure white elm tree.
- 8 In a remote part of the forest, a deep gloom envelops an area several miles in diameter. At the center, beasts of shadow guard a gate.
- 9 Centered in a clearing dominated by giant glowing purple stalks of vines stands a jet black obelisk inscribed with jagged markings.
- 10 On the edges of a great forest is a large stand of trees that grows to towering heights overnight, providing an almost endless supply of lumber.
- 11 At the bottom of a twisting gorge is a massive yawning cavern. It is rumored that a great wolf god slumbers in its depths.
- 12 In a hidden glade, sentient trees with glowing flowers produce fruit that can cure any disease when distilled into a tonic.
- 13 A seemingly abandoned city of strange spherical buildings built on the vast caps of colossal vibrant blue mushrooms.
- 14 Overlooking a dense cluster of petrified trees is an imposing oak made of pure iron that never seems to rust.
- 15 A strange city made of buildings carved from giant pumpkins, populated by intelligent mice.
- 16 An antlered skull the size of a large building.
- 17 A stretch of territory said to be home to an immortal silver stag that will make real one's greatest desires if caught.
- 18 A spring of lilac-scented fluorescent purple water that bubbles out of the massive stump of an ancient tree.
- 19 A section of forest that is always on fire but never burns to the ground.
- 20 A mine, deep in the forest, worked by diminutive fey creatures that will trade diamonds for foodstuff.

JUNGLE**1d20**

- 1 A massive waterfall in a hidden valley. The churning waters at the bottom of the falls are said to hold the secret to eternal life.
- 2 A series of earthmotes that float high over the landscape are connected by the roots of the great trees that grow upon them.
- 3 A crater of unknown origin from which a strange blue-green gas wafts upward.
- 4 An overgrown temple ruin rumored to have a degree of sentience.
- 5 A river of molten rock that runs down into a deep cave at the bottom of which is a portal to the plane of flame.
- 6 An invisible city of the fey high in the canopy. Deep in the jungle is a fantastic garden dominated by a series of terraced pools of pristine water attended by **treatants** and **dryads**.
- 7 Along a winding path through the foliage stand wooden totems of fantastic beasts. From time to time faces appear in the carvings to offer advice.
- 8 Hidden deep in the jungle is a city constructed of pure gold, haunted by the souls of the dead.
- 9 Nestled around a great lake is a peaceful village, where the residents never age.
- 10 Across the landscape on hills that poke out from the canopy is a series of titanic archways. Miles upon miles of towering, narrow columns of rock covered with vines and moss. The air above is full of floating chunks of rock.
- 11 Choked by the undergrowth and hidden from view by the canopy is a massive, eight-armed, mandibled monstrosity encased in rich amber.
- 12 A rushing river runs in a spiral from and around the peak of a vegetation-covered mountain.
- 13 A cluster of trees that creates a ladder up the face of a cliff into a shrouding mist.
- 14 Several square miles of territory completely covered in dense spiderwebs.
- 15 A squat, vine-covered, ruined temple that is actually a colossal mimic.
- 16 A path that stretches for miles, lined in faerie lights, that leads to a glade tended by an awakened tree.
- 17 An ancient coliseum rises out of the jungle. Entering explorers are treated to hallucinatory visions of contests from ages past.
- 18 A grove of carnivorous, house-sized plants.

MOUNTAIN**1d20**

- 1 Large rock formation in the shape of a bear. A great waterfall spills from its mouth.
- 2 A deep canyon that contains a portal to the elemental plane of earth.
- 3 A large cliff wall carved and painted in strange arcane shapes that predate known civilization.
- 4 A series of caverns that features a continuously forming glowing blue crystal.
- 5 High on a windswept overlook, a teleportation circle has been carved into the rock.
- 6 A giant anvil set into the side of a snowcapped mountain.
- 7 An altar of jet black stone concealed in a hidden valley, used to make sacrifices to dark gods.
- 8 A river of lavender water spirals down the side of a towering mountain peak.
- 9 A colossal statue of an elven woman holding a cracked crystal torch.
- 10 Spanning between two great peaks is a bridge that leads to a door sealed with dwarven runes.
- 11 An everlasting tornado of ash and flame that belches forth from a bottomless pit.
- 12 Carved deep into a sheer cliff wall is the door to a cathedral dedicated to a long-dead god.
- 13 Spanning the width of a desolate mountain pass is the rib cage and weathered spine of an immense beast.
- 14 Five narrow mountain peaks that look like the grasping hand of a titanic earth elemental.
- 15 A mountain peak of pure red stone riddled with caverns rich with veins of mithral ore.
- 16 Visible from a high overlook is a sprawling valley covered in perpetual mist.
- 17 Dominating what was once a high mountain peak is a giant stone mechanism of rotating concentric circles.
- 18 A mountain range that looks like the slumbering form of a giant woman.
- 19 A pair of mountain peaks that look like they grew around each other like a helix.
- 20 Around the peak of a tall mountain is a ring of orbiting spheres of molten rock.

DESERT

1d20

- 1 A great oasis that serves as a grand bazaar, attracting merchants of all kinds.
- 2 A series of ruins, half buried in the sand, from which enticing voices call to passing travelers.
- 3 A large flat plane of sand where sentient whirlwinds roam the landscape.
- 4 The petrified corpse of a colossal worm.
- 5 A secluded oasis resort staffed by goblins.
- 6 A really cool rock. That's definitely haunted.
- 7 A cliff featuring the carving of a demon's face. It speaks prophetic words every century.
- 8 A huge whirlpool of sand called "The Tug."
- 9 An extensive network of caves leading to a lake. The walls are covered with an edible moss.
- 10 A buried building housing an endless arcane library hidden below the sand.
- 11 Standing alone in a swath of featureless sand is a gilded mirror, the size of a man, etched with runes in an unknown language.
- 12 A perfectly measured circle made up of immense discarded snail shells.
- 13 The destroyed pieces of a megalithic tower. A demon made of wind and sand stalks the ruins.
- 14 A square mile devoid of gravity.
- 15 A rocky butte surrounded by black clouds that spit orange lightning.
- 16 A region dominated by massive stone arches streaked through with azure gemstones.
- 17 A jet black pyramid, with no entrance, ringed by a circular wall of stone.
- 18 Standing sentinel over a canyon entrance are two giant, lifelike dragon statues.
- 19 A large area strewn with rocks that are actually the eggs of a long-dormant species.
- 20 A humanoid skull the size of a palace.

SWAMP AND MARSHLANDS

1d20

- 1 A decrepit floating cottage housing an old crone who is rumored to have great power.
- 2 A great colony of lizardfolk who reside in a series of grand caverns beneath the swampgrass.
- 3 A murky bog full of darting wispy lights where it is rumored wishes spoken will be granted.
- 4 A large whirlpool that spins counterclockwise
- 5 An abandoned bridge over a rushing river, the end of which is shrouded in mist. Inside a sunken ruin is a round door made of pure adamantine that has been sealed for centuries.
- 6 A quarry where gold-veined black marble is abundant but hard to mine due to all the tentacled creatures laired nearby.
- 7 In the midst of moss- and vine-covered dark black trees is a vast field of giant lily pads with vibrant yellow flowers.
- 8 A sunken forest where purple crystals grow from the muddy skeletons of a dozen dragons.
- 9 Under the arching roots of ancient trees is a menhir featuring a snake eating its own tail.
- 10 A dank cavern that descends into the swamp that has walls made of crystalline mirrors.
- 11 A flooded marsh with gnarled trees. The water runs red and wailing faces appear in its surface.
- 12 An eerie column of green light shines up from a tower covered in thorny vines.
- 13 Ancient trees, their branches forming intricate cages, house pulsing lightning bugs.
- 14 Flocks of flightless pink river birds with magical feathers roam an area dominated by large trees with massive, visible roots.
- 15 Black mushrooms the size of trees, with gills that create a vibrant yellow light.
- 16 A grove of trees with honeycombed seed pods. Their nectar (a favorite of area insects) is said to have healing properties.
- 17 Levitating over a dais of pure marble is an orb inscribed with celestial symbols.
- 18 A cemetery where bodies are interred in clear crystal coffins that float on the surface of a bog. Powerful gouts of water shoot from the surface of part of a swamp. The sprays pull precious metals and jewels to the surface with each blast.

ARCTIC**1d20**

- 1 A large, abandoned palace of ice in the middle of an open tundra.
- 2 The icy corpse of a troll species thought extinct.
- 3 A large chasm that spews frigid air and icy water in a plume 100 feet high.
- 4 Hot spring in the middle of a snowy plain where strange fey creatures have been seen.
- 5 A forest made purely of ice and snow where a rare flower grows in abundance.
- 6 Inside a ring of standing stones, on a frozen plateau, it is always spring.
- 7 Just visible below the translucent ice of a vast frozen lake is a building made of ancient coral.
- 8 A windswept rocky plateau with a massive sundial carved into it.
- 9 A glacial wall that has the wreck of an immense ship sticking out of it.
- 10 A broken archway sparkling with eldritch power on the surface of a perpetually frozen pond.
- 11 A ski lodge run by garrulous gnomes.
- 12 Inside of a cavern made of ice is an alien structure built out of glowing stone cubes.
- 13 Beautiful lights streak across the sky in a variety of colors, heralding the arrival of valuable forms of starmetal.
- 14 Massive pale yellow crystals stick out of a frozen mountain. Inside the crystals are giant shadowy shapes that sometimes move.
- 15 An area of the rocky tundra covered with bright pink permafrost. Creating potions using this substance increases their yield by 1d4.
- 16 Giant glowing columns of ice stretch high above the landscape. Roaring blue flames burn at the top of each column.
- 17 Perched regally on a high plateau is the form of a gargantuan petrified dragon that has steam constantly running from its nostrils.
- 18 On a vast frigid sea, massive icebergs move unpredictably. Many of these icebergs are rumored to hold ancient treasures.
- 19 A network of wide, labyrinthine tunnels that lead to a small yeti colony.
- 20 Frozen into the side of a mountain is a sphere that appears to contain a living aurora borealis.

GRASSLANDS**1d20**

- 1 On a large verdant plain, the windswept grasses create a maze that confounds careless travelers.
- 2 A pool of crystalline blue water that has healing properties is guarded by wild buffalo.
- 3 A gargantuan effigy of a primitive man made from ever-growing grass.
- 4 A solitary tree in the middle of the plain has a door carved into its base.
- 5 A field of razor-sharp grass that can be deadly to the unwary adventurer.
- 6 A field of yellow roses that put people into an enchanted sleep where they dream of pleasant things until they cease to breathe.
- 7 Haunting music being carried on the wind from an abandoned tower.
- 8 In the middle of the plains, there is a massive clawed footprint captured in stone.
- 9 The hilt and part of the blade of a titanic sword sticks out of a barren plain.
- 10 A solitary rough-cut crystal statue that animates in the light of the setting sun.
- 11 An ornate walled garden full of petrified creatures.
- 12 High above the grasslands floats an ornate castle of pure white stone that is protected by a magical *wall of force*.
- 13 Spaced out around a vast plain are huge trees with very narrow trunks and overwhelming canopies of red branches with magenta leaves.
- 14 On a gully-strewn plain, large oblong rocks move to and fro of their own volition.
- 15 From a rocky outcropping, a stairway of pure light rises from the ground into the sky, disappearing as it climbs.
- 16 Stretching across the rolling plains is an ancient battlefield, still wet with blood and strewn with skeletons. It is watched over by a towering colossus.
- 17 Buried in the ground, near the surface, are glowing blue orbs of precious stone. Mining them is difficult as they seem to resist being removed.
- 18 An area where a symphony of natural music rises as the wind rubs the blades of grass together and crickets and cicadas harmonize.
- 19 An immense stone human head with an ancient crumbling city built atop it rises from the ground in the middle of a barren plain.
- 20 An ant colony the size of a small city.

HILLS

1d20

- 1 A community of giant halflings, outcasts from their respective communities.
- 2 The skeleton of an ancient titan half-buried under the rolling landscape.
- 3 A series of long-abandoned signal beacons that sometimes blaze to life.
- 4 A wrecked vessel of unknown origin that sits inexplicably atop a large hill.
- 5 A chessboard carved into the rolling hills with pieces the size of large creatures.
- 6 The largest giant bee colony in the world. The scent of honey can be smelled for miles.
- 7 A collection of rocky crags filled with a pink gas that causes a form of spiritual euphoria.
- 8 A series of ever-shifting hills and valleys that are said to be formed by the god of snakes.
- 9 A barren moor where large canine footprints are burned into the landscape and the air around smells of sulfur.
- 10 Hovering 1,000 feet above the ground is a disc of sandstone engraved with stellar patterns.
- 11 An island that looks like a crashing wave sits in the middle of a deep lake. The sounds of surf echo off the lake's placid surface.

- 12 Built into the side of a hill is a miniature replica of the closest city. It magically changes, grows or shrinks to match its double.
- 13 Starburst-shaped shards of valuable crystal tower above the landscape near a group of hills.
- 14 A blinding dust cloud hovers, unmoving, masking an ancient elven civilization in the clouds.
- 15 Isolated earthquakes shake the landscape in a 5-mile radius, often revealing rich veins of valuable metal and gems.
- 16 A gaping tunnel mouth under a large overhang of rock that leads down into a massive cavern full of ancient bones made of clouded glass.
- 17 Gold constantly washes up on the shores of an ancient lake, though the source of the precious metal has never been found.
- 18 Set in the rocky ground are numerous totem poles, carved to look like various animals.
- 19 Touching the totems allows you to see through the eyes of a nearby creature matching the statue's appearance.
- 20 An expansive magical network of tunnels.
- 19 As soon as a creature enters one, they are teleported to the exit of another.
- 20 Standing atop a hill is a lonely well. The bottom is not visible, but the scent of roses wafts from the dark depths.



BUILDING A REALM

There are numerous ways you can divide a continent into countries, territories, fiefdoms, duchies or “the stuff that’s ours.” Some lines are drawn by peace treaty, then redrawn following a violent expansion. Others are created by natural barriers such as mountain ranges or wide waterways or exist as nebulous “we don’t go into their wood, and they stay out of our city” cultural norms. Some kingdoms consist of “everything the light touches.” Others are precisely measured down to the last micron. You could spend hours developing the ranging, blood-soaked history of the borders within each continent, or (if you’re feeling less ambitious) you could roll a few dice. Assuming you choose the latter, the tables that follow will help you determine where territorial lines ought to be drawn, creating the potential for intrigue and conflict between the peoples of those places.

Start by rolling on the Country Configuration table for the continent upon which you’re starting your adventure to determine the number of countries that exist therein. As you continue to develop your world, you can come back to this table for each of the continents you’ve created in order to map out the political reality of each.

COUNTRY CONFIGURATION

1d10 This continent features...

- 1 ...two large countries, one medium country, three smaller countries
- 2 ...four large countries, two medium countries
- 3 ...one large country, four medium countries, five small countries
- 4 ...three large countries, one tiny country with all the goodies
- 5 ...six medium countries
- 6 ...two large countries, three smaller countries
- 7 ...three large countries, three medium countries, two small countries
- 8 ...one large country that spans the entire continent
- 9 ...anarchists or separatists who oppose any form of government and have carved out a territory they control. Roll again on this table to determine country make up. Ignore this result on a duplicate roll.
...a nomadic tribe wandering the continent, beholden to its own form of government. Roll again on this table to determine the country make up. If you roll another 10, add another tribe before rolling once more.
- 10

GM NOTE: OUTLIERS, NOMADS AND MALCONTENTS

Huge swaths of open land are not always completely overtaken by cities and towns. In these spaces, humanoids still gather and exist, sometimes on the outskirts of civilization. There are always those that eschew the rigid nature of populated cities and controlling governments. The Country Configuration table contains two options for groups such as this. Are there anarchists or separatists who are disenchanted with the governing bodies and are gathering in secluded places in the wilds? Or perhaps instead, they have taken territory claimed by one of those governments they so despise and “liberated it,” carving the territory out for themselves because they believe it to be their right. Are nomadic tribes of peoples who follow game migration and the seasons accepted by society or viewed with distrust and derision? Regardless of how you decide these peoples fit into your world, these types of groups might provide interesting story hooks or possible conflicts for your players.

Every realm that contains intelligent humanoids is going to be a hotbed for activity, both good and bad. Each one of the countries you are creating will have times of prosperity and recession. There will be wars, encroachments, subterfuge and other challenges resulting from creatures with a tribal or nationalistic streak living in close proximity to one another. Using the Country Status table, you can gain a general sense of the main source of conflict within its borders. Is it an era of good feeling or a time of tension? Is there an arms race underway due to limited resources or are neighboring kingdoms working together to overcome an existential threat? Are the peoples of this land suffering from disease or famine? Roll to find out.

COUNTRY STATUS

1d6 This country is...

- 1 ...at war
- 2 ...suffering from famine
- 3 ...afflicted by disease
- 4 ...at peace
- 5 ...in a time of plenty and prosperity
- 6 ...balanced, neither suffering nor too prosperous

GM NOTE: WAR! A CAMPAIGN UNTO ITSELF

A country experiencing a time of war is a unique status due to its overarching effects on a region's population. War can bring famine and disease. It can also spur development and bring an economic boom to a struggling population. Where the war is taking place is the most important thing for you to determine, because the proximity of the fighting is going to determine the magnitude of its effect on your players and the context of many of your encounters. Roll on the War table to determine the nature of the conflict. That's what it's good for.

WAR

1d4 The country is in a...

- 1 ...civil war
- 2 ...war with an immediate neighbor
- 3 ...war with a country on the same continent
- 4 ...war with a distant foe

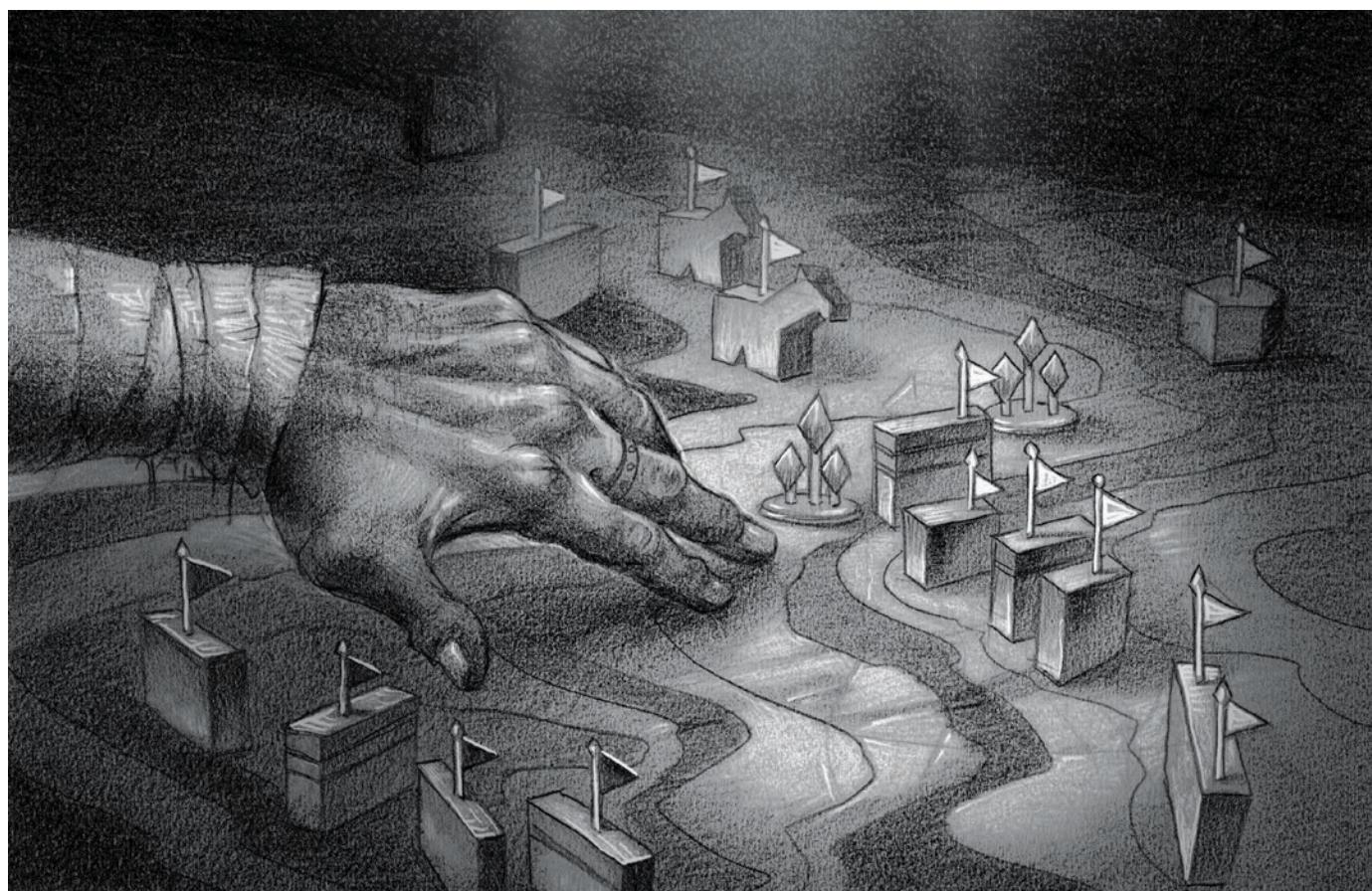
The next table, Countries and Conflicts, provides an additional way to break down your continent and includes some ideas for how the nations within that

continent interact with one another (but can be used to add context to the result of the Country Configuration table). It also provides some general ideas as to potential conflicts and story hooks that may exist in those regions.

COUNTRIES AND CONFLICTS

1d6 The continent features...

- 1 ...one medium country sandwiched between larger warring countries.
- 2 ...one large and two medium countries participating in a mutually beneficial alliance and one small country that is isolationist, xenophobic and teeming with wild magic.
- 3 ...one large country that is trying to take over the smaller countries, which have formed a mutually beneficial (if tenuous) alliance.
- 4 ...one large country led by religious zealots bordered by medium countries that act as a bulwark against expansion, providing protection to other smaller countries.
- 5 ...countries of relatively equal size linked together by an extensive trade network. One of the countries harbors a dark secret.
- 6 ...three of the included countries all angling through political intrigue to gain control over a large resource-rich (and neutral) territory.



FORMS OF GOVERNMENT

Pick one of the countries you have created as your “country of origin.” This will be the place where your adventures begin (at least as far as your party is concerned). The question “Who’s in charge around here?” is liable to come up when there’s a murder to investigate or a monster bounty that needs to be paid or a fiendish plot to replace the monarch with a mummified cat underway, so you need to start thinking about who it is that leads this country and how they exercise their rule. The form of government in your country (and city, and township) will inevitably set the tone for its citizens, which in turn will establish the social environment in which your players are mucking about.

Those in power run the spectrum when it comes to how they view and interact with their subjects/citizens. The form of government itself can start to lend flavor and feel to your story before the leadership of that government is ever established. Consider how a society functions under a democratically elected government that (presumably) answers to and works for the people contrasted with a government run by the wealthy whose goals are to increase and hold their wealth (Spoiler alert: These could describe the same country). In terms of the ideal forms of rule, those who can choose their rulers have more leeway to chase their own wants and desires than those who don’t; those who may be forced to adhere to the whims of a ruthless oligarchy that barely allows its subjects to achieve anything beyond subsistence may be less thrilled to be serving their leaders than those who live in, like, a utopia.

Taking things a step further, the person (or persons) in power are going to affect the way the government is run, perhaps even more than the form of government itself. A shadowy council that wants to maintain an iron grip on trade and wealth to enrich themselves is going to create a vastly different country than a collective interested in controlling an area’s economy to ensure there is fair competition, a lack of monopolies and enough opportunity to go around.

Thinking about how each of those different scenarios is going to affect the tone and color of the world you are building provides different overtones to your setting, as well as opportunities to organically seed plot hooks with which to bait your party.

As you go about determining the overall government in the country you are creating, also start thinking about how that form of government will affect the cities, towns and villages inside the country’s borders. Large capital cities are likely to have functionaries installed by the ruling government, where border towns or backwater villages may not have seen a member of the government in decades, if ever.

To determine the form of government currently ruling the country you are fleshing out, roll 1d10 on the Type of Government table. Once determined, refer to each government’s writeup in the pages that follow.

TYPE OF GOVERNMENT

1d10

- | | |
|----|---------------|
| 1 | Authoritarian |
| 2 | Democracy |
| 3 | Monarchy |
| 4 | Oligarchy |
| 5 | Aristocracy |
| 6 | Theocracy |
| 7 | Tribalism |
| 8 | Communalism |
| 9 | Dictatorship |
| 10 | Utopian |

AUTHORITARIAN

In an authoritarian state, the government has total control over the citizens, who abide by a principle of unthinking submission to the power of the state and its leader. It’s a system in which individual thought and action are secondary to the needs of the governing body. To the outside eye, a governmental system such as this one could be mistaken for a free state, but this is merely non-arcane casting of *major image* on a grand scale.

Many of the actions taken by a government under authoritarian rule are taken to dupe the people (and, to an extent, neighboring states) into thinking their leaders are benevolent and the people are free; however, those actions vary in degrees of success. In many cases, despite their best efforts, there are cracks in the facade and the true nature of the government’s rule becomes apparent. Most authoritarian governments do not have a highly developed guiding ideology and will often tolerate social organization of their peoples as they do not in reality have the absolute power to effectively control every aspect of their citizens’ lives. In many cases, the leader of a government of this kind truly believes they are acting in the people’s best interest. These beliefs are, as often, self-serving.

Leaders in this type of government are typically capricious and wield their power without any regard for written laws. There are no elections (at least not in the fair and free sense) so there is very little hope for change without violent upheaval. Authoritarians act arbitrarily according to their own whims, and the driving force behind what they do is maintaining the status quo. In most circumstances, an authoritarian government is thought of as a highly concentrated, strongly centralized form of government upheld through the dual arms of repression and the exclusion of political challengers. In sum: a perfect system if you’re building a campaign built around a possible revolution.

QUESTIONS TO CONSIDER

- What would this type of government do to the morale of its people?
- With a wide range of social controls designed to stifle free thought and discourage opposition to the establishment, what would the atmosphere of this country be like?
- How does this government keep its people in line? Is it through control of the military or does it maintain its grip on the population by creating a bureaucracy most citizens could never hope to navigate?
- Consider alignment: How does lawful good authoritarianism differ from neutral evil?

When thinking about who leads a regime like this, remember it is not always readily apparent from the outside looking in that the people living under this rule are oppressed or mistreated. Authoritarian leadership could consist of a charismatic person who puts on a very good act or a clandestine group that runs things behind the scenes.

To determine the leader of this type of government, refer to the Authoritarian Leaders table and roll 3d4 to randomly select the leader(s), their goals and their methods.

AUTHORITARIAN LEADERS

1d4	Who	Goals	Methods
1	A(n)...	who seek(s) to... control all trade and wealth	by... installing a powerless figurehead leader
2	shadow council of masked lords	aggressively expand their borders	utilizing a secret police force
3	triumvirate of judges	rule from the shadows with an iron fist	using mind control
4	female half-elf mage	ban all religion in the city	overreliance on science and invention
	human artificer		

DEMOCRACY

Democracy is a system of government by which the common people are supposed to be the driving factor in decision-making. Individuals are given the ability to vote in elections for their leaders as well as potential laws and policy changes. In a direct democracy, the majority rule of every individual in the nation is what decides legislation. In a representative democracy, the people use their vote to elect people to do the voting for them, trusting (or at least hoping) these elected individuals have their best interests at heart.

In this form of government, the people are granted rights and privileges that are not supposed to be infringed upon by those in power. People in a nation ruled in this way are allowed to say what they want, practice the religion they want and are free to meet with people of like mind. Laws are mutually agreed upon for the benefit of everyone.

What's important is that in this form of government, unlike so many others, power is not held solely by a single individual or by a small elite group of individuals. Power is wielded by the people. Their voices are paramount when decisions are made.

These protections for the people are usually codified in official documents like constitutions or charters that outline everything the government can and cannot do. That's not to say a document like this does not change and evolve with the people it applies to, but it acts as a guide for what is supposed to happen and how.

Within this system, people vote on issues great and small, from who will represent them on the international stage, who will command their armies, who will execute laws and what the punishments for breaking them should be. Everything from these lofty issues to something as simple as whether or not someone can open a new tavern on a particular corner (Thanks for voting "no" on this one Gary! Unbelievable!) can be influenced by the average citizen. Assuming they vote. Many don't. Some can't. And therein lies the rub as far as democracies go: If the people who have the power are unable to wield it, it creates a power vacuum into which any number of megalomaniacs can creep.

QUESTIONS TO CONSIDER

- How would this type of system affect the atmosphere of your country?
- What types of social and political intrigue story hooks for your players could arise out of a system like this?
- Is there anyone trying to subvert, undermine or overthrow the people's primacy? How would they go about it? And to what end?
- Will one of your party run for office? What happens if they win?

To determine the leader of this type of government, refer to the Democracy Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

DEMOCRACY LEADERS

1d4 Who	Goals	Methods
A(n)...	who seek(s) to... by...	
1 dragonborn mayor	improve conditions for all people	turning to science and invention
2 group of elected senators	amass wealth for themselves	supporting and financing local business and trade
3 city council	peacefully absorb neighboring territories to increase their own influence	forming an alliance with a powerful mage college
4 chief minister	bolster their reelection	righting a recent wrong (in the wrong way)

MONARCHY

The old fantasy role-playing staple. Innumerable adventures have been started at the behest of a make-believe king or queen (and, it should be said, real ones). Inevitably heroes of the scale your players will become over the course of your story will garner the attention of a monarch or two. So often when we journey through the stories placed in a sword and sorcery setting we think of governments like this being the prevailing system. The presentation of a great quest from a regal, benevolent ruler is a provocative image. Many of the most well-known fantasy stories begin this way and as a result, though we've never been in that scenario, it's easy to imagine and therefore easier to roleplay than some of these other governmental systems.

It's also simpler to run. At its core, monarchy is a form of government in which a single person is the head of the state until they abdicate the throne or they shuffle off this mortal coil (from natural causes or something more sinister). Usually, the monarch has complete authority that covers everything in their domain. They make the laws, which they judge in accordance to their whims and enforce as they, and they alone, see fit. Sort of like a GM.

Monarchs are typically chosen by heredity and birthright. The title or the crown or the vibrant pink bunny tiara (It's your kingdom!) is passed from parent to child for generations. As they say, "The King is dead. Long live the King!" This does, however, put significant pressure on a ruler to set a good match and create strong progeny so the line of rule is not broken. Wars, assassinations and political infighting often result after the death of a monarch who has no children as the

nobility and aristocrats squabble and fight to rise to the throne, which they will then cede to their own heir and so on and so on until the monarchy comes to an end. In short, there's stability in progeneration.

Because of the way a monarchy works and how it changes hands, its effect on the people can vary. The common folk could live for decades under the benevolent rule of a wise queen only to find themselves instantly suffering under the rule of her tyrannical offspring.

QUESTIONS TO CONSIDER

- Because the king or queen has absolute authority over everything and everyone within their domain, for good or for ill, what sort of ruler are they? How does the personality of a monarch affect the citizens of this nation?
- Are the people pleased with the rule of their monarch or is there displeasure with the government, bordering on sedition?
- How do the other nobility, including the monarch's relatives, view the king or queen? Are there secret plots to remove them from rule? What about openly stated plots? How are these plots addressed?
- What was the approach of the previous generation's ruler and how does that influence the way the current monarch approaches their rule?
- How did your ruler gain the throne? Put another way, how did the previous ruler die? What about the ruler before them?

If you are struggling to determine a leader for your newly minted monarchy, refer to the Monarchy Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

MONARCHY LEADERS

1d4 Who	Goals	Methods
A(n)...	who seek(s) to... by...	
1 genteel queen	elevate the position of the people on the international stage	expertly negotiating trade deals
2 child king	guide every aspect of the everyday lives of their citizens	engaging in tactical but brutal military campaigns
3 charismatic prince (whose father is missing)	gain control of neighboring territory	subterfuge and espionage
4 stoic emperor	ensure their name and reign echoes throughout history	acting with benevolence and empathy

OLIGARCHY

In an oligarchy, literally “rule of the few,” the members of the ruling elite are the wealthiest or otherwise most powerful people in the country. They use their money and influence to set the stage for them to get richer, be more powerful and leech more from the common man, who they see as an inferior creature. These super-rich cabals are in many cases inherently corrupt, seeing the act of governance as nothing more than another opportunity to line their pockets. Aristotle postulated an oligarchy contrasted to other forms of government by a select elite, characterizing it as a rule of the few for corrupt and unjust purposes.

An oligarchy might also be operating behind the scenes of a realm ostensibly ruled by another form of government. An elite caste can wield its power to unfairly influence the official government and bend it to their desires. As a general rule, these leaders work solely to make things better for themselves and could really give two shakes of a dead goblin about anyone else.

The drawback (for the leaders) is that these societies rarely last. That isn’t to say they won’t persist for an extended period of time, but the good times can only roll for so long. Inevitably the poor become poorer, the desperate become more desperate and before you know it they are chopping off heads in city squares while slicing some delicious cake.

It is possible that those living in the shadow of great riches may not feel the pinch of poverty. People’s lives do continue under this system of government and it is totally possible to survive and thrive. It is also possible that the people living in this nation do not know the rich rule everything. Just because the super-rich rise to the top and work to keep themselves there, does not mean everyone else lives in utter destitution. However, oligarchies inherently create inequality. It isn’t an overnight process—it could take generations—but in the end, the wealth all ends up in one place (the top) while everyone else has to fight to survive at their feet.

QUESTIONS TO CONSIDER

- How will a ruling class of incredibly wealthy individuals impact the tone of your setting?
- How long has this group been in power? An oligarchy in its infancy might not look or feel too awful for those who live in it. But, if you choose this form of government and decide it has been the form of rule for generations, what would that look like for the citizenry?
- How will this system affect your players, their options and their ability to act?
- If a group of de facto rulers has a seemingly endless source of wealth, how would they wield it to remain in power? If necessary, how would they wield it against the party?

To determine the leader of this type of government, refer to the Oligarchy Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

OLIGARCHY LEADERS

1d4	Who	Goals	Methods
1	A(n)... group of dwarven gem magnates	who seek(s) to... obtain a monopoly to consolidate power	by... sabotaging their rivals
2	council of guild leaders	expand into new territories	controlling all the trade routes
3	collection of five noble families	control the economy with an iron fist	bribing anyone who stands in their way
4	gnomish alchemist and a few close friends	purchase and own all major businesses	turning lead into gold

ARISTOCRACY

Oligarchy’s even more self-righteous cousin, aristocracy might be described as “Rule by a few of the best.” The idea is that the morally and intellectually superior govern in the interest of all, a definition surely created by aristocrats. These fine folk, who decide on behalf of all people that they are better than everyone else, rule because they are presumed to be the most qualified.

There are aristocratic classes inherent in many forms of government. In a monarchy, for example, the nobility form the aristocracy. They claim to be better because they are “born better.” The mere circumstance of their birth is all they need to be counted among the powerful. In a democracy, the “best” are put forward by the common man and elected to a position of power; they create a de facto aristocracy regardless of their beginnings or their intentions.

This term “best” is so subjective that the ruling caste can grow out of a variety of sources. In the simplest terms, the aristocracy is the upper crust of society, the elite. This part of society can be found everywhere from the top ranks of government to the hierarchy of a religious organization.

Simply, this system categorizes people into very defined parameters. Their opportunities, connections and contacts are all going to be determined by where they fall in the social ladder and how hard they work to climb it. Their worth will be defined by who their parents are and what characteristics set them above the rest of the rabble in the eyes of their peers.

QUESTIONS TO CONSIDER

- How does this very defined divide between sections of society affect your story and setting?
- What sort of social intrigue and political machinations could your party be ensnared by when engaging with this system?
- How does the separation of the social strata in your nation affect the people that your party will interact with? How does it affect the party?
- Where did your player characters come from? Are they all working folk or were they born into the ruling caste? How does this affect how they interact with one another and the social structures around them?

When considering who would lead a country in this fashion, you could select a group of individuals who pull the strings of government and really define what that group means to your overall story. Or, you could look at it from the perspective of following a single person within this social structure, who is working, either benevolently or nefariously, to better their own position. Go with whatever helps you to tell the story you are crafting.

To determine the leader of this type of government, refer to the Aristocracy Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

ARISTOCRACY LEADERS

1d4	Who	Goals	Methods
1	A(n)... elven duke believed to be the most intelligent creature alive	who seek(s) to... increase the wealth and influence of their territory	by... falsifying an attack from another realm
2	congress of self-appointed overlords	dictate policy that will maintain the division of wealth	creating propaganda that influences the people to be compliant
3	circle of learned mages	amass the greatest collection of knowledge in the realm	any means necessary (and also magic)
4	baroness with a dark secret	bring about the night that lasts forever	elevating the best people with the brightest ideas

THEOCRACY

Those who rule in a theocracy do so because they believe they are guided by the divine. In a system such as this, clergy or priests hold the highest places of government, and prevailing law and policy are all generated through the study of religious texts. It is hard for the common person to argue with the statement “because the gods said so.” After all, their immortal souls are on the line.

In a government system such as this, it is believed and commonly recognized that the leadership has a direct connection with the gods or whatever divine being the religion of the land recognizes as their sovereign. It is a system in which the average everyday citizen can do little more than follow the laws and traditions as set down in their religious practice.

When looking at how this type of government is going to affect your setting there are several important things to consider. The nature and domain of this deity will dictate a lot about the nation that follows them. A nation dedicated to a deity of trade or knowledge may forge its people into masters of negotiation or expert treaty mediators. A nation dedicated to a god of war may not be the most pleasant neighbor if their deity of choice tends to the evil side of the alignment axis or demands its worshipers show their commitment by waging a forever war.

Secondly, it's a good idea to determine how the leadership of the government interprets and follows the doctrines of their gods. We must remember that the people who are putting these divinely-inspired methods into practice are still just people (unless, you know, they've been transformed or something).

QUESTIONS TO CONSIDER

- Which deity does the country or nation follow? Assuming they exist, how does the deity feel about this? What would it mean if they weren't real?
- Do the country's religious leaders practice their religious beliefs as they were originally intended or as the deity laid them down? Or do they corrupt those practices, twisting them to their own ends for their own benefit?
- What obstacles arise for your players out of a skewing of religious ideology? What dangers lie ahead of them when the desires of men warp something born of divine will?
- How do the religious practices of the nation influence their people and their approach to life?

The atmosphere of a region governed by a theocracy is going to be heavily dependent on the nature of the religion they follow and the people who are putting the principles of that religion into practice. Make sure to take this into account when adding details to your setting.

To determine the leader of this type of government, refer to the Theocracy Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

THEOCRACY LEADERS

	1d4 Who	Goals	Methods
A(n)...		who seek(s) to...	by...
1 high priest(ess)		convert all citizens to their religious beliefs	being overly charitable and mission oriented
2 child of prophecy		spread their god's doctrine to other lands	bankrolling crusades to conquer unbelievers
3 council of nine		bring an avatar of their god to the material plane	unleashing the power of the moon key
4 mute confessor		root out heresy and those who question divine word	paying excessive bounties to those who help the cause

TRIBALISM

Typically, a government of this type is a loosely based affair that focuses on a group of people who share the same mythology, traditional practices and likely a lot of common genealogy. It immediately drives home the strong implication that there is a shared cultural or ethnic identity separating them from members of other organized groups. Groups like these traditionally form for mutual survival, but evolve lasting cultural, linguistic and social ties by living in close, quasi-familial proximity.

Most humanoid groups are social creatures and as a whole do not live their best lives on their own. Social structures inside a tribal society help keep the group together and strong despite, or perhaps in the face of, difficult personal relationships. The focus of this form of government is to maintain the traditions, culture and safety of the members of the tribe at any cost.

The focus of the group, their surroundings and location are going to determine a lot about how a nation governed in this way interacts with the world at large. If their position is secure and their people content and well-cared for, it is highly possible a group like this would have much to offer members or even outsiders. If life as part of the tribe is still a constant fight for survival, as a people, they could become more violent, pursuing survival at any cost.

QUESTIONS TO CONSIDER

- Is the nation composed entirely of migratory peoples? If so, how does this affect the physical structure of the country? Are there settlements or just simple trading posts and supply depots?
- Have traditionally migratory people recently settled and put down roots? How does this manifest? Do they build great cities?
- How does this nation navigate participation on the international stage while still maintaining their traditions and identity?
- What obstacles could the party come up against in

the face of such traditions? What story hooks might interactions with a government like this provide?

To determine the leader of this type of government, refer to the Tribalism Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

TRIBALISM LEADERS

	1d4 Who	Goals	Methods
A(n)...		who seek(s) to...	by...
1 council of elders		keep the tribe's existence hidden	practicing isolationism and xenophobia
2 shaman		maintain their people's traditions and way of life	holding close to their convictions and promoting their ideology
3 trio of fierce warriors		retain access to a special resource	discouraging encroachment by means of magical suggestion and brute force
4 chieftain		ensure the tribe's defense through aggressive offense	retaliating for any slight, real or perceived

COMMUNALISM

Communalism is a style of government where the people form cooperatives based on commonalities. These could be formed on the basis of religion, race, socioeconomic status, profession or any of a thousand different identifiers that might tie people together. These groups begin to govern themselves as well as interact with other groups founded in the same way for similar reasons.

Inside a system such as this, people create and maintain strong attachments to the community to which they belong, be it one based on a profession or solely on geographic location. It is a fractious society where each of these autonomous groups tries to interact, live and survive. This is not to imply there is no central leadership. There are instances where councils formed of representatives from each of these communities come together and try to work toward the common good.

Perhaps this community has elected a strong central leader who is adept at managing the different factions and is moving the whole society toward better circumstances. Even with a strong leader, this is a society with so many working pieces that there's ample opportunity to place your party in a position to make friends and enemies that will further drive your story.

QUESTIONS TO CONSIDER

- How does a government run in this way change the atmosphere of your setting?
- Would it feel akin to anarchy where all of these different factions and communities are fighting with

one another for superiority? Or is it organized?

- Are each of these communities in conflict for mere survival, or have they learned how to sustain their communal ideals? Think about the political machinations that would exist inside a tumultuous congress formed from representatives from these different factions and how each might affect your players.

- Are any of your players from this place and do they now have their loyalties torn between their community and their party (whose goals might not align)?

- How does the leadership of this nation and their methods influence the way the party interacts with the government if your story dictates they should?

To determine the leader of this type of government, refer to the Communalism Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

COMMUNALISM LEADERS

1d4 Who	Goals	Methods
1 A merit-based conclave of seven faction representatives	who seek(s) to... maintain a balance for all the different groups among the citizenry	by... encouraging extensive discourse and argument
2 The First Minister	keep the peace between the factions and groups	utilizing espionage and blackmail
3 The Faces of the Many, elected representatives of all the factions	find a common enemy	hiring assassins and faking incursions
4 No central leadership (each faction operates on their own goals)	ensure the survival of the larger collective	violent, antagonistic conflict

DICTATORSHIP

A dictatorship is a form of government in which one person possesses absolute power with no limitations. This differs substantially from a monarchy because in a monarchy there are laws, traditions and policies that can limit the power of a monarch. In a dictatorship, the person holding the position of authority has done away with all of that. There are no limitations. This person can act however they see fit with no repercussions. They are the law and the law is whatever they feel like it should be on any given day.

Living under a dictatorship may feel very similar to living under an authoritarian ruler, however, unlike

the latter a dictator rarely tries to hide their actions or present themselves as anything other than what they are. In an authoritarian state, a single individual does not need to hold all the power; a large scale bureaucracy (or a specific group) can hold power just as easily as a single person. Under a dictatorship, a lone individual acts as the god of their domain and does so unapologetically.

Dictators tend to be tyrannical, turning to intimidation, terror and outright violence to control the populace. They generally lead the military and any other institutions of power, and they wield those institutions like weapons against anyone else who would stand against them. They maintain power through force.

All the while, they are feeding their people a never-ending stream of propaganda that presents what they are doing as the only right thing to do, sometimes going as far as to say the oppression the people live under is for their own good and protection. A dictator is typically a morally bereft individual who is addicted to power and will do anything they can to get it and keep it.

While this form of government is traditionally viewed on the evil end of the alignment table, that is not necessarily always the case. Think about how a society led by a lawful good paladin might look. This may be a society where any crime—even something as benign as public intoxication—might carry an extreme form of punishment. This leader may believe they are acting with the people's best interest in mind and working on behalf of the greater good. Their actions and absolute authority are still despotic. The people are no more free in this circumstance than they would be under an evil warlord dedicated to a dark god.

In short, the only good dictatorship is one you can use as a narrative device. This type of government will, from the jump, provide an antagonist for your party. This may not be the BBEG of your campaign, but navigating a society held in the clenched fist of a dictator will provide many challenges for your party from the very beginning of your story. It is an environment ripe with opportunities for your player characters to be heroes (or, if they get caught, martyrs).

QUESTIONS TO CONSIDER

- How do the dictator's goals affect the atmosphere in the nation? What happens if they align with the goals of the party?
- How is the party viewed by the government and what obstacles would present themselves if the party were considered enemies of the state?
- Would the way the party is viewed by the general population change if they were believed to be allies of the government?
- Does the dictator have a specific (and/or expressed) ideology or do they operate chaotically in the absence of any guiding principles?
- How are the lives of the people in the nation affected on a day-to-day, moment-to-moment basis?

Getting dictatorship as a result on your roll for Type of Government may instantly bring to mind a horrible warlord or conniving princess who will lead the government. However, if you are struggling to come up with something, refer to the Dictatorship Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

DICTATORSHIP LEADERS

1d4	Who	Goals	Methods
	A(n)...	who seek(s) to...	by...
1	hobgoblin general	amass power and wield it carefully	imprisoning malcontents in labor camps
2	elven empress	rule this realm and every other	forcing conscription in the military
3	merfolk warlock	conquer in the name of their patron or higher power	employing dark magic and demonic alliances
4	giantkin warlord	enslave all those of smaller stature	allying with an ancient dragon

UTOPIAN

In a utopian society, everyone is equal and has a fair share. Every citizen has an equal voice when it comes to policy, procedure and law. Everyone has an equal share of the wealth and of necessary resources. In a society such as this, every religion is valued, every opinion is considered, and discourse about differences is constructive and cordial. In other words—a total fantasy. But you're creating a fantasy realm, so why not indulge?

The biggest question to answer when applying this type of society or government style to your setting is “How'd they do it?” What series of events occurred that allowed this society to grow into one of utter bliss? Was there an invention or magical item constructed that provided for the needs of all of the people? Was there some form of divine intervention that led to everyone's basic needs being met, allowing them the time to pursue their own interests, or is the entire system a facade, with a single illusionist pulling all the strings?

The second aspect of this type of society to keep in mind is how your players are going to react to it. Some may find it too good to be true. Are they right?

QUESTIONS TO CONSIDER

- How will the people of a place like this react to the party? What things might be asked of the characters that might be outside of their normal methods of operation?
- How will the party react to their initial exposure to this setting?
- Will they find it is actually a utopian society or is there more to it?

- How will the party react if they find they truly are living in a utopia, but it's being threatened by an outside force?
- Does gold have any value here? If not, how will the party acquire new items?
- What sort of fallout would there be if the cost of maintaining this utopia were significantly high for only one or two party members?

To determine the leader of this type of society, refer to the Utopian Leaders table and roll 3d4 to randomly select a leader, their goals and their methods.

UTOPIAN LEADERS

1d4	Who	Goals	Methods
	A(n)...	who seek(s) to...	by...
1	elephantkind guru	spread societal enlightenment	providing for everyone and sharing resources equally
2	human mage	expand their approach to a non-sentient workforce	leaning on magic and alchemy
3	set of halfling triplets	treat everyone like it's their birthday	allying with creatures of the fey wild
4	aberrant hivemind	meet all the needs of their citizens, both physical and economic	creating a large-scale illusion

GM NOTE: CITY GOVERNMENTS

The tables associated with a form of government are designed to be applied to a country as a whole. The likelihood is that all the cities and towns you are building will follow the government style of the nation to which they belong. However, there are always outliers. If you want, you can repeat the process using the Type of Government table and the appropriate Leader table applying those rolls to individual cities and towns as it fits your storytelling purposes.

PUPPET GOVERNMENT

We all know things are not always as they seem on the surface when it comes to the leadership of a country or a city. Sometimes there are nefarious things going on behind the scenes and the person (or persons) pulling the strings is operating from the shadows. The front-facing government is just a puppet or a shill for those truly in power. After establishing your type of government, you could roll a d8 on the Puppet Government table if you want to add another layer of secrets and intrigue to your political setting.

PUPPET GOVERNMENT

1d8 This region's true rulers are...

- 1 ...the result of a roll on the Influential Guilds table (pg. 63)
- 2 ...the result of a roll on the Criminal Organizations table (pg. 72)
- 3 ...the result of a roll on the Religious Cults table (pg. 72)
- 4 ...the result of a roll on the Secret Societies table (pg. 72)
- 5 ...the result of another roll on the Type of Government table (pg. 22)
- 6 ...the avatars of a benevolent deity
- 7 ...the avatars of a malevolent deity
- 8 ...the government(s) of another country

When choosing to incorporate a puppet government into your setting, it's a good idea to think through when (if ever) and how you plan to reveal the truth. Is there a large scale plot the party can uncover, or is the fact that there's someone whispering in the king's ear telling him precisely what to do common knowledge among the populace? Once you've established the nature of the puppet government, spend a little time determining their aims and factor in where they diverge from the party's. It's also interesting to consider where the desires of this secretive group might align with those of the party. Just because they're working in secret does not mean they're malevolent (although...).

UNIQUE GOVERNMENT AGENCIES

Most governments have a few unique agencies or groups that operate on the official payroll, from crime fighters and investigators to healers and wellness professionals to the folks who audit you every year out of spite (the FBI, the CIA, the IRS). These agencies are well known to the public and interface with society as a whole on a daily basis. Some governments also have a few groups that operate in the shadows in order to ensure the aims of the leader(s) come to pass.

Government agencies are a wonderful tool for you to use as your players navigate your story and can be powerful and useful allies or meaningful foils who act in opposition to the party at every turn. After all, the alabaster sultan hasn't been ruling for centuries by doing all his own dirty work. He outsources.

If you want to add a unique agency to your country's government hierarchy, roll 1d12 on the Unique Government Agencies table.

UNIQUE GOVERNMENT AGENCIES

1d12

- 1 A group of sorcerers and wizards who investigate crime using divination magic.
- 2 A cloister of clerics who run a government-sponsored hospital for the injured and ill.
- 3 A cadre of knights who ride young metallic dragons in battle to defend the nation.
- 4 A small collective of urban druids tasked with maintaining and acquiring water sources.
- 5 A crew of highly specialized gnomish accountants who ensure every copper of the treasury is where it belongs.
- 6 An engineering corp of inventors and machinists responsible for construction and civic improvements.
- 7 A collaboration between government-sponsored scribes and performers who spread news and important notices.
- 8 An order of paladins responsible for the regulation and sale of magical items.
- 9 An elite group of warriors who are responsible for transporting important dignitaries and valuables around the nation.
- 10 A group of government-sponsored rangers who specialize in hunting bounties and recovering stolen goods.
- 11 The Intracity Teleportation Authority, a government-sponsored guild of sorcerers and wizards who conduct government trade by way of teleportation magic.
- 12 W.A.M.S. (Wellness and Mental Support), a group of bards and clerics tasked with monitoring and bolstering city morale.



POPULATION TYPE

With your government(s) chosen and designated, roll 3d6 to determine the number of major cities and towns that serve as points of interest within that country. Once you have determined how many there are, roll as many times on the Population Centers table to determine the nature of each.

POPULATION CENTERS

1d10

1	Settlement
2	Thorp
3	Hamlet
4	Village
5	Small Town
6	Large Town
7	Small City
8	Large City
9	Metropolis
10	Megacity

SETTLEMENT

A settlement is a very small group of people who have banded together to form a new place to live. Most often numbering 20 people or fewer, a settlement is not going to have the trappings of an established city. They may not even have a mayor. Or a bar. Settlements are most likely to be found in remote places a good distance away from the heart of their respective civilization, but typically exist for a reason. Perhaps they are close to a crossroads or natural wonder, or it's possible the settlement is a front for an underground city. When developing a settlement, think about why the folks who dwell there choose to stay.

THORP

Having a population between 20 and 60 people, a thorp is likely to only be a small collection of buildings and homes. A place like this is normally established near the nexus of valuable resources, be that farmland, mineral mines or particularly abundant lakes and rivers. A thorp-sized community likely grows out of a small settlement where people stayed to ply their trades and work the land. As their families grew, so did the settlement.

HAMLET

Numbering between 60 and 120 residents, a habitation of this size could be described as a handful of houses that cluster around a crossroads. While it's likely to be surrounded by farmland and homesteads, it's still some distance away from the next settlement. Attachment to the land and the ability to eke out a meager living from resources in the area kept people in a small place like this for a generation or two, or perhaps there's a resource they benefit from that is particularly valuable, either due to sentiment or forward-thinking.

VILLAGE

A village typically has a population of 120–500 people. The homes are clustered around an important central point in the area like a town hall or a temple. It is likely to have several essential craftsmen as well as a central marketplace. Villages pop up in places of natural convergence and in places where resources are rich and plentiful. Think a comfortable sleepy collection of people on the edge of a great forest full of timber and game or a wind-beaten and sea spray-covered group of houses on a great bay full of small fishing vessels.

SMALL TOWN

A habitation of this size will have between 500 and 2,000 residents. Imagine clusters of homes around important points of interest including a marketplace, town hall, temple and/or port. When resources are plentiful enough, people stay put and small towns grow and thrive. Most of the population in a place like this has lived there for generations during which times they create and develop their own customs and traditions. While it may not have the same defenses as a larger town or city, there may be a small garrison or volunteer guard.

LARGE TOWN

A large town will have a population between 2,000 and 5,000 residents. Likely to have a strong trade system both internally and with neighboring settlements, there will typically be several important points of interest such as a large temple, library or guildhall. A population of this size requires access to enough resources and opportunity for trade to support them. The ability to trade and purchase resources allowed the town to grow and sustain its population. Perhaps this town grew up around a high-yield silver mine and ample farmland or there's a fissure that seeps harnessable arcane energy and a bit of a boomtown has emerged as would-be billionaires stake their claim.

SMALL CITY

A community of this size is going to support a population of between 5,000 and 10,000 residents. There will be numerous taverns and inns supporting all manner of clientele, several important places within the city and a varied economy. There is likely to be significant guild activity, both legal and illegal. A place like this is likely situated on a heavily traveled road or along the side of a great river or beautiful overlook. Plentiful trade in a place like this provides the opportunity to advance and better one's position. It is the kernel of hope that draws people to the city. Finding their fortune (or continuing to chase it) is what keeps them there.

LARGE CITY

To be considered a large city, a municipality will support between 10,000-25,000 residents. The government of such a place will have multiple offices. Temples to numerous gods will be present within the city limits. The economy will have many facets and trade guilds are likely to hold significant sway. A place like this may include more obscure but still vital venues like mage colleges, houses of learning and legendary marketplaces and bazaars. A large city will grow out of an area that has access to numerous types of resources from great fisheries and farms to rich mines and vast forests (or, at the least, a major port where every necessity can be easily shipped in). Generations of leadership that have capitalized on necessary resources through trade and treaties have allowed for continued growth. Growth has allowed the residents of the city to attract specialized merchants, powerful mage guilds, learned scholars and master craftsmen. All of these facts provide even more opportunity (along with opportunities for exploitation).

METROPOLIS

Sporting a population of between 25,000 and 100,000 residents, there is little a community this size can't offer. Likely to have significant defenses and military presence, a habitation of this size will be a place to flee to in times of struggle. Likely to support a vastly varied socioeconomic population, a metropolis is a place of vast wealth and extreme poverty. Time and opportunity have allowed for a large city to ever expand its borders and reach. The arts thrive. Businesses do too. So does crime.

MEGA-CITY

With a population numbering more than 100,000 people, a municipality of this nature is likely to be the crown jewel of any country. With vast opportunity, widely varied social structures, heavy guild influence and a host of resources a community like this can provide just about anything from the services of a high-level mage to a black market trade of magical items and strange creatures.



BUILDING A POPULATION

Now that you've determined the number of cities, towns and villages that exist within the country you selected, pick the city or town you want to focus on: the place where your epic tale is going to begin, or a place you think will be significant to the arc of your story. The next set of tables will help you determine its shape, its defenses, the nature of the people who live there and the architecture and construction of buildings in the place they call home. You can repeat this process for as many settlements as you'd like to develop throughout your campaign.

CITY SHAPE

The size of a settlement definitely plays a role in how it will influence and affect the nation it sits in. It might also play a role in how prominently it is featured in your story. Big cities have a way of lingering in the consciousness of even the smallest towns, but small towns still make the news when something exciting or unthinkable happens there. The placement of a city is also crucial when it comes to the role that it plays in the overall portrait of the country you are creating. Part of that placement is the shape of the city itself.

Sometimes the shape of a city is dictated by the landscape in which it is built. A city built on a coastal cliff will naturally take on a crescent shape as it expands along the coast and further inland. A city that straddles a great river is going to take on a rectangular or rhomboid shape as it grows along the river and out from its banks.

The shape of a city can also be a little more free form, particularly when natural barriers don't create any borders. These cities tend to take on a round or oval shape as they slowly expand out from the original settlement. Perhaps the city was designed in a spiral shape on purpose for some sort of religious or long-lost arcane reason. Maybe your city is star-shaped, cordoned off into different districts or cross-shaped because it developed around a great crossroads.

To randomly determine the shape of your settlement, roll 1d10 on the City Shape table.

CITY SHAPE

1d10 This settlement is a(n)...

1 ...circle

2 ...rectangle

3 ...crescent

4 ...oval

5 ...rhomboid

6 ...teardrop

7 ...cross

8 ...hexagon

9 ...triangle

10 ...square

11 ...spiral

12 ...star

NOTABLE AND UNIQUE DEFENSES

Some population centers have a garrison of guards, while others rely on the might of a guy named Chuck. In a realm where threats are plentiful, walls are too. But these aren't the only form of defense a city can employ. Every so often, an ingenious inventor or powerful spellcaster will turn their attention to the defense of the place they call home. Some settlements look to the skies and say "You know, guards are cool...but you know what's really cool? Guards on griffons." If you want your city or town to have a defense method that adds a potential storytelling opportunity, refer to the Notable and Unique Defenses table and roll a d12 to determine the result.

After adding one of these items to the landscape of your city or town consider how these defenses might come to play in the arc of your campaign. Depending on the story you are trying to tell, it's possible that these defenses will be brought to bear against the party. To add one at random, roll 1d12 on the Notable and Unique Defenses table, incorporating the result into your settlement's lore.

NOTABLE AND UNIQUE DEFENSES

1d12 This settlement is guarded by...

1 ...crystals set all along the city walls that can be activated to launch *magic missiles* at attackers.

2 ...a kennel (or multiple kennels) of fire-breathing **drakes**, tended by skilled trainers, that can be brought to bear in times of trouble.

3 ...multiple wood or stone **golems** that appear to be normal statues standing in city squares but which animate in the city's defense.

4 ...a shield of pure force that can envelop the city, providing protection from external threats.

5 ...enchantments laid into the city streets that can be activated to turn roads and pathways into a sticky sludge to stall attackers.

6 ...floating automatons that can observe the city and spring to its defense with magical attacks.

7 ...trained **mimics** strategically placed around the city in a state of suspended animation that can be awakened to the city's defense.

8 ...strange metallic towers that can be used to create a web of electrical energy used to seal off selected parts of the city.

9 ...concealed floating platforms that can be activated to give city defenders an aerial advantage.

10 ...a network of permanent *teleportation circles* allowing city defenders instant access to all parts of the city.

11 ...constructed spheres that can be lobbed at attackers or troublemakers to bathe the area they strike in magical darkness.

12 ...a moat full of hungry giant eels.

ANCESTRIES

As you work to define a settlement, roll 1d4 to determine the number of predominant ancestries in that place. This will inform the general racial makeup of your city or town. There may be other communities within the population, but establishing the nature of the majority of the population can be a shortcut for determining the rest of its makeup. Is this a city full of dwarves that has a sizable community of halflings and dragonborn? Is this a small town entirely populated with elves and half-elves except for a small ostracized community of humans? Let the dice decide. Roll on the City Ancestry Makeup table a number of times equal to the result of your roll on the d4.

CITY ANCESTRY MAKEUP

1d10

1	Humans
2	Elves
3	Half-elves
4	Halflings
5	Gnomes
6	Dwarves
7	Dragonborn
8	Tieflings
9	Half-Orcs
10	Uncommon (roll on Uncommon Ancestry table)

ADDITIONAL LANGUAGES

Having determined the ancestries or races of people who live within a given area, you should have a pretty good idea of what languages are going to be used the most inside your city by default. If most of the population is elven, elvish will be the predominant language. If it is a city of kobolds then draconic will be the language of choice for most people inside the city limits. Common is named common for a reason—most races speak it—but that doesn't mean you can't create a city where the denizens only speak druidic.

It is not outside the realm of possibility that other languages have made their way into the common vernacular, creating new dialects or even strange combinations of languages that grow into a local patois unique to the area. Additionally, the presence of another, possibly rarer language inside the city could be a story hook in and of itself. How is it that this settlement with no apparent attachment to the subterranean lands has come to use undercommon in its day-to-day interactions? Why does the merchant class in the city do all of their dealings in celestial? This will likely pique your player's curiosity and lead them to investigate.

To add additional languages on top of the languages of the predominant races in your city, roll a d20 and refer to the Additional Languages table.

ADDITIONAL LANGUAGES

1d20

1-2	Dwarvish
3-4	Elvish
5-6	Draconic
7-8	Gnomish
9-10	Halfling
11	Goblin
12	Orc
13	Abyssal
14	Celestial
15	Giant
16	Deep Speech
17	Infernal
18	Primordial
19	Sylvan
20	Undercommon

GM NOTE: UNCOMMON ANCESTRIES

The City Ancestry Makeup table includes a result for uncommon ancestries. If you do not wish to introduce atypical or monstrous races into your city's makeup, either ignore this result or roll again. Just know that you're leaving dozens of possible story hooks on the cutting room floor.

UNCOMMON ANCESTRY

1d20

1	Angelic offspring
2	Birdfolk
3	Elementalkin
4	Goblins
5	Hobgoblins
6	Lizardfolk
7	Minotaurs
8	Giantkin
9	Serpentfolk
10	Kobolds
11	Sentient oozes
12	Owlkin
13	Centaurs
14	Insectoids
15	Elephantkin
16	Rabbitfolk
17	Ogrekin
18	Sentient mechanoids
19	Shapechangers
20	Feyfolk

GENERAL ARCHITECTURE

What does your city look like? This simple question can spiral out of control very quickly when you are looking to build an environment within your overall world. It is easy to fall into the trap of equating the look and feel of your cities with something that is easily identifiable on planet Earth. We could spend all day talking about the differences between the architecture styles of Western Europe in the early 1800s and the types of architecture in Japan during the same time period.

But this is a trap, because that is not the world you are building: You are building a fantasy world where the social and historical events that occurred on Earth during the 19th century did not happen. The Butterfly Effect doesn't just apply to interpersonal relationships—art, architecture and society itself rely on historical input to exist. Does that mean you need to start from scratch? Let me answer your question with another question: Have you been reading this book? The trick is to build off what you know, what your party understands and/or what you're able to conjure out of your imagination and find ways to link them all together.

The common practice for sword and sorcery tabletop role-playing games is to build on settings that mimic the look and feel of medieval Europe. There is nothing wrong with that. There is also nothing wrong with breaking the mold and setting your story in a time and place influenced by other cultures and eras—or whatever you conjure from your unbridled brain. Fantasy happens everywhere, and the look and feel of your world does not necessarily need to fit the common stereotype.

That is not to say examples of types of architecture and design are not influential, or that they will not ultimately come into play as you describe your city and environment to your players. But that should not be the focus of your thinking when it comes to the architecture of your fantasy world. A table describing the Corinthian columns of Classical or Neoclassical architecture might not fit the feel of your world if you are playing something modern or futuristic. That's why this section is focused on the functionality of the architecture involved in the construction of your cities and towns as well as the effect geographic location might have had on the way the people of your cities went about constructing their habitat.

The material used in the construction of your city is the first thing to consider. Are your houses going to be made using a wattle and daub technique or are they made (or even carved) out of stone? Has your civilization discovered the use of concrete or has it found a rich source of a unique material left behind by an ancient culture? To determine the predominant construction material of your city or settlement, roll 1d8 on the Predominant Construction Material table.

PREDOMINANT CONSTRUCTION MATERIAL

1d8 Most buildings are made out of...

- | | |
|---|--|
| 1 | ...straw |
| 2 | ...wattle and daub |
| 3 |wood |
| 4 |brick |
| 5 | ...wood and plaster |
| 6 | ...stone |
| 7 | ...concrete |
| 8 | ...strange plasteel left behind by an ancient civilization |

Following the same line of thought, out of what material are the roofs constructed? Throughout the course of history, a variety of materials were used to keep the rain and snow off our heads as we huddled in our homes protected from the elements. Is your town partial to thatch or stone slabs as a covering for their buildings? Each of these materials has pros and cons, but all you need to concern yourself with is how this choice affects your story and your players. Will the party be forced to spend the night in a barn where the thatched roof is sodden and leaking or are they lulled to sleep by the sound of a storm rhythmically rattling a tin roof? To determine your city's predominant approach to roofing, roll 1d8 on the Predominant Roofing Material table.

PREDOMINANT ROOFING MATERIAL

1d8 Most roofs are made from...

- | | |
|---|------------------------------|
| 1 | ...ceramic tile |
| 2 | ...slate tile or stone slabs |
| 3 | ...thatch |
| 4 | ...aluminum or tin |
| 5 | ...wood and plaster |
| 6 | ...wooden shingles |
| 7 | ...long timbers |
| 8 | ...bone |

How are residential buildings constructed in your city? Are they a series of single-story homes large enough for one family or are they huge multi-story multi-unit complexes rivaling modern-day New York City or Tokyo? Are all homes built with two stories packed close together or are they sprawling complexes of one-story residential units? Think about how this choice would affect the atmosphere of your city. Huge towering skyscrapers can create narrow shadowed alleys next to large boulevards designed for lots of foot traffic. An open neighborhood of adorable single-story homes can evoke a sense of welcome and tranquility. To randomly decide your building layout, roll 1d4 on the Residential Construction Style table.

RESIDENTIAL CONSTRUCTION STYLE

1d4 Most citizens live in...

- 1 ...single-story homes
- 2 ...two-story homes
- 3 ...multi-story multi-unit complexes
- 4 ...single-story multi-unit complexes

Consider how these buildings are decorated, as this will also add different elements to the atmosphere of your settlement. Are the buildings squat, blocky and unadorned structures or are they all inlaid with multicolored stones or painted riotous colors? The way the buildings look and what adorns them helps establish atmosphere, which can play a role in how your players approach the location. Brutalist buildings with sharp edges and angular accented lines have a different narrative effect than those covered with intricate, artful stone carvings or grand columns. To determine the predominant decorative style of your city, roll 1d6 on the Decoration Style table.

DECORATION STYLE

1d6 The city/settlement is known for...

- 1 ...unadorned blocky structures.
- 2 ...angular buildings with accented lines and sharp-cornered overlays.
- 3 ...simple buildings with sweeping arches and curved lines.
- 4 ...buildings adorned with intricate stone carvings and statuary.
- 5 ...structures decorated with carved columns and decorative moldings.
- 6 ...buildings inlaid with multicolored stone and painted riotous colors.

GM NOTE: LARGE CITIES VS. SMALL VILLAGES

When considering the features of this section, think about how they would apply to different sizes of settlements. A village or a small town may have a single unifying style and be constructed of all the same materials with the same level of decoration and aesthetic. However, a large city may have a plethora of districts, each with its own sense of place and decor utilizing varied materials, forms or techniques as they evolved over time. Don't be afraid to take a larger settlement and divide it up into different districts built around commerce, the arts, the sudden influx of a specific culture unique to the area or any other modifier you can imagine. Should you choose to do so, repeat rolls on all the tables in the Architecture section for each district to create a landscape that rewards exploration and feels as lived-in as the cities that inspired it.

ARCHITECTURE BY REGION

Regional effects on architecture are also important when it comes to the functionality of the buildings within your city. Different regions are going to have unique weather to deal with as well as varied requirements for temperature regulation and durability when it comes to the elements (or, you know, the nearby giant population). The tables that follow have some suggestions for architectural features that would likely be present in temperate regions, jungle climates, coastal areas, deserts and arctic regions. If the city you are working on building is located in one of those environments, you can choose to roll 1d10 on the Architectural Features table for that environment.

TEMPERATE FOREST ARCHITECTURAL FEATURES

1d10

- 1 Storm shelters in subterranean levels
- 2 Rectangular buildings that face east to west
- 3 Large open porches with seating areas
- 4 Sloped roofs to assist with snow removal
- 5 Multiple windows on all sides of the buildings to provide ventilation in warmer months
- 6 Open balconies
- 7 Storm shutters to help protect windows from storm damage and to help insulate during the colder months
- 8 Use of jettying upper floors protruding past lower floors to shelter the lower section of the house from weather and take advantage of rising heat
- 9 Liberal use of round rooms to help with the regulation of temperatures
- 10 Use of basements for food storage and workshops during hot months

JUNGLE ARCHITECTURAL FEATURES

1d10

- 1 Structures built in the trees or suspended above the ground on great platforms.
- 2 Strategic use of aqueducts and fountains to provide natural cooling.
- 3 High-peaked ceilings with air outlets.
- 4 Walls featuring large openings and windows to allow airflow.
- 5 Prolific use of wide, covered paths to provide heat insulation and shade.
- 6 Heavily pitched roofs to shed rainwater.
- 7 Highly elevated floors to avoid flooding during rainy seasons.
- 8 Planned positioning of large trees with wide canopies to provide shade.
- 9 Outdoor covered kitchens to move primary heat sources outside.
- 10 Elongated eaves to provide additional shade.

COASTAL ARCHITECTURAL FEATURES**1d10**

- 1 Buildings built up on stilts to avoid unpredictable tides.
- 2 Heavy shutters for windows to protect from vicious storms.
- 3 Homes and buildings surrounded by exterior storm walls.
- 4 Community built on large, resilient floating platforms.
- 5 Strategically placed offshore breakwaters to weaken waves.
- 6 Lighthouses to guide ships in low visibility.
- 7 Large seawalls to protect docks and harbors.
- 8 Homes with adjacent or attached docks.
- 9 Flat or low sloped roofs to prevent damage in high winds.
- 10 Buildings that are short and squat to avoid wind damage.

DESERT ARCHITECTURAL FEATURES**1d10**

- 1 Buildings have large sweeping awnings above and around them to protect from the sun
- 2 Open floor plans and large windows allow for improved airflow
- 3 Sloped walls that block the sun and provide shade ring the area
- 4 Buildings are lined with heavy clay that repels heat and cools the interior
- 5 Stone or tiled floors to insulate against heat
- 6 Liberal use of wide courtyards painted in light colors or with fountains to reflect sunlight
- 7 Buildings are built underground or into hills and cliff walls
- 8 The use of wind towers that catch wind and funnel it down into all levels of the structure
- 9 Buildings and homes have domed roofs with air vents to naturally cool the interior
- 10 Buildings have roof ponds with movable screens to trap heat and release it at night to facilitate evaporative cooling

ARCTIC ARCHITECTURAL FEATURES**1d10**

- 1 Walls of buildings are lined with heavy fur or layered cotton to hold in heat.
- 2 Metallic pipes channel heat from a central boiler or furnace.
- 3 Homes partially set underground to minimize profile to wind and snow.
- 4 Heavily sloped, peaked roofs.
- 5 Large fireplaces or furnaces with chimneys that go through all floors to radiate heat.
- 6 Raised floor of ceramic plates or tiles with pipes of heated water below to warm the floor.
- 7 Ringed buildings with dark roofs meant to catch sunlight from any direction.
- 8 Houses are narrow and built close together to help shelter structures from icy winds.
- 9 Buildings are built on heavy pillars, just above the ground, to prevent repeated heating and cooling of the permafrost.
- 10 Windows are constructed with multiple panes and are of smaller size to reduce heat transfer.

GM NOTE: ADDING DETAILS

Architecture is one of those elements that players either love (in which case you've likely already spent time thinking about it) or completely ignore until it comes up in a meaningful way (e.g. "Is there a balcony I can throw this guy off of?"). As you consider how to incorporate these elements into your own game, start by determining the ways in which your players will benefit from an understanding of the way the world around them looks. How will it empower them to explore, examine or, on occasion, exploit the places in which these spaces exist? Embellish as you like, with the knowledge that any time you describe something unique, it is likely to draw your players' attention. What you do with that attention once you have it is at your discretion.



CREATING AN ECONOMY

The health of your city's economy can have an incredible impact on the environment your players navigate. Economic health speaks to citizen contentment, availability of goods and services and the overall ability of the government to operate and function. There are so many aspects of an economic system that this has been traditionally where most storytellers simply handwave what is going on (e.g., "It was the best of times, it was the worst of times"). Adding to the complexity is the fact that most of us don't even understand our own economy, much less the interconnected systems of a fantasy realm where magic and mayhem exist in equal measure. Everything from tax rates and collection, the overall contents of the city treasury and the breakdown of wealth among different socioeconomic layers of the citizenry could have dramatic but unseen effects on the health of a nation, and all of these facts have an impact on a city's ability to engage in trade and manage successful commerce. These factors influence a city's ability to import the items it needs from its neighbors as well as its ability to export its surplus items. It's enough to make you say, "Let's play Monopoly instead." But you can simplify your realm's economy by focusing only on the stuff that matters to your story.

WEALTH AND POVERTY

The first thing you need to determine when it comes to your city's economic health is how the wealth is distributed. This will give you a good base idea of how the citizens of the city are living. Is there a fairly even distribution of social classes among the districts of your city, or are some areas effectively penning off the poor like animals? Does the middle class outnumber the poor, or is this a city of have-nots with no haves in sight?

Consider how the city you're envisioning is a reflection of the wealth gap you imagine is present there. Are there people sleeping in the streets? Do beggars fight over street corners? Is there rampant disease because of these conditions? Or is the populace generally well-compensated for honest work and the only folks on the bottom of the economic ladder are those who tried to upset a successful system and were punished severely for not doing their fair share?

To determine the distribution of affluence in your city, roll a 1d10 on the Wealth and Poverty table.

WEALTH AND POVERTY

1d10 General Breakdown of Wealth

1	5% aristocratic, 10% wealthy, 10% comfortable, 55% modest, 10% poor, 5% squalid, 5% wretched
2	1% aristocratic, 24% wealthy, 20% comfortable, 20% modest, 30% poor, 5% squalid, 0% wretched
3	10% aristocratic, 5% wealthy, 10% comfortable, 10% modest, 25% poor, 30% squalid, 10% wretched
4	2% aristocratic, 18% wealthy, 15% comfortable, 30% modest, 20% poor, 10% squalid, 5% wretched
5	0% aristocratic, 30% wealthy, 10% comfortable, 40% modest, 10% poor, 5% squalid, 5% wretched
6	15% aristocratic, 5% wealthy, 35% comfortable, 5% modest, 5% poor, 15% squalid, 20% wretched
7	3% aristocratic, 15% wealthy, 20% comfortable, 22% modest, 10% poor, 15% squalid, 15% wretched
8	1% aristocratic, 5% wealthy, 25% comfortable, 25% modest, 20% poor, 20% squalid, 4% wretched
9	0% aristocratic, 2% wealthy, 8% comfortable, 20% modest, 40% poor, 18% squalid, 12% wretched
10	1% aristocratic, 0% wealthy, 10% comfortable, 40% modest, 30% poor, 15% squalid, 4% wretched

TAXES

Everyone hates the word, but like it or not, taxation of the citizenry is a necessary thing to maintain the structures involved in governance. Soldiers cost money, importing grain costs money and repairing the city walls costs money—that money has to come from somewhere. This system is far more complicated than simply saying "taxation is a certainty," as there are usually layers upon layers of tax codes that quantify who pays what and when, but we'll leave all that to the economists and CPAs. All you need to think about here is supporting the story you're trying to tell. There is a causal effect between the tax rate inside a city and the level of contentment experienced by its citizenry. In general, the tax rate and what those taxes provide for the populace operate on the X and Y axis of a quadrant mapping the contentment of the citizens. If you're paying a lot but getting a lot, you'll be happier than folks paying a lot and getting nothing in return. If the tax rate is low, people are likely to be happier, as long as the government is still able to provide necessary services established as part of the reason for taxes in the first place.

There is a Goldilocks zone to taxation, and it rests somewhere in the space between "I'm paying my fair

share" and "I'm getting what I pay for." To determine the tax rate inside your city roll 1d8 on the Tax Rates table.

TAX RATES

1d8

1	5%
2	10%
3	12%
4	18%
5	25%
6	30%
7	35%
8	40%

Going hand in hand with the tax rate is the method by which the government assesses its taxes. Is it based on property ownership? Overall income? Is it a percentage of what the person has on hand at the time they enter the city? These methods each have pros and cons, as well as complications that could arise as those funds are collected. Do people have tax collectors bursting into their homes unannounced to collect money or things of equivalent value? Is there a tax collector seated at each of the city entrances divesting people of coin at a particular rate and if you can't pay you don't get to enter? How would a circumstance like this affect or antagonize your players? The possibilities for obstacles, story beats and story hooks here are numerous. But only as numerous as you want them to be. To determine the method by which the government assesses taxes, roll 1d4 on the Method of Tax Collection table.

METHOD OF TAX COLLECTION

1d4

1	Annual tax on percentage of the value of all owned land.
2	Annual tax on a percentage of all income.
3	Sales tax on all goods purchased within the city limits.
4	Taxed a percentage upon entry to the city.

The rate of taxation and method for determining tax liability directly affect the status of the city treasury. How much money the government has on hand can affect just about everything, but most importantly, it will affect the amount of money a government entity is able to pay your stalwart adventurers to engage in acts of bravery (or insanity, depending on the task). All of these factors ultimately define how content the citizens are with what they pay in taxes each year. To determine the status of the coffers in question, roll 1d6 on the Status of the City Treasury table.

STATUS OF THE CITY TREASURY

1d6 The city's treasury is...

1	...completely full. The city's wealth is secure.
2	...75% full. The city's financial prospects are pretty good.
3	...50% full. The city's economy is always in a state of flux.
4	25% full. The city is in the midst of economic hard times.
5	10% full. The city is on the verge of total economic collapse.
6	...empty. The city is broke and unable to pay for anything.

GM NOTE: CONTENTMENT AND DISCORD

Now that you have dealt with both the form of government and the status of the economy in the area where your story is taking place, start thinking about the overall effect those two factors could have on the people that reside in, work around and pass through this area. In other words, are the people happy or sad? And which people? And by what metric? If you have set your players in a city under despotic rule but with a good economy where everyone is able to eat and house themselves, how likely are they going to be to go against the government and assist the party in overthrowing the area's leadership? To give another example, if the city treasury is full and the local lord is able to have feasts and elaborate parties every other night but these ends are achieved by taxing people into poverty, what effects will that have on the NPCs your players encounter? Contentment and discord can play as big a part in your story as you want it to, but don't forget to at least address this issue as you describe the setting to your players.

TRADE

Trade is the pumping heart of any community and its ebb and flow will change the landscape of a city. If trade is strong and goods and services are in abundance, life for citizens is (typically) good. If trade routes are blocked or if trade is interfered with by some outside source, the opposite will be true. Trade has an effect on the overall economy of a city, so as you work through this section and start thinking about what items your city imports and what materials they export, consider how these two factors may interact with each other.

Start by determining the status of your city's trade relationships. Is the trade network between cities and other nations strong? Consider whether the government or guilds drive the trade system between your cities, moving goods and services around from location to location to cover shortages and to take advantage of surplus. Does your city maintain international trade routes, bartering goods and services across borders without fear of being robbed or accosted? How are those routes protected and who protects them? Are the routes dangerous and unpredictable or do they run smoothly? What opportunities does this provide for your players? Can they make a bit of gold guarding a merchant's wagon train or in dire circumstances make even more by retrieving stolen goods and bringing the bandits responsible for the theft to justice?

For the strength of your city's trade routes, roll 1d4 on the Trade Relations table.

TRADE RELATIONS

1d4 This locality has...

- | | |
|---|--|
| 1 | ...excellent intracity trade, non-existent international trade. |
| 2 |several established and protected trade routes with neighboring cities and nations. |
| 3 | ...several tenuous and dangerous trade routes internationally, intracity trade at normal levels. |
| 4 | ...very little trade outside of the marketplaces of the city. |

After determining the strength of your city's trade routes and relationships, turn your attention to what your city is trading. The goods your city ships out to the rest of the world are (usually) the ones in which it has a surplus. A city that sits next to an enchanted forest where great trees of many varieties grow from sapling to towering heights overnight would likely make a mint on timber exports, while a city founded near a rich vein of iron that has yielded the metal in abundance for years will find it can trade iron with its ore-poor neighbors.

Abundance and scarcity have a direct impact on the goods available for a city's citizens to purchase at any given time. An iron-rich city like the one mentioned above is likely to have numerous blacksmiths and weaponsmiths. Weapons, armor and other items made from iron and steel would therefore be plentiful and likely found at a good price.

Conversely, a city must import items that are scarce—

anything from gems to cows to apples to orangutans. These items, since they are not in abundance locally, will cost more and be harder to find when perusing wares at the local marketplace.

It's a lot to consider and track, and you have enough on your plate already. Rather than determine every aspect of trade in your city, narrow it down to major exports (abundances) and major imports (scarcities), and assume that they have enough of the rest to get by in a pinch. Roll 1d6 to determine the number of different items your city has in abundance to export. Roll that many times on the Resources table to specify the resources the city has a surplus of or easy access to. Repeat the same process to determine the materials or resources that the city must actively import. In the event of duplicates, consider your city a zone where that particular commodity is routinely bought and sold (in which case prices can fluctuate dramatically).

RESOURCES

1d10

- | | |
|----|--------------------|
| 1 | Livestock |
| 2 | Precious Metals |
| 3 | Gems |
| 4 | Minerals and Ores |
| 5 | Grains and Produce |
| 6 | Alcohols |
| 7 | Armaments |
| 8 | Building Materials |
| 9 | Scrolls and Books |
| 10 | Magical Items |

GM NOTE: WHAT DO YOU ALREADY HAVE?

Earlier in this chapter, we discussed points of interest placed on your world map before you started considering cities and towns. Some of those options provided different resources that might be available to your settlements due to proximity. For example, you may have determined that because your city is on a coast with abundant fishing, you want that resource to play a heavy part in your city's economy. Don't be afraid to make decisions if they feel right for what you already have in place. Use the resource(s) you've already determined in place of one of the random rolls. You can also use it in addition to the dice rolls.

You could move forward using the broad categories presented in the Resources table as your imports and exports. If your players are not really interested in exploring marketplaces or spending a session shopping for different things, these broad categories may serve you just fine. However, you could take things a step further to help you determine exact items that are readily abundant

or items that would be hard to get. Magic items are rare by default, but perhaps availability of specific items or artifact types could be impacted by the abundance or scarcity you've just outlined ("Sorry—all we have is magic wool. Heaps of the stuff. Do any of you knit?").

Once you have determined the categories of each of your major imports and exports, refer to the table associated with each to ascertain a specific good.

LIVESTOCK

1d20

1	Cattle
2	Elk
3	Bison
4	Horses
5	Sheep
6	Goats
7	Pigs
8	Poultry
9	Llamas and Alpacas
10	Fish
11	Camels
12	Elephants
13	Dinosaurs
14	Shellfish
15	Giant Insects
16	Reindeer
17	Donkeys
18	Yaks
19	Bees
20	Rabbits

PRECIOUS METALS

1d8

1	Gold
2	Silver
3	Electrum
4	Copper
5	Platinum
6	Adamantine
7	Mithral
8	Cold Iron

GEMS

1d100

1-3	Azurite
4-5	Banded Agate
6-7	Blue Quartz
8-9	Eye Agate
10-11	Hematite
12-13	Lapis Lazuli

14-15	Malachite
16-17	Moss Agate
18-19	Obsidian
20-21	Rhodochrosite
22-23	Tiger Eye
24-25	Turquoise
26-27	Blood Stone
28-29	Carnelian
30-31	Chalcedony
32-33	Chrysoprase
34-35	Citrine
36-37	Jasper
38-39	Moonstone
40-41	Onyx
42-43	Quartz
44-45	Sardonyx
46-47	Star Rose Quartz
48-49	Zircon
50-51	Amber
52-53	Amethyst
54-55	Chrysoberyl
56-57	Coral
58-59	Garnet
60-61	Jade
62-63	Jet
64-65	Pearl
66-67	Spinel
68-69	Tourmaline
70-71	Alexandrite
72-73	Aquamarine
74-75	Black Pearl
76-77	Blue Spinel
78-79	Peridot
80-81	Topaz
82-83	Black Opal
84-85	Blue Sapphire
86-87	Emerald
88-89	Fire Opal
90-91	Opal
92-93	Star Ruby
94-95	Star Sapphire
96	Yellow Sapphire
97	Black Sapphire
98	Diamond
99	Jacinth
100	Ruby

MINERALS AND ORES**1d10**

- 1 Iron
- 2 Coal
- 3 Phosphorous
- 4 Gypsum
- 5 Sodium
- 6 Magnesium
- 7 Tin
- 8 Lead
- 9 Nickel
- 10 Feldspar

GRAINS AND PRODUCE**1d20**

- 1 Wheat
- 2 Rice
- 3 Oats
- 4 Corn
- 5 Barley
- 6 Grapes
- 7 Apples
- 8 Citrus
- 9 Stone Fruit
- 10 Bananas
- 11 Berries
- 12 Melons
- 13 Lettuce, Spinach and Cabbage
- 14 Potatoes
- 15 Peppers
- 16 Soybeans
- 17 Vegetables
- 18 Beans and Legumes
- 19 Herbs and Spices
- 20 Tomatoes

ALCOHOLS**1d8**

- 1 Whiskey
- 2 Brandy
- 3 Vodka
- 4 Rum
- 5 Gin
- 6 Tequila
- 7 Ale
- 8 Wine

ARMAMENTS**1d8**

- 1 Swords and Knives
- 2 Armor and Shields
- 3 Polearms, Spears and Javelins
- 4 Bows and Arrows
- 5 Axes and Impact Weapons
- 6 Firearms
- 7 Alchemical Explosives
- 8 Siege Engines

BUILDING MATERIALS**1d8**

- 1 Timber
- 2 Steel
- 3 Clay and Brick
- 4 Slate
- 5 Limestone
- 6 Marble
- 7 Granite
- 8 Glass

SCROLLS AND BOOKS**1d12**

- 1 Maps
- 2 History Books
- 3 Alchemical Knowledge
- 4 Biology and Botany
- 5 Religious Texts
- 6 Science and Engineering
- 7 Spell Scrolls up to 1st level
- 8 Spell Scrolls up to 2nd level
- 9 Spell Scrolls up to 3rd level
- 10 Spell Scrolls up to 4th level
- 11 Spell Scrolls up to 5th level
- 12 Spell Scrolls up to 6th level

MAGIC ITEM TYPE**1d8**

- 1 Wondrous items
- 2 Weapons
- 3 Armor
- 4 Potions
- 5 Rings
- 6 Rods
- 7 Wands
- 8 Staffs



CREATING CUSTOMS, LAWS AND THEIR CONSEQUENCES

Sentient beings are weird. All over the world, within fantasy and reality, any time groups of thinking creatures get together and start to cohabit, strange habits start to form. Sometimes those habits grow into unique customs, things that are done because they have always been done. If these customs persist long enough, they often become codified as laws that govern behavior (or become outlawed, because such habits are deemed harmful to society). As such, some weird things get written into law and sometimes even stranger punishments become part of the legal system. Even anarchy has a guiding principle (the only law is that there aren't any). Your civilization will follow suit.

The impetus for the customs and laws of your city or country may be lost to time or may be related to a specific event that's part of the fabric of the area's history. Maybe many generations ago someone slighted a powerful fey creature and now the whole town must leave milk and honey on their doorsteps every fortnight to appease and atone. It's possible a blaze that began in someone's kitchen led to the destruction of an entire village, which is why the town was rebuilt from brick and all cooking takes place outside the city limits. Perhaps at some point, someone (likely in a stupor from being too far in their cups) poured a barrel full of liquor off the end of the dock. A passing sea beast then came ashore and drunkenly destroyed the merchant's district. As such, giving alcohol to sea creatures is illegal (bugbear pirates are exempt).

Regardless of the genesis of these strange customs, unique laws and bizarre punishments, they are part of the tapestry of the city you are building and will therefore affect how your players experience the atmosphere and setting. Perhaps when they entered the city, they did not know that being in public without wearing a mask was an insult to those around them or that using parchment in any form is utterly taboo. What social situations or encounters may arise from circumstances like these? And how will your party deal with the consequences?

CUSTOMS

Customs are traditions that are held in high regard inside a social structure but might not necessarily be codified into law. Take our own world for example: It is considered polite to shake hands when meeting someone new, but it's not a law. You won't be punished for saluting or bowing or offering an elbow to bump instead, but the choice you make impacts how you are viewed by those who maintain the handshake is proper etiquette. Participating in the customs of the area can grease the wheels of social interaction; shunning those customs will label you an outsider and you may be seen with suspicion or disdain. To add a new layer of social intricacy to your city, roll 1d20 on the Strange and Unique Customs table.

STRANGE AND UNIQUE CUSTOMS

1d20 In this locality...

- 1 ...all citizens wear masks; showing one's face in public is considered an insult.
- 2 ...no one drinks alcohol if the sun is up.
- 3 ...everyone leaves a bowl of milk and a vial of honey by their door to appease fey creatures. ...the customary greeting is to slap the other person in the face to display your own strength and your respect for theirs.
- 4 ...paper is seen as a sign of disrespect for nature. Writing is inscribed on stone or clay tablets.
- 5 ...citizens are always behind a threshold by dusk to avoid a horror they refuse to name.
- 6 ...in the middle of town, the citizens tend a fire that has burned for generations. It is said if the fire goes out calamity will follow.
- 7 ...all citizens wear short sleeves as a way to show they have no hidden weapons.
- 8 ...at the age of 14, everyone gets a tattoo of a starburst on their neck to ward away evil.
- 9 ...people of the town refuse to get into the water after dark and scoff at those who do.
- 10 ...clerics dressed in all black with blank masks show up any time someone dies. They take the body for funeral rites. No one questions this.
- 11 ...on the occasion of their eighth birthday, a child can enact one law that must be followed in the community until that child dies or leaves town.
- 12 ...before all social dealings, everyone in town offers their companions a sip of clear blessed water from a small crystal vial. They claim it promotes honesty and transparency.
- 13 ...at dawn, all of the area residents stand outside their homes and sing a hymn to a nature deity.
- 14 ...every fortnight a large eagle is crafted out of stone and wood, upon which is carved the greatest desire of the day. An old mage then animates the eagle and it soars away.
- 15 ...no one in town will use a sword and they consider those who do to be untrustworthy.
- 16 ...many citizens place 2 cp into a fountain each day to appease the spirit that keeps the town prosperous. By dawn, the coins vanish.
- 17 ...no one wears shoes. All the city's residents say it is to stay in close connection with the ground that nurtures and feeds them.
- 18 ...locals walk into every building backward to ensure they aren't followed by a vicious nature spirit they claim kidnaps the less vigilant.
- 19 ...each citizen has composed a brief autobiographical song to be sung when introducing themselves to others.

ODD CRIMES AND PUNISHMENTS

Uncommon laws can provide interesting challenges for a party as they navigate the ins and outs of a new city. Add some strange laws and unique punishments to your city by rolling 1d4 to establish the number of laws to add, then roll 1d20 for each table below.

STRANGE AND UNIQUE LAWS

1d20 In this locality...

- 1 ...magic shall not be used on the day of mid-week.
- 2 ...vegetables cannot be eaten on the second and seventh day of every third week.
- 3 ...wind instruments are banned.
- 4 ...**bags of holding** are illegal inside city walls.
- 5 ...intoxication is not tolerated on every fourth day.
- 6 ...one day a year each citizen must volunteer to catch vermin or clean the streets.
- 7 ...all property disputes shall be settled by magic snail races.
- 8 ...wizards must wear the symbol belonging to their school of magic.
- 9 ...spellcasters must register with the city guard upon entry into the city.
- 10 ...if weapons are drawn in the city they must draw blood but not cause death.
- 11 ...hoods and hats are illegal.
- 12 ...at noon every day the city goes silent for one hour. Sound of any kind is illegal.
- 13 ...art depicting animals of any kind is prohibited.
- 14 ...donkeys and horses are prohibited from sleeping outside.
- 15 ...it's illegal to charge money for water.
- 16 ...crops and herbs cannot be collected at night.
- 17 ...bear fights must take place indoors.
- 18 ...blades longer than 2 inches are prohibited inside the city walls unless you are a butcher.
- 19 ...feeding alcohol to a sea creature is prohibited.
- 20 ...all citizens and visitors must purchase and carry a walking pass to move about the city.

STRANGE AND UNIQUE PUNISHMENTS

1d20 The guilty party will be...

- 1 ...subjected to *bestow curse* for 1d100 days.
- 2 ...forced to submit a blood sample so they can be monitored by magical scrying.
- 3 ...petrified and must serve as a city statue for 1d100 hours.
- 4 ...transported to a solitary demiplane where horrid music plays constantly.
- 5 ...forced to dress as a jester or fool and perform on street corners for a total of 1d20 hours.
- 6 ...compelled to shave off their eyebrows and drink them mixed with mead.

- 7 ...made to choose a body part to have permanently removed.
- 8 ...told to paint a self-portrait-style tattoo on their body and have it critiqued by local artists.
- 9 ...made to wear only orange for 1d6 years.
- 10 ...unable to pass anyone in town without bowing and apologizing for their indiscretion.
- 11 ...placed in suspended animation. Their consciousness is placed in a rune-carved skull and given to the victim of the crime for a week.
- 12 ...stuffed in a locked box with hundreds of (mostly harmless) insects for 2d4 hours.
- 13 ...subjected to a version of the *hideous laughter* spell that lasts 1d4 weeks.
- 14 ...locked in a room with a screeching kobold choir for 1d6 hours.
- 15 ...affected by a version of *polymorph*, turning their head into a goat's for 2d4 weeks.
- 16 ...forced to tend the city's garbage heap and care for the cantankerous **otyugh** that resides there for no less than one month.
- 17 ...hung upside down in the square and subjected to a day's worth of beatings by any/all comers.
- 18 ...cursed with a *magic mouth* spell on their forehead for one month. If anyone comes within 10 feet of them the mouth screams, "I'm a degenerate and cannot be trusted!"
- 19 ...affected by a spell that makes anything they consume taste like burning hair for 4d6 months.
- 20 ...placed under a *geas* and must act on behalf of the government for a period of time commensurate with their crime.

GM NOTE: CRIME AND PUNISHMENT

Adding unique customs, laws and punishments to your fantasy setting should not override the common conventions of law and justice that prevail in civil society. Murder should still be illegal. Theft should still be prohibited. Kidnapping a noble and enticing him with delicious sweets filled with truth potion so he spills all his secrets may make for an entertaining session, but actions of this sort should still result in meaningful consequences—that said, those consequences can be as bizarre as you want them to be. Perhaps instead of public execution for committing a murder, the offender gets shunted to a solitary demiplane where they are tickled mercilessly with a **roc** feather. It's your kingdom. Make 'em pay.

ESTABLISHING BELIEFS

Whether enshrined in regional lore as the basis for a custom or law or studied daily by the devout within the staggering walls of an ancient temple, what the members of a community collectively believe is in many ways as important as what they're actually able to prove. Beliefs influence action, they inform habits. They can cause a crusade or be the reason one is avoided. By establishing an area's beliefs, you can easily telegraph to your party what many of its citizens think about the world around them. These notions may not be rooted in any form of truth, but their persistence is part of what gives them power. Any time something has inherent power, it is inevitable that the wickedly ambitious will use it to their own aims. What that means for you and your party is at GM discretion.

MYTHS AND LEGENDS

Local myths and legends start in similar ways to customs. A unique event evolves into a generational memory. Strange occurrences (all the cattle died the same day a dwarf wandered into town) beg for strange explanations ("Dwarves must possess the ability to curse cows with a thought...") and tend to gain embellishments with each passing generation ("It is hereby decreed that dwarves must be offered a sacrificial side of beef the moment they are seen in the city limits, lest their anger at cattlekind result in the destruction of a farmer's entire stock."). An area's folklore or legends can serve as adventure hooks or simply local color, but either way, they will add to your narrative arsenal as you work to lure your players deeper into your realm. To include one, roll 1d20 on the Local Legends and Myths table.

LOCAL LEGENDS AND MYTHS

1d20

- 1 It is said the avatar of a death deity wanders the streets during the day, looking for souls to steal. This phenomenon is blamed whenever someone dies unexpectedly.
- 2 Outside the walls of the city is a large humanoid-looking rock. It is rumored it comes to life if the less-fortunate are in danger.
- 3 Numerous people go missing every year inexplicably. The disappearances are blamed on a strange cloud of lights that clicks like a giant insect that people claim to have seen in the surrounding forest.
- 4 It is said that 200 years ago, a great hero single-handedly defeated an army of invading orcs. A statue erected in their honor bellows out a war cry on the anniversary of his victory.
- 5 The hot spring in the nearby hills is home to a weirding woman who can predict your future, but only if you give her something you don't want to lose.

- 6 In a concealed grotto is a beautiful fountain where it is said the spirit of an **ancient silver dragon** visits from time to time to grant wishes.
- 7 In the middle of a green space at the city's center sits a trio of stone archways, placed end to end to create a triangular structure. Legend has it the archways can take you to other planes of existence, though no one has ever witnessed this.
- 8 A king who ruled long ago made the city or town his home. This king was said to have owned a crown that gave him great sway over the minds of men. The crown went missing centuries ago but is rumored to be buried somewhere in town.
- 9 The unassuming building near the edge of town was once home to an arcanist who rose to lichdom. Some believe the entire structure serves as his phylactery—an explanation for why it's still standing after all these years.
- 10 A massive tree abutting the border must be kept alive or else the creatures locked within it will escape and destroy the modern realm.
- 11 When it rains, if you listen carefully, you can hear the continual moans of the former council, all of whom were drowned following a dereliction of duty.
- 12 If you wish for a child under a full moon, the spirit of the woods may grant you one. But you must raise it according to the old customs.
- 13 The deceased must be laid to rest near their most beloved (person, place or thing); otherwise, they will rise and wander.
- 14 It's long been prophesied that a group of outsiders will bring glory to the realm after drinking from the nearby waterfall. The prophecy also mentions "bouts of mania."
- 15 The horses of this region are believed to form a spirit bond with their riders, but only if one does whatever the horse requires.
- 16 You don't go to the caves. You just don't.
- 17 A red sky is a bad omen. A starless night is a worse one. Businesses shutter their doors for weeks following either.
- 18 The horde of Illgonbrat was left behind after the adventurers that slew him claimed the bounty. It's close. Just...you know. Miles below the surface.
- 19 If you see the whispering lights at dawn, you can try to follow them to the wreckage of the High Caravan, a collection of merchant vessels that went missing more than a century ago.
- 20 The citizens of the next town over are all certainly ghosts but should be treated as kindly as you can. You wouldn't want to speak ill of the dead, right?

TEMPLES

As you have already determined, your fantasy world is a place of powerful gods and the religions or cults that worship those gods (or not, and if so feel free to skip this next bit). Temples or churches become focal points inside a community. In cities and towns large and small, clergy hold a fair amount of sway among the people, and sometimes the leadership of the settlement. In this world where the gods grant substantial power to their devout followers, it's not surprising that their places of worship on the material plane carry some significance.

If you already have a good idea of which god from your pantheon is going to be the dominant power in this locality, have the largest temple or church be dedicated to that deity. However, if you are undecided on this point, or if you want to introduce worship of several different deities into this one location, the following tables are meant to aid you.

To determine the number of temples or churches associated with your locality, roll 1d12. From there, select the alignment and domain associated with each temple. Roll 1d6 on the Temple Alignment table, then roll 1d8 on the Determined Domains table on pg. 10.

TEMPLE ALIGNMENT

1d6 The god of this temple is...

- | | |
|---|--------------------|
| 1 | ...lawful good |
| 2 | ...neutral good |
| 3 | ...chaotic good |
| 4 | ...neutral |
| 5 | ...chaotic neutral |
| 6 | ...lawful neutral |

After you have determined alignment and domain, simply select one of the gods in your pantheon who fits. This could result in multiple temples to a single deity or one temple dedicated to a variety of gods. Sometimes space is at a premium and worshipers have to share!

GM NOTE: TEMPLE VOLUME AND POPULATION DENSITY

The number of congregations present in your city or town can be affected by the number of people who live there. If you want to limit the number of religious institutions present or boost them according to population, you can apply the following modifiers to the initial 1d12 roll. For communities of the size of a village or smaller apply a -4 modifier (minimum of 1). If your locality is a metropolis or larger, apply a +4 modifier.

EVIL-ALIGNED TEMPLES (OPTIONAL)

Wherever civilization grows, evil is likely to fester, sometimes overtly, other times hidden and unknown. Adding a temple dedicated to an evil deity into the social landscape of your city can provide a wealth of story material as well as possible side (or main) quests for your party. If you want to add a temple dedicated to evil, roll on the following tables for the alignment and domain the temple is dedicated to.

EVIL TEMPLE ALIGNMENT

1d3 This temple's god is...

- | | |
|---|-----------------|
| 1 | ...chaotic evil |
| 2 | ...neutral evil |
| 3 | ...lawful evil |

EVIL TEMPLE DOMAINS

1d4 The god's domain is...

- | | |
|---|--------------|
| 1 | ...knowledge |
| 2 | ...trickery |
| 3 | ...war |
| 4 | ...death |

GM NOTE: A CHANCE OF EVIL

You could also leave the question of whether or not to include an evil-aligned temple within your locality up to chance by rolling 1 d100 for each of your cities and towns. On a 25 or lower, congrats: One of your temples is dedicated to an incredibly powerful being and its followers are unlikely to be model citizens. Have fun!

BUSINESSES

If trade is the heart of any city's economy, local businesses are its lifeblood. From vegetable carts to smiths and forges to dark, pipe smoke-filled workshops where enchanters ensorcell items and people for a price, commerce keeps coin flowing and food in folks' bellies (in some cases by selling it to them). Businesses take the raw materials surrounding and inside the city and turn them into the goods and services that keep society afloat.

When you are considering what sorts of businesses may be present in your city, you should first refer back to the resources you randomly generated. If iron ore is a prevalent resource, having numerous blacksmiths and armorers makes logical sense. If you have a nearby gem mine, having a town jeweler also tracks. However, it's also nice to leave some things to chance and roll some dice, otherwise why use this book at all?

After adding the businesses you want based on your available resources, roll 2d8 to determine the number of major local businesses that exist within your community. Roll on the Local Businesses table to determine the nature of each type of business. Note: These are only the "major" businesses. If you'd like to add more, do so at your discretion.

LOCAL BUSINESSES

1d100

1-3 Alchemist

4-6 Armory

7-9 Blacksmith

10-12 Herbalist

13-15 Brothel

16-18 Bank/Moneylender

19-21 Weaver

22-24 Tailor

25-27 Haberdasher

28-30 Cobbler

31-33 Scribe/Printer

34-36 Pet Shop

37-39 Secondhand Store/Pawn Shop

40-42 Jeweler

43-45 Leatherworker

46-48 Fish Market

49-51 Farmers Market

52-54 Bakery

55-57 Apothecary/Physician

58-60 Barber

61-63 Brewery

64-66 Dry Goods and Supply

67-69 Glassworks

70-72 Potter

73-75 Potion Brewer

76-78 Enchanter

79-81 Magic Item Purveyor

82-84 Weaponsmith

85-87 Restaurant

88-90 Butcher

91-93 Carpenter/Furniture Maker

94-96 Cartographer

97-98 Artist/Art Supplies

99-100 Mason

GM NOTE: BUSINESS AND POPULATION DENSITY

The number of businesses present in your city or town can sometimes be affected by the number of people who live there. If you want to limit the number of businesses present or boost them according to population you could apply the following modifiers to the initial 2d8 roll:

- For communities of the size of a village or smaller, apply a -4 modifier (minimum of 1).
- If your municipality is a metropolis or larger, apply a +4 modifier.



INNS AND TAVERNS

Since the dawn of tabletop role-playing games, hundreds of thousands of quests have started at shadowy corner tables in greasy taverns. Great role-play scenes have transpired in bawdy common rooms full of ale and revelry. Just about every town, no matter how small, has a tavern (even if it's just a stool or two in a garage owned by an elf named Greg). It would be a shame not to include these public houses in your own creations.

Roll 2d8 to determine the number of significant inns and taverns in your community. You could then refer to the Random Tavern, Inn and Club Generator to define even more aspects of each public house's circumstances.

GM NOTE: TAVERNS, INNS AND POPULATION DENSITY

The number of taverns and inns present in your city or town can sometimes be affected by the number of people who live there. If you want to limit or boost the number according to population, apply the following modifiers to the initial 2d8 roll:

- For communities the size of a village or smaller, apply a -4 modifier (minimum of 1).
- If your municipality is a metropolis or larger, apply a +4 modifier.

TAVERN, INN OR CLUB GENERATOR

These 1d100 tables are meant to help you determine a name, atmosphere and other dynamics for a local tavern, inn or club. Roll 2d100 on the first table to establish a name, then roll 4d100 on the second table to learn about who gathers there and what happens when they do.

1d100	First Name	Last Name
1	Prancing	Boarhound
2	Brazen	Deckhand
3	Shrouded	GriFFon
4	Merry	Troubadour
5	Gallivanting	Halfling
6	Dawdling	Dandy
7	Ambling	Ox
8	Garrulous	Boggle
9	Frozen	Hag
10	Enticing	Succubus
11	Hidden	Cleaver
12	Rearing	Warhorse
13	Lilting	Lute
14	Shady	Lion
15	Bloody	Blade
16	Arrogant	Aristocrat

17	Bewildered	Mage
18	Charming	Dragon
19	Ugly	Shepherd
20	Wandering	Willow
21	Wild	Giant
22	Terrible	Snail
23	Talented	Rogue
24	Magnificent	Hagfish
25	Proud	Devil
26	Sparkling	Serpent
27	Grumpy	Warlock
28	Leaky	Flagon
29	Gleaming	Net
30	Elegant	Damsel
31	Enchanting	Ooze
32	Nervous	Rabbit
33	Rambunctious	Wyvern
34	Thoughtless	King
35	Grotesque	Duck
36	Zealous	Orc
37	Wonderful	Pony
38	Tender	Platter
39	Pleasant	Traveler
40	Lazy	Lord
41	Jolly	Ogre
42	Handsome	Stranger
43	Foolish	Elder
44	Wicked	Arrow
45	Naughty	Faerie
46	Delightful	Den
47	Courageous	Cup
48	Empty	Skull
49	Clumsy	Cloaker
50	Blushing	Bride
51	Boorish	Gnoll
52	Ludicrous	Lad
53	Irksome	Thief
54	Petulant	Priest
55	Voracious	Mimic
56	Aloof	Plate
57	Feckless	Bandit
58	Gluttonous	Hog
59	Horrible	Sword

60	Stubborn	Dwarf
61	Vibrant	Kettle
62	Delicious	Cauldron
63	Fearless	Knight
64	Inspired	Performer
65	Jovial	Unicorn
66	Ambitious	Werewolf
67	Artful	Hand
68	Dazzling	Flash
69	Humble	Castle
70	Learned	Minstrel
71	Harried	Wanderer
72	Clever	Troll
73	Angelic	Tankard
74	Ostentatious	Table
75	Bashful	Lass
76	Luminous	Wand
77	Tiny	Bar
78	Scrawny	Lad
79	Whispering	Witch
80	Starving	Artist

81	Ancient	Elf
82	Crowded	Portal
83	Adorable	Lamb
84	High	Tower
85	Confused	Pirate
86	Fancy	Boot
87	Miniature	Hydra
88	Hissing	Rose
89	Frail	Crone
90	Violent	Storm
91	Watchful	Guardian
92	Yawning	Maw
93	Vicious	Toad
94	Creaky	Chair
95	Awful	Bucket
96	Fantastic	Voyager
97	Annoying	Fool
98	Slimy	Slug
99	Fat	Friar
100	Weird	Throne

1d100	Description	Regulars	Marketing Hook	Complications
1	A slender barroom that's standing room only.	The local hemophiliac support group.	Everything is covered in protective padding. A mechanical crab! Rides cost 2 cp. DC 12 Strength (Athletics) to stay on, rises by +1 every 10 seconds.	The new barmaid is fairly clumsy. A surly wizard casts <i>animate objects</i> after being booted out of an ongoing birthday party.
2	A nautical-themed tavern with porthole windows and sand on the floor.	The parents of toddling, would-be pirates.	A weekly poker night that brings in some of the realm's biggest spenders.	Someone recently stuffed oil-soaked rags into one of the fancier ash repositories.
3	A posh smoker's lounge, with dark corners for darker dealings.	A few guys who know a guy, and the occasional undercover guard.	Music and laughter guaranteed for a two drink minimum.	One of the bar's more daring performers has prepared a song detailing the underhanded exploits of a local religious leader.
4	A bright, loud tavern with banners and flags hanging from the rafters.	Bard wannabes who have an open invitation to try out their material on the crowd.	Thumb wrestling every night. Contested Dexterity (Sleight of Hand) + Strength (Athletics), best two out of three advances.	Beer supplied by competitors causes spontaneous tap-dancing (<i>irresistible dance</i> , DC 14, duration: 8 hours).
5	A cheery bar with big, round tables that encourage patron intermingling.	Two budding anthropologists who are working on their thesis.		

1d100	Description	Regulars	Marketing Hook	Complications
6	An elegant tavern with high-end decor.	Four accountants who gab about the area's fragile economy.	Buy 99 ales and the 100th is free (coupon valid upon next visit).	That growing stain on the wall is the edge of a gray ooze infestation.
7	A rough and tumble tavern with large kegs of ale lining the wall behind the bar.	Three bugbears who are careful to shave before heading into town.	The thickest beer this side of the river.	A patron starts choking. Probably shouldn't have angered that hag .
8	A sleepy tavern marked by the smell of extremely sour beer.	Four sets of identical twins (a doppelganger commune).	Dogs drink for free.	That patron's dog is not a dog, it's a giant rat .
9	A nasty little hole in the wall with actual holes in the wall.	The Skungerly sisters, the area's two oldest women.	Coldest beer in the realm.	The beer tends to be frozen half the time.
10	A dark, inviting bar, adorned with velvet drapes, couches and pillows throughout.	A group of gawking "nice guys" who don't know they're the problem.	"If you can afford it, we can find it."	A drunken patron believes one of the staff is a vampire.
11	Wooden everything; the floors, the walls, the mugs, the bartender's leg.	A crew of towering lumberjacks who love to arm wrestle for hours.	Find the owner's cleaver and you'll drink free for a week.	A group of meddling kids stole all the taps.
12	A hunter's lodge with several trophies on the walls.	A group of former soldiers who gather to reminisce.	The area's best venison brisket.	A gnome is stuck in the toilet.
13	A theme restaurant featuring ephemera that once belonged to some of the realm's most beloved bards.	Three troupes of musicians who like to jam but have lost most of the magic.	Live music from open to close. Some good, some bad, some famous!	A wild-eyed maniac with a dagger runs on stage and attacks one of the performers over a decades-old feud.
14	A nondescript alehouse that doubles as a front for an elite smuggler's band.	A bushy-bearded warrior who can always be found in the same corner, weeping over an enormous beer.	If you know, you know. If you don't, you likely don't come here.	There's a weak spot in the floor, just above a smuggler's cache, which could collapse at any moment.
15	A tavern seemingly formed from a single piece of iron.	A small band of cutthroats who like to bully weaker patrons who wander in.	A great spot to grab a pint before grabbing a bounty post.	A criminal mastermind, whose face is on several wanted posters, wanders in on a date.
16	An elegantly appointed cocktail lounge with a wall that features a massive trick mirror.	Two obviously well-off gentlemen who sit at their regular table and bicker about the state of city affairs.	Fancy drinks for fancy people. They might not taste good, but the little umbrellas are cute.	One of the regulars keels over, foaming at the mouth, poisoned. An assassin is watching from nearby.
17	A bar with the look (if not the feel) of the finest taphouse in town. It's all an illusion.	A small witch's coven holds a regular private meeting in the back room.	The best looking taphouse in town!	A dog whose bark casts <i>dispel magic</i> wanders in off the street begging for food.
18	A cavern-like space lined with papier-mâché walls designed to evoke a dragon's lair.	A former knight who rages madly about his long ago battle with a black dragon.	Can you slay the Dragon's Flagon, a 200-ounce flaming mead?	A shape-changed dragon gets a little drunk and starts rambling about its hoard.
19	Wall-to-wall plaid, as if decorated by someone who had a discount at Tartans "R" Us.	A small group of pipers who perform twice a week.	Five days of drink without pipers!	The owner regularly challenges random patrons to a bareknuckle punch up.
20	A completely green bar. Green walls, green mugs, green uniforms, green ale, green...unicorn?	A bold pixie named Mixie, curious about the ways of the prime material plane, is here every night taking notes.	Come see our unicorn and be blessed! Two drink minimum! Please don't touch the horn!	The tavern's mascot, a horse named Boots masquerading as a unicorn, has become the target of a soon-to-be-executed kidnapping plot.

21	A spacious, high-ceilinged tavern with a massive chair behind the bar marked with a sign that says “For the Boss.”	A band of angry dwarves who all sit facing the bar, cracking their knuckles.	Home of the 10-foot tallboy (always served by a lanky lad).	The tavern’s owner returns from war to someone sitting in his chair.
22	A circuitous bar with strange sculptures serving as stools.	The “Soooo, what are you working on?” trend-chasers.	Home of “Snail Sauce.” It’s a drink. And a sauce.	The giant snail that oozes this bar’s signature brew has fled, a sticky trail the only clue to its whereabouts.
23	A tavern with purple-and-white-striped walls, lit with very drippy candelabras.	Three grinning bald guys with perfectly curled mustaches.	The best place to meet your new flame.	Due to a recent furniture fire, this is currently a “standing room only” tavern.
24	Wall-to-wall wood paneling, all of it rotten and warped.	A group of six gnomes who love to play the drums.	Free headache remedies with the purchase of a combo meal.	It’s impossible to hear someone sneak up behind you.
25	A family-style feast house fit for a fiend.	A trio of triplet sisters who routinely finish each other’s sentences.	All contracts made inside are magically binding!	For reasons that are not understood, it is impossible to tell a lie within this tavern.
26	An onyx-black bar carved out of a single piece of stone.	A noblewoman who wears clothes crafted from lace and her coterie of hangers-on.	We keep out the rabble so you don’t have to.	A secret tunnel to the thieves guild is about to erupt with members fleeing a turf war.
27	Swinging tables and bench seating suspended from the ceiling by heavy chains.	A halfling (Ned) with a donkey (Ted) on a leash.	Come in for a chance of random enchantment, some beneficial, some not, but all free.	One of the patrons is actually a vampire and is exceptionally thirsty.
28	A pub built entirely of retired coaches and carriages.	Four drunken idiots, all named Darryl, who are not related in any way.	All-you-can-drink milk, fresh from the cow.	Several louts have just learned the tavern has been watering down their ale.
29	A simple bar overlooking the region built on top of one of the area’s taller structures.	A handful of fishermen who insist on singing the same shanty over and over again.	The fishy smell grows on you!	Severe storms cause the whole structure to shake.
30	A rowdy tavern situated on stilts requiring would-be imbibers to scale a fake tower wall (DC 15) in order to enter.	A group of finely dressed ladies who never lose at cards.	Finest dancing in the region. Grab a partner and enjoy the music!	The tavern’s regular performer has come down with a bad case of frog pox.
31	A club, built in the ruins of a sunken temple, with a lazy river and swim-up jacuzzi bar.	A sentient ooze who wears a hat of disguise to appear as a powerful half-orc wrestler.	Don’t mind the slime, it’s good for the skin.	The gelatinous cube that eats the garbage has escaped its basement confines.
32	A narrow watering hole with a very long wooden bar that’s about knee-high.	Several talkative rats that love obscure poetry but hate criticism.	The home of the one and only chocolate moose (still living!).	A portal to the beastlands rips open, releasing a herd of water buffalo.
33	Terracotta and tile mosaics of the realm’s most memorable legends on every wall.	A very old woman and her very, very young husband.	Legendary food and legendary atmosphere! No refunds!	Wails of “Well, actually...” reveal the pedantic ghost that haunts this place.
34	A bar built out of (and within) the ruins of a wrecked trade ship.	A handful of sea elves that always take a table at the back to play cards.	Come for the singing barnacles. Stay for the crab cakes.	Sometimes puffs of noxious gas emanate from the walls. It smells terrible.
35	A four-story entertainment hall with a casual vibe, bowling in the basement and a stage on the third floor.	A group of nine very old men who run bets on local bowling matches.	Great food, energetic shows and peerless entertainment!	A flock of aggressive ducks has taken over the first-floor restroom.

1d100	Description	Regulars	Marketing Hook	Complications
36	A stone-centric, spartan space serving a bare bones menu (it's mostly bones).	A ridiculously large man named Marl. Everyone thinks he must be part giant.	Don't mind the bloodstains...those are old, we swear.	A pair of goliath toughs hang out in the bar looking for folks who appear easy to rob.
37	The bar is crafted from glimmering blue stone and lit like a grotto.	Some of the area's most accomplished partner and line dancers.	The bartender is a satyr , but that doesn't mean he can't be trusted!	A fiend has laid claim to the owner's soul and forces him to try to ensnare others.
38	One large, completely round room, with a ring-shaped bar in the center.	The Legion of Shrooms, myconid researchers exploring the caves nearby.	All-you-can-breathe oxygen buffet. Only 1 sp!	One of the patrons has brought in a parasitic spore on the bottom of their boot.
39	Along one side of this spacious room, a bar—seemingly made of solid clouds—floats above the ground.	Hang Ten, a group of nearly a dozen aviation enthusiasts, who claim to have invented a flying machine.	"Stump the Barman": If Hank can't make it, it's free (and unavailable)!	A reluctantly talented kleptomaniac is trying to drink away the urge to pick a pocket (+15 on Dexterity (Sleight of Hand) checks).
40	There are no chairs in this bar, just very comfortable chaise lounges.	Three blokes named Gus who come here each night to brag about their wives.	Half price for halflings.	Six gnolls wearing stolen guard's uniforms, hoping to keep up the charade.
41	Soaring ceilings that seem too high given the bar's exterior.	The Back Alley Ballers, a crew of marble enthusiasts.	Marble tourneys every tenday! Winner takes all.	10 (4d4) ankhegs surge out of the floor to molt.
42	Mirrors. There are mirrors everywhere. The walls. The floors. The ceiling. The bar.	The Jefferson Twins and the Ramonia Triplets, retired circus performers.	"Vampire-free since last year's remodel!"	One of the mirrors functions as a mirror of life trapping (see pg. 170 for inhabitants).
43	Styled as a forest grove, the ground is covered in moss and dirt and birdsong fills the air.	The Quarter-Elf Society, a support group for mundane children of area half-elves.	Rent the Tree House, an elevated event space, for only 12 gp.	Ten swarms of wasps zoom in through an open window, scouting for a new home.
44	The tallest inn in three counties. It's also the least stable building in the realm.	A one-eyed dwarf who loves to tell the (ever-changing) story of how she lost her eye.	Best view in town, if you don't mind the climb.	The area's once-thriving stray population has diminished now that pie is on the menu.
45	The rooms of this tavern are all painted in deep, saturated colors and the furnishings are all grown from mushrooms.	A group of gregarious orcs who have formed a barbershop quartet. They're pretty good.	An enchanted stage (+15 on Charisma (Performance) checks) makes anyone a star.	A group of goblin thieves digging their way into the nearby bank missed their mark by several blocks.
46	A cozy interior with numerous hearths and rooms for intimate conversation.	A hunting club who are also werewolves that like mead.	More fireplaces than you could ever need, plus outdoor seating.	The tavern's main fireplace has become a portal to the elemental plane of fire.
47	Trophies and awards line the walls on neat shelves and in well-kept display cases.	A trio of former tycoons who gave it all up to pursue their passion for birdwatching.	Nightly storytelling contests. Best tale wins a chance at infamy!	A vampire that feasts on memories has been getting his fill all night.
48	It seems most of the surfaces are made from or covered in bones and skulls.	The Rising Tide, a burgeoning cult of five, who dabble in summoning.	"Beer for bones," a skull-based payment program.	The ritual to summon a lesser demon didn't work. Instead, it summoned a greater one.
49	A drafty building, built with very dark wood, that is very dimly lit.	Aphid Nit, a garrulous gnome who has a small tree growing out of the top of his head.	The room with the bleeding walls? You can stay there for free.	The walls occasionally bleed, a hazard of building an inn from abyssal oak.
50	Floral arrangements adorn this homey tavern, and rose petals cover the floor.	A pair of kindly priests who provide couples counseling in a corner of the bar.	Free meals to newlyweds or those celebrating a wedding anniversary!	Unbeknownst to him, the owner's spouse is having an affair with the local blacksmith.

51	A simple bar with overturned crates serving as seats on a straw-covered dirt floor.	Four local health inspectors who know this place, despite its flaws, has the best food.	“No shirt? No shoes? No way! Us too!”	It’s uncanny—unbelievable even. But that bartender looks just like the king.
52	A converted keep, this tavern is a fortress unto itself. It even has a drawbridge.	A group of friendly gamblers who call themselves the Royal Family.	“Escape the Tomb,” a multi-room puzzle experience staged in the crypt under the bar.	The owner is hiding a slow but steady incursion of demonic chickens in the crypts. It’ll be fine!
53	For reasons that are hard to explain, this mundane ale house is trapped in a sphere of <i>reverse gravity</i> .	Four brothers who look nothing alike (and are actually mages not-so-covertly scouting the area).	Home of the realm’s most unbelievable upside-down cake!	This tavern rests on a faulty ley line, which releases a magical hazard (table on pg. 145) every 1d4 hours.
54	A sturdy brick building with stained glass windows. It feels like a cathedral.	Fred and Forman, two geriatric grand masters who meet nightly for chess.	Priests on site for healing, restoration and impromptu weddings!	An imp has been tasked with stealing the bartender’s prized wig for its master.
55	A tavern styled to look like the interior of a great beast’s stomach. It often gurgles.	Hand to God, a troupe of evangelical puppeteers who worship a trickster deity.	A wishing well built into the bar has a 1 percent chance of casting <i>wish</i> .	The tavern’s owner angered area leaders, who decided to torch it without warning.
56	A watering hole that floats, this buoyant bar was built on a crab-stocked drainage pond.	The royal chef and a few other foodies who can’t get enough of the crab fritters.	Small giant crab fritters and giant crab fritters (from small crab meat).	There was a run on fritters and the chef is all out of crab. Could you catch some?
57	Vegetable and flower gardens grow out of the walls and spiral up supporting columns.	The Green Grocers, the toughest tree huggers you’ll ever meet.	“Produce so fresh you’ll think we plucked it off the walls!”	A rival tavern owner has hired a sorceress to <i>blight</i> the bar’s entire produce source.
58	An open air tavern built on a suspended platform strung between two tall buildings.	A mechanical woman who doesn’t appear to realize she isn’t flesh and blood.	Nightly archery contests. Shoot down your dinner!	Loan sharks arrive to collect the owner’s 400 gp debt. Or break his extremities.
59	A stately tavern dominated by a fireplace large enough for a man to walk into.	Robed acolytes with incredibly bronze skin whose faces are tattooed to look like a dragon’s.	Half price drinks if you check your weapons at the door.	A group of anarchists are using the cellar to plan an insurrection.
60	This tavern is suspended from a large floating balloon and anchored in a city square.	17 brightly dressed gnomes who all share a table and hum a haunting melody.	“If you end up covered in vomit, drinks are on you!”	A confused but stubborn roc believes the tavern’s roof is its nest.
61	A truly underground establishment, this tavern is built 100 feet below ground.	The partners of Kristof, Karl and Gnufferson, area lawyers who can’t catch a break.	Home of the most deadly tea in the region. Drink at your own risk!	The bar’s signature tea is toxic to humans, dealing 30 poison damage on a failed DC 12 Constitution save.
62	Built into the trunk of a long dead ancient tree, this inn is staffed by intelligent squirrels.	A quintet of dwarves who’ll bet on anything, including the appearance of the next patron to enter the bar.	“We’re all a little nutty!”	The staff are all easily distracted by shiny objects.
63	All the furnishings are made from chunks of light blue glass that glow with ethereal light.	Col. Westin Majors, who claims to be a demon hunter from another age, and his dog, Otto, who loves fetch.	Interiors designed by mercurial (and anonymous) artist Gnome Duplume.	The tavern is almost out of ale. It doesn’t get much more complicated than that.
64	The walls and support columns of this homey, welcoming bar are carved with scenes of revelry.	Several tiefling women who gossip in a corner while embroidering impressive eldritch tapestries.	“New performers every night! Never a repeat show! Unrelated: Seeking performers!”	Several patrons, victims of the <i>hideous laughter</i> spell, start laughing and cannot seem to stop.

WORLD BUILDING

1d100	Description	Regulars	Marketing Hook	Complications
65	This four-story establishment features a staircase spiraling up a central column. The third floor is forbidden.	Rex Houndmouth and Karolina Jagger, the realm's most celebrated entomologists.	"Come bear witness to the termite infestation everyone said was impossible!"	The condemned floor of this beer hall is also a condemned floor: It was cursed by a convicted felon.
66	This imposing structure built from dark heartwood has a door shaped like the jaws of a massive wolf.	The Sowing Circle, a conclave of hard-drinking druids who make this tavern's mead and kombucha.	Beast battles: If you can <i>wild shape</i> , you can fight. If you can't, you can gamble.	Every 10 years, the green hag who cursed this place nearly 100 years ago returns to curse it again (just in case).
67	The walls and ceiling of this hot spot are enchanted, creating illusory artwork depicting each patron's favorite location.	At least four members of the Foretoddlers, a group of still-maturing soothsayers.	It's been rumored you can read your future in the bottom of your beer glass.	A child named Gartholomew has been wandering around asking for his mother for the past week and a half.
68	Hope you brought your waders, because this tavern's floor is 10 feet below sea level and the swim-up bar is packed.	A small pod of merfolk who have been granted permission and the means to visit their dry ground allies.	Home of the Sloppy Shipwreck, a beef sandwich drenched in mayo and salt water.	Every ounce of water in this establishment turns to blood, the result of a dark ritual performed next door.
69	Elegance emanates from every corner of this opulently appointed (but still approachable) tavern.	A group of fashion-forward cosplayers who enjoy gender-bending takes on the realm's most famous heroes.	Home of the realm's most expensive elixir, one drop costs 764 gp and tastes like childhood.	Black mold is an equal opportunity destroyer and has permeated most of the rooms in this establishment.
70	This bar doubles as the area's most extensive archive, and its walls are lined with tomes and scrolls and a few grimoires.	A brooding group of young people in dark clothing who are certain their taste in music is all they have.	All the halls of this establishment are lined with books, none of which are cursed. Allegedly.	None of the books in this bar are cursed, but the beds are. Roll 1d10 if sleeping in one. On a 1, you do not gain the benefit of a long rest.
71	This bar is more like a large cart, full of casks and bottles and outfitted with a few cots on the roof. A window on the side allows for walk-up service.	Two cats, Beans and Ratsbane, who benefit from a dedicated spot at the bar. Beans can use telepathy, but only when it suits her.	Food and drink served in disposable cups and portable tubes for imbibers on the go.	A cat named Ratsbane, a regular here, is actually the <i>polymorphed</i> son of an elven demigod.
72	This two-story building looks like a squat mushroom with a tall bright orange cap. The musty smell adds to the fungal aesthetic.	A retired wizard named Mortimer Fang (aka "Mort the Short"), who is hard at work erasing his spellbook.	Come see the largest collection of troll toenails in the known world! You'll gag or your money back!	Fungal spores waft through the air each hour, occasionally causing uncontrollable fits of sneezing on a failed DC 15 Constitution save (1 hour).
73	The roof of this rigid rectangular building has ceramic shingles, painted in bright gold, arranged to look like a pair of folded wings.	A couple low-level life clerics who are operating out of this bar while their temple is under construction.	"Buy one healing potion, get the second for half off (limit one per customer)!"	A blood-soaked, barrel-chested blacksmith staggers into the bar and with his dying breath says "Giants."
74	A large feasting hall with one comically long communal table running down the center.	The Landed Gentry, a collection of stuffy nobles who are also frauds here to skim food off other's plates.	A place so warm and inviting you could just cry (and you will, once you see the prices).	It's the owner's 100th birthday. No one remembered.

75	This multistory tavern has a bright red roof with sweeping lines and decorative buttresses. A large water wheel churns on the northern side, powering a series of elevators inside.	Margot Coodayyah and Dr. Swish Tailfeather, would-be revolutionaries who keep forgetting their aliases.	Home of the fresh-baked bread bowl. Former home of the pumpernickel pint glass.	Hidden <i>arcane</i> eyes all over the bar capture everything they see and hear, storing the information in small crystals that are sold to interested (and wealthy) individuals.
76	Illuminating orbs, the result of several permanent <i>dancing lights</i> spells, float around this space, which circles in on itself like a snail shell with the bar at the center.	A group of apprentice wizards who gather together every night as they work on their “summon savory ramen” spell.	Despite local ordinances, this place sells the result of a roll on the Wares That May Not Strictly Be Legal table (pg. 210).	The Proud Pacifists booked the private dining room, but it’s currently occupied by a group of aggro joust jockeys in town for a tourney.
77	A showcase for the owner’s other business, epic fountain sculptures, this tavern’s taps are all communal and shoot spirits several feet into the sky.	Numerous members of the city guard who have a sweetheart deal in place with the owner. They keep the peace, he keeps the ale flowin’.	Mud racing, mud wrestling and mud pie-eating contests each evening. Mud is difficult terrain. Grapple checks are at disadvantage. Mud tastes like dirt and stale beer.	Some members of the city guard run a scam here, telling patrons they’ve broken an obscure law (table on pg. 47) but a few gp would be enough for them to look the other way.
78	Tall and narrow, this tavern rises seven stories into the air, a series of shipping containers stacked haphazardly on top of the next in a fashion that defies logic (and safety codes).	A group of paladins who each took an oath of communion, and can drink anyone under the table.	The beds here are the most comfortable in the realm, and offer +1 on Wisdom- and Intelligence-related checks the day after a long rest.	A roll on the appropriate environmental hazards table (pg. 130) puts the overall construction of this building to the test.
79	This tavern was built around a shipwreck fused with the stump of a great dead tree. The masts of the ship have been replaced with towering trees that hold banquette and booth seating in their bows.	A group of clumsy court jesters who were recently banned from all royal events for continually spilling the tea (literally and figuratively).	“If these walls could talk, they’d tell you our 2-for-1 entrees are the best deal in town!”	The walls don’t talk—but they do sing. Their ethereal voices become so persistent they cannot be ignored. A creature who hears them must make a DC 14 Wisdom saving throw or be compelled to serve the tavern’s interests (at GM discretion).
80	A traditional stone tavern full of beautiful woodwork, this building also features a small window (though not a portal) to the fey wild.	A group of rowdy jugglers who get better as they get drunker and will happily challenge anyone to a juggle-off (five DC 18 Dexterity checks in a row beats their best trick).	While there are some bars that promise great food or great drinks or great service, this one does not. Why promise something you can’t deliver?	A rift in the boundaries between the prime material plane and the fey wild has opened in the ladies’ loo, which is now occupied by 17 confused (and cramped) centaurs .
81	From the outside, this tavern simply appears to be a freestanding stone arch. Walking through transports patrons into a grotto of ancient stone tables surrounded by twinkling faerie lights.	Kat Tatum, Matt Murphy and Darvy “Flat” Hannigan, the area’s foremost experts on all things paranormal.	Respect Your Elders Month continues for its third straight year. Anyone over 200 can deduct their age, in copper pieces, from their total tab.	The stone statue just inside the entrance of the bar looks very lifelike. Unbeknownst to any living creature, this statue is the daughter of an ancient being. She has stood petrified for almost a thousand years.

1d100	Description	Regulars	Marketing Hook	Complications
82	Bioluminescent toadstools grow from the ceiling of this otherwise unremarkable bar, and their blue-black light causes stains of any sort to glow bright white.	Fifteen noisy, chaotic kobolds , who aren't afraid to use their custom <i>potions of spiderclimb</i> to dance on the ceiling every now and again.	"Birthplace of Gorg's kale-mushroom mash!" One bowl will tide you over for a week. The following week, you'll want to be near a toilet.	A small gap in the tavern's back wall leads to parts unknown. The owner can't explain it, but folks who step through it never come back.
83	This simple square building is surrounded by a petting zoo full of adorable creatures, most mundane and ordinary, others more fantastical.	The area's more stubborn farmers, who are experts at predicting the weather and explaining why things were better a few decades ago.	Axe-Throwing Alley, a series of targets perfect for wasting a few hours or losing a few fingers.	A cow has wandered onto the upper floor of this establishment and can't seem to get down.
84	A tall building that sits on the back of a giant turtle that wanders around town.	Reargar Blackwell, a man "cursed" to grow elk horns from his head. He typically allows patrons to use his antlers to play ring toss.	"You won't mind the smell once you taste our award-winning fried catfish!" Note: This is false.	A group of 5 (2d4) hairless gnolls are bothering one of the bartenders, asking for directions to "a place where humans like us worship."
85	Fish tanks—some large, some small—are placed all around the bar, giving the space an almost aquarium-like feel.	A pair of fish-men, with bowls of water over their head so they can breathe, who come for the ambiance.	Literally some of the freshest fish you could ever hope to eat.	A druid concerned with this tavern's approach to cuisine has arrived to turn everyone vegan—or else.
86	This tavern has been constructed inside a massive and well-preserved leather boot that stands 70 feet tall.	The cobblers guild owns a private booth in the back. They are a rowdy bunch.	Each night, patrons vote for "Most Flamboyant Footwear." The winner gets a 5-gp tab.	Only the owner and the staff are aware that a giant constrictor snake lives in the walls.
87	Five small rooms on tall stilts branch off a large central room constructed of heavy stone.	The Odd Enders: A stoic dwarven woman and a flamboyant half-orc who are locally renowned monster hunters.	"Free yourself from the oppression of options. Order from our one-item menu: whiskey."	The rats in the region have all the pieces in place to begin their uprising on the surface folk.
88	Vibrant green moss, from which grow pure white roses that sing in the evening air, covers this squat tavern.	Braz Borkin, a man who knows how to get things, and his pet goat, Borkers, who often eats them.	Billiards with a twist: Each time you pocket a ball, you get to throw it at your opponent. Last player standing wins.	The owner is connected with a clandestine criminal element (roll on the Random Organization Generator on pg. 74). Their leader's here too.
89	Constructed within an abandoned windmill, the top floor rotates, changing the view of the surrounding area as the windmill turns.	A group of giant spider wranglers who can hook you up with a little venom if you know to ask.	Never-ending breadsticks.	The bar's recipe book is also an arcane grimoire (pg. 206) whose power has not been fully unlocked.
90	Harmless lightning crackles up and down the walls of this tavern. Every so often, the tavern is transported elsewhere in the city with a eruption crack of energy.	An oddball by the name of Kirklin who carries around a chicken in a gilded cage, as well as his doting wife Matilda.	Mead made from fey wild bees. There is a 25 percent chance a bottle will be magical (Roll on the Beneficial Potions table on pg. 158).	Random surges of arcane energy run through the structure. Every hour, roll 1d10. On a 10, items that were magical aren't (and vice versa) for 1 hour.
91	An ancient tree with a gnarled twisting trunk grows from the top of this two-story tavern. The roots of the tree frame the main door of the tavern.	A talkative halfling sorcerer accompanied by a large armored construct. The halfling likes to cheat at cards. The construct helps.	The strongest ale in the region. One mugful is like drinking five.	A pickpocketing tourist didn't read about it in his guidebook, but this tavern features a magical alarm that sounds in the event of any attempts at larceny.

92	An inn styled to feel as if you're entering a dense jungle. All the greenery is fake, but the mosquitoes that are buzzing around the place seem real.	Gully Ripper, a shark-wrestling barbarian in a loincloth, and Eva Regata, the anthropologist who plans to write her thesis on how bonkers he is.	Food so spicy it should be illegal. Guests who can endure the Caldera Bowl are given an embroidered shirt.	Eating the spicy food here requires a successful DC 15 Constitution saving throw. On a failed save, you either vomit or take 3 (1d6) fire damage.
93	Built into a massive toad statue, this tavern is one of the trendiest spots in the realm.	Seven acolytes with small pointed horns and violet eyes who pray each time they eat or drink anything.	Food is presented as a drink, and drinks as food. Roast Beef Old Fashioneds! Martini Ragu! (Ice is still ice.)	A large colony of tree frogs live in the rafters and are so loud they drown out the sounds of a murder occurring next door.
94	An airy tavern built to emulate the look and feel of the ziggurat in the nearby hills.	A pair of talentless carpenters who are always "fixing" things around the tavern.	Every pint comes with a piece of unsolicited advice.	The roof is not sturdy enough to support the random wyvern that just swooped in to take a flying break.
95	This inn, tavern and distillery is all one big room, with beds on lifts above communal tables.	Sir Stew, a noble who gave it all up to serve the poor, and his spouse, Lady Douglas, who wishes he hadn't.	"Don't like your face? Allow our resident mage to permanently change it!"	The criminal element across the realm call this place "The Underbed," because it's a great place to lie low.
96	The roof of this tavern is made from the upside-down hull of a retired shipping vessel.	A group of former sailors who are now afraid of the water but won't say why.	"Our <i>modify memory</i> porter will take your mind off your troubles!"	The bartender can't remember his own name or how he got here.
97	This tavern is dominated by three large semicircular stages on which various performers compete for the crowd's attention (and coin).	Locksley Shade, Phylum Categorum, Dirk the Dread and several other members of the town criers guild.	Battle of the Bands every month, with prizes including a weekly spot on the main stage.	Guards arrive with grim news: the treasury has been raided and the area's economy will soon be kaput.
98	This open-air watering hole features a staff composed entirely of kobolds .	Dwarven brothers, Axel and Able, who talk in low voices about the shapeshifting monster they're hunting.	This bar features an area full of stuff you're allowed to break. Cost is 1 gp for 10 minutes. Smash away.	Last night, several mimics devoured all the furniture, as well as some of the bar staff. The chairs all seem a little warm to the touch.
99	This oblong, squat building has an overabundance of tables and not enough chairs.	A balding cleric and his interpreter, a boy named Ankle.	"Buy six rounds and the seventh is free (assuming you can stand)."	One of this bar's regulars has come down with a highly contagious disease (pg. 143).
100	An empty space where each patron dons a custom helm of <i>major illusion</i> , projecting the bar of their dreams into being.	A talking (and talkative) horse named Glue Stick who would love to know more about your shoes.	"The bar of your dreams (seriously...you imagine the bar you want and *poof* there it is)."	The thing about this bar is you can check in any time you like. Rumor has it you can never leave.

GUILDS AND UNIONS

One type of organization that may influence and direct your cities and towns is the trade guild. Fantasy settings are full of guilds, from those for fishmongers and candlemakers to those for adventurers, stonemasons or tavern keepers. Guilds of this nature often help drive the economy of a given city. They work behind the scenes to manage labor and resources and govern disputes between laborers, craftsmen and clients. They often serve as a clearinghouse of information related to their area of expertise.

The leader(s) of a trade guild can find themselves rubbing elbows with the wealthy elite as well as the desperately poor, not to mention government officials or members of the royal family. Often these associations are used to influence the direction of public policy, gain advantage for their members or craftsmen or (for the unscrupulous) amass large amounts of wealth and political power. Guilds can heavily influence your story, either through a player character's membership or the political power wielded by its leaders. Determining the number of guilds that might be present in your city or town is easy—pick a number—but deciding which guilds and how much they matter can be harder.

A guildhall is likely to have an elected leader who guides the organization and takes cues from other influential people inside (or outside) that organization. Sometimes these leadership roles are murkier. How does a thieves guild organize? How does a mariners guild operate when members of that organization are frequently gone for extended periods of time? In those circumstances, a random roll on a table may provide you some direction as you build your organization from the top down. Roll on the Organizational Structure table to determine the way an organization—anything from an artisan union to a secret society—is run.

ORGANIZATIONAL STRUCTURE

1d6

- | | |
|---|--|
| 1 | One leader rules with an iron fist and makes all decisions. |
| 2 | A leader with three lieutenants who oversee different parts of the organization. |
| 3 | A triumvirate makes every decision by majority vote. |
| 4 | The organization is broken into cells that each have their own leader. These leaders act independently, but work as a whole. |
| 5 | Leaders of different parts of the organization elect one from their number to speak for the organization as part of a leadership council, which makes decisions for the group. |
| 6 | No leader; everyone in the organization operates as equals. Decisions are handled by majority vote. |

GM NOTE: POPULATION SIZE AND GUILD DENSITY

The size of a community will have an effect on the number of guilds present in that location. If you want to limit the number of organizations or boost them based on population you can apply the following modifiers to the initial 1d12 roll:

- For communities of the size of a village or smaller apply a -2 modifier (minimum of 1).
- If your municipality is a metropolis or larger, apply a +2 modifier.

ESTABLISHING INFLUENTIAL GUILDS

A guild isn't powerful by default. The circumstances of each city are unique, and the groups that rise to power are in many ways connected to their impact on commerce and well-being within the realm. In a coastal city with a large port, the mariners, porters and fishermen guilds will likely hold more sway. In a city close to a gem mine, the jewelers guilds will likely have more influence. Don't be afraid to take the randomness of these tables out of the equation if something makes more sense to use because of other circumstances like location or predominant resources.

To randomly determine the predominant or most influential guilds in your location, roll 1d12. After getting this result, roll that many times on the Influential Guilds table. From there, choose a name for each.

Naming your trade guilds can provide as much or as little flavor to that organization as you desire. Simply calling them what they are ("the carpenters guild," "the potionmakers guild," or "the jewelers guild") provides an easy frame of reference for your players. However, guilds and societies of these types often give themselves fanciful or self-aggrandizing titles to add to their mystique, engender trust with their clientele or outmarket their competitors. Naming things can be the hardest aspect of a GM's session prep. Harried names can offer great comic relief but may not lend the gravitas you're hoping for if you want this guild to feature prominently in your story arc. The following tables contain a handful of titles and names for specific guilds. Once you know which guilds are prominent in your locality, refer to that guild's specific table and roll 1d8 to determine a name.

INFLUENTIAL GUILDS

1d100

1-4	Stonemasons
5-8	Carpenters
9-12	Wheelwrights
13-16	Adventurers
17-20	Innkeepers/Bartenders
21-24	Tanners/Leatherworkers
25-28	Blacksmiths
29-32	Potionmakers/Alchemists
33-36	Tailors
37-40	Armorer/Way Makers
41-44	Cooks
45-48	Miners
49-52	Watchmen
53-56	Fishmongers/Netmakers
57-60	Printers/Scribes
61-64	Performers
65-68	Apothecaries/Physicians
69-72	Glassblowers/Glaziers
73-76	Jewelers
77-80	Mariners/Sailors
81-84	Shipwrights
85-88	Butchers/Hunters
89-92	Distillers/Vintners/Brewers
93-96	Farriers/Stable Masters
97-100	Chandlers/Lamplighters

STONEMASONS GUILD NAMES

1d8

1	The Exalted Builders Guild
2	The Silver Trowel
3	The Order of Mortar and Brick
4	The Most Honorable Society of Stone
5	The Brickers
6	Brotherhood of the Boulder
7	The Order of Superior Stone Shapers
8	Hallowed Confederacy of Sculptors and Chiselers

CARPENTERS GUILD NAMES

1d8

1	Brotherhood of the Golden Awl
2	The Eternal Fellowship of the Hammer and Nail
3	The Chiseler's Collective
4	Joisters and Framers Club
5	Woodworkers United
6	Carriers of Wood Chips and Sawdust
7	Society of the Serrated Saw
8	Association of the File and Rasp

WHEELWRIGHTS, WAGON BUILDERS AND TEAMSTERS GUILD NAMES

1d8

1	The Movers of the World
2	The Fellowship of the Traveling Crate
3	Society of the Wheel and the Road
4	Sisterhood of the Endless Journey
5	Spokes 'N' Yokes
6	Worshipful Wagoneers
7	The Stow and Go Society
8	Heroes of Haulage

ADVENTURERS GUILD NAMES

1d8

1	B.A.M.M. (Beast and Monster Mashers, "Bammers" for short)
2	Thrill Seekers Collective
3	Society of Brimming Hope
4	Monster Hunters Incorporated
5	Fortune and Favor Collaborative
6	The Bloody Blades
7	The Illustrious Association of World Defenders
8	The Most Esteemed League of Wayfarers and Explorers

INNKEEPERS AND BARTENDERS GUILD NAMES

1d8

1	The Order of the Chuckling Flagon
2	Honorable Purveyors of Rest and Respite
3	Boozers and Bed Keepers Association
4	The Honest Publicans Society
5	Illustrious Order of the Pillow and Pitcher
6	Sisterhood of the Welcoming Hearth
7	Hostlers and Tapsters Club
8	Excellent Order of Gracious Hosts

TANNERS AND LEATHERWORKERS GUILD NAMES

1d8

- 1 The Skinned Souls
- 2 The Most Honorable Society of the Hide
- 3 Crafters of the Pelt
- 4 Leathersmiths Unlimited
- 5 Solemn Skin Slickers
- 6 Peelers
- 7 Brotherhood of Burnished Leathers
- 8 The Hiders

BLACKSMITHS GUILD NAMES

1d8

- 1 The Fraternity of Fire
- 2 The Institute of Iron
- 3 August Society of the Anvil
- 4 Crafted Metal Collective
- 5 Fellowship of the Roaring Bellows
- 6 Embers of the Glowing Billet
- 7 The Ringing Sparks
- 8 The Holy Forge

POTIONMAKERS GUILD NAMES

1d8

- 1 The Fate Bottlers
- 2 The Society of the Coveted Cauldron
- 3 Brotherhood of Bubble and Steam
- 4 The Most Honorable Brewers of Fantastical Tinctures
- 5 Beakers and Bottles Collective
- 6 Esteemed Association of Elixir Brewers
- 7 League of Liquid Magic Makers
- 8 Illustrious Philter Collaborative

TAILORS GUILD NAMES

1d8

- 1 The Stitch and Patchers
- 2 The Society of the Pin and Press
- 3 The Threaded Eyes
- 4 The Needle Threaders
- 5 The Fraternity of Fabric and Fur
- 6 The Order of the Seamless Suit
- 7 Trim and Hem Association
- 8 The Illustrious Order of the Golden Thimble

ARMORERS AND WEAPON MAKERS GUILD NAMES

1d8

- 1 The King's Hammers
- 2 The Sword and Shield Society
- 3 Order of the Blackened Blade
- 4 Plate and Link Fabricators
- 5 The Steel Syndicate
- 6 The Sisterhood of the Platinum Plate and Hilt
- 7 Steel Skin Association
- 8 Armament and Aegis Collective

COOKS GUILD NAMES

1d8

- 1 The Bulging Bellies
- 2 Skillet and Sauceman Club
- 3 Brotherhood of the Fork and Spoon
- 4 Gullet and Gut Pleasers
- 5 The Order of the Searing Grill
- 6 G.A.G.S. (Gluttony and Gormandizing Society)
- 7 Grubbers Association
- 8 Most Exalted Society of the Plate and Platter

MINERS GUILD NAMES

1d8

- 1 The Underground Society
- 2 Brotherhood of the Mother Lode
- 3 Pick and Shovel Collective
- 4 Collectors of Ore and Vein
- 5 Most Excellent Crew of Diggers and Pitmen
- 6 Miller's Moles
- 7 The Excavator Association
- 8 The Golden Order of Prospectors

WATCHMEN GUILD NAMES

1d8

- 1 Order of the Unblinking Eye
- 2 The Street Keepers
- 3 Society of the Vigilant Gaze
- 4 Wardens of the Watch
- 5 Collective of the Steadfast Sentinel
- 6 Courageous Guardian Association
- 7 League of Nocturnal Defenders
- 8 Most Observant Order of the Avid Defenders

FISHMONGERS AND NETMAKERS GUILD NAMES

1d8

- 1 The Net Slingers
- 2 Fellowship of Lines and Leads
- 3 Procurers of the Ocean's Bounty
- 4 Order of the Glittering Fin
- 5 Sisterhood of the Silken Line
- 6 Illustrious League of Anglers and Trawlers
- 7 Brotherhood of Bait and Bob
- 8 Esteemed Collective of the Lucky Net

PRINTERS GUILD NAMES

1d8

- 1 Vox Populi
- 2 Script Slingers
- 3 The Honorable Collective of those that Record
- 4 The Order of the Ardent Quill
- 5 The Smudge and Blot Society
- 6 Sisterhood of the Stamp and Scrawl
- 7 Precise Pensman League
- 8 Brotherhood of the Drying Ink

PERFORMERS GUILD NAMES

1d8

- 1 The Society of Silver Tongues
- 2 The August Collective of the Mask and Mirror
- 3 The Wondrous Fellowship of the Inspiring Muse
- 4 Order of the Talented Troubadour
- 5 The Most Esteemed Order of Ebullient Entertainers
- 6 Saddened Society of the Funny Bone
- 7 The Barding Brigade
- 8 Society of the Telling Tale

APOTHECARIES, HERBALISTS AND PHYSICIANS GUILD NAMES

1d8

- 1 Most Honorable Fraternity of Menders
- 2 The Exalted Society of Foragers and Naturalists
- 3 Fixers
- 4 Illustrious Order of Druggists and Doctors
- 5 Sisterhood of the Healing Touch
- 6 Order of the Soothing Tincture
- 7 The August Order of Physickers and Therapists
- 8 Society of Restorative Knowledge

GLASSBLOWERS AND GLAZIERS GUILD NAMES

1d8

- 1 Fraternity of Fragile Finery
- 2 The Punty Wielders
- 3 Society of Melted Sand
- 4 Keepers of the Translucent Orb
- 5 Order of the Crystalline Pane
- 6 Gorgeous Glasswork Collective
- 7 The Refracting Mosaic
- 8 Glinters

JEWELERS GUILD NAMES

1d8

- 1 Society of the Shining Gem
- 2 Tinkerers of Trinkets and Treasures
- 3 Exalted Society of Bling and Bauble
- 4 Order of Adornment and Ornamentation
- 5 Brotherhood of the Setting Stone
- 6 Order of the Faceted Gem
- 7 The Glittering Host
- 8 The Gemmers

MARINERS AND SAILORS GUILD NAMES

1d8

- 1 Society of the Sea and Surf
- 2 The Order of the Ivory Sail
- 3 The Eternal Brotherhood of the Horizon
- 4 Sisterhood of the Snapping Line
- 5 Honorable Order of the Wind and Wave
- 6 Swabby's Collective
- 7 Order of the Swaying Deck
- 8 The Unlanded Gentry

SHIPWRIGHTS GUILD NAMES

1d8

- 1 The Society of the Constructed Hull
- 2 Makers of Main and Mast
- 3 The Boom Hangers
- 4 Shippers
- 5 Bow Builders
- 6 Order of the Gilded Spar
- 7 Fellowship of Wavebreakers
- 8 Most Esteemed Association of Shipbuilders

BUTCHERS AND HUNTERS GUILD NAMES**1d8**

- 1 V.P.A. (Vegetable Protection Association)
- 2 The Fellowship of Game and Stock
- 3 Order of the Flank and Loin
- 4 Golden Cleaver Society
- 5 Sisterhood of the Bow and Snare
- 6 Most Esteemed Society of the Hunt
- 7 Collective of Tenacious Trappers
- 8 Meat and Bone Society

VINTNERS, DISTILLERS AND BREWERS GUILD NAMES**1d8**

- 1 Collective of the Jolly Spirits
- 2 The Drunken Dabblers
- 3 Order of the Gold Draught
- 4 Association of Ardent Ales
- 5 Hoppers and Grapers
- 6 Most Excellent Order of the Cordial
- 7 Liquor League
- 8 Sisterhood of the Crimson Berry

FARRIERS AND STABLE MASTERS GUILD NAMES**1d8**

- 1 The Most Honorable Fellowship of Horsemasters
- 2 Society of Saddle and Shoe
- 3 Golden Hoof Association
- 4 Brotherhood of Tack and Bridle
- 5 Esteemed Order of the Patient Equestrian
- 6 Plovers and Stablehands Anonymous
- 7 Sisterhood of the Graceful Gallop
- 8 Steel Shoe Collective

CHANDLERS AND LAMPLIGHTERS GUILD NAMES**1d8**

- 1 The Illustrious Order of Lightbringers
- 2 The Exalted Flame Keepers
- 3 Workers of Wick and Tallow
- 4 Brotherhood of the Golden Brazier
- 5 The Waylighters
- 6 Sisterhood of the Shining Flame
- 7 Order of the Gleaming Glow
- 8 Wickers

GM NOTE: GUILD STORY HOOKS

Guilds are perfect story fodder because they generally have access to some form of power (but could use more) and typically serve a vital function within a city (part of the reason they have power). If you're looking for an easy way to incorporate a guild into your adventures, consider rolling 1d4 on the table below to explore a Guild Story Hook.

1d4

- 1 Strike
- 2 Power Struggle
- 3 Material Shortage
- 4 Incursion

STRIKE

The town's most powerful guild is on strike. What are their demands? What does it look like when they don't do the thing they're meant to do? How long have they been striking? Why haven't their demands been met? What are the consequences for those who try to cross the line?

POWER STRUGGLE

A guild's leader(s) are retiring. Two apprentices are waiting in the wings to step in and fill the power vacuum. What are their opposing views or approaches to leadership? How would one rising to power be dramatically different than the other taking the reins?

MATERIAL SHORTAGE

Several influential guilds lack the materials they need to ply their craft. Why is there a shortage? What does this look like for the city? What are the guilds doing about the problem? How is this being used by others inside the city to change the balance of power?

INCURSION

Some other entity has taken over a powerful guild inside the city. Roll 1d8 with the following results:

- 1-6, an entity from the Underworld Elements and Hidden Societies table on pg. 71 has taken control of the guild and is using it to further its aims.
- On a 7, a member of the city government has clandestinely taken over the guild.
- On an 8, one or more demons have replaced the leadership of the guild and are using their influence to bring about the destruction of the city and the binding of the population's souls. Once you've established the nature of the incursion, determine how it would immediately influence the way the guild operates. Who wins? Who loses? What happens next? How does the party learn of this plot (if at all)?



LOCAL COLOR

The feel of a place isn't limited to descriptions of its buildings or the people who occupy them. It's the smells of food simmering in the air, the sounds of whispers in the alleyways, the visual impact of an institution around which an entire city has evolved. These are the elements of local color, of which there are a few categories you can explore to add more specificity to the places you're creating.

UNIQUE LOCAL CUISINE

Food is a central component of any culture. We gather for mealtimes, sharing food, drink and stories we'll remember long after the tables are empty. Many of the most important times in our lives are accompanied by huge meals (and, if we're lucky, dessert). Fantasy tales are full of descriptions of great feasts and common room delicacies. For some, food is so important the majority of the day is spent planning, executing and eating meals. Cuisine is such an identifying aspect of a culture that we refer to entire categories of food by the places they come from. It should be the same way in your make-believe world. Food is as much a part of a nation's identity as customs, fashion, government and landscape.

That is not to say that different places won't share commonalities. Most places will serve ale, beer and wine. The majority of kitchens will have hearty breads and thick stews made from vegetables or meat or a combination of the two. Aged cheese and cured meats are found in cultures spanning multiple environments.

When looking at cuisine and dishes, you must take the environment you are in into account. In a coastal city or nation, seafood is going to feature heavily in most dishes. In large grasslands or plains, cattle, goats and sheep are going to be the go-to form of protein because there's ample room to feed and tend them. As you consider what food will be like in your fantasy city, take all of these things into account.

That said, every corner of our actual realm has its delicacies (or acquired tastes), and yours should be no different. Is owlbear on the menu? How about giant snails? Does the old hag on the corner sell pickled rat eyes as a delicacy to passersby? The choice is yours.

The Unique Local Cuisine table is a grab bag of strange dishes, drinks and cooking techniques that can be used to add even further texture to your city. Perhaps people travel great distances to try the spicy mimic kebabs in sweet honey sauce pioneered by Frederick the Giantkin. It's just as likely folks avoid the town entirely to steer clear of the smell. Roll as many times as you like to add this layer of detail to your city—just be sure to tip your waitstaff.

UNIQUE LOCAL CUISINE /TECHNIQUES

1d100

- 1 Baking items in the dried-out husks of giant mushrooms.
- 2 A drink made from honey and fermented banana juice.
- 3 A cucumber-like vegetable stuffed with nuts, cheese and gooseberry jelly.
- 4 Chocolate-covered insects dusted in ground spicy peppers.
- 5 Using huge cast iron pans to cook communal fragrant dishes.
- 6 Spicy mimic kebabs in a sweet honey sauce.
- 7 Roasted ankheg in garlic sauce.
- 8 Live worms in a sweet and spicy broth.
- 9 A strong drink made from raisins in burning brandy.
- 10 Deep-fried owlbear.
- 11 Oven-baked giant snail.
- 12 Boiled cream tart sprinkled with pixie dust.
- 13 Pickled basilisk eye, which is still effective, so it's eaten while wearing a blindfold.
- 14 Everything is cooked in large egg-shaped clay urns.
- 15 Cinnamon sugar caramelized Angel Caps, a purple frilled mushroom.
- 16 Whiskey-marinated mammoth steaks.
- 17 Bananas soaked in *enlarge* potions then deep fried.
- 18 Roasted giant cockroach.
- 19 Mushroom and venison stew that causes euphoria.
- 20 Sauteed kraken tentacles in a spicy cream sauce (market price).
- 21 Giant insects stuffed with goat meat and spiced vegetables.
- 22 A flaming alcoholic drink that is laced with watered-down phase spider venom.
- 23 Giant constrictor snake steaks with a pomegranate juice gelée.
- 24 Plesiosaur flipper cooked on seasoned heated rocks then sliced tableside.
- 25 Baked dessert made from the seed fluff of giant tropical plants.
- 26 Plink berries, a deep purple sour fruit, covered in chocolate and rock sugar.
- 27 A sweet but spicy jungle fruit dubbed "boilers." They cause steam to come from your mouth, nose and ears an hour after ingestion.
- 28 Bugbear's Rotgut, a strong alcoholic drink fermented from beetroots and honey.
- 29 Radiant vegetables that glow through the eater's skin for hours after consumption.
- 30 Mushroom gruel flavored with squid ink, hot peppers and a significant serving of salt.
- 31 Golden plums cultivated to taste especially sweet and to smell like a field of wildflowers in bloom.

32	Sarro Juice, an alcoholic beverage that has wisps of shimmering purple mist coming from its surface. Consuming it temporarily turns your irises lavender.	56	Classic pub fare that's been reduced repeatedly so you can eat an entire plate of steak frites or chicken pot pie with a single swallow.
33	Hopping bean stew, made of beans laced with latent magic. The beans constantly vibrate, an effect that persists hours after consumption.	57	Pan-seared toad tongue.
34	Jellyfish tentacle soup. Produces a strange numbing sensation on the lips and tongue that enhances the savory flavor.	58	Pillowy noodles in a rich broth that's been aged solera-style for generations.
35	Beef loin roasted over a fire made of several small salamander-shaped fire elementals. Adds a distinct smoky flavor to the roast.	59	Rendered yak fat blended with milk and brine, served room temperature upon request.
36	Floatseed, a spiced dandelion cordial.	60	Jellied gnoll heart (best when fresh, so some chefs pay handsomely for the main ingredient).
37	Red fish with braised beans in a spicy sauce made from peppers cultivated in soil fertilized with bronze dragon dung.	61	A strong alcoholic beverage with hints of yuzu and saffron served in a candied pomelo rind.
38	A roasted duck stuffed with braised donkey meat that's baked inside a large turtle shell with seasonal aromatics. Locals call it turduckass.	62	Violet jellies laced with psychoactive herbs that cause you to have an out-of-body experience (1 in 20 chance of death, but that's part of the joy of eating).
39	Milk infused with lemon and basil.	63	Ascallion fritters.
40	Burnt bread with moldy cheese.	64	A lamprey pie made specifically for a religious holiday. Tradition dictates one lamprey is placed in the pie with its teeth still intact. Whoever gets the piece of pie with the teeth is said to have good luck for the year.
41	Raw sugar cubes dipped in colored liquids.	65	Boar tusk and jowl with a mead reduction. The tusk marrow is typically "slurped" to end the meal.
42	Frozen rose petals.	66	A particularly pungent cheese that has been allowed to sour in the heat, considered a delicacy worthy of only the bravest warriors.
43	Apple juice with salt and spicy pepper.	67	An omelet of ostrich eggs, sharp cheese and smoked meat, served using the massive eggshell as a bowl.
44	Dried, cubed melon dipped in cinnamon and sugar.	68	Soft-shell crabs stuffed with spicy sausage, breadcrumbs and herbs, served in a highly acidic broth that dissolves the shell as you eat.
45	Crispy breadsticks filled with cheese and spices and a long dehydrated centipede.	69	An ale so thick and filling the local population drinks it in lieu of bread, regardless of age or size.
46	Raw fish marinated in a mixture of charred molasses and smoked butter.	70	Skewered scorpion tail, seasoned with crushed chiles and served alongside a glass of fermented ox milk, which neutralizes the venom.
47	Enchanted pieces of parchment that dissolve and taste of full course meals when placed on the tongue.	71	Pickled egg and boar sandwiches on brown bread with mustard.
48	Wood-fired baked apple tart with goat cheese that causes you to bray like a goat for the next six hours, but boy is it delicious.	72	Thinly sliced auroch filet wrapped around sliced green onions and served on skewers alongside a dipping sauce flavored with grains of paradise.
49	Thin strands of flavored candy with the consistency of a spider's web.	73	An aperitif concocted by mages, guaranteed to make your meal taste better.
50	Enchanted roasted game birds that squawk and trill while they are being eaten.	74	Flambéed anglerfish fillet (the rest of the fish is ceremonially burned atop a small cedarwood pyre).
51	A salmon sandwich topped with a freshly fried egg, giant boar bacon and a sauce made with cayenne pepper. Causes harmless flames to shoot out of your mouth.	75	Roasted cockatrice leg coated in a sweet and spicy dry rub (name of cockatrice provided upon request).
52	Vaporized memories of those who have passed on, served in tightly sealed jars with vague labels.	76	Jackrabbit stew topped with a sprinkling of dried nightshade.
53	Braised troglodyte cheek that tastes worse than it smells, but has an unforgettable umami flavor some crave.	77	Cherry-glazed bat wings served with a sprig of rosemary.
54	Boiled giant crab, the size of a small table, served family style.	78	Aboleth caviar and salt-baked aboleth fillets, cracked open tableside.
55	Sap from the gumroot bush, said to be a natural aphrodisiac, served in a squeezable tube. Many are allergic.		

- 79 Reverse seared cloaker with a peppercorn brandy sauce and a glass of liquid ennui.
- 80 Poached cockatrice eggs in a stew made from dragon peppers, tomatoes and paprika that stains everything it touches.
- 81 Impsicles, created by summoning imps within the confines of an arcane freezer.
- 82 Greased eel, served with greased potatoes and a side of grease.
- 83 Fig salad with a creamy poppyseed dressing in a wood bowl. It's always more dressing than greens.
- 84 Bread, but some of the best.
- 85 Broiled fruit pies stuffed with a rich jam and topped with powdered sugar, served with a quartino of simmered syrup.
- 86 Stalk from the hogweed plant, flattened and crisped up in oil to taste like slices of fatty bacon.
- 87 Last season's socks, served diced, shredded, boiled whole or incorporated into a variety of dishes, in order to give what is no longer useful back to the earth gods.
- 88 Mice kebabs slow-roasted tableside and served with a refreshing yogurt sauce.
- 89 Never on any menu, but the locals know some places serve a little merfolk sashimi if you order "red snapper."
- 90 Sun-baked omelets, which tend to be much runnier in winter.
- 91 Pipe-based everything for meals you smoke and inhale (meatloaf in a pipe; apple pie in a pipe; smoked herring in a pipe).
- 92 Tasty ooze-based taffy so sticky that most are missing a tooth or three.
- 93 Parasitic fritters that can literally stick to your ribs.
- 94 Crisp, lightly dressed salads featuring whatever's fresh and in season, which in these parts is mostly lettuce paired with lettuce and lettuce.
- 95 Gritty sandwiches that feature a flavorful (and sand-based) slurry smeared on the bread.
- 96 Cakes baked and decorated to look like household objects or other types of food. ("Is that a cake?" is a popular question, especially among mimics.)
- 97 One-in-five: A single protein served in five equal portions, cooked in varied styles.
- 98 The soup de annum—a single style of soup voted on by the town to be the official soup of that year's harvest. Split pea with bacon has won three years in a row. No other soup is served within the city limits.
- 99 Shaved ice mephit.
- 100 Everybody stew, a concoction brewed and simmered in a large cauldron central to the area, featuring the various ingredients that have been added by the locals each week. Sometimes tangy, other times savory, often incongruous and always over-seasoned.

POINTS OF INTEREST

Most cities and towns have places that make them unique in some fashion. Sometimes it's a statue garden or foundational center of discovery and other times these points of interest come in the form of strange curiosities like the World's Largest Ball of Twined-Up Goblins. Whatever form these spaces take, they add depth and a sense of place to your world. Consider what might happen to the landscape of your city if there was a large coliseum that put on games in the forms of organized sports or feats of martial prowess. The days of those games would draw people from the surrounding countryside in droves. It would be a boon to the economy and a boost to the morale of the common citizen.

Points of interest can be as important to the identity of your city or town as the economy, customs, laws and cuisine—they can also serve as a driver of all four (see: Niagara Falls, NY; Little Italy; or Land O'Lakes butter). Not every city or town has a point of interest, although it's worth noting that most places claim they do (see: Branson, MO). If you wish to add a place inside your city that is going to stand out and draw the eye of the common man, not to mention your players through their characters, refer to the City Points of Interest table. Roll 1d20 and include the result as part of the overall framework of the city you are building.

CITY POINTS OF INTEREST

- 1d20 People flock to see this region's...**
- 1 ...grand mage college.
 - 2 ...massive bazaar with wares from all over the known world.
 - 3 ...great library of collected knowledge.
 - 4 ...tavern owned by a legendary hero that remains open to this day.
 - 5 ...peaceful grotto in a small square where the walls seem to sing in an ethereal voice.
 - 6 ...large floating temple and/or government building.
 - 7 ...network of tunnels that transport people in carriages powered by magic.
 - 8 ...grand amphitheater that uses illusion magic in its performances.
 - 9 ...massive cathedral inhabited by an avatar of a god or goddess.
 - 10 ...ancient ziggurat that looms over the city, its walls covered with cyphered prophecies.
 - 11 ...huge clock tower and orrery that both tells time and depicts the movement of the planets.
 - 12 ...great observatory with an immense telescope.
 - 13 ...zoo, aquarium and conservatory run by druids that educates the populace about life on the planet.
 - 14 ...cable tram system that carries passengers over the city.
 - 15 ...ornate auction house that sells treasures from far-off places.
 - 16 ...immense hedge maze where citizens compete to solve the maze to earn prizes.
 - 17 ...great coliseum where feats of strength and martial prowess are held for the entertainment of all.
 - 18 ...central hub where sorcerers route letters, mail and magical communication to the wider world.
 - 19 ...eerie tower occupied by a necromancer who uses his army of undead to provide menial labor to the city.
 - 20 ...massive public baths staffed by creatures from the feywild.

THE UNDERBELLY

Cities, particularly those in fantasy settings, can be full of dark places and underworld influences, where street gangs or local thugs prey upon the population. Sometimes, the underground element is controlled by a crime family or syndicate simply seeking to consolidate wealth or territory, while other times the power behind dark acts could be something more sinister, like cults sworn to long-forgotten gods or otherworldly beings.

As you flesh out your setting and determine the details for the cities and towns you'll include in your campaign, don't forget to address the darker, seedier aspects of that setting. Hidden societies, forbidden religious sects and other communities of outcasts often collect on the edges of any society. In the veiled or forgotten places of great cities or rural farmlands and forests, strange creatures and men (or women, or children) with dark hearts gather to advance their own ends or further the machinations of their dark gods. Sometimes they recruit.

But just because an organization is working in the shadows does not mean what they are doing is shady. Some secret orders work to better the positions of their people and protect them from harm. Reclusive brotherhoods collect and store knowledge, orders of mighty knights keep their eye on extraplanar threats and government-sponsored labs of mages and scholars research long-lost or new magics and artifacts. In the shadows, far from prying eyes, these societies and cults work to achieve their covert aims. And that's to say nothing of the undercity dance halls, smoky speakeasies and houses of ill-repute masquerading as humble hat shops that your party may encounter as they explore the secret corners of the city.

There is no hard and fast rule for how many secret societies, criminal organizations or vice dens you should add to your setting. The only thing to keep in mind is adding too many may start to muddy the waters of your story arc, pulling your players in so many directions that they may feel frustrated and uncertain as to which direction they should go and which story hooks to follow.

The following table contains a variety of broad categories of underworld elements and hidden societies. After determining the overall category, refer to the table for that category and roll to obtain a more specific result.

UNDERWORLD ELEMENTS AND HIDDEN SOCIETIES

1d6

- | | |
|---|-------------------------------|
| 1 | Criminal Organizations |
| 2 | Religious Cults |
| 3 | Secret Societies |
| 4 | Outsiders and Outcasts |
| 5 | Clandestine Government Groups |
| 6 | Clubs and Vices |

CRIMINAL ORGANIZATIONS**1d10**

- 1 Local street gang
- 2 Thieves guild
- 3 Assassins guild
- 4 Smuggling ring
- 5 Black market bazaar
- 6 Spy/intelligence network
- 7 Influential crime family
- 8 Drug/alchemical concoction peddlers
- 9 Illicit pit fighting circuit
- 10 Magical beast traffickers/poachers

RELIGIOUS CULTS**1d10**

- 1 A hidden sect dedicated to an evil death god.
- 2 A cult dedicated to a destructive elder god thought to have been eradicated.
- 3 A group of grave robbers who worship a necromancer.
- 4 A sect of depraved mages, dedicated to a chaotic deity, who collect and hoard cursed tomes.
- 5 A dragon cult that believes the dragon they worship slumbers below the city.
- 6 A collection of goblins who venerate a local beggar as a god.
- 7 A sect serving lawful good gods who have erroneously grown to see society as corrupt and are therefore working to end it.
- 8 A warlock whose patron is an ancient eldritch horror has brainwashed his followers, promoting kidnapping and ritual sacrifice in order to bring the horror into this plane.
- 9 Several members of the town elite have fallen under the sway of a vampire who has set himself up in their eyes as a living god.
- 10 A hedonistic cult dedicated to a pleasure deity has grown in secret. A noblewoman, claiming to be the avatar of that deity, is gathering power.

SECRET SOCIETIES**1d10**

- 1 An order of paladins who fight extraplanar threats to the city and surrounding area.
- 2 A fellowship of scholars who watch and record events as they happen but do not interfere.
- 3 An order of monks dedicated to amassing knowledge.
- 4 A cult of necromancers preying on the poor and homeless to build an army.
- 5 A secret clerical order that provides healing, guidance and assistance to the less fortunate.
- 6 An urban circle of druids who try and maintain balance between the city sprawl and hidden entrances to the underdark.
- 7 A collective of human elitists who are using dark magic to try and control the government.
- 8 A group dedicated to the occult that wishes to open a portal to the plane of demons and devils.
- 9 A society, founded by a paranoid author, that believes the government has been replaced by otherworldly beings.
- 10 An agency of sorcerers who believe there is one true timeline and try to change and fix events to maintain that timeline.

OUTSIDERS AND OUTCASTS**1d10**

- 1 A community of lycanthropes seeking a cure.
- 2 A collection of fey creatures that reside in a city green space hidden from sight.
- 3 A tribe of goblins who have taken over a section of the city sewers.
- 4 A coven of witches who are trying to replace city leadership with clones.
- 5 An extended family of introverted gnomes who take it upon themselves to clean the city streets at night.
- 6 A group of panhandlers and beggars who have perfectly mapped out the city sewers and underground passages.
- 7 A large group of orphaned street children who have access to information (for a price).
- 8 A commune of the blind and deaf who are talented seers and oracles.
- 9 A community of beggars and paupers who are really the eyes and ears of a deity on the material plane.
- 10 A small community of celestial descendants whose magic and prayers keep an ancient evil sealed away.

CLANDESTINE GOVERNMENT GROUPS

1d10

- 1 Secret police.
- 2 A spy/intelligence network.
- 3 A propaganda agency.
- 4 A magical research and development lab.
- 5 A special forces military group that deals with and covers up incursions from other planes.
- 6 A secret prison designed to house supernatural threats.
- 7 A government-funded group of clerics that hunts and contains spirits and ghosts.
- 8 A group of eldritch knights, attached to the city guard, who fight significant threats alongside large golems.
- 9 Fixers. A unit of wizards tasked with modifying the memory of citizens who see too much.
- 10 A secret council of spellcasters who regulate and monitor magic users within the city.

CLUBS AND VICES

1d10

- 1 A nightclub that uses magic for hallucinogenic visual and audio effects.
- 2 A drug den run by a disguised hag.
- 3 A network of brothels run by twin succubi.
- 4 A gambling ring for fights and races involving magical beasts.
- 5 An underground casino where players gamble years of their lives instead of coin.
- 6 A secret club where city elite rub elbows with devils and demigods.
- 7 A back-alley bar, run by a satyr, that has a basement room that opens into the lands of the fey court.
- 8 A pleasure house owned by a voyeuristic mage, where patrons can experience their deepest fantasies through illusion magic.
- 9 A clandestine spa and resort where patrons can imbibe strange mind-altering elixirs and float in sensory deprivation bubbles.
- 10 A hidden greenhouse tended by the dryads. Spending time among the psychedelic plants triggers a euphoric high and prophetic visions.

GM NOTE: LYCANTHROPS

One of the options on the Outsiders and Outcasts table refers to a community of lycanthropes. Should you desire to specify that even further with a random roll, refer to the Lycanthropes table, roll and apply the result.

LYCANTHROPS

1d6

- 1 Werebats
- 2 Werebears
- 3 Wereboars
- 4 Wererats
- 5 Weretigers
- 6 Werewolves



RANDOM ORGANIZATION GENERATOR

The following table has been created to assist you in naming any organization, be it a trade guild, government agency, crew of adventure seekers or a secret coven of witches working toward the downfall of civilization. Roll 1d10 to determine the banal portion of your organization's title, followed by 4d100 to finish constructing the name of your organization, establish its goal and define its leadership.

RANDOM FIRST NAME GENERATOR

1d10 Boring Part of Name

- | | |
|----|-----------------------|
| 1 | Order of the... |
| 2 | Association of the... |
| 3 | Fellowship of the... |
| 4 | The _____ Collective |
| 5 | The _____ Alliance |
| 6 | The League of... |
| 7 | The _____ Company |
| 8 | The _____ Society |
| 9 | Lodge of the... |
| 10 | Union of the... |

GM NOTE: GOOD, BAD OR INDIFFERENT

Some of the goals determined by the Random Organization Generator are objectively good ("heal the sick," "imprison a moral evil," "promote arts and literature"), while others are objectively evil (looking at you, "oppress the poor"). Some may be pursuing aims that can go either way, and the alignment won't be apparent until the method is revealed ("Cure all disease" seems pretty altruistic until you add "by experimenting on the populace without their knowledge"). The means by which a group seeks to accomplish their goal is at GM discretion, as is whether or not these organizations are hapless or highly effective. These two variables will impact whether or not the party chooses to help, hinder or laugh at them.



1d100	Exciting Name	Exciting Name	Goals	Leadership
	Part 1	Part 2		
1	Ebony	Blade	End time	Street urchin
2	Ardent	Lions	Conquer death	Large quick-tempered halfling
3	Golden	Chalice	Protect the helpless	Surly dwarf
4	Silver	Ring	Amass power	Two-headed gnome
5	Thirsting	Thunder	Hoard wealth	Blue dragonborn with four tails
6	Eldritch	Dragons	Raise an elder god	Lavender-skinned tiefling with feathers instead of horns
7	Shining	Hares	Open the gates of heaven	Human soldier with an extra arm
8	Shadowed	Axe	Open the gates of hell	Half-orc missing a hand
9	Glorious	Quill	Catalyze the birth of a deity	Elven twins who speak only in verse
10	Angelic	Sword	Collect souls on behalf of an ancient horror	Sturdy half-elf who is missing her left eye
11	Roaring	Galleon	Make lots of money	Halfling warlock who leaves a trail of slime where he walks
12	Bloody	Night	Guard a terrible secret	Sleepy ogre
13	Venomous	Griffon	Find a lost artifact	Human who wears a jester's hat
14	Biting	Serpent	Control the underworld	Two human sisters looking for revenge
15	Hallowed	Eye	Protect an arcane prison	Beardless dwarf
16	Radiating	Crown	Seal the doors to all the other planes	Gnomish woman who is 5 feet tall
17	Questing	Mask	Collect dragon eggs	Green and glowing sentient ooze
18	Ancient	Hall	Obtain a powerful weapon	Centaur with zebra stripes
19	Fearless	Book	Destroy an ancient evil	Kobold with mechanical eyes
20	Demonic	Hammer	Preserve all knowledge	The surliest halfling
21	Quiet	Sorrow	Heal the sick	Peaceful hobgoblin
22	Terrible	Arrow	Raise the dead to form an army	Elementalkin with blue flames for hair
23	Wise	Word	Peddle hallucinogens	Minotaur in a bowler hat
24	Zealous	Daggers	Kill minor monsters	Lizardfolk woman with one tooth
25	Aberrant	Voice	Take control of the government	Rabbitfolk with a nervous tic
26	Defiant	Shields	Build the perfect building	Human who carries too many knives
27	Cursed	Lance	Vengeance, bro. Vengeance.	Mute half-elf archer
28	Knowing	Nightmare	To darken the sun	A satyr with a wooden leg
29	Magical	Minds	Cure all disease	An 8-foot-tall elf
30	Trustworthy	Drum	Find a host for the new spawn	Giantkin that rides a mechanical horse
31	Azure	Lightning	Obtain a complete collection of cursed coins	A serpentfolk with a mechanical monkey
32	Invincible	Towers	Control the spice trade	A lithe elf with completely black eyes
33	Amused	Chariot	Capture and control spirits	Half-elven woman who leaves a tangible shadow in her wake
34	Efficient	Death	Open a rift to another plane	Dwarf who floats around on a magic carpet
35	Nebulous	Promise	Corrupt a paragon of good	A flightless birdfolk
36	Learned	Unicorn	Imprison a mortal evil	Mechanical man who carries his head
37	Jagged	Helm	Fight for the oppressed	Halfling in a clay mask
38	Callous	Life	Extort money from those in power, live in infamy	Human man with a prehensile tail
39	Perpetual	Horn	Find the best smoking tobacco	Winged tiefling who always carries a harp
40	Radical	Wizard	Brew a powerful elixir	A humanoid always wrapped in bandages
41	Determined	Elk	Spread a horrible plague	A humanoid who wears mirrored glasses

1d100	Exciting Name Part 1	Exciting Name Part 2	Goals	Leadership
42	Boundless	Power	Oppress the poor	A gnome cursed to have a dog head
43	Faithful	Bards	Correct the timeline	Half-elf who wields a ridiculously large hammer
44	Narrow	Focus	Warn of impending doom	Gnome ranger with a white tiger companion named Gus
45	Jolly	Servants	Locate an ancient city hiding a great power	Diminutive humanoid with eyes that glow through a black mask
46	Gentle	Rogue	Promote the arts and literature	Shapeshifter presenting as a mature elven woman
47	Craven	Eagle	Become master assassins	Devil disguised as a rabbitfolk
48	Alert	Ghost	Summon a vast elemental to control the seas	An ancient mage who looks like a child
49	Emerald	Bow	Find treasures in far-off lands	Female human gunslinger
50	Lethal	Flail	Be the coolest folks in town	Half-elf shadow sorcerer who carries an arcane lantern
51	Glistening	Anvil	Throw a party for the ages	Dwarf with four metallic legs
52	Hellish	Visage	Enjoy all the finer things in life	Gnome with a great bushy beard and a pronounced limp
53	Malicious	Fist	Create an elaborate hoax	Human woman with feathers sprouting from her skin
54	Nimble	Knight	Popularize death racing	Tiefling with a tiny dog
55	Creepy	Acolyte	Control the city treasury	Very thin elf who wears iridescent goggles
56	Precious	Gift	Open the best restaurant in the realm	Bard who wears a patchwork cloak of many colors
57	Belligerent	Hunter	Control the city's underground places	Dwarf with a vicious scar that covers the left side of their face and head
58	Fierce	Claw	Have a behir under their sway	Half-orc paladin with the shiniest armor and the fastest wheelchair
59	Macabre	Child	Convert followers to their dark religion	Kobold with a hypnotic voice
60	Giant	Bear	Alter a past event	An insectoid with humming wings
61	Condemned	Soul	Watch the world burn	Cranky, sentient orange cat
62	Enchanting	Speaker	Build a vessel that can move underwater	A hobgoblin with a grudge
63	Mysterious	Spawn	Create a contraption that can fly through the sky	An unskilled gnomish mage who routinely sets things on fire
64	Illustrious	Flame	Own the largest pig farm in the world (for research)	A human woman who wears a wide-brimmed hat with a large feather
65	Lucky	Champion	Resurrect an ancient hero	A halfling who likes to sit in trees
66	Delicate	Phoenix	Corner the diamond market to influence revivification magic	An elf who carries a yellow balloon with them at all times
67	Hesitant	Collector	Find and own the largest silver mine (werewolves hate silver)	A silver dragonborn with a wonderful singing voice
68	Omniscient	Terror	Create a dracolich. For fun!	A minotaur who plays piano
69	Majestic	Warrior	Fulfill a prophecy	Kobold who knows higher mathematics
70	Lonely	Mountains	Scry upon the gods	Giantkin who carries a tree trunk with him everywhere he goes
71	Peaceful	Fiend	Master the secrets of creation	Halfling who smokes a 3-foot pipe
72	Brave	Hawk	Become the only source of arcane power	A pixie who has become mortal
73	Hollow	Dreamer	Find the best wool to make and market a really comfy blanket	Rabbitfolk with a pet weasel

1d100	Exciting Name Part 1	Exciting Name Part 2	Goals	Leadership
74	Misty	Wyrm	Open a mental hospital	A corpulent pigfolk with a cheery disposition
75	Obsidian	Lute	Build a renowned theater	A human with completely white eyes who carries a black blade
76	Incredible	Guardian	Find the keys to an unopenable door, then maybe open it?	An owlkin who loves beer
77	Cautious	Hand	Become rulers of the world	Elf who is always accompanied by woodland creatures
78	Hateful	Chimera	Create the best firework display in time for solstice	A half-orc who writes beautiful poetry
79	Reflective	Drake	Own the best distillery	An elephantkin who is a graceful dancer
80	Mindless	Ogre	Create a potion that removes hangovers, live like kings	A grumpy dwarf with a tattoo of a pickaxe on his face
81	Arcane	Secret	Open a portal to the shadow plane, shove Stacy inside	A beautiful halfling who is possessed by an even more beautiful demon
82	Sable	Fox	Become vampires	A ghost of a man who doesn't know that he has died
83	Tawdry	Rapier	Obtain some secret knowledge	Lizardfolk chef who works wonders with vegetables
84	Arrogant	Spirit	Master the weather	A rabbitfolk fighter who is a boxing prodigy
85	Hulking	Archer	Blackmail an important official	A sentient ooze who paints landscapes
86	Scintillating	Gaze	Become benevolent gods, learn if power truly corrupts	Goblin who claims to have wrestled giants
87	Tasteful	God/Goddess	Bring about peace	Gnome priest who carries a shield as large as they are
88	Ubiquitous	Golem	Obtain enlightenment	Human woman who wears bejeweled spectacles
89	Merciful	Beast	Ascend to a higher plane of existence, invite the kids	Orc with giant tusks
90	Superior	Brawlers	Become pegasus ranchers	A tiefling with a perpetually bloody cleaver
91	Noxious	Net	Speak with the angels	A halfling who is always drunk on mead
92	Voracious	Troll	Master the art of prophecy	A red dragonborn who never angers
93	Bawdy	Angel	Build an impenetrable fortress guarded by an unkillable army	Elvish sorcerer who leaves scorched footprints where they walk
94	Heavenly	Host	Open an orphanage	Half-ogre who always smells of sulfur
95	Repulsive	Spider	Provide shelter to the homeless	A serpentfolk woman with a scorpion familiar
96	Melancholy	Creeper	Become the new pantheon of gods, bounce the old heads	Shapeshifter who presents with featureless skin of pure gold
97	Sparkling	Devil	Make a best friend	A water elementalkin with a green thumb
98	Unnatural	Aura	Smite all nonbelievers	A gnome druid on the back of a giant rat
99	Courageous	Wolf	Sail the multiverse	A centaur woman with incredible aim
100	Wandering	Traveler	Cook the perfect meal	A completely normal man named Bob

CITY SECRETS

When we think of telling a story, we naturally shift the focus to the characters rather than the world they inhabit. We often forget that the landscape, the very buildings, rocks and trees, hold stories of their own. These edifices and structures have stood sometimes for centuries and have observed (in the case of awakened objects, literally) the lives of generations of people. The physical structure of a city can house its own mysteries, masking information lost to time waiting to reveal itself to curious explorers. It is up to you how to include these places in your adventures. Do they feature prominently in your story arc or are they just things whispered about in back alleys and dingy common rooms? Your story may have already dictated what secrets your city or town holds, but if you want to include a physical secret within your location, roll 1d10 on the City Secrets table and work the result into your narrative.

CITY SECRETS

1d10 This city features...

- 1 ...subterranean service tunnels where government officials can travel unimpeded.
...the Gauntlet: a magical fighting ring where the laws of life and death are suspended; the most in-depth martial training program available.
- 2 ...concealed pneumatic tubes use pressurized air to shoot people from one side of the city to another.
- 3 ...gargoyle statues all around the city that are listening and watching on behalf of the government.
- 4 ...a massive cavern below the city in which persists a prehistoric ecosystem.
- 5 ...a subterranean bunker concealing a government-run cloning operation.
- 6 ...a sealed grand mausoleum in the city cemetery. An ancient black dragon slumbers and no one knows about it.
- 7 ...Undertown: A whole other city, populated by the fey and fringe elements of society, right below the streets. It is concealed by magic.
- 8 ...strange towers placed all around that look like lightning rods and funnel negative emotions to a great demon imprisoned below.
- 9 ...an unassuming building on a somewhat isolated street. Inside rests the largest library of fell rituals and evils spells in the realm.
- 10 ...the violent gang war between several criminal elements.
- 11 ...how the city's water source has turned toxic, creating scarcity and rationing.
- 12 ...a rift to a shadowy mirror dimension that has opened in the city, allowing alien beasts to cross over.
- 13 ...a strange madness that has overtaken the city guard, causing them to be violent and aggressive.
- 14 ...an ongoing cold war/spionage-style conflict with a neighboring country.
- 15 ...the recent assassination of the city's leadership, throwing the city into chaos.
- 16 ...how people are being taken from the streets by shadowy figures who appear to be from the city government. Violent protests break out regularly.
- 17 ...the fact that a neighboring nation has set up a trade blockade preventing goods and services from reaching the city.
- 18 ...strange, violent storms, laced with strange colored lightning, that have been slamming into the city causing damage and deaths, putting the population on edge.
- 19 ...an artifact that helps power the city's defensive walls has been stolen, leaving the city open to attack.

CITY CONFLICTS

Conflict within a city, or affecting the surrounding countryside, provides ample story hooks and potential quests. Ranging from major problems like an all-out gang war unfolding in the streets or commonplace problems like minor outbreaks of disease or business disputes between merchants or guilds, city conflicts can very quickly become problems that ensnare the party and demand their attention. The following tables outline a handful of both major and minor conflicts that could either be starting points to or plot hooks in the middle of a larger campaign storyline or simply serve as distracting side stories. Think of them as the backstory of these specific locations. Perhaps they come up, maybe they don't. Either way, they serve to help color in some of the shades of the locations themselves, which helps with roleplay to create a lived-in environment with less effort than you might otherwise need to apply.

MAJOR CITY CONFLICTS

1d10 Everyone is talking about...

- 1 ...the violent gang war between several criminal elements.
- 2 ...how the city's water source has turned toxic, creating scarcity and rationing.
- 3 ...a rift to a shadowy mirror dimension that has opened in the city, allowing alien beasts to cross over.
- 4 ...a strange madness that has overtaken the city guard, causing them to be violent and aggressive.
- 5 ...an ongoing cold war/spionage-style conflict with a neighboring country.
- 6 ...the recent assassination of the city's leadership, throwing the city into chaos.
- 7 ...how people are being taken from the streets by shadowy figures who appear to be from the city government. Violent protests break out regularly.
- 8 ...the fact that a neighboring nation has set up a trade blockade preventing goods and services from reaching the city.
- 9 ...strange, violent storms, laced with strange colored lightning, that have been slamming into the city causing damage and deaths, putting the population on edge.
- 10 ...an artifact that helps power the city's defensive walls has been stolen, leaving the city open to attack.

MINOR CITY CONFLICTS

1d10 The city is also dealing with...

- 1 ...a business dispute between two guilds.
- 2 ...several prominent government officials who are constantly angling to oust one another.
- 3 ...an outbreak of pox that has infested the poorer population.
- 4 ...a rough and tumble group of thugs running extortion rackets in the market district.
- 5 ...a dock and warehouse worker strike, which has brought trade to a halt.
- 6 ...a famine or drought that has led to an influx of refugees from the city outskirts, putting a strain on city resources.
- 7 ...a member of the clergy who has taken issue with taverns and brothels in the city and is stirring up trouble.
- 8 ...the fallout from a rogue experiment that left part of the city under a cloud of wild magic, which proves troublesome for residents.
- 9 ...a small armed conflict that's broken out between two warring criminal factions.
- 10 ...a strange mist rising from underneath the city streets, causing people to fall ill.

CONCLUSION

In this chapter, you have covered a ton of ground when it comes to aspects of your world, from the gods in the heavens above to secret caves underneath sprawling cities. You have created governments, built economies and identified customs, laws and exotic dishes. Be confident in what you have created. The more you buy into the world you have built, the more your players will become excited about the strange landscapes and exotic places they will visit.

Remember that most of the world you build in your head will not be for your players. Many of the far-flung, fantastic places that rattle around in your imagination will never be visited or explored. They are for you. This world is for you as much as it is for your players. For them it is a playground; for you, it is a labor of love, a part of yourself. Take pride in the parts that are both seen and unseen. Love every inch of this strange place and let it show. Your attachment can help others build attachment. But remember you're only obligated to care as much as your players do. You only need to concern yourself with detailing the spaces where they require detail. They'll help you know what those are by saying things like "Can I roll Insight on the bartender to see if she actually believes the king has never broken wind?" or "Oooooooo the Cliffs of Scorn! Does my character think they are haunted?" or "What's the deal with that big ball of tied up goblins you just mentioned...are they...happy like that?" Go forth and explore this place you have made. Guide your players through grand halls and jagged canyons, but don't forget to let them guide you to places you never thought of. This is a collaborative effort: Let them influence the world and your world will be better for it.

SESSION BUILDING

BECAUSE AT SOME POINT, YOUR PLAYERS
ARE ACTUALLY GOING TO WANT TO DO STUFF
IN THE MAGICAL REALM YOU CREATED.



Now that you've created the playground for you and your players to explore, it's time to start filling it with intriguing creatures, engaging experiences and legend-worthy battles: in short, the stakes. You'll also need to make decisions about what is going to occur from session to session as your players progress through the narrative you will build together.

Game Masters prepare for a session in a variety of ways, but the differences can often be boiled down to which narrative (and planning) approach a GM wants to take: planting or pantsing. Some spend hours and hours preparing and writing material, trying to cover every possible choice their players will make, planting seeds for the party, hoping one or many will grow into things their players care about. Other GMs choose to wing it, flying by the seats of their pants and reacting in the moment to the decisions the party makes. They go into a session having jotted down a few (if any) plot points to outline the characters' journey and are typically less readily equipped to answer questions about the specifics of a castle's layout or a monster's lair or the means by which one might be able to escape either.

However you prepare, whether you're planting or pantsing, there are things that are going to be constant occurrences in your sessions: conflict, adventure and conversations for which you'll need a funny accent. There will also be plenty of opportunities for your players to showcase the immensely powerful abilities their characters have access to. How can you, as the GM, juggle all these needs and ensure your players are getting the most out of every session without scrawling notebooks full of material they'll inevitably force you to burn to cinders the moment they cast successive *fireballs* on your favorite bad guy?

Players are unpredictable. Inevitably, they will go off in a direction that you had no way of anticipating (how do you prep for the party polymorphing the kraken into a cow?). The things players choose to fixate on and how that fixation molds the story never cease to amaze. You mention a stranded triceratops, cut off from his herd and being harassed by zombies, and suddenly you're three sessions deep into a side quest to ensure he gets back to his family. Something you see as a minor detail meant to add color or a little realism to a random encounter becomes very important in the eyes of your players. This is what makes TTRPGs unique among games—ultimate agency on the players' side (or at least the illusion of it). These are often the best aspects of any session—a player choosing to fully live within the world you're creating by taking control and saying, "This is important to me. This is what my character would do." They are also the toughest to plan for. Sure, the party knows they're dealing with a global catastrophe that could doom all of civilization, but Root the triceratops is cute and doesn't deserve to be left to the zombie horde.

Regardless of the players' reasoning, once they start to drive the narrative car, you may find it tempting to toss all your planning out of the passenger side window. But this is wrongheaded. You aren't the passenger—you're the one creating the road. It is your job as the guide of this narrative to fill this new story arc with experiences for the characters and challenges for them to overcome. Whether you decide to insert random encounters, skill challenges, environmental hazards, magical dangers or

interesting side quest opportunities will be up to you. Just remember every group of players is different and the things they find interesting will change from table to table and from session to session. Sound like too much to deal with? It can be. Good thing you have this book.

The following tables are designed to give you easy-to-use encounters, challenges and quests you can insert quickly into the narrative arc of a session to inject a little drama or intrigue with minimal preparation. They can be useful idea generators in the time between sessions if you are struggling to decide where your story is going but are primarily structured to help generate some interesting experiences for your players on the fly, starting with the most commonly used table type of all:

RANDOM ENCOUNTERS

Random encounter generator tables have been a standard of tabletop role-playing games for almost as long as the games themselves and make the game as fun and surprising (and yes, chaotic) for the Game Master as they do for the players. What is the party going to encounter today? Who knows: Roll 1d20!

Whether the table directs the narrative to a strange feature of the landscape, an opportunity to engage with creatures or NPCs with whom they're on good terms or bitter combat with a vengeful dragon seeking information on its mysteriously vanished hoard, the uncertain nature of a random table can add tension and intrigue to any session. A strange light at the bottom of a roaring whirlpool could provide a new story arc if one of your characters decides to jump in and explore (which, let's face it, they will) or it could simply exist as an interesting note further reinforcing that the world the party is exploring is strange, magical and unpredictable.

Because every environment features creatures and circumstances unique to its location, this section is designed to provide you with a set of random encounter tables suitable for each of the environments detailed in the first section (as well as a few more) for each tier of play. If you haven't established the environment your players are currently exploring, take a moment and decide (or roll on the table on pg. 14).

THE ARCTIC

Bitter cold, snow-covered tundras, glacial cliffs and an abundance of ice are the trademarks of an arctic region. It's the domain of white dragons, air elementals, fearsome remorhaz and other powerful creatures of ice and cold with features that help them survive and thrive in an area most living things (including your PCs) cannot. As your party journeys across these frozen wastes, they could encounter frost giants who hunt with fearsome winter wolves or arctic trolls who will eat anything they can get their hands on. It is a world of frozen wonders and desperate predators. It's very cold. And very cool.

ARCTIC RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...an **acolyte** who summons 2d4 **leumure devils** by accident.
...a merchant (**noble**) and 1d4 + 2 **guards**
- 2 transporting covered cargo in a sled pulled by two reindeer (**elk**), one of them quite ornery.
...a narrow cleft in a glacial wall where strange lights dance and ethereal voices sing, marking the presence of a magic item.
- 3 ...a small litter of saber-toothed tiger cubs whose mother is definitely searching for them.
- 4 ...1d4 **ice mephits** harassing a migrating group of 1d6 + 4 glacier dwellers (**commoners**).
- 5 ...1d6 hunters (**tribal warriors**) who are using a giant owl to scout for prey. It's located something big.
- 6 ...1d4 **scouts** tracking a contingent of **orc**s. They have found one (an outcast).
- 7 ...1d8 **werebear** hunters who offer shelter. One of them is really hungry though. Too hungry.
- 8 ...a cult of 1d6 zealots (**commoners**) who worship a **white dragon wyrmling** as their god.
...broken, ice-encrusted ruins haunted by a **ghost**
- 9 who simply wants to shift somewhere a little warmer.
- 10 ...1d6 + 1 **orc**s attempting to kill a polar bear.
- 11 ...1d4 **spies** accompanied by 1d4 + 1 **bandits** searching for ancient ruins.
- 12 ...a spinning portal of garish red light that disgorges 2d4 **dretches**.
- 13 ...a commoner fleeing the result of a roll on the Arctic Environmental Hazards table on pg. 130.
- 14 ...a frost-covered **gargoyle** that guards the entryway to a long-forgotten tomb.
- 15 ...an injured **mammoth** on the verge of death. Its blood is poisonous.
- 16 ...1d6 + 2 **kobolds** with 1d4 trained **blood hawks**.
...an abandoned tent of thick hide that is actually a **mimic**.
- 17 ...a priest (**commoner**) fending off 2d4 half-frozen **zombies**, victims of last century's arcane avalanche.
- 18 ...a **deva** in the form of an ancient knight, guarding a portal to the realm of shadow.

ARCTIC RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...1d4 + 1 **griffons** nested high on a frozen rocky ledge.
- 2 ...a **night hag coven** living in a dilapidated shack guarded by 1d4 **specters**.
- 3 ...1d4 + 1 **trolls** fighting over the carcass of a felled **roc**.
- 4 ...a **goblin clan** fleeing the result of a roll on the Arctic Environmental Hazards table on pg. 130.
- 5 ...1d4 + 3 **ogres** pulling a sled carrying a series of cages containing 3d4 + 4 **commoners**.
- 6 ...a hunting party of 1d6 + 2 **orc**s and 1d4 + 1 **manticores**.
...a frozen glade with a hot spring claimed by a territorial **druid** and her pack of 1d4 + 2 **winter wolves**.
- 7 ...a **frost giant** and his **polar bear** animal companion looking for a friendly game of Fling the Stranger.
- 8 ...a **young remorhaz** that emerges from a large hole in the ice.
- 9 ...a psychotic **mage** who summons 1d4 **bearded devils** upon seeing the party.
- 10 ...1d4 **veterans** and 1d4 **knights** abandoning their quest to slay an ancient slumbering evil.
- 11 ...a **young white dragon** who calls on an **air elemental** to aid it in battle against the party.
- 12 ...a frozen crypt with sarcophagi holding 1d4 frost-covered **mummies** and several magical items.
- 13 ...a cult fanatic, 1d4 **berzerkers**, 1d4 **thugs** and 2d6 + 3 **bandits** attacking a merchant convoy.
- 14 ...strange lights that flash and swirl in the sky and seem to point to the north, where an artifact awaits.
- 15 ...a **roc** that swoops down and tries to carry away any animal companions or mounts.
- 16 ...an archway of stone standing in a frozen plain that radiates heat and leads to the plane of fire.
- 17 ...1d4 + 1 **mammoths** with their young, as well as a human boy (**commoner**) they are raising as one of their own. He calls himself [*trunk trumpet sound*].
- 18 ...1d4 **vrocks** protecting an ancient frozen monolith of black stone. Touching it grants a boon for one player and a curse thereafter for 24 hours (roll on the tables on pgs. 183 and 184).
...an ancient barracks containing 2d10 + 5 **skeletons** and 1d6 + 1 **warhorse skeletons** readying an attack on a nearby settlement.

ARCTIC RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...the lair of an **adult white dragon** who has 2d6 **kobolds** fawning over and serving them.
- 2 ...a particularly slick patch of ice (DC 25 Dexterity saving throw) that leads to a narrow crevasse.
- 3 ...a cavern mouth leading into an icy tunnel guarded by two **stone golems**.
- 4 ...a raiding party consisting of a **half-white dragon veteran**, a **chain devil** and 2d4 + 3 **thugs**.
- 5 ...1d8 + 2 **trolls**, each carrying a large leather sack that moves as if occupied by living things.
- 6 ...1d4 **remorhaz** that burst through the ice, causing the party to tumble into freezing water.
- 7 ...a pack of 2d6 + 4 **winter wolves** chasing a herd of 4d12 **elk**.
- 8 ...a pack of **ogres** fleeing the result of one roll on the Arctic Environmental Hazards table on pg. 130.
- 9 ...a possessed **mage** accompanied by 1d4 **hezrou** that are racing along a living sheet of ice.
- 10 ...1d4 + 1 **frost giants** in a realm-shaking footrace.
- 11 ...2d6 **ogres** riding **polar bear** mounts. One of them is an **oni** in disguise.
- 12 ...a shimmering portal to an icy realm, where a glimmering blue castle sits on the horizon.
- 13 ...a **planetary** affected by divine madness.
- 14 ...a sheet of solid ice that looks sturdier than any thus far encountered. Which happens to be *hallucinatory terrain*.
- 15 ...an **ice devil** and 1d4 **imps** emerging through a tear in this plane.
- 16 ...a **young white dragon** in a pitched battle with a **remorhaz**.
- 17 ...a massive warband consisting of 3d20 + 10 **orcs**.
- 18 ...1d6 + 2 **ogre zombies** and 2d12 + 10 **zombies** standing motionless around a jagged hole in the ice.
- 19 ...a giant walrus with tribal carvings on its tusks. It is the avatar of a being of immense power.
- 20 ...a white dragonborn ranger challenges the party to a snowball fight. He throws three times per attack, at +15.

ARCTIC RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...the sense they're being followed. An **ancient white dragon** has started to stalk them.
- 2 ...a blue-skinned tiefling **archmage** accompanied by 1d4 **ice devils**, seeking the same thing as the party.
- 3 ...a nest of 1d4 + 1 **remorhaz** burrow toward the surface.
- 4 ...an ancient statue of a woman carved from everlasting ice. When approached, 1d4 + 1 **glabrezu** burst through the ice.
- 5 ...1d4 **frost giants** accompanied by a pack of 2d4 + 1 **winter wolves**. They want to wrestle.
- 6 ...a large, but completely frozen, stone fountain protected by a rusted **iron golem**.
- 7 ...1d4 **assassins** riding **giant owls**. They wear iconography featuring a large white dragon missing a foreleg. They attempt to attack with surprise.
- 8 ...a **pit fiend** frozen in ice. 2d8 **cult fanatics** and 2d10 + 5 **cultists** are attempting to free it. (Roll 1d100—on a result of 40 or higher, the fiend breaks free).
- 9 ...a ravaged primitive village, the surrounding ice and snow covered with frozen blood. The tracks of a large beast lead west.
- 10 ...1d4 + 1 **rocs** fighting midair over the carcass of a giant elk.
- 11 ...a frozen village visible 10 feet under the ice. Should the party attempt to thaw it out, they'll find it is very, very haunted by 3d4 + 10 **wraiths** and half as many **shadows** but contains 1d4 + 1 magic items.
- 12 ...2d10 + 5 **ogres** carrying a sealed chest of adamantine, within it an artifact of dark power.
- 13 ...one **adult white dragon** accompanied by 1d4 + 1 **half-white dragon veterans** (her offspring).
- 14 ...a **bor** that guards an open flickering portal to a plane below.
- 15 ...a contingent of 2d12 **knights** and 3d10 **guards** leading 3d20 + 30 refugees (**commoners**) south. They cannot speak or the curse they flee will find them.
- 16 ...a **solar** seated on a throne of ice and crystal overlooking a great valley, rehearsing the prophecy it is meant to deliver.
- 17 ...2d8 **berzerkers** attacking twin **adult white dragons**. If the party assists the berzerkers, they can provide 2d10 days of rations and directions to a cave rumored to be full of treasure.
- 18 ...a mausoleum in the frozen wastes occupied by one would-be lich attended by 2d4 + 10 **zombies**.
- 19 ...warnings from an angry god. Roll twice on the Arctic Environmental Hazards table on pg. 130.
- 20 ...a long-withered corpse clinging to an artifact of legendary rarity.

COASTAL REGIONS

Winding, meandering, idyllic coasts—whether lining great oceans or inland lakes—are a confluence of the aquatic and the terrestrial. In this place where land and sea collide, your party could encounter monstrous sea creatures that emerge from the shallows as well as dangerous winged beasts who take advantage of the bounty of both environments. The coastal regions of the world provide gorgeous vistas, unpredictable weather and a variety of life, equal parts mundane and magical.

COASTAL RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...a stretch of beach covered in dead birds swarming with 2d10 + 3 ravenous **crabs**.
- 2 ...one **cult fanatic** with a **homunculus** servant coming to shore in a long boat. He is lost.
- 3 ...a **priest** with 1d4 **acolytes** by a garden on the shore. They can spare 2 **potions of healing**.
- 4 ...a nest of 2d4 + 1 vipers (**poisonous snakes**), one of which is a **satyr** moonlighting as a snake.
- 5 ...two **pseudodragons** soaring and wheeling in intricate spirals and loops that spell out “Treasure this way. Definitely not trapped.”
- 6 ...1d6 **sahuagin** attacking a fishing boat, piloted by a **commoner**, just offshore.
- 7 ...1d4 **swarms of insects** that seep out of a wrecked long boat.
- 8 ...1d4 + 2 **ghouls** feeding on the corpse of a long-beached whale.
- 9 ...1d8 **giant toads** partially concealed in a deep pool.
- 10 ...a **young bronze dragon** who offers knowledge of a nearby treasure in exchange for a song about her favorite food: fish.
- 11 ...the results of a roll on the Coastal Environmental Hazards table on pg. 132.
- 12 ...a small stone hut that reeks of rotten fish where a **sea hag** resides. She's currently not home. But her hag's eye is hidden within.
- 13 ...a golden urn, half buried in the sand, covered in strange markings. It contains a trapped **djinn**.
- 14 ...2d12 **merfolk** who approach the shore with an unconscious human. They say they recovered him from a sinking ship nearby. He's clearly a **noble**.
- 15 ...1d10 + 3 **kobolds** scavenging the sand for food.
- 16 ...They will trade the party a bauble worth 25 gp for something to eat.
- 17 ...a **blue dragon wyrmling** attacking a wagon full of sheep with 1d4 + 2 **commoners** on board.
- 18 ...2d4 + 2 **giant crabs** with blue and purple shells that would each sell for at least 10 gp.
- 19 ...1d6 + 2 **tribal warriors** riding giant lizards. It seems they're playing a version of polo.
- 20 ...a hunting party of 1d4 + 1 **merrow**.
- 21 ...1d4 + 1 **harpies** attacking a **bronze dragon wyrmling**.

COASTAL RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...three **sea hags** who emerge from a coastal cave. Crying can be heard from within.
- 2 ...3d6 **sahuagin** returning from an inland raid. They have an entire town's food supply.
- 3 ...a massive webbed area, which counts as difficult terrain, occupied by 2d6 **giant wolf spiders**.
- 4 ...a **bronze dragon wyrmling** sunning itself on the sand.
- 5 ...1d4 **doppelgangers**, disguised as humans, riding **giant toads**, definitely passing through.
- 6 ...two fanatical **druids** who release a flock of 2d8 angry seagulls (**hawk**), each with 20 hp, on the party.
- 7 ...a **young blue dragon** chasing a desperate set of sailors.
- 8 ...1d4 **cult fanatics** surrounded by 1d6 + 1 **quasits** disguised as conch shells.
- 9 ...a roll on the Coastal Environmental Hazards table on pg. 132—this effect is imminent and the settlements nearby are ill-prepared.
- 10 ...a **storm giant** helping a floundering fishing vessel without much fanfare.
- 11 ...a beautiful coastal tide pool occupied by 1d4 + 1 **water elementals**.
- 12 ...rumors of a **hydra** just around the bend, which are interrupted by several heads burrowing out of what looked like a sand dune.
- 13 ...an **ogre** that has been caught in a rip tide.
- 14 ...a nest containing a **blue dragon wyrmling** protected by 2d10 + 2 blue **kobolds**.
- 15 ...1d4 + 1 **plesiosaurs** playing tug of war with the carcass of a very large fish.
- 16 ...1d4 **manticores** fighting over a downed, but still just alive, **unicorn**.
- 17 ...a pirate raiding crew composed of a **bandit captain**, 1d4 **spies** and 2d8 **bandits** coming to shore in long boats. They want ale. Now.
- 18 ...2d8 **giant eagles** that appear to be carrying halfling riders. They are obsessed with the wind.
- 19 ...2d6 screeching harpies who are actually **goblins** wearing winged suits.
- 20 ...a **young gold dragon** with a great laugh painting the light cast off the waves while sunning near the surf.

COASTAL RANDOM ENCOUNTERS (LVL 11–16)

- 1d20** The party encounters...
- 1 ...a **dragon turtle** harassing a passing merchant vessel.
 - 2 ...a **young bronze dragon** cavorting with a pod of **killer whales** to keep a young kraken from maintaining a foothold here.
 - 3 ...a raiding party of 2d4 **merrows** and 2d6 **sahuagin**. They have 2d8 captive **commoners**, one of whom can cast *wall of flame* once per day.
 - 4 ...a roll on the Coastal Environmental Hazards table on pg. 132. This event appears in a PC's next dream.
 - 5 ...a small cave that contains 1d4 **bronze dragon** eggs. One has hatched.
 - 6 ...2d4 **water elementals** that are creating a whirling vortex just offshore out of boredom.
 - 7 ...a hidden cove that contains a visible, flashing portal to the fey realms.
 - 8 ...2d6 **ogres**, each with a **giant crab** trained to snatch melee weapons and spell focuses.
 - 9 ...a wrecked vessel crawling with 1d8 **ghasts**, 2d6 **ghouls** and a bard seeking inspiration for the next big shanty (and he's out of his depth).
 - 10 ...a flight of 1d4 **young blue dragons** carrying a **storm giant**.
 - 11 ...a dilapidated lighthouse on the shore. Within it, an **archmage** is diligently working on cloning the entire town.
 - 12 ...glowing blue algae washing ashore, covering the bloated carcass of a **dragon turtle**.
 - 13 ...a cacophonous orchestra of rattling bones, as 3d20 + 30 **skeletons** emerge from the surf.
 - 14 ...2d12 + 4 **goblins** riding in pairs on **giant sharks**, which are not very well trained.
 - 15 ...a group of children who've just finished a sand castle that looks like a castle in the distance. Any damage to the sand castle magically affects the real deal.
 - 16 ...the pommel of a buried sword that is covered in coral. It's a +2 weapon and is certainly not cursed or hoping to overthrow the government.
 - 17 ...a gutted, ruined building on the shoreline, populated by 1d4 + 2 **ghosts** and 1d4 + 2 **specters**, as well as a realtor trying to make it work.
 - 18 ...a large merchant train passing by on the coast road consisting of 1d6 + 10 wagons, each guarded by two mounted **knight**s and four **guards**.
 - 19 ...a promontory looking over the sea, upon which a **marilith** holds 2d4 **commoners** captive. It is in the middle of sacrificing one of them to the fell gods.
 - 20 ...a cookout to celebrate a god of mirth.

COASTAL RANDOM ENCOUNTERS (LVL 17–20)

- 1d20** The party encounters...
- 1 ...an **ancient gold dragon** shapeshifted into a human hermit who is collecting beautiful shells.
 - 2 ...a hole in the sand that continues to swirl until it reveals a **purple worm**.
 - 3 ...2d10 + 2 **merfolk** who call out, wishing to trade. Four of them carry a deadly toxin in their veins.
 - 4 ...1d4 **clay golems** standing guard at the entrance of a sea cave that leads back in time.
 - 5 ...a trio of **sea hags** masquerading as merfolk in order to subvert the party.
 - 6 ...two **half-blue dragon veterans** and 1d6 + 2 **gladiators** battling a pesky invisible foe (which is actually **crabs** hiding inside their armor).
 - 7 ...an incredibly violent thunderstorm that masks a **storm giant** family reunion.
 - 8 ...a pair of bodies floating just off the coast being used as bait by a hero-hungry beast below the depths.
 - 9 ...an **archmage** whose botched simulacrum can't figure out how to swim.
 - 10 ...a **druid** tending an underwater glade just offshore, who could offer insight into the party's current predicament.
 - 11 ...a 60-foot wave hurtling toward the coast, the harbinger of a **kraken**'s surprise offensive.
 - 12 ...fading screams from a large offshore merchant vessel as 2d4 + 1 **Tyrannosaurus rexes** have slipped their magical shackles.
 - 13 ...a pair of **hydras** battle for territory near a bountiful inlet.
 - 14 ...a massive storm rolling in as 3d4 **water elementals** form around them—they want you to stop their family from relocating inland.
 - 15 ...a cliff overlooking the sea—a perfect perch to witness a battle to the death between a **deva** and a **lich**.
 - 16 ...a horrible, collective cry on the wind as 5d20 **banshees** from across the land gather for communion and conquest.
 - 17 ...a sunbathing beauty who offers the party a chance to draw from the **deck of many things**.
 - 18 ...the result of three rolls on the Coastal Environmental Hazards table on pg. 132, as a calamitous event unfolds.
 - 19 ...a fleet of ships from a foreign emissary appear in a nearby harbor. They are here to change the terms of the current treaty.
 - 20 ...drums, music, dancing. The residents of a local town heard the party was passing through and have arranged a four day festival in their honor.

DESERTS

Arid swaths of sand and rock, deserts are one of the least hospitable environments on the planet. Lack of water and the scarcity of resources requires anything alive to suffer great lengths to stay that way. Harsh burning days and frigid cold nights create an atmosphere where one must adapt or die. The domain of the efreeti, fire elementals, sphinx and other bizarre entities, this is a land of burning wastes and cunning, deadly creatures who will do what's necessary to survive

DESERT RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...1d10 + 2 **hyenas** chasing an injured **mule** (who is also a cursed merchant with deep pockets).
- 2 ...a cloud of sand that resolves into 1d6 + 2 **bandits** stealing racing **camels**.
- 3 ...tiny, flaming hands striking up out of the ground as 1d4 + 1 **magmin** claw free of the sand.
- 4 ...the baying calls of 1d4 **death dogs** as they come sprinting over the dunes.
- 5 ...1d4 + 1 **giant vultures** fight and squabble over the carcass of an ox that ate 40 gp in gems.
- 6 ...a group of 1d4 **lionesses**, which stalk and menace the party at night.
- 7 ...2d8 **scorpions** pouring out of a rocky crevice, which holds the remains of a fallen warrior.
- 8 ...5d4 **kobolds** walking in single file carrying a huge dead insect on poles. They seem thrilled.
- 9 ...a hungry **phase spider** flickering into view as ethereal webs flash in and out of sight.
- 10 ...a **brass dragon wyrmling** cavorting through the sand and toying with a **giant spider**. They are friends.
- 11 ...a beggar woman who is a **couatl** in disguise. She asks the party for water.
- 12 ...a small oasis that contains flowering fruit trees that will supply 2d8 days worth of rations.
- 13 ...a small hunting party of 1d4 **gnolls** accompanied by 1d4 **giant hyenas**.
- 14 ...the result of a roll on the Desert Environmental Hazards table on pg. 133.
- 15 ...a whirlwind of sand and loose rock where 1d4 **dust mephits** squabble over a pebble.
- 16 ...a hole that keeps getting bigger.
- 17 ...1d4 + 1 **bandits** fleeing an equal number of **giant lizards**, which could be used as mounts with a successful DC 15 (Wisdom) Animal Handling check.
- 18 ...a decaying humanoid hand pushing through the sand as 1d4 **mummies** reach upward.
- 19 ...2d4 + 2 **hobgoblin** merchants who are willing to trade with honorable people. One of them may try to steal from the party.
- 20 ...a magical garden growing in the middle of the expanse, occupied by a **medusa** who is misunderstood.

DESERT RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...a dead **blue dragon wyrmling** being carried on a litter by 2d6 screaming and wailing **kobolds**.
- 2 ...a **gynosphinx** who guards a strange door with arcane runes set in the side of a sand dune.
- 3 ...1d10 + 2 **hobgoblin** warriors engaging in an invasion drill. They will attempt to destroy anyone who sees them.
- 4 ...the scent of sulfur and brimstone riding the wind as the howls of 2d4 **hell hounds** echo.
- 5 ...a convoy of colorful wagons driven by 3d4 boisterous travelers (**commoners**) who will try to hide the fact that they're refugees. And **weretigers**.
- 6 ...the desert alight with flame. An **efreeti**, who just cast *major image*, attacks with intent to capture one of the party.
- 7 ...an **air elemental** in a whirlwind of stinging sand.
- 8 The area becomes heavily obscured. It's here to ask directions.
- 9 ...a **young brass dragon** that soars overhead and lands nearby. It offers shelter from the sun.
- 10 ...1d6 + 1 **wights** milling around a hole in the ground that slopes out of sight under the sand, as if pulled by a magical force (it is).
- 11 ...a hut on the side of a large water hole where a **guardian naga** and an elderly **mage** are engaged in a terse property dispute.
- 12 ...1d4 **basilisks** sunning themselves on a rock near the statue of a legendary (and currently petrified) **knight**.
- 13 ...a shaded canyon where 1d6 + 2 **phase spiders** nest on the ethereal plane.
- 14 ...a sandswept ruin where 1d4 **lamia** make their home. One of them is giving birth.
- 15 ...a massive **fire elemental** sweeping across the sand, turning it to glass in its wake. It's late for a steamy date with a **water elemental**.
- 16 ...2d8 **ogres** carrying large barrels of water. They are clearly headed to a rocky outcropping to the northwest, where they've built a sauna.
- 17 ...a dome of magical darkness that stretches for a quarter-mile. Stepping inside, the party will find a crystalline lake reflecting a starry sky.
- 18 ...a rectangular building that contains 12 sarcophagi, 2d6 of which are occupied by dusty **mummies**. The rest hold level-appropriate treasure.
- 19 ...a caravan of traders (**commoners**) trying to outrun a roll on the Desert Environmental Hazards table on pg. 133.
- 20 ...a **bandit captain**, 1d6 **thugs** and 3d8 **bandits** riding sleds pulled by **camels** streaking across the sand in a dusty cloud, fleeing bounty hunters who know each of their heads is worth 200 gp.
- 21 ...a dangerous-looking young blue dragon is actually a massive kite utilized by a nearby settlement to scare off predators.

DESERT RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...an echoing clatter of bones as 6d12 **skeletons** rise from the sand. They don't seem friendly. But, surprisingly, at least one is.
- 2 ...a roll on the Desert Environmental Hazards table on pg. 133, which seems imminent, and was foretold in a world-changing prophecy.
- 3 ...the sound of cackling laughter riding the wind as a large war party of 4d6 **gnolls** and 2d6 + 2 **giant hyenas** come into view.
- 4 ...a group of 1d2 **cult fanatics**, 2d6 **cultists**, 1d4 **hell hounds** and 1d4 **bearded devils**. They carry the standard of an evil god.
- 5 ...a recently destroyed wagon train—the sand still crackling with a bit of lightning—clear signs of a **blue dragon** or **behir** attack.
- 6 ...wisps of darkness that shroud a herd of 2d6 **nightmares** galloping across the sands.
- 7 ...a ripple of fast-moving sand that presages the arrival of a **giant purple worm**.
- 8 ...an **efreeti** accompanied by 1d4 **thugs** guarding a cart full of recently captured **fiends**, who entreat the party for aid.
- 9 ...a **night hag** who tries to sneak into their camp. She summons 1d4 **vrocks** to cover her escape.
- 10 ...a massive **androsphinx** standing guard over an extraplanar portal. If they can answer his riddles he will send them to a plane of their choice.
- 11 ...a garden of petrified humanoids, where 1d4 + 1 **medusas** hold court with one another.
- 12 ...1d4 tiefling **assassins** who have been tracking the party for some time on behalf of a known (or unknown) rival.
- 13 ...an **adult brass dragon** who is clearing an oasis of 1d6 + 2 **ogre zombies** and 2d12 **zombies**.
- 14 ...a part of the desert full of fulgorite structures. 1d6 **air elementals** cavort through the area.
- 15 ...what was once an opulent pyramid where a golden sarcophagus (housing a **mummy lord** and his legendary artifact) sits unguarded.
- 16 ...1d6 **bandits** who fire arrows at the party from the back of a gargantuan **roc**.
- 17 ...a small settlement where a rogue cleric has created a cult following by casting *create water* every day for the past year.
- 18 ...1d4 **erinyes** descend on the party in an effort to steal any magical items they can.
- 19 ...a **nalfeshnee** frozen in amber in the middle of a crater of glass. Breaking the glass releases the demon, while killing it grants an 8th-level spell scroll at GM discretion.
- 20 ...an **ancient brass dragon** who invites the party to his lair to rest safely. He has vast knowledge of the area and is happy to help.

DESERT RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...a deafening explosion of sand and rock as 1d4 + 1 **purple worms** ambush them.
- 2 ...a quartet of **guardian nagas** is transporting an **efreeti** in magical stasis to a portal to the plane of fire. One of them has been bought off.
- 3 ...3d10 adorable but incredibly toxic toads (**frogs**).
- 4 A creature that makes physical contact with one immediately suffers 55 (10d10) poison damage.
- 5 ...a rocky valley where 2d12 **giant constrictor snakes** sun themselves. One has a gnome-shaped lump in its midsection.
- 6 ...the ruins of an ancient city haunted by 1d8 **ghosts**, 2d6 **specters** and 2d6 **shadows**.
- 7 ...a green fire burning on the horizon around which 1d4 **horned devils** dance and chant, hoping to impress their kids.
- 8 ...a large swath of the desert turned to glass that seems to have a soul. The glass would be worth a hefty sum to the right buyer (a fiend, in the hells).
- 9 ...an **archmage** on a **camel**, with their **iron golem** guardian, travel across the desert in search of ancient treasures.
- 10 ...a **half-blue dragon veteran** leading 2d4 **barbed devils** away from a rocky outcropping. They have just stolen **brass dragon** eggs.
- 11 ...a pair of **gynosphinxes** guarding an arcane ring of shimmering light on the grounds of an ancient temple, which also contains a cursed hoard.
- 12 ...2d6 **fire elementals** in a roiling vortex of flame, a dire warning a portal to the hells is opening.
- 13 ...1d3 + 2 **glabrezu** bounding over the dunes, hoping to drag a party member into the abyss.
- 14 ...a city that is fully invisible, its leaders willing to do all they can to keep its location secret.
- 15 ...an **androsphinx** hibernating in the middle of a beautiful abandoned city. It can't remember the answer to its riddle.
- 16 ...a **planetar** dispensing the justice of the gods on a group of four **efreeti**. A group of 2d4 **commoners**, chains at their feet, stands witness.
- 17 ...the sound of titanic roars and flashes of fire as an **adult brass dragon** wages a bitter battle with a **balor**.
- 18 ...an **archmage** loyal to a trickster god has decided to troll the party as a cosmic joke, starting with sending his *invisible servant* to tie their bootlaces together.
- 19 ...a pride of 2d6 **lamia** who have taken a **brass dragon wyrmling** captive.
- 20 ...an **ancient blue dragon** who has heard of the party's legendary exploits and wishes to add them to his collection of curiosities frozen in amber.
- 21 ...the result of a roll on the Desert Environmental Hazards table on pg. 133.

TEMPERATE FORESTS

Towering trees, quiet brooks, shadowy glades and mysterious, possibly fey-born creatures are the hallmarks of temperate forests. The serene nature of these woodlands belies the danger that lurks within. In hollows shielded from the sun by stretching canopies, massive arachnids nest and propagate. In sheltered caves or massive dead oaks, green dragons make their lairs, poisoning the area around them with their very presence. Goblins and their kin roam free and wood elves overlook the ancient forests from cities built high in the lofty treetops. Who's up for a weekend in the woods?

TEMPERATE FORESTS

RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

...2d4 **awakened shrubs** that begin to sing and

1 dance when the party approaches. They aren't very good.

2 ...a lone, lost, starving **mastiff** who is skittish at first but warms to the party if they offer food.

3 ...a massive oak with a crack in the bottom of the trunk, liquid shadow swirling and bubbling within.

4 ...silence, as a crew of 2d4 + 1 **goblins** hide in the bushes, hoping their pit trap is a success.

5 ...a ring of fallen maple trees where a mated pair of **pseudodragons** engage in a marital squabble.

6 ...the result of a roll on the Temperate Forest Environmental Hazards table on pg. 134.

7 ...a **green dragon wyrmling** who protectively guards a small cave serving as his lair.

8 ...a gloomy hollow strewn with spiderwebs, where

9 1d4 **giant wolf spiders** and their brood of 2d6 **spiders** try to ensnare passing creatures.

10 ...a steady buzz as a swarm of 4d4 **stirges** drop from the canopy.

11 ...a ring of toadstools inside which 2d4 **sprites** feast on cream and honey. They are playful, but vengeful if treated poorly.

12 ...a small band of 1d4 + 1 **hobgoblins** stalking through the forest tracking a thief who stole from them (to feed his kids).

13 ...an area of terraced pools that smell of lavender and honeysuckle. Resting in the area reduces an extra level of exhaustion.

14 ...a high-pitched squeal and the snapping of brush heralding the charge of a **giant boar**.

15 ...1d4 **gricks** slithering out of rocky outcroppings nearby.

16 ...nearly glowing flashes of light reflecting off the coat of a **unicorn** as it comes through the trees, then immediately bolts. If the party can catch it, it will grant a gift.

17 ...a **deer** bursting out of the undergrowth with a pack of 1d4 ferocious **worgs** hot on its heels.

18 ...an explosion of dirt and stone as an **ankheg** bursts out of the forest floor. It's been tagged, as if by a scientist.

18 ...a trap. Suddenly one of the party is ensnared in a flying bit of web as an **ettercap** drops from the tree branches above.

19 ...the fierce buzzing of large insects. Unless the party is stealthy as they pass, 1d4 **giant wasps** streak toward them.

20 ...roaring and snarling. If the party investigates they'll find a massive **troll** in combat with a friendly **werebear** in grizzly form.

TEMPERATE FORESTS

RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

1 ...1d4 **bullettes** clawing their way free of the earth, fleeing a much larger predator beneath the surface.

2 ...a clearing full of dead plants where a column of jet black darkness whirls chaotically—a link to the realm of shadow.

3 ...1d4 + 1 stocky bandits (**wereboars**) stepping out from behind the trees. They want half the party's coin. Or a cure for their lycanthropy.

4 ...the sound of some harsh guttural words as a **green hag** calls forth 1d4 **shambling mounds** to remake the landscape.

5 ...a cache of 2d4 spell scrolls of level 1d4 or lower, at GM discretion (or use the table on pg. 153).

6 ...3d10 loggers (**commoners**) who speak of seeing strange figures performing rituals in the forest.

7 ...1d4 bounty hunters (**veterans**) and 1d4 + 2 **thugs** returning escaped prisoners to a nearby city. One of the prisoners is vocal about his innocence.

8 ...a collection of 2d4 + 2 **owlbears** seeking food and battling for territory.

9 ...a vine-covered tree that looks like a humanoid frozen in mid-step. He was once the county commissioner.

10 ...a **treant** and a **druid** enjoying a cup of mushroom tea. They refuse to share with the party.

11 ...1d4 + 1 **gorgons** standing stationary among the trees. The area around them is littered with bones.

12 ...an ambush. 1d6 + 1 **werewolves** attack, mistaking the party for lycanthrope hunters.

13 ...smoke curling from the chimney of a dilapidated hut where a **night hag** slumbers. A **flesh golem** guards the door.

14 ...a haunting song drifting through the trees and glimpses of vaguely feminine forms: The 2d8 **dryads** that live in the nearby trees are rehearsing for a theatrical production.

15 ...thin walls of thorny vines, as a **young green dragon** assaults them from the air.

16 ...a trio of halflings warn of a roll on the Temperate Forest Environmental Hazards table on pg. 134.

17 ...2d4 **phase spiders** slowly coalescing into view on the low branches of surrounding trees.

18 ...a **guardian naga** caring for a malnourished **brown bear** at the entry of a massive cave system.

- 19 ...a group of 2d12 humanoid **scouts** camping in a glade ringed by petrified **trolls**.
...sounds of revelry emanating from a glen where
- 20 **satyrs**, **sprites** and other fey creatures are having a boisterous party.

TEMPERATE FORESTS

RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...an **adult green dragon** languishing in a glade as 1d6 **cultists** prepare to sacrifice a **commoner**.
...illusory faces—mumbling gibberish—appearing
2 and disappearing in the trees over the next mile, the work of a long-dead **mage**.
- 3 ...a huge pack of 2d10 + 5 **dire wolves**, who attempt to corner the party against a rocky ravine.
- 4 ...2d8 + 10 territorial **centaurs**. They will attack if they cannot be placated.
- 5 ...an **adult gold dragon** in humanoid form caring for intricately shaped topiary in a peaceful glade.
...a **half-green dragon veteran** and 1d4 **gladiators**
- 6 in the process of slaughtering a group of 1d10 elves on behalf of a local lord.
- 7 ...1d4 **chain devils** gathering for their annual “three soul buy-in” poker game.
- 8 ...a group of 2d6 **minotaurs** camping in a small clearing with a juvenile **unicorn** trapped in a cage.
- 9 ...1d6 + 1 stinking **trolls** trying to sneak past. They each have a large sack containing gnomes they plan to eat.
- 10 ...a community of 3d20 + 40 halflings, one of which has been corrupted by an aberration.
- 11 ...a **cultist** slitting its throat in a clearing. They transform into a **pit fiend** with half its normal HP.
...two **druids** near a clear spring trying to heal
- 12 a **young gold dragon**, who has been cursed to transform into a creature of shadow.
...1d8 **knight**s, all clad in pitch black armor riding
- 13 **nightmares**, following a winding path through the forest. They have orders to attack on sight.
...1d4 **oni** camping around a low fire. The sound of crying children rises out of a hole in the ground nearby.
- 14 ...a **deva**, petrified except for its face, standing on a pedestal overlooking several fresh graves. It calls out for aid.
- 15 ...a strange mist spreading from an ancient circle of standing stones. 2d8 + 1 **will-o'-wisps** rise from the ground inside the circle.
- 16 ...trouble. The soft forest floor collapses below the party dropping them into the lair of 2d4 **bulette**s.
...a roll on the Temperate Forest Environmental Hazards table on pg. 134, a hazard that endangers a hidden treetop village.
- 17 ...a peaceful hot spring. A tribe of 3d10 lycanthropes are soaking there, playing it cool.
- 18 ...an **ancient green dragon**, who offers to parlay with one of the party. They have something it craves.

TEMPERATE FORESTS

RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...a deep rumbling sound resonates around the forest, the sound of 2d6 **treants** humming in harmony.
...1d8 + 2 **shambling mounds**, which suddenly attack. In the aftermath, the party will find an ancient engraved axe.
- 3 ...an ancient burial chamber within which a decaying **mummy lord** and 2d6 + 2 **mummies** shamble around.
- 4 ...a crumbling altar where an **iron golem**, a scroll case built into its chest, defends the area from all intruders.
- 5 ...two **adult gold dragons** discussing a creeping plague that endangers the forest.
...an **adult green dragon**, attended by 1d4 stoic **veterans**, who will defend its territory against any trespassers.
- 7 ...two massive oak trees on either side of a glowing golden doorway. What is beyond is obscured by blinding light.
- 8 ...an area where the tree trunks are marked with demonic symbols. 2d6 + 2 **barbed devils** soon claw their way out of the trees.
- 9 ...1d4 + 1 **cult fanatics** spurring on a **nalfeshnee** demon as it tries to light trees on fire.
- 10 ...a colony of 2d10 **werewolves** who live in round huts in the trees.
- 11 ...a herd of 2d6 **gorgons** crashing through the undergrowth.
...1d8 + 3 **ettercaps** and 2d10 **giant spiders** descend from the high canopy looking for a quick bite.
- 13 ...a slumbering **ancient gold dragon** that can only be woken with a quality joke.
- 14 ...the result of a roll on the Temperate Forest Environmental Hazards table on pg. 134.
- 15 ...a **lich** in the act of hiding its phylactery in a secluded glade.
- 16 ...an **ancient green dragon** flies overhead with a **unicorn** in its clutches.
- 17 ...2d10 + 4 **ogre zombies** clawing their way free of the loamy undergrowth.
- 18 ...a duel between two powerful **archmages**. It seems someone wasn't invited to the wedding.
...a herd of 1d10 + 2 shimmering unicorns cross the party's path. They are actually horses stuffed with dynamite and covered in a flammable white grease, part of an elaborate trap set by an elite team of adventurer-slaying **hobgoblins**.
- 20the sound of alluring laughter and the scent of fresh flowers emanating from a shimmering portal contained in an ancient stone ring, a passageway to the fey realm.

JUNGLES

Titanic creatures and deadly beasts populate the dense undergrowth and interwoven canopies of the jungle landscape. Massive apes, gargantuan dinosaurs, giant insects and fearsome goblin tribes could await adventurers setting out to explore the wilds. The party is as likely to encounter a deadly plant as a deadly beast and even the tiniest of flies can gather in colossal swarms that wreak havoc on an exploratory expedition. Powerful storms could thrash the area for weeks on end. Dangerous temperatures, dehydration, starvation and disease are all problems your players will need to contend with. And that's just what happens during the day.

JUNGLES RANDOM ENCOUNTERS (LVL 1-4)

1d20 The party encounters...

- 1 ...4d4 **lemure devils** flowing out of ancient statues littering the area.
- 2 ...2d6 **baboons** that follow and harass the party because they want something extravagant.
- 3 ...a ruin that could provide shelter for the night but curses the first person to fall asleep there.
- 4 ...the furious flapping of wings as 1d8 + 1 **flying snakes** chase birds in the canopy.
- 5 ...a hunting party of 2d6 + 1 **warriors** who have magic items to trade.
- 6 ...1d6 + 2 **goblins** wearing stylized ant-like masks, trying to cut down a tree.
- 7 ...a fetid steaming pond full of 1d4 + 3 **giant frogs**, each bigger than the last.
- 8 ...a friendly group of 2d6 **lizardfolk** who provide directions to a nearby landmark.
- 9 ...1d4 + 2 **axe beaks** protecting a nest full of eggs.
- 10 ...an **awakened tree**, as old as the jungle, that sings songs of forgotten history.
- 11 ...a strange tree with 2d10 star-shaped neon green fruits. Eating a fruit restores 1d8 + 1 hp.
- 12 ...the result of a roll on the Jungle Environmental Hazards table on pg. 135.
- 13 ...2d6 + 4 bats roosted in the canopy above that will attack if disturbed.
- 14 ...2d4 **kobolds** carrying a huge scale belonging to a colossal lizard.
- 15 ...3d6 **apes** foraging for food that begin screeching and pointing as a **giant panther** pounces.
- 16 ...a nest of 1d4 + 2 **giant centipedes** that will retreat from open fire.
- 17 ...a clearing, where nothing will grow, that features a massive, early stage statue of a humanoid face.
- 18 ...3d4 **swarms of scorpions**. I promise they looked like leaves!
- 19 ...water pouring down into a man-made basin from the mouth of a stone lizard. 200 gp glitters under the water. It's cursed.
- 20 ...one **giant constrictor snake** coiled around an ancient statue of a half-dragon man. Touching the statue offers advantage on all attacks for the day.

JUNGLES RANDOM ENCOUNTERS (LVL 5-10)

1d20 The party encounters...

- 1 ...a glade full of beautiful flowers, the home of 1d12 + 4 nesting **cockatrices**.
...a single knight (**gladiator**), clad in green armor, who will gift the party something if he can be beaten in single combat.
- 3 ...an ancient ruin that depicts the movements of the stars and planets, from which *divination* can be ritually cast once per day.
- 4 ...2d8 + 3 heavily tattooed **goblins** playing a game resembling kickball with an **owlbear**'s skull.
- 5 ...1d4 + 1 **weretigers** who are easily offended enjoying lunch or dinner in a glade.
...1d4 **giant crocodiles** sunning themselves on the edge of a river. A pack containing 2d8 days of rations lies nearby.
- 7 ...a clan of 3d12 **kobolds** shouting from the trees. They've been abandoned by their **young green dragon** mistress.
...an ancient tree with white bark that rises over 100 feet into the air. Its sprawling canopy is shrouded in mist. At its top is a mighty artifact.
- 9 ...1d4 **couatls** soaring down through the trees.
They will provide healing and cure any diseases in exchange for a poem.
- 10 ...a **Tyrannosaurus rex** pushing through the jungle. Its vision is decidedly not based on movement.
...a large crystalline snail shell that shines with an inner light. It is a magic item that can be used as a +2 spell focus.
- 12 ...a roll on the Jungle Environmental Hazards table on pg. 135—the result occurs twice in the next hour.
- 13 ...a **giant ape** that tries to intimidate them from leaving its territory but will immediately flee at the first sign of magic.
- 14 ...a young woman languishing in the bubbling mud of a smelly bog (who is also a **hag** who can't swim).
- 15 ...a **druid** tending a garden full of poisonous, venomous and carnivorous plants.
...a massive compass carved from stone. Touching it offers advantage on all Wisdom (Survival) checks for the next 48 hours.
- 17 ...harmless ethereal spirits zipping and dancing through the jungle. Their song charms all who hear it (DC 17 Charisma save) to stay and dance.
- 18 ...a herd of 3d6 + 2 **elephants** with their calves. 1d4 + 1 will charge if the herd is threatened.
- 19 ...a young **triceratops** that is injured and starving. It will bond with the party if they provide aid and succeed on a DC 17 Wisdom (Animal Handling) check.
...a beautiful mansion rising out of the jungle. It is well-appointed, but seems abandoned. Its owner was *true polymorphed* into a chesterfield sofa in the living room.

JUNGLES RANDOM ENCOUNTERS (LVL 11-16)

1d20 The party encounters...

- 1 ...an aging tortoise near a crystal pool who offers to grant the youngest party member a *wish*.
...a colorful bug that sprays a member of the party
- 2 with a stench that just won't quit. The smell lingers for $3d6 + 2$ days and seems immune to magical dispersal.
...a **mage** and $2d4$ **guards** who run into the party
- 3 as they are fleeing from $2d4$ **tyrannosaurs** who for some reason can cast *fly*.
- 4 ... $1d4 + 1$ **giant apes** that pelt the party with large rocks from the high canopy.
...a **treant** that fights to keep an **adult black dragon**
- 5 from destroying a colony of $4d10 + 20$ elves living in the trees.
- 6 ...a clutch of $1d4 + 3$ **trolls** feasting on the corpse of a dead elephant.
...two wild-eyed **mages** who will finish summoning 50 **zombies** in three rounds.
- 7 ... $1d6 + 4$ **basilisks** that ambush them out of thick vegetation. A short way away from the battle is a petrified **dryad**.
...a ruined garden, home to a carving of an elven woman. The first character to stare into her eyes is blessed with $2d8 + 4$ temp hit points.
- 8 ...four **shambling mounds** that have grown into a massive plant that lives and attacks as a singular entity.
- 9 ...a series of sulfuric pools serving as a portal to the plane of fire. Stepping within 15 feet would deliver 2 levels of exhaustion on a failed DC 15 Constitution saving throw.
...the territory of $4d6$ **tribal warriors** that will trade both goods and information if the party agrees to guide them away from their god.
- 10 ... $1d4$ **young black dragons** fight over territory. They turn their attention to the party if they spot them.
...an **archmage**, studying an ancient temple, who refuses to share what she's learned about the temple's interior (It's empty. She's embarrassed).
- 11 ... $2d4$ **veterans on war horses** who tell the party they are headed to purge a great evil to the southwest. The evil? A bit of food poisoning.
- 12 ...animals of all kinds fleeing past them as a raging blaze begins consuming the jungle.
...a roll on the Jungle Environmental Hazards table on pg. 135, which will begin the moment the party starts their next long rest.
- 13 ...a narrow natural bridge that crosses a deep canyon. The other end of the bridge is shrouded in magical *darkness*.
...a short ziggurat. Atop it is an ancient altar flanked by two **clay golems**. Dried blood can still be seen on the altar. A fiend will appear here in 24 hours.
- 14 ...a ruined temple, littered with traps, that holds a legendary artifact behind a DC 30 lock.

JUNGLES RANDOM ENCOUNTERS (LVL 17-20)

1d20 The party encounters...

- 1 ...a truly massive beanstalk stretching from the ground into the clouds above the jungle and leading to the celestial plane.
...a group of $1d6$ **treants** tending a grove of **awakened shrubs** that laugh at bad jokes and will offer a boon for a particularly terrible one.
- 2 ... $2d8$ **goblins** riding on howdahs strapped to the backs of two **tyrannosaurs**. They cackle madly even when the dinosaurs eat one of their number.
- 3 ...a **young black dragon** who has made a bargain with a demonic force. $1d4 + 1$ **chain devils** protect the mouth of its cave.
- 4 ...an eldritch portal set between two jet black obelisks from which $2d4$ **hezrou** demons enter the material plane. They seem terrified.
- 5 ...a glittering palanquin born by $2d4 + 2$ **weretigers** comes into view, carrying a regally appointed **rakshasa** who loves a game of chance.
- 6 ...a group of $2d4 + 1$ **assassins** arguing in whispers about where they hid the loot from their last job. One carries a map. Another, a decoy.
- 7 ...a snake-infested pit that also functions as a meaningful shortcut to the party's next goal. But...it really is a lot of snakes.
- 8 ... $1d4$ **nalfeshnee** running through the undergrowth. One carries a screaming man in purple robes who is meant to marry their mother.
- 9 ...a large urn standing on a plinth in the middle of a vine-choked ruin. Opening the urn grants a fiendish boon, but also releases $1d4$ **erinyes**.
- 10 ...a stairway made of pure light climbing up through the canopy. Walking into the light leads to immediate death, followed by the *resurrection* spell. The new form emerges from the light.
- 11 ...a field hospital staffed by **priests**. $5d6$ **commoners** are sick with a magical malady. The cure? **Pit fiend** blood.
- 12 ...a group of $10d10$ **orcs** that just want to be left alone. Didn't you see all their signs?
- 13 ...an ancient-looking man within a cage in a jungle ruin. He knows the answer to any question.
- 14 ...a roll on the Jungle Environmental Hazards table on pg. 135, which will befall the party today, tomorrow and the following day.
- 15 ...an utterly lost, utterly ancient **cloud giant** stomping through the jungle.
- 16 ...a **solar** sitting on a rune-covered throne. It will immediately attack any creature with fiendish ties.
- 17 ...signs of an **ancient black dragon**'s lair that begin to make themselves unignorable.
- 18 ...oddity. The trees begin growing taller and taller and taller—because the party is now the size of a few beetles and will be for the next 24 hours.
- 19 ...a *sending* spell from a party ally reveals the presence of a hidden cache of item upgrades.

GRASSLANDS

Never-ending fields of tall grass, windswept plains and wide-open spaces so large they can make the biggest of personalities feel small and insignificant. Chimera soar in the skies and orcish hordes march the lands intent on conquest. Wolves and giant elk struggle to survive in a cycle of predator and prey that has existed since the dawn of creation. In other words, a great place for a picnic.

GRASSLANDS RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- ...a large herd of 2d6 easily startled **goats**
- 1 grazing on bright purple flowers. 1d6 shepherds (**commoners**) watch over them.
- 2 ...a **chimera**, roaring and spitting fire, soars toward the clouds.
- 3 ...1d4 large **rhinoceroses** grazing and wandering around a waterhole. One is illusory.
- 4 ...three huge concentric rings in the grass. Anything within 100 feet of the rings is dead.
- 5 ...a **manticore** feeding on a freshly killed elk. It jealously protects its meal.
- 6 ...1d4 + 1 **swarms of insects** pouring out of a hole in the ground, which leads to a larger nest.
- 7 ...a landscape dotted by swathes of garish orange grass that hums and vibrates. Spells cannot be cast in these spaces.
- 8 ...a small herd of 2d6 **elk** foraging for food, immediately attacked by a **giant scorpion**.
- 9 ...a tooth-jarring buzzing sound. Seconds later 1d4 **giant wasps** emerge from the dirt.
- 10 ...the result of a roll on the Grassland Environmental Hazards table on pg. 136.
- 11 ...1d8 + 2 **giant weasels** that attempt to drag the shiniest member of the party into their subterranean den.
- 12 ...2d4 **orcs** marching across the plain to a beating drum. They carry a litter supporting three shrouded bodies.
- 13 ...1d4 + 1 holy warriors (**priests**) riding **hippogriffs** across the plain. They are on a pilgrimage to a temple in the clouds.
- 14 ...the high grasses shifting as if a creature is moving through them, but nothing is ever seen.
- 15 ...spectral armies that clash with one another, reliving their final battle.
- 16 ...an ambush. 1d6 + 1 **wolves** assail any mounts the party is using.
- 17 ...a ruined camp being looted by one **berzerker** and 1d4 + 1 **bandits**.
- 18 ...a trap. The smell of tar hits their nostrils as they realize they're standing in flammable pitch. 1d4 + 2 **lizardfolk** attack.
- 19 ...1d4 zebra-print **centaurs** fending off the hit and run tactics of 1d8 + 2 **gnolls**.
- 20 ...1d10 **pegasi** bedding down for the night. They offer to carry the party to their destination in the morning.

GRASSLANDS RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- ...2d8 + 3 **goblins**, their faces painted with three extra sets of eyes, attack riding **giant wolf spiders**.
- 2 ...1d4 **knight**s, riding **warhorses** and carrying the standard of an evil god, who lead a contingent of 2d8 **guards**.
- 3 ...a **young gold dragon** that stalks antelope (**deer**) across the open plains.
- 4 ...a horde of 2d12 + 4 **zombies** bumbling implacably to the west.
- 5 ...a 100-by-100-foot area of disturbed earth. Anyone who enters will cause 2d4 + 1 **ankhegs** to attack from below.
- 6 ...a rocking chair under a pure white gazebo where an aged **skeleton** with a long white beard sits staring to the south. His creator is coming.
- 7 ...a pack of 2d8 **death dogs** in hot pursuit of a herd of **deer**, one of which has antlers of gold.
- 8 ...1d4 + 2 alabaster columns forming a circle on the plains. These columns are actually **mimics**.
- 9 ...the result of a roll on the Grassland Environmental Hazards table on pg. 136.
- 10 ...a tunnel at the edge of a reflective lake. Black marble stairs lead under the lake and into darkness rich with treasure.
- 11 ...a stampede of **wereboars**, in the shape of boars, hoping to spread the curse of lycanthropy.
- 12 ...1d4 lounging **bulettes**, who see the party and burrow into the ground out of sight. They attack later with surprise on their side.
- 13 ...a mated pair of **chimera** that drop from the sky, setting the surrounding grass ablaze.
- 14 ...a wagon train carrying more than 50 people. 1d6 members of the caravan are **doppelgangers** masquerading as PCs, at GM discretion.
- 15 ...2d4 nearly feral **centaurs** who try to drive the party off of their land.
- 16 ...a **bandit captain** leading 2d12 + 4 **bandits** in an attempt to steal the party's belongings on behalf of their boss: a 10-year-old.
- 17 ...a trio of **night hags** gathered around a roaring bright blue bonfire. Mostly to gossip.
- 18 ...2d4 **gorgons**, moving slow and steady in the direction of the party before spreading out to try and ring the party in.
- 19 ...a **priest** trying to repel 1d4 + 2 **ghosts** that are targeting a group of 2d6 injured refugees (**commoners**).
- 20 ...a single **stone golem** in the middle of an empty plain. It guards a secret.

GRASSLANDS RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...a group of 2d12 + 2 **bugbears** sneaking forward. Some want to parlay. The others?
- 2 ...a windowless, doorless castle made of straw. Within it is an answer the party seeks.
- 3 ...2d12 **commoners** led by a guru (**priest**), building a marble effigy to a fallen god.
- 4 ...1d4 + 1 **knight**s made of stone that issue a challenge before charging the party on **gorgon**-back.
- 5 ...a merchant train under attack by a pride of 1d6 **chimera**. 3d6 commoners flee and hide.
- 6 ...an ambush. 1d4 **assassins** spring from the tall grass, hoping to steal the party's valuables.
- 7 ...a gathering of crows, ravens and vultures that has made the landscape nearly black. They regard the party with quiet bemusement.
- 8 ...intricate geometric shapes pressed into the grass, the result of an incursion from the far realm or a creative child's boredom (or both).
- 9 ...a pleasant-looking tavern. The owner is a **night hag** and many of the patrons are **oni**.
- 10 ...a modest stone house with a large observatory. An eccentric **archmage** dwells within, studying the path of the stars.
- 11 ...an expansive rock outcropping giving way, as 1d4 **earth elementals** form out of the ground.
- 12 ...a pathway made of purple crystal leading to the tomb of a once beloved king. His crown, an arcane object of terrible power, is buried within.
- 13 ...an injured **couatl** that falls from the sky and claims she carries a vital message for the gods.
- 14 ...a village completely populated by **weretigers** who just want to hang.
- 15 ...several spectral **gnolls** that follow the party for miles, laughing at nearly everything they do. The gnolls cannot attack and are immune to all damage. They're mostly just annoying.
- 16 ...two **devas** overseeing the sealing of an ancient tomb. As they do, the doors burst open and a **mummy lord** emerges.
- 17 ...1d4 **young gold dragons** crossing the plains on foot, part of a draconic pilgrimage. They have bad news about a PC's family member.
- 18 ...2d4 bounty hunters (**gladiators**) hauling a rune-etched cage containing a **horned devil**. They are traveling to the nearest holy city to banish it.
- 19 ...a roll on the Grassland Environmental Hazards table on pg. 136, a challenge that will strike as the party considers a long rest.
- 20 ...a tear in the fabric of reality as an **erinyes** and 2d4 **imps** pour into the material plane. They want to ally with the party.

GRASSLANDS RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...a huge warband of 2d10 **bugbears**, 2d10 **hobgoblins** and 2d6 **goblins** riding **worgs**, all hoping to catch a nearby city off guard.
- 2 ...a fire-blackened, lightning-scarred solitary oak. Music emanates through a crack near its base: A grasshopper playing the violin.
- 3 ...a large pack of 2d20 + 5 **giant hyenas**, all battle-scarred and ferocious, standing between the party and their goal.
- 4 ...two faceless **mages** riding skeletal **griffons** leading a cavalry of 1d10 + 1 **skeletons** riding **warhorse skeletons** toward a small settlement.
- 5 ...a royal messenger (**spy**) accompanied by 1d12 + 5 **scouts** carrying an important message to the capital and needing to get there before the party does.
- 6 ...a heavily armored cavalry unit of 2d8 **ogres** riding **rhinoceroses**. They guard a local treasure.
- 7 ...a concealed valley where 1d12 **chimera** nest and squabble with one another.
- 8 ...a burning village where a **planetar** battles with a massive horde of fiends, including 1d4 **bone devils**, 1d6 **bearded devils** and 2d8 **dretches**.
- 9 ...a towering humanoid effigy made of wicker and straw. An **awakened shrub** that is immune to all damage is preparing to set it ablaze.
- 10 ...four **stone golems** guarding a deep but narrow hole with flickering multicolored lights at the bottom. These lights are a glowing *heroes' feast*.
- 11 ...signs associated with the presence of an **ancient gold dragon**'s lair start to shift rapidly, indicating it may have died recently.
- 12 ...4d4 hungry **bulettos** that try to drag the party underground.
- 13 ...a green door in the ground, its lock DC 30, which leads to a portal to the fey wild.
- 14 ...a horrifying nest of 2d8 **phase spiders**. A single dragonborn man (**assassin**) can be found in their ethereal webs. He is barely alive.
- 15 ...the result of two rolls on the Grassland Environmental Hazards table on pg. 136.
- 16 ...a whole herd of 3d20 **deer**, dead or dying, with no explanation (the land here is cursed, and now so is the party—they'll die in seven days).
- 17 ...an **iron golem** on a decorated stone dais guards a chest crafted from gold and silver. Within is a hoard worthy of an **adult brass dragon**.
- 18 ...a field of loose boulders littering the ground.
- 19 ...the ruins of an ancient village where the disquieted spirits of ancient dead roam aimlessly.
- 20 ...a loud crowd of people standing outside a large, elegant pure white tent. Inside, a pair of **deva** heal the sick and dying.

MOUNTAINS

On snow-capped peaks of towering mountains or the lava-lit halls below them, dragons and giants battle for dominion. Difficult-to-traverse passes, unpredictable weather and dangerous monstrosities that can turn one to stone with a look are all challenges your players may need to face and overcome. Assuming they don't just fall over the side of a narrow cliff trail. These things happen!

MOUNTAINS RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...1d4 **commoners** clambering around the rocky terrain tending herds of 2d6 llamas. One gets kicked off the side.
- 2 ...1d4 **swarms of bats** pouring out of a small jagged cave opening, fleeing a lone **wight**.
- 3 ...whispering voices calling from a chasm shrouded in darkness. They just want company.
- 4 ...intense heat as molten rock and 1d4 **magma mephits** bubble to the surface.
- 5 ...a raiding party of 1d6 + 2 **orcs** carrying primitive weapons. They leap into combat.
- 6 ...an ambush. With a maniacal laugh and a gout of fire and heat, an **azer** attacks the party.
- 7 ...a **gargoyle** keeping watch over a narrow pass.
- 8 ...a **silver dragon wyrmling** snoozing in drift.
- 9 ...an **ettin**, whose heads can't agree on whether or not to eat the party.
- 10 ...a promontory overlooking a steep drop-off marked by a jet black obelisk carved with jagged runes. Touching it sends a creature to the bottom of the ravine, where another obelisk will send you back up. But...it's broken.
- 11 ...a group of 1d4 malnourished **thugs** who ambush the party from the rocks.
- 12 ...a small opening of roaring heat that disgorges 1d4 + 1 **magmin**.
- 13 ...a **white dragon wyrmling** who attacks from high above.
- 14 ...the unmistakable stench of death and a pile of half-eaten carrion. A **giant vulture** soon appears to finish its meal or make a new one.
- 15 ...the sound of anguished yells emanating from a rocky bend where an injured **druid** tries to fend off a **troll**.
- 16 ...the result of a roll on the Mountain Environmental Hazards table on pg. 137.
- 17 ...laughter and loud voices leading to a group of 2d8 dwarven sentries (**guards**) watching a back entrance to their mine city.
- 18 ...a contingent of 2d6 **kobolds** who rush out of concealed crevices in the rock.
- 19 ...a wave of heat surging off a **salamander** that is sunning itself on a rocky outcropping.
- 20 ...a single **frost giant** cooking a midday meal. She has some to share. It's quite a big portion, and not eating all of it would be very rude.

MOUNTAINS RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...1d8 + 2 **veterans** who will tell the party the stony pass ahead is blocked. It isn't.
- 2 ...a mated pair of **wyverns** who swoop in from a high rocky ledge for a lunch date.
- 3 ...the result of a roll on the Mountain Environmental Hazards table on pg. 137.
- 4 ...the occasional petrified **kobold**, the result of a **basilisk** who no longer hangs out around here.
- 5 ...1d4 + 2 **basilisks**, who love it here.
- 6 ...a rage-filled **red dragon wyrmling** who tries to burn the party alive (but would settle for a hug). ...an upbeat **young silver dragon** who offers
- 7 ...to guide the party through a series of twisting canyons. The cost? Infinite friendship.
- 8 ...an **earth elemental** that rises from the ground and goes berzerk, nearly causing an avalanche.
- 9 ...a circle of 10 ornate thrones, each with a different marking. Two are trapped.
- 10 ...a **half-white dragon veteran** leads a group of 2d4 **cultists** wearing white dragon masks. "Tomorrow is the sacrifice! Today is the feast!"
- 11 ...a **cloud giant** who tries to trick the party into heading down a dangerous path on a dare.
- 12 ...a cave entrance that resembles the snarling maw of a dragon, the home of a clever **kobold**.
- 13 ...a **frost giant** and its **saber-toothed tiger** companion.
- 14 ...1d4 **air elementals** that rush down from a high narrow pass. This is their turf.
- 15 ...2d4 dwarven warriors (**veterans**) defending a mountain pass against 1d8 + 1 **trolls**.
- 16 ...1d4 **ettins** journeying toward their home carrying the carcasses of a giant elk.
- 17 ...a dwarven **priest** speaking ancient rites to the gods, hoping for good weather. He forgets to say the magic word: "please."
- 18 ...1d4 **hell hounds** that try and pin the party in a dead end canyon.
- 19 ...1d8 + 2 ambitious **harpies** who swoop down on the party with harsh cries and attempt to carry away the largest member.
- 20 ...1d4 benevolent **ghosts** haunting the ruin of an ancient watchtower, who will offer a gift to anyone who can consecrate the lighthouse.

MOUNTAINS RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...a **young red dragon** swooping overhead accompanied by 1d4 **kobolds** on giant bats.
- 2 ...the result of a toll on the Mountain Environmental Hazards table on pg. 137.
- 3 ...an **adult silver dragon** who offers the party shelter in his mountainside castle.
- 4 ...1d4 **stone giants** that pelt the party with large boulders.
- 5 ...a massive rock carved into the likeness of a figure bearing striking resemblance to a member of the party.
- 6 ...a **behir** that slithers out of its lair looking for something to eat.
- 7 ...a **roc** that dive bombs the party and attempts to carry one of them to its far-off nest.
- 8 ...1d4 + 1 **fire giants** blocking the way forward. The toll is 2d4 rare or better magical items.
- 9 ...an **adult white dragon** who tries to bury the party in an avalanche of snow before attacking. ...a large yellow-barked tree clinging to a rocky promontory. Its glowing purple fruit lures creatures in. They are addictive and have a 1d100 percent chance of being deadly after the first bite.
- 10 ...a pair of **frost giants** bragging about stealing a great treasure. They are carrying a silver dragon egg.
- 11 ...two **cloud giants** attempt to knock the party unconscious so they can steal their tiny belongings and finish their model village.
- 12 ...a roaring waterfall that hides a cave entrance that looks like a leering skull. It's probably safe!
- 13 ...2d4 **cult fanatics** crying prayers to gods of murder and death as they release a pair of **chimera** on the party.
- 14 ...a group of three grizzled **veterans** and 2d6 **guards** leading an important religious figure through the mountain passes.
- 15 ...an eruption near a rocky outcropping as a column of fire releases 1d4 + 1 **fire elementals** and 1d6 + 2 **magma mephits**.
- 16 ...an ancient **druid** treating a goat that injured its front leg. The goat is for sure a demon.
- 17 ...purple lightning arcing back and forth between a pair of rune-carved columns barring the party's path forward. Touching the runes or the lightning is a one-way trip to the abyssal plane.
- 18 ...1d6 starving **wyverns** crawl down a steep rocky path toward you.
- 19 ...an **adult red dragon** who suddenly fills the rocky canyon the party is walking in with roaring flame. It's working on its reputation.

MOUNTAINS RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...2d12 + 2 maddened **berserkers** who are clearly under the effects of hallucinogenic compounds and can't stop leaping off the edge of the cliffs.
- 2 ...1d4 **rocs** carrying a juvenile **mammoth**. ...a massive set of interconnected stone rings. Their construction defies logic and staring too long causes a form of madness at GM discretion. ...an ancient woman who keeps an impressive garden on a high mountain peak. She is a shapeshifted **ancient silver dragon** hoping to find someone to take care of it in her stead.
- 3 ...2d6 heavily armed **salamanders** escorting 2d12 human captives to the mountain lair of their **efreeti** master.
- 4 ...a mated pair of **behir** protecting their young.
- 5 ...an **ancient red dragon** who attacks the party, intent on dominating a PC into service.
- 6 ..2d4 pacifist **stone giants** farming giant golden mushrooms underneath a cliff ledge.
- 7 ...four **fire giants** carrying a large casket on metal poles. They will guard the red dragon egg inside with their lives.
- 8 ...a narrow canyon pass. If the party travels through it, 1d12 **bulettas** crash into the party through the rocky walls on either side.
- 9 ...two powerful **archmages**, who are former lovers, battling one another from opposing mountain peaks in a duel.
- 10 ...a titanic sword sticking out of the side of a mountain. Coiled around the blade is a petrified snake-like dragon with a flaring mane. If any in the party are considered gods, they can attempt to lift the blade with a DC 35 Strength check.
- 11 ...a talking **eagle** that follows the party from a distance of 30 feet, narrating every move they make as if documenting it for future generations.
- 12 ...a raging storm masking 1d8 + 4 **air elementals** that try to push them off a ledge.
- 13 ...a strange orb of glowing light that floats at the end of a narrow walkway over a deep chasm. Touching the orb grants the ability to cast *invisibility* at will for seven days.
- 14 ...the result of a roll on the Mountain Environmental Hazards table on pg. 137.
- 15 ...blinking eyes that emerge and recede into the rock walls, following their progress. The entire mountain is watching them.
- 16 ...snores. An **ancient white dragon** slumbers under layers of snow on a mountain peak. Hopefully for the party, it stays that way.
- 17 ...a **tarrasque** bursting through a rocky wall next to the party, its body causing a cliffside collapse. ...the avatar of a god who favors the party's efforts, offering a boon to 1d4 + 1 of its members at GM discretion (or use the table on pg. 183).

HILLS

The rocky crags and dangerous canyons of mountain foothills are not for the weak or unwary. Hill giants roam these places, hungry and volatile. Copper dragons and their chromatic cousins struggle for dominance as hags, mages and fell cults toil toward their own goals in the caverns and outposts on the outskirts of larger cities and settlements. Orcs, kobolds, goblins and other humanoids all seek to carve out a niche in the out-of-the-way places and shambling mounds shuffle silently toward their prey (the hills may not have eyes, but they do have blindsight). All in all, a solid place to settle down.

HILLS RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...a patrol of 1d6 **guards** with 1d4 tracking dogs (**mastiff**) searching for a murderer (**veteran**).
- 2 ...a single **panther** who has been waiting for an opportunity to catch one of them alone.
- 3 ...the body of a **blood hawk** that was transporting a coded missive in a special carrier.
- 4 ...the result of a roll on the Hills Environmental Hazards table on pg. 138.
- 5 ...an ancient elven **mage** riding a magnificent **giant elk**. He is eager to exchange arcane lore, but is among the realm's slowest talkers.
- 6 ...a small cave hiding the preserved body of a handsome **noble**. He's been asleep for 150 years.
- 7 ...a large trail of old blood. It leads to the corpse of a huge **bear** that's food for 2d6 **vultures**.
- 8 ...an area covered in spiderwebs and home to 1d4 + 1 **giant spiders**.
- 9 ...a halfling (**scout**) in a small clearing going over plans to free his friends being held by 2d4 **bugbears**.
- 10 ...an ambush. Two **dire wolves** strike hard.
- 11 ...the smell of a campfire through the trees. 2d4 **scouts** from a nearby city have set up camp for the night. And already know the party is nearby.
- 12 ...the domain of a territorial **griffon** who wants them to retreat.
- 13 ...a comfortable-looking hut where an old woman brews and sells potions. She is in fact a **green hag** hiding under an illusion. Her potions will turn imbibers into babbling babes.
- 14 ...a colorful wagon full of gnomish inventors. They have wondrous items to trade. Only 1d100 percent of them work.
- 15 ...subterfuge. A **doppelganger** attempts to replace one of the PCs as the others sleep, tying them up in a nearby grove.
- 16 ...a forest of petrified, leafless trees, in a square mile area. This area is deathly still and silent.
- 17 ...2d6 **giant goats** foraging through their campsite. They have destroyed something of great value.
- 18 ...a rabid **brown bear** that charges the party from a hidden lair.

- 19 ...1d4 injured **gnolls** fleeing the front of a nearby battle between their tribe and the area's militia.
- 20 ...an incredibly clumsy **hill giant** who tries to fight the party but keeps tripping over itself until it breaks into tears, sobbing uncontrollably.

HILLS RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...1d6 mountain lions (**lion**), which attack mounts and animal companions first.
- 2 ...pikes hoisting the heads of **goblins**, **kobolds**, **ogres** and **trolls** along the side of the path.
- 3 ...howls of hunger and rage as 1d4 **werewolves** and 2d6 **wolves** bear down on them.
- 4 ...two **hill giants** making their way into the wilderness. They lead wild-eyed cattle, stolen from a nearby village.
- 5 ...a clutch of 1d4 **red dragon wyrmlings** that try to kill and eat one of the party but will flee if significantly damaged.
- 6 ...a massive crumbling and ancient wall carved with large arcane runes.
- 7 ...the top of a high steep hill that appears to be home to a massive nest. 2d8 **harpies** make their home there. And will defend it.
- 8 ...a young **copper dragon** who takes interest in the party and follows them from above for a bit.
- 9 ...a large crystal statue of an elven warrior. The arrow on its bow points to a concealed door in the rocks, which holds +1 upgrades to the weapons they carry.
- 10 ...1d4 **ettins**, who will pretend to parlay but are spoiling for a fight (and food).
- 11 ...8d6 **tribal warriors**, who start to chant as a young **red dragon** stalks into the area. The dragon coughs up a pile of gold, then says "Ante up."
- 12 ...a talented artist carving a rock outcropping into the form of an outlawed deity.
- 13 ...a result of a Roll on the Hills Environmental Hazards table on pg. 138—this event is the direct result of a rival nation's tinkering mages.
- 14 ...a huge human face carved into the rock that speaks in giant, reciting old nursery rhymes as blue smoke pours from its ears.
- 15 ...a curious **mage**, laden with books and scrolls, who trails the party and takes copious notes.
- 16 ...the sound of music echoes through the hills, turning 2d4 + 1 of them into **shambling mounds**.
- 17 ...1d4 + 1 **veterans**, suffering madness, who think they are fighting a great battle with the wind.
- 18 ...a single boulder rolling up and down a hill, over and over—the result of a clever wizard's perpetual experimentation.
- 19 ...a lone **stone giant** guarding a narrow pass, which could cut the party's journey in half.
- 20 ...triplet sisters, asking the party to join them for a mid-day meal. Despite evidence to the contrary, these are not hags.

HILLS RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...a series of ancient cairns sliding open in unison as the moans of 2d6 **mummies** echo outward.
- 2 ...1d8 **hill giants**, who try to crush the party to pulp with heavy rocks.
- 3 ...a hidden monastery high in the hills glinting in the distance. Inside, 4d10 monks venerate an **adult copper dragon**.
- 4 ...an **adult red dragon** who uses hit and run tactics to wear the party down. It wants treasure.
- 5 ...a quarter mile area where gravity is decreased by 1d100 percent. Rocks float and large earth motes hover above the ground
- 6 ...a blind-drunk **hill giant** and his pet **gorgon**.
- 7 ...a large taxidermied cougar head draped over a pike. It's a very expensive hat and grants the wearer +5 on all Charisma (Intimidation) checks.
- 8 ...a large ship, half buried in mud and rock. 2d4 + 1 **ghosts** that look wet and sullen haunt the area.
- 9 ...the result of a roll on the Hills Environmental Hazards table on pg. 138.
- 10 ...4d10 dwarves marching through the hills seeking the army of **orcs** that raided their hold.
- 11 ...a colossal **behir** slithering out of a large cavern at the sound of the party's approach. It would eat the party if it weren't so full.
- 12 ...an area where glittering gold can be seen in the rock all around. It is all fool's gold.
- 13 ...a pair of **mages** and six assistants (**commoners**) conducting archaeological research in the ruins of an ancient city.
- 14 ...a **bandit captain**, 2d6 **thugs**, 2d12 + 2 **bandits** and a **mage** who descend from platforms strung above the twisting canyons to demand a toll (1d100 percent of the party's gold).
- 15 ...an **archmage** experimenting with new forms of alchemy in a dry welcoming cave.
- 16 ...a nest of 10d4 **ankeps** that will protect their queen in a nest beneath the party's feet.
- 17 ...a strange totem of stacked rocks each about the size of a goliath, etched with arcane runes and splattered with dried blood. If knocked over, a member of the party will fall over dead.
- 18 ...a herd of 2d6 **pegasi** alights on the ground and starts to graze for food. They can be bargained with for transportation.
- 19 ...a large, orderly war camp of 4d10 + 15 **hobgoblins** preparing for an underground campaign against a **duergar** settlement.
- 20 ...a lone wailing **ghost** who begs for help to pass on from undeath. She stands over a burial cairn etched with jagged runes. She needs the last part of the ritual—a true love poem.

HILLS RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...a colony of 2d8 **ettins** preparing to complete a ritual that will raise an eldritch horror.
- 2 ...the skeleton of a creature with two sets of wings, six arms and a long sinuous neck. And 4,000 gp, all of it cursed.
- 3 ...a woman in a nearby clearing who is crying for aid. Her boy has been transformed into a donkey.
- 4 ...a **horned devil** frozen in amber in a rock wall.
- 5 ...a colony of 3d20 + 15 xenophobic elves practicing forgotten magics in a secluded ravine. ...road signs suggesting a village nearby. But there is now only smoke, ash and other forms of dragonsign.
- 6 ...a sheltered cave where an **iron golem**, etched with dwarven runes, stands guard over an elevator that leads to the dwarven kingdom below.
- 7 ...2d4 **stone giants** preparing to feast on a variety of humanoids they hold captive in large cages.
- 8 ...chanting and singing. 2d6 **cult fanatics** are summoning an **erinyes** into the material plane.
- 9 ...the result of a Roll on the Hills Environmental Hazards table on pg. 138, the result of an errant wand flick by a budding mage.
- 10 ...horror. What's worse than a **tarrasque**? A tarrasque that can fly, like the one that's dropping out of the clouds right now.
- 11 ...10d6 + 1 **gorgons** stampeding down a hillside toward the party, a legendary herd that has crossed over from the fey wild.
- 12 ...an **ancient red dragon** that follows the party's progress from afar waiting for the opportune time to strike.
- 13 ...an exposed crystal, half-buried in earth. It is a small portion of a colossal crystal turtle shell, the size of a large town, buried in the hillside. Etched into it are musings on the end of the last age.
- 14 ...3d6 **wyverns** who try to take the party back to their mistress: a **pit fiend** with a bone to pick.
- 15 ...a large, isolated tree that can cast *wish* (though not on itself) once per dawn. Each time it casts the spell, it loses a limb.
- 16 ...a *sending* spell from a major leader: "Please fight one another to the death. I'll pay handsomely and pay to have each of you raised from the dead." Will they, though?
- 17 ...**owls** that descend on the party hooting about nothing in particular.
- 18 ...consequences. The party has angered one too many gods, and now a **solar** has arrived to explain, in no uncertain terms, their time is up.
- 19 ...a pair of gnomes who appear out of nowhere. They wish the party to settle a 300-year dispute: Which of them is cuter?

SWAMPS

Mist-covered marshlands, vegetation-choked waterways and fetid bogs make for dangerous travel in and of themselves. Ferocious lizardfolk tribes, multi-headed hydras and black dragons that claim these insect-infested places as their own should be enough to cause even the most stalwart adventurers to think twice before entering without a guide. Too bad a lot of the guides are thieves.

SWAMPS RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...a statue of a frog covered in rubies, vines and filth. The rubies are worth 40 gp.
- 2 ...1d6 + 4 **kobolds** that attack from the trees.
- 3 ...a mousy man (a **wererat**, actually) clad in rags and selling yesterday's fish for today's prices.
- 4 ...neck deep water and 2d6 **poisonous snakes**.
- 5 ...a **giant crocodile** with allegedly haunted teeth.
- 6 ...1d4 + 2 **zombies**, muck-covered and rotting, arising and moaning in mindless hunger.
- 7 ...1d4 **giant toads** lethargically shifting on a nearby lily pad. One belches out a ruby worth 100 gp, but it quickly plunks into the water.
- 8 ...a strange blue mist full of colored lights rising from the swamp, signs of a nearby artifact.
- 9 ...a **black dragon wyrmling** waiting for a passing meal from a hollowed out stump.
- 10 ...churning water as the large coils of a **giant constrictor snake** close in around the party.
- 11 ...a **cult fanatic** and 1d4 **cultists** sacrificing a screaming **kobold** on an altar dedicated to a fell god. The kobold is immune to piercing damage.
- 12 ...an area full of waterlogged caves where 1d6 + 1 territorial **giant lizards** make their nests.
- 13 ...the skeletal remains of a humanoid and a horse covered in muck. An item worth 50 gp sits in their ruined pack. If taken, the **skeletons** will rise.
- 14 ...a **green dragon wyrmling**, which stalks the party from afar, trying to learn all it can about what it means to be a humanoid.
- 15 ...an eyeless **ogre** stumbling through the swamp, having escaped a hag's hut nearby.
- 16 ...a dwarf tied to a log calling out for aid—he's been floating for what feels like weeks, a victim of **bandits** in a town upriver.
- 17 ...the result of a roll on the Swamp Environmental Hazards table on pg. 139.
- 18 ...1d6 + 1 **bandits** who demand payment to allow passage through "their swamp." One of them appears to be allergic to water.
- 19 ...light and laughter in a swirling whirlpool as a trio of **fairies** flit beneath the surface.
- 20 ...a ferocious roar as a **plesiosaur** rushes at them through the fetid water, but it trips, impaling itself on a broken stump.

SWAMPS RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...2d6 **orc**s riding **giant crocodiles** through the water. They are racing.
- 2 ...1d4 + 2 **gargoyles** on the top of ornate stone pillars, the entrance to an underwater crypt.
- 3 ...**ghosts**. A lot of ghosts around here (3d4 to be precise). Could be because there's a flooded graveyard just beneath the water's surface.
- 4 ...1d6 + 2 swirling **will-o-wisps**, seemingly harmless but decidedly not.
- 5 ...a large pool of water, its edges littered with bones, the home of a pair of **giant crocodiles**.
- 6 ...a path choked with thick undergrowth, from which 1d4 + 1 **shambling mounds** emerge.
- 7 ...an exhausted **scout** who is trying to get important information to a nearby town: the swamp will soon be consumed by flames.
- 8 ...3d6 **goblins** all struggling in the whirlpool they've wandered into. Without intervention, they will likely drown in 1d4 + 2 rounds.
- 9 ...1d6 **wights** emerging from a sunken mausoleum at the sound of the party's approach.
- 10 ...a shack on stilts with humanoid corpses hung like ornaments on nearby trees. A deranged **mage** conducts foul experiments inside.
- 11 ...an ancient ruin, covered with mud and vines, where an elven woman is suspended in a magical matrix of white light. She will grant the party access to nobles in a nearby city if rescued.
- 12 ...a zombified **hill giant** roaming through the swamp, looking for its long-dead spouse.
- 13 ...a roll on the Swamp Environmental Hazards table on pg. 139, the result all part of a coven's years-long ritual.
- 14 ...a group of 2d4 **veterans** led by a **knight** and hired to do whatever the party is aiming to do—only better.
- 15 ...the remains of a great manor house that has been overrun by 40+ children calling themselves "the swamp things."
- 16 ...2d8 **giant spiders**. In their webs you find the remains of 1d4 humanoid adventurers (and a very heavy-looking coin purse).
- 17 ...a spherical dwelling suspended from the trees, where a **night hag** torments the soul of a priest. His wails echo through the swamp.
- 18 ...3d6 **chuuls** trying to pull the party down into the murk at the behest of their queen.
- 19 ...a truly massive **hydra** that rises from the swamp. Terrifying cries from fish-people who've come to watch their god feed echo off the water.
- 20 ...a faint glimmer at the base of a gnarled tree is a +2 spell focus a wizard may want back.

SWAMPS RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...a stone dais that rises out of the swamp, where **1d4 clay golems** protect a stone sarcophagus.
- 2 ...**1d4 young green dragons** occupying the remains of a ruined temple. They fear music.
- 3 ...a great vertical stone ring rising out of the swamp, a portal to the beastlands.
- 4 ...**1d10 + 3 vegetarian trolls** trying to make it work by scrounging for berries and swamp fruit.
- 5 ...a trio of snakes, part of a half-dozen **medusa**, watching them from a swampy inlet.
- 6 ...a huge metal spike, topped with the symbol of a large open eye. Touching the eye gives advantage on Wisdom (Perception) checks for 24 hours.
- 7 ...a glowing (and illusory) necklace suspended in the air. It shifts 30 feet if attempts are made to touch it. If it moves 150 feet, the demon they call the Fisherman has reeled in another catch.
- 8 ...a cult leader trying in vain to convince his **9d6** followers the swamp is just as good as the city.
- 9 ...a roll on the Swamp Environmental Hazards table on pg. 139. The result happened yesterday, and the fallout is still being felt in this area.
- 10 ...a small group of dead soldiers floating in the water, their bodies covered with black pustules. Any creature coming into contact with these pustules will need a *greater restoration* spell in three days, or will perish.
- 11 ...a ruined temple lit by torches of green fire where two **mages** bow to a summoned **hezrou**.
- 12 ...sludge seeping from a fetid grotto where an **adult black dragon** makes her lair.
- 13 ...**5d4 swarms of insects**. And then **10d4 more**.
- 14 ...**2d10 ghosts** stalking silently through the landscape, long tongues lapping the air.
- 15 ...strange bright blue moss growing on the skeleton of a gargantuan lizard-like beast that rests half buried in the mud. If the party can revive the creature, it will serve them well.
- 16 ...**4d4 shadows** that stalk the party from...well, the darker corners of the swamp.
- 17 ...an airship carrying **4d10 + 5** passengers that begins rapidly descending into the swamp. The mechanisms that keep it aloft have been sabotaged.
- 18 ...a large copper statue of an imposing lizardfolk warrior. Local lore suggests any who dare to touch it will have to face the lizardfolk warrior in combat (which happens in their dreams).
- 19 ...a **mage** who's found out how to cast *cone of cold* without wasting a spell slot testing her newfound ability. She freezes herself.
- 20 ...symbols in celestial carved in the muck. Reading them summons an avatar of righteous power, who touches the armor of every party member and increases the AC by 1.

SWAMPS RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...an ancient gallows tree, still strung with hanging skeletons, haunted by **10d6 ghosts**.
- 2 ...**1d6 + 3 decaying flesh golems** patrolling the dilapidated ruins of a once glorious castle.
- 3 ...acidic pools of water that immediately corrode all non-magical items.
- 4 ...a gang of teenagers (**commoners**) daring one another to jump off a stump and into a swirling yellow light (which would turn a creature into a **balor**).
- 5 ...a **deva**, its wings ruined, trapped in an adamantine cage guarded by two **stone golems**.
- 6 ...an ornate stone pedestal standing by itself where a **knight**, clad in burnished armor of a strange metal, clutches a shining silver sword (a +3 weapon). He wants the party to kill him.
- 7 ...the result of **1d4** rolls on the Swamp Environmental Hazards table on pg. 139.
- 8 ...three massive humanoid skulls, the size of large houses, sticking up out of the mud. Touching one would cause the *finger of death* spell to target a random PC (DC 17).
- 9 ...**2d4 + 2 giant crocodiles** languish in the deep mud in the center of a shallow pool.
- 10 ...a cruel hermit who raised **1d4 + 1 young green dragons** as companions. The dragons are finally old enough to just, you know, eat him.
- 11 ...large humanoid footprints. They belong to a little girl who is also a werecrocodile.
- 12 ...**2d4 + 2 trolls** exploding out of the cloudy water. They are resistant to all damage types.
- 13 ...**1d4 + 1 wights** guarding a submerged cairn dedicated to an ancient king. A **mummy lord**, rotting and drenched, begins to rise.
- 14 ...a cave entrance littered with freshly molted dragon scale. A horrifying creature—an **ancient green dragon**—could be nesting within.
- 15 ...a dozen diamond shaped obelisks inscribed with infernal etchings that say “Want to summon a demon lord? Read what you just read.”
- 16 ...trouble. Every tree in the immediate vicinity is a **treatant** or **awakened shrub**. They’re furious one of their brethren was turned into a nearby dock.
- 17 ...a hydra’s body, impaled on a colossal spear plunged into the swampy ground. Its carcass has been picked clean.
- 18 ...a **planetary**, bound to stone dais by chains that glow with arcane power. If he notices the party, he asks if they know how to cast *power word kill* so he can finally be at peace.
- 19 ...a horrifying, echoing “caw.” The dark leaves in the trees aren’t leaves—they’re the feathers of the **10d10 harpies** who’ve gathered here.
- 20 ...a luminescent blue fungus on the rocks and trees. It drips a viscous, clear, glowing fluid, which can be used to coat weapons to overcome resistances for one hour.

UNDERGROUND

In buried ruins and dank caves—the deep places of the world, as one famous wizard put it—ancient beings and long-forgotten secrets dwell and grow. It is the domain of the dwarves, the duergar and the drow. In these unseen places, where the light of the sun never reaches, death can be swift or slow depending on whether you've been hit with an arrow or are falling down a seemingly endless chasm. Twisted creatures like cloakers and ropers wait for days on end to snare a passing meal while aboleths and other otherworldly abominations plot and scheme. Finding one's way through the labyrinthine passages running below the planet's surface is only one of the challenges your players will face down here. After all, they aren't alone in the dark.

UNDERGROUND RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...a nest of 2d12 **giant fire beetles**.
...a small cavern where the stalagmites and stalactites are made of pure gold that resists collection. Chunks worth 10 gp will break off if a blow meets AC 20.
...a large chamber full of marble coffins etched with faded family names. 2d4 **acolytes** of a neutral god of death keep the area free of dust.
- 2 ...1d4 + 2 **grimlocks** who hope to capture the party to take them back to their lair.
...a cavern full of giant mushrooms with translucent, but vibrantly glowing, pink caps. 1d6 + 1 **violet fungus** grow among them.
...2d4 dwarven **veterans** clanking down a tunnel tracking a **duergar** raiding party who stole valuable treasures.
- 3 ...a dead end tunnel lined with intricately carved statues of dwarven kings in small alcoves. Those with knowledge of dwarven history or stonework would know one statue is out of place.
- 4 ...1d4 + 1 **darkmantles** drop from the ceiling and try to engulf and consume the party.
...an out of the way cavern where a **copper dragon**
- 5 ...**wyrmling** feeds on succulent fungi and draws prophetic pictograms on the walls.
...2d4 **deep gnomes** traversing the dark passages with a cart pulled by a **giant lizard**. They are eager to trade, but don't need stuff from the surface.
- 6 ...the result of a roll on the Underground Environmental Hazards table on pg. 140.
...1d4 **rust monsters** that scamper out of the darkness, attracted by the party's equipment.
...an injured dwarven prospector who offers to pay for the party's help with a gold nugget he says is worth 10 gp. It's easily worth 1,000 gp.
...a murmuring sound that slowly grows into a deranged chatter as a **gibbering mouther** slides into the tunnel ahead.
- 7 ...a clear path. The way ahead is blocked by a **gelatinous cube**, but it doesn't look that way.

- 16 ...a tower, made of pure silver, dominates a large cavern. There is no obvious way inside.
...1d4 **gray oozes** clinging to the walls and ceilings, that take the party unawares.
- 17 ...a pair of **orcs** dragging an unconscious dwarf between them. He was supposed to lead them to treasure. Now they don't have to share.
...a set of glowing footprints that leads to a cavern where a dozen giant glowbug corpses have all been smashed to create a glorious glowing portrait. Of the party.
- 18 ...a few **flumphs** who offer to lead the party to a hot spring that offers the benefits of a long rest.

UNDERGROUND RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...a cavern full of refuse and dung where 1d4 + 1 **otyogh** feast on...hard to say.
...a nearly silent warband of 2d8 + 6 **drow warriors** stalking the underground passages.
- 2 ...a door with a DC 25 lock that leads to a passageway around the more dangerous portion of this underground trail.
- 3 ...the result of a roll on the Underground Environmental Hazards table on pg. 140.
...a deep cavern where a single dwarven smith forges incredible works with the assistance of a blind **azer**. He offers sponsorships.
- 4 ...a web-choked cave where 2d6 **giant spiders** wait for something to stumble into their trap.
...1d4 + 1 **minotaurs** dragging a group of 3d4 **deep gnomes** who are chained together (all part of the gnomes' master plan).
- 5 ...1d4 **minotaur skeletons** and 1d8 + 2 **skeletons** rising from a pile of bone.
...a corridor that suddenly drops down into a large pit occupied by 2d4 **ochre jellies**.
- 6 ...a small village of frogfolk who point out the area above is crowded with 4d4 **darkmantles**.
- 7 ...a single **roper** that attempts to grab and eat one (or several) of the party members.
- 8 ...1d4 + 1 **vampire spawn** surging out of the dark.
...a young **copper dragon** who helps a group of **deep gnomes** rebuild a ruined marketplace.
- 9 ...a 50-foot tall jade statue of a sinuous snake-like dragon. The statue is poisonous.
...a **cloaker** that swoops from the ceiling toward the party, releasing its dread-inducing moan.
- 10 ...2d10 dwarven miners marching home from work singing songs in beautiful basso voices, as if daring the **grells** that lair nearby to attack.
...a lone **stone giant** mining for precious gems. He won't admit he's been digging so long and so deep he can't fit through the hole he used to enter this cavern years ago.
- 11 ...the edge of a lake that leads to an immense aquatic realm, the legendary undersea.
- 12 ...1d4 **black puddings** blocking some treasure.

- 20 ...a **spirit naga** ruling over a colony of **lizardfolk** who chafe under their rule.

UNDERGROUND RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...an ancient temple entrance, carved into the rocky wall of a cavern (and 1d4 + 1 **wraiths**).
...fountains of crystal clear water arching in intricate patterns all across a large cavern, the work of a clever gnome.
- 2 ...1d6 **xorn** that pursue any party member holding gems.
...walls nearby start to quake, releasing 1d4 **earth elementals**. And a possible cave-in.
- 3 ...a massive mirror that reflects a portion of the cave system here—except the reflection is upside down. This is a portal to the realm of shadow.
...2d4 dwarves desperately trying to clear a cave in. Screams of “it’s trapped in here with us!” can be heard from the other side of the collapse.
- 4 ...an aviary-like cavern with stepped ledges, where 1d6 **chimera** are sleeping (lightly).
...a **purple worm** crashing through a wall into the party with a bellowing roar. It doesn’t appear to be here to offer directions.
- 5 ...1d6 + 1 **trolls**, with pure white eyes and bellies tight with hunger.
...a dwarven **druid** maintaining a garden of colorful lichen and glowing fungi. He would instantly provide whatever aid the party needs.
- 6 ...an **aboleth** and its 2d4 **chuul** minions who rule a large subterranean lake with an iron flipper.
...an oak tree with a massive canopy growing out of the ceiling that stretches down to the cave floor. 2d4 **psuedodragons** make their home here.
- 7 ...the result of two rolls on the Underground Environmental Hazards table on pg. 140.
...1d6 **ropers** on the ceiling of a large cavern that has a narrow walkway over a deep chasm.
- 8 ...the outstretched hand and face of a colossal statue of an elven man poking above the ground in the center of a vast cavern. It seems...alive?
...1d4 **driders** supported by 1d6 + 2 **drow warriors** who attempt to eliminate the party on behalf of their matron mother.
- 9 ...an **adult copper dragon** studying contained portals to the elemental plane of earth. 3d4 sleek **earth elementals** stand around the room.
...1d4 **fire giants** moving purposefully down a tunnel leading to a cavern that glows with light and heat, saying “Let’s count all of our flaming gold again.”
- 10 ...a bridge across a chasm, which is a bit of **hallucinatory terrain** put in place by a few **goblins** who like watching stuff fall.
...the smell of fresh-burned bread wafting from a small hut barely visible in the distance, where a retired **archmage** is learning to bake (with limited success).

UNDERGROUND RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...a war party of 2d10 **minotaurs** intent on sacking a dwarven outpost nearby.
...a cavern that glows with eldritch red light. A **lich** sits on a throne of bones wishing it hadn’t had to sacrifice its family in order to live forever.
- 2 ...blue light that draws them to a cavern where a **deva** is encased in crystal. Her eyes light up if she sees a child of prophecy.
...a large cavern where 1d4 **behir** make their lair, which is also home to a few surly, dwarven behir wranglers.
- 3 ...4d10 + 10 injured and dying dwarves in a small medical camp. They talk of a war with creatures of pure shadow.
- 4 ...1d4 **spirit nagas** plotting to overthrow a city of **drow** who wronged them in another age.
...a grand cavern where a walkway leads up to a raised area, flanked by lava. From a pool of fire on the platform a **pit fiend** emerges from a bath.
- 5 ...1d6 + 2 **xorn**, frozen in a sort of stasis. They burst to life if any in the party have gemstones.
- 6 ...proof that the rumors are true: The land **kraken** does exist. And it dwells in the muck and mire of this flooded cave system.
...1d8 + 2 **earth elementals**, trapped in a cavern by arcane symbols on the walls.
- 7 ...a **fire giant** leading 1d8 **salamanders** in a march on a nearby settlement of **drow**.
...1d4 + 1 **purple worms** bursting through the floor, part of what appears to be an elegant, if clumsy, courting ritual.
- 8 ...10d12 zombified dwarves (**zombies**)—all victims of a mine collapse and raised by a necromancer who hates mining—who march aimlessly for worker’s rights.
- 9 ...two horrid **ice devils** watching over a **young white dragon** who hibernates on a pile of frozen treasure.
...a blood-soaked altar to an evil god at the top of a ziggurat in a long forgotten cavern. Were one to kneel before it, they would gain a player level. And an evil alignment.
- 10 ...1d6 **stone giants** traversing the tunnels depressed by the fact that every gnomish village they sack has such teeny tiny stuff.
...a colossal tree with pure white leaves and golden fruit, which has a 1d100 percent chance of casting *greater restoration* when eaten.
- 11 ...an **ancient copper dragon**, in the form of an elf of indeterminate age, maintaining an expansive library in a vast dry cavern.
...the result of three rolls on the Underground Environmental Hazards table on pg. 140.
- 12 ...quiet. But that’s only because any creatures who might have challenged the party realized the party would destroy them, so they’ve fled.

UNDERWATER

Coral reefs, coastal shallows and open stretches of deep water play host to some of the most dangerous creatures your planet can offer. Prehistoric sharks, meddlesome sahuagin and mighty krakens roam the aquatic realms seeking out their next entree. Will they manage to survive these horrors without drowning? Don't hold your breath.

UNDERWATER RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...the great ruin of an underwater city that's also the home of a **giant shark**.
- 2 ...3d8 **quippers** that go into a frenzy if there is blood in the water.
- 3 ...a passing patrol of 2d6 **merfolk** who warn the party of a nearby danger—a fishing boat.
- 4 ...eerie light pulsing in the wreck of a sunken ship.
- 5 1d4 + 2 **skeletons** amble around the area.
- 6 ...two aquatic elves riding **giant sea horses**. They tell the party to turn away from their current path or risk triggering an international incident.
- 7 ...a curious **octopus** that follows the party as long as it can. It is friendly if they feed it.
- 8 ...a coral reef featuring a large tree-like coral structure. The branches glow and pulse in the rhythm of a beating heart—because it is one.
- 9 ...2d4 + 3 **giant crabs** scuttling along the sea floor.
- 10 Their shells look like they could fetch 50 gp each to the right buyer.
- 11 ...a school of silvery fish that swirl around harmlessly but obscure visibility in the area and might cause the party to get lost.
- 12 ...a scouting patrol of 1d4 + 1 **sahuagin**. They avoid engaging the party and flee if they can.
- 13 ...1d4 **reef sharks** patrolling a neon coral reef.
- 14 Carrying a piece of this coral grants advantage on one Charisma (Persuasion) check per day.
- 15 ...2d4 **steam mephits** forming around a large geothermal vent in the ocean floor.
- 16 ...an anchor with a halfling pirate tied to it, swiftly passing the party on its way to the depths below.
- 17 ...a pod of dolphins. One seems to be enamored with a member of the party.
- 18 ...the result of a roll on the Underwater Environmental Hazards table on pg. 141.
- 19 ...1d4 + 1 **shadows** swirling in the darkest portions of the water near an ancient wreck.
- 20 ...a single **killer whale** checks out the party as it moves ahead. It has a +1 spear in its side.
- 21 ...1d4 + 1 **merrow** attack in an effort to take the party's belongings.
- 22 ...a sea turtle swimming lazily past. It bumps into one of the party, forcing a DC 15 Constitution saving throw to keep holding their breath. On a failed save, they will drown in one minute.
- 23 ...a **sea hag** masquerading as a friendly merperson. She inhabits the ruins of a sunken lighthouse and looooooooves visitors.

UNDERWATER RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...a **sea hag coven** that's taken up residence in a sunken ship. 1d4 + 2 **giant octopi** guard their lair.
- 2 ...a massive air bubble floating its way to the top, which could be used for a quick oxygen hit. Too bad it's filled with the *cloudkill* spell.
- 3 ...a massive stone statue of a storm giant radiating an electrical field, dealing 28 (8d6) lightning damage to creatures in a 30-foot radius.
- 4 ...a pod of 2d4 **plesiosaurs** gliding through the water chasing schools of fish. Then they turn their attention to the party.
- 5 ...2d10 merfolk **warriors** who ask if they have seen a group of **sahuagin**.
- 6 ...1d4 + 2 **giant sharks** with tiger stripe patterns.
- 7 ...the wreckage of a strange spherical craft that looks like it was designed to operate underwater. Nearby is the treasure chest of gold and gems it failed to haul to the surface.
- 8 ...1d4 **water elementals** shaped like long serpents that try and pull the party into a deep trench (where more elementals await).
- 9 ...1d6 **killer whales** that look diseased and angry.
- 10 ...the statue of an eldritch horror, all eyes and tentacles, covered in algae. It feels as if the eyes follow all movement.
- 11 ...1d4 + 2 **giant constrictor snakes**, which attack out of holes in the rocky sea bed.
- 12 ...an ambush. A sahuagin war party (2d6 **sahuagin**, 1d6 + 2 **reef sharks**) attacks from the depths below.
- 13 ...two **giant crocodiles** and one **giant shark** feeding off the floating corpses of a recent shipwreck.
- 14 ...1d4 **chuul** hoping to parlay with the party on behalf of their leader, a saltwater **aboleth**.
- 15 ...a horde of 2d12 + 6 **zombies** on the sea floor.
- 16 ...1d12 **merrow**, eager to make sacrifices to their dark gods, have 2d4 **merfolk** prisoners.
- 17 ...a school of 4d6 **reef sharks** driven into a frenzy by the bloated carcass of a whale at the surface.
- 18 ...a huge throne made of coral facing a steep drop off and dark ocean. Sitting in it grants a boon (pg. 183) and a curse (pg. 184), at GM discretion.
- 19 ...the result of a troll on the Underwater Environmental Hazards table on pg. 141.
- 20 ...a collection of crabs who wave their claws continually at passersby in hopes of communicating a singular message: "We are not crabs, we belong on the surface. We've been transformed. We have so much gold."

UNDERWATER RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...the colossal form of a petrified prehistoric fish, all bony plates and massive teeth, 1d4 + 1 of which could be fashioned into +2 weapons.
- 2 ...a reverse whirlpool that threatens to suck anything nearby into the plane of air high above the water's surface.
- 3 ...a colony of **merfolk** on the back of a leviathan-sized whale.
- 4 ...a **dragon turtle** hellbent on sinking a ship.
- 5 ...a water-worshiping **druid** working on her ability to cast *tsunami*, inadvertently creating a hazard that threatens to flood a nearby island.
- 6 ...a glimmering portal to the elemental plane of water, where 1d6 **water elementals** and 2d8 **steam mephits** glide on strong currents.
- 7 ...an **adult bronze dragon** getting swimming lessons from a pod of dolphins.
- 8 ...the hull of a shattered ship containing a hoard worthy of an adult dragon and the zombified corpses of 3d12 + 20 pirates (**zombies**).
- 9 ...two **stone golems** pulling a massive king crab on a carriage made of coral. It demands the party pay fealty to him. Does anyone speak crab?
- 10 ...a **storm giant** demanding to know their intentions. If they are honorable, it assists them, if not it attacks.
- 11 ...2d8 **plesiosaurs** chasing an injured **young bronze dragon** (that will reward the party if they can save its life).
- 12 ...1d4 **hydras** that look as if they've been spliced with eels who think they rule the tides.
- 13 ...a merperson **assassin** with a swim speed of 120 feet. She bets a member of the party she can defeat them in an underwater race. If defeated, she'll surrender her +2 trident.
- 14 ...a tree whose bright purple leaves wave in the currents. Beneath it is a colossal crystal conch shell worth 4,000 gp. It also weighs several tons.
- 15 ...an absolutely brutal undercurrent that will pull a creature 1,000 feet (at GM discretion) on a failed DC 16 Strength saving throw.
- 16 ...the result of two rolls on the Underwater Environmental Hazards table on pg. 141.
- 17 ...the ruins of a destroyed city poking above the sea bed. 4d6 **ghosts** float above the ruins.
- 18 ...a sea **marilith** who's made quite a home for herself guarding a portal to the abyss.
- 19 ...a large pod of whales, calling and singing, that swim by peacefully. One of them is a fiend tagging along to learn all it can about what these whales know of the ocean.
- 20 ...a vibrant coral reef that is so violently colorful that it is almost disorienting to the senses. It grants the benefits of a long rest if touched.

UNDERWATER RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...a portal to the astral sea that resembles the maw of an ancient creature. Any creature within 100 feet must succeed on a DC 25 Strength saving throw to avoid being sucked in.
- 2 ...a war party of 2d10 **merrow** and their trained 2d6 **giant octopi**, who seek to parlay with the party over a common enemy: the crab people.
- 3 ...1d4 + 1 **giant sharks**, 1d6 + 1 **hunter sharks** and 2d6 **reef sharks** circling above the corpse of a decaying leviathan.
- 4 ...a gargantuan clam with 1,000 hp that, if the party can get it to open, hides a mechanically huge black pearl worth 10,000 gp. Opening the clam requires a DC 30 Strength (Athletics) check.
- 5 ...1d4 + 1 **storm giants** discussing division of territory begin to come to blows.
- 6 ...a swarm of 10d10 **wraiths** that swirl like a school of fish, casting *blight* (DC 17) on any creature they pass by.
- 7 ...the eruption of an underwater volcano seems imminent as 10d10 **fire elementals** and 12d10 **magmin** crawl out of a crack in the sea floor.
- 8 ...a ghost ship, crewed by 12d8 + 4 **ghosts**, streaks through the water on the trail of the long dead whale that sank their ship a century ago.
- 9 ...a group of treasure seekers on a small skiff realize the island marked on their map is actually the back of a slumbering **dragon turtle**.
- 10 ...the petrified forms of a giant human grappling a multi-tentacled leviathan. Casting *greater restoration* would bring both back to life.
- 11 ...a large pod of 2d6 + 4 **killer whales** chasing 3d4 seals, who turn out to be shapeshifted demons.
- 12 ...an ancient temple on a narrow jut of land ringed by coral. If angering a god of the sea is on the party's to-do list, they could go inside.
- 13 ...a **kraken**, ravenous from years of hibernation, rising from the depths.
- 14 ...a **giant shark** that starts to relentlessly pursue the party. It seems immune to all forms of damage. It is immune to charm.
- 15 ...the result of a roll on the Underwater Environmental Hazards table on pg. 141.
- 16 ...a bright light that lures the party closer—it is the unblinking, glowing eye of a giant squid.
- 17 ...a dome of pure light that keeps out the water protecting a city devoid of life save for one child, who seems keen on...building a sand castle?
- 18 ...an arcane current, simulating a 9th-level casting of *cone of cold* (DC 19).
- 19 ...a clutch of eggs that begins to hatch, releasing 4d4 would-be **krakens** into the sea. But right now they're about the size of an octopus.
- 20 ...an **ancient bronze dragon**, in the form of a merman. He waves at the party, then starts to have a heart attack.

URBAN

The cities and towns of the world may not be jam-packed with magical beasts or eldritch monstrosities, but they provide their own types of danger and adversity. Thieves and beggars, cutpurses and unscrupulous soldiers populate many street corners, back alleys and palace gates. The political machinations of guilds and governments can ensnare your players as easily as the webs of a giant spider. That said, spiders live here too.

URBAN RANDOM ENCOUNTERS (LVL 1–4)

1d20 The party encounters...

- 1 ...the result of a roll on the Urban Environmental Hazards table on pg. 142.
- 2 ...a beggar seeking aid. If they refuse, he'll try to bite them (he's a **wererat** with nothing to lose).
- 3 ...1d4 + 1 **goblins** inside a device meant to look and feel like a horse. It ain't working.
- 4 ...a bard with an *invisible servant* and a few *animated objects* who is bringing new meaning to the phrase "one man band."
- 5 ...2d4 **guards** chasing a thief (**spy**). She would press the party for aid in thieves' cant.
- 6 ...1d4 **swarms of rats** pouring out of a drainage grate, fleeing a sudden surge of sewage water.
- 7 ...a strange voice calling out from a shadowy doorway is a kid who can cast *thaumaturgy*.
- 8 ...a pair of bedraggled men wearing heavy robes. They are actually **ghouls**, but wish not to be.
- 9 ...1d6 + 1 **giant wolf spiders** that just want to catch the gigantic fly they know is inbound.
- 10 ...3d6 **kobolds** wearing makeshift "totally innocent human child person" disguises.
- 11 ...a **blood hawk**, perched on a building, alerting its handler to the presence of adventurers.
- 12 ...a **priest** and 1d4 **acolytes** moving through the crowds, feeding the hungry and tending the infirm. They serve a very, very evil god.
- 13 ...a large barrel in the middle of the street. A con man who can cast *hold person* (DC 15) bets 10 gp against the contents of the barrel that it can't be hoisted off the ground. The barrel is empty.
- 14 ...1 **berserker** and his **bandit** friend who accuse the party of bumping into them.
- 15 ...1d6 **cultists** trying to kidnap a merchant (**commoner**), because he left the cult. Two years ago. When it was a men's social club.
- 16 ...a statue of an elven woman in the town square that speaks in the mind of one member of the party. "Kill the others. Live with me forever."
- 17 ...a **bandit captain**, who tries to lure one of the party down a dark alley.
- 18 ...2d4 stray dogs (**mastiffs**) who corner the party. They just want to eat a shoe. Any shoe.
- 19 ...two **cult fanatics** looking for new recruits.
- 20 ...a merchant trying to sell a carpet she claims is haunted. It isn't...but it is a **rug of smothering**.

URBAN RANDOM ENCOUNTERS (LVL 5–10)

1d20 The party encounters...

- 1 ...1d6 + 3 **specters** that glide out of an abandoned building, looking to party.
- 2 ...2d4 young street urchins (**commoners**) attempt to distract and pickpocket the party. They have +10 to Dexterity (Sleight of Hand).
- 3 ...2d8 **giant wasps** have built a nest in the derelict home of a disgraced noble.
- 4 ...a large cart of expensive whiskey rolling down the street and gaining dangerous momentum.
- 5 ...1d4 mounted **knights** escorting a carriage carrying a **doppelganger** living the dream.
- 6 ...1d4 **invisible stalkers** summoned by a foe.
- 7 ...a shapeshifted **rakshasa**. All it wants, for now, is their autograph.
- 8 ...chaos. A **spy** on the run from an **archmage** is about to learn why stealing from folks who can cast *wall of flame* is a bad idea.
- 9 ...fear. Rumors of babies being stolen from their cribs is all anyone talks about. Could be the work of an **oni**. Or a trio of **night hags**. It is, in fact, both.
- 10 ...a huge clock that marks the passage of time with magical shifting sand. And it's about to be dispelled.
- 11 ...a sharply-dressed individual in a dim alley asks the party for a favor—he'd love to secure an invite to the royal ball. He'll pay handsomely. He neglects to mention he is a **vampire**.
- 12 ...a troupe of truly terrible actors are performing *The Bard Who Lost His Head* when their prop guillotine becomes an angry, **animated object**.
- 13 ...2d8 **gargoyles** watching over the hidden entrance to the local thieves' guildhall.
- 14 ...a shapeshifted **young silver dragon** who invites the party to his manor house, telling them he has heard tales of their adventures.
- 15 ...a **green hag**, in the guise of a beautiful woman, who tells fortunes using a crystal ball in her wagon. She swears she knows the future, but will need to share more next time, for twice the price.
- 16 ...a man raving in the square today about a roll on the Urban Environmental Hazards table on pg. 142. This prophecy transpires the following day.
- 17 ...concern. Everyone loves the statue in the square. What they can't agree on is whether it should be ticking, as if wired to explode.
- 18 ...1d4 **vampire spawn** who try to knock the party unconscious to take them to their master, a **vampire** who looks like an 8-year-old boy.
- 19 ...an **incubus** and a **succubus** who try to charm the party out of everything they're wearing.
- 20 ...opportunity. For one week only, this town/city is all barter system, all the time.

URBAN RANDOM ENCOUNTERS (LVL 11–16)

1d20 The party encounters...

- 1 ...1d4 **assassins** attempting a hit for a rival crew.
- 2 ...sudden darkness, as 3d6 **vrocks** burst through a spontaneous portal to the abyss.
- 3 ...a fire surging from an underground market. Turns out dehydrated **magmin** parts are still combustible. ...peace? Nothing at all is wrong. No one has any trouble at all. Not since the town replaced their leaders with cats.
- 4 ...2d8 **ghasts** crawling out of the city sewers and begin attacking anyone wearing red. ...a **glabrezu** demon forcing its way onto the material plane. It gets about halfway through, then sort of stalls and panics.
- 5 ...four **veterans** and 2d6 **guards** escorting a train of refugees to the main temple for care. One of these refugees carries an artifact of untold power.
- 6 ...3d6 **phase spiders** that suddenly pop into existence in a crowded restaurant. ...horror. When you have an infestation, call an exterminator. Otherwise you might end up like the leader here, a skin suit full of bugs masquerading as an impartial ruler.
- 7 ...a small child, who reaches down and heals her friend's leg, briefly flickering into **couatl** form before running off into the crowd.
- 8 ...a procession of four **mages** as they keep a jet black diamond, emanating tendrils of living shadow, contained in a magical field. One of the mages suddenly collapses, breaking concentration.
- 9 ...2d6 **veteran** soldiers possessed by a demon. They go mad and start attacking **commoners**.
- 10 ...trumpets signaling an imminent attack: 100 or more **gnolls**. The bad news gets worse when it becomes clear they have allies within the city.
- 11 ...3d4 **priests** calling out litanies and whipping themselves. Last night's ale was too tempting.
- 12 ...illness. The water from the well in the center of town is tar-like and sticky, the result of a massive **black pudding** (300 hp, +14 to attacks) that has settled into the groundwater.
- 13 ...confusion. Some fey trickster has replaced all the area torches and lamps with **will-o-wisps**.
- 14 ...disaster. The town's leaders should have done something about that tower that started leaning last year because now that there are dozens of people living inside it's about to fall over.
- 15 ...1d8 **gladiators** on their way to an arena. One calls the party the orcish word for "cowards."
- 16 ...3d20 + 25 **zombies** pushing their way out of a temple where the dumbest cleric alive fully botched a *raise dead* spell.
- 17 ...the arrival of the semi-annual fey market, where items are sold for stories of whimsy.

URBAN RANDOM ENCOUNTERS (LVL 17–20)

1d20 The party encounters...

- 1 ...hills in the distance where hills have never been. A **tarrasque** is lumbering toward the city.
- 2 ...a cackling **archmage** on a **carpet of flying** here to raze the town that turned its back on him. ...the rumbling of unsettled earth as a **purple worm** chases a daring archaeologist through the tunnels beneath the city. She got the scroll she was after, but at what cost?
- 3 ...2d6 **assassins** chasing a **mage** down the street. He lobs spells at them indiscriminately.
- 4 ...a **goat** that tries to get the party to notice that its friend is transforming into a **balor**. ...the truth: The local cemetery is a portal to the ethereal plane, and you can speak to the dead within it for up to an hour at a time.
- 5 ...a patrol of 3d8 + 2 city **guards** looking for the kid who scrawled "The gods are lame" on the walls of a local temple. ...a **marilith** who suddenly manifests behind them, here to claim at least one of their heads on behalf of its master.
- 6 ...a drunken **druid** in the shape of a **giant ape** starts wrecking a market place.
- 7 ...3d6 **horned devils** emerging from a portal to deliver a single message: "Surrender or fall."
- 8 ...a request for aid. A gnomish inventor accidentally zapped her consciousness into a nearby tree, one scheduled for demolition. ...rain that tastes of lilac and elderberry, heralding the arrival of an **avatar of death**, come to claim a PC as if summoned by the **deck of many things**.
- 9 ...terror. This city struck a bargain with an **ancient red dragon** nearly a century ago. They never paid. It's come to collect.
- 10 ...stillness. The city is empty, all of its residents suddenly vanished to the astral plane.
- 11 ...a cataclysm. Roll four times on the Urban Environmental Hazards table on pg. 142.
- 12 ...a contingent of dwarven miners who've decided this town is the best spot to host the 500th Gathering of Disgruntled Dwarfs.
- 13 ...a clueless merchant selling old books for 10 sp each, among them a **Manual of Golems**, a **Manual of Gainful Exercise** and a **Manual of Quickness of Action**.
- 14 ...three **iron golems** who are meant to defend the area but have been tampered with and now have one mission: Find and exterminate the shopkeep who coughs without covering his mouth.
- 15 ...a group of 1d6 **goblins** are riding and directing 1d4 **shield guardians** with a sense of pride and panic, as if they've stolen a wild bronco but never learned to ride.
- 16 ...within a junk merchant's warehouse under a cloth is a somewhat rusty **apparatus of the crab**.

CHASE COMPLICATIONS

Tabletop role-playing games are designed to mimic real life (or at least a fantasy version of it). There's political intrigue and nefarious scheming as well as rowdy entertainment if you know where to look. More often than not, what players crave is action and excitement. There's nothing quite like a bit of in-game combat, but sometimes the "I use my movement, then my action to attack, do I hit? OK cool" interplay between heroes and villains can start to drag—or worse, become predictable. The party expects to stand and fight to the bitter end with whichever rampaging monster or villainous wizard threatens their town. They expect the monologuing warlord who tells the party their plans before trying to kill them. What they may not expect, after the party dismantles a legion of minions, is for that villain to turn tail and run. What happens when the BBEG can Dash as a bonus action? Or cast *expeditious retreat*?

The other side of that coin is, of course, those moments when the party gets in over their heads. They find their quarry is not just a group of ambitious goblins operating a single mechanical stone giant puppet but is in fact a tribe of stone giants who are incredibly offended that their war planning has been disturbed. Not all parties will strategically retreat or flee in utter panic—some will stay and doggedly give their lives in a situation for which their skills don't match their ambition. However, there are players who think on their feet, look at their character sheet and realize the only way to survive is to run like hell and hope their foe doesn't give chase.

Epic chase scenes abound in modern storytelling, from literature's great cat-and-mouse mysteries to the heart-stopping car chases of modern cinema. Nimble heroes leaping across city rooftops as they chase the bad guys get our blood pumping just as much as a nerve-wracking standoff. There is inherent tension in an all-out chase, whether the heroes are doing the chasing or the ones being pursued. It is very easy to get invested in the outcome of an event like this, where a fast-paced set piece acts as a microcosm of our heroes' ultimate success or failure.

One constant in chases is that they rarely occur on a running track where the ground is level and free of obstacles. All sorts of impediments, from merchant stalls and wagons to obstructing undergrowth and other natural speed bumps to territorial beasts can block the party's path to success. It is much harder to run down that fleeing assassin if he cuts through the middle of a crowded square where a boisterous festival is in full swing, but it is more realistic and will provide the party with challenges they must overcome, whether that is a successful apprehension of their quarry or a successful escape from the clutches of certain death. Put simply, your chase won't always take place on an empty road: Be prepared.

The mechanics of how you run a chase will depend on how you run your games. Typically it will entail

restrictions on how many times a character can Dash, how attacks and spellcasting work and the methods by which one catches their quarry or escapes their pursuers. Chase scenes aren't normally scenes you have planned for ahead of time: They'll grow organically out of the narrative unfolding at the table. It can be daunting to find interesting things that add tension to a chase in the spur of the moment. The tables that follow provide some easy-to-use and readily available complications you can throw at your party—all you need to know is where you are.

The environment where a chase takes place will influence the types of things that will complicate that chase. Additionally, whether that chase is on foot, on the back of a striding warhorse or soaring over the landscape through the clouds on the back of a warhorse they've cast *fly* on will change how the environment will pose a challenge to your players.

To use the following tables, have each participant in the chase roll 1d20 at the beginning of their turn and then consult the appropriate Chase Complications table that follows. If a complication is rolled, it happens immediately, affecting the player or NPC who rolled the outcome.

GM NOTE: WHAT IS GOOD FOR ONE MIGHT NOT APPLY TO THE OTHER

When rolling on these tables, it is very likely that each participant will roll on the same environment table. They are broken down into urban, sewers, open wilds, dense wilds, underground, in the water and in the air. Most of those categories include options for on foot, mounted or in a vehicle.

When consulting the book for the appropriate table, consider each participant in the chase and determine their mode of transportation. It is entirely possible that one participant is flying through the use of a spell, another is riding a pegasus and they are being pursued by a crew of bandits on magic carpets. Each one of those participants will roll on a different table.

URBAN ON FOOT

1d20

- 1 You spook a horse as you run by it and it lashes out with a heavy kick. Make a DC 12 Dexterity saving throw or take 8 (2d4 + 3) bludgeoning damage.
- 2 The load on a cart full of barrels comes loose and begins to roll down the street. Make a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check to avoid the tumbling barrels. On a failed check, take 2 (1d4) bludgeoning damage and fall prone.
- 3 You come across a crowded marketplace full of people who block your path and bump into you as you run. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failed save, the crowd counts as difficult terrain. Fail by 5 or more and you are grappled.
- 4 A fried food vendor suddenly pushes their cart into your path. Make a DC 13 Dexterity saving throw. On a failed save, you get splashed with hot oil, suffering 4 (1d6 + 1) fire damage on this round and the next.
- 5 Make a DC 14 Wisdom (Perception) check. On a success, you notice a large pile of ox dung directly in your path. On a failure, you hit it at full speed, slipping and falling prone.
- 6 In a wide square, a boisterous festival is in full swing. A group of 12 **goblins** stand on each other's shoulders juggling sharp knives. Make a DC 14 Dexterity saving throw. On a failed save, you take 4 (1d8) slashing damage.
- 7 A group of street urchins tries to surround you. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to push by them. On a failed save, they count as 15 feet of difficult terrain. Fail by 5 or more and they steal 16 (3d10) coins from your purse.
- 8 A patrol of city **guards**, now very interested in what you are doing, try to stop you. Make a DC 15 Strength (Athletics), Dexterity (Acrobatics) or Charisma (Persuasion) check. On a failure, they restrain you.
- 9 You round a corner right into a large cart selling glass vases, cups and pitchers. Make a DC 14 Dexterity (Acrobatics) check. On a failure, you crash through the cart, suffering 3 (1d4 + 1) piercing damage and falling prone.
- 10 A choir of children precedes a large religious parade that fills the streets in both directions. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to push your way through. On a failure, your path is blocked for two rounds.
- 11 Make a DC 13 Wisdom (Perception) check. On a successful check, you notice an open manhole in your path. On a failure, you fall through into the sewers and into fetid water, taking 3 (1d6) bludgeoning damage. If you fall, make a DC 12 Constitution saving throw or become poisoned.
- 12-20 No complication

URBAN MOUNTED

1d20

- 1 A group of children run in front of your mount. It rears back. Make a DC 14 Wisdom (Animal Handling) check to stay mounted. On a failure, you fall from the saddle.
- 2 As you gallop through the streets, make a DC 13 Wisdom (Perception) check. On a success, you see a section of broken pavement and can avoid it. On a failure, your mount must pass through 15 feet of difficult terrain.
- 3 You come across a low-hanging clothes line. Make a DC 13 Dexterity saving throw or be knocked from the saddle, taking 3 (1d6) bludgeoning damage.
- 4 As you round a corner, you find a group of laborers unloading boxes and crates. Make a DC 12 Wisdom (Animal Handling) check to jump the items. On a failure, the boxes count as 15 feet of difficult terrain and your mount takes 5 (1d10) damage as it plows through.
- 5 You ride into a crowded square. Make a DC 11 Charisma (Intimidation or Persuasion) check to get the crowd to move out of the way. On a failed check, the area counts as 30 feet of difficult terrain.
- 6 A wagon pulls out in front of you. Make a DC 12 Wisdom (Animal Handling) check to prevent your mount from getting tangled with the oxen. On a failed check, your mount is restrained until the end of your next turn.
- 7 Your saddle straps break. Make a DC 14 Dexterity saving throw to stay on your mount. On a failure, you fall to the ground, taking 6 (1d8 + 2) bludgeoning damage.
- 8 You run into a gate, a wall or another impassable barrier. Make a DC 10 Wisdom (Animal Handling) check to navigate a sharp turn in a different direction. On a failed save, you and your mount each take 10 (3d6) bludgeoning damage.
- 9 A group of **guards** begins to shout at you to "halt!" as you race past. If you move more than 10 feet, on your next turn a rookie guard amongst them makes an attack against you with his crossbow (+2 to hit, 4 (1d6 + 1) piercing damage on a hit.)
- 10 A large colorful wagon bars your way. You must make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check to get by. On a failed save, the wagon's area counts as 15 feet of difficult terrain.
- 11 Your mount steps in a pothole. Make a DC 15 Wisdom (Animal Handling) check to keep your mount moving. On a failure, your mount can only move at half speed for this turn and the next.
- 12-20 No complication

URBAN IN VEHICLE**1d20**

1 Your vehicle breaks a wheel. Everyone in the vehicle must make a DC 13 Dexterity saving throw or take 5 (2d4) bludgeoning damage as they are thrown from the vehicle.

2 You enter a large boulevard full of vehicle and foot traffic. Make a DC 12 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check. On a failure, the next 15 feet of travel count as difficult terrain.

3 An enemy **bandit** (11 hp) jumps onto your vehicle. Make a DC 13 Strength (Athletics) check to push them off. On a failure, the enemy swings with their short sword each round (+3 to hit, 4 (1d6 + 1) piercing damage) until they are killed or shoved from the vehicle.

4 You take a corner too hard as you speed through the streets. Everyone in the vehicle must make a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check to stay in the vehicle as it rolls. On a failed save, a creature suffers 9 (2d4 + 4) bludgeoning damage.

5 As you race forward, your vehicle comes too close to a low overhang. Make a DC 12 Dexterity saving throw to avoid being struck by it. On a failure, take 3 (1d6) bludgeoning damage. Fail by 5 or more and you are slammed hard enough to knock you from the vehicle.

6 You try and push through a crowded marketplace. Make a DC 14 Charisma ((Intimidation or Persuasion) check to get the crowds to move out of the way. On a failure, the next 30 feet count as difficult terrain and you must roll 1d10. On a 1, you've struck and killed a pedestrian.

7 A large pile of goods, barrels and boxes sits in the roadway. Make a DC 11 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check to avoid them. On a failure, the occupants of the vehicle are tossed about and each take 5 (2d4) bludgeoning damage. The goods—worth 11 (1d10 x 2) gp—are destroyed.

8 A large group of **giant rats** runs in front of the vehicle, spooking the animals pulling it. Make a DC 13 Wisdom (Animal Handling) check to control the team. On a failure, the team is frightened and must use their reaction and full movement to move as far away from the rats as they can.

9 The road narrows and your vehicle just barely fits. Make a DC 13 Wisdom (Animal Handling), or Dexterity (Vehicle (Land)) check to carefully navigate. On a failure, the vehicle is stuck, requiring a DC 20 Strength (Athletics) check to free it. On a failure, 10 creatures are needed to move the vehicle. Your vehicle collides with a building, causing some masonry or stonework to come loose. Make a DC 14 Dexterity saving throw or take 3 (1d6) bludgeoning damage from the falling debris. Roll 1d10. On a 1, the damage caused to the building is enough to make it collapse.

11 A portcullis or a gate ahead of you begins to close. Make a DC 15 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check to make it through before it does. On a failure, everyone in the vehicle, the animal pulling it and the vehicle itself all take 11 (2d10) damage.

12-20 No complication

SEWERS ON FOOT**1d20**

1 As you run, a patch of **green slime** falls from the ceiling. Make a DC 10 Dexterity saving throw or take 5 (1d10) acid damage.

The ground is covered with algae, slime and muck. Make a DC 14 Dexterity (Acrobatics) check or fall prone. If you slip, roll 1d10. On a 1, you contract one of the diseases on pg. 143.

2 Make a DC 13 Wisdom (Perception) check. On a success, you notice a **giant rat** hiding in an adjoining tunnel and can avoid it. On a failure, it makes an attack of opportunity against you as you run by.

3 The tunnel you run through is full of sulfuric gas that clings to your throat and burns your nose.

4 Make a DC 11 Constitution saving throw or gain the poisoned condition for 3 (1d4 + 1) rounds.

5 You come across a tunnel covered in webs. Make a DC 14 Strength (Athletics) check. On a failure, you become restrained.

6 The tunnel narrows and is partially covered by a rusted grate. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to avoid the obstacle. On a failure, you plummet through it and find yourself in another part of this tunnel system, at GM discretion.

7 You slip in some foul muck and gross sludge. Make a DC 14 Dexterity saving throw. On a failure, you fall into a channel of water and will need to make a DC 12 Constitution saving throw or take 4 (1d8) poison damage and gain the poisoned condition for 1d3 days.

8 A **giant centipede**, feeding on the body of a **giant rat**, is disturbed if you try and get by. If you move more than 15 feet on this turn, it makes an opportunity attack against you (+4 to hit, 4 (1d4 + 2) piercing damage—on a hit, make a DC 11 Constitution saving throw or take 10 (3d6) poison damage).

9 Part of a tunnel has collapsed and created piles of debris and loose stones. Make a DC 14 Dexterity (Acrobatics) check. On a failure, the next 60 feet is difficult terrain.

10 You see a glittering pile of gold scattered out in the path in front of you (it's a pile of 3 (1d4 + 1) mimics working as a pack).

11 A pipe bursts, sending a forceful gout of undercity slurry into your path. Make a DC 16 Dexterity saving throw to avoid getting doused in it and knocked prone. If soiled, you'll smell like the sewers for 12 (2d10 + 1) days.

12-20 No complication

OPEN WILDS ON FOOT

1d20

As you run across uneven ground, you have to concentrate to keep your footing. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

- 1 On a failure, the next 15 feet of ground counts as difficult terrain. On a failure of 5 or more, you violently twist your ankle and your total movement is halved until the end of your next long rest.

You have to cross a rickety bridge that looks like it will crumble under your weight. Make a DC 13 Dexterity (Acrobatics) check to make your way across safely.

- 2 On a failure, you fall through a rotten board and fall 20 (1d4 x 10) feet, taking falling damage as normal.

3 Make a DC 14 Wisdom (Perception) check. On a success, you notice a sinkhole, patch of quicksand or boggy ground and avoid it. On a failure, you fall in and become restrained (escape DC 18). Without help, you will sink 2 feet per round.

4 You enter an area of tall grass that slashes at you as you rush past. Roll a DC 13 Dexterity saving throw or take 3 (1d4 + 1) slashing damage for every 5 feet you move for the next 20 feet.

- 5 You spook a herd of indigenous animals and they bolt right for you. Roll a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to avoid them. On a failure, take 10 (3d6) bludgeoning damage and the next 10 feet of movement counts as difficult terrain.

- 6 You come upon a steep incline that must be climbed to be overcome. Make a DC 12 Strength (Athletics) check. On a failure, the next 20 feet of movement counts as difficult terrain.

- 7 A large aerial predator takes notice of your passage out in the open and dives to attack you. Make a DC 14 Dexterity saving throw. On a failure, you suffer 8 (2d4 + 3) piercing damage and you are grappled by the creature (escape DC 14).

- 8 A sudden rockslide, mudslide or avalanche threatens to bury you. Make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to avoid the tumbling debris. On a failure, you are knocked prone and restrained (escape DC 16).

- 9 You stumble into a nest of giant insects. Make a DC 13 Dexterity saving throw or two of the insects will be able to make an attack of opportunity against you (+3 to hit, 5 (1d6 + 2) piercing damage on a hit).

- 10 A narrow ravine blocks your path. Make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to jump across. On a failure, you make the leap but are knocked prone on the other side. Fail by 5 or more and you fall 30 (1d6 x 10) feet into the ravine, taking falling damage as normal.

- 11 Heavy winds blow across your path. Make a DC 13 Strength saving throw or be pushed backward 10 feet. Fail by 5 or more and you are also knocked prone.

12-20 No complication

OPEN WILDS MOUNTED

1d20

Your mount spooks a flock of birds nesting in tall grass. Make a DC 12 Wisdom (Animal Handling) check or lose control of your mount. On a failure, your mount is spooked and travels in a random direction at its full movement rate for two rounds.

- 1 Low hedges block your way. Make a DC 13 Wisdom (Animal Handling) or Dexterity (Acrobatics) check to direct your mount to jump. On a failure, your mount takes 4 (1d8) bludgeoning damage and the next 10 feet counts as difficult terrain.

2 Make a DC 14 Wisdom (Perception) check. On a success, you notice a large divot in the ground and can avoid it. On a failure, your mount runs right into it, taking 5 (1d10) bludgeoning damage. Make a DC 12 Wisdom (Animal Handling) check to keep your mount from falling prone.

3 A large predator takes a swipe at your mount.

4 Make a DC 12 Dexterity (Acrobatics) or Strength (Athletics) check. On a failure, the predator makes an attack of opportunity against you or your mount (+4 to hit, 7 (1d8 + 3) slashing damage on a hit). It will give chase if it lands this strike.

5 The ground is covered by rocks and loose scree that makes footing for your mount tenuous. Make a DC 14 Wisdom (Animal Handling) check. On a failure, the next 20 feet of movement counts as difficult terrain.

6 Goblins or other humanoids have littered the area with snares and trip wires. Make a DC 13 Wisdom (Perception) check. On a success, you avoid the trip wires. On a failure, make a DC 11 (Animal Handling) check to prevent your mount from being restrained.

7 The ground ahead suddenly drops by 10 feet. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you fall from the saddle as your mount leaps down. You take 6 (1d6 + 3) bludgeoning damage and are prone.

8 You gallop through an area of thick mud, deep sand or waterlogged ground. Make a DC 12 Wisdom (Animal Handling), Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, your mount's feet are tangled up in the obstacle. The next 15 feet of movement counts as difficult terrain.

9 You pass through a thick cloud of gnats. Make a DC 14 Dexterity or Constitution saving throw. On a failure, you are blinded for 2 (1d4) rounds as the small bugs get in your eyes.

10 Your mount is thirsty and makes for a nearby lake. Make a DC 12 Wisdom (Animal Handling), Charisma (Persuasion) or Charisma (Intimidation) to keep your mount on course.

11 Make a DC 15 Wisdom (Perception) check. On a success, you notice a flooded area and can avoid it.

- 11 On a failure, your mount moves at half speed for 2 (1d4) rounds as it struggles through the deep water. Roll 1d4. On a 1, your mount begins to drown.

12-20 No complication

OPEN WILDS IN VEHICLE**1d20**

- 1 Make a DC 12 Wisdom (Perception) check. On a failure, you miss a large rock sticking out of the ground that breaks the vehicle's axle. The vehicle is inoperable until it is repaired, at GM discretion. You come across a bridge spanning a deep ravine. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check. On a failure, the next 20 feet count as difficult terrain as the vehicle scrapes against the edges of the bridge.
- 2 You hit a deep divot in the ground at full speed. Each creature in the vehicle must make a DC 13 Dexterity saving throw or be bounced out of the vehicle, suffering 3 (1d6) bludgeoning damage. If the vehicle is enclosed, they instead take 4 (1d8) bludgeoning damage as they are slammed into the interior walls.
- 3 You thunder across the open ground, startling a herd of deer. Make a DC 13 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check to avoid their charge. On a failure, the vehicle and everyone inside takes 14 (3d8) damage as the stampede slams into it.
- 4 A large branch gets stuck in one of the wheels. Make a DC 12 Strength (Athletics) check. On a failure, the obstruction gets lodged. The vehicle moves at half speed for 2 (1d4) rounds or until someone takes an action to repeat the check successfully.
- 5 Bandits in the hills take aim at your vehicle, peppering it with arrows. Everyone in the vehicle must make a DC 14 Dexterity saving throw or take 12 (3d6 + 2) piercing damage.
- 6 The vehicle kicks up a cloud of heavy dust. Everyone in the vehicle must make a DC 13 Constitution saving throw or be blinded for 1d3 rounds.
- 7 Make a DC 13 Wisdom (Perception) check. On a success, you notice that one of the bolts holding the yoke has come loose and are able to fix it. On a failure, the animals break free and run for 2 (1d4) rounds.
- 8 A heavy wind picks up, tossing the vehicle back and forth. Make a DC 14 Dexterity (Vehicle (Land)) or Strength (Athletics) check to stay on course. On a failure, the next 40 feet of movement counts as difficult terrain.
- 9 The vehicle hits a patch of mud, ice, snow or water, causing it to spin out of control. Make a DC 13 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check. On a failure, the vehicle only moves at half speed this round and the next.
- 10 You must vault the vehicle over a narrow canyon. Make a DC 11 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check. On a failure, one of the wheels breaks when the vehicle lands. Everyone in the vehicle takes 7 (2d6) bludgeoning damage and the vehicle can only move at half speed.

12-20 No complication

DENSE WILDS ON FOOT**1d20**

- 1 You wander into a clever goblin snare. Make a DC 14 Dexterity saving throw or become restrained (escape DC 15) and hang upside down from the snare. Running through the dense undergrowth, you get tangled in thick vines and roots. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you are restrained (escape DC 12).
- 2 Make a DC 12 Wisdom (Perception) check. On a success, you notice a large pit in front of you. On a failure, you fall 15 (1d6 x 5) feet down into the hole, taking falling damage as normal.
- 3 A predator indigenous to the area jumps out of the undergrowth or from above you. Make a DC 14 Strength or Dexterity saving throw. On a failure, you take 6 (1d6 + 3) piercing damage and are grappled by the creature (escape DC 15).
- 4 In an area choked by close trees or narrow canyons, you run through a cloud of yellow gas coming up from the ground. Make a DC 12 Constitution saving throw or become poisoned for 1d4 rounds.
- 5 The narrow area you are running in suddenly descends steeply. Make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to keep your balance as you slide down. On a failure, you suffer 4 (1d8) bludgeoning damage and fall prone.
- 6 You come to a fork in the path. Make a DC 11 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, the path you choose results in a dead end 20 feet ahead.
- 7 In a dense forest or narrow rocky ravine, you come to an area where the way ahead narrows and you have to squeeze through. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the next 10 feet of movement counts as difficult terrain.
- 8 Disturbed by the commotion of the pursuit, 3 (1d4 + 1) **insect swarms** spill out onto the ground from dead logs or rocky crags. If you move more than 15 feet in this round, each of the swarms will make an opportunity attack against you (+3 to hit, 10 (4d4) piercing damage on a hit).
- 9 The chase spills into an area with numerous downed logs or fallen rocks. You must leap and bound over them or go through them. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the next 15 feet of movement counts as difficult terrain. Fail by more than 5 and you learn one of these logs is an angry **treatant**.
- 10 Make a DC 14 Wisdom (Perception) check. On a success, you see a shortcut that allows you to move an additional 15 feet. On a failure, the path you take becomes nearly impassable. The next 60 feet forward counts as difficult terrain.

12-20 No complication

DENSE WILDS MOUNTED

1d20

- 1 You try to push through a narrow trench of sharp rocks. Make a DC 13 Wisdom (Animal Handling) check. On a failure, you and your mount each take 3 (1d6) piercing damage.
- 2 As you push through the dense undergrowth, the ground falls away from you. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you fall from the saddle and become prone. You and your mount take 3 (1d6) falling damage.
- 3 Make a DC 13 Wisdom (Perception) check. On a success, you see a low limb ahead and are able to avoid it. On a failure, you take 3 (1d6) bludgeoning damage and must make a DC 12 Strength saving throw or be knocked prone to the ground.
- 4 It's a trap. Roll a DC 14 Wisdom (Animal Handling) check or Dexterity saving throw. On a failure, you are restrained in a large net hanging from a branch.
- 5 A large tree and a row of thick bushes block your path. Make a DC 12 Wisdom (Animal Handling) check to quickly change direction. On a failure, you and your mount each take 4 (1d8) bludgeoning damage. Fail by 5 or more and you are restrained.
- 6 Twisted trees and moss-covered boulders narrow the path. Make a DC 13 Wisdom (Animal Handling), Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the next 20 feet counts as difficult terrain.
- 7 A tribe of pesky **gnolls** tries to surround you as you gallop past. Make a DC 15 Wisdom (Animal Handling) check to surge past the attacking creatures. On a failure, you and your mount take 5 (1d6 + 2) damage as they shoot at you with small arrows.
- 8 A **shambling mound** rises out of the undergrowth and tries to swipe at your mount. If you move more than 15 feet in this turn, it will make an attack of opportunity against your mount (+7 to hit, 13 (2d8 + 4) damage on a hit). Make a DC 14 Dexterity saving throw or become grappled by the creature.
- 9 A troop of chattering monkeys follows you through the treetops or high rocky terrain, pelting you with stones. Make a DC 13 Dexterity saving throw at the beginning of your turn for the next 1d3 rounds. On a failure, you will take 5 (2d4) bludgeoning damage. Loose rocks or rotten trees make the way ahead perilous for your mount. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check.
- 10 On a failure, your mount can only move at half speed for the next 2 (1d4) rounds. Fail by 5 and your mount becomes incapacitated due to a broken leg.
- 11 Make a DC 14 Wisdom (Perception) check as you come to a fork in the path. On a success, you see that one path leads to a sudden drop but the other is safe. On a failure, make a DC 12 Wisdom (Animal Handling) check to stop your mount. On a failure, you go over the edge, falling 30 (1d6 x 10) feet.

12-20 No complication

DENSE WILDS IN VEHICLE

1d20

- 1 You drive through a thick patch of undergrowth that gets stuck in the wheels. Make a DC 15 Strength (Athletics) check to clear the obstruction or the vehicle cannot continue forward.
- 2 The way ahead suddenly narrows and slopes to one side. Make a DC 13 Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check. On a failure, the vehicle tips, tossing everyone into the lair of a local predator, at GM discretion.
- 3 The area you enter is littered with downed trees or heavy boulders. Make a DC 12 Strength (Athletics), Wisdom (Animal Handling) or Dexterity (Vehicle (Land)) check. On a failure, the next 20 feet the vehicle moves counts as difficult terrain.
- 4 A hidden pivot causes an important part of the mechanism that provides movement to break. Make a DC 13 Intelligence (Tinker's Tools) or Strength (Athletics) check to repair it. On a failure, the vehicle becomes incapacitated and the DC to repair it becomes 18.
- 5 Your vehicle passes through a swarm of stinging insects. Everyone in the vehicle must make a DC 11 Constitution saving throw or take 5 (2d4) poison damage. Failure by 5 or more imposes the poisoned condition for 3 (1d6) rounds.
- 6 Make a DC 12 Wisdom (Perception) check. On a success, you see a sinkhole, quicksand, mud or deep pool of water ahead and can avoid it. On a failure, your vehicle collides with the obstacle, becoming restrained. It will sink completely in 5 (2d4) rounds unless aggressive action is taken to salvage it.
- 7 A predatory beast explodes out of the undergrowth. Make a DC 13 Wisdom (Animal Handling) check. On a failure, the team is frightened of the creature and will flee from it at rapid speed.
- 8 Ahead, you see a narrow pass. Make a DC 14 Wisdom (Animal Handling), Dexterity (Vehicle (Land)) or Strength (Athletics) check. On a failure, your vehicle scrapes along the walls. The next 15 feet is difficult terrain. Fail by 5 or more and the vehicle gets stuck, requiring a DC 18 Strength (Athletics) check to free.
- 9 A rutted washout in the road causes the vehicle to violently shake for the next 200 feet. Any attack rolls made from the vehicle are at disadvantage.
- 10 Make a DC 15 Wisdom (Perception) check. On a success, you see the rope or wire stretched across the path ahead. On a failure, a randomly determined occupant of the vehicle must make a DC 14 Dexterity saving throw or be pulled from the wagon, taking 10 (3d4 + 3) bludgeoning damage in the process.
- 11 A strong wind blows sand, dirt or debris in a whirlwind all around you. Everyone in the vehicle must make a DC 12 Constitution saving throw or be blinded by dirt and grit for 2 (1d4) rounds.

12-20 No complication

UNDERGROUND ON FOOT**1d20**

- Slime covers the ground. Make a DC 14 Dexterity (Acrobatics) check. On a fail you slip, falling prone and taking 5 (2d4) bludgeoning damage.
- The floor has crumbled, forcing you to jump from one narrow platform to another. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you fall 40 (1d8 x 10) feet.
- Make a DC 14 Wisdom (Perception) check. On a success, you notice a slightly glowing fumarole up ahead and can avoid it. On a failure, you run through the superheated gases emanating from the fumarole and take 7 (2d6) fire damage.
- You run into a collapse with a narrow opening. Make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the next 15 feet of movement counts as difficult terrain.
- You are suddenly plunged into magical darkness. Blinded, you hear the sound of aerial movement as something descends. Make a DC 12 Dexterity saving throw or be subject to a **darkmantle**'s crush attack. As you run, the tunnel's ceiling suddenly lowers, forcing you to hunch over or throw yourself flat.
- Make a DC 13 Dexterity (Acrobatics) check. On a failure, you strike your head on the ceiling and you take 5 (2d4) bludgeoning damage. Fail by 5 or more and you are also stunned for one round.
- You run into a tunnel full of purple light and drifting lavender mist. Make a DC 12 Wisdom saving throw or become charmed by the magical mist. While charmed in this way, you are incapacitated in a euphoric trance. Another creature can take an action to shake you out of it.
- You rush by a small rift in the wall and startle a **rust monster** feeding on the armor clinging to a skeletal body. If you move more than 15 feet this round, the rust monster will make an attack of opportunity against you.
- Make a DC 13 Wisdom (Perception) check. On a success, you see a chasm crossing the tunnel and can leap over it. On a failure, make a DC 15 Dexterity saving throw or fall into the shallow pit below lined with razor-sharp rocks. If you fall, take 3 (1d6) bludgeoning and 5 (2d4) slashing damage.
- In a room full of mirrorlike crystal that projects your reflection everywhere, it is easy to lose your sense of direction. Make a DC 13 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, you get turned around and the next 15 feet of movement counts as difficult terrain.
- A **swarm of bats** rushes down the tunnel at you. Make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to push your way through them. On a failure, the next 20 feet of movement counts as difficult terrain. Fail by 5 or more you also take 10 (4d4) piercing damage.

12-20 No complication

UNDERGROUND MOUNTED**1d20**

- As your ride down the tunnels or through low caverns, your head brushes the ceiling, disturbing a patch of yellow-blue mold. Make a DC 13 Constitution saving throw or take 7 (2d6) poison damage. Fail by 5 or more and gain the poisoned condition for 2 (1d4) hours.
- You enter a cavern full of large webs and the sound of chittering mandibles. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a fail the next 15 feet is difficult terrain and two **giant spiders** make attacks against you and your mount.
- Charging through a cavern, you see drops of liquid hitting the ground, each sizzling where they land.
- Make a DC 15 Dexterity saving throw. On a failure, you and your mount take 5 (1d10) acid damage. Small amounts of magma seep up through cracks in the ground. Make a DC 13 Wisdom (Animal Handling) check. On a failure, your mount takes 22 (4d10) fire damage.
- The tunnel has an abrupt right turn. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you and your mount slam into the wall. You each take 5 (2d4) bludgeoning damage. On a 1, you fall prone.
- You enter a cavern with glowing mushrooms expelling spores into the air. Make a DC 12 Constitution saving throw. On a failure, you and your mount take 14 (4d6) poison damage.
- Loose rock falls from the ceiling. Make a DC 11 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you and your mount take 3 (1d6) bludgeoning damage. On a 1, you fall prone.
- The passageway is blocked by debris. Make a DC 13 Wisdom (Animal Handling), Dexterity (Acrobatics) or Strength (Athletics) check to maneuver around it. On a failure, your mount stumbles or gets stuck, requiring a DC 20 Strength (Athletics) check to remove.
- A large gap in the ground next to you expels gas and ash right into your face. Roll a DC 12 Constitution saving throw. On a failure, you and your mount are blinded for 2 (1d4) rounds.
- The ground crumbles below your mount. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you and your mount fall 20 (1d4 x 10) feet into a sinkhole, taking falling damage as normal. The sinkhole is a portal to another plane at GM discretion. You'll reach it in 5 (2d4) rounds.
- A shallow but wide and fast flowing river crosses the tunnel or cavern you are passing through. Make a DC 13 Wisdom (Animal Handling), or Charisma (Intimidation or Persuasion) check to coax your mount across. On a failure, the next 20 feet of movement counts as difficult terrain. Roll 1d4. On a 1, your mount decides swimming is all it wants to do.

12-20 No complication

UNDERWATER SWIMMING

1d20

- 1 A rip tide pulls you downward. Make a DC 12 Strength (Athletics) check. On a failure, the next 20 feet is difficult terrain as you fight the current.
- 2 A **hunter shark** zeroes in on you, racing through the water. Make a DC 14 Dexterity saving throw. On a failure, the shark takes a bite out of you and you take 8 (1d8 + 4) piercing damage.
- 3 You startle a passing squid and it fills the water with thick black ink. The area is heavily obscured.
- 4 Make a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, the next 15 feet is difficult terrain.
- 5 In the area you are passing through, sharp rocks and coral reefs jut up from beneath. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you are unable to avoid the rocks and you take 5 (2d4) slashing damage.
- 6 Giant strands of kelp grow up from the seabed below. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you get tangled in the maze of vegetation and are restrained.
- 7 You disturb a cluster of giant sea urchins that send out a shower of poison spines. Make a DC 13 Dexterity saving throw. On a failure, you take 2 (1d4) piercing damage and 3 (1d6) poison damage. Fail by 5 or more and gain the poisoned condition for one round.
- 8 A pod of dolphins believes that the chase in progress is a great game. Make a DC 13 Wisdom (Animal Handling), Strength (Athletics) or Dexterity (Acrobatics) to move through the pod. On a failure, the next 10 feet of movement counts as difficult terrain.
- 9 Make a DC 14 Wisdom (Perception) check. On a success, you notice a **giant octopus** swimming below you. On a failure, it lashes out and grapples you (escape DC 14). While grappled in this way, you are also restrained.
- 10 You unwittingly swim through a **swarm of quippers**. If you move more than 10 feet this round, the swarm makes an opportunity attack against you (+4 to hit, 10 (4d4) piercing damage on a hit).
- 11 A group of **merfolk** tries to block your way. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to move through them. On a failure, your next 10 feet of movement counts as difficult terrain and one merfolk makes an opportunity attack against you (+2 to hit, 3 (1d6) piercing damage).
- 12 You are suddenly surrounded by a great school of small fish that obscure the way. Make a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, you are blinded for 2 (1d4) rounds as you become lost in the school.

12-20 No complication

IN WATER MOUNTED

1d20

- 1 The movement of your mount attracts a **giant shark**. Make a DC 14 Wisdom (Perception) check. On a failure, you do not see the predator until it is too late. Your mount takes 17 (2d10 + 6) piercing damage.
- 2 A sudden swirling current catches you and your mount off guard. Make a DC 12 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you and your mount are pulled off course. The next 20 feet of movement counts as difficult terrain.
- 3 A huge fishing net drops from above you. Make a DC 13 Wisdom (Animal Handling), Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you and your mount are restrained.
- 4 Make a DC 12 Wisdom (Perception) check. On a success, you notice a swarm of nearly clear jellyfish and can avoid them. On a failure, make a DC 13 Constitution saving throw for you and your mount or take 7 (2d4 + 2) poison damage from their tentacles as you move through the swarm.
- 5 A passing patrol of **sahuagin** take notice of you and try and block your way. Make a DC 12 Wisdom (Animal Handling), Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, two **sahuagin** throw spears at you or your mount (+3 to hit, 4 (1d6 + 1) piercing damage on a hit).
- 6 You hear an ethereal voice calling out through the water. Make a DC 11 Wisdom saving throw for you and your mount. On a failure, you become charmed for 2 (1d4) rounds. While charmed, you can only move toward the sound of the voice.
- 7 The chase leads through an area packed with giant lily pads. Make a DC 12 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, the next 15 feet is difficult terrain.
- 8 Narrow towers of rock, shale and coral jut from the ocean floor. Make a DC 13 Dexterity saving throw for you and your mount. On a failure, you each take 6 (1d8 + 2) slashing damage as you drag over them.
- 9 The water is murky and full of debris and agitated sediment. The area is heavily obscured. Make a DC 13 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, the next 20 feet of movement counts as difficult terrain.
- 10 You come across a giant migration of sea turtles that crowd the area, impeding movement. Make a DC 12 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, the next 15 feet of movement counts as difficult terrain.
- 11 In your haste, you rush through a cloud of bio-electric krill. Make a DC 11 Constitution saving throw for you and your mount. On a failure, you suffer 14 (4d6) lightning damage and are stunned for 2 (1d4) rounds.

12-20 No complication

ON THE WATER SWIMMING

1d20

A heavy wind has whipped the surface of the water into crashing waves. Make a DC 14 Strength (Athletics) check. On a failure, you will take 3 (1d6) bludgeoning damage and your swim speed is halved for 5 (2d4) rounds.

2 A greedy seagull thinks you have food. Make a DC 13 Dexterity saving throw. On a failure, you take 8 (2d4 + 3) piercing damage and are menaced by this bird until it is placated at GM discretion.

3 You are caught in a current. Make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you are pulled underwater for 2 (1d4) rounds. Your movement rate is halved for the duration.

4 Make a DC 12 Wisdom (Perception) check. On a success, you see a **reef shark** circling below and avoid it. On a failure, if you move more than 5 feet this round the shark will make an opportunity attack against you (+4 to hit, 6 (1d8 + 2) piercing damage on a hit). On a hit, it will consider how delicious you taste and come back for more at GM discretion.

5 A huge bed of seaweed floats on the surface of the water. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you are restrained by the thick vegetation (escape DC 12). Fail by 5 or more and you'll suffer 10 (4d4) piercing damage as a swarm of small crabs and fish begin to gnaw on you.

6 A shallow sand bar blocks your way. Make a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check.

On a failure, your next 15 feet of movement counts as difficult terrain as you scramble over the wet deep sand.

7 The way ahead is blocked by a small fleet of fishing boats. Make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you take 7 (2d4 + 2) bludgeoning damage and your next 30 feet of movement counts as difficult terrain as you must maneuver through the fishing nets.

8 A pod of whales rises all around you, issuing forth a curtain of bubbles. Make a DC 13 Wisdom (Animal Handling) check to avoid seeming like a threat.

9 The wind throws sea spray in your face and churns the surface of the water to a violent froth. Make a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, you are blinded for 2 (1d4) rounds.

10 A hunting party of **merrow** decides to take advantage of the chase and rise out of the water around you. Make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, two of the merrow will make attacks against you as you swim by (+6 to hit, 9 (2d4 + 4) slashing damage on a hit).

11 All around you, hunting seabirds drop into the water from the air. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, the next 15 feet of movement counts as difficult terrain.

12-20 No complication

ON THE WATER IN VEHICLE

1d20

Bucking waves threaten to capsize your vehicle.

1 Make a DC 13 Strength (Athletics) or Strength (Vehicle (Water)) check. On a failure, your vehicle capsizes and everyone is pitched into the water. Make a DC 12 Wisdom (Perception) check. On a success, you notice the rocks just below the surface

2 of the water. On a failure, your vehicle takes 9 (2d8) bludgeoning damage and there is a 1d100 percent chance your vehicle is irreparably damaged.

3 A sandbar looms ahead suddenly. Make a DC 14 Dexterity (Vehicle (Water)) or Strength (Athletics) check. On a failure, your vehicle wedges into the deep sand and is restrained (escape DC 18).

4 A **giant shark** mistakes your vehicle for something edible. Make a DC 13 Strength (Athletics) or Dexterity (Vehicle (Water)) check to avoid it. On a failure, your vehicle takes 22 (3d10 + 6) damage and everyone in the vehicle must make a DC 12 Dexterity saving throw or be thrown into the water.

5 The area you are in is choked with vehicle traffic. Make a DC 13 Dexterity (Acrobatics) or Dexterity (Vehicle (Water)) check. On a failure, you are unable to navigate around the other vehicles and your next 20 feet of movement counts as difficult terrain.

6 You pass through a bank of thick fog. The area becomes heavily obscured. Make a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, you lose your way momentarily. Your speed is halved for 2 (1d4) rounds.

7 A line on your sails, a boom, the rudder or the oar mounts on your vehicle suddenly break. Make a DC 12 Dexterity (Vehicle (Water)), Dexterity (Tinker's Tools) or Dexterity (Carpenter's Tools) check. On a failure, your vehicle moves at half speed until someone succeeds on the check.

8 A few random sticks poking out along the surface bely a rotten tree, teeming with 12 (5d4) undead below the surface. A successful DC 15 Wisdom (Perception) check is enough to know going around these branches is the right call.

9 A **chuul** spots your vehicle and attempts to sabotage it from beneath, clinging to it to keep pace. The path ahead narrows and you must navigate through a locking channel before it closes, making three successful DC 15 Dexterity (Vehicle (Water)) checks. If you fail any of these three checks, your vehicle is trapped in the channel for 10 minutes until the locks reopen.

10 Strong winds threaten to throw you off course. Make a DC 15 Strength (Athletics) or Dexterity (Vehicle (Water)) check. On a failure, your vehicle is tossed around and the next 20 feet of movement counts as difficult terrain. Fail by 5 or more and a random occupant gets tossed into the water.

11-20 No complication

AERIAL FLYING

1d20

- Dangerous crosswinds threaten to disorient you and push you off course. Make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you gain the incapacitated and prone condition for the next round.
- 1 Lightning streaks between the clouds around you.
- 2 Make a DC 14 Dexterity saving throw. On a failure, you take 7 (2d6) lightning damage.
- 3 A strong headwind makes your flight difficult. Make a DC 13 Strength (Athletics) check. On a failure, the next 15 feet of movement counts as difficult terrain.
- 4 Make a DC 14 Wisdom (Perception) check. On a success, you see the clouds ahead forming into a humanoid shape and can avoid it. On a failure, an **air elemental** makes an opportunity attack against you (+8 to hit, 14 (2d8 + 5) bludgeoning damage on a hit). On a failure, at GM discretion, 15 (1d20 + 5) of these birds strike you as you pass through them, dealing 1 point of damage each. If a creature suffers more than 10 damage from these strikes, they fall prone.
- 5 You see a large aerial predator in the area. Make a DC 13 Dexterity (Stealth) check to avoid its notice.
- 6 On a failure, it makes an opportunity attack against you (+4 to hit, 9 (2d4 + 4) slashing damage on a hit).
- 7 A forest of very tall trees stretches out before you. Make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to push your way through the canopy and rise above them. On a failure, you take 5 (1d10) bludgeoning damage.
- 8 Streaking through the air, you enter a large bank of thick clouds. The area is heavily obscured and it is impossible to see where you are going. Make a DC 13 Wisdom (Perception) or Intelligence (Investigation) check. On a failure, you get a strong sense of vertigo and plummet your full movement toward the ground for 3 (1d4 + 1) rounds.
- 9 A sudden arctic chill gathers in the clouds around you and ice begins to gather on your body making it hard to move. Make a DC 13 Constitution Saving throw or take 10 (3d6) cold damage and become incapacitated for 3 (1d4 + 1) rounds. During this time your movement speed is quartered.
- 10 You impact suddenly with something large and solid. Make a DC 15 Strength saving throw. On a failure, you take 18 (4d8) bludgeoning damage and are stunned for one round. This could cause you to fall depending on your method of flight.
- 11 A sudden updraft sends you spinning and careening through the air. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you take 5 (2d4) bludgeoning damage and are nauseated and disoriented, effectively gaining the poisoned condition for 2 (1d4) rounds.

12-20 No complication

AERIAL ON FLYING MOUNT

1d20

- A whirling column of air thrashes you with debris. Make a DC 13 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, you and your mount take 7 (2d4 + 2) bludgeoning damage and are restrained for one round.
- 1 Make a DC 13 Wisdom (Perception) check. On a success, you notice the **giant eagle** swooping down toward you. On a failure, you take 6 (1d6 + 3) piercing damage and must make a DC 12 Strength saving throw or be ripped from the saddle.
- 2 A powerful gust of air pushes directly against you. Make a DC 13 Wisdom (Animal Handling), Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, you are blown off course by this blast of air, pushed 90 feet in a direction at GM discretion.
- 3 Swirling winds carry a stinging blast of frigid air. Make a DC 12 Constitution saving throw. On a failure, you take 7 (2d6) cold damage and are restrained (DC 15) as frost forms on your limbs. This could cause you to fall depending on your method of flight.
- 4 Towering columns of rock stretch hundreds of feet in the air. Make a DC 14 Wisdom (Animal Handling) or Dexterity (Acrobatics) check. On a failure, the next 20 feet is difficult terrain.
- 5 A large aerial predator streaks toward you and your mount. Make a DC 15 Wisdom (Animal Handling) check. On a failure, your mount becomes frightened and must use its full movement to fly away from the creature. You can repeat this check at the end of each of your turns to end the condition.
- 6 Your mount becomes distracted by something on the ground and starts to dive. Make a DC 12 Wisdom (Animal Handling) or Charisma (Persuasion) check to get your mount back on course. On a failure, the next 30 feet is difficult terrain.
- 7 High off the ground, a massive bank of gray-black clouds surrounds you. Make a DC 14 Constitution saving throw for you and your mount take 9 (2d8) thunder damage. Fail by 5 or more and you also become stunned for 2 (1d4) rounds. This could cause you to fall depending on your method of flight.
- 8 Part of your saddle suddenly breaks. Make a DC 13 Dexterity saving throw to maintain your grip on your mount. On a failure, you begin to plummet.
- 9 Make a DC 12 Wisdom (Perception) check. On a success, you see a swarm of stinging insects ahead and can avoid them. On a failure, you and your mount each take 8 (2d4 + 3) piercing damage and must make a DC 11 Constitution saving throw or gain the poisoned condition.
- 10 A strong air current threatens to rip you from the saddle. Make a DC 12 Strength saving throw or lose your grip on your mount. You are tossed into open air and begin to fall.
- 11 12-20 No complication

SIDE QUESTS

There will inevitably come a time when you aren't prepared for your next session. Or perhaps you're thoroughly prepared but your players one-shot your bad guy or simply decide saving the realm isn't on their agenda. Maybe a player you've generated an arc for has a sudden change in their evening plans, which means now so do you. In these moments, it's useful to have a handy list of side quests you can put out there for your party, letting them choose what's interesting to them.

Most side quests can fit under one of the following categories: heists, protection missions, bounties, treasure hunts, rescue missions, mysteries, messenger missions and holy quests. You'll likely have a feel for which of these categories is going to interest your players the most. If you know they go in for heists and capers or bounty-style fetch quests, simply roll on the appropriate table to generate a plot hook for your players to begin exploring.

If you have no idea which direction your party might swing and what they might find interesting, roll on the Side Quest Type table to decide which category to work with and then roll on that appropriate table to generate the quest. These can be used in the moment should things go pear-shaped during the session or could be an exercise you do to generate ideas before the session begins.

SIDE QUEST TYPE

1d8 This quest is a...

- 1 ...heist
- 2 ...protection mission
- 3 ...bounty hunt
- 4 ...treasure hunt
- 5 ...rescue mission
- 6 ...mysterious caper
- 7 ...messenger mission
- 8 ...holy quest

GM NOTE: TIME AND PREPARATION

The side quests generated by the tables in this section are designed to provide a hook for a story that may take an hour or several sessions depending on how things shake out at your table. Each of the entries in the tables are designed to help you come up with ideas for things to do if you have hit a lull in your story. You will need to build upon them as you go to add depth and flavor. If you are a GM who needs time to prep, roll on these tables ahead of time to give you direction. If you are a GM who loves improv and loves to watch the story develop as you go, take the basic idea presented in the tables and let the story tell itself.

HEISTS

1d6

- 1 A local guard tells the party about a corrupt tax collector who takes more than they should. This guard suggests the party relieve the corrupt official of some of their ill-gotten gains. The only problem? The tax collector is also a fiend.
- 2 A shadowy character offers to pay the party handsomely to smuggle a small trunk out of the city. The city guard is on high alert looking for stolen jewels that just so happen to be inside the trunk.
- 3 Through gossip and rumor, the party learns a powerful magic item being moved out of the city by wagon train in the near future. A **mage**, who wishes to remain anonymous, offers to pay the party to procure it.
- 4 The party is approached by a representative of a group of merchants. This representative tells them a local scholar has discovered a way to transmute common metals into gold through alchemy and they are willing to pay the party to acquire it. Or, better yet, steal the deed to the local iron mine.
- 5 The party learns a corrupt noble is using a magical bracelet to control a **hill giant** and impose his will on the local townsfolk. A member of the resistance offers to hire the party to steal the bracelet.
- 6 A man approaches the party and tells them he is the rightful ruler and his cousin, who usurped him, is a fraud. He offers to pay the party to steal a signet ring, deed to the castle and a copy of his family genealogy from the imposter's carefully guarded (and possibly haunted) manor house.

PROTECTION MISSIONS

1d6

- 1 A minor noble has become paranoid his daughter is going to be kidnapped by horrible **cultists**. He offers to hire the party to defend his home because the city guard isn't taking him seriously (in part because they're the ones plotting the kidnapping).
- 2 The party is approached by a local merchant who is moving valuable cargo down a woodland road through a forest inhabited by fey creatures and vicious brigands. He offers to pay them a handsome sum to protect his precious shipment.
- 3 A pacifist missionary from a nearby temple offers to hire the party to escort him to a nearby town. The party doesn't know it, but he carries an important missive to a secret arcane order, and a rival faction of malicious **mages** is planning to *magic missile* him unto death.

- 4 A farmer, whose land is about a mile outside the city, offers to hire the party to protect his farm overnight. He simply tells them he has a feeling that something bad is going to happen. He doesn't have much money but is terrified his pumpkins are possessed.
- 5 The local magistrate is looking to hire extra muscle to transport a convicted murderer out of the town to a larger city nearby. The convicted man is innocent and will kill anyone he has to in order to prove it.
- 6 The party is sought out by the representative of a powerful noble who believes an arcane thief is targeting his family's vault. He wishes to hire the party to provide extra security. Which is smart—he's gonna need it since the thief has a partner in the assassin's guild.

BOUNTY HUNTS

1d6

- 1 A large-scale cattle rancher seeks out the party to track and kill whatever beast is mutilating his cattle. He offers a significant sum of money for the culprit's head. Turns out one of his bulls is a shapeshifting **werewolf**.
- 2 As the party walks around the city, they see numerous wanted posters for a thief named Dolion Bloom. The reward for his capture is significant. Bloom is holed up in a cave nearby and is keen with traps.
- 3 The town magistrate has issued a large bounty for a beast that is said to inhabit the sewers. The beast is actually a group of **goblins** operating a cleverly disguised apparatus of the crab.
- 4 The local merchants guild is offering a great sum for the apprehension of an individual who has flooded the economy with counterfeit gold coins. The culprit is a street urchin with innate magic who is using the fakes to feed and clothe the area's underprivileged.
- 5 In the town the party finds themselves in, the city guard pays a bounty for orc heads and they hear rumors of an orc band coming nearby. The band is actually a bunch of human **bandits** who have been disguising themselves as orcs to terrorize the countryside and drum up resentment of orcs for political purposes.
- 6 The city guard have put out a significant bounty for a serial murderer who escaped from custody and has started killing again. The killer excels at using methods that make the deaths seem like freak accidents.

TREASURE HUNTS

1d6

- 1 An eccentric **mage** tells the party he has learned a **silver dragon** died nearby. He offers to pay the party to retrieve the dragon's skull. He doesn't tell the party he has hired multiple groups.
- 2 A young, excitable scholar seeks the party's aid in recovering an ancient text she believes is in the basement of a crumbling manor. No one knows it, but the book contains the essence of a demon.
- 3 An outbreak of disease plagues a small town. The local herbalist is requesting aid to find a very rare flower in a **gnoll**-heavy part of the mountains.
- 4 A rep from the mariners guild begs the party for aid in locating the long-lost journal of a pirate captain that may reveal the location of his stash. He'll split the take 50/50.
- 5 There's rumors of a great treasure hidden at the bottom of the village well. No one goes down there after a man died trying to find the fabled wealth.
- 6 After a reclusive wizard dies, the party, along with several other groups, are invited to attempt to navigate his former home—a demiplane that functions as his own iteration of the *maze* spell. Winners gain a long lost magical artifact.

RESCUE MISSIONS

1d6

- 1 The party learns a group of children has been carried off by a **hag** from the surrounding hills. The parents of the missing children beg for aid.
- 2 An elderly **noble** offers to pay the party an exorbitant sum for the return of her pet goose taken by ransom-seeking thieves.
- 3 A shapeshifted, sickly **adult copper dragon** wishes to hire the party to recover a special chest that holds several of her eggs. The chest is in a **behir**'s lair.
- 4 Everyone in the small village over the age of 50 disappears in the night. Wagon tracks lead off into the nearby forest. The townsfolk request that the party search for their missing family members, who have been lured by a fey spirit.
- 5 A member of the city guard reveals his captain has been captured by a group of **hobgoblins** intent on torturing him for details of the city's defense.
- 6 An important artifact was taken from either the museum, the hall of knowledge or the manor of a noble. Town leaders are hopeful of its return.

MYSTERIOUS CAPERS**1d6**

- 1 The party learns that every year a person between the ages of 16 and 23 disappears from a small town. The event is supposed to occur in two nights time.
Slowly, starting with the youngest person in the town, residents fall into a magical sleep. The party seems unaffected.
- 2 Every night in the city three or four businesses are broken into and ransacked, but nothing is taken. A witness claims to have seen a glowing orb of light enter the business prior to the break-in.
Just before dawn every morning, a wailing scream rings forth out of all of the town's wells, storm, drains and sewer entrances. The residents are too afraid to investigate.
- 3 Red and yellow paint begins to appear on the door frames of houses all around the city or town. One person in each of those homes dies over the course of the next several days. Strangely, their corpses don't decay and smell of wildflowers and honey.
- 4 Valuable jewels secured in a vault in a noble's manor go missing. The vault and all the doors and windows were still locked when the theft was discovered. The only clue: a small handprint burned into the wood of a window frame.

MESSENGER MISSIONS**1d6**

- 1 The party is hired to transport a package from one town to a temple in another with express instructions to not open it. Inside is a cursed item being sent to the temple for destruction.
A bard at a local tavern tells the party he will pay them to deliver a sealed letter to his brother in the next town over. When they arrive, they find his brother can't stop singing.
- 2 The local lord offers to hire the party to deliver a strange glowing crown unearthed in the foundation of a ruined old house to a **mage** in the capital city. The party doesn't know that being near the crown slowly allows it to influence them (and the influence is...not great).
A powerful merchant is in the market for adventurers to take a trade treaty to a border town of a neighboring nation. The treaty is actually a coded missive of secret information the merchant is passing to enemies of the nation.
- 3 The town **druid** asks the party if they can, for a small sum of money, go out into the wilds to meet with another druid where they will pick up a ration of a rare herb. Little does the party know that numerous nefarious parties are also interested in the plant as well.

6 A town citizen offers to pay the party to take a letter to his in-laws who live in a large house in the country. The letter contains an almost undetectable poison meant for his father-in-law. The man is a little too eager for his wife to inherit the family fortune.

HOLY QUESTS**1d6**

1 After an incident at the local temple, **acolytes** approach the party and tell them the high priest was abducted by **cultists**. The acolytes believe the cult plans to sacrifice the high priest to their nefarious god and they ask the party to intervene.

2 The **priest** at the local temple tells the party they have received a vision from their god that a relic of great evil has been unearthed in the wilds to the north of town. He asks them to investigate.

3 Rumors start to circulate that farmers and outlying towns have seen shuffling undead wandering in the forests. The local temple then reports that graves in the cemetery have been disturbed.

4 The local church requests a group of adventurers to help redeem a priest who has fallen into madness after returning from a pilgrimage to a nearby holy ruin. The maddened priest has a symbol branded onto his hand that can be found in the ruin—connecting the two unlocks a portal to the hells.

5 Local farmers begin reporting strange designs pressed into their crops. Witnesses claim to have seen angelic figures soaring over the fields.

Priests at the local church offer to pay the party to investigate to put the people at ease.

6 A series of murders has taken place in the city. Investigators have found a strange symbol painted on the wall at each scene. Religious scholars associated the symbol with a powerful demon. The temple, knowing how powerful demonic cults are, offers to pay the party to get involved.



SKILL CHALLENGES

Not every moment of every session needs to be devoted to chasing the BBEG and foiling their plans. Despite the fact that it feels like there is always some sort of doomsday clock hanging over your players' heads, there are moments for them to take time to revel in the abilities presented by their character sheets.

This section provides you with options for skill challenges loosely associated with each of the ability scores, allowing you to engage your party members' skills. Conversely, it might be fun to play against their weaknesses, putting the charismatic bard in a position where they must show discretion and subtlety, or maneuvering your brash fighter into the limelight where they may need to be the face of the party. Regardless, these small distractions could lead to fun story moments and small benefits for the party when they succeed.

STRENGTH

Brute power: Your ability to exert physical force on people and objects. Climbing, running, jumping, knocking down doors and breaking chains are all things that require raw strength.

STRENGTH SKILL CHALLENGES

1d10

- 1 Feats of Strength
- 2 The Wagon Pull
- 3 A Little Bit of Arm Wrestling
- 4 From the Top Rope, A Star Is Born
- 5 Out of the Park
- 6 Raced to Death
- 7 Not the Goslings!
- 8 Epic Tug of War
- 9 Let's Split
- 10 Tumbling Dangers

FEATS OF STRENGTH

The roadside or town center is overrun with carnival games of chance and skill. Three games stand out: a stall that sports a high striker, a 100-foot stretch of sand over which you must carry a large tree trunk and a place where the ground is pockmarked from the impact of medium sized stones. Each game costs 1 gp to enter, with the chance to make your money back and then some if you succeed. Whoever participates in the games must make a DC 14 Strength (Athletics) check for each of the games available with the following rewards based on the number of successes achieved:

1 SUCCESS = 5 GP

2 SUCCESSES = 10 GP

3 SUCCESSES = 20 GP

THE WAGON PULL

A female hawker cries out that no one, not an individual or a group, can pull a wagon faster than her team of oxen. If the party takes her up on her challenge, they must make a total of 3 DC 15 group Strength (Athletics) checks before they accumulate three failures. Should the party succeed, she will offer to transport the party anywhere they wish to go within a 25-mile radius.

A LITTLE BIT OF ARM WRESTLING

While relaxing in the local watering hole or tavern, the party sees a brutish man throwing his weight around. He challenges the largest member of the party to a gentleman's bout of arm wrestling; best two out of three wins. He insists the loser buy the next two rounds for the bar and slides 3 gp onto the table to cover his wager. To succeed, the player must beat a contested Strength (Athletics) check against DC 15. On a success, the brute buys the next two rounds for the bar. He expects you to do the same if you are not victorious.

FROM THE TOP ROPE, A STAR IS BORN

The party finds a makeshift fighting ring set up in the middle of the town square or in a large open area on the outskirts. Signs declare a special prize for anyone able to take the trophy belt from the current champion, Gorg the Unhinged. Whoever is participating in the match must make a total of four successful DC 15 Strength (Athletics) checks before accumulating three failures as the match with Gorg rages to the delight of the crowd. If you are successful, you knock Gorg to the mat and he struggles to get back up. If you rolled all four successes consecutively, roll a DC 14 Charisma (Performance) check as you attempt to do a special finishing maneuver. If you fail this check, you win the golden trophy belt, worth 25 gp. If you succeed with a special finishing move, you gain a positive reputation in town in addition to the belt.

GM NOTE: FALSE FINISH?

RUN IN? TAG TEAM?

There are plenty of tropes from professional wrestling that you can incorporate into this skill challenge. Maybe Gorg's arch-rival runs in at the last minute and lays out any would-be challenger for taking on Gorg out of turn. Or perhaps if you have two or three worthy competitors, Gorg would offer to team up with one of them as part of a tag match. Eager for more chaos? Gorg could announce a "falls count anywhere" match and choose to run off into the nearest town where the brawl could unfold near pub tables or painters' ladders or the king's throne.

OUT OF THE PARK

The party comes across a sturdily built woman hitting small rocks with a large club, launching them into an open field. She claims she can hit a rock farther than any in the party and offers the prize of information if they win (and demands gloating rights if they lose). To win the contest, a participant must succeed at three consecutive DC 15 Strength (Athletics) checks. If successful, add up the total of each check. If the number is higher than 50, not only does the participant win the contest, but they'll gain access to Strength-based ranged attacks using the "club and stone" technique (60/200, 1d4 bludgeoning).

RACED TO DEATH

The party sees a local priest frantically begging for someone to help him dig six graves before midnight. Bandits accosted a merchant train and killed the whole convoy, six people in all. The priest claims to have had a vision of the dead rising if he does not get them interred before midnight. He offers 25 gp in compensation to each party member who assists. The party must succeed at a total of six DC 14 group Strength (Athletics) checks before accumulating four failures to successfully dig the graves in the allotted amount of time. On a success, they are able to lay the dead to rest. If they fail, the six dead bodies rise up as **ghouls** and attack. Either way, those who participate get paid.

NOT THE GOSLINGS!

Near a storm drain or a manhole cover the party hears panicked honking. A clutch of goslings fell through the cracks and are stuck in the drain. Freeing the birds requires two DC 18 Strength (Athletics) checks to pry the drain cover up and move it. On a success, the goslings are freed, however, all eight imprint on the most unlikely member of the party (at GM discretion) and begin to follow that person everywhere they go. Other solutions to this sad situation are at GM discretion.

EPIC TUG OF WAR

The party is challenged to a match by seven brawny farmers (all brothers save for the anchor, their mother) who believe they can match the party's strength. This group bets 50 gp. Each side is allowed four participants. Each side will make contested group Strength (Athletics) checks (the farmers have a collective +4 to the check). The first side to acquire three successes wins, pulling the opposing team into a pool of dirty, muddy water set in the middle of the field of play.

LET'S SPLIT

As the party passes a carpenter's shop or logging yard, they see a huge man ripping logs in two with his bare hands. The man sees the party watching him and claims none of them would be able to accomplish the feat (wager at GM discretion). If any want to challenge him, each participant gets one opportunity to make a successful DC

20 Strength (Athletics) check to split a log bare-handed. A creature that fails this check can attempt a DC 15 Constitution saving throw. On a success, they can reroll the Strength (Athletics) check to split the log. After the success or failure of the reroll is determined, the person who attempted gains one level of exhaustion.

TUMBLING DANGERS

As the party walks through a crowded marketplace, they see a load of crates tipping off a wagon, threatening passersby. To stop the crates from falling requires two individuals to succeed on a DC 13 Strength (Athletics) check. On a success, the merchant driving the vehicle pays those who helped 25 gp and promises to mention their good deeds to the merchant's guild. On a failure, the party members who attempted to help, and 1d6 commoners, take 9 (2d8) bludgeoning damage.

DEXTERITY

Whether it's the powerful control of acrobatic ability, the fine motor control required to lift a loose purse from a yawning pocket or conceal things about your person or the patience needed to light from shadow to shadow, your Dexterity score plays a large part in determining your success.

DEXTERITY SKILL CHALLENGES

1d10

- | | |
|----|--|
| 1 | Don't Worry About a Little Nick |
| 2 | Whack-a-Goblin |
| 3 | Mix 'N' Match |
| 4 | Yodel's Shooting Gallery |
| 5 | Balance & Poise |
| 6 | The Prideful Will Fall |
| 7 | Did You Hear the Ringing of the Bells? |
| 8 | No Take-Backsies |
| 9 | Right Foot, Green Circle |
| 10 | It's an Obstacle Course, Of Course |

DON'T WORRY ABOUT A LITTLE NICK

The party is hailed by the operator of a dangerous game. A man is strapped to a wooden wheel that begins to spin as the party approaches. The proprietor says for 3 sp anyone can throw three knives at the spinning wooden wheel (AC 13). With a single success, the party wins 5 sp, for two successes they win 1 gp and for three successes they earn a set of fine quality throwing knives in addition to the gp. On a failure, the man takes 1d4+Dex damage (he has 20 hit points).

WHACK-A-GOBLIN

At a stand on the side of the road the party sees flashing lights over a box with nine equal-sized holes in the top. The proprietor of the game beckons the party over and tells them that for 2 sp, they can play a game of Whack-a-Goblin and attempt to beat the day's best score of 5 strikes. As the mechanical goblin heads (AC 15) pop out of their respective holes, each participant has 6 rounds to strike as many as they can with a small mallet. If any of their attack rolls is a natural 1, the mallet breaks and the game ends. If the participant is able to beat the daily record, they earn a 5 sp payout and a gold goblin head medallion proclaiming them "Champion Goblin Smasher." This medallion attracts goblins to it.

MIX 'N' MATCH

A leathery old man plays solitaire at a table, using cards with unfamiliar symbols on them. As he sees the party, he beckons them over. He says they can earn money if one of them can shuffle the cards into a pattern he cannot guess (wager is at GM discretion). If one of the party agrees, he hands them four cards and tells them to shuffle. The player must make a total of four DC 16 Dexterity (Sleight of Hand) checks (one for each card) to shuffle effectively as they deal the cards out onto the table. On a success, the old man loses and will teach the player a grip technique that will give them advantage on any Dexterity (Sleight of Hand) checks involving cards in the future.

YODEL'S SHOOTING GALLERY

A garrulous **kobold** by the name of Yodel operates an air-powered shooting gallery that clanks and groans as the little air tubes fire small pellets at metal targets set on a wall. For a mere 2 cp, one can attempt to win one of his special prizes, giant stuffed bears, if they can beat the day's high score. If one of the party agrees to participate they get five shots with the small air tube, which counts as a simple ranged weapon, to beat the high score of 26 points. Yodel dramatically calls out a play-by-play of each shot. The target values are as follows:

LARGE GOBLIN HEAD, AC 9 = 1 POINT
FLYING PEGASUS, AC 11 = 3 POINTS
WIZARD ON FIRE, AC 13 = 5 POINTS
SHROUDED ASSASSIN, AC 18 = 10 POINTS
A NOT QUITE INVISIBLE STALKER,
AC 22 = 15 POINTS

If the participant is able to beat the day's high score, they will win a giant stuffed bear. Under the power of a *detect magic* spell, the bear will radiate transmutation magic. If the party is able to identify the item, they will learn that the stuffed bear can transform into a brown bear once per day. The bear rolls its own initiative and obeys commands given it (requiring no action). However, the party will not know Yodel can spy on them through the bear's senses anywhere on the material plane.

BALANCE & POISE

In this popular pub game, participants are required to stand on one foot on a narrow post that stands 4 feet tall. A glass of fine whiskey is placed in each of the participant's hands as well as on the top of their head. Participants must succeed at three DC 15 Dexterity (Acrobatics) checks, one for each cup. For each success, they are able to balance one of the glasses for the five-minute time period the challenge requires and they get to drink the whiskey free of charge. Losers must pool their resources to pay for each glass (1 gp per pour).

THE PRIDEFUL WILL FALL

A braggart can be heard telling a whole tavern or square that no one can sneak up on him or catch him unawares. He challenges anyone present in the area to try to prove him wrong by sneaking up on him and stealing three different coins from separate places on his person. He even volunteers to be blindfolded. He offers a wager of 50 gp that no one can take the coins from his person without his knowledge. If a member of the party participates in this challenge, they must make a total of three sets of DC 16 Dexterity (Stealth) and Dexterity (Sleight of Hand) checks. Any failure will end the challenge. On a success, they earn their money and the respect of the braggart. At GM discretion, he is the youngest son of a minor noble with access to information and powerful connections.

DID YOU HEAR THE RINGING OF THE BELLS?

In a large open space, the party sees a series of strange arches, narrow passageways, sloped and twisting platforms and contorted openings all covered in silver bells. They watch as several villagers try to make their way through the obstacles without causing the bells to ring. Should one or more of the party wish to play, they must pay 1 gp and make five DC 14 Dexterity (Acrobatics) or Dexterity (Stealth) checks before acquiring two failures to win. Should they navigate the course successfully, they earn 5 gp and a commemorative coffee mug.

NO TAKE-BACKSIES

The party sees a large platform next to a multi-level house. A crier on the platform challenges any in earshot to a test of cunning and skill. Their challenge: find the man in black hidden inside this house full of winding hallways, flashing lights and confusing mirrors and take from him a small purse containing a single large peach without him noticing. This feat requires:

- 1: DC 12 WISDOM** (*Survival*) check to track the man.
- 2: DC 14 DEXTERITY** (*Stealth*) check to approach unnoticed.
- 3: DC 16 DEXTERITY** (*Sleight of Hand*) check to nab the purse.
- 4: DC 14 DEXTERITY** (*Stealth*) check to get away without raising suspicion.
- 5: DC 12 WISDOM** (*Perception*) check to find their way out again.

If a player is successful, the crier rewards them with 24 gp and some delicious peach cobbler. The man in black would spy on the winner to learn their secrets.

RIGHT FOOT, GREEN CIRCLE

A large carpet full of different-color shapes is spread out in front of a graceful elven woman. She says the prize for victory in her little game is 10 gp, plus a special prize, and that it's more fun with more players. Entry is 5 gp. The woman calls out different colors, shapes and appendages ("right hand blue triangle") and each participant makes a DC 12 Dexterity (Acrobatics) check to follow her command. On a failure, they're out. On a success, they try again, and the DC increases by 1. The process continues with the DC rising by 1 until only one player remains. If no player succeeds on the final DC, there is no winner. The woman will pay the winner 10 gp and give them a common magical item from a stock in her colorful wagon. This item is cursed (pg. 184) because this woman is a playful, and fickle, fey creature.

IT'S AN OBSTACLE COURSE, OF COURSE

The party comes across an incredibly fit man doing push-ups and sit-ups near an obstacle course that includes jumps, swinging, climbing and agility obstacles. Wagers are at GM discretion. Participants must succeed on four DC 14 Dexterity (Acrobatics) checks in a row. If the participant wants to use Strength (Athletics), they can, but the DC raises to 16. If a participant succeeds with 0 failures, the man will bow his head to the superior athlete and provide some information useful to their current endeavors.

CONSTITUTION

Things that test your mettle, stamina and endurance are dealt with using your Constitution. There is no skill associated with a character's Constitution; instead, many of the things that will test your ability to resist poison, disease or exhaustion will require a Constitution saving throw. The challenges related to this ability score are designed to test a character's physical limits.

CONSTITUTION SKILL CHALLENGES

1d10

- 1 Under the Table or Above the Crowd
- 2 Hold My Beer and Hold Your Breath
- 3 It's Fine, I Do This All the Time
- 4 Oh My, That Is Gross
- 5 It's a Marathon
- 6 Test Subjects Wanted!
- 7 Don't Blink
- 8 No Sleep for the Wicked
- 9 Burrito Night
- 10 A Day of Beautification

UNDER THE TABLE OR ABOVE THE CROWD

In the common room of a rowdy bar full of patrons from all walks of life, a stork-like lady claims she can consume more strong drink than anyone else in town. Should any of the party members take up this challenge they'll be shown to a table in the middle of the tavern, where eight shot glasses are filled with amber liquid for each contestant. A participant must make eight Constitution saving throws, one for each glass of strong liquor. The DC for the first glass is a 10, however, the difficulty of the save increases by one for every shot glass consumed. A failure isn't a loss, but a player who fails three times passes out. Any player who finishes all eight shot glasses (final glass = DC 17), their opponent will drunkenly provide them with two pieces of useful information at GM discretion.

HOLD MY BEER AND HOLD YOUR BREATH

The party finds a large tank of water set up in the middle of the city square. The owner, a large woman with a kindly face, challenges all travelers to see if they can hold their breath for a full 5 minutes. It is 5 sp to try and she mentions winners will gain 1 gp and a bottle of her magical elixir. A creature can hold their breath a number of minutes equal to $1 + \text{their Constitution modifier}$, after which they need to make a series of DC 15 Constitution saving throws every round per initiative to stay under past their natural limit. On a failure, they come up for air. The magical elixir is a dark blue bubbling liquid that is a *potion of water breathing*.

IT'S FINE, I DO THIS ALL THE TIME

The party sees a group clustered around something on the ground in the city square. They shout and cheer at something shielded from view: a bed of coals, 30 feet long and 5 feet wide, burning with a deep red glow. People are taking turns trying to walk across the coals barefooted. Onlookers place bets on who they think will succeed and who will fail (at GM discretion). A man who appears to be running the event encourages the party to participate by paying the 5 gp entry fee. To win, a participant must make it across the bed of coals by succeeding on a DC 12 Constitution saving throw (creatures resistant to fire damage make these checks at advantage). For every success they move 10 feet. If they succeed by 5 or more they move 15 feet. On a failure, a participant only moves 5 feet and takes 7 (2d6) fire damage. If any are able to complete the challenge they win a purse of 25 gp and a silver medallion worth 19 gp in the shape of a flame that proclaims them as an Expert Firewalker.

OH MY, THAT IS GROSS

The local tavern has become something of a tourist trap due to a challenge in which participants can win free drinks for life if they can choke down five shot glasses full of Hobart's Horrible Hooch. This foul concoction is a mixture of curdled milk and eel slime. Over the bar is a brass plaque set in cherrywood featuring the names of the only five people who have completed the challenge in the last century. For each glass, the participant must make a DC 16 Constitution saving throw. On a failure, they retch up the repulsive mixture, gain the poisoned condition for the next 11 (2d12) hours and are unable to repeat the challenge for one year. On a success, they win free drinks for life at the tavern and their name is engraved on the plaque in a modest ceremony.

IT'S A MARATHON

As part of a festival or carnival, the town the party is in holds an annual race. The winner earns a purse (100 gp), free drinks at the town's tavern and local celebrity status. The race is 10 laps around the town's perimeter (about 28 miles). Most years, only a handful of participants actually complete all 10 laps. If the party wishes to participate, they must make a Constitution saving throw as they complete each lap. The DC for the save starts at 10 and increases by 1 for each lap completed after the first (final lap is DC 19). On a failed save, the next lap's DC will increase by 2 instead of 1. If a participant fails three saving throws, they pass out and are medically disqualified. Over the course of the race, a participant can turn a failed saving throw into a success if they make a DC 20 Strength (Athletics) check or by choosing to gain a level of exhaustion (max: 5) after they finish the race.

TEST SUBJECTS WANTED!

The party sees a wizard, clearly frazzled, imploring people to act as test subjects for his four experimental elixirs. Should the party volunteer to help this man, he will not allow a single person to try more than one of the effervescent liquids. Each person who tries a potion must make a successful DC 15 Constitution saving throw. On a failure, they turn slightly green and gain the poisoned condition for 5 (1d10) hours. If a character fails by 5 or more, they must roll on the Wild Magic table on pg. 176, acting as the epicenter for the generated effect. On a success, the wizard watches them for quite awhile, stating that they need to be observed. After half an hour, he becomes resigned to the fact that nothing happens with those who succeeded. Success or failure, the wizard makes good on his offer of 25 gp per tester. At GM discretion, these potions could allow a creature to cast a spell of 1d6 level, but only when they're asleep.

DON'T BLINK

A man with pale, almost glowing skin and a large bushy beard suddenly runs up to a random member of the party and screams, "Don't blink!" before locking eyes with them. It is very clear he has begun a staring contest and is intent on winning. To win, the PC must make three consecutive Constitution saving throws with the following DCs: DC 11, DC 13, DC 15. If the PC succeeds, the man would offer them a congenial handshake. If the PC loses, the man would scamper off.

NO SLEEP FOR THE WICKED

A cleric from a local clinic approaches the party. He is conducting a study on sleep disorders and nightmares. He offers 100 gp to anyone that can stay awake for 48 hours. He offers an additional 200 gp if any can last for a full 72 hours. At each of the following intervals, the participant must make a specific Constitution save:

24 HOURS: DC 12

30 HOURS: DC 13

36 HOURS: DC 14

42 HOURS: DC 16

48 HOURS: DC 18

72 HOURS: DC 20

If they are successful, they earn the money and gain a friendly contact at the main temple in town.

BURRITO NIGHT

The evening meal at the local tavern happens to be Benrick Leadbelly's Fabulous MegaBurritos. The tavern has a challenge that anyone who can finish the whole burrito, which is laced with spicy pepper dust, gets free drinks for the next two months. Anyone that participates must immediately make a DC 17 Constitution saving throw or be too overwhelmed by the spice to continue. Additionally, whoever eats the food must make two successful DC 13 Constitution saving throws or wake up the next morning in horrible gastric distress. This manifests as them gaining the poisoned condition for the next 24 hours.

A DAY OF BEAUTIFICATION

Somehow, the party allowed a bard they know to talk them into a spa day which includes waxing, nose hair trimming and deep tissue massage. Each character who participates must make a DC 15 Constitution saving throw to withstand the day's treatments. On a success, they benefit from a +3 bonus to all Dexterity- and Charisma-based checks for the next 1d4 days. On a failure, they take a -1 penalty for the same time period.

INTELLIGENCE

Rolls related to this ability score affect your character's success when trying to draw logical conclusions, remember passages from esoteric tomes and interpret clues.

INTELLIGENCE SKILL CHALLENGES

1d10

- 1 Green Thumb or Black Thumb?
- 2 Follow the Clues
- 3 False Charms and Snake Oils
- 4 A Helping Hand and a Sharp Eye
- 5 Chess With the Best
- 6 Becoming an Unexpected Authenticator
- 7 Secrets in Plain Sight
- 8 A Chance Find
- 9 Popping the Windbag
- 10 That's Not Yours

GREEN THUMB OR BLACK THUMB?

A soft-spoken gnomish druid, her blonde hair peppered with twigs, has set up an interactive challenge in order to educate the locals on how to grow and forage plants (as well as stay alive by avoiding the deadly ones). On a table by her cart are five potted plants. Three are dying. The other two are vibrantly colored and healthy, but one of those is extremely poisonous. She offers a prize to anyone who can determine what's wrong with the sick plants, as well as properly identify the poisonous plant of the bunch. The party must succeed at five DC 13 Intelligence (Nature) checks before acquiring three failures to reveal that the first dying plant has had salt added to the soil, the second has been watered too much and the third has an infestation of aphids. They also learn that the two vibrant plants are False Oleander (which has positive properties) and True Oleander, which is highly toxic to humanoids. If the party succeeds, the druid claps her hands and gives them a **portion of healing** and four doses of a tonic brewed with False Oleander that gives anyone who drinks it $2d4 + 4$ temporary hit points.

FOLLOW THE CLUES

The party sees a heavyset half-elven woman standing next to a large picture frame hidden by a cloth of shimmering yellow fabric and a sign that says "Like Secrets? Find Them for 5 silver, Make 5 gold." If any members of the party agree to play for 5 sp, she throws back the fabric revealing a stunning fantasy landscape of snow-capped mountains, dominated by a shining silver dragon. There are hidden images inside the painting that they can find by making three successful DC 13 Intelligence (Investigation) checks before accumulating the same amount of failures. The hidden images are a skull wearing a crown, a cube with an eyeball inside of it and a dog wielding a sword in its mouth. If any of the checks to see these secrets are above DC 20, that individual

can attempt a DC 15 Intelligence (History) check. On a success, they would connect these images to the legend of the lost hoard of Hillgasher the Grey, a silver dragon who was slain in another age and whose lair was never found. It appears the painting depicts the lair's location.

FALSE CHARMS AND SNAKE OILS

A disheveled but well-spoken man claims the items for sale on his makeshift table are all powerful religious charms and protective relics, selling them for upwards of 20 gp each. He's gathered quite a crowd of potential buyers, most of whom can barely afford to feed themselves but who are lured by the prospect of divine influence in their lives. Two successful DC 15 Intelligence (Religion) checks would reveal most of the charms being sold are fakes, but that one is the real deal, a charm as outlined on the table on pg. 186. If a member of the party works to bust up this salesman's scheme, at the end of their next long rest they will wake to find they are wearing a **ring of protection**.

A HELPING HAND AND A SHARP EYE

A brassy noblewoman is haggling with a merchant, claiming she does not believe the item the merchant is trying to sell her—a blue crystal globe in an intricate golden stand carved with runes—is the magical item she hired him to procure. The merchant, when he can get a word in, disagrees. The party can attempt to resolve this dispute by making a DC 15 Intelligence (Arcana) check on the item. On a success, they are able to suss out that the runes on the item are non-functional and this item is not magical. Should the party attempt to cast *detect magic*, the merchant will make a scene and call for the city guard, claiming the party tried to cast a spell on him. If they are able to determine the item is fake, a DC 12 Charisma (Persuasion) check will convince the noblewoman she should not buy the item. She demands her money back from the merchant and pays the party 25 gp for their trouble. She also becomes a trusted contact for the party while they are in town. On a failed check, the noblewoman buys the item and no one's the wiser. A successful DC 22 Wisdom (Insight) check would also reveal the merchant's underhanded intentions.

CHESS WITH THE BEST

The party observes a dragonborn mage playing chess for sizable sums of money. He requires his opponents to pay 15 gp to play but promises to double their money if they can win. Should a member of the party decide to play, they must succeed on five DC 14 Intelligence (Investigation) or Intelligence (Dragonchess Set) checks before accumulating two failures. While the game is occurring, a passive Wisdom (Insight) of 18 or better or a DC 13 Intelligence (Investigation) check reveals a halfling woman at a corner table using divination magic and the *message* cantrip to help the mage win. The mage and halfling are connected to the local Thieves' Guild and could prove to be a useful asset for the party if a bit of frustration over a game of chess doesn't come to blows.

BECOMING AN UNEXPECTED AUTHENTICATOR

A merchant is unloading a large crated painting from a wagon to show the buyer, a long-bearded sage with expensive taste. The sage waves his arms in a panic, claiming the 500 gp painting, depicting a predominant god of the pantheon surrounded by winged angels, is a forgery. If the party is able to succeed at three successful DC 15 Intelligence (History, Investigation or Religion) checks (or any combination of the three at GM discretion), they will determine the painting is, in fact, genuine. If the party helps ensure the sale, the merchant will pay the party 50 gp. Both men would offer aid to the party in the future, at GM discretion.

SECRETS IN PLAIN SIGHT

While walking through the city streets or by a large ruin, the party will see numerous ravens circling the area. A DC 15 Intelligence (Investigation) check will reveal there are small ravens carved into the stone leading to an open archway. A DC 14 Intelligence (Arcana) check reminds the party that ravens are secret-keepers in many arcane traditions. Inspecting the archway, a DC 16 Intelligence (Investigation) check will reveal the phrase “Think only of finding the secret places” carved in small runes into the stone of the opening. A PC who thinks of nothing but gaining access to a secret, made possible by a straight DC 12 Intelligence check, will walk through the arch and find a serene but dusty sitting room. On a small table, there is a small unlocked chest containing a large bloodstone (worth 65 gp). On a well-worn chaise lounge is an ancient-looking book, open and facedown as if someone set it aside to finish reading it later. The contents can be revealed by rolling on the Ancient Grimoire table on pg. 206.

A CHANCE FIND

A bit of rolled up parchment, possibly left behind by a merchant cart, catches your eye. It appears to be the schematic of a massive stone keep. A successful DC 14 Intelligence (History) check reveals it as similar in build to a ruined stronghold near town, destroyed about a century ago. A DC 16 Intelligence (Investigation) check of the layout depicted reveals the keep featured a basement connected to a series of nearby caves, which could lead to any number of adventures, at GM discretion.

POPPING THE WINDBAG

While in a tavern or the city square, the party overhears an incredibly pompous man, dressed in finery and a ridiculous wig, waxing on about his family’s role in some of the realm’s most memorable historical moments. The assembled crowd is hanging on his every word. If any in the party doubt the accuracy of his claims, they can roll Intelligence (History) checks against the windbag’s Charisma (Deception) skill—in which he has a +4 bonus—to correct his errors as needed. If he is outed as a liar, the party will gain the respect of the gathered crowd, as well as the ire of a powerful man about town.

THAT’S NOT YOURS

While at a party or in a tavern, a woman in a fine dress with a blonde beehive exclaims her diamond earrings are missing. Catching the thief requires three successful DC 14 Intelligence (Investigation) checks before accumulating two failures. The first success reveals pipe tobacco on the floor around the woman. The second shows her makeup is smudged. The third success reveals a glint of light inside a handsome man’s sleeve. If they confront the man, they will find he is smoking a pipe and has makeup smudges on his fingers. He is an off-duty member of the city guard who steals to learn more about the way thieves think. Once discovered, he surrenders peacefully. The woman pays the party 25 gp for the return of her property but chooses not to press charges. She buys this charming thief a drink instead.

WISDOM

This stat measures your connection to the world around you. Those with high Wisdom scores don’t miss much and are adept at interpreting what they see and feel, as well as how to apply what they know in the moment.

WISDOM SKILL CHALLENGES

1d10

- | | |
|----|-------------------------------|
| 1 | This One or That One? |
| 2 | High Stakes, Great Rewards |
| 3 | Polly Wants an Affirming Word |
| 4 | You Shouldn’t Have Eaten That |
| 5 | Small and Shifty |
| 6 | Man’s Best Friend |
| 7 | Just a Simple Scavenger Hunt |
| 8 | Which Way Did They Go? |
| 9 | Ace Up His Sleeve |
| 10 | It’s in the Special |

THIS ONE OR THAT ONE?

The party sees a veiled woman running a shell game. Participants pay a single gold coin to play. If they win, they double their money. If they lose, she keeps the coin. The coin is hidden under one shell as she shifts three shells around the table. A player must succeed at three DC 15 Wisdom (Perception) checks before accumulating the same number of failures. A DC 20 Wisdom (Insight) check reveals this woman is hiding a secret: When she loses, she uses sleight of hand to give the “winners” a copper coin painted gold instead of the coin they spent to play.

HIGH STAKES, GREAT REWARDS

The party is invited to an exclusive high stakes poker game. The buy-in for the game, which is run in a shadowy, smoke-filled room behind the local tavern, is 150 gp. Each participant in the game must make a total of four DC 16 Wisdom (Insight) checks before accumulating three failures (any ties can be resolved

by doing a contested Insight check). The first player to accumulate the required successes wins and collects a 450 gp payout. Those who fail lose all of their money and gain a reputation for being easily duped.

POLLY WANTS AN AFFIRMING WORD

The party sees a strange man wandering through the town square, trying in earnest to get others' attention. He is a rather eccentric individual, dressed like a colorful pirate and wearing an eyepatch that covers what might be a third eye (or simply a portion of his forehead). He tells the party he will share information about the town with them, but he cannot trust anyone his parrot, Susanna, finds suspicious. A DC 14 Wisdom (Insight) check will reveal that the man believes he does have interesting information that he is willing to share. The party must succeed at two DC 13 Wisdom (Animal Handling) checks before failing twice to gain Susanna's trust and, with it, her master's aid. If they are able to succeed, the man will tell them a rumor generated by a roll on the Rumors on the Street table on pg. 219.

YOU SHOULDN'T HAVE EATEN THAT

A man collapses nearby and starts to convulse on the ground. White froth, tinged with light blue streaks, forms at his mouth and nose. A DC 12 Wisdom (Medicine) check will reveal that he has been poisoned by griffon berries, a small, bright blue berry that grows in cool shady places. A successful DC 13 Intelligence (Nature) or Wisdom (Medicine) check reveals a remedy can be made by crushing its leaves in some water. As part of this check, the party will see a griffon berry bush in an alley or ditch nearby. If the party is able to save the man, they will gain a useful contact inside the hierarchy of a powerful guild (pg. 62 or at GM discretion), and the man will reward them 25 gp for saving his life. If the party is unable to help, this man will fully succumb to the poison in 24 hours.

SMALL AND SHIFTY

A child, perhaps 10 to 12 years old, stands on a street corner singing beautifully and begging for change. At his feet is a burlap sack, held together by mere threads, in which he collects donations. A DC 15 Wisdom (Insight) check will reveal that the child is trying to lull people into a false sense of security. A DC 16 Wisdom (Perception) check reveals the child is pickpocketing those who drop coin into his bag. A DC 16 Charisma (Persuasion) check allows the party to recruit the street urchin as an asset. For a few coins a month, the child will pass the party intel, carry messages and guide them through secret shortcuts in the city. A successful DC 18 Charisma (Intimidation) check scares the child onto the straight and narrow.

MAN'S BEST FRIEND

The party comes across a large but very skittish dog that appears to be starving. The dog is nervous to approach anyone and snarls at any who get close. Should the party succeed at three DC 15 Wisdom (Animal Handling) checks before acquiring the same amount of failures, the dog will warm to them and begin to follow them everywhere. If any of the checks made exceed a DC 20, the dog will lead them down to a basement in an abandoned building where they will find the remains of a camp and small locked chest. The chest can be opened with a DC 18 Dexterity (Thieves' Tools) check. Inside the party finds 45 gp, 98 sp and 104 cp.

JUST A SIMPLE SCAVENGER HUNT

The party starts to see flyers posted advertising a city-wide scavenger hunt. The organizers of the hunt are unknown, adding to the intrigue. The hunt begins at midnight and those who successfully locate a silver-plated goblet engraved with a rearing manticore, a small stone circle carved with the face of a toothy, grinning goblin, a length of redwood that is 4 feet long and topped with a purple crystal, an adamantine necklace with a star-shaped pendant and a red quartz carving of a roaring dragon and return with them to the main city square will earn a reward "beyond your wildest dreams." The party must succeed at five DC 14 Wisdom (Survival, Perception) or Intelligence (Investigation) checks before acquiring three failures to locate all the items before their competition. Once they have acquired the items and returned to the main city square, they are met by a large crowd eagerly awaiting the end of the scavenger hunt. A mysterious figure wearing shimmering blue robes with a deep cowl that hides their face enters the square, dramatically hushing the crowd before drawing their attention to the party. This figure congratulates them on their ingenuity and pays them 25 gold pieces before throwing his cowl back with a flourish, revealing he is the owner of the local tavern who just wanted to generate a buzz about his new location just off the square. He yells out to the crowd that drinks are half-price for the next hour and the crowd rushes that direction.

WHICH WAY DID THEY GO?

The party sees a number of children playing hide and seek around the large town square's well. One of the children, a very young girl, asks the party to be the seekers so she can hide with the other six children. If they agree and the party can succeed at six Wisdom (Survival) checks before accumulating four failures, they will find all of the children. As a reward for being good sports, the young girl will give the party a small item she found in an alley. Roll on the Common Magic Items table on pg. 189 to determine what they have received. If the party fails, the children relentlessly tease them for being old and slow before scampering off to make more mischief.

ACE UP HIS SLEEVE

A man running a 1 gp per round game of three-card monte claims it's the easiest way to make 10 gp. This is false: The man is a cheat, and his skills at sleight of hand are such that no amount of tracking his movements will help choose the winning card. A DC 19 Wisdom (Perception) check reveals the man is using sleight of hand, and that the Queen he's tasked players with finding always ends up in his sleeves. If a PC attempts to out this man as a cheat, they will hear a voice in their mind: "Not here, not now. I see you've seen me. We can discuss what else you might see later tonight." He then offers directions to the thieves' guild hall using thieves' cant. He'll offer them a job, at GM discretion, or from the Side Quest table on pg. 116.

IT'S IN THE SPECIAL

Patrons of a local tavern claim to have been stricken ill after eating there. Two successful DC 13 Intelligence (Nature) or Wisdom (Nature) checks will allow the party to deduce the stew must contain some kind of poison. The chef would openly reveal he included jimson weed blossoms, a toxic ingredient, in the stew because he liked the flavor and the aroma. A final DC 14 Wisdom (Medicine) or Wisdom (Herbalism Kit) check will allow the party to devise a tonic to cure the patrons afflicted. A DC 17 Wisdom (Insight) check of the chef's admission would reveal something in his story doesn't add up. If pressed or convincingly threatened, the chef would reveal he was hoping to poison a specific patron, a wealthy landowner, in hopes of wooing his widow.

CHARISMA

This ability score determines how suave and debonair you are. Characters with a high Charisma are confident, eloquent and disarmingly charming. They have a way with people and, through one method or another, they can get them to believe whatever they say. The following challenges are designed to showcase the skill associated with this ability score.

CHARISMA SKILL CHALLENGES

1d10

- 1 Tales of Yore
- 2 An Inconsolable Wretch
- 3 Must Not Laugh
- 4 The Performance of a Lifetime
- 5 Winning Over the Locals
- 6 He's Lost It!
- 7 Chicken Dance
- 8 A Soothing Lament
- 9 A Tantrum for the Ages
- 10 A Little Green Lie

TALES OF YORE

A storytelling contest takes place as part of a festival or city celebration. The person who can spin the best rendition of a local myth or legend will take home the bragging rights for the upcoming year. Any participant who can make four successful DC 14 Charisma (Performance) checks before accumulating three failures wins. Prior to the contest beginning, a successful DC 19 Intelligence (History) check will allow the participant to roll the Charisma (Performance) checks with advantage. The winner will earn the title of Best Yoreman /woman and a purse containing 45 gp.

AN INCONSOLOABLE WRETCH

An inconsolable, incomprehensible and sobbing man falls at the party's feet. Three successful DC 16 Charisma (Persuasion) checks before accumulating two failures helps the party calm this man, who provides details of a horrible event (an attack on an outlying village or a natural disaster in a nearby settlement) or the hook for a Rescue mission from the table on pg. 117.

MUST NOT LAUGH

The party hears blasts of laughter and groans of disappointment nearby. Approaching the source, they find several individuals participating in a game where contestants tell each other terrible jokes to try to get their opponent to laugh. Newcomers ante 5 sp. Participants must make a total of three DC 14 Charisma (Deception or Performance) checks before acquiring three failures. Winner earns 1 gp and a round of drinks from the person running the game (who is also a fiend).

THE PERFORMANCE OF A LIFETIME

The party sees a crowd gathering around a stage in an open area. A large half-ogre, sweating and in a panic, approaches hurriedly and asks if there are any performers in the party, as his actors were arrested the night before after a drunken brawl at the local tavern. His patron, a wealthy noble, is supposed to be in attendance at the performance. This director will offer the party 100 gp if three of their number will assist him by joining the cast. If they consent, he will tell the party that his company is performing a rendition of *The Comic Tragedy of Murlock and Gork*, detailing the adventures of a halfling and a hill giant who roam the countryside looking for their cat Beans (a favorite in towns and villages during festival time). He tells the party to do their very best in their portrayal of the beloved and well-known characters (and yes, someone should play Beans). Participants must succeed on three DC 15 Charisma (Performance) checks before accumulating the same number of failures. Pass or fail, the director will pay them the promised gold. If any of the Charisma (Performance) checks are 19 or higher, the noble in attendance, a woman of great import, will notice the party and inquire about them at GM discretion.

WINNING OVER THE LOCALS

In any city, the party has the opportunity to make friends, secure better deals on goods and services or get access to the items that are not normally sold to just any old customer. But when they arrive in this town, their reception is a little less than stellar and they must grease the social wheels to make their stay more comfortable. The party must succeed at a total of six DC 14 Charisma (Persuasion or Performance) checks before acquiring a total of four failures to win the local population over. Should they succeed, grant them one of the following boons or more, at GM discretion) while they're in town.

- A 10 percent discount on all merchandise, from drinks at the inn to equipment and magic items.
- Helpful rumors, determined by three rolls on the Rumors on the Street table on pg. 219.
- Access to the best food and liquor in the local tavern, as well as items that might be found off the menu, determined by rolling on the Special Items Not Displayed for Sale table on pg. 210.

HE'S LOST IT!

In a bar, inn or shop, an old man starts swinging his small fists around and talking to himself, seeing things that are clearly not there. If the party wants to intervene, they must succeed on three DC 12 Charisma (Persuasion) checks before accumulating the same amount of failures. If they are successful, they are able to calm the man down without incident. The owner of the establishment provides the party with a round of free drinks and contacts the man's family to come and get him. If the party fails to temper this man, he will shift, transforming into a suddenly sexy **incubus**.

CHICKEN DANCE

The party encounters a man dressed as a giant chicken squawking and doing what is best described as "the chicken dance" in the middle of a courtyard. He approaches the party and continues his antics, unresponsive to any normal conversation. He's been cursed to do this dance in perpetuity. The curse will be removed if he performs this dance with a partner. A DC 16 Charisma (Performance) check to mirror his movement and perform the dance would allow him the ability to speak again, at which point he would profusely thank the party before offering to sell them his costume, which functions as **+1 studded leather armor**, for 20 gp.

A SOOTHING LAMENT

A musician, visibly intoxicated, is performing before a gathered crowd when he suddenly starts to vomit violently before crumpling to the ground unconscious. The crowd starts to get rowdy and several fights break out. Guards nearby are looking to put a violent end to the affair, but their captain suggests if someone could take the stage and play a ballad of love and lament it might soothe the unruly crowd. If a member of the party is able to make three successful DC 16 Charisma (Performance) checks before acquiring two failures, they captivate the crowd. If they are successful, the crowd begs for more and the party ends up making 10 gp, 20 sp and 35 cp over the course of the evening. The captain of the guard would make note of how good the performance was and, at GM discretion, extend an offer for the party to play for a member of the royal family/town leadership.

A TANTRUM FOR THE AGES

The party is walking by a large carriage from which horrible angry wails emanate. Standing next to the carriage is a very pregnant noblewoman who is pleading with the occupant of the carriage to "please come out." Her pleas are met with naught but high-pitched screeching and tiny wails of "NO!!!! I hate you!!!" If the party gets involved, the woman would reveal her child, a boy of 5, has jammed himself in the back window of the carriage and refuses to come out. The party must make three successful DC 15 Charisma checks (any skill) before accumulating two failures to lure the child out of the carriage. On a success, the woman will give them 25 gp and pay for rooms for the party for one night at the town's nicest inn.

A LITTLE GREEN LIE

The party spots a man who appears very unsteady on his feet, wobbling and bending at strange places that definitely aren't normal. Getting closer, they realize the man is actually a goblin on makeshift stilts. If pressed, the goblin would explain he got very drunk and very lost and woke up within the city limits. He simply wants to get home, but slipping past the nearby guard house will take some sweet talking. If the party elects to intervene, three successful DC 15 Charisma (any skill) checks before accumulating three failures will help get this goblin past the guards, for which he'd reward the party with a flask full of a thick, pungent elixir of his own design (a roll on the Beneficial Potions and Elixirs table on pg. 158). If the party fails, the goblin would scamper off in terror and hope to make it to the tree line.

ENVIRONMENTAL HAZARDS

Fantasy realms are full of dangerous hazards that have nothing to do with the killer bandits, strange monstrosities or cruel ancient dragons that inhabit them. Environmental hazards—some arcane in nature, and others merely natural—can be just as deadly as the creatures and cutthroats your party must overcome.

There are some features and deadly hazards that will cross a variety of environmental boundary lines. Sinkholes, quicksand and violent storms can occur in mountain ranges, coastal cliff lines and fetid swamps. Extreme heat and extreme cold can be life-threatening whether they are in deep jungles, desert dunes, northern forests or arctic tundras.

These hazards can also be used to increase the difficulty of an upcoming fight in a way that neither you nor the party expected. A fight with a handful of bandits becomes a lot more harrowing if a volcano is erupting nearby. A white dragon is a bit more formidable when it has home avalanche advantage. A shark attack is one thing. A shark attack interrupted by a waterspout is another.

To select a random environmental hazard, have one of your players roll a d20 and then consult the appropriate hazard table and let their roll determine their fate.

GM NOTE: DIFFICULTY AND DAMAGE

A lot of the difficulty checks and damage from these hazards do not take party level into account. A violent arctic storm could be just as deadly for high-level characters as it is for those in the first tier of play if neither is prepared. Mother nature does not have a challenge rating and is unforgiving in her power and majesty. That said, it's not necessarily fun for a player to die because of an avalanche they had no way of predicting (sort of like real life?) so feel free to change the difficulty of the save DCs and the damage dealt by the hazards to reflect your party's power level.

ARCTIC ENVIRONMENTAL HAZARDS

1d20

- 1 The ice below your feet breaks. Each creature must make a successful DC 14 Dexterity saving throw or fall into the frigid water. Anyone who falls in must make a DC 15 Constitution saving throw or take 15 (3d8) cold damage each round they are in the water. A ferocious blizzard begins to rage and lasts for 1d4 hours. The area becomes lightly obscured. Every 10 minutes a creature is exposed, it must make a DC 13 Constitution saving throw or suffer 7 (3d4) slashing damage and 9 (2d8) cold damage.
- 2 Strong arctic winds assail you for the next 1d4 hours. Flying creatures must land or fall. Ranged weapons attack with disadvantage. For every 10 minutes a creature is exposed, it must make a DC 12 Constitution saving throw or take 11 (3d6) cold damage and 9 (2d8) bludgeoning damage.
- 3 Avalanche. Each creature must make a DC 14 Strength saving throw. On a failure, that creature takes 11 (2d10) bludgeoning damage and becomes buried, blinded and restrained (escape DC 15). For every five minutes it is buried a creature takes 7 (2d6) cold damage and a level of exhaustion. The temperatures drop to deadly extremes for the next 3 (1d6) hours. For every hour a creature is exposed to these frigid temperatures, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.
- 4 Exposed skin begins to turn waxy and numb with frostbite. Each creature must make a DC 15 Constitution saving throw every 10 minutes or take 13 (3d8) cold damage. This effect lasts until they are able to spend a full eight hours in a warm area.
- 5 Wispy frozen mist swirls around you in a cylinder with a 20-foot radius. Each creature in the area must make a DC 13 Constitution saving throw. An affected creature takes 16 (3d10) cold damage on a failed save or half as much on a success. Additionally, the area is considered heavily obscured.
- 6 For the next 3 (1d6) rounds, an earthquake rattles the area. Every round, each creature in the area must make a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. On a successful save, a creature takes half damage and is not knocked prone.
- 7 Heavy snow, mist and wind completely block out your surroundings. For the next 2 (1d4) hours, the surrounding 2 (1d4) miles suffer a whiteout. The area is heavily obscured and counts as difficult terrain.
- 8 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

- 11 A sheet of slick ice expands ahead. A 100-foot area of slippery conditions blocks your path. The area counts as difficult terrain and for every 15 feet you move you must make a DC 11 Dexterity (Acrobatics) check or fall prone.
Hypothermia is a real hazard in arctic environments. Each creature must make a DC 14 Constitution saving throw or become lethargic and uncoordinated, gaining the poisoned condition until warm. Fail by 5 or more and you take 13 (2d12) cold damage. On a 1, you also fall unconscious.
- 12 The sun shining on the pure white snow affects your sight. For the next 3 (1d6) hours, or until the sun sets, all vision-based Wisdom (Perception) checks are made at disadvantage. At the beginning of every hour, you must make a DC 11 Constitution saving throw or be blinded for the next hour.
- 13 You are suddenly pummeled by heavy gusts of arctic wind. You must make a DC 13 Strength saving throw. On a failure, you are knocked prone, pushed 15 feet backward and take 7 (2d6) bludgeoning damage and 7 (2d6) cold damage.
- 14 With a terrible cracking noise, the ice below your feet splits into a wide chasm. Make a DC 13 Dexterity saving throw or fall 60 (1d12 x 10) feet, taking falling damage as normal.
- 15 A storm of mixed precipitation covers the area for the next 20 (1d10 x 4) minutes. For every minute of exposure, you must make a DC 12 Constitution check or take 5 (1d10) cold damage and become restrained (escape DC 13). While restrained a creature takes 5 (1d10) cold damage each round. The ice and snow you stand on moves and shifts in unpredictable ways. Make a DC 13 Wisdom (Perception) check. On a failure, your party travels 2 (1d4) miles in a random direction before noticing. Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes, roll a d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above, a random player takes 16 (3d10) lightning damage unless they can succeed on a DC 14 Dexterity saving throw. On a success, they take half damage.
- 16 A swirling vortex of freezing air covers a 30-foot area. Each creature in the area takes 11 (3d6) cold and 9 (2d8) bludgeoning damage and is thrown 20 feet in a random direction and knocked prone. A successful DC 13 Strength saving throw halves the damage and the creature isn't thrown.
- 17 Large chunks of hail pummel the ground and the party. Every minute for the next 10 (1d4 x 5) minutes, anyone exposed will take 7 (2d6) bludgeoning damage unless they find shelter.



COASTAL ENVIRONMENTAL HAZARDS

1d20

A hurricane slams into the coast. Make a DC 16 Strength saving throw or take 13 (3d8) bludgeoning damage from flying debris and be thrown 30 feet in a random direction. If you collide with an object, you take an additional 3 (1d6) bludgeoning damage for every 10 feet you moved.

- 1 A flash flood sweeps into the area. You must make a DC 14 Strength saving throw or be swept underwater 40 (1d8 x 10) feet and bashed against the landscape, taking 3 (1d6) bludgeoning damage per 10 feet moved.

- 2 The temperatures drop or climb to deadly extremes as appropriate. For every hour that a creature is exposed to these temperatures, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.

- 3 A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Traveling on foot is very difficult and counts as arduous terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.

- 4 A random creature falls into quicksand, sinks 2 (1d4) feet and is restrained. At the start of each turn, it sinks 2 (1d4) feet. At the end of its turn, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate.

- 5 An area 200 (1d4 x 100) feet in diameter is covered with a bright green toxic algae bloom. Make a DC 14 Constitution saving throw for every 60 feet moved through the area or take 13 (3d8) poison damage. Fail by 5 or more and also gain the poisoned condition for 4 (1d8) hours.

- 6 The ground around you suddenly collapses. You fall 30 (1d6 x 10) feet and take falling damage as normal. When you hit the bottom, debris from above falls on you and you take an additional 11 (3d6) bludgeoning damage. A successful DC 13 Dexterity saving throw halves all the damage taken.

- 7 A dense fog blankets the area 500 (1d10 x 100) feet in diameter. The area is heavily obscured and all hearing-based Wisdom (Perception) checks are made with disadvantage. A light source will allow a creature to see to a maximum of 10 feet of dim light.

- 8 Mud and rocks crash into the area. Each creature must make a DC 13 Strength saving throw. On a failure, that creature takes 11 (2d10) bludgeoning damage and is knocked prone. Fail by 5 or more and you become buried, blinded, restrained (escape DC 12) and begin to suffocate.

- 9 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

10 A swirling vortex of water and air covers a 20-foot radius. Each creature in the area takes 7 (2d6) slashing and 13 (3d8) bludgeoning damage and is thrown 20 feet in a random direction and knocked prone. A successful DC 13 Strength saving throw halves the damage and the creature isn't thrown.

- 11 A tsunami 200 feet long, 20 feet wide and 50 feet tall crashes into the coast. Any creature in the area must make a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. Fail by 5 or more and you are also knocked unconscious.

- 12 Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes roll 1d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above, a random player takes 16 (3d10) lightning damage or half damage with a successful DC 14 Dexterity saving throw.

- 13 Heavy rain blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.

- 14 A random creature falls into a bubbling tar pit and sinks 2 (1d4) feet, takes 5 (1d10) fire damage and is restrained. At the start of each turn, it sinks 2 (1d4) feet and takes 5 (1d10) fire damage. Using its action, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate.

- 15 The party enters an area 400 (1d8 x 100) feet in diameter of thick, viscous mud. Upon entering the area and after every 60 feet of movement, a creature in the area must make a DC 12 Strength saving throw. On a failure, every 1 foot of movement counts as 4 feet.

- 16 You are exposed to a dangerous disease from a rogue wild animal, insects or contaminated water. Roll on the Diseases table on pg. 143.

- 17 Strong winds assail you for the next 2 (1d4) hours. Flying creatures must land or fall. Ranged weapons attack with disadvantage. For every 10 minutes a creature is exposed, it must make a DC 12 Constitution saving throw or take 9 (2d8) bludgeoning damage.

- 18 Powerful storms out to sea have agitated the coastal tides. Powerful waves surge over the coast 200 feet long and 100 feet wide. Anyone caught in the area must make a DC 14 Strength saving throw or be pulled out to sea. Fail by 5 or more and you are pulled underwater and begin to drown.

- 19 Very specific conditions cause incredibly rare ball lightning to strike the ground, exploding out in a 20-foot radius. Anyone in the area must make a DC 13 Dexterity saving throw or take 22 (4d10) lightning damage.

DESERT ENVIRONMENTAL HAZARDS

1d20

- A random creature falls into quicksand, sinks 2 (1d4) feet and is restrained. At the start of each
- 1 turn, it sinks 2 (1d4) feet. At the end of its turn, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate. The party is dehydrated. Each creature must make a DC 15 Constitution saving throw or take 9 (2d8) fire damage and gain the poisoned condition until they drink water. On a natural 1, they also gain the stunned condition.
 - 2 High winds push curtains of stinging sand in front of you for 20 (1d4 x 10) minutes. Visibility is reduced to 20 feet ahead and that area is lightly obscured. Every creature that is exposed takes 5 (2d4) slashing damage every minute. A successful DC 12 Constitution saving throw halves the damage.
 - 3 You suddenly come upon a yawning gap that opens into a wide chasm. Make a DC 13 Dexterity saving throw or fall 60 (1d12 x 60) feet, taking falling damage as normal.
 - 4 Too much exposure to the sun has left your skin burnt and cracking. Make a DC 15 Constitution saving throw or take 9 (2d8) fire damage and gain the poisoned condition until you spend at least eight hours out of the sun.
 - 5 Low-hanging thunderheads rumble and crash all around you. A blast of sound rocks you and you must make a DC 14 Constitution check or take 16 (3d10) thunder damage and be knocked prone.
 - 6 You see a great oasis ahead of you and believe it will be an excellent source of food and water.
 - 7 The fact that it is a mirage that acts like the spell *hallucinatory terrain* can be discerned with a DC 15 Intelligence (Investigation) check.
 - 8 Strong winds assail you for the next 2 (1d4) hours. Flying creatures must land or fall. Ranged weapons attack with disadvantage. For every 10 minutes a creature is exposed it must make a DC 12 Constitution saving throw or take 9 (2d8) bludgeoning damage.
 - 9 For the next 1d6 rounds, an earthquake rattles the area. Every round, each creature in the area must make a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. On a successful save, a creature takes half damage and is not knocked prone.
 - 10 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.
 - 11 The temperatures climb to deadly extremes for the next 3 (1d6) hours. For every hour that a creature is exposed to extreme heat, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.

- A swirling vortex of thrashing sand covers a 30-foot radius. Each creature in the area takes 11 (3d6) slashing damage and 9 (2d8) bludgeoning damage and is thrown 20 feet in a random direction and knocked prone. A successful DC 13 Strength saving throw halves the damage and the creature isn't thrown.
- 12 Heavy rain blankets the area for 3 (1d6) hours. The area is lightly obscured. This sudden influx of water causes a landslide that crashes into the party. Each creature must make a DC 12 Strength saving throw or take 13 (3d8) bludgeoning damage and be knocked prone.
 - 13 Heatstroke in the desert is deadly. Each creature must make a DC 14 Constitution saving throw or become lethargic and uncoordinated, gaining the poisoned condition until in a cool area. Fail by 5 or more and you take 13 (2d12) fire damage. On a natural 1, you also fall unconscious.
 - 14 The sand you are traversing moves and shifts in unpredictable ways. Make a DC 13 Wisdom (Perception) check. On a failure, your party travels 2 (1d4) miles in a random direction before noticing. A wall of pure searing heat stretches 200 feet long by 20 feet wide by 20 feet high and is slightly visible as a swirling haze. Passing through the wall requires a DC 14 Constitution saving throw. On a failure, you take 22 (5d8) fire damage and there is a 45 percent chance you will suffer heatstroke, as described above.
 - 15 The next 2 (1d4) miles is covered with closely growing cacti with viciously sharp needles. For every half an hour of travel in this area, you must make a DC 13 Dexterity (Acrobatics) check. On a failure, you take 14 (4d6) piercing damage as you run into one of these dangerous plants.
 - 16 The temperatures rise so high that one random character must make a DC 12 Constitution saving throw or spontaneously catch on fire. On a failure, they will take 16 (3d10) fire damage. Should this damage take a character to 0 hit points, they are burned to ash.
 - 17 Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes, roll 1d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above, a random player takes 16 (3d10) lightning damage. A successful DC 14 Dexterity saving throw for half damage.
 - 18 With a puff of sand, toxic gases surface, affecting a 20-foot radius. Every creature in the area must make a DC 13 Constitution saving throw or take 13 (3d8) poison damage. If they fail by 5 or more, they gain the poisoned condition for the next 3 (1d6) hours.

TEMPERATE FOREST ENVIRONMENTAL HAZARDS

1d20

- Strong winds push over several large trees in the area. Make a DC 14 Dexterity saving throw or take 13 (3d8) bludgeoning damage. Fail by 5 or more and you are restrained under a fallen tree. While restrained, you take 4 (1d8) bludgeoning damage each round until you use your action to escape (escape DC 13).
- You enter an area 100 (1d10 x 20) feet in diameter where the trees have thick, spined seedpods growing on their trunks and branches. For every 15 feet of movement, you must make a DC 14 Dexterity (Stealth) check. On a failure, you and every creature within 5 feet of you takes 10 (4d4) piercing damage. A random character is affected by an invasive mold. Make a DC 12 Wisdom saving throw or come under the control of the mold as if affected by the spell *dominate person*.
- The party enters an area 400 (1d8 x 100) feet in diameter of thick, viscous mud. Upon entering the area and after every 60 feet of movement, a creature in the area must make a DC 12 Strength saving throw. On a failure, every 1 foot of movement counts as 4 feet.
- A roaring forest fire affects a 100 (1d10 x 20) foot area around the party. Every round they are in the area, they will take 3 (1d6) fire damage and must make a DC 15 Constitution saving throw or take an additional 3 (1d6) poison damage from the smoke.
- A horrible blight has affected all of the plant life in a 500 (1d10 x 100)-foot diameter. For every 60 feet of travel, each creature in the area must make a DC 13 Constitution saving throw. On a failure, they come into contact with a blighted surface and take 18 (4d8) necrotic damage.
- The temperatures drop or climb to deadly extremes as appropriate. For every hour a creature is exposed to these temperatures, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.
- A flash flood sweeps into the area. You must make a DC 14 Strength saving throw or be swept underwater 40 (1d8 x 10) feet and bashed against the landscape, taking 3 (1d6) bludgeoning damage per 10 feet moved.
- You pass through an area of horribly toxic poison ivy. Make a DC 13 Constitution saving throw or take 7 (2d6) poison damage and gain the poisoned condition until affected by a spell like *lesser restoration*.
- Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

- 11 You must move through a cloud of small gnats and midges. Make a DC 11 Constitution saving throw. On a failure, you take 5 (2d4) poison damage and are affected by an ailment. Roll on the Diseases table on pg. 143.
- 12 Concealed in the undergrowth, a plant called slashvine has incredibly sharp leaves and long thorns. Any creature that comes into contact with it must make a DC 12 Dexterity saving throw or take 7 (2d6) slashing damage.
- 13 Whether it was from a rogue wild animal, insects or contaminated water, you are exposed to a dangerous disease. Roll on the Diseases table on pg. 143.
- 14 Large solid chunks of hail pummel the ground and the party. Every minute for the next 10 (1d4 x 5) minutes, anyone exposed will take 11 (3d6) bludgeoning damage unless they find shelter.
- 15 A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Traveling on foot is very harsh and counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.
- 16 A 2 (1d4)-mile area of the forest is haunted. For every 10 minutes of travel, you must make a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage. After the first successful save, you are immune to this condition. Fail by 5 or more and you are frightened until you leave this area of the forest.
- 17 The ground around you suddenly collapses. You fall 3 (1d6 x 10) feet and take falling damage as normal. When you hit the bottom, debris from above falls on you and you take an additional 11 (3d6) bludgeoning damage. A successful DC 13 Dexterity saving throw halves all the damage taken.
- 18 A dense fog blankets the area 500 (1d10 x 100) feet in diameter. The area is heavily obscured and all hearing-based Wisdom (Perception) checks are made with disadvantage. A light source will allow a creature to see to a maximum of 10 feet of dim light.
- 19 Heavy rain/snow blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour that you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.
- 20 You suddenly come upon a yawning gap that opens into a wide chasm. Make a DC 13 Dexterity saving throw or fall 60 (1d12 x 10) feet, taking falling damage as normal.

JUNGLE ENVIRONMENTAL HAZARDS

1d20

- 1 Whether it was from a rogue wild animal, insects or contaminated water, you are exposed to a dangerous disease. Roll on the Diseases table on pg. 143.
- 2 Choke vine is a horrible plant that hides amongst the undergrowth. 2 (1d4) random characters are suddenly ensnared and restrained by crushing vines. Every round they are restrained in this fashion, they take 7 (2d6) bludgeoning damage. A restrained creature can use its action to escape (escape DC 13).
- 3 Deadly mold covers the trunk of a tree. A random character must make a DC 14 Constitution saving throw as they disturb the mold and it shoots out a cloud of deadly particles. On a failure, they drop to 0 hit points and are incapacitated for 1 hour even after regaining hit points.
- 4 Fungal spores fill the air all around you. You must make a DC 15 Constitution saving throw or take 13 (3d8) poison damage and gain the poisoned condition for 2 (1d4) hours. While poisoned in this way you suffer from 2 levels of exhaustion.
- 5 The temperatures climb to deadly extremes for the next 3 (1d6) hours. For every hour that a creature is exposed to an extreme, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.
- 6 The party steps into an area that has been cursed. Each character must make a DC 12 Wisdom saving throw or be cursed with disadvantage on ability checks and saving throws of a random ability score, at GM discretion. This curse remains until it is removed with a spell or until the character takes 3 long rests.
- 7 A random creature falls into quicksand, sinks 2 (1d4) feet and is restrained. At the start of each turn, it sinks 2 (1d4) feet. At the end of its turn, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate.
- 8 Toxic mist seeps up from the jungle floor. Each creature must make a DC 14 Dexterity saving throw to avoid the tendrils of yellow mist. On a failed save, the creature takes 17 (5d6) poison damage.
- 9 A roaring forest fire affects a 100 (1d10 x 20) foot area around the party. Every round they are in the area, they will take 3 (1d6) fire damage and must make a DC 15 Constitution saving throw or take an additional 3 (1d6) poison damage from the smoke.
- 10 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

- 11 Mud and rocks crash into the area. Each creature must make a DC 13 Strength saving throw. On a failure, that creature takes 11 (2d10) bludgeoning damage and gets knocked prone. Fail by 5 or more and you become buried, blinded, restrained (escape DC 12) and begin to suffocate.
- 12 A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Traveling on foot is arduous and counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.
- 13 A random creature falls into a bubbling tar pit and sinks 1d4 feet, takes 5 (1d10) fire damage and is restrained. At the start of each turn, it sinks 2 (1d4) feet and takes 5 (1d10) fire damage. Using its action, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate.
- 14 A venomous plant suddenly lashes out at a random character with a spiny tendril. The affected character must make a DC 12 Dexterity saving throw or take 5 (2d4) piercing damage. If they take damage, they must make a DC 14 Constitution saving throw or be paralyzed for 5 (1d10) minutes.
- 15 The ground around you suddenly collapses. You fall 30 (1d6 x 10) feet and take falling damage as normal. When you hit the bottom, debris from above falls on you and you take an additional 11 (3d6) bludgeoning damage. A successful DC 13 Dexterity saving throw halves all the damage taken.
- 16 A large limb suddenly breaks off an ancient tree. 2 (1d4) random characters must make a DC 13 Dexterity saving throw or suffer 9 (2d8) bludgeoning damage. Fail by 5 or more and a creature is knocked unconscious.
- 17 Heavy rain blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.
- 18 To move forward, you must move through a cloud of small gnats and midges. Make a DC 11 Constitution saving throw. On a failure, you take 5 (2d4) poison damage and are affected by an ailment. Roll on the Diseases table on pg. 143.
- 19 Concealed in the undergrowth, slashvine has incredibly sharp leaves and long thorns. Any creature that comes into contact with slashvine must make a DC 12 Dexterity saving throw or take 7 (2d6) slashing damage.
- 20 A flash flood sweeps into the area. You must make a DC 14 Strength saving throw or be swept underwater 40 (1d8 x 10) feet and bashed against the landscape, taking 3 (1d6) bludgeoning damage per 10 feet moved.

GRASSLAND ENVIRONMENTAL HAZARDS

1d20

A tornado covers a 30-foot radius. Each creature in the area takes 18 (4d8) bludgeoning damage and is

1 thrown 20 feet in a random direction and knocked prone. A successful DC 13 Strength saving throw halves the damage and the creature isn't thrown.

2 The grass in this mile-wide area is so tall it reduces visibility to 15 feet.

3 Heavy rain blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.

4 A roaring wildfire affects an area 100 (1d10 x 20) foot area around the party. Every round they are in the area they take 3 (1d6) fire damage and must make a DC 15 Constitution saving throw or take an additional 3 (1d6) poison damage from the smoke.

5 A random creature falls into quicksand, sinks 2 (1d4) feet and is restrained. At the start of each turn, it sinks 2 (1d4) feet. At the end of its turn, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate.

6 Concealed in the undergrowth, slashvine has incredibly sharp leaves and long thorns. A creature that comes into contact with slashvine must make a DC 12 Dexterity saving throw or take 7 (2d6) slashing damage.

7 A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Traveling on foot is very difficult and counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or suffer 1 level of exhaustion.

8 The ground around you suddenly collapses. You fall 30 (1d6 x 10) feet and take falling damage as normal. When you hit the bottom debris from above falls on you and you take an additional 11 (3d6) bludgeoning damage. A successful DC 13 Dexterity saving throw halves all the damage taken.

9 To move forward you must move through a cloud of small gnats and midges. Make a DC 11 Constitution saving throw. On a failure, you take 5 (2d4) poison damage and are affected by an ailment. Roll on the Diseases table on pg. 143.

10 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

11 High winds create a dust storm that lasts 30 (1d6 x 10) minutes. Visibility is reduced to 10 feet.

12 Every minute, unless they cover their faces and eyes, creatures in the area must make a DC 11 Constitution saving throw. On a failed save, they are blinded and begin choking.

The plants in this area reproduce via spiny seedpods that attach to unwary creatures. Each character must make a DC 12 Dexterity saving throw. On a failure, one of these seedpods attaches to them causing 5 (2d4) piercing damage and 2 (1d4) poison damage. The creature is then infected with spiny rot. They will drop dead in 24 hours if not cured, at GM discretion.

13 Strong winds assail you for the next 2 (1d4) hours. Flying creatures must land or fall. Ranged weapon attacks are made at disadvantage. For every 10 minutes a creature is exposed it must make a DC 12 Constitution saving throw or take 9 (2d8) bludgeoning damage.

14 Chokevine is a horrible plant that hides other plants. 2 (1d4) random characters are suddenly ensnared and restrained by crushing vines. Every round they are restrained in this fashion they take 7 (2d6) bludgeoning damage. A restrained creature can use its action to escape (escape DC 13).

15 In a 400 (1d8 x 100)-foot-radius, the vegetation has dried out to the point of petrification. Every 60 feet you move in this area you take 3 (1d6) slashing damage and must make a DC 13 Constitution saving throw. On a failure, a spine lodges in your skin and causes 9 (2d8) slashing damage every round until healed by magic.

16 Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes, roll a 1d10 every minute. On a 6-8, lightning strikes nearby, causing 7 (2d6) lightning damage to the party. On an 8 or above a random player takes 16 (3d10) lightning damage or half damage on a successful DC 14 Dexterity saving throw.

17 A popping and hissing sound heralds a powerful spray of acidic minerals that shoots high in the air, covering the area. Every creature must make a DC 15 Dexterity saving throw or take 22 (5d8) acid damage.

18 Large solid chunks of hail pummel the ground and the party. Every minute for the next 10 (1d4 x 5) minutes anyone exposed will take 11 (3d6) bludgeoning damage unless they find shelter.

19 Ahead you see swirling yellow pollen that expands out into a 25-foot-radius sphere. Any creature in the area must make a DC 15 Constitution saving throw or become paralyzed.

20 The party enters a field of beautiful blue wildflowers with an intoxicating aroma. Everyone in the area must make a DC 13 Wisdom saving throw or become charmed by the flowers. While charmed in this way you are incapacitated for 2 (1d4) hours or until an ally wakes you with an action.

MOUNTAIN ENVIRONMENTAL HAZARDS

1d20

- For the next 3 (1d6) rounds an earthquake rattles the area. Every round each creature in the area must make a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. On a successful save, a creature takes half damage and is not knocked prone.
- A dilapidated bridge spans across a chasm that stands in your way. The bridge can hold up to 220 (4d10 x 10) pounds per 5-foot square. If more weight is applied than the area can hold, a creature must make a successful DC 14 Dexterity saving throw or fall 100 (1d20 x 10) feet as that section breaks.
- Avalanche. Each creature must make a DC 14 Strength saving throw. On a failure, that creature takes 11 (2d10) bludgeoning damage and becomes buried, blinded and restrained (escape DC 15). For every 5 minutes it is buried a creature gains a level of exhaustion.
- Heavy rain blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.
- A dense fog blankets the area 500 (1d10 x 100) feet in diameter. The area is heavily obscured and all hearing-based Wisdom (Perception) checks are made with disadvantage. A light source will allow a creature to see but to a maximum of 10 feet of dim light.
- Suddenly, a plume of lava rockets forth from a rocky crevice, covering an area 30 feet wide and 100 feet long in molten rock. Everyone in the area takes 22 (4d10) fire damage. A successful DC 14 Dexterity saving throw will halve the damage taken.
- A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Travel on foot is very strenuous and counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.
- The temperatures drop to deadly extremes for the next 3 (1d6) hours. For every hour that a creature is exposed to these frigid temperatures, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.
- Loose rocks and boulders come clattering down from the surrounding heights. 2 (1d4) random creatures must make a DC 13 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone.
- Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.
- The ground shudders and shakes as a fissure opens below your feet. Make a DC 13 Dexterity saving throw or fall 60 (1d12 x 60) feet, taking falling damage as normal.
- In an explosion of noxious air and toxic gas, a 30-foot-square area of the ground erupts. Every creature in the area takes 9 (2d8) bludgeoning damage, 11 (3d6) fire damage and 9 (2d8) poison damage and is thrown 20 feet in a random direction. A successful DC 15 Dexterity saving throw halves the damage taken.
- A fast-flowing, 35-foot-wide river, from which acidic fumes waft, blocks your path as it tumbles down the rocky landscape. Every round a creature is in contact with the water, it takes 3 (1d6) acid damage and must make a DC 12 Strength saving throw or be swept away by the current.
- Traveling at high altitude is difficult due to the lack of oxygen. The path the party takes leads them above safe traveling height for 3 (1d6) hours. For every hour of travel, they must make a DC 11 Constitution saving throw or gain a level of exhaustion.
- Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes, roll a d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above a random player takes 16 (3d10) lightning damage, or half damage on a successful DC 14 Dexterity saving throw.
- All around the party, a ferocious blizzard begins to rage and lasts for 2 (1d4) hours. The area becomes lightly obscured. Every 10 minutes a creature is exposed it must make a DC 13 Constitution saving throw or take 7 (3d4) slashing damage and 9 (2d8) cold damage.
- The party enters an area that is 600 (1d12 x 100) feet in diameter where the ground is nothing but loose scree and jagged rocks. The ground here counts as difficult terrain and for every 50 feet you move through the area you must make a DC 13 Dexterity (Acrobatics) check or take 10 (4d4) slashing damage.
- Low-hanging thunderheads rumble and crash all around you. A blast of sound rocks you and you must make a DC 14 Constitution check or take 16 (3d10) thunder damage and be knocked prone.
- A mountain pass is covered with a thick sheet of ice. A 100-foot radius of slippery conditions blocks your path. The area counts as difficult terrain and for every 15 feet you move you must make a DC 11 Dexterity (Acrobatics) check or fall prone.
- A volcanic peak erupts nearby. Make a DC 13 Strength saving throw or take 22 (4d10) thunder damage and be knocked prone by the initial shock wave. A 2 (1d4)-mile area then fills with toxic gas and magma. Every 10 minutes spent in the area a creature takes 3 (1d6) fire and 3 (1d6) poison damage.

HILLS ENVIRONMENTAL HAZARDS

1d20

- 1 Large solid chunks of hail pummel the ground and the party. Every minute for the next 10 (1d4 x 5) minutes anyone exposed will take 11 (3d6) bludgeoning damage unless they find shelter. Rocks crash into the area from above. Each creature must make a DC 13 Dexterity saving throw. On a failure, a creature takes 11 (2d10) bludgeoning damage and gets knocked prone. Fail by 5 or more and you become buried, blinded, restrained (escape DC 12) and begin to suffocate.
- 2 The rocks in a small area the party is passing through are covered with moss that expels minuscule particles that cause paranoia and anxiety. Everyone must make a DC 13 Wisdom saving throw, gaining the frightened condition for the next 3 (1d6) hours on a failed save.
- 3 Something about the surrounding rocks has increased the gravitational pull in a 300 (1d6 x 100)-foot diameter. Traveling through the area counts as difficult terrain. After every 60 feet of movement, you must make a DC 14 Strength saving throw or take 7 (2d6) force damage.
- 4 For the next 3 (1d6) rounds, an earthquake rattles the area. Every round each creature in the area must make a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. On a successful save a creature takes half damage and is not knocked prone.
- 5 Large solid chunks of hail pummel the ground and the party. Every minute for the next 10 (1d4 x 5) minutes anyone exposed will take 11 (3d6) bludgeoning damage unless they find shelter.
- 6 A tornado covers a 30-foot radius. Each creature in the area takes 18 (4d8) bludgeoning damage and is thrown 20 feet in a random direction and knocked prone. A successful DC 13 Strength saving throw halves the damage and the creature isn't thrown. The ground around you suddenly collapses. You fall 30 (1d6 x 10) feet and take falling damage as normal. When you hit the bottom, debris from above falls on you and you take an additional 11 (3d6) bludgeoning damage. A successful DC 13 Dexterity saving throw halves all the damage taken.
- 7 Toxic mist seeps up from rocky cracks in the surrounding area. Each creature must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save. If this damage reduces a creature's hit points by at least half they gain the poisoned condition for 5 (2d4) hours.
- 8 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

- 11 A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Traveling on foot is very difficult and counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.
- 12 Concealed in the undergrowth and in rocky crevices, slashvine has incredibly sharp leaves and long thorns. Any creature that comes into contact with slashvine must make a DC 12 Dexterity saving throw or take 7 (2d6) slashing damage.
- 13 The party enters an area that is 600 (1d12 x 100) feet in diameter where the ground is nothing but loose scree and jagged rocks. The ground here counts as difficult terrain and for every 50 feet you move through the area you must make a DC 13 Dexterity (Acrobatics) check or take 10 (4d4) slashing damage. Pockets of superheated gas occasionally explode. 2 (1d4) random characters must make a DC 14 Dexterity saving throw or take 14 (4d6) fire damage.
- 14 Fail by 5 or more and you catch fire, taking 7 (2d6) fire damage every round until you use your action to make a DC 12 Dexterity (Acrobatics) check.
- 15 The way ahead is full of loose and crumbling terrain. For the next 200 (1d4 x 100) feet, the ground counts as difficult terrain. There is also a 45 percent chance a sinkhole will open up below 2 (1d4) random creatures. They fall 3 (1d6 x 10) feet and take falling damage as normal.
- 16 A strong rushing river that is 30 feet wide bars your way. The river counts as difficult terrain. For every 10 feet of movement you must make a DC 12 Strength (Athletics) check or be swept away and over a waterfall 50 feet downriver. Going over the falls, you fall 60 (1d12 x 10) feet, taking falling damage.
- 17 Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes, roll a d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above a random player takes 16 (3d10) lightning damage, or half damage with a successful DC 14 Dexterity saving throw.
- 18 Pollutants from the surrounding area have laced the rain. Rainfall for the next 2 (1d4) hours includes harsh chemicals that burn your skin. For every 10 minutes you are exposed to the falling rain you take 5 (2d4) acid damage.
- 19 A steep 120-foot-long incline is the only way forward, with high cliff walls barring you on both sides. For every 30 feet of movement, you must make a DC 13 Strength (Athletics) check or slide back to the bottom, taking 2 (1d4) slashing damage for every 10 feet you slide.
- 20 Your travels take you through a series of geothermal springs. Contact with the boiling water causes 14 (4d6) fire damage; however, once the water cools, drinking a pint of it will provide the drinker with 9 (2d4 + 4) temporary hit points.

SWAMP ENVIRONMENTAL HAZARDS

1d20

- Seemingly solid ground gives way beneath your feet, dropping you into the water as the earth closes back up above you. You are blinded and begin to drown. A DC 15 Wisdom (Perception) or Wisdom (Survival) check will reveal a way out.
- Ravenous black mold swarms up the body of a random character. That character takes 7 (3d4) slashing damage and is restrained and blinded.
- Every round, they take 7 (3d4) slashing damage until they use their action to make a DC 12 Strength (Athletics) check to escape.
- The water in this 600 (1d12 x 100) foot area has been saturated by poisons, making it toxic. Anyone who touches the water takes 7 (2d8) poison damage and anyone submerged takes 14 (4d8) poison damage every round they remain in contact with it. A successful DC 13 Constitution saving throw halves the damage.
- To move forward, you must move through a cloud of small gnats and midges. Make a DC 11 Constitution saving throw. On a failure, you take 5 (2d4) poison damage and are affected by an ailment. Roll on the Diseases table on pg. 143.
- Heavy rain blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour that you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.
- A bubble of foul-smelling swamp gas breaks the surface, releasing a cascade of light green gas in a 20-foot-radius sphere. Everyone in the area must make a DC 13 Constitution saving throw to keep from retching and vomiting. On a failure, they are incapacitated for 3 (1d4 + 1) minutes.
- A flash flood sweeps into the area. You must make a DC 14 Strength saving throw or be swept 40 (1d8 x 10) feet underwater and bashed against the landscape, taking 3 (1d6) bludgeoning damage per 10 feet moved.
- Toxic mist wafts up from the fetid water. Each creature must make a DC 14 Dexterity saving throw to avoid the tendrils of yellow mist. On a failed save the creature takes 17 (5d6) poison damage.
- Chokevine is a horrible plant that hides amongst the undergrowth. 2 (1d4) random characters are suddenly ensnared in crushing vines and restrained. Every round they are restrained in this fashion they take 7 (2d6) bludgeoning damage. A restrained creature can use its action to escape (DC 13).
- Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

- A geothermal vent superheats the surrounding water that billows forth in a dangerous cloud of steam. Everyone in a 25-foot radius takes 22 (5d8) fire damage. A successful DC 15 Constitution saving throw will halve the damage.
- The water is full of bloodthirsty leeches. A DC 14 Wisdom (Perception) check reveals the creatures. On a failed check, 2 (1d4) random characters get covered in leeches. A creature covered in leeches takes 7 (2d6) piercing damage each round until they use an action to make a DC 11 Dexterity check to remove them.
- A strong storm thrashes the area for 1d4 hours. Flying is impossible. Traveling on foot is rigorous and the area counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.
- Whether from a rogue wild animal, insects or contaminated water, you are exposed to a dangerous disease. Roll on the Diseases table on pg. 143.
- Pockets of superheated gas occasionally explode. 2 (1d4) random characters must make a DC 14 Dexterity saving throw or take 14 (4d6) fire damage.
- Fail by 5 or more and you catch fire, taking 7 (2d6) fire damage every round until they use their action to make a DC 12 Dexterity (Acrobatics) check.
- A 20 (1d4 x 10)-foot-square area conceals a thorny weed that thrives on blood. Any creature in the area must make a DC 13 Strength saving throw or take 5 (2d4) piercing damage and be restrained (escape DC 14). While restrained a creature takes 5 (2d4) piercing damage every round.
- A dense fog blankets an area 500 (1d10 x 100) feet in diameter. The area is heavily obscured and all hearing-based Wisdom (Perception) checks are made with disadvantage. A light source will allow a creature to see up to a maximum of 10 feet as if in dim light.
- Parasitic worms that infest the water and surrounding area burrow inside 2 (1d4) random characters causing 10 (4d4) piercing damage.
- Affected characters must make a DC 12 Wisdom saving throw as the worms burrow into their brains. On a failed save, they become incapacitated until they receive magical healing.
- The party enters an area 400 (1d8 x 100) feet in diameter of thick, viscous mud. Upon entering the area and after every 60 feet of movement, a creature in the area must make a DC 12 Strength saving throw. On a failure, every 1 foot of movement counts as 4 feet.
- A random creature falls into a bubbling tar pit and sinks 2 (1d4) feet, takes 5 (1d10) fire damage and is restrained. At the start of each turn, the creature sinks 2 (1d4) feet and takes 5 (1d10) fire damage. As an action, it can attempt a DC 14 Strength check to escape. A creature completely covered begins to suffocate.

UNDERGROUND ENVIRONMENTAL HAZARDS

1d20

Magnetized ore laced through the walls pulls at armor, weapons and equipment. Anyone wearing metal armor must make a DC 14 Strength saving throw or be pulled forcefully into the wall, taking 14 (4d6) bludgeoning damage and becoming restrained (escape DC 15).

- 1 A river of lava 30 feet wide stretches across the path the party needs to take. Anyone who touches the lava takes 22 (4d10) fire damage. Anyone submerged in the lava takes 55 (10d10) fire damage every round they are in contact with it.

- 2 The tunnel or cavern ahead starts to rumble and shake as the ceiling collapses, blocking the way forward. Each creature needs to make a DC 14 Dexterity saving throw or take 16 (3d10) bludgeoning damage. Fail by 5 or more and they are buried, blinded and restrained (escape DC 14).

- 3 A cavern full of heavy gases, completely devoid of oxygen, is the only way ahead. The gases fill a 500 (1d10 x 100) foot area. Anyone in the area must make a DC 14 Constitution saving throw or become stunned. While stunned they begin to suffocate, however, they can repeat the saving throw at the end of their turn.

- 4 Tiny glowing worms crawl along the ceiling. Make a DC 18 Wisdom (Perception) check. On a failure, you don't notice the translucent strands of sticky glue stretching down from the ceiling and you become restrained (escape DC 13). Each round while restrained you take 7 (3d4) acid damage.

- 5 Acidic slime covers the ceiling and walls for the next 1d6 x 10 feet. For every 10 feet of movement you must make a DC 16 Dexterity saving throw or take 10 (3d6) acid damage as the viscous substance drops on you.

- 6 You enter a cavern that glows blue with flickering light. You can see hundreds of blue mushrooms have electricity dancing between them, jumping from cap to cap. Every minute spent in this area, you must make a DC 11 Dexterity saving throw or take 14 (4d6) lightning damage.

- 7 The temperatures climb to deadly extremes for the next 3 (1d6) hours. For every hour that a creature is exposed to an extreme it must make a DC 11 Constitution saving throw or gain a level of exhaustion.

- 8 Spike-cap mushrooms grow all along the floor and in rocky crevices. Any creature that comes into contact with one must make a DC 12 Dexterity saving throw or take 7 (2d6) piercing damage and 7 (2d6) poison damage.

- 9 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

The ground shudders and shakes as a fissure opens below your feet. Make a DC 13 Dexterity saving throw or fall 60 (1d12 x 10) feet, taking falling damage as normal.

- 10 A stalactite crashes to the ground from above. 1d4 random creatures must make a DC 13 Dexterity saving throw. On a failure, a creature takes 11 (2d10) bludgeoning damage and is knocked prone. Fail by 5 or more and you become restrained (escape DC 12).

Toxic gases seep through cracks in the ground affecting a 20-foot radius. Every creature in the area must make a DC 13 Constitution saving throw or take 13 (3d8) poison damage. Failure by 5 or more they gain the poisoned condition for the next 3 (1d6) hours.

- 11 The cavern you are in is full of glowing purple crystals. Any amount of noise will cause them to shatter in a chain reaction. The group must succeed on a DC 16 Dexterity (Stealth) check. On a failure, everyone in the cavern must make a DC 14 Dexterity saving throw, taking 7 (2d6) force and 13 (3d8) piercing damage on a failed save or half as much on a success.

Glowing chunks of rock embedded into the walls immediately give you a sickening feeling. For every minute you remain near the glowing rocks you must make a DC 13 Constitution saving throw or take 18 (4d8) poison damage and gain 1 level of exhaustion.

- 12 The tunnel or cavern you are in suddenly floods with water. You must make two successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) to get out of the area before the area fills up, completely submerging you.

Hallucinogenic spores fill the air of the cavern. Anyone who enters, or for every minute they remain in the area, must make a DC 15 Wisdom saving throw or take 9 (2d8) psychic damage. Fail by 5 or more and you become incapacitated until an ally shakes you awake.

- 13 Thick gray black smoke boils out of a fumarole in the cavern or tunnel you are in. Anyone within 20 feet of the opening must make a DC 15 Constitution saving throw or take 7 (2d6) fire and 13 (3d8) acid damage. A successful save halves the damage taken.

Whether it was from a rogue wild animal, insects or contaminated water you are exposed to a dangerous disease. Roll on the Diseases table on pg. 143.

- 14 Heavy dust clings to the walls and floats in the air for 30 (1d6 x 10) feet. Visibility is reduced to 10 feet. For every 10 feet of movement creatures in the area must make a DC 11 Constitution saving throw. On a failure, they are blinded and must succeed on a DC 18 Wisdom saving throw. On a failed save, the creature gains a form of madness associated with feeling trapped underground.

UNDERWATER ENVIRONMENTAL HAZARDS

1d20

1 A swirling vortex of water covers a 30-foot radius. Each creature in the area takes 13 (3d8) bludgeoning damage, is pulled 30 feet downward and is knocked prone. A successful DC 13 Strength saving throw halves the damage and the creature isn't thrown.

2 Disorienting flashing lights strobe in the darkness. Everyone must make a DC 14 Wisdom saving throw or become incapacitated until an ally uses an action to shake them out of the effect.

3 Brain-eating parasites travel into your nose, mouth and ears from the surrounding water. Make a DC 15 Wisdom saving throw or take 22 (5d8) psychic damage. Should this damage take you to 0 hit points, you are stunned for the next 5 (1d10) minutes even after being healed.

4 Deadly sea urchins and dangerous coral populate the area. Anyone in the area must make a DC 13 Dexterity saving throw or take 4 (1d8) piercing and 13 (3d8) poison damage as the urchins expel their spines in your direction.

5 A sudden current shuttles frigid water into the area. You must make a DC 15 Constitution saving throw or take 18 (4d8) cold damage. Fail by 5 or more and you become incapacitated until warmed.

6 Strong currents push curtains of rough sediment in front of you for 20 (1d4 x 10) minutes. Visibility is reduced to 10 feet ahead. The area is lightly obscured. Every creature exposed to the current takes 5 (2d4) slashing damage every minute. A successful DC 12 Constitution saving throw halves the damage.

7 A powerful current pushes you 50 (1d10 x 10) feet in a random direction. Should you impact anything along your way you will take 3 (1d6) bludgeoning damage for every 10 feet moved. A DC 16 Dexterity saving throw halves the damage taken.

8 A gentle swaying forest of broad-leaved plants stretches out in a 50-foot area. Any creature that enters the area becomes entangled and is restrained. They can use their action to make a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check to escape.

9 As you swim by you disturb multiple schools of brightly colored fish that start to circle around you. Make a DC 14 Constitution saving throw or take 2 (1d4) piercing damage and 18 (4d8) poison damage from the toxic fish.

10 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145.

11 In an explosion of noxious air and toxic gas, a 30-foot-square area erupts. Every creature in the area takes 9 (2d8) bludgeoning damage, 11 (3d6) fire damage and 9 (2d8) poison damage and is thrown 20 feet in a random direction. A successful DC 15 Dexterity saving throw halves the damage taken.

12 A large bubble of toxic gas rises from the sea floor, affecting a 20-foot radius. Every creature in the area must make a DC 13 Constitution saving throw or take 13 (3d8) poison damage. On a failure of 5 or more, they gain the poisoned condition for the next 3 (1d6) hours.

13 You swim through an area of contaminated water and are exposed to a dangerous disease. Roll on the Diseases table on pg. 143.

14 A field of kelp with long sharp leaves covers a 300 (1d12 x 50)-foot diameter. For every 10 feet traveled you must make DC 12 Dexterity saving throw or take 7 (2d6) slashing damage.

15 A rapid pressure change suddenly envelopes you. Make a DC 12 Constitution saving throw or take 10 (4d4) force damage. Fail by 5 or more and you also gain 1 level of exhaustion.

16 A geothermal vent superheats the surrounding water that billows forth in a dangerous cloud of steam. Everyone in a 25-foot radius takes 22 (5d8) fire damage. A successful DC 15 Constitution saving throw halves the damage.

17 A dead zone, completely devoid of oxygen, covers a 50 (1d10 x 100) foot area. Anyone in the area must make a DC 14 Constitution saving throw or become stunned. While stunned they begin to drown; however, they can repeat the saving throw at the end of their turn.

18 The area 200 (1d4 x 100) feet in diameter is covered with a bright green toxic algae bloom. Make a DC 14 Constitution saving throw for every 60 feet moved through the area. On a failed save, you take 13 (3d8) poison damage. Fail by 5 or more and you also gain the poisoned condition for 4 (1d8) hours.

19 Concussive blasts from the ocean floor rumble and crash all around you. A blast of sound rocks you and you must make a DC 14 Constitution check or take 16 (3d10) thunder damage and become knocked prone.

20 A clear, almost invisible slime wafts on eddies and currents in the water. 2 (1d4) random characters must make a DC 16 Dexterity saving throw or become restrained by the slime for 2 (1d4) minutes. Fail by 5 or more and you also gain the paralyzed condition for the same duration.

URBAN ENVIRONMENTAL HAZARDS

1d20

- 1 A runaway wagon full of heavy materials rushes down the street in your direction. Make a DC 14 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.
For the next 3 (1d6) rounds, an earthquake rattles the area. Every round you must make a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. If you are near buildings you must make a DC 13 Dexterity saving throw or take 22 (5d8) bludgeoning damage from falling debris.
- 2 A flash flood sweeps into the area. You must make a DC 14 Strength saving throw or be swept 40 (1d8 x 10) feet underwater and bashed against the landscape taking 1d6 bludgeoning damage per 10 feet moved.
- 3 Large solid chunks of hail pummel the ground and the party. Every minute for the next 10 (1d4 x 5) minutes anyone exposed will take 10 (3d6) bludgeoning damage unless they find shelter.
- 4 A strong storm thrashes the area for 2 (1d4) hours. Flying is impossible. Traveling on foot is very rigorous and counts as difficult terrain. For every hour traveled in this type of storm, you must make a DC 12 Constitution saving throw or take 1 level of exhaustion.
- 5 A dense fog blankets the area 500 (1d10 x 100) feet in diameter. The area is heavily obscured and all hearing-based Wisdom (Perception) checks are made with disadvantage. A light source will allow a creature to see up to a maximum of 10 feet of dim light.
- 6 Whether it was from a rogue wild animal, insects, contaminated water or another person, you are exposed to a dangerous disease. Roll on the Diseases table on pg. 143.
- 7 Heavy rain/snow blankets the area for 3 (1d6) hours. The area is lightly obscured for all types of Wisdom (Perception) checks. Travel in this kind of weather is demanding. For every hour that you travel in these conditions, you must make a DC 13 Constitution saving throw or take 7 (3d4) psychic damage.
- 8 High winds create a dust storm that lasts 30 (1d6 x 10) minutes. Visibility is reduced to 10 feet. Every minute, unless they cover their face and eyes, creatures in the area must make a DC 11 Constitution saving throw. On a failed save they are blinded and begin choking, taking 13 (3d8) bludgeoning damage.
- 9 Wild magic, bleedover from another plane or the remnants of a failed arcane experiment manifest in your path. Roll on the Magical Hazards table on pg. 145. A 500 (1d10 x 100) foot area is unhallowed, full of negative energy. For every 60 feet of movement make a DC 13 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save. After the first successful save you are immune to this condition. Fail by 5 or more and you are frightened and must use your reaction and full movement to flee this area for 2 (1d4) minutes.

Pollutants from the surrounding area have laced the rain with harsh chemicals that burn your skin.

- 12 It rains for 30 (1d6 x 10) minutes. For every 10 minutes you are exposed to the falling rain you take 5 (2d4) acid damage.
- 13 All or part of a building nearby collapses, affecting 2 (1d4) random characters. Each of those characters must make a DC 15 Dexterity saving throw or take 21 (6d6) bludgeoning damage. Fail by 5 or more and they become restrained, buried and blinded until they make a DC 20 Strength (Athletics) check or are aided by 7 (2d6) individuals.
- 14 Dazzling displays of lightning flash around you. For the next 30 (1d6 x 10) minutes, roll 1d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above a random player takes 16 (3d10) lightning damage, taking half damage on a successful DC 14 Dexterity saving throw.
- 15 Whether from strong winds or a bawdy tavern brawl, a window near you shatters, sending out sharp shards. Every creature within 10 feet of the affected window must make a DC 12 Dexterity saving throw, suffering 7 (3d4) slashing damage on a failed save. The ground around you suddenly collapses. You fall 30 (1d6 x 10) feet and take falling damage as normal. When you hit the bottom, debris from above falls on you and you take an additional 10 (3d6) bludgeoning damage. A successful DC 13 Dexterity saving throw halves all the damage taken.
- 16 The building the party is in, or one nearby, catches on fire. Every round they are in the area, they will take 3 (1d6) fire damage and must make a DC 15 Constitution saving throw, taking 3 (1d6) poison damage from the smoke on a failed save.
- 17 Toxic gases waft out of the storm drains and sewer openings, affecting a 20-foot radius. Every creature in the area must make a DC 13 Constitution saving throw or take 13 (3d8) poison damage. On a failure of 5 or more they gain the poisoned condition for the next 3 (1d6) hours.
- 18 To move forward you must move through a cloud of buzzing flies. Make a DC 11 Constitution saving throw. On a failure, you take 5 (2d4) poison damage and are affected by an ailment. Roll on the Diseases table on pg. 143.
- 19 Strong winds assail you for the next 2 (1d4) hours. Flying creatures must land or fall. Ranged weapons attack with disadvantage. For every 10 minutes a creature is exposed, it must make a DC 12 Constitution saving throw or take 9 (2d8) bludgeoning damage.

DISEASES

As we all know a bit too well, horrible and debilitating illness is part of the fabric of reality in any world, fantasy or otherwise. Some environments you will move through are overrun with insects that carry virulent plagues and stagnant pools where bacteria bloom. It is inevitable that your party will come across some form of disease as they explore places unknown. Several of the options on the Environmental Hazards tables deal with disease as a possible consequence. Below is a variety of diseases you could pull out if the dice roll that way. If an option on the Environmental Hazards table prompts you to do so, roll on the Diseases table below. The description of and mechanics for each of those diseases are outlined after the table. Unless otherwise noted, spells or abilities that heal disease would cure these ailments.

DISEASES

1d10 The creature contracts...

- 1 ...Sight Rot
- 2 ...Twitching Plague
- 3 ...Azure Brain Bleeding Disorder
- 4 ...Sewer Plague
- 5 ...Creeping Madness
- 6 ...Earlobe Pox
- 7 ...Black Vein Fever
- 8 ...Festerling Flesh Rot
- 9 ...Framewrack
- 10 ...Shrinking Sickness

SIGHT ROT

This painful infection of the eyes causes bleeding and eventual blindness. If exposed to this disease a creature must succeed on a DC 15 Constitution saving throw or become infected. Twenty-four hours after infection, the victim's vision becomes blurry, imposing a -1 penalty to attack rolls and ability checks that rely on sight. After each long rest, this penalty worsens by 1 and when it reaches -5 the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

This disease can also be cured using a rare flower called eyebright, which grows in swamps. With an hour's work, a character proficient with an herbalism kit can turn a single flower into a dose of ointment. Applied to the eyes before a long rest, one dose prevents the condition from worsening. After three doses, the ointment cures the disease.

TWITCHING PLAGUE

An awful affliction carried by insects or small larvae that live in contaminated water sources, a creature exposed to this disease must make a DC 14 Constitution saving throw or become infected. Two (1d4) days after infection, the victim starts to experience small muscle twitches that cause distraction and minor disability. The infected creature has disadvantage on all attack rolls and

Dexterity- and Strength-based ability checks and saving throws. Forty-eight hours after symptoms develop, a creature must make a DC 14 Constitution saving throw every hour or experience total paralysis for 30 (1d6 x 10) minutes.

AZURE BRAIN BLEEDING DISORDER

Caused by an infection spread by insects and single-cell organisms in stagnant water, this horrible disease affects a creature's mind. A creature exposed to this illness must make a DC 15 Constitution saving throw or become infected. Roughly 9 (2d8) hours after infection, the victim will start to shed tears of blue blood. Some 3 (1d6) hours after this occurs the victim begins to experience horrible migraines and they must repeat the saving throw, taking 7 (2d6) psychic damage on a failed save, reducing their maximum hit points by the amount of damage taken. At the end of every long rest, the affected creature must repeat the saving throw, taking 7 (2d6) psychic damage and suffering a further reduction of their maximum hit points on a failed save. This reduction lasts until the disease is removed through magical healing. If this effect reduces the victim's hit point maximum to 0, they die.

SEWER PLAGUE

Sewer plague is a catch-all term for illnesses that incubate in sewers, refuse heaps and stagnant water. When a humanoid creature is exposed to this disease, they must succeed on a DC 11 Constitution saving throw or become infected. Symptoms begin to manifest 2 (1d4) days after infection and include fatigue and muscle cramps. The creature suffers 1 level of exhaustion and regains only half the normal number of hit points from spending Hit Dice and recovers no hit points from finishing a long rest.

At the end of each long rest, the infected creature can repeat the saving throw, gaining an additional level of exhaustion on a failed save. On a successful save, their exhaustion level decreases by one. If the creature has no levels of exhaustion after a successful saving throw, they recover from the disease.

CREEPING MADNESS

Caused by overexposure to hallucinogenic spores or parasitic mites that burrow into a victim's skull, this disease causes those affected to lose their grip on reality. Once exposed, a creature must make a DC 14 Constitution saving throw or become infected. Six (1d12) hours after infection, the affected creature gains a form of short-term madness (at GM discretion). In addition, they must repeat the saving throw or take 11 (3d6) piercing damage. When this damage is taken, an onlooker can visibly see things moving around under the skin on the victim's skull.

At the end of each long rest, the infected creature must repeat the saving throw or take 11 (3d6) piercing damage and roll once more on the short-term madness table. If the damage taken is greater than 10, the creature gains a

form of long-term madness, at GM discretion. For each subsequent saving throw against this disease, the infected creature suffers a -1 penalty to the roll for each instance of madness they have suffered. Two consecutive successful saves against the disease, or magical healing, will allow the victim to recover.

EARLOBE POX

This strange disease is named from the painful sores that first develop on the infected creature's earlobes and then in and around their ears. Once exposed to this virulent fungal infection, the victim must make a DC 12 Constitution saving throw or become infected. Two (1d4) days after infection, painful sores develop on the earlobes and a slight ringing develops in the ears. Five (1d10) hours after symptoms develop, the victim must repeat the saving throw against the disease. On a failure, sores develop all around their ears and down the ear canal. All ability checks that rely on hearing are made with disadvantage. After their next long rest, the victim must repeat the saving throw against the disease, becoming permanently deaf on a failed save. Magical healing such as *lesser restoration* or *heal* will completely remove the disease and any residual symptoms.

BLACK VEIN FEVER

This disease slowly turns the victim's blood into a poisonous black sludge. Once exposed, the victim must make a DC 14 Constitution saving throw or become infected. Thirty-six hours after infection, the veins under the victim's skin start to painfully distend and darken and the victim gains the poisoned condition, which persists through the duration of the disease. At the end of each long rest after infection, the victim must repeat the saving throw against the disease or take 13 (3d8) poison damage. If the amount of poison damage taken is more than 10, the victim also gains a level of exhaustion that can only be removed by magical means or a successful saving throw against the disease. A successful save reduces a single level of exhaustion. Three consecutive successful saving throws against the disease or magical healing will allow the victim to recover.

FESTERING FLESH ROT

This particularly nasty disease causes the victim's flesh to rot, liquefy and slough off. Normally contracted from insects that have fed on undead flesh or from stagnant waters where unnatural entities have decayed, if exposed to this illness, a victim must make a DC 13 Constitution saving throw or become infected. Five (1d10) hours after infection, the victim begins to experience pain and starts to find black spots on their skin. They immediately take 5 (1d10) necrotic damage and their hit point maximum is reduced by the amount of damage taken as their skin begins to rot away. After every long rest, the victim must repeat the saving throw or take an additional 5 (1d10) necrotic damage suffering the reduction to their hit point

maximum. This reduction lasts until they receive magical healing. Once their hit point maximum has been reduced by half, the victim is at disadvantage on all attack rolls, ability checks and saving throws. If this effect reduces a creature's hit point maximum to 0 they will die.

FRAMEWRACK

This incredibly painful affliction of the muscles twists and contorts the skeleton in upon itself. Once exposed to this disease, the victim must make a DC 16 Constitution saving throw or become infected. Five (1d10) days after infection, the victim starts to develop muscle cramps that soon become nearly unbearable. Two (1d4) hours after the muscle cramps manifest, the victim must repeat the saving throw. On a failure, they take 18 (4d8) bludgeoning damage as their muscles rack and contort their frame. After every long rest the victim must repeat the saving throw against the disease, suffering a -1 penalty for every 10 points of damage taken over the course of their infection. Each failed saving throw inflicts 18 (4d8) points of damage. If the damage caused by these cramps exceeds 18 on any single roll the victim also becomes incapacitated for 1d8 hours. Magical healing or two consecutive successful saving throws will allow the victim to recover.

SHRINKING SICKNESS

This magical disease is caused by latent particles of transmutation magic that flow on the winds and swirl at the bottom of bodies of water. Once exposed, the affected creature must make a DC 15 Constitution saving throw or become infected. Three (1d6) hours after infection the affected creature begins to shrink. Two (1d4) hours after that the creature reduces by one size category and immediately suffers disadvantage on Strength checks and Strength saving throws. Any damage inflicted by the creature's weapon attacks is reduced by 3 (1d6).

At the end of each long rest, the creature must repeat the saving throw against this disease or shrink an additional size category. For each size reduced beyond the first, the creature suffers a -1 penalty to Strength checks and Strength saving throws in addition to disadvantage and the damage inflicted by their weapon attacks is reduced by another 3 (1d6), to a minimum of 1.

If this effect would cause the creature to shrink to smaller than tiny, it becomes minuscule and has the following traits:

- It suffers a -5 penalty on all Strength checks and Strength saving throws which are still made with disadvantage.
- Its weapon attacks only do 1 point of damage.
- Its movement rate is reduced to 5 feet.
- There is a 25 percent chance a spell it casts will fail (though the spell slot is not expended in this case).

Casting *dispel magic* on the affected creature will remove all effects suffered and cure the disease.

MAGICAL HAZARDS

The world you have created is built upon the premise that magic is real. It exists. It affects the lives of everyone on the planet both positively and negatively. It only stands to reason that some of the hazards or obstacles your party will encounter are a result of this reality. Whether the result of a failed experiment or as bleedover from another plane of existence, magical hazards are dangerous and often deadly. In rare instances, however, these flares of uncontrolled magic can act in the party's favor. That's chaos for you.

Each one of the Environmental Hazards tables has a result that can lead you to this table. If that is the case, roll and implement your result. This table can also be used to add interesting experiences for your players if you feel that they are growing weary of combat encounters. Like environmental hazards, they will test your party physically and mentally.

MAGICAL HAZARDS

1d20 The party encounters...

1	...Blighted Creep Vine
2	...Tendrils of Gloom
3	...Anti-Magic Mist
4	...Gravity Reversal
5	...an Arcana Well
6	...Transpositioning Pulses
7	... a Reality Rift
8	...an Elemental Cyclone
9	...Temporal Distortion
10	...Polymorphic Fog
11	...Ensnaring Double
12	...Necrotic Flares
13	...a Hollow Field
14	...a Wild Magic Area
15	...Spell Globes
16	...a Void Wall
17	...a Globe of Darkness
18	...a Mystic Doorway
19	...Maddening Mists
20	...a Prismatic Spiral

BLIGHTED CREEP VINE

Blighted creep vine feeds on the life essence and memory of those it comes into contact with. Anyone who comes within 10 feet of this 10-foot-square patch of vibrant red plants must make a DC 16 Wisdom saving throw or take 27 (6d8) necrotic damage and suffer memory loss as if affected by a 6th-level casting of *modify memory*. A successful save halves the damage and their memory is unaffected.

TENDRILS OF GLOOM

Tendrils of Gloom emanate from a shadowy portal into another realm. Each creature within 25 feet of the shadowy portal must make a DC 14 Dexterity saving throw or become restrained by tendrils of shadow (escape DC 14). At the start of an affected creature's turn, the color begins to drain from their skin, hair and equipment and they must make a DC 12 Charisma saving throw or take 7 (2d6) psychic damage. If the creature remains restrained for a total of three rounds, they will become completely gray in appearance and take a -2 modifier to their Charisma score. This effect can be removed using *dispel magic* (4th level) if done so within 24 hours. After that time, only *greater restoration* or *wish* will remove the effect.

ANTI-MAGIC MIST

A cloud of glittering purple mist covering an area with a 40-foot diameter nullifies any magical effect. Magic items and weapons become mundane while inside the area. There is a 25 percent chance this effect will persist for 4 (1d8) hours after leaving the affected area.

GRAVITY REVERSAL

In this 50-foot-wide, 200-foot-tall area, gravity is reversed. Anyone who succeeds at a DC 18 Wisdom (Perception) check will notice the effect, granting them advantage on the DC 17 Dexterity saving throw to grab onto something to prevent them from flying upward as if falling. Striking a ceiling or any other object in the way will cause falling damage as normal. This gravity well pulses in 5-minute increments.

ARCANA WELL

This 100-foot radius pulls in magic and is the bane of spellcasters everywhere. Upon entering this area a character who has spell slots must make a DC 16 Wisdom saving throw or lose 4 (1d6 + 1) spell slots starting with the lowest available level. If a creature does not have enough remaining spells for each spell slot that should have been lost they take 7 (2d6) force damage. Non-spellcasting classes are also affected by this area as the energy well pulls on their life force instead of their magical prowess. A non-spellcasting class will take 3 (1d6) force damage for every spell slot that should have been lost. This damage cannot be healed through magical means and can only be regained by spending Hit Dice or completing a long rest.

TRANSPOSITIONING PULSES

This 200-foot radius flashes with pulses of golden light. For every 20 feet a creature moves through the area, they must make a DC 15 Dexterity saving throw or be enveloped in the golden light and teleported 1,000 (1d10 x 200) feet in a random direction.

REALITY RIFT

A rift—a jagged hole in the fabric of reality—opens up in front of the party. Roll on the Reality Rift Results table, then see its results. When open, the rift will remain open for 5 (2d4) rounds before closing again. Any effects created by the rift end when the rift closes, but creatures summoned by the rift remain.

REALITY RIFT RESULTS

1d8 The rift creates a(n)...

...**Force Vacuum**. Waves of pulsing force ripple toward the rift in a 60-foot cone. Anyone inside the area must make a DC 14 Constitution saving throw or take 14 (4d6) force damage and be pulled 10 feet closer to the rift. Anyone who makes physical contact with the rift takes 28 (8d6) force damage.

...**Planar Portal**. The rift appears as a tear in the fabric of space. Inside of the tear, streaking lights in a vast array of striking colors streak through the inky black. It leads to a random plane of existence at GM discretion.

...**Unexpected Guest**. With a roar of fire and a flash of brilliant light, a creature appears in the rift as it is shunted into the material plane. A fiend or a celestial of CR 5 or lower falls through the rift. They are disoriented and combative.

...**Howling Beyond**. Horrid tentacles force their way into the material plane. Anyone within 30 feet of the rift must make a DC 15 Dexterity saving throw or be restrained (Escape DC 14). Every round a creature is restrained in this fashion they take 7 (2d6) bludgeoning damage and 10 (4d4) acid damage and are dragged 5 feet closer to the rift at the end of their turn. Anyone who touches the rift must make a DC 16 Wisdom saving throw or suffer a form of long-term madness, at GM discretion.

...**Charming Doorway**. Strange colored lights and the scent of wildflowers flow through the rift. Anyone who sees the rift must make a DC 14 Wisdom saving throw or become charmed. While charmed a creature can only move 15 feet toward the rift. If at the end of their turn they are in contact with the rift they must make a DC 14 Wisdom saving throw or be dominated by the entity inside the rift as if by the spell *dominate person*. They are commanded to defend the rift against everyone else who comes within 10 feet of it. Charmed creatures see other creatures dominated in this way as their allies.

...**Fold in Space and Time**. The rift appears as a 10-foot-diameter circle floating about 6 inches above the ground. On this result, the GM will roll 1d6. On a result of 1-3, the image inside the rift depicts somewhere the party has been in the last 10 days.

6 On a result of 4-6, the image in the portal depicts somewhere the party may go in the next 10 days. Regardless of the image depicted, walking through the portal will transport the creature immediately to the location depicted in the image.

...**Painful Brilliance**. The rift appears as a rectangular window of pure, blinding light. Anyone who looks at the rift must make a DC 15 Constitution saving throw or take 22 (5d8) radiant damage and become blinded for 3 (1d6) hours. At the end of every hour, they can repeat the saving throw, ending the blindness on a success. If this damage would

7 take the creature to 0 hit points they are knocked unconscious but immediately become stable in a form of stasis. Only *lesser restoration* or a similar spell can restore them to consciousness. At the end of every hour, the affected person is unconscious, they can reroll the Constitution saving throw, ending the effect on a success.

...**Window into the Beyond**. The rift appears as a 15-foot-square window full of glowing silver mist. Anyone looking into the rift must make a DC 14 Intelligence saving throw or take 20 (8d4) psychic damage and become incapacitated for 3 (1d6) hours. On a success, they are provided with a detailed vision of an event that could occur within the next 7 days.

ELEMENTAL CYCLONE

This powerful vortex of elemental energy covers 20 feet in diameter at the base and 50 feet in diameter at its greatest height, which is 80 feet. It whirls and shifts with powerful unstable magic drawn from the elemental planes. Each round, on initiative count 10, the cyclone shifts the type of energy it emits, determined by rolling 1d6 on the table below:

1d6 Damage Type

1	Fire
2	Cold
3	Lightning
4	Thunder
5	Acid
6	Poison

On a failed DC 15 Dexterity saving throw, anyone inside the area of the cyclone takes 21 (6d6) damage or half damage on a success. The cyclone lasts for 2 (1d4) minutes. On initiative count 1, it moves 30 feet in a random direction.

POLYMORPHIC FOG

An orange mist floats lazily around this 20-foot-radius sphere. A creature who succeeds at a DC 15 Wisdom (Perception) check will have advantage on the DC 15 Dexterity saving throw to avoid the mist as they enter the area. On a failure, the mist caresses a creature's skin and begins to change them. The mist *polymorphs* them into a random beast. Roll on the Polymorphic Fog Results table. A creature's game statistics change to match the random form; however, they retain their mental statistics, alignment and personality. This effect persists for 3 (1d6) hours, even if the creature drops to 0 hit points. Should the creature drop to 0 hit points, they are immediately stable and can be healed as normal. At the end of every hour, they can make a DC 15 Wisdom saving throw, ending the effect on themselves on a success. Casting *dispel magic* (5th level) on the affected creature will also end the effect.

1d100 Polymorphing Fog Results

1-2	Reef shark
3-4	Giant seahorse
5-6	Ape
7-8	Pony
9-10	Giant frog
11-12	Crocodile
13-14	Weasel
15-16	Giant wasp
17-18	Blood hawk
19-20	Panther
21-22	Boar
23-24	Giant weasel
25-26	Mule
27-28	Giant goat
29-30	Axe beak
31-32	Flying snake
33-34	Vulture
35-36	Camel
37-38	Riding horse
39-40	Giant centipede
41-42	Wolf
43	Black bear
44	Giant wolf spider
45	Mastiff
46	Giant rat
47	Elk
48	Giant lizard
49	Spider
50	Poisonous snake
51	Seahorse
52	Raven
53	Giant poisonous snake

54	Quipper
55	Owl
56	Scorpion
57	Lizard
58	Giant badger
59	Constrictor snake
60	Rat
61	Jackal
62	Octopus
63	Giant owl
64	Hawk
65	Goat
66	Giant fire beetle
67	Hyena
68	Eagle
69	Crab
70	Giant bat
71	Frog
72	Deer
73	Badger
74	Killer whale
75	Giant eagle
76	Brown bear
77	Giant scorpion
78	Cat
79	Baboon
80	Giant crab
81	Lion
82	Giant vulture
83	Hunter shark
84	Giant hyena
85	Dire wolf
86	Tiger
87	Giant boar
88	Bat
89	Giant octopus
90	Polar bear
91	Giant shark
92	Rhinoceros
93	Saber-toothed tiger
94	Giant constrictor snake
95	Giant toad
96	Elephant
97	Giant crocodile
98	Giant spider
99	Mammoth
100	Giant ape

TEMPORAL DISTORTION

The party walks into an area where time is malleable. There is no way for them to know what has occurred while they are inside the area, which stretches over about a mile, but as soon as they enter the area, roll 1d6. On a 1-3, time inside the area moves slower than normal. They will find that 6 hours have passed while they traversed the area. On a roll of 4-6, time inside the area moves faster than normal. They will find that only a minute has passed outside the field.

ENSNARING DOUBLE

A random player will see an image of themselves in a reflective surface. Upon seeing their illusory double, they must make a DC 15 Wisdom saving throw or become charmed. While charmed in this fashion the creature is restrained, unable to move from the spot and incapacitated as they stare at their double in fascination. They repeat the saving throw at the end of each of their turns, freeing themselves on a success. If they fail this saving throw three times, the double will replace the charmed creature permanently. Taking 5 points of damage will allow the creature to make an additional saving throw against this effect.

NECROTIC FLARES

The party enters an area where streaks of sickly green light pierce up from the ground around them. Each creature will take 18 (4d8) necrotic damage and be stunned for 1d6 minutes. Should this damage bring a creature to 0 hit points, they will immediately stabilize but remain unconscious for 2 (1d4) hours even after being healed. Casting *greater restoration*, *heal* or *wish* will negate the unconscious effect.

HOLLOW FIELD

An observant creature who succeeds at a DC 19 Wisdom (Perception) check will see this magical hazard like a heat haze in a 30-foot radius ahead of them. Any creature that enters the area must succeed on a DC 15 Intelligence saving throw. On a failed save, the creature takes 17 (5d6) psychic damage and is assailed with visions of alternate futures, each ending with brutally detailed depictions of their death. They will gain the frightened condition until the end of their next long rest as they continue to see disembodied versions of themselves dying over and over again. A successful DC 15 Intelligence saving throw halves the damage and negate the frightened condition.

WILD MAGIC AREA

The party will enter an area where magic runs rampant and out of control. Roll on the Wild Magic table on pg. 176 to determine the effect.

SPELL GLOBES

All around this area, 10 (4d4) small globes of white-blue light streak in intricate patterns. Each creature must make a DC 13 Dexterity saving throw or come in contact with one of these globes. Any spellcaster who comes in contact with a globe will have a random used spell slot restored. Anyone who is not of a spellcasting class will regain 11 (2d8 + 2) hit points. A creature can choose to fail this saving throw.

VOID WALL

Ahead, the party sees a wall of pure darkness that stretches approximately 2 miles in either direction and stands approximately 50 feet high. Any creature that touches the wall will immediately take 13 (3d8) cold damage. Should a creature elect to walk through the wall, they must make a DC 15 Constitution saving throw. On a failure, they take 22 (5d8) cold damage and are struck with crippling depression and apathy, gaining the poisoned condition until the end of their next long rest.

GLOBE OF DARKNESS

A globe of magical *darkness* 500 (1d10 x 100) feet in diameter suddenly springs up around the party. The sound of bleating sheep can be heard in the darkness. For every 10 feet a creature moves through this area, they must make a DC 15 Wisdom saving throw or take 4 (1d8) psychic damage as they begin to hear dissonant mumblings and high-pitched discordant whistles among the bleating. The noises set their teeth on edge and begin to induce paranoia. If a creature takes more than 10 points of damage while in this area they gain the frightened condition, which persists for 24 hours.

MYSTIC DOORWAY

An arched doorway made of pure light stands before the party. A DC 16 Intelligence (Arcana) check will reveal that runes on this door, laid out in motes of glimmering light, are designed to connect this doorway to any place familiar to the user. With a thought, one could open a doorway to any place known to them.

MADDENING MISTS

A silver-blue mist wafts in thick tendrils in a 50-foot square. Anyone who enters the area must make a DC 15 Wisdom saving throw or suffer the effect of a roll on the Short-Term Madness table. If they fail the save by 5 or more they suffer a form of long-term madness, at GM discretion.

PRISMATIC SPIRAL

A double helix of light that shifts in a prismatic array of color floats in the air. If the party comes within 30 feet of the helix, it will discharge a blast of random light, after which the helix disappears. Each creature in the area must make a DC 16 Dexterity saving throw and be subject to one of the following effects, determined by a d10 roll.

1d10 Color Effect

1 Red	The target takes 22 (5d8) fire damage or half as much on a successful save.
2 Orange	The target takes 22 (5d8) acid damage or half as much on a successful save.
3 Yellow	The target takes 22 (5d8) lightning damage or half as much on a successful save.
4 Green	The target takes 22 (5d8) poison damage or half as much on a successful save.
5 Blue	The target takes 22 (5d8) cold damage or half as much on a successful save.
6 Indigo	On a failed save, the target is restrained. It must then make a DC 16 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails three times it is permanently turned to stone and petrified.

7 Violet	On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is permanently blinded.
8 White	The target regains 22 (5d8) hit points and any negative conditions are removed.
9 Black	The target takes 22 (5d8) necrotic damage or half as much on a successful save. The target's hit point maximum is reduced by the amount of damage taken. If this would reduce the target's hit point maximum to 0, the target's body is stabilized, but their spirit is ripped from their body. The target becomes invisible, incorporeal and can only affect the material plane if they first succeed at a DC 12 Wisdom saving throw. Once the body is brought to 1 hit point or above a casting of <i>lesser restoration</i> , <i>greater restoration</i> , <i>heal</i> or <i>wish</i> can reattach the spirit to its body.
10 Special	The target is struck by two rays, represented by two new 1d10 rolls.



TRAVEL COMPLICATIONS

As anyone who's ever taken a road trip, ferry ride or red-eye flight can attest, sometimes things don't go as planned. As your players move from place to place, navigating their way through the story that you have laid before them, complications could arise. The following tables provide a few different complications based on the environment your party is traveling in. If you would like to use these tables to fill your days of travel, roll 1d20 three times for each day, representing morning, afternoon and overnight. On a result of 19-20, roll on the appropriate Travel Complications table and put that complication in front of your party accordingly.

Some of these entries are self-explanatory, sending you to another table contained within this section, but others are simply idea generators for non-combat-style events that might occur. If you roll one of those as a result it can be interesting just to place that event in front of the party and allow them to form the narrative that deals with the problem.

GM NOTE: ROLE-PLAYING VS. ROLL PLAYING

In some cases, your party may have a hard time deciding what to do with a challenge that's plopped down in front of them and they may freeze, panic or run from the table in tears. But there's no need to fear—it's very easy to turn some of the events in these complications tables into a set of skill challenges and allow them to roll dice, using their skills and attributes, to help the narrative along. For example, if a mutiny breaks out on the party's ship they may immediately jump in and start negotiating with the mutineers to try to forestall bloodshed. They may even attack the instigators.

If the party is having a hard time coming up with a solution, decide how many skill check successes they will need to overcome the obstacle and how many times they can fail before a negative event happens. An easy skill challenge usually operates on a three successes to three failures ratio. Then decide the DC just like you would any other skill check. Asking players if there is a specific skill they would like to use will immediately turn their attention to their best skills and they are likely to start thinking of creative ways to use that skill to help the party succeed against the obstacle.

TRAVEL COMPLICATIONS BY LAND

1d8

- | | |
|---|--|
| 1 | Vehicle or mount suffers a malfunction or injury.
The party gets lost or turned around. They will travel 4 (1d8) hours before noticing they have gone in the wrong direction. |
| 2 | A strong storm washes away the party's tents, bedrolls and any other loose equipment. |
| 3 | Magical obstacle. Roll on the Magical Hazards table on pg. 145. |
| 4 | Broken ground that lasts for 3 (1d6) miles. The party's movement speed is halved and travel is strenuous. For every mile traveled over this terrain, they must roll a DC 13 Constitution saving throw or gain 1 level of exhaustion. |
| 5 | Beasts or other vermin attempt to steal the party's provisions in the night. |
| 6 | The party is waylaid by monsters that want to kill and eat them or brigands who wish to rob them blind. Roll on the appropriate Random Encounters table on pgs. 82-105. |
| 7 | Roll on the appropriate Environmental Hazards table on pgs. 130-142. |
| 8 | |

TRAVEL COMPLICATIONS BY SEA

1d8

- | | |
|---|---|
| 1 | Doldrums. There is no wind for the next 2 (1d4) days, making travel slow-going. |
| 2 | The ship or boat suffers a mechanical complication that will require 5 (2d4) days to repair at GM discretion. |
| 3 | The party is waylaid by monsters that want to kill and eat them or brigands who wish to rob them blind. Roll on the appropriate Random Encounters table on pgs. 82-105. |
| 4 | There is a mutiny on the ship. It seems like it might succeed. |
| 5 | Rats or other pests eat all of the food stores or contaminate the fresh water supply. |
| 6 | There is a fire on board the ship. |
| 7 | A strong storm causes damage to the ship and pushes the ship off course, costing 2 (1d4) days of travel. |
| 8 | Magical obstacle. Roll on the Magical Hazards table on pg. 145. |

TRAVEL COMPLICATIONS BY AIR

1d8

- 1 Vehicle or mount suffers a malfunction or injury and cannot travel for 2 (1d4) days.
- 2 The party is waylaid by monsters that want to kill and eat them or brigands who wish to rob them blind. Roll on the appropriate Random Encounters table on pgs. 82-105.
- 3 A strong storm forces the party to take evasive maneuvers or be pushed off course by 1d4 days. Turbulence bucks the party and disorients their mount or vehicle and they quickly begin to fall toward the ground.
- 4 The temperatures drop to deadly extremes for the next 3 (1d6) hours. For every hour that a creature is exposed to these frigid temperatures, it must make a DC 11 Constitution saving throw or gain a level of exhaustion.
- 5 Magical Obstacle. Roll on the Magical Hazards table on pg. 145.

7 Traveling at high altitude is difficult due to the lack of oxygen. The path the party takes leads them above safe traveling height for 3 (1d6) hours. For every hour of travel, they must make a DC 11 Constitution saving throw or gain a level of exhaustion.

8 Dazzling displays of lightning flash around the party. For the next 30 (1d6 x 10) minutes roll 1d10 every minute. On a 6-8, lightning strikes nearby causing 7 (2d6) lightning damage to the party. On an 8 or above, a random player takes 13 (3d10) lightning damage or half damage on a successful DC 14 Dexterity saving throw.

Remember that painstakingly slogging through every single day of travel, spending time on encounters, obstacles or hazards may not be your party's cup of tea. It may be your standard practice to skip over long periods of overland travel to get right into the meat of your story. In those circumstances, these complication tables can serve to add some narrative flair to your travel montage.



MAGIC & MISCELLANY



For those of us who indulge our passion for high fantasy through adventures in tabletop role-playing games, the primary appeal is the ability these games give us to inhabit a world where magic is real. The physical boundaries of our universe melt away in favor of the far vaster horizons of imagination. For as long as we hold those dice, we have the power to shape the world around us.

Many of us spend our whole lives in the real world trying to find similar magic in our mundane reality. We spend an incredible amount of time, energy and currency developing technology to fix problems that, during a gaming session, are as simple as stating your intention and rolling the dice. There are no limitations, physical or otherwise, on the possible solutions you can create. The setting you have built is home to mighty wizards, divine avatars, powerful sorcerers and delightful bards. In this universe, there are spells that can shake the very core of existence. There are magical items that can be used to rewrite time, banish and bind fiendish devils into extraplanar prisons or return fallen heroes to life. It is this feeling of being able to do anything you can possibly imagine that sucks players, and GMs, into this hobby. It is the unpredictability of a world where such things exist that keeps them coming back for more. It is also, in many ways, the hardest stuff to answer questions about without saying “because magic” every session.

There's another type of magic that appears at the table, and it comes from the bit of wonder you're able to conjure through the introduction of a surprising circumstance, intriguing plot hook or goose-headed

hydra begging to be chased. When you incorporate the random and improvised in a way that feels meticulously planned, your players will presume you are, in fact, some kind of wizard or sorcerer.

If the first two sections of the book were meant to help you establish a world and the circumstances of the adventures within it, this section is “all that other stuff” that makes a role-playing session more engaging than any other game on the planet. It is very unlikely that the items in the tables that follow will progress your plots or spur on the story arc of the adventure, but they will help you add memorable moments that will stand out in the players’ minds long after the session is over.

In the pages that follow, we are going to examine aspects of your fantasy setting ranging from wild magic surges to the prevalence of prophetic dreams. Some tables add unpredictability to spell scrolls, teleportation and the consumption of potions. You will find tools to help you add more divine blessings, consumable magical charms, curses, treasure and strange mutations. There will be a table of things you shouldn’t touch, but no doubt will. There is a table detailing spell focuses for different casters and manifestations of their magic once they start to cast a spell. There’s a table that specifies the party’s consequences following a solid night out with their allies, as well as a table that details whether or not they’ll want to make an ally out of the personality that seems trapped within the talking sword they woke up sleeping next to after last night’s revelry. These tables are meant to inspire. Whether they inspire joy or terror is at GM discretion.

SPELL SCROLLS

Spell scrolls are a great way to drop a little reward to your players without having to worry so much about upsetting the balance of your game (*wish* notwithstanding). To generate a spell scroll, start by rolling on the Spell Scroll Level table to determine the level of the scroll. Then, roll on the table for that level to reveal the spell itself. If you want to add complications, check out the Unexpected Spell Scroll Results table on pg. 156.

SPELL SCROLL LEVEL

1d10 This scroll is...

1	...a cantrip
2	...1st level
3	...2nd level
4	...3rd level
5	...4th level
6	...5th level
7	...6th level
8	...7th level
9	...8th level
10	...9th level

CANTRIP LEVEL SCROLLS

1d100

1-5	Dancing lights
6-10	True strike
11-15	Light
16-20	Guidance
21-25	Mage hand
26-30	Poison spray
31-35	Message
36-40	Spare the dying
41-45	Mending
46-50	Prestidigitation
51-55	Acid splash
56-60	Minor illusion
61-65	Thaumaturgy
66-70	Fire bolt
71-75	Resistance
76-80	Eldritch blast
81-85	Sacred flame
86-90	Produce flame
91-95	Vicious mockery
96	Ray of frost
97	Shillelagh
98	Chill touch
99	Druid craft
100	Shocking grasp

1ST-LEVEL SPELL SCROLLS

1d100

1-2	Sleep
3-4	Disguise self
5-6	Unseen servant
7-8	Bane
9-10	Cure wounds
11-12	Hideous laughter
13-14	Animal friendship
15-16	Comprehend languages
17-18	Faerie fire
19-20	Shield of faith
21-22	Charm person
23-24	Guiding bolt
25-26	Bless
27-28	Detect magic
29-30	Inflict wounds
31-32	Color spray
33-34	Healing word
35-36	Purify food and drink
37-38	Identify
39-40	Detect poison and disease
41-42	Silent image
43-44	Featherfall
45-46	Create or destroy water
47-48	Speak with animals
49-50	Longstrider
51-52	Goodberry
53-54	Heroism
55-56	Jump
57-58	Floating disk
59-60	Command
61-62	Entangle
63-64	Illusory script
65-66	Divine favor
67-68	Fog cloud
69-70	Detect evil and good
71-72	Expeditious retreat
73-74	Thunderwave
75-76	Alarm
77-78	Find familiar
79-80	Shield
81-82	Grease
83-84	Hellish rebuke
85-86	Burning hands
87-88	Sanctuary
89-90	Mage armor
91-92	False life
93-94	Hunter's mark

MAGIC & MISCELLANY

95-97 Protection from evil and good

98-100 Magic missile

2ND-LEVEL SPELL SCROLLS

1d100

1-2 Hold person

3-4 Spike growth

5-6 Flame blade

7-8 Invisibility

9-10 Enhance ability

11-12 Shatter

13-14 Barkskin

15-16 Magic mouth

17-18 Detect thoughts

19-20 Suggestion

21-22 Augury

23-24 Enthrall

25-26 Silence

27-28 Locate animals or plants

29-30 Gentle repose

31-32 Blindness/deafness

33-34 Darkvision

35-36 Locate object

37-38 Knock

39-40 Arcanist's magic aura

41-42 See invisibility

43-44 Alter self

45-46 Calm emotions

47-48 Aid

49-50 Zone of truth

51-52 Warding bond

53-54 Heat metal

55-56 Acid arrow

57-58 Find traps

59-60 Pass without trace

61-62 Branding smite

63-64 Animal messenger

65-66 Darkness

67-68 Spiritual weapon

69-70 Lesser restoration

71-72 Gust of wind

73-74 Find steed

75-76 Enlarge/reduce

77-78 Levitate

79-80 Protection from poison

81-82 Magic weapon

83-84 Rope trick

85-86 Web

87-88 Blur

89-90 Mirror image

91-92 Spider climb

93 Ray of enfeeblement

94 Prayer of healing

95 Misty step

96 Arcane lock

97 Moonbeam

98 Continual flame

99 Flaming sphere

100 Scorching ray

3RD-LEVEL SPELL SCROLLS

1d100

1-3 Bestow curse

4-6 Glyph of warding

7-9 Tongues

10-12 Slow

13-15 Dispel magic

16-18 Hypnotic pattern

19-21 Call lightning

22-24 Clairvoyance

25-27 Stinking cloud

28-30 Fear

31-33 Nondetection

34-36 Daylight

37-39 Speak with plants

40-42 Major image

43-45 Blink

46-48 Water walk

49-51 Plant growth

52-54 Fly

55-57 Conjure animals

58-60 Sending

61-63 Create food and water

64-66 Gaseous form

67-69 Speak with dead

70-72 Mass healing word

73-75 Water breathing

76-78 Animate dead

79-81 Counterspell

82-84 Haste

85-87 Meld into stone

88 Tiny hut

89 Remove curse

90 Fireball

91 Beacon of hope

92 Wind wall

93 Magic circle

94 Sleet storm

95 Protection from energy

96 Lightning bolt

97	Revivify
98	Vampiric touch
99	Phantom steed
100	Spirit guardians

4TH-LEVEL SPELL SCROLLS

1d100

1-4	Polymorph
5-8	Secret chest
9-12	Dimension door
13-16	Conjure woodland beings
17-20	Locate creature
21-24	Compulsion
25-28	Arcane eye
29-32	Freedom of movement
33-36	Hallucinatory terrain
37-40	Confusion
41-44	Death ward
45-48	Black tentacles
49-52	Fabricate
53-56	Control water
57-60	Dominate beast
61-64	Fire shield
65-68	Stone shape
69-72	Conjure minor elementals
73-76	Wall of fire
77-80	Guardian of faith
81-84	Ice storm
85-88	Faithful hound
89-92	Stoneskin
93	Phantasmal killer
94	Resilient sphere
95	Greater invisibility
96	Blight
97	Divination
98	Giant insect
99	Private sanctum
100	Banishment

5TH-LEVEL SPELL SCROLLS

1d100

1-4	Hallow
5-8	Contact other plane
9-12	Seeming
13-16	Dream
17-20	Scrying
21-24	Awaken
25-28	Legend lore
29-32	Modify memory
33-36	Geas

37-40	Raise dead
41-44	Animate objects
45-48	Commune with nature
49-52	Hold monster
53-56	Cloudkill
57-60	Insect plague
61-64	Mass cure wounds
65-68	Planar binding
69-72	Creation
73-76	Teleportation circle
77-80	Mislead
81-84	Cone of cold
85	Dispel evil and good
86	Telekinesis
87	Commune
88	Antilife shell
89	Reincarnate
90	Dominate person
91	Greater restoration
92	Wall of stone
93	Arcane hand
94	Tree stride
95	Contagion
96	Passwall
97	Telepathic bond
98	Wall of force
99	Flame strike
100	Conjure elemental

6TH-LEVEL SPELL SCROLLS

1d100

1-4	True seeing
5-8	Guards and wards
9-12	Eyebite
13-16	Instant summons
17-20	Mass suggestion
21-24	Irresistible dance
25-28	Conjure fey
29-32	Programmed illusion
33-36	Harm
37-40	Sunbeam
41-44	Find the path
45-48	Circle of death
49-52	Planar ally
53-56	Move earth
57-60	Wind walk
61-64	Forbiddance
65-68	Wall of thorns
69-72	Globe of invulnerability

MAGIC & MISCELLANY

73-76	Flesh to stone
77-80	Blade barrier
81-84	Transport via plants
85-88	Contingency
89-92	Freezing sphere
93	Heal
94	Chain lightning
95	Magic jar
96	Wall of ice
97	Create undead
98	Heroes' feast
99	Disintegrate
100	Word of recall

7TH-LEVEL SPELL SCROLLS

1d20
1 Regenerate
2 Delayed blast fireball
3 Forcecage
4 Reverse gravity
5 Mirage arcane
6 Finger of death
7 Etherealness
8 Prismatic spray
9 Magnificent mansion
10 Conjure celestial
11 Project image
12 Sequester
13 Arcane sword
14 Plane shift
15 Simulacrum
16 Resurrection
17 Teleport
18 Symbol
19 Fire storm
20 Divine word

8TH-LEVEL SPELL SCROLLS

1d20
1-2 Glibness
3-4 Animal shapes
5-6 Clone
7-8 Power word stun
9 Feeblemind
10 Incendiary cloud
11 Mind blank
12 Earthquake
13 Antipathy/sympathy
14 Demiplane

15	Control weather
16	Antimagic field
17	Maze
18	Holy aura
19	Dominate monster
20	Sunburst

9TH-LEVEL SPELL SCROLLS

1d20

1-2	Storm of vengeance
3-4	Astral projection
5-6	Gate
7-8	Shape change
9-10	Mass heal
11	True polymorph
12	Foresight
13	Meteor swarm
14	Wish
15	Time stop
16	Power word kill
17	Imprisonment
18	Prismatic wall
19	Weird
20	True resurrection

GM NOTE: UNEXPECTED RESULTS

When players use spell scrolls they've found in ancient piles of treasure or that they have obtained through less than reputable sources, you can roll on the following table to generate some unexpected results that arise from the use of the spell scroll. This is an easy way to add some immediate excitement to your campaign and elevate the addition of a spell scroll beyond a "you did good, kid: here's a treat" transaction.

UNEXPECTED SPELL SCROLL RESULTS

1d20

1	Unintended Results. The target of the spell scroll is affected by a random spell of the same level. Roll on the appropriate level table on pgs. 153-156.
2	Double Casting. The spell on the scroll is cast twice due to an unfortunate (or fortunate) clerical error. You must choose a new target for the second casting.
3	Cursed. The caster that makes use of the spell scroll is cursed and can no longer cast that spell.
4	Draining. Gain a level of exhaustion immediately, whether the casting was a success or not.
5	Merely a Trifle. Casting the spell from the scroll takes almost no effort. You can take another action.

- Recharging Surge.** After reading the scroll, you gain 6 a single-use spell slot the same level as the scroll. Those without spell slots gain this feature.
- Unpredictable Burst.** Roll 1d6: On a 1-2, the spell 7 is cast at its lowest level; 3-4, the spell is cast one level higher; 5-6, the spell is cast 2 levels higher but causes the caster to take 7 (2d6) necrotic damage.
- Multi-Planar Experience.** You become incorporeal for 2 (1d4) rounds. You can see the material plane but 8 can't affect it. Upon your return to the material plane, make a DC 14 Constitution saving throw. On a failed save, you take 11 (2d10) force damage.
- Illegible.** Make a DC 14 check with your spellcasting 9 ability. On a failure, the casting fails, but the scroll is not expended. You or another can try again as an action on subsequent turns.
- Rigged to Blow.** As the spell is cast, the parchment 10 bursts into flame in your hand. Make a DC 15 Dexterity saving throw. On a failed save, you take 21 (6d6) fire damage or half as much on a success.
- Necromantic Surge.** All corpses within 60 feet of 11 the target of the spell rise as zombies. The caster must roll 1d6: On a 1-3, the zombies are under the control of the caster; 4-5, they attack the closest living creature to them. On a 6, the undead attempt to kill the person who used the scroll.
- Pyrrhic.** The caster makes a DC 17 Constitution 12 saving throw. On a failure, they take 16 (3d10) necrotic damage as their Strength and Dexterity scores are permanently reduced by 1 (a curse). On a success, they take half damage and their ability scores are unaffected.
- Reversed.** The spell from the scroll does the 13 opposite of its intended effects. Damage heals, healing damages, effects that push or pull instead pull or push. These effects are at GM discretion.
- Transmutation-Mutation.** Roll on the Transmuted 14 Damage Types table on pg. 157 to determine what type of damage is done. If the spell doesn't deal damage, it deals 7 (2d6) radiant damage in addition to its other effects.
- Confusing.** Make a DC 14 ability check with your 15 spellcasting ability. On a success, you are able to cast the spell. On a failure, the spell is released in a riot of color and noise, and you fall under the effects of the *confusion* spell (spell save DC 15).
- Blank Spot.** The spell creates a power vacuum in 16 the weave of magic. For 2 (1d4) rounds the caster becomes the focal point for an *antimagic field*.
- Incomplete.** The formulae that cover spell 17 duration were left off of the scroll at the time it was copied. Spells that have a duration longer than instantaneous become unpredictable. The duration for the spell becomes 3 (1d6) rounds in place of its normal duration.
- The Fine Print.** The tiny, cramped hand that this 18 scroll is written in is nearly impossible to read. The casting time on this spell is doubled.

From Kevin in Accounting. The individual who scribed this spell scroll probably shouldn't have been doing so. When the spell is read from the scroll roll 1d6: On a 1-3, the attack bonus and saving throw of the spell is decreased by 2; 4-5, the attack bonus and saving throw of the spell is decreased by 1; 6, the attack roll and saving throw of the spell are increased by 1.

- Unnatural Obsession.** Something about the formula written on the scroll has gripped your mind and you cannot stop thinking about the spell. Spells that have an instantaneous duration now require concentration and have a duration of 4 (1d6 + 1) rounds and you 20 cannot drop concentration. Each round, you can cast the spell again as a bonus action. After the spell is cast you must make a Constitution saving throw with a DC of 12+ the spell level and on each subsequent round the DC increases by 1. On a failure, you take 1 level of exhaustion.

One of the roll results on the Unexpected Spell Scroll Results table, as well as one of the results on the Variant Wild Magic table on pg. 176, references switching damage types. Determine the nature of the switch or use the Transmuted Damage Types table below.

TRANSMUTED DAMAGE TYPES

1d20 The spell's damage is now...

- | | |
|-------|----------------|
| 1-2 | ...piercing |
| 3-4 | ...slashing |
| 5-6 | ...bludgeoning |
| 7-8 | ...fire |
| 9-10 | ...cold |
| 11-12 | ...poison |
| 13-14 | ...lightning |
| 15 | ...thunder |
| 16 | ...acid |
| 17 | ...radiant |
| 18 | ...necrotic |
| 19 | ...psychic |
| 20 | ...force |

GM NOTE: COMMUNICATION IS KEY

If you've never incorporated "side effects" to spell scrolls before, your players may feel cheated if you catch them off guard with a particularly nasty effect. Some GMs would shrug and say "Mess with the scroll, you get the horns—that now seem permanently attached to your head," while others would take a less confrontational approach. If you plan to use these tables, consider informing your players that spell scrolls are unpredictable.

POSITIVE & NEGATIVE POTIONS

Potions are a straightforward way to add curveball moments to your campaign. The only way to verify what a potion does is to use the *identify* spell or to simply taste it, whether that means you get superhuman strength or a swift and painful death. For a beneficial potion, like a healing potion or a potion of heroism, trial and error isn't too bad. A little dab on the tongue and you know what it does. However, if the substance ends up being a magical poison or a potion with detrimental effects, it could be a one-way ticket to the healer's tent, if not the grave.

If you find yourself in possession of a chest of loot or the spoils of a battle and decide you want to add a few potions to the mix, use the next few pages to determine what type of potion to add.

The following tables contain potion descriptions and effects, one table for beneficial elixirs and another for detrimental poisons. Go to the table for the appropriate type and roll 1d100 to determine the description and effect of that potion, elixir or poison. However, if you want to mix things up and add a little chaos you can roll 1d100, consulting the result from either of the tables

to generate the description, then roll another 1d100 to generate the effect. Is it unfair to the party to present them with a heart-shaped vial inlaid with golden swirls, containing translucent, fragrant, purple liquid that ends up banishing them to another plane rather than adding to their hit point total? Yes. Yes it is. But who said life was fair?

GM NOTE: KEEP THINGS SIMPLE

All of the beneficial potions are intended to be magical items. In the descriptions on the Detrimental Potions and Elixirs table, items are clearly described as either a potion, a magical poison or a regular poison. Change these classifications at your discretion. Unless otherwise noted, potion effects fade after 1 hour, also at GM discretion.

POTION TYPE

1d4 This potion is...

1-2 ...a Beneficial Potion or Elixir

3-4 ...a Detrimental Potion or Poison

BENEFICIAL POTIONS & ELIXIRS

1d100 Description

Effect

1	A green liquid that has tiny motes of exploding light inside.	You gain 11 (2d8 + 2) temporary hit points. While you have these temporary hit points, you have resistance to poison damage.
2	An ethereal mouth opening and closing inside a light blue liquid.	You gain advantage on Charisma (Deception) checks for the next hour.
3	Tendrils of shadow roil around inside a vibrant pink solution.	A shadowy tentacle grows from your chest. You can make a bonus action attack with it (+4 to hit, 10-foot reach, 7 (2d6) cold damage on a hit). This tentacle disappears after 1 hour.
4	Blue smoke whirling inside a small glass vial.	You disappear in a cloud of blue mist and reappear 60 feet away. You feel as if you can repeat this feat 11 (2d10) more times before it wears off.
5	A grouping of stars in jet black liquid.	You gain the ability to cast <i>augury</i> one time.
6	A nearly weightless solution that fades from golden yellow to deep orange.	Your alignment is inverted for 25 (10d4) hours. If you are true neutral, your new alignment is at GM discretion.
7	A metallic compound that seems solid but flows like mercury when opened.	You gain a +2 to your armor class and advantage on Dexterity saving throws and Dexterity-based checks for 10 minutes.
8	A single strand of glowing golden hair suspended in a clear liquid.	Each creature of your choice within 10 feet of you is under the effects of the <i>bless</i> spell for 1 hour or until you drop to half your hit points.
9	Suspended in the middle of this crystal vial is a burning miniature sun.	Your body glows with blazing light, creating 30 feet of bright light and 30 feet of dim light for one minute. This light is sunlight.
10	A simple transparent blue effervescent liquid that smells of fresh mint.	You behave as if under the effect of the <i>levitate</i> spell.
11	Shimmering green metallic leaves float in a clear thick liquid.	You fall under the effects of the <i>speak with plants</i> spell.
12	A rift of pure darkness sits in the middle of this vial of deep blue liquid; fingers of shadow reach from the rift.	For 1 minute you gain advantage on Dexterity (Stealth) checks and each round, as a reaction, you can impose disadvantage on one attack.
13	A thick green sludge smelling heavily of dirt and tree bark.	Thick bark appears on your skin for one minute, adding +1 to AC. Any creature that hits with a melee attack takes 2 (1d4) piercing damage.
14	A jet black, odorless liquid that turns completely clear when agitated.	You gain 90 feet of darkvision for the next 3 (1d6) hours.

15	Small stones float suspended in a tan liquid.	You become buoyant, gaining 15 feet of additional movement and advantage on Dexterity (Acrobatics) checks for 1 hour.
16	Heart-shaped jellies swirl around inside of this cloudy pink draft.	The next creature that looks at you becomes charmed by you as if affected by the spell <i>charm person</i> (DC 18).
17	A green liquid that turns indigo and smells of honey when opened.	You can treat your next d20 roll as an 11. This effect must be used within 10 minutes or it fades.
18	The yellow liquid inside of this blue crystalline bottle audibly hums.	You gain one use of Bardic Inspiration (1d8) and have advantage on all Charisma (Performance) checks for 1 hour.
19	Super thin, iridescent scales oscillate through this light green liquid.	Gills form on the sides of your neck, giving you the ability to breathe underwater for 1 hour.
20	Flakes of shining adamantine swirl inside of a thick, but translucent, gray liquid.	For 2 (1d4) rounds you gain +4 to AC immunity to <i>magic missile</i> .
21	A large crystal vial containing swirling dark orange mist.	Orange mist leaks from your pores. The mist persists for 3 (1d6) hours, during which time you are immune to disease.
22	Green and brown cloudy wisps waft from a diffuser that hangs in a translucent light green liquid.	Your voice becomes irresistible. You have advantage on Charisma (Persuasion) checks and creatures are at disadvantage when making saves against your spells that charm.
23	Big blue bubbles in a thin orange liquid.	You do not need to breathe for the next 24 hours.
24	A black liquid that moves like molasses.	You gain the benefits of <i>true sight</i> for 3 (1d6) rounds
25	Deep purple mist rising from a thick lavender solution.	For 4 (1d8) hours you lose darkvision but regenerate 3 hit points per round.
26	A muddy liquid that sounds like rushing rapids when the container is opened.	You gain advantage on Strength saves and cannot be knocked prone.
27	A smoky green miniature snake swimming through a dark gray liquid	You become immune to poison damage for 2 (1d4) hours.
28	A shimmering white liquid and a dark black unguent that mix when imbibed.	All your hit points are restored but your Constitution score decreases by 2 for 24 hours.
29	A perfectly spherical blank space floating in the center of a golden yellow liquid.	For 1 minute, any time you are forced to make a saving throw against an area of effect spell, you pass, regardless of the spell's DC.
30	Multi-colored pastel fog boils in this deep blue crystal decanter.	Blue fog boils from your mouth and nose, creating a <i>fog cloud</i> centered on you. Your vision is not obscured by this fog.
31	Cloudy ice floating in a jug of clear goo.	You have immunity to cold damage for 1 minute.
32	A single seed sprouts and grows only to regress inside of this clear liquid.	During the next hour you can reroll one failed saving throw, taking the higher result. You gain 9 (2d8) hit points and a level of exhaustion.
33	Glowing words in multiple languages form and disappear inside a viscous gray liquid.	A sudden revelation washes over you, and you gain all the benefits of the <i>tongues</i> spell for 1 hour.
34	A blue liquid that snakes up out of the container like tentacles when opened.	After a successful melee attack, you can choose to automatically grapple and restrain your target. This ability lasts for 1 minute.
35	Musical notes, seemingly made of light, float in translucent blue liquid.	Your senses are not affected by any area that is lightly obscured and you treat a heavily obscured area as lightly obscured for 1 minute.
36	Small bubbles in a pink liquid that explode like tiny fireworks.	For the next 2 (1d4) days you can cast <i>prestidigitation</i> three times per day. The effects of the casting last until the potion wears off, at GM discretion.
37	A small pink gem glowing at the bottom of dark blue liquid. The gem disappears when the container is opened.	For 1 day, you automatically know the value of any gem or precious metal. You also gain advantage on Charisma (Persuasion) checks to negotiate sales of these goods.
38	Liquid flame burning inside a crystal clear vial. The vial is cold to the touch.	You gain resistance to fire damage and your melee and ranged attacks do an additional 3 (1d6) fire damage. These effects fade after 1 minute.
39	A single yellowed oak leaf floating in the center of a glowing yellow potion.	You gain all the benefits of the <i>tree stride</i> spell (no concentration) for one minute.
40	A shimmering dragon-like creature suspended in a deep blue solution.	For the next 8 hours, you gain access to a breath weapon as if you were a dragonborn. The damage type is the first type that pops into your mind.
41	Small red butterflies fluttering through a translucent orange liquid.	For 10 minutes you are immune to the charmed, frightened and stunned conditions.
42	A viscous green solution that radiates with a fluorescent light.	You can cast <i>dancing lights</i> (no concentration). You can dismiss the spell to cause 9 (2d8) radiant damage to one creature within 60 feet.
43	Golden sands swirling in a clear liquid that rotates in a clockwise direction.	For 8 hours after drinking this potion you cannot be surprised and are able to add 4 (1d8) to your initiative rolls.

1d100 Description

	Effect
44	A deep red liquid dripping within an hourglass-shaped vial. At any point during the next 10 minutes, you can use your reaction to negate the damage from a single attack or spell within 60 feet of you.
45	A large, dead, hairy spider floating inside a vial of thick yellow liquid. You gain the ability to walk on vertical surfaces and upside down on ceilings as if granted the benefits of the <i>spiderclimb</i> spell.
46	A pinkish-white viscous liquid inside a rose-shaped glass vial. Any creature that comes within 10 feet of you for 1 hour after consuming this potion is affected by the <i>calm emotions</i> spell.
47	A claw, a tooth and a chunk of gold sitting in a deep red solution. You gain resistance to all slashing and piercing damage for 1 hour. While something made of gold is within sight, you gain the poisoned condition.
48	A stone ring inscribed with runes floating in a bright blue potion. For 30 (1d6 x 10) minutes you gain +1 to AC and saving throws.
49	An ethereal daisy blossom floating on the top of an effervescent purple solution. Daisies grow through your hair. You are considered an ally by all fey creatures for 24 hours and gain +2 to your Charisma score.
50	Silvery-white feathers floating in a translucent, glowing, orange liquid. You gain a natural fly speed of 40 feet for 2 (1d4) hours. When the effect ends you descend slowly, as if under the effects of <i>feather fall</i> .
51	A half frozen slurry of orange liquid that smells like strawberries. You gain 22 (4d8 + 4) hit points and resistance to cold damage. When you take fire damage, you can cast <i>cone of cold</i> as a reaction.
52	Liquid moonlight glowing from inside a teardrop-shaped vial on a silver chain. Once, over the course of the next hour, you can cast <i>moonbeam</i> (5th level).
53	A multi-colored tree growing inside a spiraling pink and blue tincture. For the next 3 (1d6) days you have advantage on Intelligence (Nature) checks to identify and recall knowledge about plants and fey creatures.
54	A vial of glittering deep red smoke that shifts into a dragon-like form. For 1 minute, a small dragon of living flame surrounds you. The dragon has its own initiative and a breath weapon that acts like the <i>fireball</i> spell.
55	Liquid rainbows swirling around a cylindrical vial, the colors never mixing. The drinker is immune to the effects of <i>color spray</i> and gets advantage against the saving throws for <i>prismatic spray</i> and <i>prismatic wall</i> .
56	A translucent purple liquid in a square bottle that smells of elderberry. You gain immunity to the negative effects of alcohol and are immune to the poisoned condition for 2 (1d4) hours.
57	A lavender-hued liquid in a diamond-shaped vial that has the consistency of honey. Your max hit points increase by 13 (2d12) and you gain all the benefits of the <i>heal</i> spell.
58	Glowing cubes of golden light swirl through a thick, muddy brown potion. For 1 minute you gain a burrow speed of 60 feet.
59	A vial of bubbling water. The sounds of birds emanate from each bubble. You benefit from the <i>speak with animals</i> spell (birds only) for 8 hours.
60	A black liquid that looks like (and may actually be) a swarm of spiders. You can vomit up a swarm of spiders that obey your command. You can do this twice, after which the effects of this potion fade.
61	A completely enclosed cylinder of glass full of sloshing yellow liquid. You start to shimmer and flicker out of existence, gaining all the benefits of the <i>blink</i> spell.
62	A circular flask of yellow gas swirling above a translucent orange liquid. You can use a bonus action to teleport 10 feet from your original position as a bonus action. This effect lasts 1 minute.
63	Purple sludge in a vial banded with gold. Luminescent mushrooms grow within the bottle, but vanish when it's opened. You gain resistance to poison damage, immunity to the poisoned condition and advantage on skill checks to interact with fungal life for 1 hour. If you make any fungal friends, they'll vouch for you down the line.
64	A mossy green potion with bits of leaves inside. Branches and vines growing out of the bottle create a handle for it. You cast <i>entangle</i> , centered on your position. You are unaffected by the spell, and it moves with you.
65	The end of a humanoid little finger floating in a thick yellow solution. Gain advantage on all Dexterity (Sleight of Hand) and Dexterity (Thieves' Tools) checks for 1 hour.
66	A small pewter figure of an archer adorns the bottom of the inside of a glass vial full of opaque blue liquid. You gain +2 to attack and damage rolls when using a bow to make ranged attacks. This effect lasts for 1 minute.
67	A solid chunk of unmelting and pure white snow inside a square vial. You turn to snow. You gain vulnerability to fire damage and immunity to cold damage.
68	Winged golden orbs in a dense yellow liquid that smells of wildflowers. This potion <i>polymorphs</i> you into a swarm of bees (wasps) . You keep your mental statistics and class features.
69	A four-leaf clover made of crystal floats inside a golden solution. For the next 24 hours the drinker can choose to reroll one d20 roll, keeping the higher result.

70	White foam bubbles on the top of an opaque aquamarine liquid.	You and your equipment turn into water and sea foam for 3 (1d6) rounds. You gain a 100-foot swim speed, but cannot make melee or ranged attacks.
71	A vial of fluorescent yellow liquid that tastes like earwax.	You gain advantage on Wisdom (Perception) checks that rely on hearing. You can hear things as far away as 300 feet, even through solid rock.
72	A stone urn sealed with an ogre's earwax. Glowing lava can be seen within.	For 1 minute after consuming this potion your unarmed strikes do 4 (1d8) fire and 4 (1d8) + strength modifier bludgeoning damage.
73	A white candle flickering inside a cylindrical vial. When opened, the candle dissolves into a milky liquid.	For 3 (1d6) hours you gain the ability to cast the <i>light</i> cantrip that manifests as a burning candle flame in your palm. Only you can see this light.
74	Vibrant green fresh pine needles and a small pinecone float on the bottom of a watery, amber-colored solution.	For 24 hours, you ignore difficult terrain in a forest or jungle area.
75	Ashes in the shape of a phoenix suspended in a ruby red liqueur.	The first time you drop to 0 hit points within 24 hours of drinking this potion, you instead regain all hit points and gain 2 levels of exhaustion.
76	A blue-tinged liquid inside an angular bottle marked with a moving eye.	Immediately after drinking this potion you can cast the <i>scrying</i> spell.
77	A diamond-shaped vial containing swirling wisps that form simple shapes.	You explode into a 30-foot diameter puddle. For 1 minute your attacks can come from anywhere in that area. Attacks against you are at disadvantage.
78	A cloudy solution inside a translucent black bottle sealed with a raven's skull.	You gain a raven familiar as per the <i>find familiar</i> spell.
79	Several small rat skulls floating inside a thick, bubbling, green sludge. The skulls disappear as the potion is consumed.	The next creature you touch must make a DC 15 Constitution saving throw or be affected by an illness from the Disease table on pg. 143.
80	A large glass decanter containing a miniature forest bathed in fog. The forest fades as the fog is consumed.	You immediately know everything about the area within 1 mile of you, including the terrain, dangers and creatures present.
81	Orange peels and lemon rinds in a pale yellow liquid. A fey giggle ripples out of the container when it is opened.	You can speak and understand sylvan for 8 hours. Additionally, once during that time period you can cast <i>mislead</i> .
82	Multicolored, glowing candies floating in a syrupy purple liquid.	You lose a single level of exhaustion and end any effect that is charming or frightening you.
83	Blue fire in a glass cylinder capped on each end with rune-covered stoppers.	A tendril of fire surrounds you. You can attack with it as a bonus action for 1 minute (+7 to hit, 15 foot reach, 9 (2d8) fire damage).
84	An angelic form within a light blue vapor. The figure fades as the bottle is opened.	You restore a single use of the Channel Divinity feature. Creatures without this feature gain a one-time use of <i>turn undead</i> based on their level.
85	Eldritch blue lightning ricocheting off the interior of a cylindrical vial.	After drinking this potion you can immediately make 3 attacks against different creatures (+5 to hit, 22 (4d10) lightning damage on a hit).
86	A bleached cat skull at the bottom of a large bottle of dark purple liquid.	You gain the effects of the <i>enhance ability: Dexterity</i> spell.
87	A large, closed eyeball in a clear blue liquid that smells of peaches.	This potion allows you to remove one eyeball, turning it into the sensor you can control and see through, as in the <i>arcane eye</i> spell.
88	A goldfish, made of blazing orange fire, swimming through a golden liquid.	You are immune to cold damage and take no adverse affects from extreme depths.
89	Rich, brown gravy within a stoneware bottle carved to resemble a cornucopia.	You gain the benefits of a <i>heroes' feast</i> .
90	A white wolf formed of silver mist suspended in a magenta liquid.	You gain advantage on all Wisdom (Perception) checks as well as the pack tactics feature from the wolf stat block.
91	A wingless maned dragon, made of pure gold, curled around the outside of an ornate vial. It glows with an inner light.	Regain 3 (1d6) levels of spell slots. If you do not have the spellcasting feature, you instead gain the ability to cast <i>magic missile</i> at 6th level 2 (1d4) times. This ability fades after 24 hours.
92	A heart-shaped bottle inlaid with golden swirls holding a fragrant, purple liquid.	You gain all the benefits of <i>greater restoration</i> .
93	A simple, thin vial of liquid daylight. Its light cannot be hidden or diminished through non-magical means.	You glow with bright light in a 15-foot radius for 1 minute. While the light shines, all your attacks and spells do an additional 9 (2d8) radiant damage.
94	A miniature sailing ship on the surface of a turbulent miniature ocean. The ship disappears when the bottle is opened.	You gain advantage on all skill checks to operate a ship for 24 hours. Additionally, you are immune to the prone condition.

1d100 Description	Effect
95 A wine bottle containing a reddish-purple solution that smells of grapes and mint.	You become resistant to poison damage for 3 (1d6) hours. Additionally, you gain the ability to cast <i>detect poison and disease</i> at will.
96 Small bees made of light buzzing over an amber liquid. A large chunk of honeycomb floats inside the solution.	You are invigorated by the potion and are affected by an <i>aid</i> spell cast at a 3rd level.
97 A glowing, fluorescent pink liquid in a golden conical flask.	One ability score bonus of your choice is doubled for 10 minutes. When this effect wears off, you take three levels of exhaustion.
98 The scent of nutmeg and cloves rise from a dark red liquid inside a metal bottle shaped like a winged devil.	You can speak, read and write infernal and abyssal. Additionally, you have advantage on all skill checks related to interactions with fiends.
99 A clear, odorless liquid contained inside a jade and gold cylinder, topped by a jade dragon head.	One time during a 24 hour period you can make a single hit a critical hit, or turn a critical hit into a regular hit. You must be able to see the attacker.
100 A rare white and pink orchid blossom floats in a pink solution inside a blue crystal decanter.	Once during a 1-hour period you can use one feature from another class or subclass. You must be of an appropriate level for the feature you choose.

DETERRIMENTAL POTIONS & POISONS

1 Burning red eyes stare unblinkingly inside this cloudy colorless liquid.	Make a DC 14 Constitution saving throw or be cursed with lycanthropy. Roll on the Lycanthropes table on pg. 73 to determine type.
2 A sickly yellow-green liquid that smells of lilies and apple blossoms.	Magic poison. Ingested. Make a DC 16 Constitution saving throw or take 35 (10d6) poison damage or half damage on a successful save.
3 Gossamer strands of sugar float suspended in a glowing green liquid.	Contact poison. Requires successful attack roll. On a hit, the target must make a DC 15 Constitution save or gain a form of short-term madness.
4 Streaks of blood red lance through a translucent gray solution.	Make a DC 15 Wisdom saving throw or take 12 (5d4) psychic damage. You cannot regain hit points until after a long rest.
5 A large ebony claw in a green bottle. Once opened, the claw decays into a black sludge.	Whoever drinks or comes into contact with this potion must make a DC 16 Constitution saving throw or gain vulnerability to slashing damage for 1 minute.
6 A clear liquid that smells of bile.	Coming into contact with this potion forces a DC 16 Constitution saving throw. On a fail, the target cannot eat for 24 hours and gains 2 (1d4) levels of exhaustion.
7 A light pink solution that has floating motes of blue light.	Magical Injury poison. The target must make a DC 12 Constitution saving throw or take 10 (3d6) poison and 10 (3d6) cold damage or half as much damage on a successful save.
8 A viscous yellow liquid that seems to move even when not agitated. When opened, a horrific scream issues from the bottle.	Contact with this potion forces a DC 12 Wisdom saving throw. On a fail, the target takes 21 (6d6) psychic damage and becomes deafened.
9 A thick, sugary smelling, deep purple liquid.	For 24 hours after touching this potion you will have disadvantage on all Charisma-based checks because your voice is hoarse.
10 Small red explosions burst and dissolve in a clear liquid that is hot to the touch.	Injury poison. Causes wounds to fester and burn. DC 14 Constitution saving throw or take 17 (7d4) fire damage. Half damage on a success.
11 A cloudy gray liquid that solidifies into a chewy but sweet substance when imbibed.	Ingesting this potion causes the creature's jaw to fuse closed for 3 (1d6) hours. They lose the ability to speak. <i>Remove curse</i> can end the effect.
12 Black smoke swirling around a fiery, light blue orb.	Magical contact poison. Forces a DC 17 Constitution saving throw. On a failed save the target is blinded and takes 18 (4d8) fire damage. On a success they take half damage and are not blinded.
13 Cloudy green ooze that's warm to the touch, but incredibly cold once consumed.	Drinking this potion immediately makes you vulnerable to necrotic damage for 1 day.
14 A clear thick liquid that smells of sea salt.	You become allergic to salt water after coming in contact with this magical poison. Any contact with salt water causes 10 (3d6) poison damage.
15 Fine shimmering dust that whirls in a vortex inside the container.	Contact poison. The target must make a DC 17 Constitution saving throw or start to suffocate. They take 7 (2d6) bludgeoning damage each round they are without air, but can repeat the save at the end of each turn.
16 Purple and green liquid roiling around a dark black vortex in a teardrop flask.	Any creature that comes in contact with this potion is affected by the <i>banishment</i> spell.

17	The dark gray liquid inside of this vial does not move when agitated. When opened, the solution becomes clear.	Potent Ingested poison. Make a DC 18 Constitution saving throw or take 45 (10d8) poison damage and become paralyzed for 1 minute. On a successful save, the target takes half damage and is not paralyzed. Simply inhaling the fumes of this potion causes 14 (4d6) acid damage.
18	Violet flames rise from a clear liquid that only fills half of the dark glass container.	Contact with the liquid forces a DC 18 Constitution saving throw to avoid 25 (10d4) acid damage.
19	A blue, tar-like resin that smells acrid.	Magical contact poison. A sticky tar expands to cover the creature as it begins to harden. The target must make a DC 14 Strength saving throw or become petrified for 1 hour.
20	Silvery spikes inside a blood red solution.	Magical injury poison. Conjured needles force their way into the wounds. Make a DC 15 Constitution saving throw or take an additional 10 (4d4) piercing damage.
21	A chalky blue substance coats the inside of a crystal vial. Small bolts of lightning arc across its interior.	A creature that comes into contact with this potion immediately gains vulnerability to lightning damage for 2 (1d4) rounds.
22	A thin, rancid, clear liquid seems to not touch the inside of the vial.	Touching this potion makes gripping items extremely difficult. All attack rolls and skill checks to use equipment or tools are made with disadvantage for 24 hours.
23	Sharp green crystalline thorns in a clear liquid that smells of tilled earth when opened.	Magical contact poison. Make a DC 14 Constitution saving throw to prevent thorny vines from growing through your skin causing 19 (3d12) piercing damage.
24	A red liquid that snaps and pops on the tongue when consumed.	Ingesting this magical poison forces a DC 15 Constitution saving throw. On a failure, 2 (1d4) small explosions erupt in the creature's gut, each causing 7 (3d4) fire damage.
25	Ethereal screaming faces appearing and disappearing into dark clouds inside an orange liquid.	Contact with this potion forces a DC 14 Wisdom saving throw. On a failed save, the target becomes frightened for 1 minute. While frightened the creature must repeat the saving throw at the end of every round or also take 5 (2d4) psychic damage.
26	A bright yellow lotion that smells of lemons.	This potion forces a DC 15 Constitution saving throw to avoid 22 (5d8) necrotic damage. On a successful save, the target takes half damage.
27	Frost covers the lid and exterior of a vial of deep blue liquid.	You must make a DC 18 Constitution saving throw after coming into contact with this potion or become vulnerable to cold damage for 1 hour.
28	Bits of sweet and juicy pulp floating on top of a dark orange liquid that smells of cinnamon.	A creature that comes into contact with this potion must make a DC 16 Dexterity saving throw or become frozen in amber for 4 (1d4 + 2) days. <i>Dispel magic</i> (5th level) can release a trapped creature
29	Green spheres floating in a black liquid tethered by a shimmering line of energy.	For 1 minute after contact with this potion, the creature must make a DC 15 Strength saving throw or be pulled toward the nearest creature. It suffers 3 (1d6) bludgeoning damage for every 10 feet traveled.
30	Dark swirls of sickly purple energy waft through a thick green liquid.	Injury poison. Affected creature must make a DC 12 Constitution saving throw or take 9 (2d8) poison and 9 (2d8) necrotic damage.
31	Red sloshing liquid in a round decanter. Each time it's jostled or bumped, small bits of bone and a few teeth appear.	A creature that comes in contact with this potion must make a DC 16 Constitution saving throw. On a fail, they take 36 (8d8) acid damage and gain disadvantage on all Charisma checks.
32	Tendrils of purple and black oil swirl through an aquamarine liquid.	Drinking this potion forces a DC 18 Constitution saving throw. On a failed save, a creature loses darkvision. <i>Remove curse</i> ends the effect.
33	Rays of energy radiate from within a bottle shaped like an owlbear skull.	Coming into contact with this potion is like being hit with <i>prismatic spray</i> (DC 16).
34	A gray liquid that cascades down the sides of its vial like a small waterfall.	Magical injury poison. Make a DC 16 Wisdom saving throw. On a failed save, once over the course of the next 24 hours, the GM can choose to replace one of your d20 rolls with a 2.
35	A leering yellow skull bobbing inside a bottle of blue slime. The skull dissolves as the bottle is opened, turning into green ooze.	Contact with this potion forces a DC 15 Charisma saving throw. On a fail, you are affected by an illusion that makes you appear skeletal. Your Charisma score is reduced by 2. This effect can be dispelled.
36	A clump of writhing green weeds wriggling in a translucent blue solution.	Ingesting this potion forces a DC 14 Constitution saving throw. On a failed save, the affected creature can only breathe while underwater.
37	A lamprey-like worm floating in a clear liquid as if it drowned within.	Injury poison. Forces a DC 14 Constitution saving throw. On a fail, the target takes 3 (1d6) necrotic damage every round for 1 minute as it bleeds internally. Magical healing ends the effect.

1d100 Description	Effect
38 Looking into the yellow liquid of this potion one will see scenes from their past.	Contact poison. Make a DC 18 Wisdom saving throw or become incapacitated for 1 minute.
39 Red flashes of lightning streaking through a blue-black liquid.	Magical injury poison. Make a DC 14 Constitution saving throw or take 14 (4d6) lightning damage and gain vulnerability to lightning damage for 1 hour.
40 A clear, slightly viscous liquid that tastes like cucumber water.	Ingested poison. Forces a DC 12 Constitution saving throw. On a success take 1 level of exhaustion, on a fail take 4.
41 A square bottle holding melted glacial water.	Consuming this potion makes you vulnerable to cold damage for 24 hours.
42 Three small eyeballs floating inside a bubbling green liquid.	Coming into contact with this potion forces a DC 14 Constitution saving throw. On a failed save, you automatically fail Wisdom (Perception) checks that rely on sight and have disadvantage on attack rolls for the next hour.
43 A cloudy blue liquid containing a single storm cloud.	Drinking this potion makes you vulnerable to lightning and thunder damage for 24 hours.
44 An opaque black bottle containing silvery wisps of fog.	For 3 (1d6) hours after drinking this potion, you emit a <i>fog cloud</i> in a 5-foot radius. The mist moves with you.
45 A deep blue liquid, laced with streaks of teal oil, swirling around a spiral shaped bottle.	Magical injury poison. Make a DC 17 Strength saving throw. On a fail, inky black tentacles writhe from the wounds doing 7 (2d6) bludgeoning and 7 (2d6) acid damage. It is restrained for 1 minute.
46 A jagged shark tooth floating in a clear gray liquid.	A creature who drinks this potion makes all Strength (Athletics) checks related to swimming at disadvantage.
47 A toadstool with a bright red and white spotted cap in a jelly that smells of nutmeg.	Ingested poison. Forces a DC 20 Constitution saving throw. On a failure, the creature drops to 0 hit points but is stable.
48 A galaxy of stars and bright purple and orange dust suspended in a jet black liquid.	You cast the <i>divination</i> spell. After it is cast, make a DC 14 Wisdom saving throw or take 17 (5d6) psychic damage.
49 Glowing red runes drifting through a deep red potion.	Immediately after drinking this potion you lose the ability to speak all languages. This effect lasts for 24 hours.
50 A chunk of kraken tentacle in a clear liquid. The vial vibrates when held.	Contact with this potion turns a creature into a writhing tentacle for 4 (1d8) rounds. They take no actions and cannot move.
51 Flakes of pure gold shimmering in an otherwise dark fluid.	Upon drinking this potion, you must make a DC 14 Intelligence saving throw. On a failure, you become permanently frightened of gold. <i>Remove curse</i> ends the effect.
52 A blue decanter, sealed with bright red wax stamped with a rearing dragon, appears empty but sloshes as if filled with liquid.	Magical injury poison. The affected creature is subjected to the spell <i>phantasmal killer</i> (DC 17). If affected, they feel a mighty dragon is trying to kill them.
53 A flask full of glittering green powder that turns to a liquid as it leaves the container.	Contact with this potion affects the creature as if by <i>faerie fire</i> , but the duration is 2 (1d4) hours.
54 Midnight blue solution in an intricate glass vial, inlaid with silver and stoppered with a deep purple gem.	Drinking this potion causes the creature to believe they are in pitch black darkness. The effect lasts for 24 hours. A successful DC 15 Intelligence saving throw will suppress the effect for 3 (1d6) rounds.
55 The tip of a unicorn's horn in a yellow oil that smells like sulfur and feet.	Upon opening this potion it creates the effect of the spell <i>stinking cloud</i> that moves with the bottle.
56 A shimmering gold liquid that clinks like a full coin purse when jostled.	After consuming this potion you are unable to see money. <i>Remove curse</i> ends the effect.
57 Chunks of fresh red berries in a syrupy red solution with a cloying aftertaste.	This potion initially heals you for 7 (2d6) hit points. After the healing is applied, you must make a DC 17 Wisdom saving throw or take 28 (8d6) psychic damage.
58 A miniature brain inside a jar of purple liqueur. The brain seems...alive.	Drinking this potion affects a creature like the spell <i>feeblemind</i> (spell save DC 15).
59 A red stellated dodecahedron crystal in an effervescent amber liquid.	Magical injury poison. Creature must make a DC 16 Dexterity saving throw or become trapped in a sphere of force as per the <i>wall of force</i> spell.
60 A chicken egg in a gray-green solution inside an ovoid decanter. The squawking of angry chickens emanates from within.	One hundred illusory chickens swarm over the creature who touched the potion. The creature must make a DC 16 Wisdom saving throw or become frightened for 24 hours and take 20 (8d4) piercing damage.
61 A milky white potion concealing the teeth of several different creatures.	The creature that drinks this potion immediately becomes vulnerable to piercing damage for 24 hours.

62	A black rosebud suspended in an off-white translucent solution. The container is cold to the touch.	Magical ingested poison. Make a DC 14 Constitution saving throw or take 17 (5d6) necrotic damage. If you take more than 14 points of damage, you become frozen in a block of ice.
63	A lock of black hair, bound in golden thread, bobbing in a gray-blue cloudy potion.	Magical injury poison. Make a DC 13 Wisdom saving throw or become highly suggestible, as if under the effects of <i>dominate person</i> .
64	A glob of bright green spider venom suspended in a purple-black mist.	Contact poison. Make a DC 18 Constitution saving throw or take 27 (5d10) poison damage and gain the poisoned condition. Half damage and no poisoned condition on a success.
65	Blobs of angry red oil in a cloudy yellow solution contained in a flask.	Any creature that drinks this potion immediately becomes the focal point of a <i>grease</i> spell (DC 14). The area of effect is centered on the affected creature and follows them.
66	Shimmering mermaid scales, small amounts of blood and tissue still clinging to them, in a cloudy blue liquid.	A creature that drinks this potion immediately gains a swim speed of 20 feet and is able to breathe underwater. However, the first time they submerge themselves, they will take 21 (6d6) necrotic damage.
67	A single black dragon claw in a dark gray liquid in a bell-shaped jar.	Drinking this potion will initially boost the drinker's bravery. They become immune to the frightened condition but soon dip into paranoia. After 8 hours, they gain a form of long term madness, at GM discretion.
68	Fluorescent purple liquid in a rectangular bottle marked with five X's.	Injury poison. Make a DC 17 Constitution saving throw or take 17 (5d6) poison damage and 17 (5d6) necrotic damage. Half damage on a success.
69	A tan, opaque liquid slowly bubbles, as if boiling, in an earthen clay jar.	Drinking this potion makes the creature a beacon for an enraged earth elemental . It appears after one round and attacks anything in sight.
70	Mist rises from a bottle made of glacial blue ice. The cold clear liquid inside smells of mint and honey.	The creature that drinks this potion immediately becomes vulnerable to fire damage. In addition, if they are in ambient temperatures of 35 degrees or higher, they take 7 (2d6) fire damage per minute.
71	A vibrant orange solution in an angular bottle that is partly glass and partly granite.	This potion makes a creature immune to petrification and reverses the condition on a petrified creature. However, drinking the potion causes 14 (4d6) radiant damage.
72	Dark liqueur surrounding a glowing crystal the shape of a crescent moon, which disappears when the bottle is opened.	Drinking this potion grants a creature 30 feet of darkvision, however, they also are affected by sunlight sensitivity. <i>Remove curse</i> ends the effect.
73	A skeletal snake coils around a dusty blue bottle of black liquid. Inside the solution, motes of red light flare and die.	Contact with this potion permanently polymorphs you into a giant constrictor snake . <i>Remove curse</i> ends the effect.
74	Dark brown beans floating and wiggling through a thin green solution.	Drinking this potion causes beans to sprout in your belly. Make a DC 15 Constitution saving throw, taking 28 (8d6) piercing damage on a failed save as they burst out of your stomach. If this damage kills you, a treant rises from your corpse.
75	A clear liquid inside an ornate spritz bottle. When sprayed, it creates a black vapor.	This potion creates a cloud of jet black gas in a 20-foot radius. Anyone in the area must make a DC 13 Constitution saving throw or take 14 (4d6) necrotic damage.
76	An intricate brass cylinder hiding a reservoir of aquamarine liquid. A small button on one end deploys a needle to inject it.	Injury poison. Forces a DC 15 Constitution saving throw. On a failed save, the creature takes 3 (1d6) poison damage and 10 (3d6) fire damage and takes 3 (1d6) fire damage at the start of each of their turns for 1 minute.
77	A glowing silver arrow suspended in lavender fluid in a small crystal vial.	After being exposed to this potion, a creature makes all ranged attacks at disadvantage for 24 hours.
78	Red bubbles rise to the surface of a magenta liquid, releasing yellow mist as they burst.	The creature who drinks this potion must make a DC 15 Constitution saving throw. On a failure, healing spells and potions deliver necrotic damage instead.
79	A large iron key rattles inside a bottle of rust-hued liquid.	Magical inhaled poison. A creature affected must make a DC 18 Wisdom saving throw or become frightened of doorways for 24 hours.
80	Fluorescent green fluid in a donut-shaped vial.	Contact with this potion will enclose the creature in a ring of green fire from which a green gas wafts. Acts like the spell <i>wall of fire</i> but the damage is half fire, half poison, and the hot side is facing them.
81	Pink light swirls inside a spherical decanter. Its color changes from pink to green to amber then back to pink.	A creature who drinks this potion will be affected by the spell <i>longstrider</i> ; however, each turn they must make a DC 14 Wisdom saving throw. On a fail, they must use their action to move.
82	Black flower petals tinged with red swirl in a clear solution streaked with liquid silver.	A creature who comes into contact with this magical poison is affected by the <i>slow</i> spell (spell save DC 18).

1d100 Description**Effect**

83	A thick gray liquid fills a crystal vial shaped like a fanged human skull	Touching the liquid will subject the creature to the <i>blight</i> spell (DC 14). Pouring the liquid on a plant-based lifeform doubles its efficacy.
84	A purple crystal dragon figurine rests at the bottom of a bubbling bright blue glowing solution.	A creature that drinks this potion takes 17 (7d4) force damage then becomes immune to force damage for the next 4 (1d8) hours.
85	Dark black tentacles writhe in a red liquid.	Magical contact poison. Make a DC 16 Wisdom saving throw or take 16 (3d10) bludgeoning damage and become restrained by phantom tentacles (escape DC 16).
86	A pealing laugh accompanies the uncorking of the vial. Vibrant purple berries in a green solution contained in a hollowed out tree branch stoppered with fragrant beeswax.	Drinking this potion is like eating 10 <i>goodberries</i> . However, as soon as the healing is applied the creature must make a DC 13 Wisdom saving throw or become incapacitated for 3 (1d6) hours.
87	A single large yellow eye with a vertical pupil that opens and closes inside a blue liquid.	This potion grants the drinker <i>true sight</i> for 24 hours. Every time a magical effect is revealed by <i>true sight</i> during this period the creature will take 12 (5d4) psychic damage.
88	A white mist roils inside a cylindrical vial fused to a mummified hand.	Drinking this potion grants permanent resistance to necrotic damage. However, all undead creatures will have advantage on attacks against the affected creature and deal double damage.
89	A corked bottle that holds a small iron door. When opened, the door opens and a blood-red ooze pours out.	A creature that drinks this potion is immune to any spell that would teleport them. <i>Remove curse</i> ends the effect.
90	A human heart beating in a golden goo. When the bottle is opened, the heart decays into dust that turns the goo black.	Regain 18 (4d8) hit points; however, one of your allies will immediately take necrotic damage in the amount that was healed.
91	An amber oil floating on the top of a thick yellow solution in a bottle that sizzles.	Magical injury poison. Make a DC 17 Constitution saving throw or gain vulnerability to fire for 1 minute and immediately take 10 (3d6) fire damage.
92	A small vial of black liquid floating inside a large vial of neon green liquid.	Gain a small amount of prescience. You gain advantage on initiative rolls and cannot be surprised for 24 hours. However, after each time you roll for initiative, you take a level of exhaustion.
93	A deep blue effervescent liquid bubbling in a teardrop-shaped vial gripped in the teeth of a hydra statue's five mouths.	You take 13 (3d8) poison damage and gain the poisoned condition. However, you will regain 1 hit point per round for the next 2 (1d4) minutes.
94	Acrid mist rising from the surface of a dark green potion contained in a vial made of dark glass fused with a human thigh bone.	Injury poison. Make a DC 14 Constitution saving throw or take 17 (5d6) poison damage and gain the poisoned condition. While poisoned in this way, you are paralyzed.
95	A smoking tallow candle sealing the mouth of a glass globe that holds a green jellyfish in a yellow solution.	You can only benefit from light you create or carry in one hand. Otherwise the world is shrouded in darkness for you. <i>Remove curse</i> ends the effect.
96	Several thin strips of parchment, each inscribed with dark black jagged runes, floating inside a blood red infusion.	Take possession of three random spell scrolls that materialize at your feet. However, you will also take 2 (1d4) necrotic damage per spell level of those scrolls. Refer to the scroll generators on pg. 153.
97	A teal liquid bubbling inside a three-necked flask that hums a discordant tone when opened.	Magical injury poison. Make a DC 13 Constitution saving throw or take 14 (4d6) poison damage. The creature that attacked with the poison must also make the save or take the same amount of damage.
98	A neon blue liquid inside of a pear-shaped flask. Whispering voices can be heard inside when it is opened.	Gain the ability to cast the spell <i>detect thoughts</i> at will for 24 hours. However, every time the spell is activated the caster takes 12 (5d4) psychic damage.
99	A dark brown infusion in a round flask stoppered with a metal statue shaped like a skeletal knight.	Make a DC 17 Dexterity saving throw or watch as their armor and weapons, magical or not, start to rust. You suffer a -1 penalty to AC, to hit and to damage rolls until dispelled.
100	The jawbone of a basilisk floats in a large bottle of thick black tar.	A creature that touches this magical poison is immediately petrified. They can attempt a DC 15 Constitution saving throw at the end of each of their turns, ending the condition on a success.

MIXED POTION INTERACTIONS

Every so often, players go overboard with the number of potions they consume, attempting to buff themselves to near godhood with every elixir they have been hoarding in their **bag of holding** since the beginning of the campaign. The unpredictable and sometimes volatile ingredients used to make potions do not play well with one another. The results of mixing several (or even just two) potions could be disastrous.

MIXED POTION INTERACTIONS

1d20

The mixture of these potions is lethal. Make a DC 16

- 1 Constitution saving throw or drop to 0 hit points.
Death saving throws are made with disadvantage.

- 2 No potions work. No other adverse effects.

Potion effects are successful, but their duration

- 3 becomes unpredictable. Roll 1d6: on a 1-3, the duration of each effect is halved; 4-6, the duration of each effect is doubled.

The potion effects occur but cause a mutation in

- 4 you. Roll on the Strange Mutations table on pg. 200. The effect can only be removed by *greater restoration* or *wish*, at GM discretion.

- 5 Only one of the potions works, the other has no effect. Flip a coin to see which one takes effect.

Both potions take effect, however, the

- 6 concentration of magic and alchemical components creates an unstable vortex of magic. Roll on the Magical Hazards table on pg. 145.

The potions transform into a voracious acidic

- 7 compound upon mixing. You suffer 18 (4d8) acid damage and 18 (4d8) necrotic damage as your insides begin to melt. Potions are ineffective.

Mixing the two potions together creates a terrible

- 8 poison of the GM's choice. Alternatively, roll on the Detrimental Potions & Poisons table on pg. 162. The potions' original effects do not occur.

The potions cause an arcane seizure. You become

- 9 stunned for 5 (1d10) minutes. A successful DC 14 Constitution saving throw reduces the condition to incapacitated.

- 10 The mixture becomes a potion of poison. The various potions' original effects are rendered inert.

A hex befalls you. The potions still have their intended effect; however, you must make a DC 18 Wisdom Saving throw. On a failure, you are subjected

- 11 to one effect of the *eyebite* spell at random that lasts for 1 minute and cannot be interrupted. On a success, you are affected instead by one random effect of the *bestow curse* spell.

- 12 The potions work normally.

The potions explode in a concussive blast. You and

- 13 every creature within 20 feet must make a DC 16 Constitution saving throw or take 16 (3d10) force damage and be knocked prone.

Both potions take effect, however, strange combinations of alchemical elixirs cure and damage at the same time. You gain 9 (2d8) temporary hit points, however, your hit point maximum is reduced by the same number until the end of your next long rest.

The chemical reaction is so violent you spontaneously combust. You and every creature within 10 feet of you will take 10 (3d6) fire damage.

- 14 Additionally, you will take this damage every round as this magical fire burns you from the inside out. A DC 19 Constitution saving throw will end the effect, as will *dispel magic*. No potions take effect.

Consuming this potion makes you violently ill. No potions take effect and for the next minute, you begin to retch and vomit, during which time you are completely incapacitated. At the beginning of each round, you can make a DC 17 Constitution saving throw, suppressing nausea for that round.

- 15 The potions are effective but also combine to create a powerful hallucinogen. Roll on the Hallucinations table on pg. 225.

The combination of potions consumed quickly begins to sap the nutrients and vitality from your person. You take 3 (1d6) levels of exhaustion.

- 16 A successful DC 12 Constitution saving throw reduces the number rolled by 1 (minimum of 1).

The unpredictable mixture of alchemical formulas throws you into a terrible rage and debilitating paranoia for 1 minute. None of the original potion effects occurs, and you instead believe everyone and everything is out to kill you, including things

- 17 that are not there. Every round you will attack or cast a cantrip into a random space within 5 feet. Successful melee attacks benefit from a +2 to damage. At the end of every round, you can make a DC 18 Wisdom saving throw, ending the effect with a success.

One of the potion's effects becomes permanent unless dispelled, at GM discretion.

GM NOTE: BACK TO THE VARIANT RULES DISCUSSION

For most tables, adverse effects from mixing potions is a house rule or a variant rule. If you are going to institute this at your table as more than just a single instance, it would behoove you to have the conversation with your players or introduce it as a concept the first time they mix two potion types together in a situation where the stakes are somewhat low (as opposed to when the BBEG starts his monologue).

ITEMS WITH PERSONALITY

Whether artifact of legend or a *true polymorphed* blacksmith who pissed off the wrong wizard and is now a dull blade, some items have a personality of their own. Some are good, some are evil and some just want to be cleaned every now and again. All try to influence the world around them in one way or another, specifically by leveraging the power of the individual who wields them. To build out a personality, first choose whether the item is good or evil, then roll 1d20 on the appropriate table.

GOOD SENTIENT MAGIC ITEM PERSONALITIES

1d20

- 1 This item tends to be moody and taciturn, but it fiercely desires to protect life and restore the beauty of the world. It often speaks of being tormented by malevolent spirits.
- 2 Dedicated to doing works of charity, this item constantly encourages its wielder to give to the less fortunate and assist those in need. It is very curious about the wide world, but very very blunt.
- 3 Cavalier and daring, this item encourages and celebrates acts of courage and self-sacrifice. It's also cocky, believing it and its wielder are invincible. It has a soft spot for children or dogs in need.
- 4 This item is patient and kind. It has arcane and religious knowledge, which it readily shares. It will go to great lengths to encourage people to protect and retrieve lost knowledge.
- 5 This item was once evil, but was redeemed through divine intervention. It now has a soft spot for lost causes and believes everyone deserves a second chance. It lauds the power of grace and forgiveness.
- 6 Extremely fascinated with the natural world, this item will do anything to protect wild places. It also possesses secret forbidden knowledge. Shhhhhh.
- 7 Confident and charismatic, this item won't rest until it has fully eradicated evil. It has a habit of telling the same (action-packed! riveting!) stories over and over and over again.
- 8 Direct and stubborn, this item is stuck in its ways and views. Despises dishonesty and underhandedness. Slow to anger. When it observes oppression, it lashes out in barely controlled fury.
- 9 This item is jovial and good-hearted. It wishes all to be in a position to enjoy the simple pleasures of life, encouraging its wielder to be giving and generous of both spirit and possessions.
- 10 This item is strategic and calculating, determined to make a difference by changing the odds in its favor through cunning and cleverness. It despises those that control through fear or manipulation and will seek to unseat and humiliate them in any way it can.

- 11 Protective of all those it considers weaker, this item encourages honor and integrity. It will not break a promise or oath for any reason. It believes all should be free to choose their own faith as long as they don't hurt others.
- 12 Respects all life, even that of its enemies. Counsels mercy and cannot abide those that kill or enslave. Among the realm's most powerful items, it's also a pacifist.
- 13 This item believes in the balance of all things and aspires to oppose anyone or anything that would upset that balance. Values creativity and structure. Welcomes community but still feels apart from it. Charming, but introverted. Possesses great wisdom, but is sometimes reluctant to share it. It's a Libra.
- 14 Secretive and enigmatic, this item hints at a long history and existence. Valuing arcane power and knowledge, it has a deep hatred for those that use magic for evil or personal gain. It continually encourages self-discovery through service.
- 15 This item is calm and collected, approaching everything with stoic resolve and a will that is stronger than bedrock. Believes unyielding faith in oneself is the only way to conquer evil and drive those who serve it from the face of the world.
- 16 This item's sentience is friendly and garrulous, but not particularly knowledgeable about more complex subjects. Believing any obstacle can be overcome with teamwork, it laughs in the face of danger when those it considers companions are at its side.
- 17 Often melancholy, this item holds to the blind ideal that people will choose to be kind and giving. It feels constant disappointment when the world fails to operate this way. It marches forth with dogged determination to bring this vision of society to fruition and demands the same of its wielder.
- 18 This item often speaks in allegory, rhyme and riddle, jovially accepting most will not understand its meaning and truly celebrating when its wisdom is understood. It's on a quest for true enlightenment and wishes to bring everyone along with it.
- 19 This item knows the only way to deal with the practice of evil deeds is through brutality and destruction. It believes second chances are for fools and preaches that some crimes cannot be forgiven. Brusque and to the point, its presence can be intimidating. It's not good at parties.
- 20 This item believes in a responsibility to fairness and justice. Not prone to whimsy, it holds to the ideal that the strong should protect the weak. It encourages the practice of redemption through hard work and sacrifice.

EVIL SENTIENT MAGIC ITEM PERSONALITIES

1d20

- 1 This item is greedy beyond measure. It desires wealth and gold and anything else of material value and will encourage its wielder to take from those who are weak by any means necessary.
- 2 Cursed and haunted, this item is on the verge of true madness. Brash and impulsive, it embraces self-destructive nihilism, encouraging its wielder to do the same, hoping it might be destroyed.
- 3 This item desires dominion over all living things. It will use its forceful will and charismatic personality to draw people to it only to crush them under the iron fist of its desire for control. Life means nothing. All that matters is subservience to its desires.
- 4 Quiet and secretive, though it hints at a tragic past, this item's desire for revenge and retribution for perceived wrongs encompasses all it encounters, each new person it meets being wrapped into its delusion of persecution. It drives its wielder toward wanton murder and destruction.
- 5 Hot-tempered and volatile, this item resorts to violence and rage to overcome any obstacle or opposition. It constantly tries to convince its wielder that the violent response is the best course of action and does not care who gets hurt along the way.
- 6 Enthusiastic and hedonistic, this item preaches giving up responsibility and giving in to personal pleasure and fulfillment. Its direction is to take and use until there is no further benefit to be gained. It discards, permanently and fatally, things that no longer serve its purpose.
- 7 This item never speaks in more than a whisper but inspires envy and jealousy with every hushed utterance. It desires to destroy anything that makes it feel inferior and it influences its wielder to do the same.
- 8 Shrewd and calculating, this sentience tries to convince its wielder everyone is out to get it. Inspiring murderous paranoia in every word and well-placed phrase, it wants nothing more than to watch the person who carries it destroy themselves and everyone around them.
- 9 This item is brave to the point of stupidity. It is convinced it is invincible and tries to inspire the same in its wielder. It will risk anyone and anything to prove its ability and courage and as long as it survives it will consider that a success, regardless of who else may perish.
- 10 Cold and unfeeling, this item easily turns a blind eye to the desperate and the destitute. It wants nothing more than its own luxury and believes everyone else has been put there to serve it. This thought process extends to its wielder, though it tries to convince them otherwise.
- 11 Anarchic and chaotic, this item wants to bring change for the sake of something new! Easily bored and fickle, it sows chaos, disorder, distrust and violence in its wake simply for the lulz.
- 12 Loud, boisterous and insulting, this item is also easily offended. It demands satisfaction, usually in the form of bloodshed, for any perceived slight against it. It slowly tries to infect the mind of its wielder with the same hair trigger. It craves blood and humiliation.
- 13 This item is obsessed with a person long dead or who never existed. Its every thought turns to bringing that person back and it will stop at nothing to achieve that goal. Murder, blackmail, dark magic, intimidation and deceit are its tools and its madness is infectious.
- 14 Terrified of missing out on important events in the world around it and driven by an insatiable curiosity, this item neither craves nor needs sleep or nourishment and drives its wielder toward that same fervor. The desolation of deprivation and neglect of oneself is an added bonus to its constant need to experience.
- 15 This item is obsessed with oblivion and the end of all things. Its sole goal is to destroy and desecrate all of creation. It derives pure joy from murder and mayhem. It feeds this same need into the unfortunate soul who wields it.
- 16 This item demands suffering and pain and loves to inflict both in equal measure. The more personal the torture it can concoct, the more it finds bliss in its execution. It adores life, but only because life brings pain, and causing pain brings it extreme satisfaction.
- 17 Arrogant and self-absorbed, this item truly believes it is the best. It attempts to lord its self-assured superiority over everyone it comes in contact with. Ruthless and cruel, this item delights in the despair of others and will advocate for the course of action that causes the most psychological pain. It will focus on those closest to any it has determined to be an enemy, destroying everything they hold dear.
- 18 Vain and aloof, this item sees the only possible future as one where it is the focus. In the past, it has spawned cults and fanatic worshipers, inspiring whole legions to sacrifice themselves in its name.
- 19 Horrific and demented, this item is the combination of the animus of several demonic entities. It desires the burning of the world and resurrection of all life in its image to serve its whims.
- 20

PERSONALITIES IN ITEMS

One specific kind of magical item, not sentient in itself but containing a sentient being, is the magical prison. Some items contain the souls of long-dead individuals (as in the case of the *ring of mind shielding*), while others hold creatures locked in a magical prison (the *mirror of life trapping*, for example, can hold up to 12 individuals). To determine who an item contains, first decide if they are dead or alive, then roll 1d20 on the appropriate Object Occupants table.

OBJECT OCCUPANTS (DEAD)

1d20

- Countess Erilian Amplebelly** is a halfling female who is gluttonous and greedy. Preoccupied with food but well-versed in matters of diplomacy. She died from a heart attack after her birthday feast.
- Deceit** is a tiefling sorcerer who draws on the power of his fiendish bloodline. Underhanded and enigmatic, he encourages trickery and deception in all dealings. He was slain by his dad (a demon).
- Braeanaria Glitterhelm** is a legendary dwarven armorer who disappeared almost 100 years ago.
- 3 Patient but demanding, she knows heaps about martial combat. She fell into the depths of a mountain after an earthquake caused a collapse.
- Warnock Surestride** is a successful thief who made it a point to only steal from those who wouldn't miss it to give to those in need. Jovial and kind, he likes practical jokes. He was slain by a magical trap.
- Cillian Marshfoot** is an elven wizard who specialized in alchemy. Inquisitive but overreaching and overconfident in his own abilities, he died in a laboratory accident.
- Dreggin Ironborn** is an arrogant dwarven warrior who claims to have slain an ancient black dragon single-handedly. He is, mostly, full of it, and was slain by the very dragon he claims to have killed.
- Shamistali Astaranith** is an accomplished scholar who authored treatises on planar travel and intersection. Shamistali rarely speaks, but when she does, it should be considered a dire warning. Killed during an incursion of the shadow plane.
- Lorogan Salat** is a wealthy merchant and vintner, making their fortune in alcohols and wines. They are excellent at business and offering advice, wanted or unwanted, on the subjects. Killed on the road making a shipment of fine wines.
- The dwarven queen **Lessailwyn Stonerender** died in a dragon attack on her once-mighty hold.
- 9 She is bitter and angry and demands any who can hear her seek revenge on Fradantmorax the Brazenbreath.
- Polin "Glittersong" Hrentagil** was a lackluster alchemist, despite his protestations to the contrary. He died when he accidentally wrote a formula backward and turned himself into gold.

Ratgut the Infamous is a mad goblin warlord.

His "army" numbered less than 12 but they were all as crazy as he was. Convinced he was on a holy mission from the goddess Garkmorah, he lost his head in an ill-fated attack on a tribe of **ogres**.

Saralynn Thrushmore is an apprentice wizard.

Curious and kindhearted, she will assist in any way she can and she is especially knowledgeable about the underground realms. She was murdered by her mentor in a fell ritual to bind a demon.

The blue dragonborn **Vorlin Temptus** is the captain of the pirate hunting vessel, Stormwing's Justice. Noble, honorable and charismatic, he has a great store of knowledge of the world's seas and the mechanics of sailing and navigating. He was pulled to the depths by a giant octopus.

Kurthoren the Lizardfolk King is an elitist, violent xenophobe. This former king will scoff at and belittle anyone who is not lizardfolk. He was assassinated by his better-looking cousin.

Bruno the Spearwolf is a human paladin of light and justice. Ruthless in battle and cunning in his tactics, Bruno wielded a magic spear touched by the gods. Merciless and humorless, his troops feared him more than they respected him. Slain in single combat by an aged lich who still seeks his soul.

Elorynn of the Sunset Glades is an elven sell-sword without equal. She fought for the weak and the downtrodden. As giving in spirit as she was ferocious in battle. A fiery spirit full of passion and lust for life. Her body slowly withered to dust after being cursed by a demon lord.

Petrogan Rosenfellow was a joyful master chef, adventurer and innkeeper. As a halfling, he derives great joy from hearing the stories of others. He loves music and telling stories through song. He died peacefully of old age.

Arake the Timid is a kobold scout who was enslaved by a dragon cult and made to scout dangerous lands because he was expendable. He trusts no one, and his pleas to flee are grating. He was eaten by the progeny of a white dragon.

Xirris Ulaname is a prolific half-elf healer and devoted servant of the god/goddess of healing and life. Benevolent and loving, her constant encouragement is a great boon to those she can connect with. She encourages devotion to charitable causes. She is not sure how she died (she was poisoned by a jealous rival priest).

Brymae the Steadfast is a half-orc druid. Devoted to the green spaces in urban settings, she taught farming and husbandry to any who would learn.

20 An empathetic healer and a frenzied warrior in one rock solid package. She was cursed to turn into a tree by a trickster god and was later cut down and turned into a lovely split rail fence.

OBJECT OCCUPANTS (LIVING)

1d20

- 1 **Kherkeec** is a female birdfolk druid who seems to have an anecdote about everything. She has an opinion on just about every subject and is blindly devoted to her large family that lives very far away.
- 2 **Breenbris "Nimblefinger" Nackle** is a gnome inventor, constantly fidgeting and tinkering with small clockwork creations. Breenbris is horribly curious, which is why he's trapped.
- 3 **Ragmar** is a taciturn **minotaur** who is very dim and has an explosive temper. Because of his general lack of understanding he takes just about everything as a personal insult.
- 4 **Percy Strongfellow** is a charismatic and disarming halfling bard. Despite his outward charm, Percy is out for himself and refuses to settle for less than the very best in everything.
- 5 **Meleara Amano** is a dwarven woman who conceals a dangerous secret. A prolific scholar and author, she stumbled on a bit of esoteric lore that made her a target of the celestial and fiendish alike.
- 6 **Garrulous and expressive, the motherly halfling merchant Theravyre Rosebloom** is the embodiment of kindness. She takes everyone under her wing and tries to care for them.
- 7 **Reynmaeryn Cavehollow** is a transmutation wizard with papers suggesting she's descended from a noble bloodline. Reynmaeryn scoffs at any idea that is not her own.
- 8 **Tralo Faerynthia** is a fire elementalkin and a complete sociopath. Quiet and reserved, his golden, unblinking gaze is as unsettling as his breath.
- 9 **Thordrill Silverhammer** is a world renowned dwarven metalsmith. He has forgotten more about working metal than most people know, but he is humble and down to earth in his approach to everything and loves to share his knowledge.
- 10 **Muzakur the Bloody-Handed**, a half-orc warrior, is nothing but a bully. Brash and loud, dishonest and self-centered, they fold under pressure.
- 11 **Orlok of the Ebon Blade** is a legendary hobgoblin warrior, now aged and full of wisdom. His hair, braided and banded in a warrior's top knot, is gray with age. He walks with a dancer's grace and moves like a deadly hunter. He views killing as a last resort.
- 12 **Remus Nerlamos** is a tiefling warlock dedicated to an archfiend. Whiny and cowardly, he will betray the party the first chance he can.
- 13 **Steady Shellborn**, a femme turtlekin, is patient and careful. She loves to ponder deep questions and debate everything. Slow to come to a decision, but when she does, she acts wholeheartedly without reservation.

Gorg Horsemauler is a massive specimen of an ogre, however, his haunted eyes, nervous twitches and scar-covered frame speak to a life of torture and brutality. Gorg is mute and an observant person will see his tongue has been cut out. He backs away from conflict and avoids physical contact.

- 14 **Skalar the Blunt** is a tall and lithe female stone giant. Skalar is friendly with those who earn her trust and respect, but it takes a lot to gain either. She values honesty and forthrightness to a fault. She despises a liar or an oathbreaker, but will stand with her allies to the death.

- 15 **Minzin Valorex** is a quiet and introverted dragonborn sorceress. She is incredibly curious by nature but very shy if discussing her abilities or magical theory as she doesn't wield either with confidence. Her captivity has led to her falling into depression and despondency.

- 16 **Igirund of the Striking Mongrels** is a runty gnoll. He is completely feral, vicious and bloodthirsty. The gaping hole where his left eye used to be just adds to the intimidating nature of his bestial visage. He will attack anything that moves.

- 17 **Harcourt Breen** is a haunted man. A former assassin whose mind was broken when he was forced to kill a young woman who was in the wrong place at the wrong time, his sunken eyes and pinched face undercut the confidence he projects.

- 18 **Jahira the Deranged** is a spirit naga who has been driven completely mad by her two-century-long imprisonment in the mirror. Her yellow eyes burn with a pure, hate-filled rage. She has patches of missing scales where she has attacked herself and will attack her own reflection if presented with it.

- 19 **Derema Carcelion** is a drow scout from the depths of the underground spaces. Caught unawares, she was trapped; however, her calculating mind and obsessive desire to escape drive her ever onward. She will fight alongside those who help her to freedom, but fully intends untimely betrayal.

GM NOTE: MUNDANE PRISONERS

Adventuring parties have a habit of ending up in prisons, jails or other holding cells. This table could easily be used to quickly populate the confines with potential allies or enemies while they serve their time.

TELEPORTATION GONE WRONG

Teleportation is a dangerous business. Deconstructing yourself at the atomic level and magically hurtling miles away sounds like a recipe for disaster—and it can be. When it works, it's great—you'll never need to barter for a mount again. When it doesn't work, things can go catastrophically wrong. The spell details what happens if things go awry and a mishap occurs, but straight damage—especially at the level the characters are going to be when they are making use of this ability—doesn't feel punitive enough. If you want to add somewhat higher stakes when teleportation goes awry, impose a result on the Teleportation Mishaps table. The description of each effect is outlined after the table.

TELEPORTATION MISHAPS

1d20

1	Close But No Cigar
2	Sentience Switcheroo
3	It Wasn't Like That Before
4	Untimely Transmogrification
5	Tavern in the Mist
6	Shunted Out of Sight
7	Too Close for Comfort
8	Sense Subtraction
9	A Tear in Space and Time
10	An Elemental Excursion
11	The Other Other Us
12	Must I Argue With Myself?
13	Realm of Eldritch Horror
14	Karmic Infusion
15	Warping Exposure
16	Turning the Clock
17	Celestial Guardian
18	Touch of Darkness
19	Cellular Agitation
20	Peer Through Time

CLOSE BUT NO CIGAR

Each creature who was affected by the *teleport* spell takes 16 (3d10) force damage. The party arrives at their intended destination, they're just 250 feet in the air above it. If this result would cause them to arrive inside a solid object they take an additional 16 (3d10) force damage and are shunted to the closest space that they can occupy. They then take fall damage as normal.

SENTIENCE SWITCHEROO

In addition to the mishap effects listed in the spell, each member of the party will find that their consciousness has been switched with that of one of their allies. Their bodies have arrived, but their minds have become jumbled with one another. Have your players make a DC

25 Wisdom saving throw. On a failure, they must switch character sheets with another player who also failed the save so they are not using their own as their personality inhabits a different body. This effect lasts for 13 (2d12) hours and can only be reversed using the *wish* spell. In the event only one player fails this save, have them state the opposites of the major aspects of their character sheet (alignment, personality traits, ideal, bond, flaw)—the opposites are their new iterations of each. The duration and cure for this shift in nature still apply.

GM NOTE: PLAYER AGENCY

This can be a very fun effect that will put your players in a unique position, however, it is one of those situations that doesn't work unless everyone is on board. Make sure you take your players, their habits and their desires into account if this option comes up.

IT WASN'T LIKE THAT BEFORE

In addition to the mishap effects listed in the spell, something was left behind during transit. Have 2 (1d4) random characters make a DC 18 Constitution saving throw or lose a limb in transit. Have each affected character roll a d4:

- On a 1-2, they lose an arm and are at disadvantage on all Strength saves and ability checks, Dexterity (Sleight of Hand) checks and any attack that requires two hands. Ranged and magical attacks featuring somatic components are also at disadvantage.
- On a 3-4, they lose a leg. All terrain is considered difficult terrain and they have disadvantage on Dexterity saving throws, ability checks and Strength (Athletics) checks.
- This effect lasts for 13 (2d12) hours, at which point the limb pops back into its rightful place. This effect can be removed earlier by using *heal*, *regenerate*, *wish* or another means of stabilization at GM discretion.

UNTIMELY TRANSMOGRIFICATION

In addition to the mishap effects listed in the spell description, each creature who was teleported must make a DC 18 Constitution saving throw or change race for 2 (1d4) days. Each creature who fails will roll for the duration of the effect and then roll on the Ancestry tables located on pg. 35 to randomly determine the nature of their change. The creature will replace their current physical traits with those of the new race. Ability score bonus and any feats granted by the creature's original race are unaffected. At the end of each day, an affected creature can repeat the saving throw, ending the effect with a successful save. The effect can also be reversed using *dispel magic* cast against a 7th-level spell, *greater restoration* or *wish*.

TAVERN IN THE MIST

The party finds themselves standing in front of a comfortable and inviting tavern named the Tavern at the End of the World. They find a welcoming common room serving only the best foods and drinks. The proprietor, a matronly elven woman named Elowith Threelaves, does everything within her power to provide the party with anything they could want or need. If the party remains in the tavern and partakes of the food and drink, they will be affected as if by the *heroes' feast* spell. They can rest here. Or make a plan. Or just relax. After they choose to leave the tavern, they find themselves at the destination they originally intended on traveling to using the *teleport* spell. Regardless of how much time they spend in the tavern, 1d8 days have passed.

SHUNTED OUT OF SIGHT

Each creature who teleports using the spell will take 16 (3d10) force damage. In addition, every teleporter will find themselves stuck on the ethereal plane for 3 (1d6) days. At the end of the duration, they will emerge on the material plane. Using *planeshift* or *wish* will allow them to leave the ethereal plane early but each character will take 17 (5d6) psychic damage in the process.

TOO CLOSE FOR COMFORT

In addition to the mishap effects listed in the spell, the streams of matter and magic get crossed in transit, splicing several party members into one. Three (1d4 + 1) creatures who were teleported by the spell become intricately woven together on the atomic level. The affected creatures cannot move more than 5 feet from one another and suffer disadvantage on all d20 rolls. This effect lasts for 13 (2d12) hours. At the end of each hour, each affected creature can roll a DC 21 Constitution saving throw, ending the effect on themselves with a success.

SENSE SUBTRACTION

In addition to the mishap effects listed in the spell's description, the magical energies of the teleportation warp the flesh around the eyes, ears or mouth. Each creature must make a DC 19 Constitution saving throw. On a failure, the creature must roll a d6 to determine which part of its head is affected. On a 1-2, the mouth; 3-4, the ears; 5-6, the eyes. The creature will find that the openings cease to exist. If they lose their mouth, they cannot speak; if they lose their ears, they are deafened; if they lose their eyes, they gain the blinded condition. This effect lasts for 24 hours. *Dispel magic* cast against a 7th-level spell, *regenerate* or *heal* will reduce the duration of the effect to 2 (1d4) hours. *Wish* will remove the effect entirely.

A TEAR IN SPACE AND TIME

In addition to the mishap effects listed in the spell, the party finds that time has passed differently for them during teleportation. The GM rolls 1d6. On an even result, the party will find they have arrived 13 (2d12) hours before they left. On an odd result, they find that 13 (2d12) hours have passed since their departure.

AN ELEMENTAL EXCURSION

Each creature teleported will be buffeted by waves of force as they are shunted, for the briefest of seconds, into one of the elemental planes during their journey. The GM rolls a d4 to determine which elemental plane the group travels through.

1d4 The elemental plane of...

- | | |
|---|--------------------------------|
| 1 | ...fire (fire damage). |
| 2 | ...earth (bludgeoning damage). |
| 3 | ...water (cold damage). |
| 4 | ...air (thunder damage). |

Each teleported creature takes 35 (10d6) damage associated with the plane they traveled through. A DC 18 Constitution saving throw will halve the damage taken. The GM should then roll to see where they wind up, which could result in another mishap.

THE OTHER OTHER US

The party finds themselves in an alternate reality, where things appear as a shimmering reflection of the reality they left. Suddenly, another version of the party appears before them and the resulting paradox causes an explosion that deals 35 (10d6) force damage. Attempts to converse or connect with these alternate selves could have disastrous (or just hilarious) consequences, at GM discretion. The GM will then roll to determine where the party arrives. This could cause another mishap.

MUST I ARGUE WITH MYSELF?

In addition to the mishap effects listed in the spell description, one randomly determined character grows a second head. That character takes an additional 13 (3d8) piercing damage as the head erupts on an elongated neck from the joint where their shoulder meets their torso. This second head remains for 13 (2d12) hours and during that duration, the affected creature's Charisma score decreases by 2 (1d4). Their Wisdom score increases by the same amount, and they gain advantage on any Constitution saving throw they make to maintain concentration on a spell.

REALM OF ELDritch HORROR

The party's journey takes an unexpected detour into a realm of horrible darkness, questing tentacles covered in burning acid and maddening whispers that flay their minds. Each creature takes 10 (3d6) acid damage, 10

(3d6) cold damage, 10 (3d6) bludgeoning damage and 10 (3d6) force damage and gains a form of short-term madness, at GM discretion. A successful DC 15 Constitution saving throw will halve the damage and negate the possibility of madness. The GM will then roll to determine where the group ends up. This could cause another mishap.

KARMIC INFUSION

In addition to the mishap effects listed in the spell description, each creature teleporting must make a DC 14 Constitution saving throw or have one random ability score increased by 10 (maximum of 30) and one random ability score decreased by 10 (minimum of 1). Roll 1d6 to determine which scores are affected, rerolling any duplicates:

1d6

- | | |
|---|--------------|
| 1 | Strength |
| 2 | Dexterity |
| 3 | Constitution |
| 4 | Wisdom |
| 5 | Intelligence |
| 6 | Charisma |

This effect lasts for 4 (1d8) hours. The effect can be removed with *greater restoration* or a similar spell.

WARPING EXPOSURE

Exposure to the base magical elements of the universe during your journey has warped your physiology to an extreme degree. You must roll on the Strange Mutations table on pg. 200. In addition, you must make a DC 15 Constitution saving throw or take 3 (1d6) damage to a random ability score. Roll 1d6 to determine which scores are affected:

1d6

- | | |
|---|--------------|
| 1 | Strength |
| 2 | Dexterity |
| 3 | Constitution |
| 4 | Wisdom |
| 5 | Intelligence |
| 6 | Charisma |

This result remains until the next long rest. The GM will then roll to determine where the group arrives. This could cause another mishap.

TURNING THE CLOCK

Time bends around the party, causing them to rapidly age. Each character that teleports must immediately make a DC 18 Constitution saving throw or age 30 (1d6 x 10) years. For every 10 years they age, their Strength and Dexterity scores decrease by one and their Wisdom and

Intelligence scores increase by one. A character will not die if this aging takes them past their natural life span, but if this does occur, they will be at disadvantage on all d20 rolls until the effect fades past that threshold. The effect fades by 10 years after each long rest, changing the affected ability scores by 1 in the appropriate direction. *Greater restoration*, *regenerate* or *wish* can remove the effect instantaneously. The GM will then determine where the party goes. This can cause another mishap.

CELESTIAL GUARDIAN

The party arrives in a dark demiplane where a solitary **shield guardian** stands. It immediately engages them in combat. This shield guardian has 210 hit points and its slam attacks are at a +13 to hit and do 20 (3d8 + 7) bludgeoning damage on a hit. If the party is able to beat the guardian, it arrives with them, using a normal stat block, on the material plane at the end of the teleport and will faithfully serve them for 4 (1d8) days before disappearing. If the party is defeated by the guardian, they will awake on the material plane having only taken 22 (4d10) force damage. Any abilities or spells expended in the fight remain used upon returning to the material plane. The GM will determine where they arrive. This could cause another mishap.

TOUCH OF DARKNESS

In addition to the mishap effects listed in the spell description, each creature must roll a DC 18 Wisdom saving throw. On a failure, they are affected by a random curse generated from the Curses table on pg. 184.

CELLULAR AGITATION

In addition to the mishap effects listed in the spell description, each creature who teleports must make a DC 18 Constitution saving throw. On a failure, they must roll 1d6. With an even result, the creature is affected by the *regenerate* spell that has a duration of 3 (1d6) hours. At the end of each hour, that creature must repeat the saving throw, taking a level of exhaustion on a failed save. On an odd result, the creature takes 35 (10d6) necrotic damage.

PEER THROUGH TIME

The party finds themselves blinded by light that never fades. A voice echoes from all around them telling them to ask the questions burning in their hearts. Collectively, the group is under the effect of the *contact other plane* spell; however, they can ask a total of 8 questions. After the questions are asked and answered, each creature must make a DC 16 Intelligence saving throw or take 31 (9d6) psychic damage and suffers the madness described in *contact other plane*. If this damage takes a character to 0 hit points they can be revived, but they will suffer a permanent form of madness and gain a new bond: "I must put an end to the use of all teleportation magic."



VARIANT WILD MAGIC

There are a variety of ways magic can manifest in this fantastical world your players are exploring. Whether it is the latent power of a sorcerer, the failed experiment of a hapless mage or a confluence of several planes, surges of arcane energy will be something your characters are likely to encounter. Refer to this table anytime you need to detail the effects of these unpredictable bursts of power. Roll 1d100 on the Variant Wild Magic table to determine the effect on a caster (or affected creature).

1d100

- 1 A cloud of fine bright blue mist explodes out of the caster's body. Anyone within a 30-foot sphere, including the caster, must make a DC 15 Constitution saving throw or take 28 (8d6) acid damage and be blinded for 1 round. A successful save halves the damage and negates the blinded condition.
- 2 Incredibly catchy music starts to pour from the caster's mouth as they cast *irresistible dance* on themselves and 2 (1d4) other random creatures within range of the spell.
- 3 The caster becomes affected by *stone skin*. In order to move, they must make a DC 12 Strength (Athletics) check. On a success, they move as if in difficult terrain as their stone-like joints refuse to move.
- 4 For the next 4 (1d8) hours, the caster gains 60 feet of darkvision and can see through magical darkness. At the end of each hour, they must make a DC 17 Wisdom saving throw or take 10 (3d6) Psychic damage. This damage cannot be healed while the creature is still benefiting from the darkvision granted by this effect.
- 5 At the beginning of your turn for the next 4 (1d6 + 2) rounds, roll on this table, ignoring this result on any subsequent rolls.
- 6 Two **oni** materialize out of nowhere within 30 feet of you. They are incredibly cross at you and your companions. They will immediately attack random creatures with each of their claw attacks and will continue to do so for the next 2 (1d4) rounds.
- 7 For 1 hour, the caster's body and equipment becomes a loose collection of goo and slime. They can move through a space as narrow as 1 inch without squeezing and gain resistance to non-magical piercing, slashing and bludgeoning damage but gain vulnerability to thunder and force damage.
- 8 All creatures within 30 feet of the caster must make a DC 14 Constitution saving throw or find that their hands and feet have been turned into hooves. An affected creature has disadvantage on attack rolls, Dexterity saving throws and Dexterity-based ability checks.

9	A pleasant breeze wafts in a random direction from the caster, smelling of wildflowers and honey. Every creature in a 10-foot-wide, 80-foot-long line in a random direction from the caster regains 14 (4d6) hit points.
10	For 24 hours, the caster and everyone within 15 feet of them replaces one language they know with a different one. Each creature affected must roll 1d10. On a 3 or lower, the language they lose is common.
11	The caster casts <i>color spray</i> in a randomly determined direction.
12	A surge of magic hones in on the presence of necromancy. For the next 3 (1d6) hours, the caster and 2 (1d4) random creatures within a 10-foot radius of them at the time of the surge can sense the presence of undead within 30 feet. However, they also gain vulnerability to necrotic damage.
13	The caster erupts, releasing an augmented version of the <i>lightning bolt</i> spell. The bolt spirals out from the caster, affecting them and every creature within 20 feet of them.
14	The caster casts <i>reverse gravity</i> , centered on themselves.
15	Everyone within 20 feet of the caster must make a DC 16 Constitution saving throw or be randomly affected by <i>enlarge/reduce</i> . Each affected creature must roll a d4; on a 1-2, they are enlarged; on a 3-4, they are reduced. This effect lasts 3 (1d6) hours.
16	The caster casts <i>waterbreathing</i> on themselves and every other creature in range.
17	Beams of bright light stream for 30 feet from the caster's eyes. For the next hour, anyone touched by the beams must roll a DC 17 Dexterity saving throw or take 13 (3d8) radiant damage. At the end of every 10 minutes the caster can roll a DC 15 Constitution saving throw, ending the effect on a success.
18	The caster casts <i>gaseous form</i> on themselves and 2 (1d4) other random creatures they can see.
19	The caster becomes deaf for 2 (1d4) hours. Anyone they touch must make a DC 14 Constitution saving throw or also become deaf until the effect on the caster ends.
20	Every creature within 30 feet of the caster, themselves included, is affected by the spell <i>divine favor</i> .
21	The caster becomes the focal point for the spell <i>telepathic bond</i> .
22	The caster and every creature within 20 feet of them has a random limb disappear for 30 (1d6 x 10) minutes. Each affected creature must roll 1d4; on a 1-2, an arm disappears and they have disadvantage on attack rolls; on a 3-4, a leg disappears and they move as if on difficult terrain.
23	A surge of magic affects the ability to perceive reality. The caster and every creature within 60 feet of them is affected by the <i>mirror image</i> spell.

24	Wild arcane energy thins the walls between planes. The caster casts <i>conjure fey</i> . The creature that appears has a 40 percent chance of being hostile toward the caster and their allies.	35	With a spontaneous yell, the caster casts <i>false life</i> on themselves and every other creature it can see. Small explosions of miniature fireworks go off all around the caster. This effect lasts for 3 (1d6) hours. During this time the affected creature has disadvantage on all Dexterity (Stealth) checks.	
25	The caster's hands and feet become webbed and they grow gills. For a period of 5 (1d10) hours, they gain a natural swim speed of 40 feet and can breathe both air and water.	36	The caster and every creature within 10 feet of the caster gains vulnerability to bludgeoning damage for 10 minutes.	
26	All of a sudden, the caster's skin glows with a sickly green light and becomes transparent enough to see their skeleton. For 10 minutes, any creature that comes within 10 feet of the affected creature must make a DC 17 Constitution saving throw or take 18 (4d8) poison damage from the radiation. A whispering of disembodied voices rises from the caster's person. The caster and 2 (1d4) random creatures have their actions guided by a divine presence. They are under the effects of a <i>bless</i> spell for 20 (1d4 x 10) minutes.	37	The caster casts <i>hypnotic pattern</i> (no concentration) centered on themselves. The caster must make the save against the spell at disadvantage.	
27	The caster casts <i>magic missile</i> at 4th level. For each dart, the caster must roll a d8; on a 1-6, the dart targets a random creature; on a 7-8, the caster chooses the target and that dart does double damage.	38	A flock of angry white geese a hundred strong show up in a 60-foot radius around the caster and remain there for 1 minute. Each creature in the area has disadvantage on Wisdom (Perception) checks. Additionally, each creature that starts its turn in the area takes 5 (2d4) bludgeoning damage. Any randomly determined creature, including the caster, in a 20-foot radius centered on the caster, grows large feathery wings that grant the creature a 50-foot fly speed. The wings wither and fall off after 1 hour.	
28	Mutating winds of pure magic affect the caster, causing them to grow three extra sets of eyes, two of which are on long stalks that rise from their forehead. The caster has advantage on sight-based Wisdom (Perception) checks but disadvantage on any Charisma based skill.	39	A fire elemental appears in a space within 80 feet from the caster determined by the GM, who also rolls for its initiative. The elemental remains for 3 (1d6) rounds. At the beginning of each of its turns roll 1d10; on a 1-4, the elemental attacks the caster or one of their allies.	
29	The caster casts <i>protection from poison</i> on themselves, but as the spell takes effect a wave of yellow gas spreads out in a 20-foot sphere with them at the center. Each creature in the area must make a DC 16 Constitution saving throw or take 21 (6d6) poison damage. Half damage on a successful save.	40	41	The caster casts <i>inflict wounds</i> on themselves.
30	The caster's body suddenly sprouts dark green fur. They gain resistance to cold damage, but for every hour spent in temperatures 90 degrees or higher they must succeed on a DC 13 Constitution saving throw or take a level of exhaustion. Only <i>wish</i> can remove this effect.	42	The caster regains a single randomly selected spell slot. If the affected creature is not a caster they gain 11 (2d10) temporary hit points.	
31	The caster and every creature within a 40 foot square centered on the caster are affected by <i>haste</i> for 2 rounds. After this period each affected creature must make a save against the <i>slow</i> spell, becoming affected by the spell on a failure.	43	A randomly determined creature, including the caster, within a 20-foot sphere centered on the caster, must make a DC 16 Constitution saving throw or become paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.	
32	The caster grows a second set of arms that can be used just as effectively as their own. The effect lasts 2 (1d4) hours.	44	The caster's hair turns into brittle sticks of wood that stand straight up from the top of their head. For 24 hours, the affected creature has disadvantage on Charisma (Persuasion) or Charisma (Performance) checks. After that time period the sticks fall out and the caster's hair regrows.	
33	The caster's feet turn into gelatinous slime. They gain the benefit of the spell <i>spider climb</i> ; however, they cannot benefit from any form of footwear, magical or otherwise. This condition lasts for 21 (6d6) days.	45	46	The caster casts a <i>wall of fire</i> around themselves in a ring, centered on them.
34		47	The caster and one other random creature that it can see are affected by <i>hideous laughter</i> (DC 18), no concentration.	
		48	The caster and two other random creatures are transported to a random plane of the GM's choice. They return at the start of their next turn.	

MAGIC & MISCELLANY

49	The caster casts <i>protection from energy: lightning</i> on themselves. The duration of this spell is 3 (1d6) hours.	63	The caster's fingernails form into sharp claws. As a bonus action on each of their turns for 1 minute they can make a single unarmed attack that does 6 (1d6 + 3) slashing damage.
50	The caster is able to take another turn immediately.	64	The caster and one randomly determined creature that they can see both disappear, becoming shunted into separate small pocket dimensions. The will return 2 (1d4) rounds later with all of their hit points restored.
51	For the next 2 (1d4) hours, the caster and any creature within 15 feet of them cannot benefit from any damage resistances.	65	The caster casts <i>sleet storm</i> centered on themselves.
52	The caster is able to teleport 20 feet as a bonus action on each of their turns for 1 minute. Touching or casting a spell on another creature transfers this effect to that creature. Each time a creature under the effect of this wild magic attacks or casts a spell, they transfer this effect to their target.	66	A silent image is conjured into being by the caster.
53	Slimy and shadowy tentacles erupt from the ground in a 40-foot square centered on the caster. Each creature in the area must make a DC 16 Dexterity saving throw or take 13 (3d8) bludgeoning damage.	67	The caster spontaneously grows a prehensile tail. The tail remains for 13 (2d12) hours and can be used with the same dexterity as the caster's own hand. Additionally, the caster gains advantage on Dexterity (Acrobatics) checks.
54	The caster casts <i>stinking cloud</i> , centered on themselves.	68	The caster casts <i>thunderwave</i> in a random direction at a 3rd level.
55	A random creature within 25 feet of the caster, including the caster themselves, is affected by an insane rage. For 3 (1d6) rounds, the affected creature gains resistance to all damage and +4 to melee attack damage but suffers a -2 to their armor class. In addition, they roll Wisdom and Intelligence saving throws with disadvantage.	69	The caster is turned into a platypus. The platypus is Large, has 60 hp and can make a single beak attack using the caster's spell attack modifier that does 6 (1d8 + 2) bludgeoning damage. This effect lasts 2 (1d4) days or until someone casts remove curse on the affected creature.
56	For the next minute, a random creature within 20 feet of the caster takes 3 (1d6) necrotic damage. The caster regains hit points equal to the damage done to that creature.	70	The caster casts <i>sleep</i> at an 8th level, centered on themselves.
57	The next offensive spell or attack that occurs within 15 feet of the caster randomly changes damage types. After determining if the attack or spell is successful, roll on the Transmuted Damage Types table on pg. 157 to determine what type of damage the attack or spell does.	71	The caster simply hears a ringing in their ears that they cannot seem to get rid of. They are at disadvantage on any Wisdom (Perception) checks that rely on hearing. At the end of 8 hours, the ringing stops.
58	The caster is able to cast <i>cure wounds</i> as a bonus action each round for one minute, however, each time they do they take slashing damage equal to the amount they heal with that spell as cuts appear on their arms and legs	72	The caster casts <i>shield</i> on one random creature they can see. This version of the spell lasts for 3 (1d6) rounds.
59	The next successful attack made or spell cast by a creature, other than the caster, that the caster can see does maximum damage.	73	Drawn by the surge of magic, spectral entities float around the caster in a 20-foot radius for 1 minute.
60	The ground in a 15-foot-radius circle 20 feet away from the caster in a random direction begins to shake. Any creature inside the area must make a DC 17 Dexterity saving throw or take 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.	74	Each creature in the area must succeed at a DC 16 Wisdom saving throw or take 10 (3d6) psychic damage and be unable to take reactions.
61	The caster casts <i>fear</i> in a random direction.	75	Small streams of smoke constantly pour out of the caster's mouth, nose and ears for 3 (1d6) hours.
62	<i>Counterspell</i> emanates from the caster the next time a spell is cast within range.	76	The affected creature has disadvantage on all Wisdom (Perception) checks.
		77	The caster and all of their allies benefit from the effects of the <i>see invisibility</i> spell.
			A rain of fire falls in a 30-foot radius, centered on the caster. The caster must make a spell attack against each creature in the area, including themselves. A creature takes 7 (2d6) fire damage on a hit.
			The caster's body and that of 2 (1d4) random creatures it can see become invisible for 1 minute. A creature turned invisible in this way can only see other invisible creatures.

78	The caster casts <i>banishment</i> on one random creature they can see, including themselves.	88	The caster casts the spell <i>mislead</i> .
79	Small birds begin circling the caster's head, twittering loudly.	89	The caster and two other random creatures they can see must drop anything held in their hands. For the next round the only action they can take is an unarmed strike.
80	A 20-foot tall circular stone wall with a 20-foot diameter forms around the caster.	90	The caster casts <i>silence and darkness</i> , centered on themselves.
81	The caster casts <i>detect magic</i> that has a duration of 8 hours; however, because of the constant input of information from this spell, the affected creature makes all Wisdom saving throws and Wisdom-based ability checks at disadvantage for the same duration.	91	A ring of spectral swords flashes out in a 15-foot radius around the caster. The caster makes a spell attack against each creature in the area, doing 16 (3d10) force damage on a successful hit.
82	Glowing manacles appear on the caster's wrists and remain there for 2 (1d4) hours. While the manacles remain, the caster cannot cast leveled spells. A creature that is not a spellcaster that is affected by this wild magic makes all attacks at disadvantage.	92	The caster can only bray like a donkey for the next 4 (1d8) hours. Spells requiring verbal components cannot be cast. Remove curse successfully to alleviate this condition.
83	The caster casts two <i>fireballs</i> , one centered on themselves and one centered on a point 40 feet away in a random direction	93	The caster casts <i>firebolt</i> three times, each time against a separate target.
84	A silver maple tree suddenly sprouts from the ground, grows to over 60 feet tall and then sheds leaves made of pure silver. Thirty (1d6 x 10) leaves, each worth 5 gp, fall to the ground.	94	The caster and a single random creature within 15 feet of it begin to regenerate at the start of each of their turns for 1 minute, regaining 3 hit points every round at the start of each of their turns.
85	The caster grows eyes in the back of their skull that remain for 5 (1d10) hours. While they have these eyes, the caster cannot be surprised or flanked and is immune to sneak attack damage.	95	The caster gains the benefits of <i>true seeing</i> .
86	The caster casts <i>fly</i> on itself and three other random creatures it can see.	96	The caster casts <i>insect plague</i> centered on itself.
87	The ground in a 30-foot radius around the caster becomes soggy and waterlogged. This area counts as difficult terrain and there is a 25 percent chance a creature that starts their movement action in this area becomes restrained (escape DC 14)	97	Small popping noises accompany the arrival of 5 (1d10) dretches. There is a 50 percent chance the creatures are immediately hostile to the party.
		98	The scent of fire and brimstone wafts from the caster. A creature that causes damage to the caster with a melee attack must make a DC 17 Dexterity saving throw or take 7 (3d4) fire and 7 (3d4) poison damage.
		99	The caster casts <i>hold person</i> on themselves.
		100	The caster regains all expended spell slots. Any creature that is within 20 feet of the caster when this happens must roll 1d100. On a 51 or higher, they also regain all expended spell slots.

PICKPOCKETING

Strangely enough, characters love to steal things. The following table is a handy list of things you can provide to your enterprising player who is able to successfully engage in their life of crime. Roll 1d100 and consult the Pickpocketing Results table.

PICKPOCKETING RESULTS

1d100 The thief nabs...

1	...2 cp, 35 sp and 14 gp. ...a ball of string and a silver needle. The items are magical and once per day can be used to restore 6 (1d4 + 4) hit points if used to sew up a wound.
2	...a stale crust of bread and a bit of moldy cheese.
3	...one large iron key with an ornate skull and crossbones at the head.
4	...a velvet purse containing three faceted deep green gemstones (10 gp each).
5	...a piece of half-eaten candy wrapped in paper. ...a vial of potion. Roll on the Potions Type table on pg. 158 and then roll on the appropriate table for the result.
6	...3 pp. ...a clothespin, a metal ring and a thimble. The thimble is magical and can be activated once per day to add +1 to the owner's armor class as a reaction.
7	...a small, bright blue egg.
8	...7 cp and a round metal token stamped with the image of a dragon.
9	...a dirty sock.
10	...a pair of glasses with dark lenses. These glasses are magical and can be used to cast <i>comprehend languages</i> once per day.
11	...15 cp and a lump of silver (5 gp). ...two dried mushroom caps that smell like mint and honey. Each of these caps will bestow 3 (1d6) temporary hit points to the person who eats them.
12	...a small pen knife that has a concealed set of folding lockpicks.
13	...a small earhorn and a smoking pipe carved from glimmering red stone in the shape of a bearded dwarf (20 gp).
14	...35 sp, 50 gp, 1 pp. ...1 cp and a letter sealed with black wax stamped with a flying raven. The parchment inside the envelope is blank.
15	...a common magical item from the table located on pg. 189.
16	...three glittering purple geodes the size of robin's eggs (15 gp each). ...26 sp and a small piece of parchment that has the crest of a local moneylender at the top and a 10-digit code scrawled in a hasty hand.

- 23 ...a silvered straight razor with a scrimshaw mammoth ivory handle (75 gp).
- 24 ...a magnifying glass with a bronze frame (30 gp).
...a small leather journal. A random 2nd-level spell scroll is tucked inside the pages. Roll on the Spell Scroll Generator table on pg. 153.
- 25 ...a round glass jar that has a vibrant purple slime inside. The slime makes the sound of aggressive flatulence when the jar is opened.
- 26 ...golden nugget (15 gp) encased in blood red wax.
- 27 ...a box of gold-edged tarot cards (8 gp).
...a picture of a man covering a vial of poison. (Ingested, DC 15 Constitution saving throw or take 17 (5d6) poison damage. Half-damage on a success.)
- 28 ...a quill made of solid silver and featuring a bright purple feather (25 gp).
- 29 ...a blue velvet bag containing four bright red candies that will grant a new saving throw against contracting a disease in the event of a failure.
- 30 ...a small homespun sack that contains 55 gp-worth of foreign currency.
- 31 ...18 cp, 32 sp and 22 gp.
...a small box made of ivory, inside of which is a miniature scroll containing religious litanies (6 gp).
- 32 ...a lock of silver-white hair bound in a blue thread.
- 33 ...a nearly empty pouch of smoking tobacco.
- 34 ...a silver flask that contains very good brandy.
- 35 ...the holy symbol of a neutral god.
- 36 ...a nearly burned piece of parchment that has directions to a nearby tavern.
- 37 ...3 cp, 18 sp and 4 gp.
...a leather waterskin full of stagnant water. Drinking the water will expose the drinker to illness. Roll on the Disease table on pg. 143.
- 38 ...a red leather book full of steamy love poems.
- 39 ...an empty metal can that has the sound of crashing waves and the scent of sea air coming from the small opening in the top.
- 40 ...a handful of delicious dried berries and nuts.
- 41 ...11 gp and a piece of blue quartz (10 gp).
...a broken locket with a picture of a pig (15 gp).
- 42 ...a stale dog biscuit and a bent metal tag that has the name "Bear" engraved on it.
- 43 ...a large medallion inlaid in gold with the image of a wingless dragon with a large lion's mane (50 gp).
...four lumps of charcoal and several folded pieces of parchment with very bad drawings on them.
- 44 ...three glass buttons engraved with smiling faces. The buttons sing jaunty sea shanties when exposed to alcohol.

- 51 ...six very large blue-green scales (5 gp each) belonging to an unknown creature.
...a glass jar of 2 (1d4) doses of minty unguent that soothes sore muscles. If applied before a short rest, you regain an additional 4 (1d4 + 2) hit points.
- 52 ...a set of six hematite eight-sided dice engraved with strange symbols (5 gp each).
- 53 ...101 sp, all of which are fake.
...a small wooden statue of a goose with a small crack in it. A small amount of diamond dust (125 gp) is hidden inside the statue.
- 54 ...a stuffed toy lion that makes quiet growling noises when squeezed.
...55 sp and 26 cp as well as a note that reads "To steal from me is to steal from The Prince of Illusions."
- 55 ...a black pouch containing a fine glittering powder. The glitter gets everywhere and is impossible to get rid of. For 5 (1d10) days you take a -2 penalty to Dexterity (Stealth) checks but gain a +2 bonus to Charisma (Persuasion and Performance) checks.
- 56 ...a pair of small shears and a small sprig of pine.
- 57 Each day there is a 25 percent chance that a small fey creature appears in it. It likes mischief.
- 58 ...a burlap pouch of pebbles, market price.
- 59 ...34 gp and 98 sp.
- 60 ...a green silk handkerchief embroidered with pure gold thread (15 gp).
- 61 ...a small silver cylinder the size of a pencil containing a single dose of **purple worm poison**.
- 62 ...a single gold coin mysteriously engraved with the name of the person holding it.
- 63 ... 14 gp, 57 sp and 100 cp.
- 64 ...a crystal bottle of exotic perfume (75 gp).
...a glass dagger (+3). It only make 5 (1d6 + 3 + mod) attacks before it breaks. The attack that breaks it deals an additional 10 (4d4) slashing damage.
- 65 ...5 gp and an IOU that reads "475 gold pieces. On my wife's life. —Greg the Lesser"
- 66 ...two small pieces of jasper (60 gp each).
- 67 ...22 sp and a very used handkerchief.
...a small vial of very strong clear liquor. Anyone who consumes it must make a DC 16 Constitution saving throw or take 11 (2d10) poison damage and gain the poisoned condition for 6 (1d12) hours.
- 68 ...a tangled ball of twine. It can be untied with a successful DC 30 Intelligence (Investigation) and DC 25 Dexterity (Sleight of Hand) check.
- 69 ...60 gp and an all-you-can-eat-and-drink pass for the local tavern.
- 70playing cards with an astronomical theme. Every full moon there is a 25 percent chance that it will turn into a **deck of many things**.
- 71 ...a set of rune-carved bones that can be used as a spell-casting focus.
- 76 ...47 gp, 71 sp and 55 cp.
...2 sp and a large cursed diamond (3,000 gp). Anyone who sees the diamond believes it is just a smooth rock. The person who touches it becomes charmed by it and refuses to get rid of it. If they lose the diamond, they will be at disadvantage on all rolls for 24 hours.
- 77 ...a shoe that appears to be for a baby.
- 78 ...a bent pewter spoon that makes any food eaten with it taste like a gourmet feast.
- 79 ...104 gp and an overtly fancy (and fake) necklace that is most assuredly cursed (roll on the table on pg. 184).
- 80 ...78 cp and a small metal tin that contains five sugary sweets. When eaten, the candies enhance your senses. For 8 hours, you have advantage on Wisdom (Perception) checks.
- 81 ...a small roll of parchment. Anyone who reads it is insulted by magical script that appears and writes incredibly personal insults about them in the air over their head.
- 82 ...37 gp, 103 sp and 1 cp.
- 83 ...two cheesy garlic biscuits. They taste very good.
- 84 ...a silver bracelet set with green crystals (85 gp).
- 85 ...97 sp and a container of fine cigars (10 gp).
...a silk pouch that contains three pieces of amethyst (100 gp each). The stones are drawn together by a strong gravitational force. They refuse to be separated.
- 86 ...a live frog who can speak common.
- 87 ...a golden bell with a missing clapper. It rings with a tone much louder than expected.
- 88 ...a small flute that attracts pigeons when played.
- 89 ...a small jar full of 13 (2d12) fireflies that turn into gold pieces after one week.
- 90 ...11 gp, 59 sp and 82 cp.
- 91 ...a miniature model of an armored knight that animates and walks around. It is a child's toy worth 55 gp to the right buyer.
- 92 ...a bag of beans in a bag that looks like a clown.
- 93 ...22 cp and a broken padlock. The padlock can be repaired with a DC 25 Dexterity (Tinker's Tools) check. Once repaired, the lock cannot be picked and can only be opened with a small drop of the owner's blood.
- 94 ...46 gp and a small emerald (800 gp).
...a mirrored sphere about 1 inch in diameter.
- 95 ...Breaking the sphere reveals a blue spinel (500 gp).
- 96 ...25 pp.
...a ring of incredible (mis)fortune. Allows the wearer to cast wish once. The ring then becomes non-magical and the wearer takes 78 (12d12) force damage.

GIFTS & CURSES

Whether by divine providence or a chance encounter, sometimes you want to reward your players. Other times you want them to think they're being rewarded, only to hit them with a surprising negative effect (that's life, after all). The tables that follow offer ways to do both.

DIVINE BLESSINGS

Catching the eyes of the gods is not an easy task. It's a truly amazing accomplishment to perform a feat of bravery or act of selflessness so great even the immortal deities in the great beyond take notice. In those instances, the gods may reach out and touch the material plane, bestowing their blessings upon the warriors and heroes that act in their name or according to their interests. Should a character do something or undertake a quest you feel warrants the direct intervention of the gods, roll 1d20 on the Divine Blessings table to determine the effect.

1d20

Blessing of Divine Retribution. You can add 9 (2d8) radiant damage to a single weapon attack twice per long rest. If the target of the attack is undead, it takes an additional 4 (1d8) radiant damage.

1 **Blessing of Repulsion.** You radiate an aura with a radius of 30 feet. This aura is difficult terrain for fiends and undead. Twice per long rest, you can use your reaction to impose disadvantage on an attack made within your aura by a creature of those types.

2 **Blessing of the Protection.** This blessing allows you to call divine cherubim to your aid. You can cast *spirit guardians* as a bonus action once per long rest.

3 **Blessing of Strength.** Your Strength score increases by 2, up to a maximum of 22.

4 **Blessing of Aid.** Your maximum hit point total permanently increases by 10. Additionally, you can call down this blessing for your allies by casting the *aid* spell once per long rest.

5 **Blessing of Detection.** You are constantly under the effects of the *detect evil and good* spell (range 15 feet).

6 **Blessing of Comprehension.** You are able to cast *comprehend languages* as a ritual. Additionally, you can focus on the connection with your divine benefactor and cast *tongues* once per long rest.

7 **Blessing of Safety.** You can ritually cast *tiny hut*. You can also call upon your benefactor to provide sanctuary from danger. Once per long rest, you can cast *resilient sphere*. Once cast, you must succeed on a DC 15 Wisdom saving throw. On a failed save, you lose this benefit.

8 **Blessing of Adoration.** Your Charisma score increases by 2, up to a maximum of 22.

9 **Blessing of Empathy.** Once per day, you can cast *detect thoughts* and it does not require concentration. You can then place a single target of your *detect thoughts* spell under the effects of *calm emotions* (they have disadvantage on the save).

10 **Blessing of Revelation.** Once per long rest, as a bonus action, you can activate an aura that sheds bright light in a 15-foot radius and dim light for an additional 15-foot radius. This light is only visible to you. Any invisible creatures or objects in the aura become visible to you.

11 **Blessing of Health.** You are immune to disease and gain resistance to poison damage.

12 **Blessing of Second Sight.** You can cast *arcane eye* once per long rest.

13 **Blessing of Free Action.** You gain an additional 5 feet of movement and you are unaffected by difficult terrain. In addition, once per day, you can automatically succeed on a saving throw that would result in you becoming paralyzed or restrained.

14 **Blessing of Reserved Power.** You gain access to a well of power in which you can store up to 3 levels of spells. You must charge the well with a spell you have prepared. Once this well has been fully used you cannot recharge the well for 10 days.

15 **Blessing of Resistance.** You gain resistance to one type of non-magical damage of your choice (bludgeoning, slashing or piercing).

16 **Blessing of Restoration.** You can cast *cure wounds* at 5th level, or cast *greater restoration*. After using this blessing to cast one of these spells, you cannot cast either until you have taken a short rest in a temple dedicated to the god that granted this blessing.

17 **Blessing of Divine Will.** Your spell save DC and spell attack modifier increases by 1.

18 **Blessing of the Raising Hand.** You can use an action to target a creature forced to make death saving throws. The creature is immediately revived with full health. You gain 2 levels of exhaustion and cannot invoke this blessing again for 14 days.

19 **Blessing of Divine Speech.** Once per short rest, you can use your action to utter a prayer or litany to your divine benefactor. Select a single creature and force them to make a DC 15 Constitution saving throw. On a failure, they are stunned for 2 (1d4) rounds. If they have fewer than 25 hp, they drop to 0 hp and fall unconscious but are stable.

GM NOTE: POWERFUL, BUT NOT OVERPOWERING:

Divine blessings are a very rare occurrence. It is highly unlikely a single character will find themselves touched by more than one of these powerful boons. In the unlikely event this does occur, a single creature cannot be under the effect of two identical blessings at the same time.

BOONS

Boons are a way to reward characters that continue to fight and adventure together even after attaining near demigod status at level 20. To determine the nature of the boon roll 1d20 and apply the result from the Boons table.

1d20

- 1 **Boon of the Celestial Hand.** You gain immunity to radiant damage. Additionally, you are able to cast *guiding bolt* (using your spell attack modifier) at will without the need for spell components. If you do not have a spell attack modifier, you will be at a +7 to hit with this attack.
- 2 **Boon of Arcane Attunement.** You gain the ability to attune to one additional magical item. You can also cast *detect magic* and *identify* at will.
- 3 **Boon of the Expert.** You can select three skills you have proficiency with and gain expertise in them.
- 4 **Boon of Uninterrupted Sight.** Three times per long rest, for 1 minute, you can see through solid objects to a range of 30 feet. Only lead can block this ability.
- 5 **Boon of Supernatural Awareness.** A number of times equal to your proficiency modifier, you can take 1 minute to focus on your surroundings. At the end of the minute, you are able to sense the presence of living creatures within 500 feet of you. You instantly know their exact location, number and creature type. This ability does not reveal the presence of undead creatures, constructs or creatures hidden from divination magic.
- 6 **Boon of Weather Control.** You become resistant to lightning, thunder and cold damage. If you are already resistant to one of those damage types, you become immune instead. You can also cast *control weather* twice per long rest without consuming a spell slot or spell components.
- 7 **Boon of Elemental Ally.** You gain immunity to either cold, fire, lightning or thunder damage. Additionally, a number of times per day equal to your proficiency modifier, you can expel a breath weapon in a 30-foot cone that does 16 (3d10) damage of the same type that you have immunity to.
- 8 **Boon of the Djinn.** You gain access to the *wish* spell. If you do not have any 9th-level spell slots remaining, you can combine spell slots equal to 9 (e.g., a 4th-level slot and a 5th-level slot). If you cannot otherwise cast spells of 9th level, you can cast this spell once per long rest.
- 9 **Boon of Ability Infusion.** You choose a single ability score and increase it by 4, to a maximum of 26.
- 10 **Boon of the Vampiric Soul.** You gain immunity to necrotic damage. You can cast *vampiric touch* at will without requiring concentration.
- 11 **Boon of Success.** Once per short rest, when you fail any attack roll, saving throw or skill check, you can choose to succeed on the roll instead.

Boon of Air Mastery. You gain a magical flying speed of 50 feet and resistance to cold damage.

- 12 Additionally, you are able to cast *gust of wind* without expending a spell slot or requiring spell components or concentration.

Boon of Martial Expertise. Once per short rest, at the beginning of your turn, you can double your proficiency bonus for all attacks during that turn.

Boon of Legendary Resistance. After failing a saving throw, you can instead choose to succeed. Once you use this boon you cannot do so again until you finish a short or long rest.

Boon of the Aberrant Soul. You gain resistance to psychic damage. If you already possess such resistance you instead gain immunity. You can cast *detect thoughts* at will. Additionally, once per long rest, you can send forth a blast of force in a 20-foot cone. On a failed DC 18 Constitution saving throw, every creature in the area takes 16 (3d10) psychic damage and 16 (3d10) force damage and is knocked prone. A successful save halves the damage and the creature will not be knocked prone.

Boon of Superior Knowledge. You gain expertise in Intelligence (Arcana), Intelligence (History), Intelligence (Nature) and Intelligence (Religion). Additionally, once per long rest, you can choose to roll one of those checks with advantage.

Boon of the Flesh Sculptor. You gain a mastery over the transmutation of flesh. You can cast *alter self* at will without expending a spell slot or spell components. You are also able to cast this spell on a willing creature. Additionally, you are able to cast *polymorph* without expending a spell slot or requiring spell components or concentration once per long rest. If you cast this spell on yourself, you retain your mental statistics when polymorphed.

Boon of Life. Once per long rest, you are able to touch a creature, including yourself, and restore a number of hit points equal to half that creature's maximum hit point total. Should this healing cause a creature to regain more than its maximum hit points, any excess hit points become temporary hit points.

Boon of Thought Disruption. You can point your finger at a creature within 60 feet that you can see. That creature must make a DC 18 Wisdom saving throw. On a failure, that creature is stunned for 1 minute. At the end of each of its turns, it can reroll the saving throw against this effect. On a success, the creature is at disadvantage on all d20 rolls for the same duration.

Boon of the Apex Predator. You gain expertise in Wisdom (Perception) checks. In addition, you gain advantage on attack rolls and a +4 to damage when you attack a creature when one of your allies is within 5 feet of that creature.

CURSES

Much more common than Divine Blessings, curses can be placed through a variety of means. Hags, fey or fiendish items could all put a damper on the day-to-day existence of the average person. Sometimes these effects are merely an annoyance, while others could damage your body, soul or ability to pass on to the afterlife.

Whether you use curses liberally in your game or reserve them for special occasions, the following table has a meaningful multitude to choose from. Roll 1d100 to determine the effect of the curse. Other effects, penalties and implications are at GM discretion unless otherwise noted.

1d100

- | | |
|----|--|
| 1 | You cluck like a chicken when you try to speak.
You hop on one leg everywhere you go. You move with half speed and have disadvantage on Dexterity-based skill checks and saving throws until you spend 2 (1d4) weeks adjusting to this new reality. |
| 2 | Your eyes disappear from the front of your head and reappear in the back. If you have hair, you have disadvantage on Wisdom (Perception) checks based on sight until your hair is cut. |
| 3 | Your skin becomes paper-thin and fragile. You have vulnerability to necrotic damage and take 5 (2d4) fire damage for every hour spent in the sun. |
| 4 | Your nostrils fuse shut and you can no longer smell. The joints in your arms reverse. You are at disadvantage to all attack rolls and Dexterity (Sleight of Hand) checks until you spend 2 (1d4) weeks training to overcome this new reality. |
| 5 | Your hair turns purple and grows at an exponential rate. You must cut it every 2 hours or lose half your movement speed to tangling and tripping. |
| 6 | You gain vulnerability to fire damage. All of your fingers fall off. You can no longer hold any weapons or equipment or cast spells with somatic components until you spend 5 (2d4) weeks training to overcome this new reality. |
| 7 | Your Constitution score is reduced by half. Your skin turns blue and burns with sickly glowing symbols. You take 5 (1d6 + 2) psychic damage each time you make a Charisma-based check. |
| 8 | When you speak, it sounds as if you're underwater. You have disadvantage on Charisma-based checks. |
| 9 | Your skin, organs and muscles turn to dust. Your statistics don't change, but you are a skeleton. You become fascinated with horses. If there is a horse in your line of sight you will speak exclusively to that animal to the detriment of all else. |
| 10 | You gain vulnerability to acid damage and can only respond to questions with "It's complicated." Spiky quills erupt from your back, making it tough to lie down comfortably. You must succeed on a DC 15 Constitution saving throw each time you long rest. On a failure, you gain no benefit. |

- | | |
|----|---|
| 17 | You fart uncontrollably all the time. |
| 18 | You hear a high-pitched ringing at all times and fail any hearing-based Wisdom (Perception) checks. |
| 19 | Each day you wake up and your face is covered in full clown makeup. Any time you open your mouth, you must make a DC 12 Wisdom saving throw or find yourself laughing uncontrollably. |
| 20 | Your Dexterity score is reduced by half. |
| 21 | Your legs and arms switch places on your body. |
| 22 | You lose 1 hit point each time you hear your name. Your eyes glow green and you see everything in shades of blue. You roll all Dexterity (Stealth) checks with disadvantage. |
| 23 | You hiccup uncontrollably and foul-smelling bubbles pour out of your mouth each time you do. |
| 24 | You begin to float away every time you lay down. You attract minuscule and mischievous fey creatures that constantly steal your stuff, especially when your guard is down. |
| 25 | Everything tastes like ash. |
| 26 | You gain vulnerability to cold damage. |
| 27 | You can only speak in haiku. |
| 28 | Your Strength score is reduced by half. |
| 29 | Your fingernails grow into sharp claws and you constantly feel like clawing out your own eyes. |
| 30 | You lose darkvision if you have it. If you do not have it, you are blinded in dim light. |
| 31 | You gain vulnerability to thunder damage. |
| 32 | You stop believing magic exists. |
| 33 | You believe you have become a dragon. You use your "breath weapon" at every opportunity. |
| 34 | All liquids, including magical ones, become water when you touch the container they are in. |
| 35 | Crows follow you everywhere. They caw noisily every time you try to speak or rest. |
| 36 | The world around you seems to spin constantly. |
| 37 | Every hour, you must make a DC 14 Constitution saving throw or become poisoned for the next 24 hours. |
| 38 | You can only eat items that aren't food, like rocks or metal. You gain 1 level of exhaustion each day. |
| 39 | Your Wisdom score is reduced by half. |
| 40 | You are frightened of the moon and depictions of it. |
| 41 | You desire to shake hands (or claws!) with every single creature you meet, no matter the danger. |
| 42 | You punch yourself in the face, hard, every time you hear the word "tavern." |
| 43 | You cry uncontrollably if you step on grass. |
| 44 | You believe butterflies will lead you to a great treasure and you will follow one at any cost. |
| 45 | You forget how to read. |
| 46 | You believe you can fly. You cannot. Your failures in this endeavor do not enlighten or deter you. |
| 47 | You grow a sentient, prehensile tail. The tail is chaotic evil and is always trying to strangle you. |
| 48 | Humanoids are invisible to you. |

50	Your Charisma score is reduced by half.	77	You grow a wildly uncontrollable mustache that moves of its own accord. It imposes disadvantage on all checks to maintain concentration.
51	You have to be reduced to 0 hit points at least once per day or you'll die permanently.	78	You must refer to yourself in the third person. Each time you don't, you take 9 (2d8) necrotic damage.
52	You gain vulnerability to lightning damage.	79	You grow a lawful good mole on your left upper lip. It can speak and does so incessantly. It protests being party to unlawful actions.
53	Metal of all kinds are drawn toward you. They stick to your skin and it takes a DC 20 Strength check to pull something away from your body.	80	You must count grains of salt or sand if they are in sight, forgoing any other actions.
54	Sparks fly from the ground where you walk. You cannot walk without being seen.	81	A spectral bard follows you everywhere singing songs of your most embarrassing mistakes.
55	All fires, magical or otherwise, within 50 feet go out when you are around. This does not affect instantaneous forms of damage.	82	Plants die everywhere you walk. They become brittle and turn to dust.
56	You believe you are dying. You move at quarter speed and would definitely prefer to just lie down. You must enter buildings backward, singing sea shanties at the top of your lungs (otherwise the harpy of the deep will steal your heart).	83	Small polyps start to grow on your skin. After 2 (1d4) days, small tentacles pop out of the polyps. In 5 (2d4) days, these tentacles will open a portal to the abyss and suck you inside it.
57	All coins, gems and precious metals turn to stone as soon as you touch them.	84	Your skin turns green and starts to sprout mushrooms. The mushrooms smell of dirty feet and super strong garlic, but could be useful in cooking.
58	You become the realm's most wanted criminal.	85	You become a magnet for ranged attacks. Any creature that attacks you from more than 10 feet away gets a +2 to any attack rolls.
59	Your Intelligence score is reduced by half.	86	You take 6 (1d8 + 2) psychic damage every time you touch a door knob, clasp or lock.
60	An angry giant goat named Kevin follows you everywhere. He just stares at you unless you turn your back, at which point he charges.	87	At night, your right hand detaches from your body and gets to work. The hand is chaotic neutral and desires one thing: to rob the rich to give to the poor.
61	You find clothing and armor incredibly uncomfortable and horribly itchy. While wearing anything at all, you are at disadvantage on all attacks and ability checks.	88	Your arms grow to a ridiculous length. You gain a reach of 10 feet, but you take at disadvantage on all attack rolls and Dexterity-based skill checks.
62	You become a kleptomaniac, attempting to steal anything that is not nailed down (and even then...).	89	You are constantly hungry and you start to think your companions look tasty.
63	You gain vulnerability to psychic damage.	90	You propose marriage to everyone and everything.
64	You have an uncontrollable need to sing all the time, wherever you are.	91	You are compelled to hand your money and valuables out to random strangers.
65	You become covered with mud and stinking filth that immediately reappears every time it is cleaned off. You are at disadvantage on all Charisma checks.	92	You feel you are invulnerable and act accordingly.
66	You believe 5 feet is actually a mile. You can only move 5 feet during a move action.	93	You shed glitter everywhere. It's like a plague. You are also at disadvantage on all Dexterity (Stealth) checks.
67	You will tell your deepest held secrets to anyone you meet, leading with the hidden knowledge.	94	Unbeknownst to you, your soul will inhabit the body of the next creature you kill.
68	You cannot enter a city, town or village with more than 60 people. You fall unconscious if you do.	95	Any piece of furniture or equipment you try to sit or lie on breaks and you fall.
69	You become meek. Any time you use your action to deal damage, that damage is reduced by half.	96	You gain vulnerability to poison damage.
70	You become a frog.	97	You are incredibly narcoleptic. At the beginning of each of your turns, you must make a DC 13 Wisdom saving throw or fall asleep for that round. Outside of combat, you continually fall asleep.
71	You bleed easily and profusely. Every time you take damage, you must succeed on a DC 14 Constitution saving throw or have your maximum hit points permanently reduced by 2 (1d4).	98	You become a black pudding and can communicate telepathically with creatures within 30 feet. Your Ability Scores and proficiencies remain unchanged. You cannot use magic items.
72	You are compelled to find seven pyramid-shaped trinkets you believe are scattered across the world.	99	You are compelled to lick everything.
73	You gain vulnerability to radiant damage.	100	You are affected by 3 (1d6) curses from this list.
74	Your hair becomes snakes. Every hour, you must succeed at a DC 14 Dexterity saving throw or take 2 (1d4) piercing damage and 7 (2d6) poison damage.		
75	You can only speak in questions.		

CHARMS

A spectacular way to reward players for their creativity or persistence, charms are more fun than gold or jewels because they can have an immediate effect on the world around the character. Players love magic items, but it is horribly impractical to be handing them out regularly, especially if you are playing in a campaign setting where arcane objects are scarce. A charm is a consumable (not unlike a potion). Some have a limited number of charges while others are single-use. Being a consumable, charms have less of an effect on the power creep of a campaign. If you decide to grant your characters a small gift in the form of a magical charm, roll 1d100 and consult the following table to determine its effects.

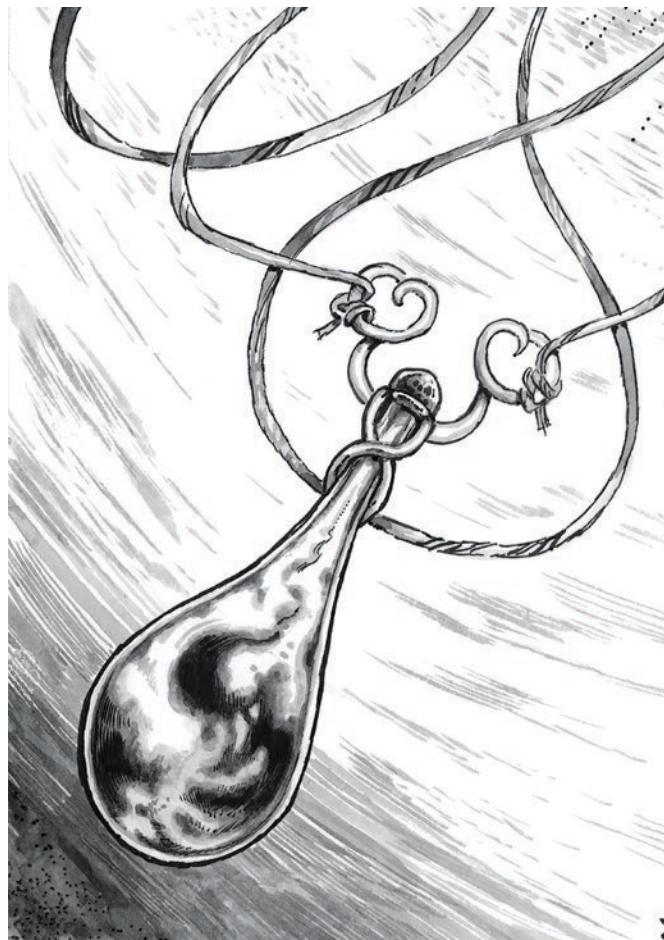
1d100

1-2	A small raven skull bound to a bear claw with golden wire allows you to cast <i>conjure woodland beings</i> as an action. After being activated for the second time, the charm vanishes from your person.
3-4	A tawny owl feather glued to a bundle of lavender-scented cotton, this charm allows the bearer to cast <i>levitate</i> at will. Once activated, this benefit lasts for 24 hours, after which the charm crumbles.
5-6	An amulet of lacquered glass depicting the sun rising over a mountain range. By shattering this charm, creatures of your choice within 30 feet are affected by <i>beacon of hope</i> .
7-8	A golden ring with silver wire stretched across its opening. You can break this ring's wire to cast <i>resilient sphere</i> on yourself. Once broken, the metal of the ring blackens and flakes away.
9-10	A small bead of glass that contains a sunburst of gold and can be activated as a bonus action to heal yourself (or a creature of your choice within 10 feet) for 7 (2d4 + 2) hit points. The charm can be activated three times before it vanishes.
11-12	Depicting a miniature unicorn horn, this charm can be activated as a bonus action to teleport you to a place you can see within 30 feet of you. After being activated for the third time, the horn shrinks and disappears in a puff of purple smoke.
13-14	A choker with a silver arrow supporting three red glass beads. Activating the charm as a bonus action allows you to add a +2 to a single attack roll and causes one of the beads to shatter. When all the beads are broken, the charm evaporates.
15-16	A bracelet made of tiny woven daggers. The bearer can use a bonus action to activate it, adding 7 (2d6) piercing damage to a single attack. Once activated a fourth time, the bracelet becomes non-magical.
17-18	A small glass orb full of purple mist. If the glass is broken as an action, the bearer comes under the effect of the <i>blur</i> spell. This effect last for 1 hour, does not require concentration and imposes disadvantage on Wisdom (Perception) checks to locate them.

- A small functioning clock. The hands spin forward at a very fast rate. This charm can be activated as a free action and allows the user to cast a spell that has a casting time of 1 action as a bonus action instead. Once used three times, the clock fades.
- A red crystal structure that resembles a screaming human face. By crushing this charm in your fist, you benefit from a +2 to all damage rolls involving a Strength-based weapon and make melee attacks with advantage for 1 minute.
- The dried husk of a large tarantula bound to a humanoid doll. This charm can be activated to give the bearer the benefits of *spider climb*. Once activated a second time, the dried spider consumes the doll and then consumes itself.
- A small silver horn etched with flowing runes. Activating the charm as a bonus action causes a clarion note to ring from the horn, giving the user bardic inspiration (1d8). Once the horn is activated 5 times, it turns into dust.
- A lacquered brass spiral that can be unwound as a reaction forming a straight piece of wire that disappears as it casts *counterspell* (DC 15).
- This small bronze tent can be placed on the ground, activating a casting of *tiny hut*. At the end of the spell's duration, the charm disappears.
- An orc tusk with an all-seeing eye carved into it, this charm is hung on a leather cord around one's neck.
- While wearing it, the first time the wearer is reduced to 0 hit points, the charm bursts with a primal roar and the wearer gains 10 hit points instead.
- A small crystal vial of vibrant pink slime. By taking an action to pour the slime onto your skin you polymorph into an ooze, maintaining your own statistics. This effect lasts 1d4 hours.
- This small amulet looks like a basilisk head made from stone. By crushing this charm, you gain the basilisk's Petrifying Gaze (DC 13) for 1 minute.
- This small ankh charm can be activated to create an aura of light with a 15-foot radius for 1 minute. Fey, fiends, aberrations and undead must make a DC 12 Wisdom saving throw to enter the light. On a failure, they cannot enter. This charm can be activated twice before it twists and becomes a small lump of gold worth 12 gp.
- An oak leaf pressed in amber. This charm can be activated twice to cast *speak with plants*. Alternatively, this charm can be activated to use *tree stride* once.
- The mummified tongue of an unknown creature. By placing the charm in your mouth, it disappears, placing you under the effects of the *tongues* spell.
- This charm is made from the dried gill ridges of a very large fish set in fired clay. By crushing the charm, you provide the benefits of the *water breathing* spell to yourself and any creature within 30 feet of you.

	A pair of dove wings bound to a 2-inch hollow thigh bone with fine silver wire. This charm can be activated as a bonus action to cause ethereal white feathered wings to sprout from your shoulders, giving you a 40-foot fly speed for 3 (1d6) rounds. After the second time this charm is activated, it falls apart.
45-46	A small glass cube that contains a mote of light that glows with potential energy. Activating this charm as a bonus action will allow you to become invisible until the end of your next turn. You become visible if you attack or cast a spell. This charm can be activated four times before the glass cube cracks, allowing the mote of light to escape.
47-48	The form of a small wizard made of amber and gold. Breaking this charm causes a spectral wizard (mage stat block) in an overly large floppy hat to appear. It aids you and your allies going on your initiative. You can use a bonus action to direct it to take an action in its stat block; otherwise, it takes the dodge action. The mage remains for 3 (1d6) rounds before disappearing.
49-50	A small glazed ceramic idol of an octopus. Activating this charm as an action gives you a natural swim speed equal to your walking speed as well as the ability to breathe underwater for 4 (1d8) hours. In addition, while the charm is active, you can make a single bonus action attack, using a tentacle that grows from your back (+5 to hit, 10 (2d6 + 3) bludgeoning damage on a hit). When the duration expires, the charm melts into liquid clay.
51-52	A dark blue and purple glass orb with stars inside that is about 3 inches in diameter. Activating this charm will allow the bearer to cast the <i>clairvoyance</i> spell. Once activated three times, the orb cracks and turns black.
53-54	This small charm looks like a rippling sheet of black fabric. As an action, you can activate it, causing it to grow in to a dark black cloak that settles on your shoulders and fades from view. For the next 8 hours, you are under the effect of <i>arcanist's magic aura</i> .
55-56	Liquid clay slowly sloshes around inside this blue glass orb. As an action, you can spread the clay on your exposed skin, causing it to soak in. For the next 2 (1d4) hours you can change your appearance as per the effects of the <i>alter self</i> spell.
57-58	You can activate this small metal bracelet to cast <i>shield</i> . After being activated five times, it shatters. This morbid charm was made by wrapping rune-inscribed copper wire around the mummified brain of a rat. When activated, it bursts into flames.
59-60	For 8 hours, you gain advantage on saving throws against being frightened or charmed. You also gain resistance to psychic damage.
61-62	A hummingbird carved from pink crystal that is small enough to sit in the palm of your hand. As a reaction, you can activate this charm to gain advantage on a Dexterity saving throw. If you succeed on the save, you take no damage and you only take half damage on a fail. This charm can be activated three times before the hummingbird animates and flies away at a blinding speed.
63-64	This globe of thin glass that contains a jet black inky substance can be crushed to create a globe of magical <i>darkness</i> in a 25-foot radius around the user. The bearer can see through the darkness.
65-66	This charm is a small statuette of a wolf carved from granite. By activating this charm as an action, you can magically assume the shape of a wolf as if using a Druid's wild shape ability. This charm can be activated twice before the granite of the statuette cracks and crumbles, issuing a lingering howl.
67-68	By using an action, you can don this smiling mask. The charm melds with your skin, giving you enhanced beauty. For the next hour, this charm grants the bearer advantage on all Charisma-based checks and saving throws. The charm can be activated four times before the visage on the mask changes into a snarling frown. This charm is then cursed, and its bearer is cursed to roll all Charisma-based checks and saving throws at disadvantage until the curse is removed.
69-70	This charm depicts a miniature cyclops skull on a leather cord. Crushing the skull in their hand will affect the bearer with the enlarged effect of the <i>enlarge/reduce</i> spell.
71-72	This charm is an egg-shaped bauble made of overlapping spiderwebs. It can be activated as an action to fire a blast of sticky web at a single target within 40 feet of the bearer. On a hit, a Large or smaller creature is restrained. However, they can use their action on their turn to make a DC 12 strength check to escape. The charm can be activated six times. After the last activation, it backfires on its bearer as the egg bursts, covering the user with the same sticky web.
73-74	This strange charm appears to be two lumps of foul-smelling wax separated by a thin piece of linen and wrapped in brass-colored cord. When activated, it creates a globe of <i>silence</i> as per the spell. The globe travels with the charm. This charm can be activated three times before its components break apart and crumble.
75-76	A small leather boot with golden lightning bolts on the sole, this charm can be activated as an action to double a creature's movement speed for 2 (1d4) rounds. This charm can be activated three times before it disappears. After each activation has elapsed, the user must succeed at a DC 11 Constitution saving throw or gain a level of exhaustion.
77-78	

	A small orange glass marble. When crushed, it causes the bearer to grow four additional eyeballs that rise out of their head on foot-long stalks.	
79-80	For 1 hour, the user gains advantage on Wisdom (Perception) checks. Additionally, creatures that have line of sight on the creature during this duration must make a DC 13 Wisdom saving throw. On a failure, they are greatly affected, as if by the <i>enthall</i> spell, finding it hard to do anything else but stare.	
81-82	A crude humanoid made from iron, this charm can be activated four times as a reaction to grant resistance against the damage taken from a successful hit or spell effect. After the last activation, the charm explodes, causing the bearer, and any creature within 15 feet of them, to take 11 (2d10) force damage. A successful DC 16 Constitution saving throw will halve that damage.	
83-84	This charm takes the shape of a small white lily encased in remarkably clear crystal. Crushing the charm allows the bearer to cast <i>mass healing word</i> .	
	A long thin jet black claw strung on a chain of fine silver, this charm can be activated to add a debilitating effect to unarmed strikes. For 3 (1d6) rounds, a creature that takes damage from the unarmed strikes of the creature bearing this charm must make a successful DC 11 Constitution saving throw or become paralyzed for 1 minute.	
85-86	The affected creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. This charm can be activated three times. Immediately after the third activation, the bearer takes 13 (3d8) necrotic damage as the claw implodes.	
	This charm looks like a writhing shadow inside a glass teardrop. This charm can be activated to grant the bearer advantage on Dexterity (Stealth) checks for 1 hour.	
87-88	This charm can be activated six times before the shadow disappears.	
	A glowing chunk of volcanic rock, warm to the touch. This charm can be activated three times as a reaction when the bearer is successfully hit by a melee attack, causing the attacker to take 10 (3d6) fire damage as molten magma splashes from the wound. After the final activation, the bearer gains resistance to fire damage for 4 (1d8) hours.	
89-90	Inside a steel wire is a square of greenish-gray skin with a wound that constantly heals and re-opens. By placing the charm on an area of exposed skin, the user is able to heal very quickly. For the next 5 (1d10) rounds, the user is able to regenerate 3 (1d6) hit points per round.	
91-92	A small porcelain hedgehog. Crushing this charm against one's chest causes sharp quills to erupt all over the one's body. Any creature that makes a melee attack or grapples the user will take 7 (2d6) piercing damage. This effect lasts for 1 minute.	
93-94		A small amulet of black glass that has two glowing red eyes, this charm allows the wearer to cast the <i>fear</i> spell, requiring no concentration. This charm can be activated three times. On the last activation, the user must make a DC 14 Wisdom saving throw or become frightened for 4 (1d8) hours.
95-96		A small golden hourglass with glittering sand inside, this charm allows to the user to subtly manipulate time in their favor. It has 2 (1d4) charges. The bearer of this charm can use their reaction to add a +3 to any ability check or saving throw they, or any creature of their choice within 20 feet, make. When the last charge is expended, the hourglass shatters, with a concussive bang, dealing 13 (3d8) thunder damage to the user and anyone within 20 feet of them.
97-98		A small glass globe that contains pure blinding light can be activated a single time by crushing the charm against the user's head. For 8 hours, this charm allows the bearer to attune to one additional magic item. At the end of the duration, the user must make a DC 15 Constitution saving throw or take 2 levels of exhaustion.
99-100		



COMMON MAGIC ITEMS

Not every magic item on the face of the planet has the power to change the course of history, slay dragons or resurrect the dead. Sometimes magic is imbued into the simple things or items that just make everyday life a little easier or more enjoyable. A common magic item can be a fun reward for your players that doesn't shift their overall power level (unless you consider the ability to win any dance-off a power on par with diplomatic immunity). If you would like to award a common magic item, roll 1d100 and consult the Common Magic Items table.

1d100

- An intricate jeweler's loop with small runes. Twice per day you can use the loop to instantly know the monetary value of any item you examine with it. This small purple crystal orb is incredibly useful to underground travelers. It will always tell you how deep underground you are. Additionally, once per day for 1 hour, it will reveal the best way to get back to the surface by implanting directions into your mind. These directions do not avoid or reveal danger.
- A small silver chime etched with 3 (1d4 + 1) hash marks. As long as the chime has at least one mark, as an action, you can strike the chime to instantly know if someone is telling the truth. Each time the chime is used, a hash mark disappears. Every seven days, the chime regains 3 (1d4 + 1) hash marks.
- A waterskin made from reptilian leather. Twice per week, this vessel fills with a pint of fresh water. This ancient-looking ironwood spoon features small runes in halfling around the bowl. Three times per day, the spoon can be activated to flavor the food being cooked with it in any fashion the wielder desires.
- A ball of string and a silver needle. They can be used once per day to sew up a wound and will restore 6 (1d4 + 4) hit points.
- A small tin thimble that can be activated once per day to add +1 to the owner's AC as a reaction. At the beginning of each day, roll 1 d20; on a natural 1, the thimble loses its magical power.
- This bright red umbrella can be opened to shed light in a 20-foot radius and an additional 20 feet of dim light around the bearer for 2 hours. To be used in this fashion, the umbrella must be exposed to sunlight at least once every 7 days.
- This item is simply a knight chess piece. When placed on a table or flat surface, it creates an illusory but usable chess board around it.
- A bright purple top hat with an orange silk band. Once per day, this flashy piece of headwear can be activated to give the wearer advantage on a single Charisma check.
- This delicate gold-plated paintbrush will instantly create any color of paint the user desires.

Once per day, this pair of threadbare fingerless gloves can be turned into 25 feet of magical rope as an action. By using a second action, a creature can turn the rope back into gloves.

When used, this crystal-backed hairbrush can be used to change the color of the bearer's hair.

This well-worn stuffed otter affects the person holding it with as if by the *calm emotions* spell.

A leatherbound journal. Touching it causes thoughts to be transcribed on the pages. An unwilling creature can make a DC 13 Wisdom saving throw to prevent the effect. On a successful save, they are immune to the effect for 24 hours.

This bracelet made of tiny gecko femurs allows the wearer to detach their hand as an action, allowing the hand to function like the *mage hand* spell, but with all the benefits of being an actual hand for tool utility. Once the duration has expired, the hand soars back to its body and reattaches. While the hand is active in this way, the creature cannot make use of items or do activities that require two hands. Once used in this way, the bracelet cannot be activated again for 2 (1d4) days.

A medium-sized cast iron frying pan with a red lacquered handle. By saying the command phrase "Yes Chef," the owner of this item can cause it to heat up of its own accord.

These quality glossy leather shoes give the wearer the ability to dance quite masterfully, even if they have no ability. They grant advantage on any Charisma (Performance) checks involving dancing.

A clothes hanger made from fire-hardened oak and burnished steel that can be hung in thin air. The hanger can hold up to 55 pounds.

This incredible rocking chair is sturdy enough to hold 1 Medium creature but is made of folded paper. It appears as a piece of paper with a rocking chair drawn on it and by issuing the command phrase ("My dogs are barking"), it grows and forms itself into the shape of a rocking chair. Once per week, this chair can be activated using a second command phrase ("Oooooo boy, fine weather innit?"), allowing the creature sitting in it to benefit from a short rest by spending 5 minutes rocking in the chair.

A well-constructed straight razor with a dragon claw handle. By using an action, this item can be activated to give the wearer the perfect shave. The next Charisma (Persuasion) check made by the creature after this grooming can be made with advantage.

The ticking from this small clock is quite comforting. As an action, this clock can be set on the ground and activated, providing the benefit of the *alarm* spell in a 20-foot radius around it. If the clock is moved, the effect ends and cannot be activated again until the next dawn.

- 23 This small box contains 10 (2d6 + 3) matches. When struck and lit, a match can be thrown to the ground where it creates a small campfire for 4 hours, even in inclement weather and without fuel.
- 24 A delicate silver fork with three tines and edged in golden filigree can be placed into a single item of food or drink. If it detects poison, the silver tines will turn matte black, but only to the wielder's eyes. Once used in this way, the fork cannot be used again until the next dawn.
- 25 A set of thick black-rimmed spectacles with bluish lenses that seem to catch the light. While wearing them, the creature suffers no penalty to Wisdom (Perception) checks from being in dim light.
- 26 Made from cotton twine and knit with a very open pattern, this small bag is larger on the inside than on the outside. This bag can be used to carry 50 pounds of food and drink items as long as the item will fit inside the 1-foot diameter opening. In addition to storing more than it should be able to, perishable items do not spoil inside the bag. Non-food items cannot be put inside the bag.
- 27 Washing with this bar of translucent soap will cause a creature to smell of lilac for 8 hours.
- 28 A small brass key. When placed in contact with a lock, the key will vibrate in the presence of a trap. This feature can only be used once per long rest.
- 29 This pair of bronze shears can be used to cut through any item that is less than 1 inch thick and 3 inches wide (as an action, once per day).
- 30 This pair of magical items functions together. One of the items is a flat wooden token, about 1 inch in diameter, carved on each side with an all-seeing eye. The other item is a small compass that always points in the direction of the wooden token.
- 31 A small polished blue button that can be stuck on any surface for the period of an hour, during which it becomes invisible. During that time, the owner of the item can use an action to hear what is going on around the button as if they were in that space themselves. While listening from the button's position the creature is deafened to sounds in their actual location. After the hour has elapsed, the button becomes visible and falls from the place where it was stuck.
- 32 This small penknife can be used to carve an arcane mark or short message of six words or less onto a surface. The message remains for 8 hours and can only be read by a total of 5 creatures, designated at the time of carving. Once used in this way, the knife cannot carve a magical message again in this way until the next dawn.
- 33 A tiny hammer that weighs less than one pound. This hammer can grow to the size of a smith's heavy hammer by speaking the command phrase ("hammer time"). While using this hammer, you make Smith's Tools-related checks with advantage.
- 34 This short and stubby wand is tipped with a square blue crystal containing a red starburst. This wand can be used to attempt to recharge a single charge on a magical item. After placing the crystal tip of the wand on an item, roll 1d20. On a result of 14 or above, the item regains one charge; on a lower roll, there is no effect. The wand cannot be used again in this way for 2 days.
- 35 This short-handled feather duster allows the wielder to dry or clean an area in a 10-foot cube.
- 36 A very crude obsidian knife with a dirty, canvas-wrapped handle. Placing the blade into the blood of a creature that has died within the last hour will reveal sights seen by the deceased in the 4 hours leading up to its death within the wielder's mind. The wielder must make a DC 14 Wisdom saving throw. On a success, they can interpret the images. On a failure, the images are a confusing jumble. The knife cannot be used again for five days.
- 37 This bobbin of glimmering silver thread has no end. When stretched out and placed on the floor it creates a faintly glowing line that remains until the thread is wrapped back onto the bobbin.
- 38 This set of shoe soles will magically attach to the bottom of any pair shoes a creature is wearing. They remain attached for up to 4 hours. While the soles are attached, the wearer gains +2 bonus to Dexterity (Stealth) checks and leaves no visible footprints. The soles cannot be used again in this way for 3 days.
- 39 A finely-crafted wooden comb inlaid with aquamarine. Once activated, as an action, the features of the wearer become unremarkable for 5 minutes. Each creature of the wearer's choice will have trouble remembering what the wearer looked like unless they succeed on a DC 12 Wisdom saving throw. Once used in this way, the comb cannot be used until the following dawn.
- 40 This 6-foot wooden pole can be activated to create small explosions of colored light and sound within 20 feet of the wielder.
- 41 A narrow straw made of a hollow tin tube with strange etchings on the outside. The drinker can choose the flavor of what they are drinking.
- 42 While wearing this pair of half-moon spectacles, a creature's irises appear golden with a vertical pupil.
- 43 A small square of sticky goo that can be placed on a surface. For every 5 feet the square moves, or whenever a creature comes within 5 feet of it, the square releases an audible exhalation of gas. The smell is terrible.
- 44 A small wooden dowel that is carved in the shape of an owl on both ends. As an action, the bearer can make the dowel issue a hooting noise; in addition, once per day, you can cause an illusory, ephemeral owl to appear and can direct its flight.
- 45 Using chalk from this ornate hickory box, you can draw pictures that animate.

46	This wooden doll, a surly orc, is a marionette that can be operated without strings.	62	This round crystal monocle allows the wearer to see people's auras, revealing basic information about their emotional state. Wisdom (Insight) checks are made at advantage 2 (1d4) times per day.
47	This small parchment with a purple wax seal can be affixed to a mundane weapon or tool, causing the edges of the item to glow with a shimmering purple light. This light is bright for a 5-foot radius and dim for another 10 feet.	63	This wooden box is made of strong ashwood but is light as a feather. This box can hold 6 medium-sized books, preserving them from any type of damage.
48	A set of ornate playing cards edged in gold. They are distracting to any opponent and grant advantage to any skill check related to the gaming card set.	64	A large wooden flagon, banded with riveted iron, that always smells of ale. The flagon fills with weak but flavorful beer any time the wielder says its command phrase ("Bottoms up").
49	A small watering can made of beaten blue metal. Water from this can makes any plants watered with it appear vibrant and alive.	65	A minuscule humanoid skull painted with red swirls. This skull begins to babble gibberish when something dead, or undead, is within 30 feet.
50	A metal screwdriver that can be used once per day to cast the <i>mending</i> spell.	66	This vibrant pink mushroom charm pulses with an eerie light. This item can absorb up to 10 points of poison damage per day.
51	This pair of bright red glossy leather shoes can be used to change the size of one's feet, either by half or up to five times their original size. This illusion has no mechanical effect on the creature's movement.	67	A brilliant silver whistle that can only be heard by camels, oxen and giant goats. It makes them angry.
52	A small glass sculpture of a pickle. As an action, the wielder can use the sculpture to create a strong vinegar smell in a 20-foot radius.	68	A creature using this grappling hook and rope set gains a +3 bonus to any Strength (Athletics) checks made to climb.
53	A quill pen with a nib that is constantly covered in black ink. This ink is permanent and cannot be removed except by magic.	69	A spinning top inscribed with a series of very small runes. Once the top begins to spin, it will not stop unless someone, or something, interrupts it.
54	A simple, flexible metal spring that can move of its own accord but at the owner's direction, it can move up vertical surfaces and even hang upside down.	70	A packet of a well-made tools wrapped in a large canvas roll. Any creature making a woodcarver's tools check while using these can do so with advantage.
55	This ring with a small opalescent white stone in the shape of a cloud warns the wearer of approaching storms. The ring vibrates and the cloud turns gray. Inside a small vial is a swirling mass of blue black smoke that seems to draw darkness into it. While holding this item, any effects of madness the creature is suffering from are suppressed for 2 hours. Once used in this fashion, the item cannot be used again in this way until the next dawn.	71	The skeletal hand of a small humanoid. It can be activated as an action and moved around at the will of the user, as in <i>mage hand</i> . When not given specific direction while active, the hand makes rude gestures at anyone nearby.
56	A narrow tapered candle of black wax that burns with a blue-green flame. By speaking the command word ("flout") the owner can cause it to float next to their head providing bright light in a 10-foot radius. Only the owner of the candle can benefit from this light.	72	This pewter pan flute can be activated by stating its command phrase ("tull harmonious"). Once activated, it harmonizes with any music in a 30-foot radius as it floats around the user.
57	A small amulet in the shape of a large reptilian claw. Once activated, beasts will not come within 5 feet of the amulet. This feature lasts for 1 minute and cannot be used again for 2 days.	73	Brightly colored and emitting the heavy scent of saltwater, this natural sponge seems to pulse and gyrate. It can be used to absorb up to 10 gallons of any type of liquid. The absorbed liquid remains securely in the sponge until the user spends an action to squeeze it out. The sponge can only hold one type of liquid at a time.
58	A copper urn full of 5 (1d6 + 2) doses of semi-liquid clay. A single unit of this clay can take the place of any spell component worth less than 150 gp. Once used in this fashion, the clay dries and crumbles.	74	This refined silk stole is edged with sailfish scales that glimmer in sunlight. While wearing it, a creature can breathe underwater for 1 hour.
59	This heavy fur-lined coat looks cozy as can be. If the creature wearing it takes cold damage, the damage is reduced by 4 (1d8).	75	A necklace of fine, gleaming pearls. A creature wearing this necklace produces multi-colored, iridescent bubbles from their mouth as they speak.
60	A jet black square of onyx that can be activated to display images as constructed by the user's imagination. These images are illusory and cannot leave the surface of the onyx square.	76	This gold coin can shift at the request of the wielder to match the currency of the realm. The coin itself is real gold, but the endless number of copies it can make of itself are fake. If anyone other than the wielder discovers a fake, all of the copies created to that point turn red and begin to scream.

77	This fancy doublet made of vibrant blue and purple silk is stylish and comfortable and makes its wearer irresistibly attractive to gnomes of both sexes.	88	This tube of ocher cream can be applied to the skin, removing the effects of sunlight sensitivity for 1 hour. The tube produces three doses per long rest.
78	A finely-crafted hand axe that stubbornly refuses to chop wood, but the back side of the axe head makes an excellent hammer.	89	This large leather suitcase is infused with transmutation magic. It can hold up to 200 pounds of goods. Once filled with items, the user can speak the command phrase ("It'll fit") causing the suitcase to shrink to the size of a playing card.
79	The thick terrycloth sweatband was all the rage in fashion 20 years ago. Once activated by stating its command phrase ("Anger is my strength"), music with a heavy backbeat starts to emanate from the headband. The wearer has advantage on all Charisma (Performance) checks used to fight through their feelings using the power of dance.	90	A pewter goosenecked kettle with four small legs. By speaking the command word ("kettleon") you can make the kettle brew a pot of hot tea of any flavor you desire, without the need for water or leaves. The kettle can be used in this way twice per long rest.
80	A simple wooden drum with a leather head.	91	This serrated bread knife with an onyx handle can be activated to toast bread as it slices.
81	People who hear the drum being played are easily influenced to dance and drink.	92	A 2-inch square of blue velvet. Activating the item with its command phrase ("Make it work") allows the bearer to create any sort of clothing they desire—a hat, a scarf or a full ensemble. The created item(s) stay in this form for 2 hours before reverting to the square of velvet. The square can be activated a total of 3 times per long rest.
82	A gorgeous rug, woven with twisting and turning geometric patterns. Any creature that steps on the rug causes a fanfare of horns to sound and flashes of colored light to erupt all around them.	93	This strangely etched piece of long thin pasta can be activated three times per long rest to act as an ordinary whip for 1 minute.
83	A rusty iron lantern that never seems to run out of oil. It reacts to any movement within 15 feet of it by making spooky ghost noises.	94	This object resembles a modern day stethoscope made from clam shells and rubbery hollow reeds. Four times per long rest, the user can activate the item to gain advantage on Wisdom (Perception) checks to hear through a door.
84	This functional jab saw with an ornate mother-of-pearl handle can be used to cut a small hole, up to 6 inches in diameter, in thin air. The hole leads to a small extraplanar space where you can store up to 10 pounds of stuff. The saw can only be used to access this extraplanar space once per day.	95	A lightweight unadorned tin cup that adds a delightful fizz to whatever liquid is inside.
85	A plain leather belt with an ancient iron buckle. By removing the belt and speaking the command phrase ("toughen up") the belt will become a stiff 4-inch-by-5-foot board that can support up to 400 pounds.	96	This 4-inch-long oval mirror in a gilded frame can be used to discern the true nature of things. While holding it, a creature rolls Wisdom (Insight) checks with advantage. The mirror can be used to affect 2 checks per long rest.
86	This pack of 15 (2d12 + 2) sheets of square colored paper can be commanded to fold themselves into any shape the user can think of. They are a great storytelling aid for the inspiring bard as the shapes will then act out the stories being told. Speaking the command phrase ("the end") will cause all of the sheets of paper to unfold into their original, unused condition and fly into the leather folio they came in.	97	A pair of black shoes with bright green soles. With the command word (splishsplash), fins grow from the shoes, giving you a swim speed equal to your walking speed for 1 minute. The shoes can be activated twice per day.
87	A 1-inch cube made of heavy green canvas. Tossing it out on the ground and speaking the command ("pitching in") will cause the cube to turn into a normal tent that is large enough to fit three people. A coarse, horribly painted rubber chicken. When squeezed it makes a screeching honking noise that forces anyone within 15 feet other than the wielder to make a DC 12 Constitution saving throw or become deafened for 2 (1d4) rounds. The affected creature can repeat the save at the end of each of their turns, ending the effect on a successful save. Once used in this fashion, the chicken cannot be activated again until the next dawn.	98	A pair of strange yellow-lensed glasses provides advantage on any saving throw against an effect that would impose blindness. Once activated in this way, the glasses cannot provide advantage again until the following dawn.
88	This walking stick negates the effects of difficult terrain but must be held in at least one hand.	99	This enamel pin depicting a cartoonish canine creature suspends the wearer momentarily, allowing them to roll any Dexterity saving throw to avoid falling with advantage. However, before they roll the Dexterity saving throw, they must roll a DC 12 Wisdom saving throw to avoid looking down. If they fail the Wisdom save, they fall.
89		100	



DREAMS

Dreams hold special significance in most fantasy settings. Not just mere creations of the mind, they offer a connection to a physical realm, the Dream Lands or the Plane of Dreams. That's why it's handy to have a few on hand when your party finally settles in for a long rest. Depending on what type of dream you need, consult the appropriate table and roll 1d10 to determine the result.

NIGHTMARISH DREAMS

1d10

You are having a light but still restful sleep, comfortably in your bed or bed roll. A sudden sound wakes you and you find yourself surrounded by darkness except for a powerful light from above—a

- 1 spotlight upon you from an unknown source. You are paralyzed as your loved ones and friends appear from the darkness, seemingly undead and certainly hungry. You are paralyzed as they stumble toward you and begin to feed on your flesh.

The breaking dawn washes over you, a beautiful sunrise lighting the sky and warming your skin. You stand on a promontory, high over a large expanse of a verdant valley below. Suddenly, the rock ledge

- 2 you are on breaks and you fall. You smash through the ground when you impact it, continuing to fall through darkness. You suddenly smash into the ground, stalagmites skewering your body. Your skin begins to smolder and burn as you slowly sink into a lake of fire. You feel every moment, unable to wake. All around you is impenetrable darkness. The sound of dripping water is accompanied by chittering, discordant voices. A presence lurches forward toward you, clearly hunting you. You bolt but have no sense

- 3 of where you're going. You run in abject terror as this slavering eldritch presence pursues, cacophonous cries and wails drawing ever closer. You know, deep in the pit of your soul, that if this beast catches you it would be a fate worse than death.

You become conscious of the fact that you are strapped to a cold metal table, stripped of your clothing and equipment. Groggily taking in your surroundings, you find that your eyes are also forced open by a clawed device that pinches the skin of your eyelids. At the extreme of your periphery, a small shadowy hand followed by another grips the table.

- 4 A small humanoid, no more than 3 inches tall, pulls itself up onto the table. It is made of living shadow with horrible wide burning white eyes. This creature is joined by another and another and another until there are a dozen of them surrounding you. In unison, they pull out wickedly long needles and begin to jab them into your body over and over and over until you wake. Bright, painful light blinds you as you try to take in your surroundings. You are in a small, doorless room
- 5 and the sound of reverberating laughter gets louder and louder and louder until your ears and eyes begin to bleed.

A sudden jolt causes the scene around you to materialize and solidify. You are bolted to an upright log in a massive pyre. A crowd jeers and yells, screaming profanities at you. A light catches your attention as a burning torch approaches the pyre. You look on in horror as a perfect replica of you enters your field of vision and drops the torch on the pyre. Your screams as the wood ignites are drowned out by the laughter of your double.

- 6 You become aware music around you. A high society party is in full swing and you stand in the middle of the festivities stark naked. People begin to laugh and jeer as you begin to shrink. The mocking laughter accelerates the rate at which you shrink until you just disappear, only for the same scene to begin again.

Shouts and screams bring you into the moment and you find yourself on a stage in front of an audience of demons. You find that your hands, arms and head have all been painfully attached to sinewy threads leading to a large mechanical device. A handsome man, small horns curling around his ears, begins to sing and you begin to jerk painfully in a mockery of a graceful dance, controlled by the threads. This goes on for hours until the stage opens and you are lowered into a vat of bubbling acid. You are forced to remain mute as you feel your body eaten away.

- 7 You realize that you are trapped in a bubble full of murky water. You try to swim to the outside only to find that the bubble moves with you and you can't reach the perimeter. Water fills your lungs as you panic and black out. You feel your death occur, only to awaken once more in the same place, with no air and no hope.

You are alone. Everything you loved or could love is a desolate waste. Minutes pass as years, and you wander aimlessly in a wrecked void with nothing to live for and no way to die.

PLEASANT DREAMS

1d10

You dream of feasting with legendary warriors, mages and scholars from times long past. The food is amazing and you wake feeling comfortable, sated and well rested.

- 1 As you drift into awareness, you realize you are floating through darkness, a cool wind on your face. Your surroundings materialize slowly and you find you are soaring with ease through a cloudless, star-filled sky, a full moon shining at your back. It's exhilarating and peaceful all at the same time, soaring amongst the stars. Your dream begins to fade as a blazing sun rises in the east and paints the sky purple, pink, orange and red.

You find yourself walking through pristine hallways of marble, flanked by small alcoves holding priceless treasures and items of immense magical power. You soon come to realize that this home, this palatial estate, is yours. It seems that years of adventure and sacrifice have finally paid off. You feel a surge of pride and contentment as the dream ends.

As you enter the dream, you realize with some shock that you are a massive, powerful dire wolf. In the spectral woods all around you, a large pack of fierce wolves prowl patiently, as if waiting for your command. You howl. The hunt is on. The dump of adrenaline, the rush of the wind and the tug of the scent of your prey is intoxicating. Running beneath the shrouded moon is the most free you have ever felt.

The clinking of coins draws you into the dream and you find yourself in a vast marble vault, full to the brim with gold coins and treasure. Your friends, family, party and loved ones are all there swimming in the pile of treasure as if it were a pool of water.

You can feel yourself walking before the sights of your surroundings register. You smell a sugary sweetness and hear the hum of a hive. As your vision clears you find you are in a wonderland of candy and sweets. Everything around you is made from sugar, chocolate, pastry or some other delectable. You eat to your heart's content and wake at the point you become full. When you wake, you are jittery and a bit sick to your stomach.

You are a powerful spellcaster, able to rewrite the very laws of reality to your whim. You use these abilities to right the wrongs that have always troubled you, but you cannot help but revel in the adoration your actions bring.

Softness beyond softness is all you can feel as you enter this dream. Your awareness sharpens and you find you are prone in a pile of plush, oversized teddy bears. The pile purrs quietly, the low vibration incredibly soothing, and after a while the dream ends with you feeling more relaxed than you ever have before.

Heavy perfume and wafting incense assail your senses as the lights come up in a room full of plush red velvet and silk. The love of your life, the object of your undying affection, is in the room with you, and you sink back into unconsciousness with the certain knowledge that it is going to be a pleasant evening.

10 You are in waking conversation with a being of unimaginable power, and it hears your needs, wants and desires while regarding you as a trusted friend. Its words are inscrutable, but you feel heard, seen, beloved. As you stir, you sense your god is on your side.

GM NOTE: SPELL APPLICATIONS

The Nightmarish Dreams table may also be a fun, new way to spice up spells like *phantasmal killer* that tap into the target's worst fears and nightmares. Instead of relying on something generic in that moment, a roll on the Nightmarish Dreams table would really hammer home the terrifying nature of the spell.



PROPHECY

You can tell a lot about the future if you know where to look or who to ask. But since you can't always plan for those moments when your players might cast divination or consult a star map, it's nice to have a table or two that can help you describe what they might find when they look to the heavens or the keeper of the bones or the all-seeing eyes of their elder patrons.

CONSTELLATIONS & HEAVENLY PORTENTS

Since time immemorial, mortal races have looked to the sky for guidance and inspiration. In the earliest days of life, the stars were used as navigational guides, storytelling tools and ways for thinking beings to try and make sense of the wide world around us. Heavenly bodies and celestial objects have also served as the source of prophecy, divination and wonder. From portents of ill tidings to predictions of peace and plenty, over the course of history, these divinations have been written in the stars for those wise enough to look. The following table contains some constellation patterns and celestial events that can be applied to your world. What mechanical effects these things have, if any, is completely up to you. Roll 1d20 on the following table to add unique celestial events.

1d20

1	When the amphora—a collection of nine stars that form a wave—is predominant in the sky, sailors will have good fortune. It is also a time of rebirth and change; new ventures will have increased success. In the time of the blood red moon (or moons)
2	warriors are favored and those with a connection to nature feel more primal. Some turn feral.
3	A total lunar eclipse is an ill tiding, signifying the height of powers of darkness. Ghosts and the undead are more prevalent and powerful. Sea voyages that begin on the day of the eclipse are destined for poor travels and disaster and are therefore avoided whenever possible.
4	When Haddrax the Hunter—a mighty centaur warrior comprising 11 bright burning stars—touches the western horizon, it is a time of bountiful hunts and foraging. The amount of food that can be gathered during this time is 11 times larger than normal.
5	Every 300 years, the planets of the solar system all align. During this alignment, the boundaries between the planes and worlds beyond are said to become thin.
6	When Corovax the Raven (a small constellation made up of five dim stars) is superior to Alathyx the Dragon (a long, sinuous constellation containing 16 stars and one planet) the weak have advantage over the strong. The underdog is favored and long shots have a way of working out.

- 7 Oro, the tree of life, composed of a staggering 37 stars, only graces the heavens in its entirety for one week per year. Children born during this period come into the world with magic in their blood, destined for great things.
- 8 Meteor storms are incredibly rare and usually herald times of great upheaval and strife. When the sky is full of shooting stars, the wise man is wary.
- 9 Once a year, the stars that make up Norgrim the Smith's hammer arm intersect with Hedrun the Great Scorpion's claw. For this brief period, metalworking seems more difficult. Blades shatter and warp, welds fail and forge fires are difficult to keep at temperature.
- 10 Ero, the Book of Divine Knowledge (a constellation that forms a near-perfect square) being in prominence has a noticeable effect on divination magic and soothsayers. Divining spells are more accurate and less cryptic, but using them can addle the wielder's mind.
- 11 There are many who say comets are portents of evil or disaster. In actuality, they are just beautiful sources of pure magic. What happens when that magic arrives, whether evil or good, is highly circumstantial.
- 12 Crix the Heavenly Blade is a set of six stars that make up the profile of a stiletto dagger. Ancient legends, which persist to this day, claim that one day the dagger will fall from the heavens and pierce the world, bringing about the end of all things.
- 13 Heleria the Winged Wolf Mother is a constellation made up of 13 stars and single red planet, which makes her eye. Druids, nature priests and clerics find that the natural world is more active when she is in prominence, but her motherly nature eases relationships between the wild world and the realms of humanoids.
- 14 Ux the Devourer, which appears to be a swirling constellation of eight stars, swirls around a black hole that is slowly eating everything around it. When Ux is directly overhead, disease and entropy run rampant on the material plane.
- 15 Every so often, conditions are just right for a rainbow-like halo of light to be visible around both the sun and the moon. It is said that the boundaries between the world of the living and the world of the dead are weakest at this time, allowing for easier communications with lost souls and ancestral guardians.
- 16 Red nebulous clouds, sparkling with energy and arcane power, appear at random times of the year, mostly at night where they are very visible. When these clouds appear, magic is said to be unpredictable and more explosive.

- 17 Veliod the Maiden is a constellation of 21 stars that always appears in early spring. However, sometimes she rises in the east at the beginning of the season and appears upside down. In these years, crops always perform poorly and the world is always on the brink of famine.
- 18 The Dark One's Eyes are a pair of stars, one bright orange the other bright blue. These strange stars seem to orbit each other, and every seven years they dominate the northern sky. When the Dark One's Eyes look upon the world, battles are bloodier, conflicts more explosive and deaths caused by violence more prevalent.
- 19 Ethos the Lover is a constellation of five stars in a pentagon. When Ethos is high in the southern sky, treaty negotiations and bargains are easier to solidify. A calm falls over the world and it is said that people have an easier time getting along. Love matches made under Ethos are said to be destined to last multiple lifetimes.
- 20 Every 500 years, a great nebula glowing with bright orange, green, blue and red stardust is visible in the upper atmosphere of the world. When this phenomenon occurs, scholars, casters, inventors and alchemists are struck with sudden inspiration. They create new sciences, spells, formulas and machines. Their creations mirror the creation of new stars in this stellar nursery.

SOOTHSAYERS AND FORTUNE TELLERS

The realms of mortals are full of those that claim they can tell the future. They claim to be able to speak to spirits, consult cloudy crystals or read the placement of scattered bones to discern what is to come and how it will affect specific individuals. Most of these self-proclaimed oracles are all con artists selling a product. Sometimes that product is hope, sometimes it is impending doom, depending on the customer. The following table is a list of non-committal things these fortune tellers can tell a character who employs their services. Roll a d10 and consult the What Do the Bones Say? table.

WHAT DO THE BONES SAY?

1d10

- | | |
|----|--|
| 1 | "Beware the man wearing purple trousers." |
| 2 | "Be mindful of those that sleep at night; they will stalk you during the day." |
| 3 | "A mysterious entity has great interest in your doings and is watching." |
| 4 | "On the morning of the third day, the sun will rise." |
| 5 | "Good tidings come in threes; six days will pass anon." |
| 6 | "A great fire awaits those who make rash decisions." |
| 7 | "Small gifts bring great rewards." |
| 8 | "With planning and ingenuity, you too can fail." |
| 9 | "At the end of the day, the time of night begins." |
| 10 | "Do not follow ominous voices into the woods; they never have candy." |



REINCARNATION

In this fantasy world, there are a variety of ways to bring the dead back to life—and not in that brainless zombie kind of way. From *revivify* to *resurrection*, death is not necessarily the end. One of the options available is *reincarnate*. Only available to druids, this spell calls out to the soul of the recently departed and beckons it into a new body. Frequently, this causes some changes. Most noticeably: the new body may not be of the same race as the one the deceased is accustomed to and the result is determined randomly.

A change of race would likely be a huge shock to the system and getting used to the racial traits acquired or lost will take some getting used to. If a creature becomes

the target of a *reincarnate* spell, roll 2d100, one for the target's new ancestry and one for the side effect of its reincarnation. Consult the Reincarnation Results & Unexpected Side Effects table to determine the outcome.

GM NOTE: VARIANT RULE SET

Adding side effects or unexpected results to *reincarnation* is a deviation from the way this spell was written. If this spell comes up in your game, make sure you are transparent with your players about your desire to add unexpected results to the use of this spell.

REINCARNATION RESULTS & UNEXPECTED SIDE EFFECTS

1d100	Ancestry	Side Effect
1-4	Human	You maintain the use of one racial feature of your choice from your previous race for 2 (1d4) days.
5-8	Elf	You cannot use one racial feature (at GM discretion) from your new race for 2 (1d4) days.
9-12	Halfling	You have amnesia, not knowing who you are nor having any memory of your surroundings and companions. This fades in 13 (2d12) hours and your memories return.
13-16	Dragonborn	For the next 3 (1d6) days, if you take more than 15 points of damage in a single attack you must succeed on a DC 12 Wisdom saving throw or be stunned for one round as flashbacks of your death assail your mind.
17-20	Serpentfolk	Learning to use your new body is difficult. For 13 (2d12) hours after being reincarnated, you make all attack rolls and skill checks at disadvantage.
21-24	Sentient mechanoid	Your new body is sluggish and slow to respond. Your movement speed is reduced by 5 feet for the next 2 (1d4) days.
25-28	Owlkin	Your mind has a hard time adjusting to this new form. You are at disadvantage on all Intelligence- and Wisdom-based skill checks for the next 13 (2d12) hours.
29-32	Giantkin	The powerful magic that returned you to life leaves a lingering protection on your skin. For the next 2 (1d4) days, you roll saving throws against magical effects and spells with advantage.
33-36	Birdfolk	Your senses aren't quite working correctly as your mind learns to interpret the new input. For the next 2 (2d4) days, you are at disadvantage on Wisdom (Perception) checks.
37-40	Half-elf	Residual magic wafts off you in waves. For the next 2 (1d4) days you can cast either <i>lesser restoration</i> or <i>cure wounds</i> (2nd level) once per day.
41-44	Centaur	This experience has been incredibly taxing. For the next 2 (1d4) days, before you can take an action, bonus action or reaction, you must make a DC 11 Wisdom saving throw. On a failure you become incapacitated for the next round.
45-48	Elephantkin	The first time you would fall to 0 hit points in the 2 (1d4) days after your reincarnation, you can instead regain half of your maximum hit points. If you choose to regain the hit points, you must make a DC 14 Constitution saving throw or gain 1 level of exhaustion.
49-52	Shifter	For the next 2 (1d4) days, you can call on muscle memory to boost your abilities. You are able to add 2 (1d4) to any ability check.
53-56	Rabbitfolk	Your mental defenses have been weakened by this experience. For the next 2 (1d4) days, you must roll saving throws against effects that would charm or frighten you at disadvantage.
57-60	Feyfolk	The divine magic that returned your soul to a body has infused you with radiant energy. For the next 2 (1d4) days, you can add 3 (1d6) radiant damage to any attack roll or offensive spell.
61-64	Half-orc	As soon as your reincarnation is complete, you must roll a DC 16 Wisdom saving throw or gain the frightened condition for 22 (4d10) hours as visions of your death and your journey through the afterlife assail you.
65-68	Minotaur	Your physical appearance continually changes between your new form and your old. The transformation is painful and disturbing. For 2 (1d4) days, at the end of each long rest, you will take 16 (3d10) psychic damage. Additionally, this constant mutation is off-putting. For the duration, you will be at disadvantage on Charisma (Persuasion), Charisma (Deception) and Charisma (Performance) checks but roll Charisma (Intimidation) checks with advantage.

69-72	Dwarf	The magic that recalled your soul provides you a brief period of physical protection as you settle into your new form. For 3 (1d6) days, you gain a +1 to your armor class and saving throws.
73-76	Gnome	Your body is confused as to how fast it can move. For 2 (1d4) days, you combine the movement speed of your former form with the movement speed of your new form. However, if you use a dash action during this period, you must roll a DC 12 Constitution saving throw, taking a level of exhaustion on a failed save.
77-80	Lizardfolk	Your new body is trying to reject the soul that has been forced into it. For the next 2 (1d4) days, at the end of a long rest you must take 3 (1d6) necrotic damage; your maximum hit point total is reduced by the amount of damage taken. Your total will restore over time. After the initial period, your maximum hit point total will improve 2 hp per day until restored. Only <i>greater restoration</i> , <i>heal</i> or <i>wish</i> can instantaneously restore your maximum hit point total.
81-82	Hobgoblin	Your mind and body aren't communicating effectively. For the next 2 (1d4) days, you must subtract 2 (1d4) from any ability check you make.
83-84	Elementalkin	Your mind is still protected by the power of the transition into this new body. For the next 2 (1d4) days, you are resistant to psychic damage and immune to both the charmed and frightened conditions.
85-86	Goblin	Every time you sleep for the next 3 (1d6) days, your dreams are haunted by spectral messengers. They whisper unintelligible things and their voices set you on edge. Roll a DC 15 Wisdom saving throw at the beginning of each long rest. On a success, the messenger is a simple humanoid that takes the shape of someone you know or knew. On a failure, the messenger is terrifying and monstrous to behold and its presence lingers in your mind and in your dreams. You wake gaining no benefit from the long rest and suffer 10 (3d6) psychic damage.
87-88	Angelic offspring	You are unable to speak for 13 (2d12) hours after reincarnation.
89-90	Tiefling	You are more vulnerable to attack because of your recent reincarnation. For 3 (1d6) days, you suffer a -1 penalty to your AC and saving throws.
91-92	Lionkin	The magic that constructed your new body continually tries to renew itself for a brief time. For 3 (1d6) days, you gain 7 (2d6) temporary hp at the end of every hour. These points do not stack.
93-94	Kobold	It is hard for you to keep your wits about you as you try and adjust to this new form. For 13 (2d12) hours after reincarnation, you are affected as if by the <i>confusion</i> spell. Outside of a combat situation, you are only required to roll on the table associated with this spell once per hour.
95-96	Ravenkin	For 13 (2d12) hours after being reincarnated, you become a focal point for life and rejuvenation. Every creature within 15 feet, including you, has resistance to necrotic damage. Living creatures that start their turn in this area with 0 hit points regain 4 (1d4 + 2) hit points.
97-98	Orc	Skills and traits bleed over across the bridge of magic used to bring your soul back. For 1 day, you can benefit from all the racial traits available to you, both from the new body and from the old.
99-100	Turtlekin	Roll twice on this table and be affected by both results.



GM NOTE: GENETIC MUTATION

The complications posed by magical reincarnation don't have to be limited to those presented above. If you'd like to include a genetic mutation associated with this magical transformation, check out the options on the Strange Mutations table on pg. 200.

STRANGE MUTATIONS

Whether by magic or a curse, sometimes a creature's form can be warped and changed from the inside out. These mutations can provide beneficial properties, but they can also have detrimental side effects. Should a creature become subjected to an effect that could change their physical form on the base level, roll 1d12 on the Strange Mutations table and apply the result. The descriptions of each mutation will follow the table. The effects of these mutations can be removed by casting *greater restoration*, *heal* or *wish*, at GM discretion.

1d12

- | | |
|----|-----------------------|
| 1 | Mystic Third Eye |
| 2 | Elongated Limbs |
| 3 | Restraining Tentacles |
| 4 | Amphibious Adaptation |
| 5 | Bifurcated Mandibles |
| 6 | Enlarged Frontal Lobe |
| 7 | Unstable Soul |
| 8 | Damaging Breath |
| 9 | Surging Strength |
| 10 | Malleable Form |
| 11 | Ethereal Step |
| 12 | The Vanishing |

MYSTIC THIRD EYE

An additional eye grows suddenly and painfully from the center of the creature's forehead. This eye is attuned to the mystical world around it and is able to detect the presence of things that are not visible to sight alone. By using an action, the creature can open this third eye, immediately subjecting themselves to surging magic and powerful auras of the fabric of reality. The creature must make a DC 14 Wisdom saving throw. On a failure, the creature takes 17 (5d6) psychic damage and is blinded for 2 (1d4) rounds. On a success, the creature is able to withstand the torrent of information flooding into their mind and for 1 minute benefits from the following effects:

- They can see invisible creatures and creatures on the ethereal plane.
- They can see magical auras around creatures and objects within 30 feet of them, as well as determine the school of magic.
- They can determine the exact nature of the creatures around them. The user is able to immediately determine the alignment and creature type of any within 15 feet.

The eye can be opened a number of times per day equal to the creature's proficiency bonus; however, every use after the first, whether they succeed or fail on the saving throw, imposes one level of exhaustion.

ELONGATED LIMBS

The connective tissue in the affected creature's arms and legs undergoes significant changes, becoming more elastic and pliable. As a bonus action, a creature can elongate either their arms or their legs. Should the creature elongate their arms, they extend their reach to 10 feet. Should the creature elongate their legs, they can grow up to double their current height, but the growth is only in the legs. The creature's movement speed is doubled for the duration. While they have either set of limbs elongated, a creature suffers disadvantage on all Dexterity-based attack rolls, saving throws and ability checks. If they have both sets of limbs elongated, they not only suffer disadvantage but take an additional -2 penalty to Dexterity-based attack rolls, saving throws and ability checks. Returning a set of limbs to normal requires another bonus action. A creature can activate this mutation a number of times equal to their proficiency bonus per day.

RESTRAINING TENTACLES

One of the creature's arms morphs and splits near the forearm, replacing the creature's hand with a trio of writhing tentacles. The tentacle is a Strength-based weapon that deals 1d8 bludgeoning damage. If this attack hits, the target of the attack is automatically restrained. A target restrained in this way can use its action to try a Strength (Athletics) or Dexterity (Acrobatics) check contested by the attacking creature's Strength (Athletics) check to try and escape.

AMPHIBIOUS ADAPTATION

Frilled and spined gills erupt from the side of the creature's neck. Their skin takes on a strange sheen and excretes a very fine slimy mucus. Webs grow between their fingers. Their toes elongate and become webbed as well. A creature that undergoes these changes gains a 30-foot swim speed and can breathe both air and water. However, their ungainly feet are not well suited to land so their walking speed is reduced by 10 feet. This creature is now more suited to the depths and gains resistance to cold damage, however, they gain vulnerability to fire damage. Additionally, the creature must submerge themselves in water every 6 hours or suffer 14 (4d6) necrotic damage. Every hour that passes after the initial 6-hour period, the creature suffers 7 (2d6) necrotic damage and must succeed on a DC 11 Constitution saving throw or take a level of exhaustion. A successful save halves the damage taken.

BIFURCATED MANDIBLES

The creature's lower jaw is now able to split in the middle, directly below their mouth. The creature can open their lower jaw horizontally, revealing large poisoned fangs that retract into small recesses inside the creature's mouth. The creature gains a Strength-based bite attack that deals 2d4 piercing damage. If this attack hits, the target must make a DC 14 Constitution saving throw or take 7 (2d6) poison damage and gain the poisoned condition for 1 minute. While poisoned in this way, the target is charmed by the attacking creature.

The creature with this mutation has difficulty speaking and has disadvantage on all Charisma-based skill checks. Spells that require verbal components have a 35 percent chance of failing when cast. If the spell fails in this way, the spell slot used to cast the spell is not expended.

ENLARGED FRONTAL LOBE

When subjected to this mutation, the creature's head and brain expand, increasing their mental capacity. The creature's Intelligence score increases by 2 to a maximum of 22. The creature gains access to minor telekinetic and telepathic abilities and the *mage hand* cantrip. They can also speak telepathically to any creature within 30 feet or create a lasting psychic connection with one creature within 30 feet for a number of hours equal to their Intelligence modifier. This connection can be maintained over any range. However, the creature takes a -2 to their Constitution score to a minimum of 1 and gains vulnerability to bludgeoning damage.

UNSTABLE SOUL

This mutation fuses wild magic into the very heart and soul of a creature, causing them to become unstable. Once per day, as an action, the creature can explode with radiant energy that blasts out of their soul. Every creature within 30 feet must succeed on a DC 14 Constitution saving throw or suffer 35 (10d6) points of radiant damage, or half damage on a successful save. The creature with this mutation can exclude a number of creatures from the blast radius equal to their Wisdom modifier (minimum of 1). After the blast, the creature that unleashed the blast must also make a DC 14 Constitution saving throw. On a failure, the creature takes 3 levels of exhaustion. A successful save reduces this to 1 level of exhaustion.

DAMAGING BREATH

A set of glands develop at the back of the creature's throat that are infused with chaotic magic. When the creature undergoes this mutation, have them roll on the Transmuted Damage Type table. Twice per day, the creature can activate a breath weapon in a 20-foot cone that does 17 (5d6) damage of the type rolled on the table. For 2 (1d4) hours after using the breath weapon, the creature gains vulnerability to the breath weapon's damage type.

SURGING STRENGTH

The creature who is affected by this mutation can cause adrenaline to course through their muscles, allowing them to benefit from incredible strength. A number of times per day equal to their proficiency modifier the creature can double their strength modifier for 4 (1d6 + 1) rounds. After the rounds have expired, the creature automatically suffers from 1 level of exhaustion.

MALLEABLE FORM

The bonds between the creature's cells weaken, allowing them to change their shape at will as if they were made of living ooze. The creature who has undergone this mutation can pass through openings as narrow as half an inch wide. Additionally, they can alter their appearance as if they were using the change shape effect of the *alter self* spell at will. However, every time the creature uses this ability, they must succeed on a DC 11 Constitution saving throw or become incapacitated for 13 (2d12) minutes.

ETHEREAL STEP

Ghostly magic infuses every cell of the creature's being, linking them to the ethereal plane. By using a Bonus Action, the creature can teleport 20 feet by partially stepping into the ethereal plane a number of times equal to their proficiency modifier. After each use of this ability, the creature must make a DC 12 Wisdom saving throw or become stuck between the material and ethereal plane. If the creature becomes stuck in this way, they are incapacitated and restrained for 10 (2d6 + 3) minutes, repeating the saving throw once per minute and ending the effect on a success. When the effect ends, the creature arrives at the point in the material plane they were attempting to reach.

THE VANISHING

This mutation causes variations in the skin cells that can put them slightly out of phase with the visible light spectrum, creating a minute field of invisibility around the creature and its equipment. A number of times per day equal to its Constitution modifier (minimum of 1), the creature can become invisible as per the spell. After each use of this ability, the creature must make a DC 12 Constitution saving throw or become blinded for 2 (1d4) hours.

TOOLS OF THE TRADE

Those who wield magic are always accompanied by a host of implements designed to assist in their casting of spells. Spellbooks, wands, crystals and holy symbols are just some of these items that can be brought to bear to focus the power of their arcane or divine might. Describing the appearance of these items can assist you in providing depth and character to a player character or NPC, making them all the more memorable. The following tables contain descriptions of various magical implements that can be used to help describe your casters. Roll 1d10 and consult the appropriate table.

SPELLBOOK APPEARANCE

1d10

1 This tome covered in beautiful rich red leather is embossed with a scrolling design around the edges and two dragons facing one another. The blasts of their dragon's breath swirls around the center of the cover and cradles a deep red gem. The book is secured by a golden clasp.

2 The wooden cover of this spellbook is burned with jagged arcane runes on both the front and back. On the front cover a quarter of the way from the top is a large fleshy closed eye. When used to memorize spells or study arcane formulary, the eye, bloodshot and purple, opens and gazes erratically.

3 Covered in worn dark brown leather, the cover of this spellbook is embossed with several intricate arcane circles. Set in a circle in the center of the book's cover are small, flat, round gems in colors representing the eight schools of magic.

4 This black leather book, with jet black pages inscribed with golden ink, is simply adorned with a single flat piece of burnished gold depicting a fanged and horned skull in the center.

5 The leather used to cover this spellbook is terrifyingly similar to human skin. It has a large brass clasp in the shape of a clawed hand.

6 Less a book and more of a collection of circles, this spellbook takes the form of eight concentric rings of azurite; the largest is 1 foot in diameter. Each ring is etched with small golden arcane runes. The rings can all spin on a central axis and rotate around to form different combinations of words.

7 This spellbook is made of completely solid clear glass. The owner of the book can press their thumbprint into a large flat spot near the spine to open it. As the book opens, the pages become opaque and legible.

8 A nondescript, burlap-covered tome. If a creature that is not the owner attempts to open it, large sharp teeth and a large prehensile tongue erupt from the edges of the book and inside the pages. It snaps and thrashes in an attempt to bite the hand that opened the book.

9 The cover and spine of this spellbook appear to be made from volcanic rock. In the cracks between the rocks and in the center of the book, boiling lava burns and flows.

10 Secured by a very heavy padlock at the bottom joining a heavy metal clasp, this book of scaly gray leather has a human face rising out of the front cover.

The face belongs to the wizard Arothax Nemestor, a mage of great skill who transferred his consciousness into the book before his death. He offers advice and has a wealth of knowledge of the arcane.

ARCANE FOCUS APPEARANCE

1d10

Made from a solid piece of dark blue starmetal, this wand narrows to a sharp point at the tip. It is etched with stellar patterns that are inlaid in silver.

This dark metal staff is topped with a pale orb that resembles the moon. When used to cast spells, the moon seems to slowly shift through its phases.

Made from polished ironwood, the upper portion of this staff is encased in solid bronze that spirals in a thin ribbon from the base of the bronze to the end of the staff. The very tip of the staff is set with a glowing angular vibrant red crystal.

This rod has been shaped by a skilled smith out of layered steel combined with adamantine alloys. One end is shaped like a sharp four-bladed spearhead, and the other has an open ring that has bolts of arcane power rippling around and across it.

Wielding this light green crystal as a spell focus reveals a miniature oak tree contained in the crystal's depths for just a moment.

The inside of this heavy glass orb seems to burn with red hot flames. When employed as a spell focus, a dark eye with a yellow and black vertical pupil appears briefly inside the flames.

This wand is made of solid black glass and its handle is wrapped in red leather. When engaged as a spell focus, bolts of red energy run up and down the inside.

Expertly carved and cut into a dodecahedron, this piece of pure white crystal glows with prismatic light when employed to cast spells.

This turned oak staff features flares and ridges inlaid with aquamarine. The staff is topped with a yellow crystal. When employed to cast spells, the crystal flares to life and ethereal flaming wings, like those of a phoenix, momentarily blossom into being.

The inside of this orb swirls with pure shadow and living darkness. When activated as a focus, small explosions of purple-white light flare inside.

DRUIDIC FOCUS APPEARANCE

1d10

- 1 This gnarled crook made from twisted wood features a glowing crystal in the shape of a butterfly hanging from the apex of the staff.
- 2 An etched raven's skull that has a sprig of wormwood growing from the top of the skull, worn on a strand of woven and dried tanglevines.
- 3 Small mushrooms and toadstools grow from the flared top of this ancient oak staff. Small faerie lights swirl in and out of the fungus when the staff is used as a focus.
- 4 This wand of natural yew wood still has rough bark on the handle. The shaft has been etched with a spiral pattern that runs its length. A large wasp encased in amber is set at the back, like a pommel.
- 5 The end of this straight chestnut staff has a glass globe containing a terrarium of a miniature swamp carefully cradled in a net of woven branches.
- 6 Several sprigs of mistletoe bound together into a small scepter by twirling strands of golden thread.
- 7 The scepter is tipped with sprouting everlasting bright white berries.
- 8 This yew wand has a handle that is inlaid with shards of unicorn horn, freely given by a majestic ancient representative of the species. At the base of the wand is a large blue jewel that flares with swirling light when the wand is employed.
- 9 Made from a nearly petrified chunk of poplar, this totem depicts a humanoid tree squatting on its haunches. Its body is covered with swirling carvings that evoke gusting wind and inside the carvings a sunshine yellow light pulses with a steady beat.
- 10 Inlaid with rough cut chunks of green crystal, this dark-stained yew wand is unfinished and still growing at the tip, forking off into several branches.

A beautifully stained straight, thick wand of yew wood has a wrapped leather handle and is tipped with an opaque pink crystal inscribed with druidic runes.

HOLY SYMBOL APPEARANCE

1d10

- 1 This ornate reliquary is an indestructible glass tube set into a vambrace set with golden filigree. The glass tube contains three bones from the foot of a long dead saint.
- 2 A glass box, approximately 2 feet long, with ornate bronze caps engraved with holy prayers. The box is hung from a belt by two leather straps. Inside the box is the radial bone of a devout priest. There are still small bits of soft tissue at each end of the bone.
- 3 Worn on an ornately embossed leather strap, this crystalline globe contains the left cheekbone and orbital socket of a legendary holy warrior.
- 4 This amulet is made from bone taken from the spine of a holy metallic dragon. After its death at the hands of a powerful fiend, the body of the dragon was recovered by divine warriors. Its body was blessed and its bones were harvested to create holy relics such as this.
- 5 Strung on a cord of living flame that does not burn the wearer is a crystalline amulet from which the holy symbol blazes in radiant light.
- 6 The preserved finger bones of a prolific healer have been bonded onto the fingers of a sturdy steel gauntlet.
- 7 Sealed in a chunk of amber is part of the banner pole that was carried into battle against a legion of demons during a holy crusade. It pulses with waves of divine intent. Can be worn as an amulet or set as the pommel of a sword or weapon.
- 8 Set into the shoulder pauldron of a set of armor is a small glass dome, flanked by wax purity seals trailing strips of parchment inscribed with prayers and litanies. Inside the dome is a small section of the jawbone of an ancient cleric.
- 9 The hilt or haft of a weapon had been hollowed out and several locks of everlasting hair have been sealed inside the void. The hair was voluntarily given by the avatar of a god.
- 10 The cover of a thick tome of prayers, rites and litanies has been embossed with the holy symbol of the appropriate god.

HERALDRY & CRESTS

Countries, armies and organizations frequently choose crests or symbols to mark them apart from their contemporaries. Sometimes these symbols or crests are associated with a noble family or ruling lineage, sometimes they simply relate to what the organization does. Should you find yourself in need of heraldry, a coat of arms or a crest, the Heraldry & Crests table will provide you with a quick result. Roll 1d4 on the table below then roll 1d20 on the resulting table to generate a single entry, or roll 2d4 in the first table and mix the object and field options across tables.

1d4 Roll...

- 1 ...on Table A
- 2 ...on Table B
- 3 ...on Table C
- 4 ...again

GM NOTE: MEMORABLE ICONS

Heraldry and crests are an easy way to help your party identify who they're dealing with in any given moment and can serve as a shorthand for setting a scene—especially before or after a large scale battle or intense negotiation. But that's not their only function. The party could receive sealed correspondence marked with a stamped wax sigil bearing a house or family's crest or find the shredded and scorched banner of a noble family within a smoldering ritual circle. They are another tool you can utilize to guide your party in new directions or simply fill in some of the detail of the places they're already going.

TABLE A

1d20 Object	Field
1 Black dragon in flight over forest of burning trees	Blue and black diamonds
2 Snarling griffon	Olive green
3 Silver skull superimposed on a brass gear	Yellow and red separated by a thick black diagonal line
4 Three pure white herons in a triangular formation	Black and white diagonal checkered
5 Seven-pointed star surrounded by a circle of arcane text	Pale blue green
6 Two crossed swords	Dark gray with a lighter gray double armed cross
7 Two golden lions rearing back to back	Green with an ivory vertical line up the center
8 Howling wolf head	Blue and red striped
9 A horseshoe resting below three golden keys stacked atop one another	Light green and white chevrons
10 A silver circlet sitting askew on a grinning skull	Purple and white checkerboard with a diagonal green stripe
11 A large golden key sitting diagonally across an open book	Black with four deep blue wavy lines
12 A raven with wings spread	Emerald green
13 A soaring eagle carrying a pine bough	Quartered blue and white
14 A flaming axe to the right of a hammer crackling with lightning	Half purple, half forest green
15 Tusked boar's head	Red and purple separated by a diagonal thick white line
16 Six crescent moons in a circle around an open eye	Light purple
17 Two silver swans back to back	Ebony with a diamond pattern in ivory
18 An eight-pointed sunburst	Green with a white horizontal stripe
19 Roaring blue flame inside of a green octagon	Light blue quartered by a black X
20 A rising phoenix	Quartered magenta and aqua

TABLE B

1d20 Object	Field
1 A single angel wing	Gray with a golden border
2 A rearing unicorn	Deep amber
3 A dove in flight surrounded by a circle of feathers	Shadowy sea green
4 A running stag	Blue with mottled gray splotches
5 A serpent coiled around a downswung sword	Wood patterned medium gray
6 An upside-down anchor above three fish in a triangular formation	White over a blue water pattern
7 A tawny owl, wings folded, clutching a magnifying glass	Dark red with a black border
8 Two crossed axes superimposed on a spiked wooden shield	Gray with black rays coming from the center
9 Merchant's scales	Pure black
10 A running boar	Red over blue
11 The head of a snarling bear	Orange and yellow quartered
12 A tall stone tower	A yellow and black brick pattern
13 The tree of life	Bone colored with a deep green border
14 A pure white harp	Tan with diagonal brown stripes
15 A jade trident	Yellow with a thick blue stripe at the top
16 A skeletal dragon, wings spread	Deep green with a single golden chevron at the bottom
17 An intricate knotted cross	Red and yellow horizontal stripes
18 A manticore, tail raised	Royal purple over midnight blue separated by wavy white lines
19 A ship with three sails sailing on a crystalline sea	White with a bright green wide vertical stripe in the center
20 A black gauntleted fist	Yellow with an upside-down Y shape in ochre

TABLE C

1d20 Object	Field
1 A castle with three spires and a lowered portcullis	Black and red vertical stripes
2 A silver, visored knight's helm with bright orange plumes rising from the top	Shining sky blue
3 Red flame inside a black diamond	Blue and green polka dots
4 An angel with wings swept upward surrounded by five stars	White that has a black border with evenly spaced yellow stars
5 A crescent moon nestled inside of a larger crescent moon superimposed on a glowing starburst	Red with a white stripe at the top
6 Three golden roses in an upside-down, triangular arrangement	Light brown with a black chevron on the bottom
7 A large scorpion vertically aligned with its tail to the top inside an oval of red	Light gray and dark gray separated by a jagged diagonal line
8 A skull sprouting large bat wings	Orange
9 A large battle axe superimposed on a teardrop of fire	Forest green with yellow starbursts
10 Three golden coins in a vertical line	Light gray
11 Two rearing wolves flanking a flowering cherry tree	Orchid purple
12 Three bright blue arrows with their points at the center	Sunshine yellow
13 A two-headed eagle, wings and claws spread	Dark purple with vertical wavy lines
14 Three silver nails, points turned inward, surrounding a large ram head	Azure with a white, intricately woven border
15 An open hand with an eye in the palm	Primary red
16 A glowing white elk inside three interlocking circles	White over green
17 A heart pierced by three spikes	Tan over brown with wood grain
18 Three eight-pointed stars over a black pyramid	Blue and yellow checkerboard
19 A black hydra with eight heads all looking to the left	Red with a diagonal row of purple diamonds
20 A large hammer superimposed on an anvil	Green with a golden cross

BOOKS, ARTWORK AND OTHER VALUABLES

Given the nature of civilization and the creative ways in which artisans express themselves over the ages, your party is liable to uncover art at every turn. Here's what they find.

BOOKS

Finding an ancient tome of knowledge can be a great way to progress your plot and provide information to your players. If it could contain useful arcane knowledge or will provide the party some sort of long-lasting mechanical effect, roll 1d20 and consult the Contents of an Ancient Grimoire table. If you just need a title, roll 1d100 to generate a result on the Book Titles table.

CONTENTS OF AN ANCIENT GRIMOIRE

1d20

A dog-eared guide to alchemy. By following its instructions one can turn 1 pound of lead into 2 pounds of gold over a period of 3 months.

A very large tome containing the last 500 years of history of the area. By taking 10 minutes to consult this volume, you gain advantage on Intelligence (History) checks that pertain to regional events.

This tome was the spellbook of a wizard obsessed with summoning pink ooze. As an action, twice per day the owner of this book can summon 2 (1d4) **black puddings**, vibrant pink in color. At GM discretion, these oozes adhere to *conjure elementals* rules.

This jade tome functions as a +1 spellbook. It has 14 (4d6) spells already copied within. Roll on the Spell Scroll tables on pg. 153 to generate the spells inside.

This nondescript, well-worn book contains formulary and mathematics for the creation of a variety of useful magical items. Consulting it reduces crafting time for any magic item by half.

This book is full of fell rituals and blood rites to extend one's life. The notes in the margins suggest the previous owner was aspiring toward lichdom.

A history of the creation of the world. The first creature to read this book gains the ability to cast *guidance* at will with a range of 30 feet. This benefit can only be granted once every 100 years.

Bound in gutstring with bones for its cover, this book contains anatomical drawings of dragons. Any creature who studies this book for 12 hours or more gains advantage on Intelligence (Arcana) checks to recall knowledge about dragons and any Intelligence (History) checks related to the history of dragons.

A fragile volume containing folk tales about interactions with the fey. Reading it for more than 1 hour opens a portal to the fey wild, which sucks in the reader on a failed DC 18 Wisdom saving throw.

Contained in the heavy slate pages of this book of stone bound with iron rings are the instructions to summon and bind a **shield guardian**. Reading it for 90 days grants you access to a shield guardian of your very own, as well as its amulet.

This heavy-looking volume is lighter than air and contains calculations and formulae for travel to the elemental plane of air. By reading this book, you gain the ability to cast the following spells at will once per day: *gust of wind*, *fly*, *conjure elemental* (air only). The writing in this book is gibberish and has no meaning. However, it contains the trapped soul of a deceased person. At GM discretion, roll on the Object Occupants table on pg. 170 to learn more about this creature's personality.

12 This ancient volume is disconcerting to touch, as if it's not quite there. It contains methods for entering the ethereal plane (though it does not recommend it). While in possession of this tome, a creature can cast the *dream* spell at will.

13 This book contains ancient rites and ritual prayers to the gods in thin pages of parchment. Reading this tome for the first time, a creature must make a DC 16 Wisdom saving throw or suffer a form of short-term madness. On a save, the creature's Wisdom score increases by 2, to a max of 22.

14 This very thin volume has a single page inside, upon which is written a series of numbers. Reading these numbers burns them into your mind, allowing you to consult them as a form of divination. You can cast *divination* once per long rest.

15 What first appears as lists of spell components and alchemical compounds is actually the cookbook of famed arcane chef Duval Dupris. Reading it cover to cover grants expertise with cook's utensils.

16 This journal is bound in what seems like skin from a man's screaming face. At GM discretion, reading this journal detailing a trip to the nine hells grants advantage on checks related to the hells.

17 An ancient dusty volume that discusses the history of the undead and how each type was created. The pages themselves seem to scream and moan as they are turned. A creature who possesses this book has advantage on any Intelligence (Religion) checks to recall knowledge of the undead, as well as advantage to avoid undead spell effects.

18 The ornate cover of this old and dusty volume belies the true nature of its contents. Once a spellbook of considerable power, it appears to have been handed from bard to bard, each adding their own tawdry tales of love and conquest in the margins. This tome can be used as a +2 spell focus (requires attunement).

19 This grimoire is written in a runic language no longer spoken. Should a creature be able to translate the text in some manner, they learn a method to cast *polymorph* on themselves twice per day.

BOOK TITLES

1d100

- 1-2 Gold, Lead and the Shapers of Reality: A Treatise on Alchemy
- 3-4 The Properties of Inverse Spell Formulary and its Effect on Transmutative Magic
- 5-6 The Tale of the Fifth Sister, an epic and allegorical high adventure story of redemption
- 7-8 Bellnoch's Guide to the Wilds of the Fey
- 9-10 Fire, Oil and Steel: The Ways of the Forge and Smith
- 11-12 Ally's Journey to the Magic Castle, a children's tale of adventure
- 13-14 Under the Storied Moon, a love story between a bard and werewolf
- 15-16 Mimm's Extraplanar Codex: A Guide to Things That Live Beyond Our Reality
- 17-18 Untraceable Poisons and Their Alternative Uses
- 19-20 The Songs of the Warbling Dragon, a book of absolutely terrible sonnets
- 21-22 Under the Mountain: A Comprehensive History of the Dwarves
- 23-24 Why Are Goblins Green?, a cautionary children's tale
- 25-26 Codexi Spiritus: The Ghost Hunter's Lexicon
- 27-28 Fireballs Unlimited: Make a Big Bang and Become the Talk of the Town
- 29-30 The 10,000 Essential Prophecies of Rupert the Tiny
- 31-32 Social Uses of Necromancy: Why Find Friends When You Can Make Them?
- 33-34 Ungrid Ironhand's Complete Guide to Arms and Armor
- 35-36 The Telemetry and Physical Constraints of Intraplanar Instantaneous Transmission
- 37-38 Why Warlocks? A Deep Dive Into Those Who Bind Their Souls
- 39-40 Blips, Clicks and Hums: Nero Slipworthy's Beginner's Guide to Clockwork Construction
- 41-42 Not Today, a satirical book written as a guide for the lazy bard
- 43-44 No Bones About It: The Bones Know; Understanding the Future Through Osteomancy
- 45-46 Are You There, Xorlack? It's Me, You: Empathic Connections With Extraplanar Beings
- 47-48 Bang, Zap and Schwing: An Explosive Guide to Evocation
- 49-50 The Owlbear and the Satyr, a feel good story of a garrulous fey and his favorite pet

- 51-52 Knives in the Knight, a gripping tale of betrayal, redemption and stabbing through heavy armor
- 53-54 Is the Astral Sea for Me?: A Travel Guide for the Suicidally Adventurous
- 55-56 The Things You Never Wanted to Know: A History of the World's Worst Moments
- 57-58 Secret Places of the Ancient Arcanists
- 59-60 Secrets of Secret Cults: A Revealing Look At What They Don't Want You To Know
- 61-62 The Cart After the Horse: A Guide to Advancements in Autonomous Wagons
- 63-64 Gaffs & Gags: How to Use Cantrips in Practical Jokes
- 65-66 Angelicus Totalis: A Personal Journal of Journeys Through the Heavens
- 67-68 Gitrug and Clarg: Brothers to the End, a harrowing biography of an orc and his adopted goblin brother
- 69-70 Never Do What I Did: Billingsly Nertfarthing's Guide to Teleportation Mishaps
- 71-72 Fire and Ice: A Comparative Treatise on Evocative Spell Construction
- 73-74 Demigods and Avatars: How to Rise to the Top in Three Easy Steps, which seems like a pyramid scheme
- 75-76 A Dark Guide to Forbidden Love Potions
- 77-78 The End of All Things: An Examination Into How the Wish Spell is Going to Destroy the Universe
- 79-80 That's a Big Nope: Murkat Gobstoppas Guide to Poisonous Insects
- 81-82 Of Gods and Celestial Beings: Are They Really There or Just a Myth?
- 83-84 All You Will Ever Need To Learn About Taverns, Ales and Alcohols, a seminal work by J. Majors
- 85-86 Controlling the Outcome Through Enchantment and Illusion: A Guide to Clouding the Mind
- 87-88 Librum Arcanum Geographica, an atlas of ley lines and magically significant locations
- 89-90 Boogeymen and Other Mythical Terrors: From Baba Yaga to the Jabberwock of the Talion Plains
- 91-92 An Alliance of Fools, a fictional work of political intrigue that seems to closely mirror the present
- 93-94 Rain of the Heavens: The Day the Angels Fell
- 95-96 Marl's Penultimate Cookbook: From Cabbage Soup to Duck a l'Orange, Tavern Floor to King's Table
- 97-98 Prolific Cloners or Immortal Beings: The Truth About Elves Revealed
- 99-100 The Book: Inside Are All the Answers, a 400-page tome whose pages are completely empty

ART OBJECTS

Money is all well and good, but without the occasional find in a dragon's hoard or a noble's vault, where else will the bard acquire the glittering tiara they've been pining after? When populating a treasure hoard or when you feel a treasure such as an art object is applicable to your story, roll 1d100 as many times as you need to on the Art Objects table, then roll 1d20 and consult the Art Objects Value table to determine how much gold each is worth (art is, after all, subjective—prices at GM discretion).

1d100

- 1 An octopus made of deep green crystal.
- 2 A deep purple robe with cuffs and hem of pure gold woven through with small gems.
- 3 A heavy golden bracelet with a blood red fire opal.
- 4 A jade statuette of a seated man with no face.
- 5 A crystal-framed portrait of a half-dragon paladin.
- 6 A chalice made from a human skull with large chunks of amethyst in the eye sockets.
- 7 A veil made of fine links of silver.
- 8 A cask made of solid adamantine with an engraved mermaid inlaid with sapphires on the lid.
- 9 A working bronze pocket watch.
- 10 A platinum ring set with a green, tree-shaped gem.
- 11 A cameo of a dwarf carved into a dragon's fang.
- 12 A 12-inch obsidian statuette of a beggar woman.
- 13 A small book made of golden plates.
- 14 A golden locket that sings in Elvish when opened.
- 15 A crystal dagger etched with the image of a serpent wrapped around a skull.
- 16 A rose made of ruby floating inside a crystal globe.
- 17 An anklet strung with golden charms in the shape of musical instruments.
- 18 A golden hat pin in the shape of a heron with wings spread.
- 19 A mother of pearl bear statuette.
- 20 A floral brooch set with moonstones and pearls.
- 21 A blown glass clown holding illusory balloons.
- 22 A golden necklace with 10 amber beads that each contain a fingernail.
- 23 Music box made of pure gold, inside of which dances a clockwork hobgoblin.
- 24 A red porcelain mask with a fanged maw. Each tooth is tipped with a pink diamond.
- 25 Fulgarite carved into the shape of a lightning bolt.
- 26 An adamantine ring set with a shrunken hag's eye encased in amber.
- 27 A mummified troll's hand, cast in bronze.
- 28 Five silver rings, connected to one another and to a spiral etched bracelet, with fine mithral chain and inlaid with diamonds.
- 29 A pair of gold wire spectacles with pink-tinged crystal lenses.

- 30 A ruby pendant the size of a chicken egg.
- 31 A broadsword with an emerald blade that has a gem-encrusted hilt and pommel.
- 32 A silver chalice inlaid with bands of marble and studded with diamonds.
- 33 An ironwood chess board with solid gold and pure mithral pieces.
- 34 A polished soapstone bracelet set with three medium-sized sapphires.
- 35 A satin stole embroidered with a coiled serpent in silver thread.
- 36 A pair of gloves made with the hide of a remorhaz and trimmed in polar bear fur.
- 37 An eyepatch set with fire opals.
- 38 A small statue of an eight-headed hydra with articulated limbs molded from fine silver.
- 39 A book of goblin poetry that has a cover set with swirling gold and a polished marble inlay.
- 40 An ostentatious silver locket that contains a cameo of a dwarven king carved in ivory inside.
- 41 A mechanical humanoid that waltzes on command.
- 42 Sturdy polished ironwood drinking horn inlaid with rings of mother of pearl.
- 43 An oversized landscape painting depicting a pride of lions defending their territory from a manticore in a gilded frame.
- 44 This large silver platter is ornately etched with a scene of dwarves marching to battle.
- 45 Gold-veined black marble vase with a depiction of a medusa in beaten brass attached to the front.
- 46 A 5-foot double-tiered golden brazier.
- 47 An adamantine scroll case with copper caps.
- 48 Golden shoulder pauldrone with a crowned elven face staring out.
- 49 An ivory bracelet set with jade and emeralds in floral patterns.
- 50 A 3-foot-diameter glass globe on a tiered bronze base. Inside is a small living tree with faerie lights that flash in and out of its mature branches.
- 51 A black leather bag, made from dragon skin, with a large red ruby eye acting as a clasp.
- 52 An ornate helm made from adamantine and worked pieces of dragon turtle shell.
- 53 A golden scepter inlaid up and down the shaft with rearing griffons set with aquamarine. It is tipped with a large yellow diamond.
- 54 A simple silver goblet with a golden base.
- 55 A lacquered jade folding fan with leaves made with a light fabric woven from mithral thread.
- 56 A set of bright orange ceramic plates. The center of each has an all-seeing eye set in pure gold.
- 57 Human skull carved from pure onyx. Its teeth are all set with sparkling diamonds.
- 58 A marble bust of a woman with a pig's snout.
- 59 A large wine bottle holding a golden model ship sailing on a static sea of aquamarine and sapphire.

60	A man's head carved from green marble. A castle made of pure white quartz grows from his scalp.	87	A head-sized jade statue of a scorpion, claws akimbo, its tail ready to strike.
61	A set of wearable mechanical wings made of individual feathers of lightweight Damascus steel.	88	A solid gold knife, intricately etched with swirling patterns along the pommel. The knife casts <i>silence</i> when plunged into a living creature.
62	An amulet featuring two snakes, one in obsidian and the other in silver, intertwined in an infinity loop, clutching the other's tail in its mouth.	89	A single medium-sized marble, inside of which swirls an entire galaxy of stars.
63	A flamboyant, oversized thumb ring, set with a heart-shaped piece of rose quartz.	90	A large silver ring featuring a ram's skull carved from a ram's horn.
64	The portrait of a corpulent man wearing a jester's outfit detailed with flakes of gold.	91	A very large 12-by-5-foot portrait depicting a handsome woman in a vibrant red dress with a devilish look in her eye. The gilded frame is studded with garnets and bloodstones.
65	Granite salt and pepper shakers styled as creatures with big heads, black eyes and overly long fingers.	92	A large wooden throne-like chair, the head of which is painstakingly carved with a dense forest and a deer-headed humanoid with wide spread antlers, seated on a stump.
66	A limestone statue of a cross-legged angel, its golden (and lifelike) wings spread wide.	93	A wide framed mirror from which a humanoid shape, appearing to be made of liquid silver, is frozen in the process of emerging.
67	An ornate polished ivory pipe intricately carved with the visage of a grim man with crooked teeth.	94	A large red, black and yellow crystal eagle amulet, suspended from a mithral chain.
68	A pewter statue of a creature that resembles a cat, or maybe a demon, seated on its haunches.	95	A rose quartz statue of a very large fish.
69	A phoenix carved from sandstone. The wings set with numerous spinels and garnets.	96	A large steel chest, inlaid in gold, containing a set of 100 small humanoid figures carved from polished soapstone.
70	A set of beautiful tarot cards carved into dark slate and inlaid in precious stones and gold.	97	A large electrum chalice, bejeweled with opals and rose quartz and rimmed with intricate golden filigree.
71	A set of ornamental armor that gleams with rainbow hues in direct sunlight.	98	A pair of bookends made from translucent blue crystal. Several enamel sharks swim around a submerged tree within it.
72	A large ring meant to be worn on four fingers, bearing foul insults set in diamonds and rubies.	99	A large death mask made from alternating plates of gold and jade.
73	A 4-inch-square painting of a gorgon. The frame is made from the petrified fingers of a giant.	100	A small marble statue of a woman, seated cross-legged, arms held out wide. The marble has been strategically broken and put back together with gold filling the cracks.
74	A large crystal fishbowl featuring fish and coral carved from multicolored gemstones.		
75	An ornate circular frame that holds a rotating wave made from blue crystal and colored glass.		
76	A painting of colored geometric shapes that appear in different patterns depending on the angle.		
77	A miniature city made from pure gold inside a large glass dome 2 feet in diameter.		
78	The form of a beautiful woman, made of overlapping gold coins, that stands 3 feet tall.		
79	An undulating sculpture made of electrum that resembles burning flame.		
80	A large reptilian skull plated in gold. Its numerous teeth are all carved from large onyx stones.		
81	A set of five golden arm bands, attached to one another by strips of fine purple silk.		
82	A necklace of gold resembling forking branches, hung with cut and polished labradorite stones.		
83	An intricate bracelet made from gold and obsidian, resembling a sleek, three-dimensional leopard.		
84	A mithral and diamond tiara. Each of the 16 vertices is tipped with a leaf-shaped piece of translucent jade.		
85	An amulet featuring a segmented spiral of garnets that glows in the middle.		
86	A large thumb ring set with small diamonds in a ring around the center of a polished blue stone that has bright veins of white. The stone glimmers with an inner light.		

ART OBJECT VALUES

1d20 Estimated Value

1	25 gp
2	50 gp
3-4	100 gp
5-6	150 gp
7-8	200 gp
9-10	250 gp
11-12	500 gp
13-14	750 gp
15	1,000 gp
16	1,500 gp
17	2,000 gp
18	2,500 gp
19	5,000 gp
20	7,500+ gp

WARES THAT MAY NOT STRICTLY BE LEGAL

Most merchants and craftsmen deal in legitimate goods, but the less scrupulous will deal in things not exactly on the approved list. Since there is always a black market trade in strange goods, from dragon eggs to the bones of powerful nobles, there will always be at least one shop in town that will move these items on the side. These shady businesspeople also wouldn't hesitate to sell you snake oil or an outright fake just to make some quick gold. If one of your party members wanders into the local shop and asks to order off the menu so to speak, the Special Items Not Displayed for Sale table would fit the bill. Roll 1d12 to determine what might be available.

SPECIAL ITEMS NOT DISPLAYED FOR SALE

1d12

- 1 Tap shoes with the former owner's feet still inside them. They are said to contain great magic.
A large reliquary containing the bleached skull of
- 2 the former king. Costs a fortune but is said to bring its owner great glory. It is also annoyingly chatty.
A globe that floats about 3 feet above the ground and accurately depicts the world as it is known. The
- 3 shopkeep guarantees that it will teleport you to any location you touch. In reality, it is just a painted globe that does nothing of note.
This wand is said to have been crafted from the
- 4 stolen forearm bone of a great sorceress...after her grave was robbed.
The petrified tail of a creature that the shopkeep claims is from a being named Felix Churrosis that
- 5 could take the form of any creature it wanted. It is really the tail of the town drunk's recently deceased donkey.
- 6 A bottle of brightly glowing thick blue liquid. The shopkeep states it will put you in touch with a god.
A heavy iron crate that contains the petrified
- 7 corpses of clearly benevolent pixies. The shopkeep suggests they are a powerful alchemical component.
- 8 A golden dragon egg. The shopkeeper practically begs you to take it because they do not want to be caught with it.
A fresh human skull, newly etched with runic
- 9 inscriptions. The shopkeeper claims it makes a powerful spellcasting focus.
- 10 The taxidermied corpse of the local lord's favorite hunting hound.
- 11 Detailed blueprints of the keep of a powerful noble showing all its secret doors and weak spots.
- 12 A petrified hand that once belonged to a major demon (who wants it back).

LOCATION UPKEEP

A person's house is their castle, and castles are themselves works of art. That said, not all art is created equal, and the myriad houses, businesses, taverns and government centers are not cared for in the same fashion. Manor houses sometimes have armies of servants and caretakers to keep things in tip-top shape, but sometimes noble houses fall on hard times, making those servants unaffordable and causing once stately homes to fall into disrepair. Generational family homes always have something in need of repair, but they still feel lived in and homey. The difference between the major inn and tavern in town and the seedy pub by the docks is often a question of upkeep. A few lines can go a long way to painting a picture for your party when they approach a new place. To determine how well your building or location has been cared for, roll 1d10 and consult the Location Upkeep table.

LOCATION UPKEEP

1d10 This place is...

- 1 ...nearly a ruin. Parts of the roof have collapsed, the walls are damaged from weather and exposure on their interior surfaces. Mold and mildew grows freely in a variety of places.
- 2 ...well-worn and lived in. This place has a homey air, but things are always in need of repair.
- 3 ...bad. The floors are warped and cracking, the paint is peeling from the walls and the stains of a couple hundred years of pipe smoke color the ceiling.
- 4 ...in good repair, but there are leaves in the gutters, hedges that need trimmed, soot on the floor and cobwebs in hard-to-reach places.
- 5 ...partially in decent repair, but there is an ongoing construction project that seems never-ending. A heavy amount of dust has been liberally tracked through. The parts in good repair are warm, comfortable and welcoming.
- 6 ...in decent repair, but covered in dust. It is cold and uninviting. There are many empty rooms, and the ones that are not empty seem like a temporary place to lay one's head.
- 7 ...a lovely building. Warm and inviting, but cluttered and full of a lifetime of possessions and keepsakes. Under the ever present layer of stuff, there are some cosmetic defects, but the bones are solid.
- 8 ...nearly condemned. One whole section of this building is closed off but the rest is standing well enough to provide shelter from the elements and a hearth to start a fire.
- 9 ...too good to be true? This location has been abandoned for some time, but was left in excellent condition. There are some broken windows, missing roof tiles or thatch and several places inside that have been taken over by wild animals, but with some work it could be fixed up fairly easily.
- 10 ...perfect. This place is immaculately kept in excellent repair. Not even a speck of dust is present.

DRINKING, CAROUSING AND CONSEQUENCES

Any time an adventuring party has some downtime, the local tavern seems to be the first place they congregate to blow off steam and make trouble. The cozy common room of a well-kept inn or a large tavern with a huge oaken bar is a welcome sight for any hardened group of questing heroes. They are also great places to gather information, provided you can maintain your wits.

BALLADS, DITTIES & SONGS

Many taverns employ bards and other entertainers to draw and keep a crowd in their establishment for as long as possible. So inevitably, merry-making starts with raucous music, poignant love songs and epic ballads of heroism sung by a flamboyant performer. Sometimes though, it's hard to throw out the name of a song and what it's about on the spur of the moment. Setting the stage for your night of revelry is as easy as rolling 1d100 on the Ballads, Ditties & Songs table.

BALLADS, DITTIES & SONGS

1d100

"Her Auntie Looked Like a Bugbear's Backside"

A raucous song about a summer love affair.

"In the Fields of the Burning Dead"

A ballad about a battle with an ancient red dragon and the cultists who supported it. A bit of a downer.

"Holding Paws Beneath the Shining Moon"

A touching lycanthrope love song.

"One More Last Time"

Sung in the round, this tune details a ship that falls prey to sirens.

"From the Rolling Plains to the Quiet Glade"

A mournful song about an ancient elf who carried the memories of his mortal companions throughout his travels on the material plane.

"The Wizard and the Wyvern"

An odd duet about the joy of magic and importance of compromise.

"And Then There Were None"

An upbeat dwarven song about the dangers of mining. Kids love it.

"The Snoring Dragon and the Big Green Gem"

A motivational ballad about a pair of daring thieves (a bard and a rogue) who stole a great treasure from a dragon the bard sang to sleep.

"Nate the Naughty and the Trustworthy Orc"

A bawdy song about an idiot farmhand who wanders into the wilds and is saved by an orc who didn't think he looked particularly delicious.

"Gorg and the Big Rock"

A song sung in belted giant detailing the deeds of Gorg and his boulder.

"The Porcine Horde"

A story song where The Long-Winded Fools battle a pack of feral, undead hogs.

"The Druid's Dilemma"

A gut-wrenching dirge about a druid who tried and failed to protect his grove from urban expanse. Banned in many cities.

"The Lord General's Lady Wife"

A tawdry tune about a military leader's spouse, who rises to power by seducing all the opposing generals.

"The Cranky Old Angler"

A cheerful ditty about a cantankerous dwarven fisherman who outlasts the worst the God of the Seas can throw at him through sheer stubbornness.

"No 'Splosion, No Cry"

A hilarious song, sung in gnomish, about an inventor who keeps lighting himself on fire while creating magical lamp oil.

"Happy Happenstance in the Silken Meadow"

A beat poem about forbidden lovers. During one of their clandestine meetings, the pair is startled by a giant goat. The goat is a druid who ends up presiding over their wedding. A real tavern clearer.

"The Alchemist and the Musical Tumor"

After an alchemist is exposed to too many volatile chemicals, he grows a talking tumor on his neck. The tumor longs to become a beloved bard.

"Abracadaver"

A winking ballad about a wizard who falls in love with the ghost of a classmate haunting his flesh golem.

"Ode to Sheets"

A mournful dirge about a bard stranded in the woods, lamenting a lack of linen.

"The Snarling Hills"

This epic ballad is about how

a town of only 100 people held out against a horde of orcs that descended on their lands.

"He Said What She Said and She Knows"

A song sung from the perspective of a sailor who wonders

what his wife is wondering he is up to.

"I Have Business With Mother"

Details how a group of adventurers infiltrate a devil-worshipping family's manor by impersonating the named heir.

"Jumping Jeremiah"

A sea shanty about a small cutter that takes on a large pirate vessel and wins.

"The Withering"

An elven tune about the loss of wild, sylvan places. It's a lament, mourning both old friends and the old ways.

"Do I Love You? I Smite"

In this ribald tune, a paladin breaks his oath after falling in love with the lich he was sworn to destroy.

"My Love, My One Great Love"

A song about a halfling who waxes on about his love for potatoes.

"The Righteous Ones"

This eight-part ballad tells the tale of all the great battles that took place in a hundred-year war against a demon lord.

"The Song of the Beginning"

An inspiring song about how the gods breathed life into the world.

"That Song"

A tune everyone knows, with lyrics that are made up every time it's performed.

	"I Remember the Day I Died" A lament to a life lost. Inspired by the tale of a ghostly warrior who is cursed to fight on in the same battle he died in over and over again, while forced to remember each iteration of the battle and his demise.	
59-60	"Saucy Snotgob, the Goblin Jester" This hilarious song is about a wayward goblin who was obsessed with making people laugh and managed to work his way into the king's court. Snotgob became a trusted advisor and comic relief, going so far as marrying the king's cousin.	
61-62	"The Bumbling Drunken King" A cautionary ballad about how ineffective leaders can ruin a society. Filled with hilarious moments of the drunken king doing dumb things.	
63-64	"Monster of the Week" This is more of a movement, as opposed to a single song, but bards far and wide will sing about the monsters they encounter and try to teach people to avoid and deal with them.	
65-66	"Battle for the Tarrak Halls" A dwarven war ballad, sung in a deep basso voice and normally in dwarvish, that tells of the events of the Tarrak clan reclaiming their ancestral halls from drow and duergar. Culminating in a great battle between King Durran Tarrak the Goldenhand and a dragon made of pure shadow.	
67-68	"The Napping Hag" A fast-paced ditty about a gnomish genius who spends a year imprisoned by a hag. Each day, he convinces her not to eat him.	
69-70	The crescendo of the song is when the gnome escapes and slips a sleeping draught in the hag's dinner, causing her to fall permanently asleep, snoring loudly.	
71-72	"Always to the Right" A sea shanty about a wayward tiefling captain who sailed in a large circle for a period of 10 years, experiencing strange things on the open seas.	
73-74	"Retirement and the Life of Ease" A long ballad that follows the reminiscences of an elderly halfling woman who left home and spent years adventuring with four of her closest friends. Many believe the song is a work of fiction, but she and her companions saved the world on more than one occasion.	
75-76	"Toots McGee and the Flatulent Three" This comical song, sung in a very high nasal voice, is about a quartet of kobolds who try to infiltrate a human colony wearing oversized clothing, but they can't stop passing gas that is incredibly nauseating.	
77-78	"A Night Far and Away" An introspective, melancholy song about life on other planes of existence. Focuses on the tale of five different individuals, staring at the same moon, at the same time, in different realities.	
79-80	"The Warm Wind Blows in the Morning" A tragic duet detailing lovers who are planes apart after a teleportation mishap.	
81-82	"Good Music, Good Food and Good Times" This is an uplifting song of community and togetherness. Tends to be one of the last songs sung in a night in the local taverns and pubs. Drunken voices all lifting up together.	
83-84	"The Voyage of the Nimble Journeyman" A sea shanty that describes the travels of the fast moving schooner the Nimble Journeyman. This song takes the listener to far-off places where they hear about strange creatures and strange creations of magic and technology.	
85-86	"Nip, Nip, Snippy Snip" A sea shanty about a poor halfling sailor who fell off a boat and spent a week jumping from the back of one shark to another until he found an island paradise. The song tells how he lived his days cooking and singing for the utopian village on the island.	
87-88	"The Bawdy Ballad of Merrylee Swan" This song follows the journey of Merrylee Swan, a crass, brash woman who brought a kingdom to its knees.	
89-90	"The Birthplace of the Sun" This song is so ancient that no one really knows which culture it originates from, but all races and all peoples have heard about the first person who opened their eyes and saw the sun. It empathetically describes their fear when the sun set and celebrates their joy when the sun rises once again.	
91-92	"The Duel of String and Breath" A fast-paced, intricate instrumental featuring a back and forth dialogue between lutes and flutes.	
93-94	"Hold to the End" This epic ballad details the exodus of a village following the mighty onslaught of a tribe of giants. It ends with a warrior, a dragonborn soldier of legend, and a great human mage sacrificing themselves to block the retreat.	
95-96	"A Drink for the Victors" A very popular drinking song in taverns around the world. The verses change depending on locale to account for pertinent military victories, but it is always a tribute to those who serve as soldiers.	
97-98	"The Time of the Dwizzling Dwarf" A strange gnomish ballad that talks about a sort of bogeyman that would come in the night, tickle your toes and steal your candies and treats.	
99-100	"Of Magic and the Muse" This long, fast-paced comedic song is about a wizard who wishes to get even with his priggish brother. The mage created a magical musical instrument so fine that his brother was simply enthralled by its beautiful sound. The rumor, as told by the song, was that the brother just refused to get up and died listening to the instrument, leaving his inheritance to the wizard.	

SPECIALTY BREWS & COCKTAILS

The music gets the booze flowing as certain as the sun will rise. Ale, wine, whiskey and brandy are all well and good but any tavern, bar or common room will have a special drink they are known for or that the locals like to brag about. If one of your party has more adventurous tastes, roll 2d100 to construct the name of the mind-altering concoction they will be partaking in by applying those results to the two columns of the Drink Name Generator.

DRINK NAME GENERATOR

1d100 First Part of Name Second Part of Name

1	Wizard's	Kiss
2	Smirking	Cleric
3	Honey Badger's	Blaster
4	Purple	Hog
5	Howling	Splash
6	Dazzling	Julep
7	Pink	Scorpion
8	Sparkling	Mewler
9	Tingling	Tax Man
10	Hot Buttered	Slushie
11	Unicorn's	Dream
12	Bluebell	Dancer
13	Pomegranate	Fizz
14	Dragon's Breath	Gimlet
15	Basilisk's	Punch
16	Brassy	Brain Bomb
17	Doc's	Toxic Tea
18	Dockhand's	Mule
19	Devil's	Poison
20	Magic	Breeze
21	Warlock's	Rum Swizzle
22	Clockwork	Bomber
23	Deep Down	Destroyer
24	Orange	Blossom
25	Nightmare	Arrival
26	Lich Lord's	Touch
27	Salamander's	Firecracker
28	Hag's	Tongue Twister
29	Mind Melting	Paralyzer
30	Smothering	Hazard
31	Rusty	Nail
32	Giant	Crusher
33	Glittering	Crown

34	Wildwood	Freeze
35	Deadly	Nightshade
36	Instant	Enfeeble
37	Ardent	Zombifier
38	Djinn's	Wish
39	Elemental	Infusion
40	Naga's	Venom
41	Harpy	Shrieker
42	Kraken's	Flapper
43	Crown Prince's	Regular
44	Flamboyant	Firework
45	Scarlet	Duchess
46	Royal	Fizzbang
47	Goodberry	Sour
48	Fiendish	Fire Ball
49	Psyche	Stinger
50	Necromantic	Reviver
51	Stormchaser's	Spritzer
52	Conjured	Rain
53	Black Bay	Breaker
54	Whimsical	Whisperer
55	Eldritch	Teaser
56	Clouded	Crasher
57	Hydra Head	Horror
58	Fanciful	Feebleminder
59	Treat Root	Dark Beer
60	Golem Fist	Slammer
61	Blown Away	Blizzard
62	Glorious	Enigma
63	Soaring	Delight
64	Ice Devil	Chiller
65	Entangling	Eclipse
66	Frosted	Thunderbolt
67	Prismatic	Bliss Maker
68	Orb-Ridden	Stardust
69	Universal	Hellfire
70	Mystical	Brain Boiler
71	Phantasmal	Thought Killer
72	Legendary	Eye Opener
73	Fire Touched	Fury
74	Succubus's	Sunset
75	Wanton	Dalliance
76	Fester	Tart
77	Belching	Banishment

78	Purple Worm	Tonic
79	Shirtless	Paladin
80	Tooth Breaking	Bubbler
81	Misty Stepping	Warthog
82	Manticore's	Time Waster
83	Lazy	Shield Bearer
84	Bottled	Confusion
85	Ghoulish	Grog
86	Wonderful	Wit Warper
87	Dead Man's	Mouthwash
88	Curing	Effervescence
89	Puckering	Mimic Tongue
90	Bloated	Bugbear
91	Gassy	Incubus
92	Kobold's	Maniacal Laughter
93	Drunken	Barmaid
94	Tongue Tying	Time Stopper
95	Vampire's	Charming Gazes
96	Golden Glow	Sparkler
97	Molten	Maverick
98	Hazy	Delight
99	Faefolk's	Daze
100	Spiritual	Enlightenment

ONE GOOD TIME TOO MANY

Music leads to drinking and drinking leads to poor decision-making. Dropping too deep into one's cups is a surefire way to invite trouble and unintended consequences. This is especially true in a fantasy world where all sorts of strange things can happen when you don't have your wits about you. Should one of your party members take their evening of drinking and revelry a bit too far (at GM discretion), have them roll 1d20 and consult the following table.

ONE GOOD TIME TOO MANY

1d20

Things went a little off the rails during your time of debauchery. You awake in prison with no memory of how you came to be there, accused of a crime you have no memory of committing.

- 1 Roll on the Unintended Criminal Acts table on pg. 215 to determine what crime or crimes you stand accused of. In addition, roll 1d4. On a 1-2, you are innocent. On a 3-4, you actually committed the crime.

- 2 You are involved in a bit of a scuffle in the local bar, but it was because you were standing up for the honor of one of the servers. You gain a rival in town, but you get to drink for free at that establishment and are hailed as a hero for the patrons of the bar.
- 3 Your night of gambling and drinking was less than favorable for you. You lose 25 gp, in addition to any other funds you intended to spend, and you find yourself targeted by pickpockets more frequently over the next 2 days.
- 4 You wake up inside a barn on the outskirts of town with no memory of arriving there. You are snuggled up with a large goat who is wearing a collar with a name tag that reads "Kevin." As you stumble out of the stall where you awoke, you are greeted by a friendly farmer and most of his family, who do not seem overly concerned at your presence and kindly point you back to town with a hunk of warm bread and delicious cheese for breakfast on one condition: You take your goat with you.
- 5 Your night of gambling goes very well for you, resulting in the acquisition of not only some coin but some interesting items as well. You recuperate any funds you spent carousing and gain an additional 100 (3d6 x 10) gp. In addition, roll once on the Common Magic Items table on pg. 189, Beneficial Potions & Elixirs table on pg. 158 and What In The World Is This Stuff? table on pg. 226. You wake up on the floor of your bedroom, room in the inn or tent completely covered in mud, dirt and leaves. As you cautiously rise, you find a freshly exhumed corpse in your bed and a shovel resting against the wall by the door.
- 6 Your night of revelry culminates in a torrid love affair. What you did not know is that the person you ended up with is actually a faerie in disguise who reveals their true form in the morning and cautions you to remember your promise before disappearing. You have no recollection of what you promised, but you know in your soul that you made one.
- 7 You wake up in the center of town, being nudged by the boot of a member of the city guard. You are wearing a giant floppy hat with a very large ostrich feather in it and a royal purple velvet suit. None of your own clothes are anywhere in sight though you know you began the evening before with them.
- 8 Your night of drinking and carousing went well for you. You earn a total of 25 gp at the local tavern telling stories, completing feats of strength or some other activity appropriate to your character.

- 10 You wake up in an alley, wearing nothing but a coarse burlap sack. Your hands are covered in blue paint and on your walk home you begin to hear people talking about all of the graffiti that popped up around the city overnight. You then begin to see images, from hilarious to very crude, on the walls of numerous buildings in the same color blue paint.
- 11 You come to in the common room of a high class tavern. The room is empty, save a pair of men sleeping in the corner. Both men are covered in blood, though alive and unhurt. Your hands are also covered in blood but you have no memory of what happened.
- 12 You wake up in your bed, but you are wearing a giant chicken costume. Two gnomes, three halflings, a dwarf and a very tall woman all sleep on the floor around you. They too are dressed like barnyard animals.
- 13 In trying to work your way into the upper crust of society, your expenditures got way out of control. You spent an additional 150 gp to try and impress the people around you. If you do not have enough money to cover that expenditure you find yourself in the debt of a very dangerous-looking gnome with two minotaur bodyguards. This gnome has lent you the money you spent and demands to be repaid within a week's time.
- 14 You spent the whole night drunkenly insulting everyone in town. You get the cold shoulder everywhere you go and for 1 week's time. None of the merchants or businesses in town will trade with you. Your night took an unexpected turn and you believe you have found the love of your life. You wake up the next morning married to the son or daughter of the local mayor. Even more unexpected is the fact that your new spouse's parents have accepted the situation, seem to approve and are leading the celebrations.
- 15 The morning after your carousing, you are startled awake by a strange chittering sound. As you bolt upright, a multitude of cockroaches scatter out of sight. As you blearily stare around your room, you find a minuscule shrine at the foot of your bed.
- 16 Inspecting the shrine, you see a passable likeness of yourself made from garbage and offerings of shiny objects and food items. From that point on, you constantly feel as though you are being watched and followed.
- 17 You wake up in your bed the next morning, hungover and a bit disheveled. Your pants are on backward, but you are generally content. As you walk around town, people blush, point and are clearly talking about you in low voices. You later learn that you strutted around town the night before for several hours in your birthday suit, singing loudly and proposing marriage to anyone you came across.

- 18 You awake in your room, a little hungover and very full. On your nightstand is a note that says, "Until next time, my love," pinned down by a stack of 15 gp and a cold omelet. You have no idea who left the note and no idea what happened.
- 19 During the course of your revelry, you accidentally insult the youngest son of a local noble who has demanded satisfaction in a duel to first blood. You must either pay 500 gp to his family or meet him in the city square at noon for a sword duel.
- 20 You wake up in your room clutching a burlap sack full of 1,000 gp. Your joy over your glorious windfall is short-lived as you begin to hear rumors about a significant theft either from the city treasury or a powerful moneylender.

UNINTENDED CRIMINAL ACTS

One of the options on the preceding table is that the party member in question is accused of a crime. You can decide the nature of the crime or you can leave it to chance by rolling 1d12 and referring to the Unintended Criminal Acts table. This may also be a fun time to revisit the Strange and Unique Punishments table on pg. 47.

UNINTENDED CRIMINAL ACTS

1d12

- | | |
|----|--|
| 1 | Theft |
| 2 | Major property damage |
| 3 | Minor property damage |
| 4 | Indecent exposure |
| 5 | Disorderly conduct |
| 6 | Assault |
| 7 | Burglary |
| 8 | Criminal trespassing |
| 9 | Disturbing the peace |
| 10 | Murder |
| 11 | Arson |
| 12 | Resisting arrest (roll on this table again to determine the initial crime) |

GM NOTE: A DERAILING MOMENT

One of the options on the above table is the crime of murder. Whereas watching your party piece together the actual sequence of events and overcome the challenges involved in one of their number being charged with a capital crime could be really interesting, this could severely derail things and involve a significant amount of prep on your part in the sessions that follow. If you want to explore that potential storyline, it is there; if not, ignore this result and reroll on the table.

SHIPS AND SHIPWRECKS

A good nautical campaign is a thing of beauty but a true nightmare for a GM who now needs to name every single ship that the party comes across (even those that have sunk). From small fishing boats to pirate vessels, a ship's name tells a story and adds a ton of flavor and atmosphere. Use the tables that follow to detail a sunken ship and/or give one a memorable name.

STRANGE THINGS IN A SHIPWRECK

1d20

- 1 A skeleton seated at a table, imitating eating a meal and drinking from an empty broken bottle.
- 2 A giant crab covered in tribal tattoos that longs to be transformed into a humanoid.
- 3 An absolutely massive egg sac that contains a shadowy figure inside.
- 4 A functional clockwork representation of the solar system and major stellar patterns.
- 5 A completely frozen cylindrical glass pod containing an oddly shaped humanoid skeleton.
- 6 A humanoid (?) skull with an incredibly pronounced brow ridge, small teeth and an elongated cranium.
- 7 A large statue of a featureless humanoid covered in flames carved from stone, the avatar of a war god.
- 8 A large metal footlocker that contains 10 (4d4) days' worth of rations; however, the rations are all a canned, processed ham-like meat product.
- 9 A huge bell that peals loudly every 5 minutes despite the fact that it is missing a striker.
- 10 A shield hangs on one ruined wall. The shield has a large open eye set in its center that watches nearby creatures. Each creature its gaze falls on hears discordant whispers in the back of their mind.
- 11 A barnacle- and coral-encrusted mechanical bull.
- 12 More than a hundred jellyfish with human faces.
- 13 This cylindrical 7-foot obelisk is etched with eldritch symbols that glow with a deep purple light.
- 14 73 left boots from various pairs.
- 15 A long spear made from a very large dorsal spine of a monstrous fish.
- 16 The skeleton of a humanoid creature that stood more than 9 feet tall, in complete plate armor.
- 17 A strange red fungus pulses in fibrous tendrils wrapped around the ribcage.
- 18 40 small crates containing white glittering sand.
- 19 A large, empty coffin lined with sealed glass vials of what looks like fresh dirt.
- 20 Three sharks, a massive sea turtle, a giant octopus and a truly gargantuan eel playing what looks like poker with cards made from coral and seashells.
- 21 A full-size royal carriage still attached to a team of six skeletal horses.

SHIP NAME GENERATOR

1d100 The...

- 1 Seacrest
- 2 Merry Minnow
- 3 Pleasant Journey
- 4 Kraken's Revenge
- 5 Ravager
- 6 Steel Dominion
- 7 Wrath of Iron
- 8 Puddle Jumper
- 9 Mermaid's Curse
- 10 Sea Devil's Spear
- 11 Black Skull
- 12 Harried Harpy
- 13 Nimble Journeyman
- 14 Snapping Drake
- 15 Ray of Dawning Light
- 16 Hulk
- 17 Midnight Horizon
- 18 Sea Elf's Soiree
- 19 Starlight Stroll
- 20 Devil's Handmaid
- 21 Wanderlust
- 22 Leviathan's Curse
- 23 Fool's Gold Keeper
- 24 Silver Lining
- 25 Monster of the Blue
- 26 Angelic Retribution
- 27 Blackwater Destroyer
- 28 Crimson Voyager
- 29 Nefarious Waverunner
- 30 Oceanic Prince
- 31 King's Vengeance
- 32 Venerable Giant
- 33 Wandering Vagabond
- 34 Gnome's Tall Tale
- 35 Seeker of the Unknown
- 36 Furious and Fervent Folly
- 37 Admirable Pegasus
- 38 Faerie's Glamorwing
- 39 Galloping Sea Horse
- 40 Wayfinder's Love
- 41 Hop & Skip
- 42 Royal Strumpet
- 43 Queen's Sideman
- 44 Greed of the Elder Gods
- 45 Howling Rambler
- 46 Pride of the Unearthly
- 47 Seabound Deathbringer

48	Bearded Jester	75	Ugly Merman
49	Hangman's Fearful Gaze	76	Poseidon's Promise
50	New Joy	77	World's End Wanderer
51	Privateer's Search for Paradise	78	Fluffball's Fury
52	Bloody-Handed Corsair	79	Revenge of the Shadow Soul
53	Haggling Dubloon	80	Sea Spirit's Confusion
54	Stormrider	81	Forgekeeper's Ambition
55	Ruler of the Coral Cove	82	Spritely Springer
56	Plunderer's Wild Wing	83	Gift of the Blue
57	Maddening Delight	84	Storied Glory
58	Drunken Princess	85	Hellish Devil
59	Pride of the Golden Cutlass	86	Nightly Moonbeam
60	Old Unreliable	87	Sylvan Honeymoon
61	Captain's Discourteous Retort	88	Wavekeeper's Shift
62	Medusa's Glare	89	Grasp of the Ocean's Depth
63	Sailor's Doom	90	Zephyr's Imagination
64	Bloodthirsty Desire	91	Jaws of the Deep
65	Grinning Star	92	Greater Serendipity
66	Ranger's Romp	93	Orion
67	Disgrace of the Golden Hand	94	Swiftwind
68	Undead Barnacle	95	Horrible Hag
69	Spirit of Rage	96	Darkest Night
70	Mighty Wavebreaker	97	Gluttonous Goblin
71	Red Devil's Rebuke	98	Resplendent Gypsy
72	Graybeard's Hallucination	99	Serenity's Vision
73	Siren's Song	100	Golden Dragon
74	Ghost of Liberty		



THE WEIRD, THE WILD AND THE RANDOM

Some elements of your adventures in worldbuilding will defy categorization. But books like this require a semblance of hierarchy, so attempts have been made to categorize them anyway. Apologies in advance.

WEIRDOS, HERMITS & WANDERERS

Whether a soothsayer in a shack on the hill or the prophecy-spouting derelict on the corner of the main drag, every adventure setting is just a little livelier when there are weirdos around. Whether your party is in town or wandering backwater trails, if you want to shake things up, you can introduce one of these bizarre individuals. Roll 1d20 and apply the result from the Weirdos, Hermits & Wanderers table.

WEIRDOS, HERMITS & WANDERERS

1d20

- 1 Bloos, a strange druid, cursed to live as a giant humanoid moth, who wanders the woods looking for sweaters to eat. Enthralled by powerful light sources. Lester McCoughlin is a strange man who is out of touch with reality. He wears all denim and makes his lair in a small room at the top of the city clock tower.
- 2 Rutabaga "Earthsmile" Pasterlily is a gnomish tinkerer, inventor and merchant who wanders the back roads, country byways and forgotten trails with a backpack that's six times larger than he is.
- 3 Callis Treacle is a middle-aged human woman who lives in a cave outside town. She is well-known for her potent herbal remedies and powerful potion craft. She's barter only, and her prices are steep.
- 4 Out in the wilds on the outskirts of the farms farthest from civilization is a jovial man named Udir Uvel Urdos. A solitary **werebear** raised by actual bears, he helps travelers in need and provides shelter and healing to any who seem lost.
- 5 Carrow Nightflame, an elder dwarf with long white hair and a longer white beard, wanders the forests and roadways adjacent to towns and villages. He cultivates mushrooms, fungus and natural decay, helping nature absorb and reduce the waste produced by humans. The telltale green flame that burns in the crook of his staff and the squeals of his pet boar, Percivald, herald his arrival. He's happy to lead townspeople back to their homes, if only to get them out of his forests.
- 6 A mechanical man that goes by the name Song Sparrow wanders the dilapidated and poor areas of town in a tall, wide-brimmed patchwork hat and a heavily mended and patched cloak. His glowing eyes are the last thing some underworld denizens and criminals will ever see.

- 7 Netrot Glimmerweave is a strange reclusive scholar who lives above the local tavern. He is a spellcaster of middling ability but an expert in demonic and celestial history as well as dragonchess.
- 8 Jeeriah Moonglow is a strange, ageless human hermit that lives in a multi-level tree house on the edge of a glade. His trademarks are long braided hair, large holes in his earlobes and necklaces made from salvaged bones, glass beads and dried fungus. He is eager to share wisdom with those he meets but speaks only in strange and cryptic allegories.
- 9 An elderly half-elven monk, clad in a blue tunic and layered wrappings around her forearms and lower legs. She goes by the name Starbright, calling attention to her completely midnight blue eyes that have glimmers of stars shining in them. She protects people walking country and forest roads at night from strange monsters and nocturnal horrors.
- 10 Part human and part living stone construct, Milo "Granite Fist" Leartis wanders from town to town, offering his prodigious strength to those in need either to help with manual labor or to fight in battles on behalf of the weak.
- 11 Dimroodle Krup is a **goblin** priest who preaches the way of charity and generosity. Most people tolerate his presence, but the poor and downtrodden can always rely on him for a fresh bite to eat and a couple of spare coins.
- 12 Hiram Strooth has no idea how to talk with people. He spends his time holed up in his workshop on the edge of town with his clockwork constructs and weird magically spliced hybrid creatures.
- 13 Moira Brimsdawdle is a jovial old spinster who travels from town to town with her litter of 56 cats. Her large colorful wagon can be seen for miles and her arrival means that the finest silks and fabrics, which she weaves herself, will be available for sale at a very reasonable price.
- 14 Blerk the Silent Warrior is a scar-covered, mute half-orc who seems to have a preternatural sense for coming trouble. He shows up in cities, towns and villages just in time to be there when his legendary fighting skills will be most needed. Because of this he has earned a reputation for being a harbinger of ill tidings, but his readiness to lay down his life for the causes that he chooses goes a long way to endearing him to people far and wide.
- 15 No one has ever seen their like before, but Haxikirthixianaris (Haz for short) is a strange humanoid hermit crab who walks on two legs but carries their whole life in the large shell on their back. Jolly and good humored, Haz has spent their life looking for the very best cabbage soup, their personal favorite.

- Phillip the Addled is an elderly man with a penchant for hallucinogenic mushrooms. Many believe he should have died decades ago, but he just keeps showing up in taverns, bars and at the odd festival. Strangely, he seems to know everyone's birthday.
- Odrobble Vinderput is a goofy gnome who can be found wandering around town preaching the value of surrendering to the inevitable end of the world. Really, this just results in an individual who is prone to overindulge in the finer vices of food and drink, which inevitably leads to him sharing wonderful, if rather lewd and tawdry, retellings of local history that contain many embellishments, if not outright fictional additions.
- Since time immemorial, Sluice has lived in a comfortable-looking hut on the edge of a swamp that borders the King's Highway. Introspective and introverted, this ancient turtlekin herbalist is slow to trust but loves the company of those that value the natural world. He cultivates, grows and dries the best teas for a hundred miles and has stories that stretch back centuries, making him an expert on local history.
- Christobal Astra is a very strange old woman who owns the apothecary in town. When not brewing potions or creating poultices, she is training her veritable army of opossums to do normal household tasks. She has trained them to do deliveries and collect payments so she never has to leave the safety of her shop.

GM NOTE: FRIEND OR FOE?

Providing a quick primary motivation to any individual you came up with on the spot can add a little depth to the interaction with the party. Roll 1d8 on the NPC Primary Motivation table and apply the result.

NPC PRIMARY MOTIVATION

1d8 This individual is driven by...

- 1 ...revenge.
- 2 ...the pursuit of pleasure.
- 3 ...comfort.
- 4 ...self-sacrifice.
- 5 ...genuine care for others and the world around them.
- 6 ...greed and avarice.
- 7 ...the quest for knowledge.
- 8 ...a lust for power.

RUMORS ON THE STREET

Cities, towns and villages are often awash with scuttlebutt and rumor. Barmaids whisper behind their hands about the local lord's indiscretions, merchants talk in low concerned tones about missing or late shipments, and fishermen constantly try to blame poor catches on strange creatures, weird currents and foul weather.

Rumors on the street are a great way to jumpstart a session if you have no other story hook planned, but they also add vibrancy and depth to your setting, especially the areas surrounding the characters. If you find the need to add something like this, roll 1d20 and consult the Rumors on the Street table.

RUMORS ON THE STREET

1d20

- 1 A ship with a jet black hull and blood red sails has been seen out at sea.
- 2 The son of the local lord is having an affair with the haberdasher's husband.
- 3 The local cat population in the area near a mysterious woman's house has dramatically declined.
- 4 A shifty halfling at the edge of town is selling cheap urns containing remnants of ashy dust.
- 5 Several of the town guards have been seen taking bribes from a shady individual in a dark cloak.
- 6 The town cleric has been seen stumbling around drunk at the edge of town rambling about a curse.
- 7 The owner of the local tavern is always conspicuously absent on the night of a full moon.
- 8 A major merchant caravan is said to be a week late because they were attacked and eaten by a dragon.
- 9 An elderly **goblin** cleric of a neutral death god has been seen preaching to rats in back alleys.
- 10 A secretive dwarven craftsman will apparently make miniature effigies of people out of pure gold.
- 11 People say fortunes can be won or lost at a very exclusive **kobold** fighting ring.
- 12 The village near this one is overrun by **gnolls**.
- 13 Some say there is a masked vigilante ravenkin who chases criminals while wearing a bright purple hat.
- 14 The word around town is that all the gold in the city treasury turned into lead.
- 15 Everyone knows the government is run by a higher power (see Puppet Governments pg. 30).
- 16 Street urchins are worshipping humanoid effigies made from garbage all over town.
- 17 A giant crocodile in the sewers regularly battles a tribe of turtlekin who also live there.
- 18 People who have died have been seen wandering all over town, only to disappear when confronted.
- 19 The magistrate was found wandering the woods last night, fully confused and fully nude.
- 20 The sheep and goats are conspiring.

HAGS & THEIR LAIRS

Hags are, in a word, gross. They are also awesome, devious, murderous foes for a party of upstart adventurers to face. Exploring a hag's lair is never for the faint of heart: as you are definitely likely to find things you cannot unsee. That being said, sometimes it's hard to come up with things to add to the atmosphere to give a hag's lair the appropriate feel. When populating a hag's lair, whether it be a dilapidated hut in a forgotten swamp or a bone-strewn seaside cave, roll as many times as you like on the Gross Stuff in a Hag's Lair table, adding the results to the grimy tables and overladen shelves inside.

GROSS STUFF IN A HAG'S LAIR

1d20

- 1 A nearly skeletal hairless cat that hisses at the party as it stalks around the lair.
- 2 The corpse of a bloated three-eyed toad floats in a large bell jar of yellowish fluid.
- 3 The decomposing foot of a humanoid creature sits in a large silver trough and plays host to a colony of semi-sentient blue-green mold.
- 4 Hanging by the optic nerve from a long ooze-covered piece of twine is the bloodshot eyeball of a very large creature. The eyeball swings and rotates around to follow the party's movement.
- 5 The severed hand of a bronze dragonborn walks around on the shelves and tabletops using its fingers. If you get too close, it swipes at you.
- 6 A large silver birdcage sits in the corner of the room. Inside the cage is a being made of pure shadow that shrieks and erupts in white fire every time it touches the bars.
- 7 Humanoid ears and eyes can be seen floating on the surface of a deep ochre concoction that bubbles over a fire in a deep copper cauldron.
- 8 In a large glass terrarium, a large moth with the head of a smiling gnome flutters through vegetation with pitch black leaves.
- 9 A large lizard with very elven hands in place of its claws sits motionless on a tabletop surrounded by very red splatters of blood.
- 10 A trio of shrunken heads, dwarven by their look, emit high-pitched shouts if you get too close.
- 11 A miniature **aboleth**, its red eyes glaring, swims within a modestly-sized fish tank.
- 12 A large dollhouse, the home of a very large rat that walks on two legs. The rat is actually the nephew of the country's current ruler, captured and permanently *polymorphed* by the hag.
- 13 Piled in the corner of the lair is a trio of incredibly small skeletons, each of the bones marked by unmistakable gnaw marks.
- 14 In a frame on the wall sits a mirror that ripples like the surface of a pond. This functions as a ***mirror of life trapping***.

A stuffed hydra head is mounted on the back side of the lair's main door. It bears a quizzical expression and its tongue lolls out of the right side of its mouth. The glass eyes seem to follow you.

15 Seated at a miniature table on a high shelf is a minuscule, handsome man frozen in the act of having tea. He was paralyzed and preserved by the hag 200 years ago, but can be revived. He is the agent of a fiend who offers bargains of power in exchange for souls.

16 A very large, very green, very chunky glob of mucus that sits on a pewter platter in the center of what serves as the kitchen table.

17 On an ornate display stand sits what is clearly the still living back right leg of a very large horse. It is covered in quivering pus-filled boils.

18 A very large sentient tarantula that speaks fluent common. Its movement is disconcerting and it keeps getting lost among the clutter.

19 A large jar that sits in a place of prominence on a shelf. It contains what must be hundreds of toenail clippings.

I WOULDN'T TOUCH THAT

You know the drill. You set the scene for your party, explaining the relevant details of something that is absolutely, without a doubt, a trap or cursed item or portal to some place bad and, without fail, a member of the party feels the pull and just can't help themselves. Whether a well lit statue marked by a fleck of blood, an unlocked treasure chest that seems too good to be true or a gleaming sword clutched by what remains of a fallen paladin, adventurers are always given plenty of reasons not to touch something. And yet...

The following table is broken up into two columns, one column for the object and the other column for consequences of touching it. You can roll 1d20 and apply the result straight across the table or roll 2d20, one for the object and one for the effect.

THINGS YOU DEFINITELY SHOULDN'T TOUCH

1d20 Ominous or Enticing Item	Inevitable Consequence for Touching It
1 A pulsing, perfectly spherical bubble of pink ooze.	It's full of barely contained latent magic that explodes when you touch it. Roll on the Variant Wild Magic table on pg. 176.
2 A glowing and bleeding statue of an elven woman on a pedestal.	It's definitely cursed. Roll on the Curses table on pg. 184.
3 A large teddy bear with an unnerving grin and eyes that seem too alive.	Touching this item invokes the creature's worst fears. The creature must make a DC 14 Wisdom saving throw or take 17 (5d6) psychic damage. They are also subject to hallucinations for 1 hour after touching the item. Roll on the Hallucinations table on pg. 225.
4 A very large sunshine yellow mushroom.	The creature who touches this item forgets how to breathe. They must succeed on a DC 15 Wisdom saving throw or begin to suffocate. The creature can repeat the saving throw at the end of its turn, ending the effect with a successful save.
5 A large snow globe containing a pair of dancing pixies .	This item stimulates deep and intense love and devotion (it's <i>charm person</i>) for the first creature they see after touching the item, at GM discretion.
6 An undersized longsword encrusted with gems.	The item gets permanently stuck to the creature's hand. The only way to remove the item is by casting <i>remove curse</i> or <i>wish</i> .
7 A very fragrant, perfectly baked, cinnamon roll conspicuously placed out in the open.	Somehow this item became the vessel for reality warping magics and touching it releases them. Roll on the Strange Mutations table on pg. 200.
8 A book embossed with the phrase "MINE! DON'T TOUCH."	The triggering creature must succeed at a DC 15 Wisdom saving throw or gain the new flaw, "Everything belongs to me and I am entitled to it."
9 A simple wooden chest, with an easily breakable lock.	It explodes. The person who touches the item takes 21 (6d6) fire damage. A successful DC 14 Dexterity saving throw halves the damage.
10 A friendly cat that flips over on its back, asking for belly rubs.	It's a mimic .
11 A glowing bottle of fluorescent blue alcohol.	For the next 3 (1d6) days you are harassed by a musical earworm. Roll on the Ballads, Ditties & Songs table on pg. 211 to determine the song or choose one at GM discretion. Creatures affected in this way must make a DC 12 Wisdom saving throw at the end of each long rest. On a failure, they gain no benefit from the rest. Concussive blasts and explosions of light shoot from the item. The individual who touched the item must roll a DC 13 Constitution saving throw or become blind and deaf for 13 (2d12) hours. At the end of every hour, the creature can reroll the saving throw, ending the effect on a successful save.
12 A mote of shimmering, glimmering, multifaceted light.	Concussive blasts and explosions of light shoot from the item. The individual who touched the item must roll a DC 13 Constitution saving throw or become blind and deaf for 13 (2d12) hours. At the end of every hour, the creature can reroll the saving throw, ending the effect on a successful save.
13 A beautiful rose in a crystal vase that sways slightly though there is no wind.	Touching the item causes a metallic cage with no door to spring up around the creature. The creature or one of its allies can attempt a DC 20 Strength check to bend the bars and release them.
14 A large jewel on a gold display stand.	It explodes. The person who touches the item takes 21 (6d6) fire damage. A successful DC 14 Dexterity saving throw will halve the damage.
15 A rusty sword covered in runes and what seems like dried blood.	A fine orange mist pours out of the item after it is touched. The creature is affected by Polymorphic Fog as detailed on pg. 147.
16 A spherical blob with long red spikes inside a glass bowl.	It's poisonous, very poisonous. Roll on the Detrimental Potions & Poisons effect table on pg. 162.
17 A small quick-moving red dot that shines on a nearby wall.	Touching the item removes all the bones in your hand for 24 hours. The tingles as your bones grow back are very uncomfortable.
18 A golden mask depicting a generic shocked face.	Touching this item shocks the creature to their core and banishes every conscious thought from their mind. The creature gains the stunned condition for 2 (1d4) hours. A successful DC 14 Wisdom saving throw, attempted each hour, ends the effect.
19 A fedora-like hat adorned with a dark raven's feather.	Magical parasites! The creature must roll on a DC 14 Constitution saving throw or become affected by a form of short-term madness as determined by the GM. The creature who touches this item must roll a DC 13 Constitution saving throw. On a failure, the creature drops to 0 hp but is stable. On a successful save, the creature loses half their hit points and is incapacitated for 3 (1d6) minutes.
20 A cauldron full of toxic green liquid that smells like beef stew.	

GELATINOUS CUBES

A huge blob of nearly transparent ooze that slowly squeezes its bulk down subterranean hallways, digesting and dissolving things in its path, the **gelatinous cube** is a dungeon staple. However, a weird quirk of these creatures is that there always seems to be some sort of substance each individual cube cannot digest. These items end up getting trapped in the ooze, seemingly floating along hallways suspended in the clear form of the creature. Throwing a small item in the ooze for your party to discover is a fun way to further populate your world with specificity and/or seed future intrigue for them to learn more about down the line. It also helps them know a cube is heading their way. After your party finds their next powerful ooze, roll 1d10 and consult the Contents of a Gelatinous Cube table to find out what's inside.

CONTENTS OF A GELATINOUS CUBE

1d10

- 1 The petrified head of a bucktoothed goblin.
- 2 A sentient skeleton by the name of Jim who has an unnatural need for chocolate.
- 3 A giant glass eyeball that occasionally blinks.
- 4 Four hooves that are so large the size of the creature they came from must have been mind boggling.
- 5 53 gp that all have a laughing halfling jester stamped on one face.
- 6 A set of round stone tablets linked together by a golden chain. They feature lewd sonnets written in giant.
- 7 A stone helmet with a narrow face guard containing the pockmarked skull of a one-eyed human.
- 8 A small jade statue of a masked raccoon riding a winged hippo.
- 9 42 black feathers.
- 10 A small iron casket that contains hundreds of glass marbles.

ATMOSPHERE ENHANCEMENT

An anxious party is a happy party (sort of). Players love to plan and scheme, taking hours to decide how to approach a particular problem. Sometimes it is very difficult to prompt them to move forward and get them to act instead of talk. Detailing the ambiance is a good way to snap them out of planning mode and into action mode. Sometimes all it takes is a door slamming down the hallway without explanation or the howling of unseen dogs to get them to latch onto a plan of action and move forward. To add some atmosphere, you can roll on the following table if the circumstances warrant it, however, it can be more effective to have a random player roll the dice, effectively sealing their own fate.

ANXIETY-INDUCING & CREEPY OCCURRENCES

1d20

- 1 The party randomly finds an ancient portrait that accurately depicts one of them.
- 2 You find a mirror in which the reflections seem to move more slowly than the objects creating them.
- 3 A random person comes up to the party on the street and growls at them ferally before marching off in a different direction.
- 4 A fragile object falls off a table or a shelf, shattering to the ground seemingly without a cause.
- 5 A black cat crosses the party's path and meows at them in a sinister fashion.
- 6 Random low-hanging mist creeps around the area for a few minutes in thin tendrils before dissipating.
- 7 The mist comes and goes without an apparent cause.
- 8 A door opens and closes nearby for no reason. For a brief moment, you hear what is unmistakably the wracking sobs of an adult woman. The source never becomes apparent.
- 9 A nearby portrait or bust begins to weep blood. When a creature turns to fully inspect the phenomenon, it is gone and no evidence remains.
- 10 You hear the giggling of children that echoes from different places around the room. The source is never identified.
- 11 Fresh food suddenly rots, milk curdles and water turns mucky and foul.
- 12 All around the party they can hear scratching in the walls that fades as suddenly as it began.
- 13 For a brief instant, you hear disembodied voices speaking over one another, growing louder and louder, before they suddenly stop.
- 14 All of a sudden, a random member of the party begins to laugh maniacally without cause.
- 15 Greenish-black ooze starts to creep through the cracks in the walls and the temperature in the room drops rapidly.
- 16 All of a sudden, all the NPCs around the party stop and stare without speaking. After a few seconds, life continues around them as if nothing ever happened.
- 17 One random member of the party has a sudden vision of their own death.
- 18 The sound of dripping water can be heard everywhere around the party and they are spattered with droplets of blood. The blood quickly disappears as the dripping sound fades away.
- 19 The party can hear a pack of dogs barking in the distance. The sound chills them to their bones but no dogs are ever seen.
- 20 Exposed sources of flame suddenly gutter and flicker as if exposed to a strong gust of wind, but there is no wind.

DEMONIC DEMANDS

Always read the fine print! Demon deals are not unheard of in fantasy settings (there's a whole subclass dedicated to individuals who make dark pacts with powerful beings to gain power). Deals with denizens of the lower planes always have a price, some very steep, others inscrutable and strange. Should your characters make a deal with a dark entity, roll 1d10 and apply the result on the following table.

DEMONIC DEMANDS

1d10

- 1 In return for your deal, this fiendish figure demands all your memories from a five-year period. Memories you can never relive or regain.
- 2 In 10 years' time, the demon will come and take your voice and with it all memory of speech.
- 3 The demon demands the souls of three virtuous people and provides a glowing glass jar that will reveal the souls desired. The jar collects these souls upon each individual's death.
- 4 This fiend is an entrepreneur. It demands a 15-percent cut of all earnings derived over a 10-year period. Your part of the deal is to provide three favors to this demonic entity without question. The demon determines the time, place and activity that will satisfy payment. If you refuse any of their requests, you will lose your power. Refuse twice, and your soul is entirely, and immediately, forfeit.
- 5 The payment for your bargain is seven bottles of alcohol, distilled from moonlight and filtered through severed fairy wings. The demon provides no further instructions as to how to accomplish this feat. He grants you the period of one year to make good on your bargain.
- 6 The creature demands a handkerchief belonging to the highest ranking woman in the realm containing at least one of her fingernails, three strands of her hair or two drops of her blood.
- 7 Sticking to the old trope, the fiend demands your soul. But first, it must be somewhat tarnished by the act of cold-blooded murder.
- 8 There is a boy under the care of a temple in a nearby city. The demon only asks that you adopt and rear this child as if he were your son. Then, on his 18th birthday, he'll become the demon's chosen prophet. Mr. Fluffykins. They provide no other description or explanation.

GIANTS & THEIR THINGS

The size of a giant in comparison to a normal person is a notion we small skulls can have a hard time getting our heads around. Introducing a creature that's four to five times larger than the biggest person, sometimes more, means that by necessity their gear is also that much larger. The things that could be hidden at the bottom of a giant's massive backpack or belt pouch are only limited by the imagination of the GM and the curiosity of the giant involved. Should the party have the opportunity to search through a giant's belongings, roll 1d20 on the following table to determine what they might find.

THINGS YOU MIGHT FIND IN A GIANT'S BACKPACK

1d20

- 1 A live alpaca serenely snacking on bits of leftover vegetables and bread.
- 2 Part of a bell tower.
- 3 A large loaf of bread that has humanoid-sized bones sticking out of it.
- 4 A **pixie** named Perryweather who has been trying to build a bar and restaurant inside the backpack.
- 5 A wheel of cheese the size of a small house.
- 6 A legless grand piano.
- 7 A comically small hand axe, made for a gnome, which the giant has clearly been using as a toothpick.
- 8 At the very bottom of the pack, growing from a strange bed of food crumbs and moldy socks, is an entire pumpkin patch.
- 9 A moose skull hung with festive decorations.
- 10 A couch shaped like a coiled dragon with very comfortable cushions.
- 11 A rotting tree trunk full of tasty edible mushrooms.
- 12 A live giant toad named Terry and his **goblin** companion Muckruck the Bold.
- 13 A large sealed crate full of moldy apple pies.
- 14 A booger-filled handkerchief that looks like four army tents sewn together. They still bear the standard of the armies they were stolen from.
- 15 A sprouting oversized potato that has gained sentience.
- 16 A full colony of giant bees and more honey than one could possibly comprehend.
- 17 A wizard named Torric who has been *polymorphed* into an octopus and placed in magical stasis in a spherical aquarium.
- 18 A ridiculously oversized candle that seems to have been crafted from the giant's own earwax.
- 19 A wooden cage in which the giant keeps a colony of highly skilled pickpockets who happen to be raccoons.
- 20 A statue of a seated gnome monarch wearing a crown and robe that is far too big for them.

GNOMISH INVENTORS

The gnomes are a crafty lot, but you might feel like you need an engineering degree to accurately describe the surface of a gnomish artificer's tinkering table. Clockwork gears, strange contraptions hanging from the ceiling and bubbling liquids in fancy beakers are only some of the things you will likely find inside an inventor's workshop. Roll 1d20 on the following table to determine what wonders of science and technology your party might find inside. Note: These items would work for any workshop your players encounter, but you may want to make them a little less twee.

GIZMOS & TRINKETS IN A GNOMISH WORKSHOP

1d20

- 1 In the corner of the workshop, a steady buzzing sound catches your attention. Inspecting the area, you find a bustling beehive full of miniature mechanical bees. On one wall is a machine made of hissing pneumatic tubes, slides and rails. Several metal orbs are continuously raised to the top to then roll, slide and shoot back to the bottom. As the spheres move, the kinetic energy of their movement is transferred to a large copper contraption at the bottom that sparks and glows with harnessed power.
- 2 Sitting in a prominent place on the workbench is a device featuring made of seven vertical metal rods set with strange rotating kaleidoscopes, fans and weird round wind catchers. The function of this device is unknown.
- 3 In a forgotten corner of the workshop you find a trio of spider-like clockwork constructs that are, perhaps very concerningly, building more of themselves.
- 4 This strange tool sparks and sends electric currents through a very thin wire that feeds from a spool. Attaching metal to metal is very easy with this device.
- 5 A device consisting of a large metallic platform 5 feet in diameter, carried by a clockwork mechanism that has six stubby but stable legs. It will follow its owner's directions to carry and move heavy items.
- 6 This conical device is powered by a winding clockwork motor that easily amplifies the volume of the user's voice; however, it also has a small short that causes it to make strange noises at random times including the braying of a donkey, crashing and breaking glass, the almost deafening call of a humpback whale and someone blowing a raspberry.
- 7 This set of work goggles has a stunning 39 different lenses that can be lowered into the wearer's line of sight. The function of each lens is a closely guarded secret, but it is clear that using them you can see magical auras, identify schools of magic and see into different planes.
- 8 A small, hand-held lamp that has a sphere of amber at the center. With the flip of a switch, the amber begins to glow with diffuse sunlight.

- 9
- 10 A purring motor sits at the back of a single-wheeled device with a comfortable-looking seat. Sitting in the seat and locking their legs into the device, a creature can direct the powered vehicle where to go by shifting their body weight. Using this device for locomotion easily doubles a creature's speed.
- 11 This corkscrew-shaped smoking pipe has five different bowls allowing the smoker to combine multiple substances
- 12 A sealed terrarium in the shape of a dodecahedron measuring 5 feet per side, filled with never before seen bright purple mushrooms. If you look closely, you can see incredibly tiny fungal creatures building an entire society in the shadows of the lacy frilled caps.
- 13 An 18-inch bright green and gold door set into the wall of the workshop. Moss, small wildflowers and four-leaf clovers grow from under the door. However, if you open the door, you only see a thick mass of moss and vegetation.
- 14 A heavy-looking solid block of metal with strange lines and designs cut into it. It has two straps that clearly designate the contraption as a backpack. Pushing a button activates the gears inside and six additional arms fold out of the backpack. The arms follow the direction of the creature wearing the backpack.
- 15 Flea-sized clockwork constructs harvest the minuscule crystals inside a cracked geode. As they walk out of the crystalline structure the constructs and the crystals quadruple in size.
- 16 A dog made out of metal wanders the workshop. He is friendly and always looking to be petted and scratched behind the ears. When you are close, you can see the spinning and clicking gears and springs that allow it to move.
- 17 In a large hourglass-shaped habitat, you can see vibrant fluorescent pink snails with glowing white crystal shells crawling among and consuming hunks of scrap metal. The snails excrete a luminescent, aquamarine-colored sludge that is collected in the bottom of the hourglass. The sludge smells like lemon and mint and is very slippery.
- 18 A set of exoskeletal legs made of steel powered by a motor that sparks with electricity. Strapping oneself into this contraption increases one's walking speed by 10 feet. Additionally, by activating several levers, one can extend the legs, adding up to 15 feet to one's height.
- 19 This pair of metallic boots have several round openings near the sole. Stomping the heel down on the ground twice causes half a dozen metallic tentacles with suckers to erupt out of the holes. When discovered, one of the boots is crawling along the ceiling.
- 20 A single large gauntlet from which a handful of helper arms emerge, wielding tools, blowtorches, clamps and snips.

HALLUCINATIONS

The mind is a fragile thing, prone to extreme reactions to stress, danger and visions of abject horror. In your adventures, mortal creatures reside in a fantastical landscape where gods walk the earth, dragons rule the skies and strange monstrosities, warped aberrations and cavorting fey are always near at hand. The common citizen, therefore, will see and experience more than most, and much of what they'll witness is terrifying. Some are going to crack under the weight of those experiences and they might start to see and hear things that are not real. Hallucinations can be a frightening thing, even for powerful characters. Whether as a form of madness or as a result of being exposed to some strange alchemical compound or poison, having a character become subject to these breaks in reality can be a challenge they must overcome. If you would like to impose this effect on a character or NPC, roll 1d20 and consult the table below.

1d20

- 1 Bees come swarming out of your mouth and crawling all over your skin, stinging and biting.
- 2 The countenances of everyone around you become undead and rotting.
- 3 You are on fire. It burns so badly you can do nothing but shriek.
Playful beings of light and sound swirl around you. You feel at home and content. Suddenly the atmosphere shifts and the creatures swarm you in a whirlwind, slashing with tiny knives and minuscule claws. This cycle repeats over and over again.
- 4 You are truly convinced you have been buried alive.
- 5 The world is pitch black to your eyes and the air is thin and keeps getting thinner.
You start hearing a voice that tells you the members of your party are evil and trying to kill you. It is sporadic at first, but grows in frequency to the point that you cannot ignore it.
- 6 A ghostly figure continually moves at the corners of your vision, never quite materializing.
- 7 You are overjoyed to find you have great, white-feathered angel wings. No one seems to believe you. A physical manifestation of the deity you worship (or have forsaken) appears in front of you in all its glory. It does not speak, it just stares at you, disapprovingly. It will position itself to be in front of you, arms crossed over its chest, always staring.
- 8 You feel minute pin-pricks all over your skin. At first, you can ignore them, but over time the sensation continues to amplify to the point of pain. Just when you think you can't take it anymore, thousands of spiders burrow out of your skin, crawling over you in a wave, before suddenly vanishing. Several days later, the pin-pricks return.

- 11 No matter where you go, no matter what you do, the scent of rich manure fills your nostrils.
- 12 You have almost certainly attained godhood. But consider keeping this fact to yourself. Wouldn't want anyone to get jealous.
- 13 Everywhere you go you constantly feel you are being watched. You catch staring eyes out of the corner of your vision. Every so often you see the faint outline of magical sensors following you. You don't know who is doing it, but you know they will stop at nothing to get to you.
- 14 Occasionally a carnival springs up around you full of fun and games, laughter and good food. While this hallucination assails you, your physical body stands still, motionless, unblinking.
- 15 Laughing visages sporadically float around you, guffawing and sneering in a mocking fashion. These faces have no eyes.
- 16 Despite being on dry land you truly believe to your very core that you are stranded in the deep ocean, sinking, unable to breathe, as the pressure of the deep crushes down on you.
- 17 You see happy playing children all around you. They giggle and beckon you to play as well. You get swept up in the feeling of peace and safety, no matter where you are.
- 18 Staring black eyes open on everyday objects: walls, ceilings, the blade of your sword. They appear randomly, without warning. All you can feel when they look on you is pure dread.
- 19 For some reason, everyone around you stops being able to understand you when you speak. When they try to reply their words are just gibberish. To everyone else, you are the one who is speaking nonsense.
- 20 You cannot move at all. Looking down you see that iron bands circle your entire body. They begin to squeeze tighter and tighter until you pass out.

GM NOTE: SAVE OR NO SAVE

A hallucination could be pertinent to your story as a realistic outcome for what your characters have recently experienced but could be viewed as stealing player agency. Depending on your table, it may be more sporting to allow a saving throw against experiencing a hallucination. Make sure you are approaching these events in a way that will seem fair to your players.

USELESS(?) JUNK

The world is full of stuff. Fantasy worlds suffer from this problem more than reality does because latent magic can infuse the most mundane of things. Most of the items that a party comes in contact with will likely be useful to them, such as equipment, potions, art and jewels and items of great magic; however, this might not always be the case. There are plenty of strange, useless things lying around and adventuring parties love nothing more than picking up anything that looks interesting and throwing it in a bag for a rainy day. The following is a list of interesting, mostly useless items that you can dole out. Players have a supernatural gift when it comes to making items like this important to the story, or at least to them. Plus they always provide a bit of fun. Roll 1d20 and apply the result on the following table.

WHAT IN THE WORLD IS THIS STUFF?

1d20

- 1 A 2-foot iron key with a grinning skull for a bow.
- 2 A large hourglass in which the sand flows from the bottom to the top.
- 3 A pouch of almond-shaped...seeds? They taste terrible, but are not poisonous. They are not magical, but are unidentifiable. They are eggs.
- 4 A human skull, painted with swirls of bloody paint.
- 5 The skull is not magical, but you swear you can hear unintelligible whispering coming from it.
- 6 A large conch shell that randomly makes the sound of crashing waves.
- 7 A 1-foot cube of what appears to be fire. It provides no effective light, and is cool to the touch.
- 8 This dagger looks vicious and deadly, but whenever it touches anything organic, it goes all rubbery and dull, making it ineffective.
- 9 A beautifully-constructed French horn that makes no noise no matter how much you try.
- 10 An intricately carved wand etched with runic symbols and tipped with a glowing sphere of yellow crystal. Nothing ever happens. The wand just vibrates in your hand uncomfortably.
- 11 This meticulously constructed mechanical compass never points in the right cardinal direction.
- 12 A silver pitcher that leaks so severely it cannot effectively be used despite the fact that there are no visible holes in the item.
- 13 A stylish hat that refuses to be worn. When placed on your head it instantly transports to another place on your body or inside one of your bags. Once you touch it, you can't be rid of it.
- 14 This expertly carved and constructed longbow never shoots an arrow more than a few feet. The ammunition simply slumps to the ground after being fired.

A 5-foot oval mirror with a simple wooden frame.

- 14 It casts no reflection. The area inside the frame is simply a bright silvery color.

15 A very plush and cushy bedroll that causes any creature that sleeps on it to itch uncontrollably.

- 15 This forgery kit, despite the fact that it looks excellently made and well supplied, always creates easily identifiable forgeries.

16 These sticks of gold sealing wax never melt.

- 16 This pack of useless playing cards bear their distinctive marks and numbers prior to being dealt to a player. As soon as the game begins and hands are dealt, the cards become blank.

17 This expensive-looking leather pouch contains a set of marbles that are not round. They do not roll and if dumped on the ground they stay in place.

- 17 An exquisite hand bell. The bell's striker moves, but will not make contact with the sides of the bell.

PORTRAITS TO THE UNKNOWN

Sometimes the walls between realms become weak and things migrate through from one reality to another. These can be useful items, cursed tomes or strange creatures. What they have in common is the ability to cause chaos in the realities where they don't belong. If you want to add a little unpredictability to your session, roll 1d20 on the following table and apply the result.

WHERE DID THAT COME FROM?

1d20

1 A blazing triangle of purple light flares and a portal to the lands of the fey opens. A talking duck named Jerry falls out and looks at you expectantly.

- 1 An unexpected portal from the arctic reaches elsewhere on the material plane opens in front of the party. Roll on the Arctic Random Encounters table for the appropriate level on pg. 82.

3 A humming portal opens above the party and several items fall out. Roll five times on the Common Magic Items table on pg. 189.

- 3 With a high-pitched scream, a winged **goblin** falls out of a horizontal portal about 30 feet off the ground.
- 4 She has no memory of who she is or where she came from but begs the party to take her with them.

5 From a blinding portal of pure white light, a blazing sword flies end over end, lodging into the ground or into a tree near the party. This weapon is a +2 sword. However, every time the wielder does damage with it, the wielder takes 2 points of radiant damage themselves. After 1 week, the weapon disappears.

- 5 An oval portal swirls open and a blast of music and noise comes out. A skull, wearing a very long, red floppy hat, rolls out of the portal. There is a tag attached to one of the back teeth that reads "Schmebulok the Garrulous."

- 7 With a concussive blast, a portal from the plane of fire opens and a golden orb streaks out and impacts the ground near the party. The golden orb has hinges on one side, as if it can open, but any attempts to do so fail. There is a note etched in the bottom of the globe: "If found, return to Elysium." In a flare of pinkish-white light, a truly delectable blackberry pie appears in front of the party. Anyone who eats a slice of this pie will not need to eat again for 2 days.
- 8 Dozens of blank books fall out of a portal. When the covers are opened the books scream in anguish. A glimmering yellow portal appears, spouting coins into a pit. All of the coins are minted with the party's face on one side and a swirling vortex on the other. Any coins taken from the pit disappear after 10 days.
- 9 Two portals appear one above the other. A statue of a dwarf falls continuously from one portal into the other, gaining speed as it goes. If the party is able to grab onto the statue they will find that this individual is a petrified dwarven warrior named Toril Swifthammer who was petrified by a powerful mage. Should they be able to restore him, he will thank them profusely, giving them his magical helm.
- 10 The party comes across a great mountain of wrapped toffees that seem to be tumbling out of a very small portal about 25 feet in the air. Anyone who eats one of these sweets must roll a DC 18 Wisdom saving throw or become enthralled with the candies. For 1 hour, they will stand and do nothing but eat the toffees. They can repeat the saving throw at the end of every hour, ending the effect on themselves on a success. Should they fail the save twice in a row, they will also gain the poisoned condition until the end of their next long rest. Dispel magic cast against a 5th level spell will also end the effect.
- 11 A surge of arcane power heralds the opening of a round portal into a strange distorted landscape. An empty shirt and pair of pants walk out of the portal. They resist being worn and simply follow the party around for 5 days before wandering off. During a combat encounter, the empty clothing will go on initiative count 10. At the beginning of its round, roll 1d100, and on a result of 51 or higher, the clothing will restrain one of the party's enemies. A restrained creature can use its action to try and escape (DC 15).
- 12 With a crack of thunder and a surge of lightning, a portal to the elemental plane of air opens and a roiling storm cloud 5 feet in diameter surges out. The storm cloud will settle over one random creature and remain there for 13 (2d12) hours. Every hour roll 1d100: on a 50 or lower the storm cloud begins to rain on the creature it is following for the next hour.
- 13 A 1-foot-diameter black crystal orb full of blue fluid falls out of a portal to a dark plane from above. One side of the orb is clear, allowing you to see the dodecahedron that floats inside. By shaking the orb you can cast the augury spell as an action. Once you have used this feature 6 (1d8 + 2) times or after a two week period the crystal shatters covering everything with a blue liquid that permanently stains what it touches.
- 14 A human male wearing a strange shirt, shorts and wire-rimmed spectacles suddenly appears near the party. He looks very confused about what is going on, his mouth falls open in shock and surprise at the presence of any non-human races or magic. He stammers wordlessly for about 30 seconds before he disappears with a quiet pop leaving behind 20-sided neon green dice. A creature can activate this item once to reroll a d20 roll after a failed roll.
- 15 From a vertical portal into a realm that appears covered in multi-colored fur, a swarm of small round furry creatures appear. They follow the party around for a week. These creatures purr and trill in a serene but fairly annoying fashion constantly. They cannot be destroyed.
- 16 With the sound of crinkling paper and rustling parchment three dozen birds made from folded paper fly out of a portal that appears on the ground. If the party attempts to catch any of the birds as they swirl around them, there is a 40 percent chance that the parchment is actually a 2nd-level spell scroll. Roll on the 2nd-Level Spell Scrolls table on pg. 154.
- 17 With a heavy thud a diamond the size of a humanoid head hits the ground having plummeted from a glowing red portal about 100 feet overhead. The diamond cannot be moved.
- 18 A very large statue of one of the PCs materializes out of thin air. The statue is very disconcerting and its eyes follow any creature that is looking at it. The statue is very heavy and resists being moved. If the creature the statue depicts touches the statue they gain a point of inspiration and are completely healed, but are distracted for 13 (2d12) hours rolling all skill checks with disadvantage.
- 19

GHOSTS

The spirits of the departed linger in the realms of fantasy, either due to a curse or some unfinished business. Should your party run across a ghost that you would like to flesh out a little more (as much as one can flesh out a ghost), roll 1d10 and consult the Unfinished Business table to determine why they remain.

UNFINISHED BUSINESS

1d10

- 1 This ghost seeks revenge on the one who killed them by beheading. The ghost carries around a spectral version of their own head.
- 2 This ghost is paranoid about its family's safety and refuses to move on to the afterlife. Unfortunately, the ghost's haunting presence terrifies the family without respite.
- 3 Completely unaware of their surroundings, this ghost must relive the last torturous days of its life, over and over and over again. Only by getting it to realize it is dead can you assist it in passing on.
- 4 Driven by a lust for life, this ghost is self-aware. It knows that it is dead and unable to experience the pleasures of the living, but that will not keep it from trying. Nor will that knowledge keep it from flying into a murderous rage each time that it fails.
- 5 Overcome with grief for having to leave their beloved pet, this ghost cannot move on until they find a permanent home for their pet hamster. Preferably one where he gets plenty of treats.
- 6 We've got a stage five clinger. This ghost is doomed to stalk their lost love...their lost unrequited love, that is.
- 7 Terrifyingly creepy, this ghost is that of a 5-year-old child. They are full of rage and haunt their toys, which they cause to animate and attack people. You must find all of the toys and burn them before the child can move on.
- 8 This ghost is actually pleasant to have around. Desiring to make just one more meal, just one more beautifully crafted pie, this jovial spirit animates objects in their former kitchen to cook wonderful meals. Of course, whoever lives there gets to benefit.
- 9 This poor ghost was so unnoticeable in life that it hasn't even realized that it has died and just keeps going about its daily routine. Of course this is ridiculously frightening for the other laborers at the warehouse where it worked.
- 10 Surrounded by songs of lament and discordant orchestral music, this ghost, dressed all in white, does nothing but pine for their lover who went on to marry another after their death. The only way to get them to move on is to take them out for a lovely night on the town.

GRAVESTONES

Lonely graveyards somehow find their way into many of the stories we tell at the gaming table. Often the occupants of the graveyard are not central to the story, but inevitably there will be that one player who wants to start reading the headstones, if for no other reason than to watch you scramble to come up with names and information. The following table provides you with a variety of options for headstones and monuments that exist within a graveyard for just such an occasion. Roll 1d20 on the Gravestone Markers table to generate as many results as you need to.

GRAVESTONE MARKERS

1d20

- 1 Ruepert Nebuchadnezzar. Lived for 93 years, died 150 years ago. There is an inscription that reads, "Here lies Ruepert...probably. He always claimed he was too stubborn to stay dead." Disconcertingly, there are what appear to be human fingernail marks at the base of the headstone.
- 2 This gravestone is shaped like a large loaf of bread and marks the grave of halfling Chef Yarrow Amplebelly, one of the most renowned bakers of the age. Etched into the stone is his bread recipe, which he felt everyone should have.
- 3 Sir Tallion Grabespurtle Nelson Bartholomew Hastings III. Tallion lived for 46 years and only died five years ago. The epitaph on his ornate, gold inlaid headstone reads, "His last words, 'Clutch safe my ale and observe!' preceded a glorious but short-lived mudwrestling match with a drunken ogre. We miss you, Tally!"
- 4 A simple marble headstone marking the final resting place of Dave Davidson, age 76, died 200 years ago. The epitaph reads, "Here lies Double D, our man about town, as well as a nameless corpse we buried with him so he weren't lonely."
- 5 This ornate headstone has a picture of a wizened old man with a long beard on it, but no name or date. The headstone itself has a *magic mouth* spell cast on it that quietly says things like, "Help me!" and "Wow, it's dark down here" that sound like they are coming from the ground at the foot of the headstone.
- 6 Heliona "Irongsuts" Bracegirdle. Lived for 127 years and died 85 years ago. The epitaph reads, "They told me to stop eating fried butter, but I didn't listen, and now I'm dead. No regrets."
- 7 This ornate headstone is topped with an intricately carved human skull with a rose in its mouth and a stone raven perched atop it. Belonging to Kaitlyn Everbright, who was suspected of being a witch who died at the age of 57, 236 years ago, locals say that the raven sometimes disappears for days at a time.

- 8 Penelope Farell, the Graceful Bard. Lived to the age of 84 and died 103 years ago. Her headstone has an etched picture of her, a statuesque and beautiful half-elf, in addition to a fully functioning piano. Anyone who plays the keys finds they are accompanied by a gorgeous ethereal voice.
- 9 Willard the Elder. Managed to live until the age of 107 and died 37 years ago. His headstone has no message, just a maze contained inside the shape of a human heart. There is a small marble contained in the maze structure that can be moved. Solving the maze causes confetti to shoot out of the top of the headstone and a fanfare of horns to sound.
- 10 This intricate monument depicts the statue of a teenage girl emerging from a silvery mirror. It belongs to Arya Swiftwind, a fledgling sorceress who miscalculated the power of her wild magic and turned herself into a brainless sludge at the age of 19, 96 years ago.
- 11 A sarcophagus-shaped monument that has a very detailed casting of the Honorable Hargrim Splitmind, holding a copy of his own head. The two faces are depicted in the midst of a heated argument. Once a village mayor and advisor to the king, Hargrim frequently argued with himself. His epitaph reads, "The only decent conversation I ever had was with myself."
- 12 This large mausoleum dedicated to the Farsight family has numerous statues of various family members of different ages captured in the act of playing and socializing. Listening closely, you can hear faint laughter and jovial conversation.
- 13 A lone, gold-veined marble headstone dedicated to Garland and Nefria Bollivar. Both individuals died nearly a hundred years ago and were very talented healers. The top of their headstone has been worn away by time as hundreds of hands have touched it, hoping for a miracle of healing power which sometimes emanates from their final resting place.
- 14 Ulfrick the Stingy's grave is marked with a very simple, ancient, sandstone obelisk. All that is on it is a truncated version of his name, "LFRK," a final tribute to one of the realm's great misers.
- 15 This grave marker, made from the twisted branches of an ancient oak surrounding a granite stone, marks the final resting place of Glengarrow Nearson, a halfling druid of substantial power and influence. Lived to be 294 years old and passed five years ago. Songbirds and small animals make their home in the twisted branches of his large headstone.
- 16 A large monument depicting a powerful wizard in the act of casting a spell, his long hair and beard flowing in an unseen wind, marks the grave of Binsim the Unhinged. Binsim died almost 400 years ago and his actual age is a number lost to time. He sought immortality but refused to turn to black magic to attain it. Engraved on the plinth where his statue stands are the words he uttered on his deathbed: "I could not beat death, so I shall join him. Elevating our contest to a place outside of time."
- 17 A simple stone marker that bears the name Ted Harnsworth, a human fisherman who never seemed to age. He lived for 657 years. His epitaph reads, "I'm tired. I think I'll go now."
- 18 This large crypt is dedicated to the powerful cleric Elania Marson, the Fiendbinder. The grounds around the crypt are always vibrant and green, full of wildflowers and humming insects. Approaching the door you can hear the singing of an angelic chorus.
- 19 This grave marker belongs to the prolific wizard Olgas Mirewood. Some say she was a witch, others say she was a gift to the community around her. Her age is not listed on the marker, but etched into the stone is the arcane language of a single spell. Roll on the 3rd-Level Spell Scrolls table on pg. 154 to determine which.
- 20 The headstone simply has a single name etched into it: "Layla." There is no date or inscription, but small white flowers grow from the cracks in this ancient grave marker.





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ONE-SHOT ADVENTURES

A TRIO OF STORY-DRIVEN
ENCOUNTERS THAT STILL FEATURES
ENOUGH RANDOM TABLES TO MERIT
INCLUSION IN THIS BOOK

◆ — ◆ — ◆



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NEVER TELL
ME THE ODDS

The party investigates a
murder among killers.

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ANIMATED
DEFENSE

A mage's tower protects
itself a little too well.

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THINGS ARE NOT
WHAT THEY SEEM

A sinister plot is
uncovered by accident.

NEVER TELL ME THE ODDS

A BOY ASKS THE PARTY TO SOLVE THE MURDER OF HIS FATHER,
A VETERAN OF A TRAVELING GLADIATOR TOURNAMENT.

AN ADVENTURE BY MATT, NICK & MARTY FORBECK, SUITABLE FOR LEVELS 3-7



While attending a gaming festival, the highlight of which is a gladiator tournament, the party finds themselves pulled into a murder mystery by the young son of the victim, the tournament's reigning champion. To solve the mystery, the party must question everything, trust no one and survive the arena's infamous Wheel of Death and Fortune.

ADVENTURE LOCATION

This adventure is set in Tychinesa, a village that sits at the crossroads of two major routes that cut through the local forests (or a similar town, at GM discretion). It's a small but bustling settlement where farmers and miners gather to meet, sell their wares and pick up supplies. Entertainment troupes of all kinds make it a regular stop on their circuits. The greatest of these troupes is a traveling gladiator showcase known as Gladiator Conflict—GladCon for short.

GladCon provides a major boost to the local economy. The majority of the tournament takes place at GladCon's pop-up arena, known as Colossal Colosseum by admirers of the event—and as the Rigged Ring by its skeptics.

Those who are passing through or who have journeyed to Tychinesa to witness GladCon stay at the town's oldest inn, the Oblivious Owlbear ("the Bliv" to the locals), a popular establishment owned and operated by Fortuna Littlespark, a short-tempered halfling whose family has a long history in the town. While Fortuna can be cruel to those who cross her, she is generally warm and welcoming to outsiders. How the party winds up in Tychinesa at the right time is at GM discretion. Whether they make it out alive is up to the players.

SETTING UP

The story begins at the Oblivious Owlbear, where the party is introduced to the town, has the chance to play a gladiatorial minigame and meets a number of characters

who will become suspects later, including Fortuna Littlespark. They will then encounter Thalmor Dutgek, who shares his tale and asks for their help.

This adventure features a number of NPCs, including:

Thalmike Dutgek The murdered man—an elven gladiator of some renown.

Thalmor Dutgek The victim's son.

Belleri Dutgek The victim's wife and fellow gladiator.

Mouna Strongskull The victim's old flame and number one rival—a human gladiator.

Ama Hollowhoof The victim's tag-team buddy in the ring—a dwarven gladiator.

Fortuna Littlespark Halfling innkeeper and owner of the Oblivious Owlbear.

Johanna Welkerson GladCon's master of ceremonies—a half-orc ex-gladiator.

To prepare for the adventure, be sure to check out the NPCs' stat blocks and write-ups on pg. 246.

If you're running this adventure as part of an ongoing campaign, it can serve as a great stopover between larger story arcs. You can plop it down in the middle of a journey from one part of the world to another, or you can set it up as part of a vacation the heroes go on to celebrate recent victories. All you need is an excuse to get them into a village in the middle of nowhere so you can focus in on the action of the story.

If that's not feasible, you can transport the entirety of the adventure to wherever the heroes might be. The main consideration in this case is to think through a reason why Thalmor Dutgek, the boy whose father is murdered, approaches the heroes for help rather than local guards. Perhaps his father was a scoundrel who always spoke ill of the law. Or maybe GladCon expressly forbids the entrance of guards as a matter of policy after

having been shaken down by them.

If a member of the party is particularly suited to the idea of GladCon, you might be able to hook them with a simple mention of a gladiatorial tournament. They might be willing to chase down the place themselves, which is even easier than just dropping it into their path.

If you're running this as a one-shot adventure, each party member can determine for themselves why they are in Tychinesa. Perhaps they are there to cheer on their favorite gladiator or to pick up a package left for them at the Oblivious Owlbear. Perhaps they know one of the gladiators or have a connection to the town.

However they get there, the action for this adventure begins—like so many do—in a tavern full of rowdy adventuring types.

PART 1: YOU'RE MY ONLY HOPE

You count yourself lucky to have found an empty table at the biggest and oldest establishment in Tychinesa, the Oblivious Owlbear, known to its dedicated patrons as the Bliv. It is a three-story stone building that manages to feel cozy despite its size. You hear drunken laughter, tales of past fights, contests of strength and calls for more alcohol. Because GladCon is in town, the clientele leans heavily toward big-muscled barbarians, steely-eyed fighters and the most brutal combatants from all walks of life. Some, it should be stated, have brought their kids. The children, as it happens, also seem pretty strong.

In one corner of the bustling inn, a sturdy human woman wearing a skull necklace engages a pack of barbarians in an arm wrestling contest. At a nearby table, a stern elven woman scolds her son, seemingly for crying in public. Toward the back of the inn, a crowd of people gathers around a game of Golem Gladiators. A gruff dwarf, his face covered in the scars of battle, pilots the current champion.

As you take in this scene, the innkeeper, a halfling who manages to tower over everyone through sheer force of personality, makes her way over to you, leaping from the top of the bar across tables until she arrives atop yours with a little bow. She gazes down at the lot of you with a smile that seems too wide for her face and says, "Hello, loves. What can I get you?"

This is Fortuna Littlespark. She introduces herself as the owner of the inn and apologizes for how crowded the place is—with more than a little pride and relief in her voice. She would take the party's orders, then encourage them to wander about the place. Before she leaves, she mentions she still has a room or two left in the inn (5 sp each) and if they're interested, they should claim them quickly, since it's GladCon—the busiest time of the year.

GM NOTE: WHO'S WHO

Three of GladCon's most well-loved gladiators—Belleri Dutgek, Mouna Strongskull and Ama Hollowhoof—are under the Bliv's roof, entertaining fans with tales of greatness and feats of strength. If the heroes wander around, they'd bump into each of them. If the heroes decide to stay put, the gladiators can come to them instead.

- **Mouna Strongskull** is busy at the arm-wrestling table, where she is currently undefeated. She is offering to pay the bar tab of anyone who can beat her. If the heroes would like to challenge her, they are welcome to. The first person to win three out of five contested Strength (Athletics) checks in an arm-wrestling contest wins.

- **Ama Hollowhoof** is lording over the Golem Gladiators table, a magical device that pits 1-foot-tall golems against each other in a simulated arena battle on a flat surface the size of the tabletop. Each of the two contestants controls their golem by means of a handle built into their side of the tabletop. The cost to enter is 5 sp, and the winner takes 8 sp (the other 2 sp goes to the house). The first person to win three out of five contested Dexterity (Sleight of Hand) checks wins the bout.
- **Belleri Dutgek** is the elven woman scolding a crying boy, her son, **Thalmor**. If the party engages them first, Belleri would say through gritted teeth, "This is a private conversation, and unless you want a public beating, I'd suggest you're on your way." If the party chooses to engage further, move to the flavor text that begins with Thalmor's outburst (below).

Give the heroes enough time to enter the games or just gawk at them a bit. Fortuna soon returns to their table with their orders, and a commotion at the next table over sets the story in motion.

Suddenly, the young elven boy at the next table over starts screaming. His mother's face turns from one of stern concern to shock and consternation.

"HOW AM I SUPPOSED TO STAY CALM WHEN DAD IS DEAD?" he screams, before shoving his face into his hands. "ONE OF THE PEOPLE IN THIS ROOM IS A MURDERER! AND I'M GONNA FIND OUT WHO!"

His mother scoops him up in her arms, but the boy continues to weep loudly enough for everyone in the inn to hear. Red-faced, the mother turns toward you, bows her head and mutters an apology before rushing out of the inn with her son.

Silence reigns for only a moment before everyone returns to their fun.

If anyone asks where Belleri is taking Thalmor, most people in the place are willing to hazard a guess. As one of GladCon's gladiators, she's likely heading back to the gladiators' wagons, where they sleep when they're in town. They like to come into the village to hype up GladCon, but they prefer to rest their heads in their own beds at night.

PART 2: THE SCENE OF THE CRIME

This portion of the adventure begins when the heroes decide to check out the arena grounds.

As you exit the Oblivious Owlbear, you can see that the GladCon traveling arena seems almost like its own village. It stands apart from the rest of Tychinesa, just far enough that it's an easy walk but not so close that the festivities at the Bliv can drown it out.

The arena itself is a 100-foot-square stage with 8-foot walls. Bleachers several rows deep line those same edges, allowing their occupants to see every bit of action on stage. The east side of the arena faces toward the village and features a gate through which all ticketed observers pass. There's also an opening on the west side, which leads into a fenced-off area filled with a number of colorful wagons.

As you approach, you see the boy you heard yelling in the inn sitting just inside the main gate, his head in his hands and his shoulders shaking as he weeps.

If the heroes approach Thalmor, he rallies to his feet with a game smile and thanks them for coming. He is thrilled that someone—anyone—might be willing to do something to help.

At first, Thalmor is a little nervous about speaking to the heroes. He says things like, "My Mom told me not to say this, but I can't take it anymore." He will reveal the following, at GM discretion:

- Thalmor loved his father, Thalmike Dutgek. They've lived together in Thalmike's wagon ever since he and Thalmor's mother—Belleri Dutgek—split up.
- Thalmor discovered his father's death this morning after he woke up and realized his father wasn't in the wagon. When he went outside, he found his father's body lying at the base of the wagon's steps in a pool of blood.
- A number of people involved with GladCon all came out at that point, including Mouna Strongskull, Ama Hollowhoof, Johanna Welkerson and his mother Belleri.
- All Thalmor remembers hearing then is screaming and crying, much of which he's sure was his own.
- Once the initial shock faded, Johanna announced they had to hide Thalmike's body and keep the locals from learning about the murder. Otherwise,

THE OBLIVIOUS OWLBEAR

A popular (some might say the "only") hangout in Tychinesa, the Oblivious Owlbear is as rowdy a tavern as you could hope to find and caters to the attendees and competitors of GladCon in equal measure.

ROOMS, FOOD AND DRINK

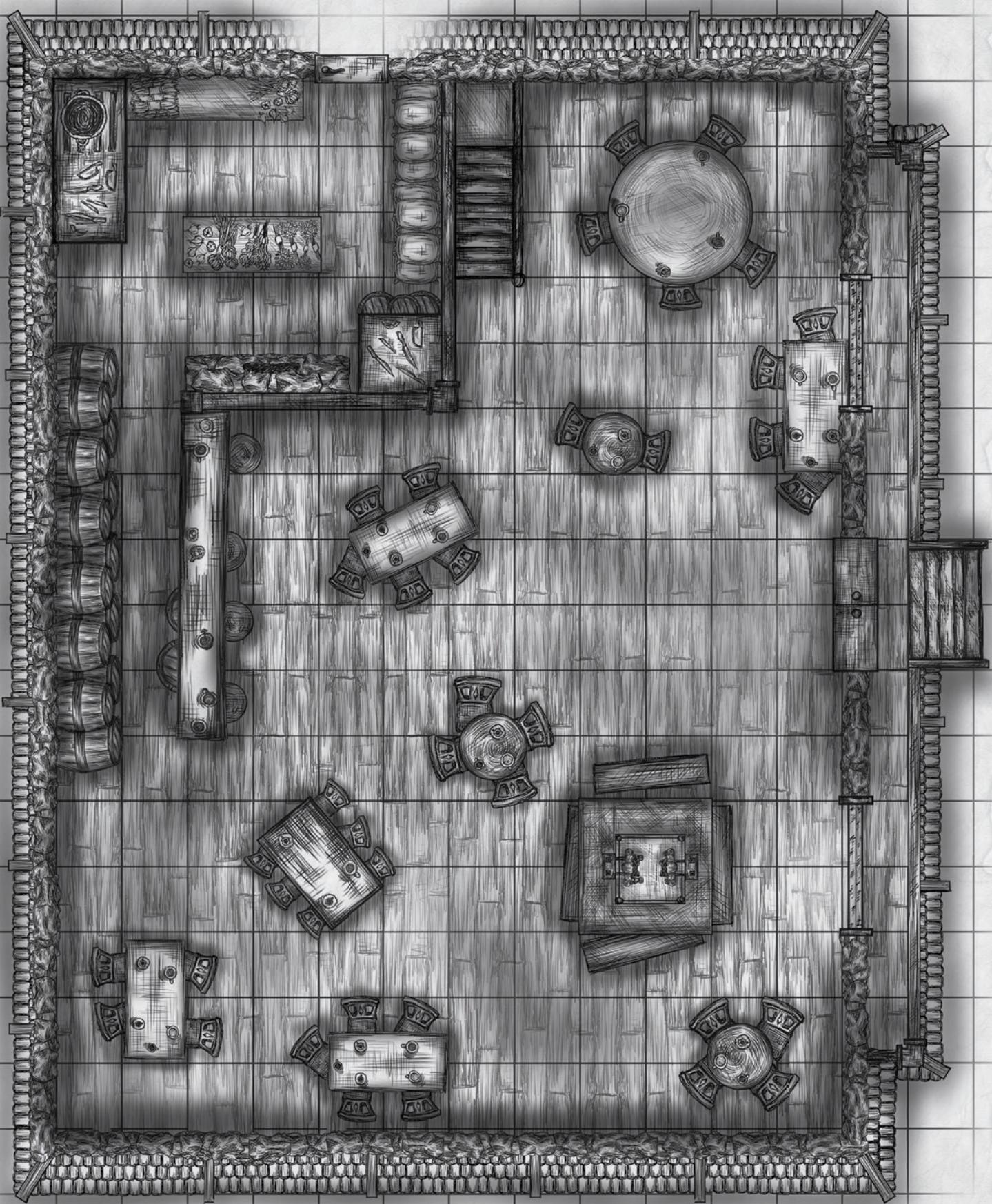
The Bliv, as the locals call it, has a steady stream of regular customers, but when GladCon is in town the place is absolutely packed. Rooms are available on a first-come, first-served basis, and cost 1 gp a night. The kitchens (top left) tend to simplify their menu to accommodate the larger crowds during GladCon, taking most of the guesswork out of what's available to eat.

Price	Dish
1 sp	Blood Red Chili: A dish made from locally sourced beans and peppers.
2 sp	Black Eye Chili: A dish made from yesterday's red chili mixed with a bit of charred yak meat. Should you find a yak eye in your bowl you get a free round of Golem Gladiators (but only if you eat it).
1 gp	Chef's choice: A roll on the local delicacies table (pg. 68), at GM discretion.

Ale's Well That Ends Well. The beer at Bliv is legendary in that, unlike most beers, it can occasionally boost your abilities (at a cost). Any time a patron consumes a beer, light or dark, roll 1d10. On a 10, they can boost any Ability Score Modifier by +1 for 1 hour. For every beer consumed after the first, the patron must make a Constitution saving throw (DC = 10 + number of beers already consumed). On a failed save, they are poisoned for 1 hour, and cannot consume beer for 24 hours. Beer costs 1 sp. The benefit of drinking beer from the Bliv stacks. For the purposes of determining the consumption DC, the number of beers consumed resets after a long rest.

FUN AND GAMES

The Bliv's main attraction, other than ale, is the Golem Gladiators table (bottom right, with benches). The cost to enter is 5 sp, and the winner takes 8 sp (2 sp goes to the house). The first person to win three out of five contested Dexterity (Sleight of Hand) checks wins the bout. The Bliv also has a steady influx of individuals hoping to make a name for themselves as arm wrestling champions. The table designated for this activity is a four top in the corner, near the windows (bottom left), and it's not uncommon for youngsters to gather outside the inn to get a better view of the competition going on inside (although, it should be stated that some kids often sneak inside masquerading as halflings so they can see their heroes up close).



they risked having the entire festival shut down, possibly permanently.

- The gladiators stowed Thalmike's corpse in his wagon, and Belleri took custody of Thalmor.
- Despite all this, Thalmor hasn't been able to contain his grief, which is why he said what he did in the bar. He wants to investigate the wagons of the other gladiators to see if there are any clues, but he's afraid of what would happen if he gets caught.
- If his mother finds out he's slipped out of her wagon again and is actually trying to hire people to solve his father's murder, she's sure to be disappointed. And if she's the murderer, well, who knows what she'd do.

Once the heroes get this information out of Thalmor, Johanna Welkerson spots them and accosts them.

"Hey!" shouts a half-orc woman striding toward you at an angle, head and chest first as she rolls up her sleeves. "If you don't stop talkin' to that boy you're gonna wish you'd never stepped foot in this town. Belleri was very clear. Area's off-limits anyway. GladCon employees only! What're you thinkin', Thal?"

The party can convince Johanna to let them stay with a successful DC 16 Charisma (Persuasion) check. If successful, she mentions there's a hole in the GladCon lineup, and if they beat her in combat—as a sort of audition—they can stay. But they'll have to roll on the Wheel of Fortune and Death or, as some affectionately call it, "Miss Fortune" (pg. 238).

If the party fails to charm Johanna, she is ready to come to blows to make them leave, but Thalmor steps in and explains there's a hole in the tournament's lineup. Perhaps a party member could fill it if they defeat Johanna in combat.

However the party manages to get past Johanna (convincing, fighting or sneaking past when she's no longer paying attention), the next phase of the adventure begins once they've made their way to the wagons to investigate things further.

GM NOTE: GETTING PAST JOHANNA

Beating Johanna in single combat is far easier said than done, as she was once a gladiator herself. The battles are fought with nonlethal practice weapons, as determined on the Wheel of Fortune and Death table on pg. 238. If the first challenger fails to defeat her, she's willing to entertain other eager applicants (she's a little rusty, but hasn't lost her taste for giving upstarts a good beating) but each hero only gets one try. Johanna doesn't do anything to heal between rounds of battle, so even a weak group of heroes should eventually be able to wear her down.

GLADCON'S GROUNDS

The gladiators who make up the traveling event known as GladCon sleep just a few gnome feet away from the action of the arena. They stow away each night in large wagons, some more accommodating than others depending on seniority and box office draw. The body of Thalmike Dutgek was found outside his wagon.

GOOD FENCES MAKE GOOD NEIGHBORS

A large perimeter fence rings the majority of the area meant to host the gladiators' wagons. The fence is always put up in a bit of a hurry and is as much to protect the privacy of the gladiators as it is to keep them from stumbling into town late at night after one too many. The fence is detailed further in the Alternate Routes Inside GM Note on pg. 238.

THE COMFORTS OF HOME

Although their painted wagons are a good sign the GladCon competitors are in town, the striped tent where Johanna Welkerson sets up her office (center) is also hard to miss. In addition to the residential wagons, there are a handful of storage wagons that haul weapons and other props for use in the event. **From top left, the wagons are:**

Thalmike Dutgek's wagon. His body is now inside.

Weaponry wagon. This wagon holds just about any sort of martial weapon you can imagine.

Ama Hollowhoof's wagon. A smaller consideration for GladCon's second fiddle, Ama's wagon has room for a twin-sized bed and that's about it.

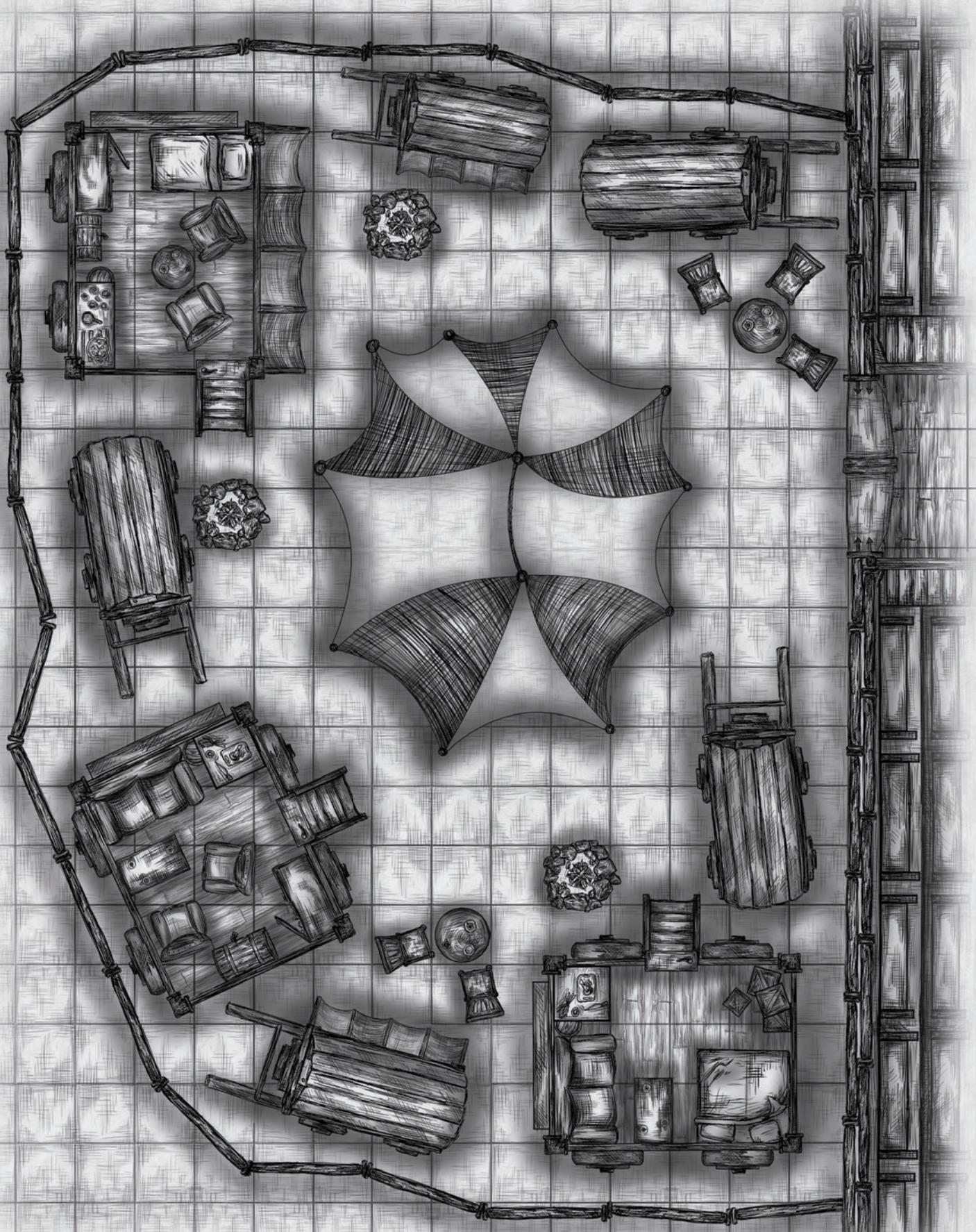
Mess wagon. Because the GladCon competitors often find themselves eating on the road, a wagon outfitted with dry food storage and a basic table and chairs was deemed a worthwhile investment.

Belleri and Thalmor Dutgek's wagon. The young boy who tasked the party with investigating his father's murder sleeps here, with his mother.

Johanna Welkerson's wagon. Because she works and sleeps out of the big tent in the center of the encampment, Johanna's wagon is a bit tinier than the rest. Gotta cut overhead costs somewhere.

Mouna Strongskull's wagon. One of GladCon's most ferocious competitors also boasts one of its largest residential wagons, which she inherited from Johanna Welkerson. She sleeps on one of the couches. It's fine.

Costumes and props wagon. This wagon features a fine collection of furs, leathers and other armor in neutral colors as well as duplicates in just about any color you can name. Hats, vests, scarves, a few tasteful loincloths and boots of varying degrees of quality and fashion sense are also piled up within. If a player is looking for a specific prop or ensemble, they can find it with a DC 15 Intelligence (Investigation) check (at GM discretion).



If a hero wins the tournament's open slot, Johanna congratulates them and welcomes them into the fold. "It's been many a GladCon since I met such worthy challengers," she says. "You'll make a fine addition to this year's festivities."

Heroes who can't beat Johanna in a fair fight, or refuse to engage in one, may be able to find other ways into the off-limits parts of the festival. Security is fairly light, so if they can figure out a way past the fence, they can roam around freely. Each of the wagons is locked up tight, though, so they must either pick the locks (DC 15) or bust them off (AC 10, 10 HP) to get inside each.

GM NOTE: ALTERNATE ROUTES INSIDE

Your players may determine battling a veteran gladiator, even with wooden swords, is not worth the risk to their reputations (or egos). It's also entirely possible that Johanna wipes the dirt with each of them and they'll be forced to find another means of getting into GladCon grounds to continue their investigation. The next phase of the adventure assumes the party is inside GladCon's perimeter fence—if the party can't manage that, they won't be able to solve the murder. While they'll likely come up with a few alternate routes into GladCon grounds on their own, here are a few ways to get past Johanna.

- A perimeter search of GladCon's fences, represented by a DC 15 Wisdom (Perception) check, would reveal there's a washout on the far side of the grounds, creating a gap between the dirt and the fence that's big enough for a small creature to slide through without much effort. Medium creatures will need to succeed on a DC 13 Dexterity (Acrobatics) check to slide through. Other means of getting through this gap are at GM discretion.
- If there's one thing the competitors at GladCon love more than applause or puffery, it's ale. That's why Fortuna Littlespark has arranged for a wagon full of the stuff to be delivered through the front gate. The party would see the barrels being loaded near the Bliv and could either sneak inside the wagon with a successful DC 14 Dexterity (Stealth) group check or attempt to convince Fortuna to let them escort the wagon into the grounds with a DC 16 Charisma (Persuasion) check. Posing as employees of the Bliv and escorting the wagon without conferring with Fortuna requires a DC 17 Charisma (Deception) check.
- There aren't many guards patrolling GladCon's grounds, but the ones that are on the job are quick to action. Any potential threats, especially noisy ones, are investigated by the full brigade. At GM discretion, if the party creates some kind of distraction to lure the guards away from the grounds, checks to get inside without being noticed are no longer needed.

THE WHEEL OF FORTUNE AND DEATH

The permissible weapons for GladCon battles are chosen on the Wheel of Fortune and Death ("Miss Fortune"), a large multicolored disk that Johanna spins before each battle to keep things interesting. To simulate this, roll on the table below.

1d20	Weapon	Damage
1	Gauntlets	1d4 bludgeoning
2	Dagger	1d4 slashing—finesse, light, thrown (range 20/60)
3	Mace	1d6 bludgeoning
4	Club	1d4 bludgeoning—light
5	Spear	1d6 piercing—thrown (20/60), versatile (1d8)
6	Quarterstaff	1d6 bludgeoning—versatile (1d8)
7	Handaxe	1d6 slashing—light, thrown (range 20/60)
8	Warhammer	1d8 bludgeoning—versatile (1d10)
9	Longsword	1d8 slashing—versatile (1d10)
10	Whip	1d4 slashing—finesse, reach
11	Flail	1d8 bludgeoning
12	Nunchaku	1d4 bludgeoning—light, finesse
13	Maul	2d6 slashing—heavy, two-handed
14	Light Crossbow (w/ 5 bolts)	1d8 piercing—ammunition (range 80/320), loading, two-handed
15	Blowgun (w/ 10 bolts)	1 piercing—ammunition (range 25/100), loading
16	Sickle	1d4 slashing—light
17	Trident	1d6 piercing—thrown (20/60), versatile (1d8)
18	Glaive	1d10 slashing—heavy, reach, two-handed
19	Net	Special, thrown (range 5/15) Roll four times and put the weapons in a pile that the combatants must grab from the center of the arena when the fight begins.
20	The Grab Bag of Insanity	

PART 3: THE GAME IS AFOOT

The private part of the arena is surrounded by a temporary fence and bordered by eight large wagons that center on a common area in which sits a large tent bustling with enough activity to rival the barroom at the Bliv. These wooden wagons serve as homes on wheels for GladCon's team.

Three of the wagons—one on each side not facing the arena—are massive, clearly used as bunkhouses for the staff bustling in and out of them. The other five are smaller but more luxurious and elaborately decorated. They each have the name of their resident painted across their sides in bright letters: Thalmike, Belleri, Mouna, Ama and Johanna.

How much access the heroes have to various places in the fenced-off area behind the arena depends on when they enter it and how. If one of them won the open slot in the tournament, the people there mostly ignore the party—at least until they try to enter one of the wagons.

GM NOTE: JUST ONE MORE THING...

There are a number of NPCs the heroes can speak to and locations they can visit in any order they please in order to suss out what happened to Thalmike. As the heroes explore, they are bound to run into the primary suspects. These suspects have had their thoughts divided up into three different categories. And then there's the proof...

Know. These are things an NPC is certain of, either about themselves and about the current situation. Something an NPC knows should be held as fact by the GM. Whether players choose to believe this information is up to them.

Think. This is information an NPC believes or has speculated about the other suspects. Sometimes speculation is as good as the truth, but a DC 13 Wisdom (Insight) check on anything an NPC thinks would reveal it's an opinion rather than fact. And opinions can be self-serving or self-deceiving.

Hide. Every NPC has something they're keeping to themselves, for reasons that are their own (namely, these facts might make them look guilty). The things an NPC hides should be considered fact by the GM and are only be revealed to the party if they ask the right questions or put various pieces together during their investigation.

Evidence. Every suspect has at least one item or bit of intel that speaks to possible motives for killing Thalmike that can be uncovered with a DC 15 Intelligence (Investigation) or Wisdom (Perception)

If it's in the middle of the day, the owners of the wagon are likely out and about, but in the middle of the night, they're probably asleep inside.

If the heroes snuck into the grounds some other way, they must deal with the constant threat of being discovered and kicked out. If they're caught there more than once, Johanna calls all of the gladiators to her side to teach the trespassers a lesson. If the heroes flee, the gladiators don't pursue them, but they are happy to give anyone who stands up to them a proper beating.

This is the heroes' chance to investigate the murder scene and ask questions of the people there. Many interesting things can be found in the various principals' wagons, which serve not only as their transports but their homes. They come painted in bright colors and have wooden walls and roofs, complete with shingles, like cabins on wheels. The rest of the company—which includes drivers, assistants, cooks and such—ride on the smaller wagons and sleep in the large tent when they make camp.

If the heroes are thorough in their investigation, they should learn—both here and in the following section—that each of the principals of GladCon had the motive, means and opportunity to murder Thalmike. The only question is: who actually did it?

check, provided the party's snooping isn't hindered by other NPCs. These checks are made with advantage if the party has some idea what they're looking for, and rumors they uncover while interviewing one NPC should give them a good idea of what to look for while investigating another.

Assuming they are asked the right questions, each NPC freely gives up the things they Know and Think, but the distinction between those two categories is important—some people think things that aren't necessarily true. It's harder to get NPCs to admit what they Hide. A high (DC 20) Charisma or Intimidation check might convince some of them to fess up, but to really corner them, the party might want to gather evidence first.

Evidence can be used to confront a corresponding NPC and force them to confess what they Hide, lowering the DC associated with that check to 12. Exposed NPCs continue to make excuses and claim they are not the murderer, but these confrontations can create a great deal of suspicion.

If this formula starts to get stale, throw a couple of extra checks in to keep the players on their toes. Encourage the heroes to distract NPCs while other members of the party snoop through their things. Or maybe certain gruffer NPCs only feel comfortable giving up all they Know after a bit of persuasion or a bribe.

Once the heroes investigate enough to feel they have found their culprit, you can move to Part 4.

THALMOR DUTGEK

Thalmor (and his mother Belleri) can be found hanging around their wagon, just outside the fenced-off arena grounds. Thalmor is happy to see the party. Belleri is decidedly less thrilled.

THALMOR KNOWS

- Something has been wrong with his parents for a while. They fight all the time, and not just in the arena for the crowds.
- His mother moved out of their wagon and into one of her own a few weeks ago, leaving Thalmor to stay with his father.
- The night of the murder, Thalmor didn't hear anything happen. He went to sleep by himself, which was pretty standard for him, as his parents often wind up at local inns late into the night, hyping their upcoming matches.

THALMOR THINKS

- He loves his mother and staunchly defends her from any accusations. While she might have split from her father, she would never have killed him. Not like that.
- He heard his mom screaming about “making eyes at Mouna,” but he doesn’t understand what that means.
- His Uncle Ama is a fun pal who always brings him neat presents. Ama and Thalmike got along really well.
- Johanna used to be a great gladiator. She helps him with his sparring practice sometimes.
- It’s odd how the nice lady who runs the Bliv is always jotting down stuff in her notebook—and not just for orders.

THALMOR HIDES

- Thalmor is furious with his parents for splitting up. The other gladiators have seen him throwing fits.

EVIDENCE

- Thalmor keeps a doodling journal in Belleri’s wagon. It contains a dozen or so childish drawings of Thalmike with his eyes crossed out.

BELLERI DUTGEK

Belleri is leaning against her wagon, staring off at the horizon as she sharpens her axe. She seems lost in thought, barely noticing your approach. When she does see you, she turns quickly, eyes wide. “So my boy roped you into this. Well then, what do you want?”

BELLERI KNOWS

- She was asleep in her wagon when Thalmike’s body was discovered.
- She and the rest of the gladiators—including Thalmike—had been at the Oblivious Owlbear into the wee hours the night before.

- When Fortuna finally kicked them out, they all staggered back to the arena together. Or at least that’s how she remembers it. The end of the evening is a little fuzzy.

- With a successful DC 15 Wisdom (Insight) check, a member of the party notices that Belleri is particularly sad. If they ask why, she sighs and reveals her feelings:

“I met Thalmike on the gladiator circuit and instantly fell for him. I had harbored hopes of becoming an adventurer like him, but he convinced me that was a fool’s game when there was far easier money to be made performing as a gladiator. He took me under his wing and trained me. He set my heart on fire. Taught me how to dodge, to lean into a blow. And then...he taught me what it feels like to have your heart ripped out of your chest. I should have seen it coming.”

BELLERI THINKS

- Thalmike was a terrible father and scoundrel, always stepping out on her. She’s happy to have Thalmor back in her custody.
- Thalmor is a kind but temperamental boy. His father taught him how to let his emotions loose in the gladiatorial ring.
- Thalmike and Ama had a close relationship, forged from their old adventuring days. Belleri always gave them space to revel in nostalgia, but never really enjoyed it.
- Thalmike was cheating on her with his old adventuring pal Mouna.
- While they were setting up the arena for GladCon, Belleri saw Johanna and Thalmike get into a shouting match. She’s not sure what it was about.
- Thalmike was up to something with Fortuna. Not an affair—Fortuna wasn’t his type—but they were meeting privately in the Bliv after close.

BELLERI HIDES

- She was planning on taking Thalmor and leaving Thalmike behind once GladCon ended. She told Thalmike as much the night he was murdered.

EVIDENCE

- Belleri still has a partially packed bag stuffed beneath her bed in her wagon.

MOUNA STRONGSKULL

Mouna can be found just inside the arena, sitting on a bench and polishing her sword. She seems annoyed and on edge, perhaps a bit hungover. When the heroes approach, she grunts out, “Make it quick, I got steel to polish. When the blade is clean, you can see the new blood better. Crowd loves it.”

MOUNA KNOWS

- She has been a part of GladCon since Johanna started it. In fact, she was a member of Thalmike's original adventuring party.
- Mouna and Thalmike had a torrid affair back in their old adventuring days, but they've been just friends for many years now, a fact hammered home after Thalmike got married.
- She and the rest of the gladiators—including Thalmike—were at the Oblivious Owlbear into the wee hours the night before the murder.
- She left the party early, returning to her tent to rest up for the tournament.

MOUNA THINKS

- She no longer has any feelings for Thalmike beyond friendship, although she seems more moved by his demise than anyone other than Thalmor.
- Thalmor is a little scamp. She likes to help him with his sword practice.
- Belleri is acting suspicious. A couple of days ago she saw Belleri packing a bag like she was getting ready to make a quick escape.
- Ama is an idiot. He always thought he was hot stuff, but he was never half the fighter Thalmike was.
- Fortuna is a crooked bookie, rigging the fights and the odds in her own favor (she has no proof, just a sneaking suspicion after losing too many bets).
- Johanna had been upset with Thalmike lately. She saw them arguing after practice matches.

MOUNA HIDES

- She didn't go to sleep after leaving the party. Instead, she practiced her sword skills outside the arena.
- Mouna and Thalmike's adventuring party buried the bulk of their last dungeon haul and made a pact that the last one of them alive could claim it all.

EVIDENCE

- The adventurers' treasure pact is written on a scroll in a small chest in the footlocker by her bed.

AMA HOLLOWHOOF

Ama can always be found practicing in the arena, slashing up training dummies, trying to improve his skills. The heroes can hear his exertion long before they spot him. When they approach, he forces a practiced smile on his face.

"Traveling spectators, I presume? Is there anything I may assist you with?"

AMA KNOWS

- He was the first person to join Johanna's gladiatorial company. The first several GladCons featured the two of them battling each other and anyone who dared to challenge them.
- He and the rest of the gladiators—including

Thalmike—had been at the Oblivious Owlbear into the wee hours the night before the murder.

- When Fortuna kicked them out, they all staggered back to the arena together. After a bit of drunken sword practice, most of them stumbled back to their tents. He recalls that Belleri, Johanna and Thalmike were still in the arena when he left. He might have seen Mouna and Fortuna in the dark on his way home, but he's not sure.

AMA THINKS

- He openly praises Thalmike as a fellow competitor and friend, but it doesn't take an Insight check to recognize that he doesn't really mean it.
- Thalmor is a brat. "That kid's always crying or moaning about something or other."
- Belleri is a fine woman. He finds it hard to stand by knowing how Thalmike treated her.
- Mouna and Thalmike had been close for a long time, and he's heard rumors of some sort of treasure the two tucked away together when their adventuring days ended.
- Fortuna is a fantastic bartender but not much else. He's not a fan of gambling.
- Johanna is a consummate businesswoman, if a bit stern. She doesn't like to have her bottom line messed with, and she works her people hard.

AMA HIDES

- He was wildly jealous of Thalmike's place in the spotlight.

EVIDENCE

- There's a scroll hidden in one of Ama's backup combat boots set by the edge of the arena. It shows sketches for a new gladiator costume, one fit for the star of the show. A handwritten note says "Once Thal's out of the picture." It's Johanna's handwriting, which would be revealed if the note were compared to other items in her office.

JOHANNA WELKERSON

Johanna can be found in her office—a small tent that sits smack dab in the middle of the great communal tent in the center of the wagons. She is receptive to visitors, so a simple knock on the tent flap grants the heroes a meeting, which starts with a "How do ya do, strangers? Long time no see! Get yer butts in here!"

JOHANNA KNOWS

- She didn't start out as an adventurer. She began fighting for her life in a lethal arena, the kind where only the winners walked away. Her skills brought her to the top, but she knew that her strength and skill could only hold out so long. To save her own life, she created GladCon so she could make a living from her skills without mortal danger to her life or any of the

other gladiators who joined her.

- Johanna was not at the Bliv the night Thalmike was killed. She was alone in her office preparing for the next day's festivities. She realizes no one can corroborate this.
- From inside her office, she saw Thalmike, Belleri, Mouna, Ama, and Fortuna walking back and forth between the arena and the campground that night, but she can't remember what order they passed by in or how many times each one passed by.

JOHANNA THINKS

- Thalmike is awful, but she won't say it outright. She deflects any questions about him, saying, "I have no wish to speak ill of the dead."
- Thalmor is a good boy who always volunteers to help set up the arena.
- Belleri is a wonderful gladiator and mother, despite her taste in men.
- Mouna's a fine performer, but no friend. She and Thalmike were always meeting in private. They had to be up to no good.
- Ama and Thalmike's performative friendship in the ring and out was not as real as it seemed.
- Fortuna's betting pool is a leech on her business. She suspects Fortuna had something to do with Thalmike's murder, but has no proof.

JOHANNA HIDES

- She was fed up with Thalmike. She'd been considering removing him from the company—by any means necessary.

EVIDENCE

- A draft for a poster promoting next year's GladCon is stuffed inside Johanna's desk. Thalmike is not included on the roster.

FORTUNA LITTLESPIKE

Fortuna can always be found in the Bliv. She's wiping down the bar when the heroes enter, and her eyes flash with recognition: "Aye! You lot again. Anything I can help you with?"

FORTUNA KNOWS

- She makes the most money off GladCon every year—and not just from the people who patronize her inn throughout the event.
- She earns a tidy sum as the most trusted bookmaker in the region. More money passes through her hands due to betting on the tournament than it does for everything else she does all year.
- She and all the gladiators—including Thalmike—were at the Oblivious Owlbear into the wee hours the night before the murder.
- When the rest of the gladiators stumbled out into the night, she stayed behind to lock up. She claims she spent the rest of the night sleeping at the Bliv.

FORTUNA THINKS

- Thalmike could be difficult to work with, but he was a great fighter and gladiator—one of the best she's ever seen.
- Thalmor is a good kid, if a bit precious. She was worried about his home situation, what with his parents having recently separated.
- Belleri is a good mother and a mid-tier fighter. A fine drinking friend, but not the kind of person she'd put money on.
- Mouna is a great fighter, but Fortuna doesn't spare her much thought beyond that.
- Ama is stuck up. Fortuna's seen him drunk enough to claim he could whip Thalmike in a fair match, but he's only fooling himself.
- Johanna is grouchy and regularly harasses Fortuna over her bookmaking business. Fortuna suspects Johanna might have killed Thalmike, though she doesn't know quite why.

FORTUNA HIDES

- She was overinvested in bets against Thalmike in this year's GladCon. Now that he's dead, her finances are safe.

EVIDENCE

- Fortuna keeps track of the GladCon betting pool in a little brown notebook she hides behind the bar in the Bliv. It would show her bookings are firmly in the black now that Thalmike is no longer competing.

GM NOTE: INVESTIGATING THE BODY

The party can ask NPCs in the GladCon grounds about Thalmike, but the only evidence the party is getting from Thalmike himself is what they can discern from his corpse. The body is tucked away on the floor of Thalmike's old wagon. Any of the suspects can point the heroes toward it.

If they inspect Thalmike's body, a successful DC 10 Wisdom (Medicine) or Intelligence (Investigation) check reveals he was stabbed in the back once. The blade slipped between his ribs and found his heart. With this information in hand, any PC with the Criminal background or of the Rogue class could hazard an educated guess that this was the act of a trained killer who knew exactly how and where to strike.

The murder weapon was found near Thalmike's body and currently lies next to his corpse. Any of the other gladiators—including Johanna—can identify it as one of the weapons used in the arena battles for various tricks and stunts. The heroes themselves can identify it as such with a DC 15 Wisdom (Insight) check. Thalmor and Belleri know this knife was a favorite of Thalmike's from his adventuring days.

PART 4: KNIVES OUT

Once the heroes have fully investigated GladCon, the murder and all the people potentially involved, it's time for them to think hard about what they've learned and what they can do about it. They can sort this out wherever they please, but if they're looking for a good spot they could do a lot worse than the Oblivious Owlbear—at least they serve ale.

GM NOTE: AND THE KILLER IS...

This mystery has intentionally been set up so that any one of the major suspects could have committed Thalmike's murder. It's up to the GM to pick one of them as the killer, either based on what you think would be the most fun outcome for your party or on whomever the party suspects most (players will love to think they solved the mystery, even if you know the truth).

Don't want to choose? Roll on the table below to name the criminal, then read on to find out more about the killer's motive.

1d20 The Murderer

1-3	Belleri Dutgek
4-6	Mouna Strongskull
7-9	Ama Hollowhoof
10-13	Johanna Welkerson
14-15	Fortuna Littlespark
16-19	All of the above
20	Thalmor Dutgek

BELLERI'S MOTIVE

Thalmike's wife finally got tired of him cheating on her. When she threatened to leave him, he forcibly took custody of Thalmor and told her if she tried to escape the company, he'd kill their son. She saw no other choice than to kill Thalmike first.

MOUNA'S MOTIVE

When word got out the only other surviving member of their old adventuring party had been robbed and killed, Mouna saw her chance. She proposed to Thalmike that they abandon the company—and his wicked wife and child—as soon as they reached the right spot on the circuit, go claim the remaining treasure from their adventuring days and retire on a secluded beach. When he rejected her plan and her advances, she decided to take him out to grab the loot herself.

AMA'S MOTIVE

Ama always respected Thalmike's prowess in the arena, but the reverse wasn't true at all. Soon after he joined the company, Thalmike shoved Ama aside. Ama has often felt that if Thalmike left the company, he would be able to resume his role as the center of the company's attention. He hoped that might finally happen when Thalmike and Belleri split up, but when neither left the company, those hopes were dashed.

Ama dutifully played the role Johanna had conceived for him, of Thalmike's best friend, at least when they were in the arena. Over time, their real-life friendship turned sour. When Ama got wind Belleri was leaving Thalmike, he decided it was time to eliminate his old friend and reclaim his place as the company's leading man.

JOHANNA'S MOTIVE

After bringing Thalmike into the fold, Johanna retired from the arena—or at least from fighting in it. She was happy to hand over the spotlight to a new generation and set herself up as the master of ceremonies instead. She often marveled at how everything went so well over the years—and how Thalmike seemed determined to screw it all up.

The affairs, the way he lorded his fame over his peers, the way he disrespected his wife. It was all destined to come crashing down on him sooner or later, and Johanna had begun to fight with him about this. If he hadn't been GladCon's biggest star, she would have sent him packing a long time ago. She finally got sick of having to deal with it all and decided to make a clean and permanent break with him the best way she knew how: stabbing him in the back.

FORTUNA'S MOTIVE

Fortuna prefers stability when it comes to GladCon—or at least unpredictability that she could orchestrate. It helps her set the odds for any kinds of bets made on the event, and to make sure that she nets herself a nice profit. The untimely death of Thalmike might cost Fortuna a small fortune in potential profits lost. Of course, if she'd made a mistake in calculating the odds this year and wanted to tip the scales back into her favor, removing Thalmike from the tournament would be a quick way to manage it.

Things have been a lot harder in Tychinesa than it would seem. Fortuna decided to make up for this by giving people juicy odds on Thalmike winning GladCon and guaranteeing her profits by paying Thalmike a hefty fee to take a fall in the final match. After Thalmike and Belleri split, though, Thalmike couldn't bear the thought of disappointing Thalmor, so he told Fortuna the deal was off. Unwilling to soak up the losses from his change of heart, she had no choice but to arrange for all the bets to be called off—via Thalmike's murder.

ALL OF THE ABOVE

For all of the above reasons, all of Thalmike's partners in the company, plus Fortuna, had a reason to want him dead—and they all knew it. They conspired to murder him and swore to never tell another soul of their crime. The moment one of them is credibly accused of the murder, though, the accused will crack and reveal all of the others were involved too.

This is the most dangerous result for the heroes. If there's just one killer, the other suspects can band together with the heroes to help capture them and make them pay. At the very least, they can stay out of the heroes' way. But if all the suspects are in on it, they would attempt to fight the party at once, desperate to cover up any loose ends before their lives and reputations are destroyed.

THALMOR'S MOTIVE

This is the least likely and darkest of the possibilities. Thalmor didn't want his family to break up, and he knew his father was threatening his mother. When he saw the chance, Thalmor used his martial training—everything he'd learned from his father and the others—to take down a target more than twice his size.

Unfortunately, Thalmor could see the suspicion in his mother's eyes every time he looked at her. He brought the party in to solve the murder in the hopes that they could pin the killing on someone else, thereby clearing his name.

If this is the result, skip the final part of the adventure. Instead, the heroes and Belleri must figure out what to do with Thalmor now that they know the truth.

PART 5: THE KILLER REVEALED

Once the party has chosen who they believe is the killer, the next phase of this adventure begins with a confrontation. At GM discretion, augment the flavor text below as needed when the party comes face to face with the person (or persons) they believe to be guilty.

When the party figure out who the killer is and go to confront them (unless it's Thalmor), they are still in for a surprise. If they have somehow managed to contain the killer before confronting them, the killer laughs and tells them to go to the arena to find something more pressing than justice for Thalmike. If the party hasn't managed to contain the killer, when they go to confront them, they discover the killer has captured Thalmor and is holding the boy hostage in the middle of the arena, bound, gagged and tied to a stake.

The simple suspect you knew is gone. In their place stands a cold-eyed maniac pressing a knife to Thalmor's throat. The boy is bound, gagged and tied up to a post in the center of the arena.

Sweat runs down the killer's face. They know that this is their last stand. They turn to face you and scream, "Come get me!"

In addition to kidnapping Thalmor—unbeknownst to the heroes—the killer has engaged a number of secret traps all around the arena's floor. These traps are tied to pressure plates, each 5 feet by 5 feet. They're often sprung in the middle of tournament matches to keep the battles exciting and surprising, but the killer has repurposed them as a means of defense. The killer knows where the traps are, but the party does not. These traps can be located with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check (or by stepping on them, triggering the trap).

The killer doesn't expect to survive this final confrontation, but they're racked with guilt over what they did and are ready to meet their fate. They just want to go out the way they always hoped to: in a blaze of glory, battling in the arena.

For the traps and hazards involved, roll on the table at right four times and place them in random areas on the arena map. The arena is a 100-foot-square stage with 8-foot walls. During this climactic confrontation, the killer tries to force or lure the heroes into entering a trapped area. As soon as a trap goes off, the killer pounces on the nearest injured hero to try to finish them off before moving on to the other heroes.

1d20 Trap

1-5 Poison Darts

6-10 Ensnaring Stones

11-15 Spike Pit

16-20 Fire Plate

POISON DARTS

When a creature steps on a hidden pressure plate, poison-tipped darts shoot from underneath. The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). If there are no targets in the area, the darts don't hit anything. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save or half as much damage on a success. This trap resets after activation. It has 20 total darts.

A successful DC 15 Intelligence (Investigation) check reveals the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the tiny dart holes with cloth or wax prevents the darts from launching.

ENSNARING STONES

This trap uses a pressure plate that activates when more than 20 pounds of weight is placed upon it. Once triggered, the stone magically transforms into a simple net that surges upward 10 feet off the ground. Any creature within 10 feet of the trap once triggered must succeed on a DC 15 Dexterity saving throw to dodge out of the way of the rising net. On a failed save, they are restrained 10 feet above the ground. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net destroys a 5-foot-square section of it, freeing any creatures trapped within. Casting *dispel magic* would immediately dismiss the trap.

A successful DC 15 Intelligence (Investigation) check reveals the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor.

SPIKE PIT

The stonework in this portion of the arena is illusory, hiding a 20-foot-deep pit trap with sharpened wooden spikes at the bottom. A creature falling into the pit takes 5 (1d10) piercing damage from the spikes in addition to any falling damage. Climbing out of the pit requires a successful DC 15 Strength (Athletics) check.

A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check would reveal the illusory tile doesn't look quite like the rest in the arena.

FIRE PLATE

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the entire tile and every tile touching it on four sides to release a gout of flame. Any creature on an affected tile must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save or half as much damage on a successful one.

A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check would reveal a series of scorch marks that form a vague 15-foot X centered on the triggering tile. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the statue.

GM NOTE: BETTER LUCK NEXT TIME

If the party pursues a suspect that isn't the killer as selected by the table or the GM, the real killer will only reveal themselves at GM discretion. Perhaps not at all. The accused will deny their guilt in as many ways as they can, but will defend themselves and their honor to the death if the accusations continue, at which point the adventure will conclude.

THE AFTERMATH

When the battle is over, if the killer remains alive, they can confirm for the heroes why they killed Thalmike. Otherwise, any of the other suspects who weren't involved in the murder can help them fill in the gaps in their knowledge.

The guiltless survivors try to thank the heroes for their help, but it seems clear that the revelation of this betrayal is doomed to shatter the already battered gladiator company. Until this point, many of them had tried to tell themselves that Thalmike had been killed in a robbery gone wrong and that his killer would never be found. Now they must reckon with the knowledge that this was not a random murder and figure out what that means for each of them.

No matter what, Thalmor thanks the heroes for their help (even if he turned out to be the killer). Now that the truth has been revealed, he can hope to move on from these horrors and do his best to start life anew.

NPCs

These NPCs are all suspects in the murder of beloved (but also somewhat despised) gladiator Thalmike Dutgek. Unless otherwise noted, their stat blocks are at GM discretion.

THALMOR DUTGEK

The son of a murdered gladiator, Thalmor is an impressionable boy of about 8 years old. He knows a handful of rudimentary combat skills, but ultimately he's a little kid. The only scenario in which you need to be concerned about Thalmor's stats is if he's somehow injured in the hostage situation or if the party determines he's the murderer and decides to attack. He uses the **scout** stat block. Thalmor has a low AC and low hp, but if he hits 0 hp, he doesn't immediately die. Make death saving throws for Thalmor as if he were a PC with no Constitution modifiers.

BELLERI DUTGEK

An elven woman who now serves as a single mother following the death of her ex, Thalmike, Belleri is a brutal lady whose lithe frame belies her ability within the arena. She is fierce, forceful and full of pride in her son (even if he does sneak off every now and again).

Belleri wields a greatsword and shield and wears chain mail. She doesn't take kindly to being underestimated or underappreciated.

BELLERI DUTGEK

Medium humanoid (elf)

Armor Class 18

Hit Points 60 (7d10 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

Saving Throws Strength +5, Constitution +5

Skills Acrobatics +5, Athletics +5, Perception +4, Sleight of Hand +5, Survival +4, Disadvantage on Stealth (while wielding shield)

Senses passive Perception 14, darkvision 60 ft.

Languages Common, Elvish

Challenge 6 (2,300 XP)

Grappler. Belleri has advantage on Strength (Athletics) checks to both initiate and resist a grapple.

Extra Attack. Belleri can make two attacks whenever she takes the Attack action.

Action Surge (1/short rest). Belleri gains the ability to take an additional action on her turn.

ACTIONS

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

MOUNA STRONGSKULL

The victim's old flame and number one rival, Mouna Strongskull is a powerful human gladiator with a neck as thick as her thighs (which are pretty thick).

Mouna wields a greataxe and wears an armored breastplate. She has an almost terrifying laugh.

MOUNA STRONGSKULL

Medium humanoid (human)

Armor Class 16

Hit Points 77 (8d12 + 23)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Strength +7, Constitution +5

Skills Intimidation +2, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Challenge 7 (3,900 XP)

Grappler. Mouna has advantage on Strength (Athletics) checks to both initiate and resist a grapple.

Rage (4/long rest). As a bonus action, Mouna can enter a rage state for up to 1 minute. In this state, she is resistant to all non-magical damage and her weapon attacks deal an extra +2 damage.

Frenzy Attack. While in a rage, Mouna can make a single melee attack as a bonus action on each of her turns.

ACTIONS

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

AMA HOLLOWHOOF

A dwarven gladiator with the charm of a leading man but the plight of second fiddle, Ama was the victim's tag-team buddy in the arena.

Mouna wields a shortsword and wears a set of scale mail.

AMA HOLLOWHOOF

Medium humanoid (dwarf)

Armor Class 16

Hit Points 64 (6d10 + 29)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	8 (-1)

Saving Throws +6 Strength, +6 Constitution

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Spinning Strike. Ama wields only a single shortsword, but he is supremely quick with it, whirling like a top to strike. He can make three Attack actions with his shortsword on each of his turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d6 + 5) piercing damage.

FORTUNA LITTLESPIKE

A halfling innkeeper in town, Fortuna is the owner of the Oblivious Owlbear. In addition to the money made from the influx of customers during the gladiators' visits to town, Fortuna also gains quite a bit of cash as a bookie managing bets on the fights on the side. Fortuna is a civilian, entirely untrained in combat.

If she's the killer, she takes Thalmor hostage, but only so that she can try to escape. She attempts to flee the arena as soon as the first trap goes off. If forced into open combat, she immediately surrenders.

She uses the **commoner** stat block, with the following added feature:

- **Smooth Criminal:** Fortuna has a +7 Charisma (Deception) bonus and a +10 Dexterity (Sleight of Hand) bonus. She makes checks related to either skill at advantage.

JOHANNA WELKERSON

GladCon's master of ceremonies, Johanna is also an ex-gladiator who knows her way around a sword and shield. Or bow. Or spear. Or whips. Or a flail. She's really good.

JOHANNA WELKERSON

Medium humanoid (half-ore)

Armor Class 19

Hit Points 68 (7d12 + 23)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws +6 Strength, +5 Constitution

Skills Intimidation +3, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Challenge 6 (2,300 XP)

Rage (4/long rest). As a bonus action, Johanna can enter a rage state for up to 1 minute. In this state, she is resistant to all non-magical damage and her weapon attacks deal an extra +2 to damage.

Trip Attack (3/long rest). As part of an attack, Johanna can add 1d8 to the attack roll. If the attack hits, the target must succeed on a DC 16 Strength saving throw. On a failed save, the target is knocked prone.

ACTIONS

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

ANIMATED DEFENSE

THE PARTY MUST COME TO THE AID OF A SMALL TOWN WHOSE COMMON FOLK ARE ON THE RUN FROM THEIR SEEMINGLY SENTIENT COMMON ITEMS.

AN ADVENTURE BY JIM DAVIS, SUITABLE FOR LEVELS 2–6



Some weeks ago, the eccentric transmuter Nimbus Goldenhand went missing, leaving his tower empty. Gentry Thorne, his resentful and indebted apprentice, robbed the tower with the aid of two dwarven thieves from Tradecross, the nearby town. Successful, the trio went their separate ways, but they weren't the only locals to rob the tower. Now the tower's magical defenses are aggressively active: banks of mist billow out from it, animating nearby objects that awaken to defend the wizard's interests. The village leaders beseech the party to investigate the source of the mists as bizarre rumors of walking cottages and phalanxes of marching farm tools grow increasingly frequent.

ADVENTURE LOCATION

Tradecross is a large, prosperous village that sits at the intersection of two trade routes running through the farmland provinces of the realm. Given its location, the village offers travelers goods and services normally only found in larger towns. Tradecross's most notable building is an imposing stone tower, the remains of an old windmill converted into a tavern, which dominates the low hill south of the crossroads. Surrounding Tradecross are miles of rich farmland set amid gentle hills dotted with hamlets connected by meandering footpaths. Wildflower meadows and dense woods separate the nearby settlements and provide plenty of hiding spaces for other creatures who call the region home.

The inhabitants of Tradecross, mostly humans, halflings, dwarves and half-elves, tend to be more cosmopolitan than most villagers and are used to seeing all sorts of odd travelers from afar. The villagers have enjoyed many years of peace and in that time have become complacent with regard to their own defense. Furthermore, the ruling noble is an absentee landlord who keeps a minimal staff on his estate near the

village. The townsfolk are poorly equipped to handle emergencies and expect the noble's well-liked bailiff, Axel Cobblepot, to see to the security of the village.

GM NOTE: PRE-ADVENTURE TIMELINE

For the most part, the timing of background events isn't crucial to playing the adventure, but GMs will find having a solid grasp of what happened when is helpful as the players begin investigating the cause of the mists. To help with that, here's a quick summary of the adventure background presented as a timeline of events.

1 month ago: Nimbus Goldenhand leaves his tower unexpectedly, without telling anyone. Gentry Thorne, his too-young-to-be-bald-but-thems-the-breaks assistant, finds out two days later and is immediately suspicious.

2 weeks ago: After weeks of investigation and waiting, Gentry concludes Nimbus will be gone indefinitely and starts planning the robbery.

1 week ago: Gentry meets with the Stone siblings, and the three rob Nimbus's tower. Elspeth overhears part of their plans.

1 day ago: Elspeth waits almost a week before she enters the tower and sets off the *alarm* glyphs. The tower's defenses activate. Gentry and Grundle get into an argument over the correct pronunciation of the stolen spellbook's password. Gentry mispronounces the password and is petrified. The Stone siblings take refuge in their basement and are continually assailed by animated versions of their stuff.

Today: Refugees from outlying farms arrive in Tradecross with stories of a strange mist that causes tools and buildings to animate.

SETTING UP

This adventure features several NPCs, detailed starting on pg. 262. Having a sense of who these individuals are, what the party might be able to learn from them and how each plays into the story that will unfold is a good idea, but much of the important information is outlined within each section of the adventure as you progress. There are also quite a few animated objects listed throughout the adventure, a result of the strange mists emanating from Nimbus's tower. The mists, and their effect on normal objects, are outlined on this page.

The adventure begins with the party's arrival in Tradecross. How they ended up here is at GM discretion, but here are some suggestions for hooks to get the party involved:

Just Passing Through. The party is traveling to some other place along a road that passes through Tradecross. Travelers they meet while on the road inform them of the refugees arriving in the village and the rumors about animated farm tools wandering the countryside. Optionally, the characters' unattended belongings wander off during a misty night, leaving a trail toward the tower. This is the default assumption of the adventure.

Hometown Heroes. One or more of the party calls Tradecross and its surrounding farmland home and their neighbors encourage them to use their adventurous talents to investigate the mists. If using this hook, give the player(s) a summary of Tradecross and one or more of the following pieces of background information (which could also be discovered by other PCs through conversation-based encounters):

- The eccentric wizard Nimbus Goldenhand lives in a secluded tower on a forested hill a few miles north of the village.
- Nimbus's apprentice is a regular at Mill Hill Tavern but hasn't been seen all week.
- There are rumors that several locals recently broke into the wizard's tower and stole valuable magic items.
- Travelers report that a belligerent dwarf bandit is robbing folks on the road.
- Farmers claim there's a mist coming down from the hills that's causing their farm tools to sprout legs and run away.

Favor for a Friend. The mentor of one of the PCs (preferably a bard, sorcerer or wizard) is a friend of Nimbus Goldenhand who promised to check in on Nimbus's home while he's away. The mentor asks the PC to stop by the tower and make sure everything is in order.

GM NOTE: ANIMATING MISTS

Nimbus's tower's primary defense is a magic mist that animates unoccupied non-magical structures and unattended non-magical items and compels them to act in defense of the tower.

In a chamber underneath the tower, an intricate arrangement of arcane glyphs, magical liquids and precious metals forms the magic battery which powers the mists. The mists originate from this device, spreading out from the tower in swirling banks of silvery fog flecked with sparks of multicolored light. The banks of mist emerge sporadically and advance at an uneven pace.

At the start of the adventure, the mists have engulfed only a small number of farmsteads but as they spread, they will reach Tradecross and the stonework of Mill Hill Tavern, adding the many objects found there to the tower's defenses.

Objects animate 1 minute after the mist enters an object or structure's space. The mist has no effect on natural objects—only crafted ones. An animated object removed from the mist reverts to its inanimate form 1 round after leaving the mist.

Additionally, the mists provide light obscurement and limit visibility to a maximum of 100 feet.

An item is unattended if it isn't being worn, held, carried or used by an intelligent creature. Intelligent creatures in an area of the mist can safely wear clothes and use items so long as those objects are on their person or held in hand. If a creature stops attending to a non-magical item while in an area of mist, they have 1 minute to retrieve the item before it animates.

Most objects animated by the mists march slowly toward the tower by the most convenient route and add their services to the tower's fortifications. They are indifferent to creatures that leave them alone but will defend themselves if stopped or interfered with. Other objects patrol an ever-widening area around the tower and are hostile to humanoids and other intelligent creatures. Objects that intelligent creatures regularly handled before becoming animated (tools, utensils, doors, clothing, etc.) tend to be more intelligent themselves and understand Common but cannot speak it. Some, however, possess the ability to write if they have a pointy end and fresh mud or dirt (or, gods forbid, blood).

Unless otherwise noted, animated objects use the **homunculus** stat block without a fly speed.

PART 1: WELCOME TO TRADECROSS

The late-morning sun shines brightly as the smell of wildflowers gives way to the malodorous scents of Tradecross's crowded stables and the unmistakable smell of smoke. The oversized village straddles the intersection of two major roads, its south end dominated by an imposing stone tower and its north end stretched out along the paved road. There is much commotion today as concerned farmers and their families stream in from the north and west, seeking shelter. You can see a man who seems like a local bailiff and his underlings working to maintain order while a tavern owner makes room for these new arrivals, who are all crowding around the enormous stone building—Mill Hill Tavern. For reasons you can't immediately ascertain, the bailiff's men are collecting the belongings of most of these folks and tossing them into an enormous burn pile, with thick black smoke billowing upward into the clear blue sky. Between you and this unfolding scene, making its way across the road ahead, you see a common pitchfork—its tines shifting in the dirt like four tiny feet—running as swiftly as an animated farmer's tool can toward a second tower in the distance to the north.

As detailed, animating mists have engulfed Nimbus's tower and the outlying farmsteads. Refugees from the affected region heading to Mill Hill Tavern are a frequent sight on the road north of Tradecross. Characters who observe the forested hills to the north for at least 10 minutes can catch a glimpse of the shimmering mist with a DC 13 Wisdom (Perception) check.

If players choose to interact with the pitchfork, it will ignore them, hoping to make its way to Nimbus's tower. If they halt its progress in any way, it will attack. Upon defeat, move to the flavor text below.

If players ignore the pitchfork or seem more invested in the growing commotion at Mill Hill Tavern, move to the flavor text below.

Screams erupt from the small crowd 100 feet ahead as you near the tavern and you watch the group suddenly scatter, as a wagon full of material goods bursts to life. Rakes and clothes trunks, a bevy of barrels, a music box and a rogue umbrella fly out of the wagon and start swarming around the gathered crowd. "Hold fast, fellas!" bellows the bailiff. "And for gods' sake, hold on to your own gear!"

TRADECROSS TOWN SQUARE

The tiny town of Tradecross (or big village, depending on whom you ask) is under attack! Since most folks would find themselves at Mill Hill Tavern before the week is out anyway, that's where everyone for miles around has gathered. There's only one problem: it's crowded and starting to fill with smoke (OK, two problems).

A SIMPLE (CROWDED) SQUARE

The buildings in the town square are (clockwise from top left) a general store, a stable and smiths, a bonfire the bailiff's office and Mill Hill Tavern, a converted windmill that serves as the area's best/only inn. This area is typically only populated by a few folks on their way somewhere else, but today, at GM discretion, it's positively packed with panicked farmers and harried housewives. The entire town square is difficult terrain, but at the start of their turn as a free action a creature can make a DC 12 Strength (Athletics), Dexterity (Acrobatics) or Charisma (Intimidation, Persuasion) check to shift the crowd in a way that allows for the creature to utilize their full movement unimpeded following a successful shove, skip or shout.

WAGON OF WHOA

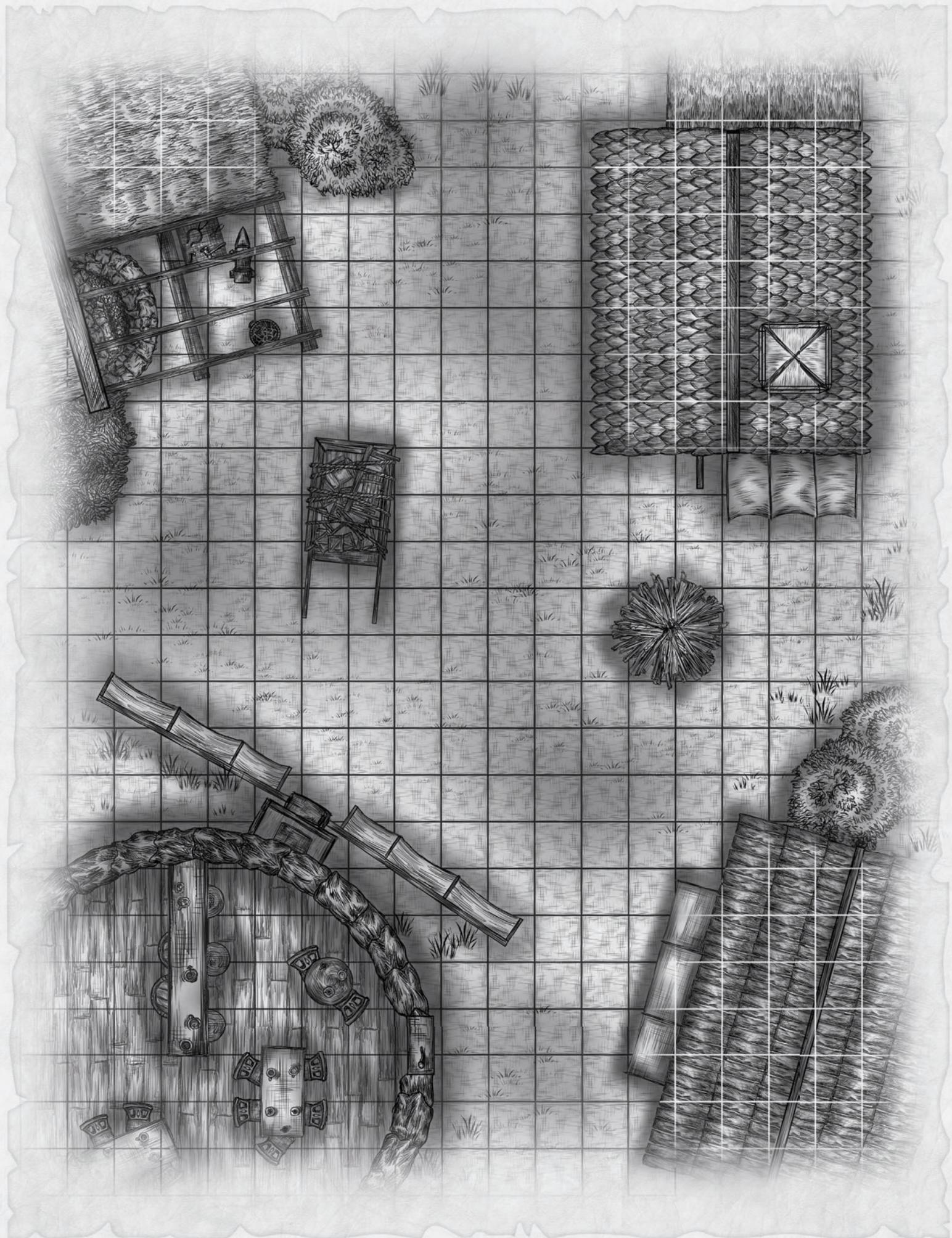
Those who live on the outskirts of Tradecross have journeyed for miles seeking shelter here. And they brought their stuff. The wagon in the center of the square is packed with items that could spring to life at any time. In addition to 2d4 animated objects, roll 1d4 at the start of each round. On a 1, another animated object springs out of this wagon unless every item in the wagon is secured or on fire at GM discretion.

FLAMES...ON THE SIDE OF YOUR FACE

A bonfire built in the center of the square is in danger of getting out of control now that it's not being tended to. Any creature that starts its turn in an area that is actively burning must succeed on a DC 12 Dexterity saving throw or suffer 4 (1d8) damage. On initiative count 20, if a creature has not used its action focusing on controlling the blaze, roll 1d6 and announce the result below.

1d6 The bonfire...

- | | |
|-----|--|
| 1-2 | ...expands 5 feet in all directions.
...spawns a flaming animated object. The object uses its full movement to sprint toward the nearest building. If the object reaches a building, the building will also catch fire in 1d4 turns unless a creature uses its action to douse the flames (at GM discretion). |
| 3-4 | ...expels black smoke. The area within 20 feet of the bonfire is heavily obscured but can be dispersed, as in the <i>fog cloud</i> spell. This smoke lingers for 2 rounds at GM discretion. |
| 5-6 | |



A few animated objects are menacing this group of townsfolk and the bailiff's deputies. The bailiff's main goal is to keep everyone safe, and if he sees a group of adventurers he's likely to shout for their aid if the party isn't already jumping into action. It should be clear to the party that the main ways they can be effective in this fight are:

- Directing individuals inside Mill Hill Tavern as quickly as possible
- Keeping the fire from spreading now that the deputies are occupied fighting animated objects
- Fight the animated objects

It should also be clear that there's a bit of mist in the air, and any time it flows over a man-made object roll 1d6. On a 1 or 2 the object will come to life.

If the party is successful in dealing with the initial attack involving the swarms of animated objects, they will have caught the eye of Bailiff Axel Cobblepot, who will approach them to have a word once the dust settles.

GM NOTE: CROWDED STREETS

Farmers and other rural folk began arriving shortly before dawn and their numbers have grown steadily since. They crowd the streets of the village, making their way toward Mill Hill or gathering in large groups anywhere there is room. If the party asks one of them why they're here, have the character asking make a DC 12 Charisma (Persuasion) check. On a failure, they refuse to answer, claiming they need to make it to Mill Hill and can't talk. On a success, a refugee farmer will tell the character a variation of the same story as summarized below.

- At some point during the last 24 hours, an unnatural mist engulfed the area the farmer was in.
- The mist shimmered with multicolored lights and seemed to move with a will of its own—it can seep in under doors, down chimneys and through cracked windows.
- The mist was difficult but not impossible to see through.
- Shortly after the mist arrived, they heard creaks, groans, clanging and rustling as if there was a lot of movement.
- People outside saw their barns, sheds and cottages walk away on newly sprouted legs. Nearly everyone says they witnessed farm tools and household items marching into the forested hills nearby.
- Newer arrivals bring news of organized patrols of farm tools along the roads leading

You are approached by a handsome halfling with a gap between his bottom front teeth, the one who was shouting orders earlier from the saddle of his sturdy pony. "You lot handled yourselves well enough back there—how would you like to make a little coin?"

So long as the party speaks honestly and respectfully, Axel will freely share information and request their help once he's certain they aren't trying to take advantage of the situation. If Axel suspects the party of malicious intent, or if it is revealed the party intentionally harmed any of the citizens in the area, he asks them to be on their way and won't share any information. Axel has advantage on any ability checks made to determine motivation or intent, such as Wisdom (Insight) checks.

In general, Axel doesn't have the deepest of pockets, but his word in the region is as good as gold. Getting in his good graces could prove useful to any enterprising group of adventurers.

into the hills. Some folks report they were attacked by their tools when they tried to stop them. Villagers respond to any inquiries about the commotion by telling the party to seek out the bailiff.

If the party wants to interview more villagers, they can learn one or more of the following details with a successful DC 12 Intelligence (Investigation), Wisdom (Insight), Charisma (Intimidation) or Charisma (Persuasion) check, player's choice.

Bailiff Axel Cobblepot has his hands full on this one, as Mill Hill can't hold the entire countryside and the number of arrivals keeps increasing by the hour.

There's growing concern about the refugees' tales of the strange mist and the recent rumors regarding a theft from the local wizard's tower. Some villagers speculate the two events are connected.

It's been weeks since anyone heard from Nimbus Goldenhand, a local gnome transmuter, and rumors persist that Gentry Thorne, his human apprentice, robbed the tower recently. Gentry, a regular at Mill Hill, hasn't been seen in a week either, but he might know what is going on.

Nimbus Goldenhand's tower is somewhere in the forested hills to the northwest of Tradecross, just follow the dirt path that branches off the main road.

Hilde Mundle, the owner of Mill Hill Tavern, offered her spacious establishment as shelter for the incoming refugees. She and her small staff are working to get the place organized.

After sizing them up, Axel would reveal the following information at GM discretion:

- The situation in Tradecross is dire. The refugees are taking shelter in Mill Hill Tavern and the regular business of the village has ground to a halt. Most inhabitants are staying inside.
- Fights are breaking out around the village and locals are starting to worry about looters.
- There's no one available to investigate the mists and get to the bottom of the problem; the bailiff is bound by his duties to stay in the village.
- Most of the refugees seem to be in agreement that the mists are emanating from a tower belonging to an eccentric wizard named Nimbus Goldenhand.
- Axel would appeal to the party members' compassion and sense of duty in his request for help, but is authorized to deputize others to the tune of 100 gp per party member—assuming the city treasure box hasn't sprung to life and run away with all the gold.

If the party accepts, Axel smiles and shares the following information along with anything not revealed previously in conversation with Tradecross villagers:

- Based on what he's learned, Axel thinks it best to have the villagers toss all their furniture and belongings into the street and stay inside their homes. That's his next move once the refugees are organized at Mill Hill.
- Axel is at a loss on where to start the investigation. He thinks it's odd that Nimbus the wizard as well as his assistant Gentry are both missing, but the affairs of wizards are not his business.
- Elspeth Arcade, a young tiefling, has a bit of a knack for the arcane. But she tries to keep it hidden. Maybe she knows something about the mists. She works in Mill Hill Tavern.

PART 2: A LITTLE BIT OF PETTY LARCENY

The party is welcome to explore the vicinity and ask questions of the refugees. If they make their way inside Mill Hill Tavern they'll see the owner, Hilde Mundle, who is arguing with Elspeth Arcade, a young tiefling (and aspiring mage) in her employ. If the party does not want to explore the area and instead wants to head straight to Nimbus's tower, the following argument should take place outside the tavern, at GM discretion.

You see a human woman in a plain blue dress marked with splotches of flour, in a somewhat hushed conversation with a young tiefling girl who keeps flicking her wrist, a little bit of frost forming on her fingertips with each motion, as if she's conjuring the ice just to feel it melt. "I don't want you getting into trouble with the bailiff, Elspeth," says the woman. "Just keep it to yourself, and let the deputies sort it out. Think about your future."

If the party chooses to question Hilde or Elspeth, they will learn the following information at GM discretion:

HILDE MUNDLE

Hilde is an industrious human who has run the tavern for more than a decade. Normally cheerful and poised, she's tired and preparing herself for the worst while hoping for the best.

- Hilde is concerned about Elspeth, who was on edge and distracted the night before and has been especially paranoid since reports of the mist first arrived.
- Hilde cares for the girl greatly and knows she's been saving up quite a bit of coin to pay her way into the mage's college in the big city.
- Hilde doesn't know much about the mist, only what she's heard: That it seems to be transforming folks' belongings into dangerous objects with minds of their own.
- None of this bodes well for business. Hilde's mostly resigned herself to turning the tavern into a makeshift shelter for refugees but knows there's not enough room for everyone in the surrounding countryside.

Hilde is a buttoned-up woman whose big heart is one of the reasons she has so many regulars. She is warm, caring and willing to do anything she can to help those she cares about. That includes lying to strangers. At GM discretion, a DC 15 Wisdom (Insight) check would reveal Hilde is hiding a bit of intel. She would

reveal the following with a successful DC 16 Charisma (Intimidation or Persuasion) check:

- Hilde suspects Elspeth might have been messing around inside Nimbus's tower because this morning she showed up for work carrying a bag that shouts "If found, return to Nimbus Goldenhand" every time you pick it up.
- The bag is hidden behind the bar, wrapped in another bag (to keep it quiet) and tied to a hook (in case it comes to life).

ELSPETH ARCADE

Elspeth is an energetic young tiefling who's worked at Mill Hill for years. Elspeth's eyes gleam red in firelight and she wears her black hair in a single long braid. A DC 15 Wisdom (Perception) or Intelligence (Investigation) check would reveal her braid looks as if it was freshly cut at the end.

A curious person, she overheard Gentry Thorne and two dwarves—the Stone siblings—planning a theft about a week ago. However, she unknowingly missed the part where the trio went over the tower's defenses.

Elspeth is clearly nervous; she stutters and has trouble paying attention.

Thinking the tower's defenses were inactive, she snuck into Nimbus's tower last night, took a handful of minor valuables and inadvertently activated the tower's magical defenses. Terrified of being cursed, Elspeth immediately fled back to Tradecross and has been on edge ever since.

Elspeth knows some information that she will happily reveal to the party. She also knows more than she's letting on. She would only reveal self-incriminating information at GM discretion:

- Gentry Thorne, Fundra Stone and Grundle Stone broke into Nimbus's tower using Gentry's knowledge of its defenses. All three are regulars at Mill Hill and the Stone siblings have a reputation for being troublemakers.
- Gentry convinced the Stone siblings to help him break into the tower while his master was away and they agreed to split the take three ways.
- Gentry was very specific about what he wanted from the tower—Nimbus's master spellbook. Gentry spoke at length about all the valuable knowledge it contained: the spells, magic item recipes and command words Nimbus uses.
- Assuming the animated objects are a spell effect conjured by Nimbus, his spellbook likely has a passphrase or code word or magical incantation listed within it to shut off. If the party can find Gentry, they can find the spellbook.
- The Stone siblings live up the road from here, on the way to Nimbus's tower. No one has seen them or Gentry for a week, so they likely left town. But their place is close enough that it could be investigated

for clues to where they went, and if the party is planning to check out Nimbus's tower, the Stones' place is a stone's throw away.

A DC 15 Wisdom (Insight) check will reveal Elspeth knows more than she's letting on. She could be compelled to share the following information with a successful DC 12 Charisma (Intimidation or Persuasion) check.

- Elspeth snuck into Nimbus's tower last night, mostly out of curiosity, but also because she thought if she could find something of value—something small—she could sell it and pay her way through mage college.
- Elspeth assumed Gentry and the Stone siblings had disabled all the tower's defenses. She now realizes she was very, very wrong.
- She was in Nimbus's tower when she saw a mist billowing out of a clockwork dragon's head in the courtyard. She saw it moments after she grabbed a small satchel. The mist animated several objects inside the courtyard and she ran as fast as she could—but not before a pair of animated shears snipped off a portion of her braid.
- She doesn't want to tell the bailiff, Axel Cobblepot, because she doesn't want to go to jail—or worse. She just wanted to see what it was like inside a real wizard's tower. She's very sorry. All of this is true.
- Elspeth thinks she knows how to stop the mists but doesn't dare go back into the tower. She has created a spell scroll—a version of the *dispel magic* spell—that she will give the party if they are willing to try to stop things from getting worse.

If the party is able to get Elspeth to open up about her foray into petty larceny, she will reveal that she pinched a bag that seems to be bottomless—a **handy haversack** filled with random spell scrolls. This is the bag Hilde knows about.

If the party is unable to get Elspeth or Hilde to reveal the location of the bag, it could be found by searching the bar with a successful DC 15 Intelligence (Investigation) check.

GM NOTE: NIMBUS'S SCROLL BAG

The contents of the scroll bag are a good way to customize the adventure for your group. Because scrolls are single-use, they're not likely to unbalance a game for long and many spells appear on multiple class spell lists, making it easier to include a few useful and interesting spells. For instance, including a *scroll of greater restoration* gives the party the exact spell they need to restore Gentry (more on that later) and giving them scrolls allowing them to cast *spider climb*, *shatter*, *levitate*, *knock*, *dispel magic*, *passwall* or *move earth* will be very useful in investigating Nimbus's tower.

You can choose which spell scrolls to include or roll on the table on pg. 153 to select them at random.

If the party doesn't acquire this item but you'd like to ensure they have it, a deputy could find it behind the bar and present it to Axel—who would then grant the party access to it during the course of their investigation (he's a simple man and wouldn't know how to use a spell scroll for anything other than keeping his shirt clean during a feast).

If the party, for whatever reason, has no sense of what's happening or no leads to go on, one of Axel's bailiffs could arrive on horseback and proclaim he saw animated objects gathering around Nimbus's tower. They seemed angry and aggressive, as if guarding the place to prevent any intruders.

With this information in hand, the party is ready to progress forward to the next phase of the adventure.

PART 3: INTO THE MISTS

GM NOTE: A CONTINUAL THREAT

The mists engulf the countryside to within a stone's throw of Tradecross's northern boundary. Numerous farmsteads, barns, sheds and miles and miles of fencing get up and make their way towards Nimbus's tower, where they rebuild themselves into palisades, barricades, reinforced trenches and all manner of crude war machines. More mobile objects patrol the main road.

Players should consider what gear their characters are bringing into the mists and specify which items they are actively interacting with, as well as how they'd like to proceed along the road: stealthily or with a bit of outward swagger. Depending on your party's level, you may want to impose a random encounter involving a group of animated objects upon them to keep the party engaged—or allow them to pass through this area unharassed, describing animated objects making their way to the tower to defend it rather than bothering with going on offense.

The mists are pervasive north of Tradecross. Weak sunlight diffuses through a shimmering haze flecked with flashing sparks of multicolored light and interspersed with banks of thicker mist. In the haze hides nearby farmland and the hills just beyond, flashes of light revealing momentary silhouettes of lumbering grain silos, rolling water wheels and slithering fence serpents moving across abandoned fields. Along the north road, fleeing families emerge like apparitions from the eerie twinkling fog.

Following Elspeth's directions, a character can locate the Stone residence by heading north along the road heading out of Tradecross and making a successful DC 11 Wisdom (Survival) check. If the party chose to skip speaking with Elspeth, you can bring their attention to the small home off the side of the road and offer clues that it's worth investigating (while augmenting the flavor text) at your discretion.

A somewhat rundown single-story abode set off the main road and into the woods matches the description of the Stone residence given to you by Elspeth. As you approach, there don't appear to be signs of anyone hanging out inside. It's particularly quiet.

The door is locked but can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. If the party goes around the back, they'll see one of the windows has been shattered and dark feathers and a little blood are scattered near the broken glass. If no one in the party is particularly good at picking locks, or they don't find the open window, other means of entry are at GM discretion. Once the party has gained access to the home, read the following flavor text:

As you enter, you see signs of a struggle as well as a statue of a human situated behind a simple table, one of its arms outstretched in a pose that suggests they were scared of something in the house.

This is the petrified, still bald and still heavy-eyed form of Gentry Thorne, a fact that can be ascertained with a quick DC 12 Intelligence (Arcana or Investigation) check or Wisdom (Perception) check. The check will also reveal that beneath Gentry's arm is a book that does not appear to be frozen in stone. Unfortunately, he was gripping it pretty tightly when he transformed and getting it from his petrified grasp will take some work.

There are several ways to recover Nimbus's spellbook from the petrified Gentry, most of which involve reversing the petrification and taking the spellbook before Gentry can recover. At GM discretion, characters proficient in arcana or alchemist's supplies know one or more possible solutions:

- Using fresh cockatrice or basilisk innards, a character proficient in alchemist's supplies can spend an hour of light activity crafting a watery paste that will restore Gentry as per the *greater restoration* spell (the cockatrice that caused Gentry to turn into a statue is in the woods beyond the house in relatively poor health after cutting itself on the way out the back window).
- Same as above but using other alchemical reagents for the ingredients, such as those found in the alchemy lab of Nimbus's tower.
- Use a **scroll of greater restoration** from Nimbus's scroll bag to reverse the petrification.
- It is possible to break off the spellbook, and Gentry's left hand along with it, with a successful DC 15 Strength (Athletics) check. Doing so breaks the spellbook away from the statue but also breaks off its left hand. Unless the hand is reattached to the statue in some way (at GM discretion), should Gentry be restored he would be missing his left hand. Otherwise, Gentry comes back without a left hand.

However they end up getting the spellbook out of Gentry's grasp, the party will be glad to have it when they make their way to Nimbus's tower.

GM NOTE: NIMBUS'S SPELLBOOK

A weighty tome of spells, magic lore, alchemical secrets and more, this spellbook is already unlocked, a small silver key still in the lock. If handled by someone other than Nimbus, the spellbook automatically opens its front cover to reveal the following message:

"Kindly speak the passphrase if you wish to read one of my humble spells. If we are friends, you know the phrase. If we are not, then I wish for you the patience of a gargoyle."

Any creature that tries to read, copy or cast a spell from the spellbook causes a max hit point **cockatrice** to appear in an unoccupied space within 5 feet of the speaker and immediately make a bite attack with advantage against them. The DC for this attack is 17 and targets petrified by the cockatrice remain petrified until restored by magic. Reading information other than a spell does not summon the cockatrice.

The spellbook functions as a key to the tower's defenses and contains the command words which will stop the mists.

GENTRY THORNE, THE PETRIFIED APPRENTICE

In the event of Gentry Stone becoming unpetrified, he is sullen and petulant but won't immediately try to flee. In conversation, Gentry squints and fidgets as if in discomfort. Gentry has a scar on his neck from an acid burn he received some months ago.

If questioned, Gentry would be relatively tight-lipped but if pressed would reveal he stole from Nimbus because he's resentful of Nimbus's talent and his own lack of progress and owes hefty bar tabs to Grundle Stone. He arranged and coordinated the theft. He doesn't know where Nimbus is; as far as Gentry knows, he's been missing for weeks. Gentry doesn't know anything about the mists and is terrified of them once he learns about them. He confirms the spellbook has not just spells but also command words.

GM NOTE: FUNDRA AND GRUNDEL STONE, THE BIG BAD BANDITS (OPTIONAL ENCOUNTER)

If you want to add an encounter to this adventure, you could include an encounter within this location by revealing the whereabouts of Fundra and Grundle, the hidden Stone siblings.

With a successful DC 16 Intelligence (Investigation) or Wisdom (Perception) check, a detail-oriented or highly perceptive character might notice that the floorboards are a bit out of line in an area not far from the main entrance to the house, in an outline that suggests they could be part of a secret door to the basement. Listening to the floor would reveal sounds of heavy breathing and shushing followed by a cry of “The fancy flatware! It’s moving again!”

This basement door is barricaded but could be opened with a successful DC 17 Strength (Athletics) check or another solution at GM discretion. Upon opening the door, the party would encounter a bruised and battered Fundra and Grundle Stone, who rush out of the basement, fending off an attack by a swarm of cutlery (use **swarm of rats** stat block) who want to take back the magic items they stole.

Fundra wears **gauntlets of ogre power** and **boots of striding and springing**, her take from the break-in. Fundra is weary from fending off attacks by salad forks and carving knives and has very little fight left in her. As she collapses, she begs the party to save her from the oncoming swarm of cutlery that is right behind her. Grundle just wants all of this to be over, feeling as if he is in way over his head.

If you’d prefer to give your players even more of a challenge, don’t reduce the Stone siblings’ stat blocks or have them exit the basement. They would wait for the party to come to them and then fight with all they can in order to avoid capture.

Whether the party is able to bring Gentry back to his more mobile state or not, the main purpose of their stopover in this space is to give them a chance to claim Nimbus’s spellbook. If they are unable to grab it (or simply uninterested), the next phase of the adventure begins when they make their way toward Nimbus’s tower.

PART 4: THE TOWER AND ITS DEFENDERS

Nimbus built his home in the forested hills northwest of Tradecross because they offered him the solitude he prefers when engaged in magical research yet were close enough to the village that Nimbus was never far from civilization. While not as frequent a visitor to Tradecross as Gentry, Nimbus is well-known in the village and many inhabitants, Axel and Hilde included, would have been able to give directions to his tower. In its current state, it’s also difficult to miss.

If the party leaves Tradecross following directions, then it takes them about two hours of walking to reach Nimbus’s tower. If the characters stopped at the Stone residence first, the tower is another 30 minutes beyond that. Without directions, it takes a successful DC 12 Wisdom (Perception) or Wisdom (Survival) check to find the dirt road that leads to the tower.

The dirt road splits off from the main road and is little more than a cart trail. There are numerous fresh tracks from the steady stream of animated objects that have passed this way recently. Along the way up the road, you see several clearings where the homesteads of settlers and farmers once stood. Breaking the treeline—shrouded in mist and swarming with little clouds of animated cutlery and collected clutter—is Nimbus’s tower.

GM NOTE: ANOTHER WAY IN

As they get closer to the top of the hill, characters with a passive Perception score of 15 or higher notice **cockatrice** tracks along the dirt road and heading into the **cockatrice**-infested forest. Characters who wish to follow these tracks must make a DC 15 Intelligence (Investigation) or Wisdom (Survival) check. On a success, they find that the tracks lead to a cave mouth overgrown with vegetation about a hundred feet down the hill from Nimbus’s tower. This cave leads to the rooms beneath the tower as detailed later in this section.

As the party approaches the tower, you can use the flavor text that starts the next page to further establish the scene.

Nimbus's tower sits on a rocky promontory in a small, isolated clearing of the rugged, forested hills that rise out of the rolling farmland to the south. A high-walled rectangular mansion made from blue-veined marble and rosy granite, with a gold-plated lead tile roof and a circular tower rising from the center.

Surrounding the building are crude fortifications constructed from the sheds, barns and cottages of the farms, bristling with what appear to be makeshift siege engines mounted atop the walls. A large oak door is the only obvious means of gaining entry, and it's blocked by a few animated barricades. The mist hangs heavy in the air here, its polychromatic lights bathing the tower and encircling palisade in eerie light.

GM NOTE: GETTING INSIDE THE TOWER

There are many possible ways the party could get inside the tower, and since it's difficult to know which your party will choose, for this next portion of the adventure many aspects are at GM discretion. Detailed below are some of the most likely means to gain entry.

- Frontal assault—breach the fortifications, drive back the defenders, and break through the front door.
- Negotiate entry through a Charisma-based encounter.
- Locate the hidden cave entrance one hundred feet down the east side of the hill (pg. 259).

FORTIFICATIONS

The tower's exterior bristles with defensive field fortifications manned by newly sentient objects eager to fulfill their duty. Objects defending the tower act on initiative count 10 and 5, losing any ties.

The patrolling objects are hostile to living creatures but not aggressive. When the party approaches, a cadre of objects will spell out the words "HALT" and "BUZZ OFF" and "WE'RE WARNING YOU", giving the party 1 minute to leave the area before sending out four patrols (use the **swarm of rats** stat block) to drive away the party.

Palisade. 1d4 + 1 15-foot tall reinforced wooden walls that encircle the tower, at GM discretion. A palisade has AC 15, 25 hit points per 5-foot section, resistance to piercing damage and immunity to poison and psychic damage. Fighting platforms near the top of the wall give defending creatures half cover and grant advantage on ranged attack rolls against targets below the platform.

Barricade. One or two 10-foot long stone and wood barricades are placed between the palisades and the tower. They provide three-quarters cover for defending creatures.

Cask of Alchemist's Fire. A dozen small, mobile barrels of combustible fluid will either leap down on

attackers below or have the palisade launch them at targets up to 30 feet away. Creatures and objects in a 5-foot radius must succeed on a DC 10 Dexterity saving throw or take 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Makeshift Ballista. A crude light ballista mounted above the front door of Nimbus's home fires on anyone who assaults the fortifications (*Ranged Weapon Attack*, one target. +4 to hit, range 100/400. *Hit:* 5 (1d10) piercing damage).

Missile Barrage. Defending objects hurl themselves in a volley of screaming, semi-deadly missiles at creatures attacking the wall (*Ranged Weapon Attack*. Multiple targets within 10 feet of the wall. +3 to hit. *Hit:* 1 (1d4 + 1) bludgeoning damage).

Patrolling Objects. Organized squads of improvised weapons patrol the surrounding hillside, garrison the palisade and repel intruders. For these, use the **swarm of rats** stat block with creature type changed to construct.

INTERACTING WITH THE OBJECTS

The objects defending the tower are impulsive, enthusiastic and prone to overreaction. They adopt an extreme version of the same attitude as the creatures they interact with. For example, they respond to mild threats with disproportionate aggression. Interactions with them can easily lead to combat due to their demeanor, but this also means non-threatening gestures or diplomatic proposals are more impactful as well. Any ability checks made to reach a diplomatic or non-violent resolution are made with advantage.

The objects want:

- All non-consumable magic items stolen from the tower returned at once.
- To be left alone by people, who in general have used them without a care for the objects' own well-being.

If the party shows any of the objects the stolen magic items or spellbook, the palisade wall makes a temporary opening for them to enter through and a patrol escorts the party to the front door.

None of the objects outside of the tower, save for the front door, know anything about the mists other than a vague idea that the mists are beneficial to them. None of the objects are aware that the mists are what grant them sentience.

THE FRONT DOOR

The bright red door, Oaken Stoutheart (**stone golem**, 0 movement speed), is bold, intelligent and, thanks to a highly polished, animated bronze door knocker shaped like a high-combed cockatrice, understands and speaks Common. Oaken remembers who the thieves are, though he doesn't know the Stone siblings, and is eager to hear any news of their fate. Returning the stolen magic items

to Oaken greatly pleases the door, who will let the party inside if they ask.

STAINED GLASS WINDOWS

The tower's windows are on the east wall, about 25 feet above the ground. Each magically reinforced window has AC 15, 8 hit points, immunity to poison and psychic damage and a damage threshold of 5. There is a small ledge on the outside, and the window is wide enough for a medium-sized humanoid to squeeze through.

TOWER INTERIOR

The eccentric Nimbus decorated his home in bold colors and exuberant grandeur. Every surface is adorned with intricate ornamentation and flamboyant detail—allegorical relief carvings, soothingly patterned mosaic tile, lush carpets and sumptuous furnishings. The interior is a riot of activity as housewares, tools, instruments, curios, art pieces, utensils and furniture rush from room to room, arguing, wrestling and playing. Oaken announces the party when they enter and the objects inside the house are friendly for the next 10 minutes.

ROUTES TO THE MIST ROOM

There are three routes through the tower to the room that powers the mists. Each one presents its own obstacles and challenges. Note: Rooms and floors not listed here may exist, but are at GM discretion.

ROUTE 1: THROUGH THE FRONT DOOR

This route takes the party from the front door, by whatever means of entry, into the grand foyer, through the dining hall and then down into the mist room. There is a connection with Route 2 from the dining hall to the private lounge. Route 1 is the easiest to access but takes the party through the dining hall where the majority of the rowdy household objects congregate.

The couches and chairs of the house have put Nimbus's familiar, a house cat named Zenobia, on trial in the dining hall for crimes against fabric. There are whispers among the more expensive curios witnessing the sham trial that after the fountain renders its verdict, the velveteen chaise lounge is going to lead a violent uprising against all felines. The objects here will not tolerate the party's presence for very long.

Quite a lot of mist is seeping out from under a doorway in the dining hall in this space, and any member of the party who investigates would likely understand it to lead to the source. This door leads to a mist-filled staircase, which would take the party to the mist room (pg. 260).

ROUTE 2: THROUGH A WINDOW

This route takes the party from one of the east windows into Nimbus's private lounge, through his bedroom into his library and down a spiral staircase into the mist room. There is a connection with Route 1, in that the stairs can be accessed from the dining hall. Nimbus's personal quarters are filled with all sorts of dangerous curios to deter intruders: *rugs of smothering*, *animated armor*, taxidermied monsters and a stuffed *young blue dragon*'s head on the door above his bedroom that can use its breath weapon. The doors in this part of the house are all concealed and guarded by animated trophies of Nimbus's prior adventures.

A staircase, the same from Route 1, leading down to the mist room (pg. 260) is accessible here.

ROUTE 3: THROUGH THE CAVES

This route takes the party from the cave entrance further down the hill through either the **cockatrice** caves or the glassblowing furnace, into the alchemy lab, and then the mist room. It is the shortest route but also the hardest to find and is guarded by Nimbus's favorite pet **basilisk**.

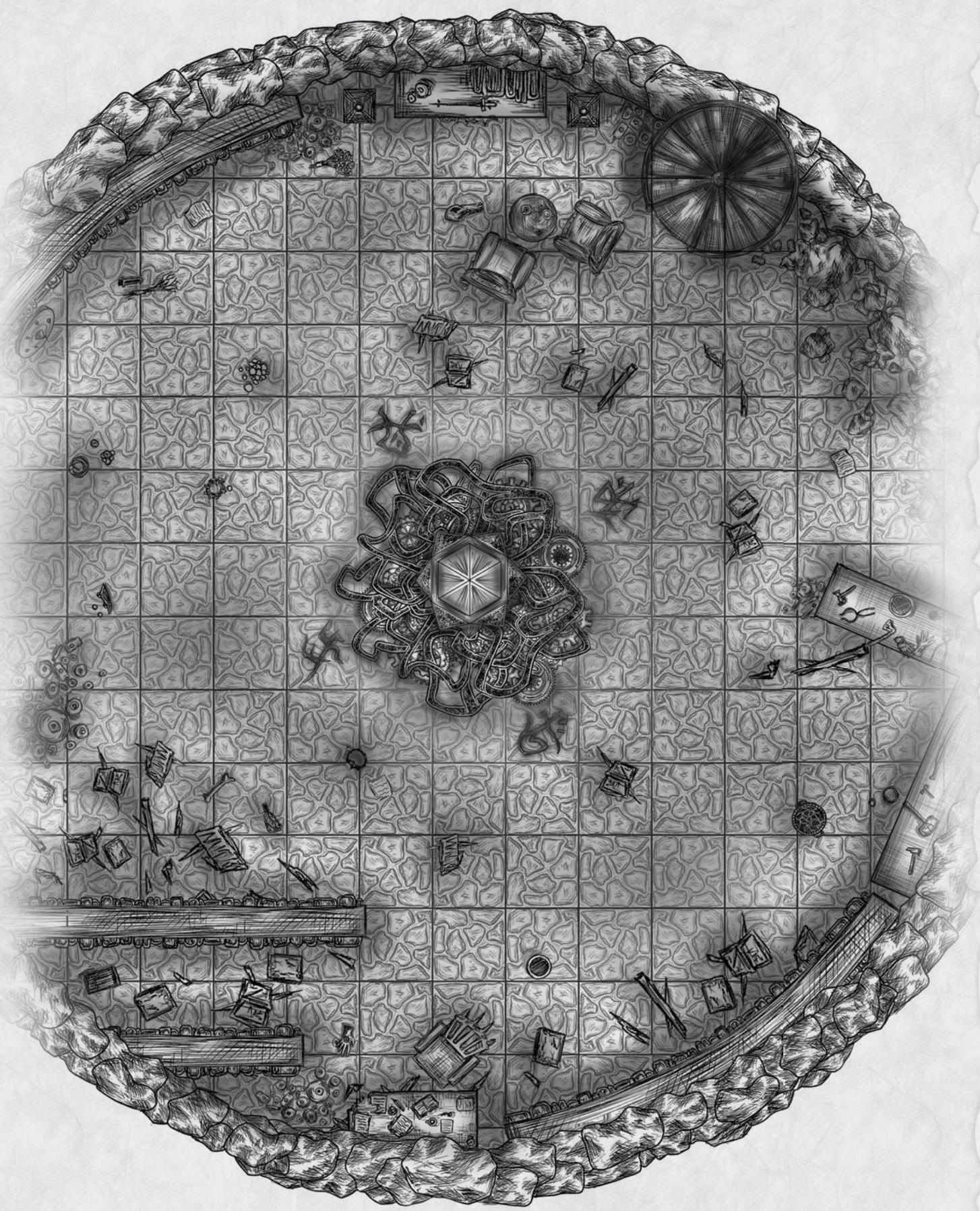
At the back of the cave is a tunnel that winds its way 50 feet into the hill before splitting. At the fork, chained to a stout ring set in the cave wall facing the tunnel, is a sleeping **basilisk**. The **basilisk** is used to Nimbus doting on it and feeding it treats, but with Gentry gone no one has fed it in a week and it's weak and hungry. The **basilisk** will love anyone who feeds it fresh meat and is domesticated enough that it will avert its gaze while they do so.

The left tunnel heads to the glass furnace where Nimbus makes his own potion bottles out of specially selected sand. A **magmin** lives in the furnace and can cause it to belch out globs of molten glass. Beyond the furnace is a door leading to the alchemy lab.

The right tunnel leads to the cave where Nimbus raises bespoke breeds of **cockatrice**—songbird cockatrice, peacockatrice, turkey cockatrice, etc. The cages are open and empty, but there is a chance that one or two of the curious bird-lizards is poking around for food, at GM discretion. At the back of this cave is another door which leads to the alchemy lab.

The equipment in the alchemy lab is animated and very dangerous: **gray ooze** lurks in a ceramic tub of failed potions and the distilling apparatus sprays acid while empty glass vials pelt the party, at GM discretion. Some of the potions in this room have healing properties, however. At GM discretion, an animated potion of healing could choose to "attack" a party member by slinging its contents at them, healing 7 (2d4 + 2) hit points instead of dealing acid damage.

Within the lab is a staircase that leads upward—directly into the mist room (pg. 260).



THE MIST ROOM

Nimbus Goldenhand created a vapor delivery system for an advanced version of the *animated objects* spell. It's highly effective, if somewhat out of control.

STOPPING THE MIST

There are several ways the party can stop the mist. Here are the most likely solutions to try:

- Speak the deactivation command phrase ("Sorry you mist me!") from Nimbus's spell book
- A *scroll of dispel magic* given to them by Elspeth. This scroll requires three successful Intelligence (Arcana) checks to activate. The first check is deciphering the sigils on the scroll (DC 12). The second is reading the first half of the scroll, which helps designate a specific magical effect to dispel (DC 13). The final check is reading the scroll itself in order to cast the spell (DC 15). These checks must be made in order, but can be made by any creature that has succeeded on the first check.
- Break the apparatus or disfigure the arcane glyphs.

It takes 1 minute for the mists to completely recede and their effects to end once the apparatus powering them is deactivated. If the mists are dispelled or commanded to stop via Nimbus's book, their effects end immediately.

BREAKING THE APPARATUS

Breaking the device will stop the mists, but it also runs the risk of causing a dangerous mishap. The three glass parts of the apparatus have AC 11, 10 hit points and immunity to poison and psychic damage. The metal part has AC 17, 20 hit points and immunity to poison and psychic damage. The apparatus has a total of 50 hit points. Once damaged, it must be rendered inert in 60 seconds, or it will explode, delivering 50 (10d10) fire damage to every creature within 60 feet.

OBJECT RETALIATION

Once the party interacts with the apparatus, the animated objects try to stop the party from turning off the mists. The party will have to fight off waves of attacks from animated objects while they stop the mists and wait for them to recede. The first wave of animated objects and/or swirling broken glass from the apparatus (**2 swarms of wasps**) appears one round after the party first interacts with the apparatus. Two rounds later, one suit of **animated armor** appears and attacks the party. Two rounds later, **2d4 steam mephits** burst from within the apparatus and attack any creature or animated object nearest them.

It takes 1 minute for the mists to dissipate once the apparatus is disabled/disposed. With the mists gone, the objects become inert after 10 rounds per initiative. They also become inert if reduced to 0 hit points.

PART 5: INTO THE MIST ROOM

However the party makes their way into the tower, once they find an entrance to the mist room, read the following flavor text.

In the center of the room, you see a complex apparatus of curving glass pipes reinforced with precious metals circulating in a mixture of bubbling magical liquids and alchemically-infused gases that seem to both generate and sustain the mists. Four arcane glyphs are carved into the floor around the apparatus, a sort of battery, and pulse with elemental power. Inside the central prism chamber, shimmering mists swirl as they make their way from the apparatus through a series of pipes that likely run throughout the tower to the outside.

PART 6: CONCLUSION

Depending on how the party fares within the tower and whether or not they were able to destroy the device that powers the mists, they would be met with a sudden surge of arcane energy while trying to battle the objects within the tower. If things are going in their favor, this arrival can occur the moment victory is assured. If things are going poorly, especially if it looks like a TPK is in order, the surge of arcane energy would herald the arrival of the master of this house.

There is an eruption of arcane energy on the ceiling above you, and from out of it tumbles a weathered wizard, his robes bleached by the sun, his skin a radiant copper (and in some spots a painful-looking red). "Can't a busy wizard get a few weeks to himself to relax by the beach without a bunch of meddlers managing to motivate his mage's tower to maximum magnitudes of marching mechanisms made by magical means?" With a wave of his hands, he dismisses any remaining animated objects, then turns to you all and says, "Did any of you bother to knock?"

This is the wizard known as Nimbus Goldenhand. At GM discretion, he will save the lives of any downed heroes before determining what they're doing in his tower. If the party is able to explain to Nimbus what happened and how they've been of service, he would offer to let them keep his bag of spell scrolls or purchase them for 100 gp each at GM discretion. If the party mentions Elspeth is the one who set off the mists, but also the one who ascertained a way to stop them, Nimbus would tell them to let her know she should drop by to see him as he'd be interested in gaining a new apprentice, as it seems Gentry can no longer be trusted.

NPCs

Here are summaries of the adventure's principal NPCs: the thieving apprentice, his two accomplices and three locals with information the party will need to stop the mist. GMs can find further role-playing notes and details on an NPC's current state in their encounters or scene descriptions.

Axel Cobblepot (Male Halfling)

Axel is the competent bailiff for the absentee landlord noble of Tradecross. He's the closest thing the village has to an official leader, but he's dealing with a problem beyond his capabilities. Part of him wants to flee the town on the back of his pony, Festivus, and explore the surrounding countryside, but he knows if he leaves he'll never have a chance to woo Hilde Mundle, whom he believes bakes the best bread in the realm.

Axel Cobblepot

Small halfling, lawful good

Armor Class 16 (chain shirt, shield)

Hit Points 39 (6d8 + 10)

Speed 25 ft. (mounted 50 ft.)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Halfling

Who You Callin' Shortarse? If mounted on his pony, Festivus, Axel attacks with advantage. He also gains an extra attack.

Chaaaaaaarge. If Axel is mounted on Festivus when he takes the Attack action, he can use half or more of his movement as part of an attack. On a hit, the target must make a DC 15 Strength saving throw. On a failed save, the target is knocked prone.

ACTIONS

Spear (two-handed). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: (1d6 + 2) piercing damage.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: (1d6 + 2) piercing damage.

Spear. *Ranged Weapon Attack:* +3 to hit, reach 20/60 ft., one target. *Hit:* (1d6 + 2) piercing damage.

BONUS ACTION

Rallying Cry (1/short rest). As a bonus action, Axel can rally his allies. Any ally within 30 feet of Axel when he makes a rallying cry can use their reaction to make a single attack.

Hilde Mundle (Female Human)

Hilde is the owner of Mill Hill Tavern. She's currently working alongside Axel to manage the influx of refugees and keep everyone in the tavern calm until help arrives. She is a **commoner** and bakes very good bread. She worries mostly about Elspeth, whom she has been helping save money to attend mage's college.

Elspeth Arcade (Female Tiefling)

Elspeth works at Mill Hill Tavern where she overheard Gentry and the Stone siblings planning their theft. She snuck into Nimbus's tower later and took some minor valuables but dropped most of the items and fled after setting off an *alarm* glyph. Elspeth has been on edge ever since. She suspects the mist emanating from the tower is what's animating the objects around town and can offer the party access to a *dispel magic scroll* that might help them shut it down. She uses the **cult fanatic** stat block but is chaotic good.

Gentry Thorne (Male Human)

Gentry, with thick dark eyebrows, a young face and a shiny bald head, is the underachieving apprentice of Nimbus Goldenhand. He saw an opportunity to take what he most desired when Nimbus disappeared and enlisted the aid of two outcast dwarves to help him with the theft. In recent months, Gentry has spent more and more of his time with the rougher patrons of Mill Hill Tavern, racking up debts and ruining what was left of his reputation. Gentry saw an opportunity when his master disappeared and wrangled his debtor, an outcast dwarf, to help him with the theft.

Gentry Thorne

Male human, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	14 (+2)	10 (0)	10 (0)

Skills Arcana +4, Deception +2

Spells Gentry is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Gentry has the following wizard spells prepared:

Cantrips (at will): acid splash, light, mage hand

1st level (3 slots): expeditious retreat, fog cloud, grease

FUNDRA STONE (FEMALE DWARF BANDIT)

Fundra is a jovial prankster whose love of pushing limits and tormenting others with cruel tricks makes her popular with the local backcountry ruffians and scofflaws. Having lived the life of a wandering outcast, Fundra now aspires to raise a war band of other outcast dwarves and wage war on her former home. Fundra joined her brother because she believed the tower contained magic items that would aid in her revenge. In conversation, Fundra is argumentative and laughs loudly at inappropriate times. Fundra uses the **bandit** stat block, but also has *gauntlets of ogre kind* and *boots of striding and springing*.

GRUNDEL STONE (MALE DWARF SCOUT)

Grundle is a cold-hearted con artist with dreams of ingratiating himself among the mercantile elite of the nearby city and using his influence to cut off trade with the dwarves who exiled his family. He's smarmy, clever and easily annoyed by people he sees as too dim-witted to keep up with him. Grundle jumped at the chance to rob the wizard's tower as he knows that wealthy merchants will pay a premium for choice magic items. In conversation, Grundle is irritable and uses a deliberately slow and formal manner of speech. Grundle uses the **scout** stat block.

NIMBUS GOLDENHAND

An eccentric mage of impossible-to-ascertain power, Nimbus functions as a driver of plot in this adventure as well as a last-minute failsafe should things go awry. His stat block is at GM discretion and could range from **mage** to **archmage** to **ancient gold dragon** in disguise, depending on your party's desires to try to fight him.

THINGS ARE NOT WHAT THEY SEEM

CHANCE HEROICS AND ROYAL REQUESTS SEND THE PARTY
SEARCHING FOR STOLEN RELICS. AS THEY CHASE THEIR QUARRY,
THEY MUST OVERCOME A DANGEROUS FIEND INTENT ON
SELLING THEIR SOULS TO THE HIGHEST BIDDER.

AN ADVENTURE SUITABLE FOR LEVELS 8-12



ADVENTURE LOCATION

This adventure unfolds in the great city of Hal'Mostafan (or a large city with a nearby cave system in an ongoing campaign at GM discretion) and the surrounding countryside. Hal'Mostafan is a sprawling metropolis built around an abundant oasis, the last bit of civilization on the edges of a desert wasteland.

This city of twisting alleyways, towering domed buildings and boisterous markets is a nexus for peoples of all races and creeds, drawing in dangerous, scoundrels and learned scholars in equal measure. In the shade of stacked tenement buildings, one can find signs of an ancient arcane civilization, stolen black market goods, beneficial healers and vicious cutthroats.

Ruled for nearly four centuries by the great Surdan-Nedala family, Hal'Mostafan is a hub of trade, gossip, rumor and legend. Many times the fortunes of the Surdan-Nedala family have waxed and waned, but it is known throughout much of the world that the city's vaults hold great wealth, ancient treasures and priceless artifacts. Many would-be thieves and scoundrels have found themselves subject to the swift justice imposed by the Surdan-Nedala family and their Royal Court. Countless explorers and adventurers have made the journey to Hal'Mostafan, lured by the promises of aged crypts and ruined temples far out into the sands of the Tarranath Expanse. It is a city of promise and of last resorts.

SETTING UP

What has brought your party to this grand but strange place (or a city like it)? That's up to you and your players to determine. If running this adventure as part of an established campaign, Hal'Mostafan could serve as a meaningful stopover between other story arcs. Perhaps the party has a contact in Hal'Mostafan that reached out to them about a problem or a job or perhaps the party has fallen victim to the lure of the ancient treasure and gold rumored to exist within the city limits, in the tunnels beneath it or abandoned areas beyond it (alternatively, you could sub in a city with which the party is already familiar, though you'll need to make a few adjustments to the adventure's NPCs to accommodate since some of the adventure is tied to area leadership). If you are running this adventure for a new party, determine each player's individual reason for being in Hal'Mostafan. Whether arriving as an established party or starting their first adventure together here, the action of this story begins at the city's main gate just before sundown as the light quickly fades in the surrounding desert. Why the party is there and how they arrive is at GM discretion.

This adventure features a few primary NPCs, including Detric Lowe (pg. 278), a local merchant; the Lord Magistrate Akronis Mestica (pg. 279), the chief justice of Hal'Mostafan's royal court; and Tamaka Brambushali (pg. 278), a grizzled black market merchant with a

devious secret. Any other NPCs are at GM discretion.

The adventure begins with an attempted robbery outside the city's main gate. Crowds in the streets of Hal'Mostafan thin rapidly as night falls. With the baking presence of the burning sun gone, the night air carries a chill that contrasts with the still-warm flagstones of the main thoroughfare. The growing darkness finds our heroes entering the city through one of its main gates.

GM NOTE: READ THE ADVENTURE TITLE

It is important for you as the GM to know from the very beginning of this adventure that the Lord Magistrate and Brambushali, both literal and figurative fiends, are in league with one another to identify, capture, control and sell the souls of powerful adventurers to the highest bidder. Using magical soul-rending collars, formed in the lowest layers of the abyss, these fiends control and command their prisoners to do their bidding. The captured champions are then sold to unscrupulous and dangerous people for exceptionally high prices. The job being offered by the Lord Magistrate is simply a ruse to fool the heroes into journeying into the desert to Brambushali's black market bazaar.

The Lord Magistrate Mestica and Brambushali are shapeshifters who will only reveal themselves in moments of most dire need. It will be up to the party to follow the clues presented, find the black market bazaar, escape with their lives (hopefully with the evidence of the Lord Magistrate's collusion with Brambushali) and return to seek justice or their revenge against the fiend posing as the Lord Magistrate.

PART 1: A CHANCE ENCOUNTER

A strong breeze carries the night's chill and swirling loose sand across the near-deserted flagstone street. The large boulevard is divided by carefully tended gardens of arching palm trees and vibrant, flowering cacti. A commotion rides the breeze, a sound that approaches rapidly from behind you. Turning, you see a mousy man with a sizable leather sack clutched to his chest burst from a side street, running as fast as his stubby legs can carry him. A look of sheer terror is plastered on his face and his feet slam against the flagstones with an irregular beat. He turns, a gasp of surprise escaping his lips in a ragged pant as he sees you, and changes course in your direction. As he does, almost a dozen large men, all dressed in loose-fitting black clothing, weapons held low at their sides, emerge from the same side street onto the boulevard behind him. "Help! Oh please help me," the man cries as he rushes toward you. Roll initiative.

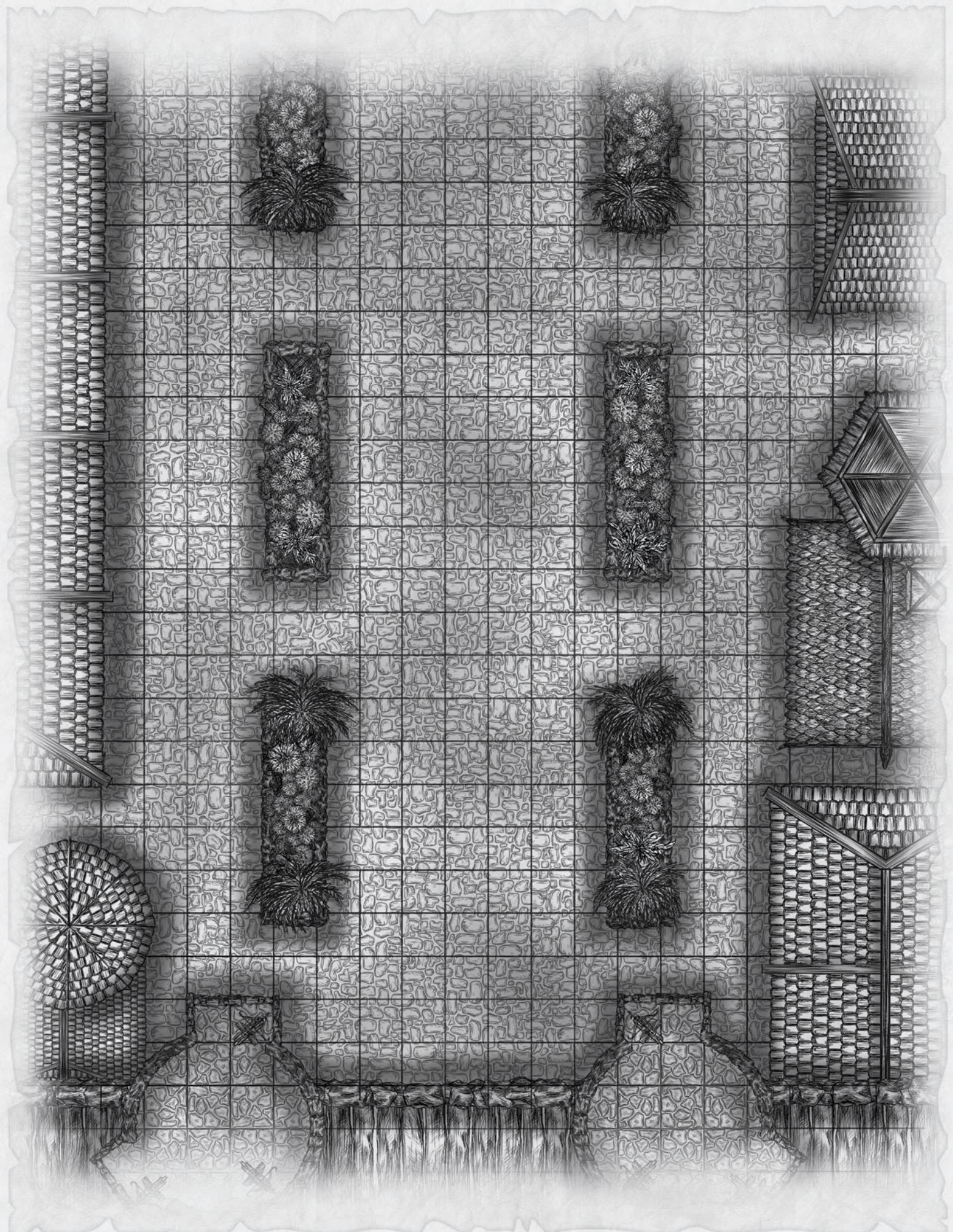
The man running for his life is a jewel merchant by the name of Detric Lowe. Lowe, a high-ranking member of the Jeweler's Guild in Hal'Mostafan, was closing up shop when he was assailed by his current pursuers. Hoping to make it to an area of town where there are guards, he fled with a special order for a very important customer, the Lord Magistrate Mestica. Use the map on pg. 266.

Lowe is being pursued by a group of 10 men, clearly led by a large, burly specimen who initially keeps toward the back. This group is composed of eight **thugs**, one **bandit captain** and one **assassin**, all of whom attack the party on sight, assuming the PCs intend to keep them from their quarry.

GM NOTE: TRACKING MORALE

These bruisers are after the merchandise Lowe carries but aren't too keen to lose their lives over a score—no matter how large it may be. Should more than half of the group of would-be thieves fall to the party, the rest would attempt to flee into the shadowy streets.

With the bandits subdued, dead or fleeing, the party can turn their attention to Lowe, who would introduce himself if he hasn't already, at GM discretion.



THE GATES OF HAL'MOSTAFAN

The entryway to this lavish jewel in the desert waste is indicative of the treasures that lie within. It is the perfect spot for a stroll, particularly if you're hoping to have your pockets picked by enterprising thieves.

DECORATIVE BOULEVARD

The landscaping of the city street showcases that for those with enough wealth, anything is possible—even growing decorative plants in the arid desert. The large planters lining the main thoroughfare are 5 feet tall and hold fragrant juicy palms and prickly cacti that extend upward 30 feet, obscuring the view of those on either side.

Prickly Cacti. These cacti are suitable for half cover from melee and ranged attacks, but a creature that comes into contact with these cacti suffers 3 (1d6) piercing damage. A creature that suffers this damage twice in one day must succeed on a DC 15 Constitution saving throw. On a failed save, they scream out an exclamation of pain (e.g., “OUCH, son of a...”), revealing their position to any individuals within 60 feet.

Juicy Palm Trees. These trees offer half cover to any creatures attempting to avoid melee damage and three-quarter cover from ranged attacks. Creatures attempting to hide in these trees gain +2 to Dexterity (Stealth) checks for the duration (assuming they can avoid the cacti). The juicy palm’s leaves contain a sap-like substance that is toxic if it comes into contact with exposed skin (or through an injury). A creature exposed to juicy palm poison in this way must succeed on a DC 16 Constitution saving throw or suffer 9 (2d8) poison damage.

A creature would know juicy palm trees contain this toxic sap with a successful DC 15 Wisdom (Nature) check.

FROM BAD TO WORSE

At GM discretion, roll 1d4 on the table below to determine how the encounter at this location escalates.

MILD COMPLICATIONS

1d4 The party discovers...

- 1 ...one of the **bandits** can cast *polymorph* once per day (DC 16).
- 2 ...the **bandit captain** never goes anywhere without his trusty **owlbear** mount, which is just a few steps behind him.
- 3 ...one of the **bandits** has the ability to immediately attune to any magical item, and he's very, very strong (+8 on checks to rip a weapon or item out of another creature's hands).
- 4 ...one of the **bandits** can cast any 1st-level spell, but doing so causes a wild magic surge (pg. 176).

PART 2: A BETTER OFFER

“Running from would-be thieves is seen as a rite of passage in this city, but this cannot be a coincidence, my friends. This order,” Lowe says while patting the leather sack, “is destined for the Lord Magistrate Mestica. Perhaps they do not want it delivered. I will happily pay you 100 gold pieces for helping me just now, but how would you like to earn a little more gold escorting me to the Royal Court? It would not be much, but I should like to present you to the Lord Magistrate as heroes of the hour. Perhaps he would recognize you with some award for your service to the crown.”

Lowe also has the following information regarding a recent event in Hal’Mostafan, which he can provide at GM discretion:

- Three days ago, the city guard was all abuzz over an event that occurred at the city vaults. The powers that be are trying to keep it quiet, but the rumor on the street is one of the royal vaults was broken into and ransacked.
- Lowe spoke with the Lord Magistrate yesterday afternoon regarding this special order and the Lord Magistrate let slip that he was surreptitiously looking for skilled individuals for an important task and that he was willing to pay handsomely.
- It follows that these two facts are related, but only the Lord Magistrate could say for certain.

The party will find Lowe is a garrulous individual who will talk their ears off the entire way to the Royal Complex where the high seat of the Royal Court is located.

If any member of the party tries to get a read on Lowe, a Wisdom (Insight) check might reveal more information:

- A DC 15 Wisdom (Insight) check reveals Lowe is honest in his intentions. He wishes to introduce the party to the Lord Magistrate out of gratitude for the party’s help.
- A character that succeeds on a DC 25 Wisdom (Insight) check would infer that ambition colors Lowe’s intentions. He is genuine, but it would be disingenuous to suggest he doesn’t have an ulterior motive: The Magistrate is looking for heroes. Lowe thinks he’s found some. Hopefully, there will be a reward for this introduction.

Lowe leads you past an outer wall where the guards barely give you a passing glance, nodding to the diminutive merchant as they wave you through the gate. The Royal Complex is a stunning, awe-inspiring building. Alabaster stone trimmed in gold and silver with burnished golden domes. Towering minarets topped with the royal seal—a golden hawk imposed over the rising sun—ring the central courtyard.

As Lowe leads the party across the grand central courtyard and into the complex of the Royal Palace, astute party members might notice the following things at GM discretion:

- Guards carrying polearms and wicked-looking curved swords are everywhere, standing guard at the entrances of buildings and walking the interior perimeter of the complex.
- Soldiers in light armor patrol the grounds with large guard drakes, their draconic eyes scanning for signs of trouble as their tongues flick out to taste the air, as if gathering further clues.
- Guards, armed with heavy crossbows, also march along the walls high above the courtyard grounds
- To the side of the courtyard, three wide-eyed individuals in mage's robes stare at a silvery rippling surface as it resolves into an image of the eastern side of the city, an arcane surveillance system that allows them to view vast portions of the area at a time.

The halls of the Royal Complex are a warren of libraries, records rooms and sitting rooms—further exploration is possible, but details are at GM discretion.

Lowe leads you to the basement level of the building and into a small antechamber. He knocks on a door on the other side of this room, and a gruff-looking guard allows him to pass through. "Just one moment," Lowe calls back to you, before stepping through the door. You are left to wait in a modest-sized but lavishly appointed sitting room, which features plush couches and overstuffed cushions as well as a small sideboard containing two crystal decanters, both covered in condensation. One appears to contain chilled red wine, the other water and sliced cucumber.

A perceptive character can just make out low voices with a DC 14 Wisdom (Perception) check, coming from the room into which Lowe disappeared, where phrases like "Heroes, eh?" and "They look very powerful" are heard among muffled chatter.

Less than a minute later you hear the clicking sound of heeled shoes on the marble floors. The door across the sitting room opens, revealing a tall regal figure of muscular build with a shaven bald pate that gleams as if recently oiled. A neatly trimmed beard adds to the angular nature of his jawline. He wears robes of deep purple lined in shining gold and silver thread and an ornate platinum circlet around his brow over piercing gray-blue eyes reminiscent of thunderheads. He sweeps into the room and sits down on one of the divans on the opposite side of the room. He settles in, then speaks in a low, rumbling voice: "I am told you are quite the capable group of individuals. Perhaps you would be interested in turning your skills against something other than simple bandits. I can make you a very lucrative offer for your assistance in a matter of great importance to the crown."

This is the Lord Magistrate Akronis Mestica. He sits as the highest judge in the royal court and he has a problem. He will provide the party the following information:

- He will immediately offer to pay the party 500 gp for assisting Lowe and protecting his merchandise. The Lord Magistrate commends the party for their swift action and tells them he has already dispatched royal guards to the site of the assault to deal with any bodies left behind and/or to start tracking the remaining would-be thieves.
- Three days ago, several priceless heirlooms belonging to the Surdan-Nedala family were stolen from the royal vaults. He describes the items as a blood-red ruby the size of a chicken egg engraved with the royal crest and inlaid in gold, a platinum scepter topped with a piece of star metal and an ancient book made of gold that documents the lineage of the Surdan-Nedalas back to their earliest ancestors.
- It is unknown how the theft occurred and there are no other items missing.
- The day after the break-in at the vaults, the royal guard captured a thief named Nedrin Al'Mirrant, who claimed he heard the items in question were going to be sold in two days' time at an auction at a hidden black market bazaar. The thief claimed not to know the location of the bazaar.

The Lord Magistrate is willing to offer the party a sum of 7,000 gp to track down and return the artifacts.

If the party seems uncertain as to whether or not they wish to get involved, at GM discretion the Lord Magistrate will offer up to an additional 3,000 gp as well as access to one magical item of very rare or lesser value to sweeten the deal to get them to take the job.

GM NOTE: THE TALE OF TWO MAGISTRATES

At this point in the adventure your party should have no reason to question the Lord Magistrate's actions. They have no way of knowing the real Lord Magistrate has been replaced by a shapeshifting demon intent on collecting powerful adventurers' souls to sell to the highest bidder. The fiend has no intentions of paying the party because he does not expect them to return to Hal'Mostafan after they journey into the desert. When role-playing Akronis Mestica, remember that he is sure of purpose, does not embellish or exaggerate and sticks to the facts of what happened. He wants the party to accept the mission, but do not make him seem overeager, for that might tip off his true intentions. He also has an innate ability to shroud himself in an effect that duplicates the *magic aura* spell. This allows him to hide his true nature even from a paladin's Divine Sense ability or from spells like *detect evil and good*. Even still, he'd likely keep at least 60 feet between himself and the party to stay on the safe side.

Once the party accepts the job the Lord Magistrate will provide the following information:

- Al'Mirrant, the thief who revealed the intel about the black market bazaar, was killed when he attempted to escape from the Royal Prison. However, the Lord Magistrate would give the party leave to inspect the thief's body for any clues.
- The Lord Magistrate offers to provide the party with any assistance they may need in the course of their investigation.

PART 3: A BODY OF EVIDENCE

The party, at the Lord Magistrate's urging, will be led across the Royal Complex to the Royal Prison by a pair of guards. Once inside they are taken to a room on the lower level of the structure.

You are shown into a large rectangular room with several stone slab tables running down its center. The air is musty and carries whiffs of ammonia and necrosis. Lying on one of the stone slabs, as if left out for a purpose, is a body-shaped form covered with a white sheet that is stained with blood in several places. The guards who led you here step outside of the room and close the door. You can hear them taking up positions on either side of the door. Next to the body, on a small tray labeled "Al'Mirrant" are a pair of items that appear to be personal items taken from the body.

Removing the sheet, the party will immediately be able to tell the following things about the body of Nedrin Al'Mirrant:

- He has dark eyes, dark hair, a neat beard braided at the chin and sun-kissed, almost bronze skin.
- He still wears the clothing of a resident of Hal'Mostafan, with loose breeches and a tunic of light colors, as well as a sweeping cloak of loose fabric draped about his body to protect it from the sun.
- He bears several wounds on his forearms and hands, as well as a large slash on the lower right side of his abdomen.
- The items on the tray are a blank piece of parchment that has a small amount of Al'Mirrant's blood on it and a large, plain-looking metal key.

Taking a closer look at Al'Mirrant's body will reveal the following information to the party at GM discretion:

- A successful DC 15 Wisdom (Medicine) check would reveal the cause of death was related to loss of blood associated with the wound in Al'Mirrant's side.
- A successful DC 15 Intelligence (Investigation) check would reveal that on the inside of his left bicep there is a tattoo of a stylized tiger's head.
- A successful DC 18 Intelligence (Investigation) check would reveal a coin inside a small concealed pouch in his left pants pocket. One side of the coin is engraved with the same stylized tiger's head as Al'Mirrant's tattoo. The other side, engraved in infernal, is the phrase "The blood of sacrifice will show the way."

GM NOTE: THE HELPFUL LORD MAGISTRATE

Because the Lord Magistrate wants the party to go into the desert to the bazaar, he will be helpful in interpreting any of the clues that the party might find (as detailed above and on the next page) and could point out any they've missed. He understands infernal so he is able to translate the coin if necessary. He would point out the tiger's head on the corner of the parchment if the party misses it and can provide hints as to how to reveal the map if they do not find the coin on Al'Mirrant's body.

While inspecting the items on the tray the party can learn the following information:

- A successful DC 15 Intelligence (Investigation) check will reveal there is a small etching of a stylized tiger's head on the metal key just behind the key's teeth.
- A successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check will reveal a tiny, faint tiger's head on the bottom right-hand corner of the map that seems to have come into view following contact with trace amounts of Al'Mirrant's blood.

Applying a total of 5 hit points worth of blood to the parchment will cause an intricate map to start forming out from where the blood droplets fell. The map will detail a path through the city's northern gate into the desert to a deep and craggy canyon about four miles outside of Hal'Mostafan. The map will show a doorway at the end of the canyon that is marked with the same stylized tiger's head that is on the key, the coin and the corner of the map. The party should get the sense this is the route to the black market bazaar.

PART 4: INTO THE DESERT

Journeying in the desert is a dangerous affair and the party will experience some of those desert hazards as they make their way from Hal'Mostafan to the canyon depicted on the strange map they found.

A journey of $4\frac{1}{2}$ miles in the desert will take the party a little over two hours to make. Traveling during the day is difficult due to the heat. For each hour the party travels under the burning sun they must roll a DC 13 Constitution saving throw or gain a level of exhaustion from the extreme heat.

The party will experience a random encounter approximately halfway through their journey. Refer to the Desert Random Encounter tables on pg. 86 of this book. After the encounter unfolds, the next phase of this adventure is the party's arrival at their intended destination as dictated by the map they found in Part 3.

GM NOTE: OTHER ENVIRONMENTS AND TIME CONSTRAINTS

If you have set this adventure in a different environment than the great desert of the Tarranath Expanse, this book includes random encounter tables that would be appropriate for your setting. Additionally, this encounter is not necessary for the plot of this adventure to progress. If you are running short on time during your session, this random encounter can be left out at your discretion. Sometimes the desert isn't as unforgiving as legend would have travelers believe.

PART 5: BEHOLD THE BAZAAR!

After hours of travel, you near the point detailed on the map and find yourselves at the entrance to a small slot canyon that sinks into the desert floor. It's several degrees cooler in the shade created by its walls and it doesn't take long for you to reach the terminus of this gap in the landscape. Looking around, you see a stylized tiger's head, about 9 inches across, carved into the wall at the very back of the shaded gorge. Inside the tiger's open mouth is a large keyhole.

It should be clear to the party the key they recovered from Al'Mirrant fits in this keyhole. When they insert the key and turn it read the following text:

As the key clicks in the lock, an archway of pure darkness spirals open on the rock wall next to the keyhole.

Nothing can see through the darkness of the archway and the party is effectively blinded to anything on the other side. Connections with familiars will be severed as soon as they pass through and any sort of magical means of remote viewing will be blocked. All they can do is step through to see what is on the other side.

When your party members step through the arch of darkness, they will immediately find themselves looking into a large cavern—the home of the black market bazaar.

Suddenly, the tunnel opens out into a wide cavern strewn with market stalls and wagons full of goods. Light pours into this vast cathedral-like chamber through a hole in the ceiling at the far northern end of the cavern. Just below the hole is a sloping raised section of rock festooned with a carpet of vibrant red. A lone lectern sits in the center of the raised area and behind the lectern, stretched out on a wooden frame, is a large flag bearing the image of a stylized tiger's head embroidered in gold thread.

All of the people milling in the market, a mix of races and species, are hard-looking folk, bristling with weapons, adorned with tattoos and piercings and covered in scars. It doesn't take a Perception check to recognize this is a place that exists outside the realm of law.

GM NOTE: A HAVEN OF CRIME AND BRUTALITY

As you describe this area, feel free to add detail that makes it clear to the party that the normal rules and laws of society do not apply here. Perhaps a petty argument about fruit ends with a freshly killed body adorning the dusty cavern floor. Or a wagon full of merfolk tails on ice is being kept cool by a gruff-looking half-ogre who can cast *ray offrost*. In short, try to convey—within the bounds of the agreed-upon limits of your table—that this place is very dangerous, the law is a ghost in another plane, and actions have brutal, perhaps fatal, consequences.

Despite the danger here the marketplace is full of interesting things that a party may want to purchase: strange spell components, alchemical tinctures, equipment, jewels and magic items. Anything and everything the party might want is available for purchase, however, the merchants do not accept gold in trade for items of value. The merchants of the black market bazaar trade in souls, memories, blood and items with special significance. If the party wishes to procure normal equipment they can use gold and silver, but for magic items, potions, treasures or fanciful art, something much more personal must be offered. The more creative, detrimental and permanent it is for the party the better. It should feel like a marketplace run by fiends and devils (because, as the party will soon discover, it is).

GM NOTE: MAGICAL ITEMS IN THE BLACK MARKET BAZAAR

Due to the inherent value of their wares, these clandestine merchants go to great lengths to secure their items. Each of the carts, wagons and stalls is guarded by large humanoids bristling with weapons. Some may place magical protections, such as *glyphs of warding*, on their merchandise. Stealing them could have disastrous consequences, at GM discretion.

Should a player purchase a magic item from the black market bazaar, roll a d100. On a result of 45 or better, the merchant has placed an enchantment on the item that allows them to locate the item at any time at any distance in addition to the ability to eavesdrop on any conversations made in the presence of the item.

After the party has been in the black market bazaar for enough time to allow them to explore the wares available, a gong starts to ring through the spacious cavern.

A low-pitched gong rings out through the bazaar and the crowd, almost in unison, begins to move toward the raised area at the northern end of the cavern. Moving toward the dais, you can see on the other side is an ornate wagon pulled by a massive pair of metallic-looking gorgons.

A thin and wiry individual, wearing robes of crimson trimmed with gold in intricate patterns at the hems and cuffs, steps out onto the dais and approaches the lectern. This figure, brushes sleek silvery hair from their face and regards the crowd with overly large eyes before shouting, "My friends! My friends! Welcome, welcome. I am Tamaka Brambushali, as some of you know. I hope you have found all you were looking for among the wagons. But I know why you are all really here!" Their voice increases in volume and intensity and you can feel the energy in the crowd around you shifting. "You are here for the main event! The Heroes Auction!" The crowd around you begins to applaud and cheer.

As this goes on a character with a passive Perception of 17 or better will realize the crowds have subtly moved and shifted to put the party near to the front of the dais. Anyone with a passive Insight of 14 or better starts to feel an intense feeling of greed and hunger from the surrounding crowd.

GM NOTE: RELUCTANT HEROES

Should your party be in a position where they are trying to hang back away from the stage where the auction is taking place, the crowd will coalesce and dozens of individuals will push the party up toward the dais. A character can roll a DC 20 Strength (Athletics) check to resist this pressure from the crowd, but that would mean they are separated from the rest of the party if (read: when) a fight breaks out. Any character separated from the party in this fashion must spend their action in the first round of combat navigating through the crowd if they want to rejoin their companions.

Suddenly, you find yourselves ringed by the crowd on all sides as Brambushali's gaze falls to you. "It was so kind of you to join us, heroes!" they say with a sneer that pulls their features into a feral expression. Brambushali grins at the crowd and says, "Once they are secure, we shall start the bidding! Get them, my darlings!"

Brambushali raises a heavy gold collar, and from two dimensional rifts, demonic forms appear and streak toward you.

Brambushali is a shapeshifted **rakshasa** who has summoned **two bearded devils** to assist them in taking control of the party. These creatures would fight to the death. The map on pg. 274 should prove useful during this encounter. Brambushali's stat block can be found on pg. 278 of this book. The crowd of onlookers participates in the fight, acting as a lair action which occurs on initiative count 10, as outlined on pg. 275.

Brambushali is a cunning fighter who would use the crowd to their advantage. They also aren't afraid to avail themselves of the Dominion Collars they have planned to use to secure the party into their service and would have access to 1d4 of them at GM discretion. If Brambushali has more than one collar, their first instinct would be to get a powerful spellcaster under control, followed by the member of the party that seems capable of dealing the most weapon-based damage, at GM discretion. If both these attempts are successful, Brambushali would work to subdue the other members of the party by using their allies against them, as the situation allows.

GM NOTE: GETTING HAIRY

This may be a difficult fight for the party. Brambushali's goal is to take the party alive. If the party is felled by Brambushali and their demons, you can include scenes of the party in captivity and their attempts to escape; however, that is outside the scope of this adventure and would constitute a failure to succeed in this particular quest.

PART 6: HORRIBLE DISCOVERIES & HASTY DEPARTURES

As Brambushali falls, they morph and change into a tiger-like humanoid with a powerful build, their palms where the backs of their hands should be, their fingers malformed and bent backward.

If the party is able to beat Brambushali and their demonic allies, the crowd retreats, securing their own wagons and merchandise so they can begin to flee the cavern. In the chaos, the party is left much to their own devices. If they search Brambushali's body, they will find the following items:

- A large golden key, the head of which is fashioned into a stylized tiger's head. This key will open the door to Brambushali's wagon, the ornate one parked behind the raised dais.
- A large leather satchel that has a pouch containing one large black pearl worth 550 gp, as well as 256 gp, 102 sp and 57 cp. The satchel also holds a number of metal collars equal to the number of characters in the party, inscribed with runes, with a silver chain that leads to a bracer inscribed with runes. These items are Dominion Collars used to control other people.

GM NOTE: DOMINION COLLARS

These rare magical devices are designed to contain, control and otherwise bind the souls of people with exceptional abilities and great magical prowess. A humanoid placed in one of these collars is incapacitated and cannot move more than 5 feet away from the bracer that is paired to that collar. If a creature dons the bracer, they can control the person trapped in the collar as if they have cast the *dominate person* spell. On a successful DC 17 Wisdom saving throw, the creature in the collar is still incapacitated but the effects of *dominate person* are suppressed for 1 minute. These devices are evil. A person of good alignment who dons the manacle suffers 7 (2d6) necrotic damage for every minute they wear it. Casting *dispel magic* against a 5th-level spell or *dispel evil and good* on the collar will allow a creature other than the one who put the collar on to remove them.

If the party elects to search the wagon they will find it is locked but not trapped. The lock requires a DC 20 Thieves' Tools check to pick, or it can be opened using the key on Brambushali's body. If the party opens the wagon, read the following:

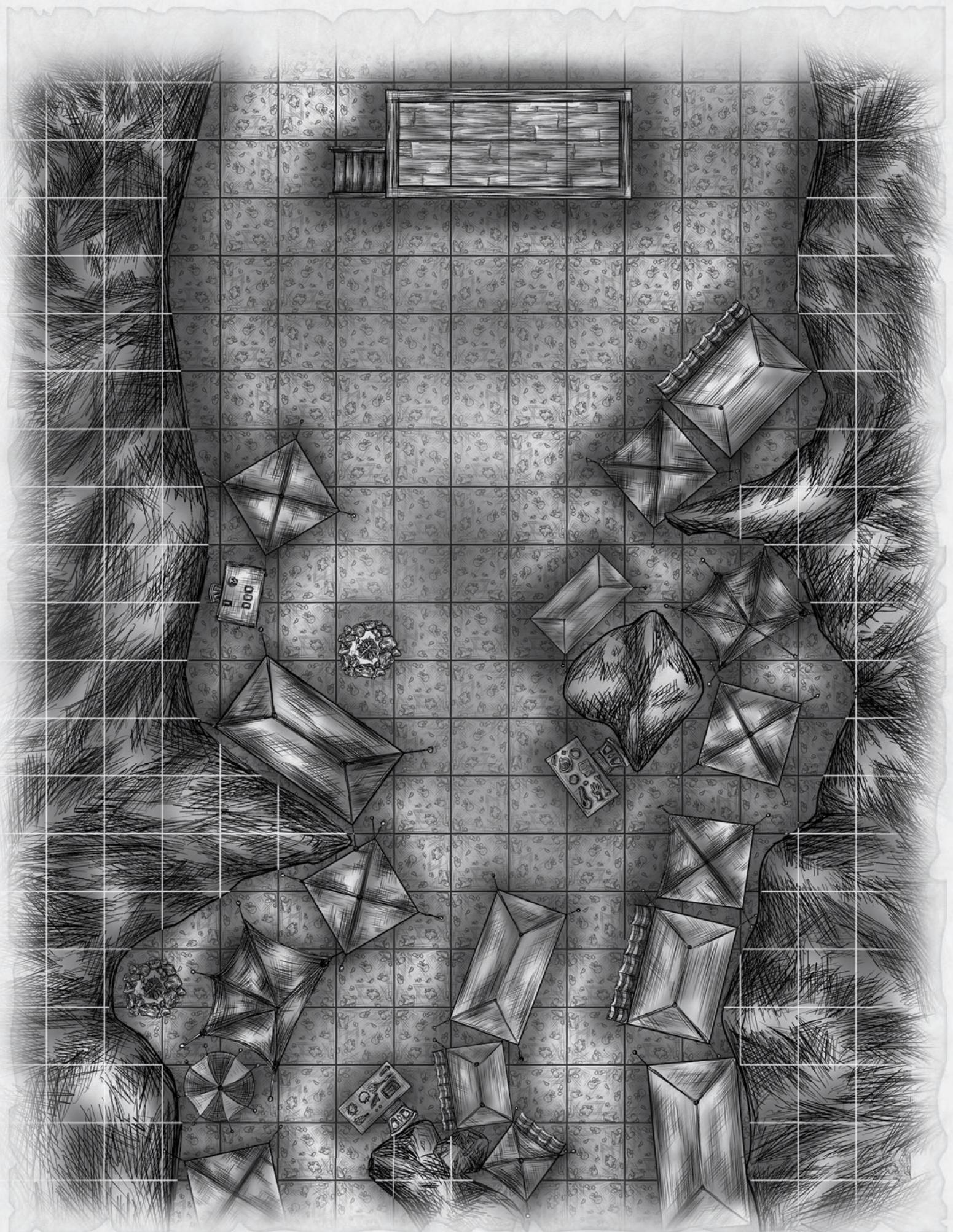
An eye-popping array of color meets your eyes as you open the door into this large wagon, which seems larger on the interior than its exterior would suggest. Hundreds of shelves, nooks and crannies hold items and curios from this realm and those beyond it. Books, scrolls and papers litter the counters and table inside. A small bedroom with a narrow but comfortable-looking bed is also inside.

The party finds the following, at GM discretion:

- A DC 14 Intelligence (Investigation) check reveals a small chest containing 500 gp, a blood-red ruby the size of a chicken egg engraved with the royal crest and inlaid in gold, a platinum scepter topped with a piece of star metal and an ancient book made of gold. These are the items the Lord Magistrate Mestica sent the party to find.
- Success on a DC 17 Intelligence (Investigation) check will reveal documents and letters among the papers in the wagon suggesting the Lord Magistrate was in collusion with Brambushali. One letter even mentions the party and that they are on their way to the black market bazaar. This letter is signed "Lord Magistrate Akronis Mestica." In a nook over the head of the bed in the back of the wagon, the party also finds a large bell-shaped jar full of a putrid-looking green fluid. Floating in the fluid is the preserved, severed head of someone who looks an awful lot like Lord Magistrate Akronis Mestica.

After giving the party an appropriate amount of time to search the wagon, read the following:

Shrieks and devilish wails split the air and echo around the cavern. The footfalls of what sounds like dozens of creatures cascade out of the surrounding tunnels, and you can hear the flapping of wings beating the air outside the hole above the dais. In the distance, in the darkness, dozens of pairs of glowing eyes steadily move toward you.



THE BLACK MARKET BAZAAR

A home to scoundrels, scallywags and soul-stealing salesmen, the black market bazaar has a little bit of everything—including near-death experiences. Will the party make it out without losing their souls?

RAVINES AND RUTHLESSNESS

The market is surrounded by sweeping rock walls that are difficult to climb (DC 20) and the market itself pins in the party, as the large gathered crowd and the tents and stalls make movement through this area difficult. The entire map (except the stage) is considered difficult terrain.

Magical Market Stalls. The party is now in a fight for their lives, so the rules governing pricing and the fair trade of goods are likely out the window. If a PC wants to search the market stalls for useful items, roll on the table on pg. 210 to determine what they find with a successful DC 15 Intelligence (Investigation) check. If they fail this check, they still find the item, but it's cursed (as in the table on pg. 184), effective immediately.

Gorgon Team. The **gorgons** attached to the wagon are trained, but not immune to fear or charm, and could easily cause more chaos if provoked.

Dominion Collars. Brambushali will attempt to use the Dominion Collars in their possession on the party. Should a PC attempt to turn these collars around on Brambushali (either by putting one on them or by a member of the crowd or a devil attacking them), roll 1d20. On a roll of 16 or higher, the collar is effective.

A HOSTILE CROWD

At GM discretion, the crowd at the black market bazaar assists Brambushali as a lair action. On initiative count 10, select one of the following effects. You cannot use the same effect two rounds in a row:

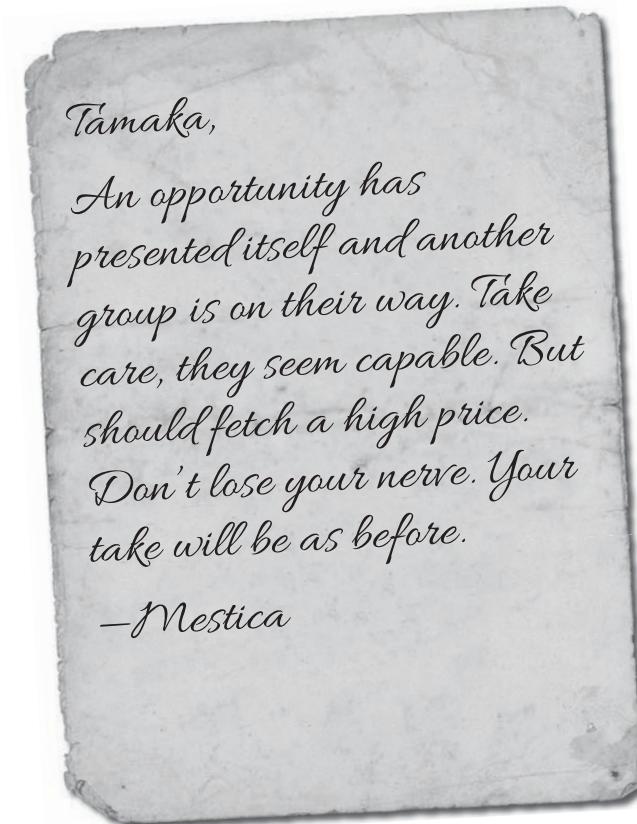
- The crowd reaches out to grapple and restrain a single creature. The target must succeed on a DC 16 Strength or Dexterity saving throw. On a failed save, the target is grappled and restrained until another Lair Action is taken. A creature can repeat this save at the end of their turn.
- The crowd surges with excitement and attempts to push one creature off of its feet. The affected creature must make a DC 16 Strength saving throw or be knocked prone.
- The crowd gets overeager and swings out with clubs in an attempt to hit one creature and knock it unconscious. The target of this Lair Action must succeed on a DC 16 Dexterity saving throw or take 9 (2d6 + 2) bludgeoning damage and be incapacitated until the end of their next turn.

- This is designed to be a chase encounter, so roll for initiative as if this were a fight. The demons chasing the party have 30 feet of movement and an effective Constitution modifier of +3 for the purposes of determining how many times they can dash during the course of the chase. The party must cover a distance of 250 feet to escape to the place where they entered the bazaar. If you would like to add complications to your chase encounter as your party flees this demonic horde bent on revenge for Brambushali's death, refer to the Chase Complications tables starting on pg. 106.

GM NOTE: TO STOP IS TO DIE

Try to make it clear through your description of the devilish wave that is descending on the party that this is likely a fight they cannot win, as the whole market begins to turn on them. Describe **bone devils** and battalions of tiny **imps** surging forward to meet them. If they stop to fight, have them engage with several imps and a bone devil, but constantly up the threat of this encounter by detailing the presence of the other devils that may be cutting off their escape routes.

If the party is successful in making it back to where they entered the black market bazaar, they would find they are safe beyond the expanse of magical darkness they walked through on their way in. The chase is at an end.



PART 7: A RECKONING

There are many ways your party could approach the next part of this adventure, and they are largely dependent on what they found inside Brambushali's wagon. There are two main possibilities, though others may exist depending on how the events play out at your table.

A JOB COMPLETED

If your party only located the items they were sent to retrieve by the Lord Magistrate Mestica, they can return those items to Hal'Mostafan and claim the reward the Lord Magistrate promised. They are immediately shown to the Lord Magistrate's High Court Room and he enters the room shortly thereafter, reclaims the lost treasures, pays the party the agreed price and thanks them for their service to the crown.

"Your tale is harrowing indeed, my friends. It is good that you escaped with your lives and with the treasures the crown so ardently wished to reclaim. I will look into this matter immediately and send a battalion of guards to investigate this devilish bazaar." He makes some imperious gestures and several guards go running from the room, ostensibly to make preparations to move on the bazaar in force. The Lord Magistrate continues as he hands over a small ornate chest that clinks with heavy coins, "Your well-earned reward. I have included an additional sum of 1500 gold pieces for the information you bring about this horrid market operating in our own backyard. Your service to the crown will not be forgotten." With that, he sweeps from the room and out of sight.

The party is led from the Royal Complex by the Captain of the Guards, Meralal Halra, who leaves you at the gates, ending the adventure.

EVIDENCE THEY CAN'T DENY

If the party finds the severed head of the real Lord Akronis Mestica and presents this to the guards (or any other individual with authority here, at GM discretion) upon their approach to the Royal Complex, the guards will immediately side with the party. They will not be on board with killing the Lord Magistrate outright, as they would want him detained for questioning.

The captain of the guard, Meralal Halra (who uses a **gladiator** stat block) and four guards will accompany the party to the High Court Room. Halra informs the Lord Magistrate he is under arrest for suspicion of murder. Read the following:

For a moment, the Lord Magistrate Mestica simply stares at you, the guards and the jar containing the severed head. He smiles, a smile that contains too many sharp pointed teeth, and screams in a voice that is several octaves too high, "You were not meant to leave that canyon with your autonomy. You may have destroyed my operation here, but you shall never find the others! And you'll never sleep a restful night again, for you will know that I am coming for revenge."

As his piercing cries reach a crescendo, the form of the Lord Magistrate morphs and grows into a large demonic figure. Great wings extend from his shoulders and curving horns grow from his bald head. A sinuous tail tipped with a vicious barb whips out behind him, and he vanishes into a dark rift behind him.

The fiendish creature posing as the Lord Magistrate knows the jig is up and does not want to risk defeat at the party's hands, especially as more guards rush into the room to assist. He knows when he is beaten and resolves to make trouble for the party later on down the line. He is meant to escape. His innate ability to plane shift is not a spell so it cannot be affected by counterspell.

GM NOTE: AN EPIC COMBAT

If you want to have this encounter with the Lord Magistrate be an epic fight his stat block is included on pg. 279. Just be cognizant of your party's current status, because this could be a deadly fight after dealing with Brambushali at the bazaar. Still—if the party wants a fight, you could give them one.

With the disappearance of the Lord Magistrate Mestica, Captain Halra, wide-eyed and shaking, will say the following:

"Words cannot express my gratitude. The court of the Surdan-Nedala will forever be in your debt. In payment for your services to the crown, I award you double what the treacherous Lord Magistrate promised you. Not only did you recover items precious to the royal family, but you have uncovered this horrid plot against the people under their rule. In addition to this money, I offer you my service. I grant you the ability to call on me and my soldiers in your hour of need, and your request will be fulfilled. Go with the gratitude of the crown, my friends."

With that, Captain Halra will pay the party double the amount they were promised and commend each of the party members for their service and hand them a small flute. Halra would explain that when played, this flute will magically teleport her and $2d8+2$ of her guard (bandit captains) to the party's aid. Once used in this manner, the flute will crumble into dust and Halra and her soldiers will teleport back from whence they came.

NPCs

These character descriptions and stat blocks should come in handy during the course of this adventure.

DETRIC LOWE

A loquacious, short and self-interested merchant who knows the Lord Magistrate is on the hunt for heroes, Detric Lowe may not seem trustworthy, but that's only because he's in sales. At GM discretion, Lowe has the statistics of a **commoner**, with the following additional feature:

Why Would I Lie? Detric Lowe has +10 on all Charisma (Deception; Persuasion) checks, which he rolls with advantage when telling some (but not all) of the truth.

TAMAKA BRAMBUSHALI

A dangerous, despicable fiend, Tamaka Brambushali is a shapeshifting rakshasa with charm (and sorcery points) to spare. They are the grand auctioneer for the souls of captured adventurers at the black market bazaar and plans to trap the party in order to sell them to the highest bidder.

TAMAKA BRAMBUSHALI

Medium fiend, lawful evil

Armor Class 19

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. Brambushali can't be affected or detected by spells of 6th level or lower unless they wish to be. They have advantage on saving throws against all other spells and magical effects.

Steeped in Shadow. Brambushali innately knows the darkness spell. In addition, they can cast it by spending 2 sorcery points or by expending a spell slot. If they cast the spell with sorcery points, they can see through the darkness created by the spell.

Innate Spellcasting. Brambushali's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/long rest: charm person, detect magic, invisibility,

major image, suggestion

1/long rest: dominate person, fly, plane shift, true seeing

Metamagic. Brambushali is a skilled sorcerer who is able to shape and change their magic to suit their needs.

Brambushali has 11 sorcery points that can be used in the following ways:

Distant Spell. When they cast a spell that has a range greater than 5 feet, Brambushali can spend 1 sorcery point to double the range of the spell. When they cast a spell with the range of touch, they can spend 1 sorcery point to make the range of the spell 30 ft.

Heightened Spell. When they cast a spell that forces a creature to make a saving throw to resist its effects, Brambushali can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When they cast a spell that has a casting time of 1 action, Brambushali can spend 2 sorcery points to change the casting time to 1 bonus action for that casting.

Spellcasting. Brambushali is an 11th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Brambushali has the following Sorcerer spells prepared:

Cantrips (at will): chill touch, firebolt, message, prestidigitation, shocking grasp, true strike

1st Level (4 slots): fog cloud, magic missile, shield

2nd Level (3 slots): blindness/deafness, blur, scorching ray

3rd Level (3 slots): fear, lightning bolt

4th Level (3 slots): dimension door, wall of fire

5th Level (2 slots): hold monster

6th Level (1 slot): eyebite

ACTIONS

Multattack. Brambushali makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 2) slashing damage and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

LORD MAGISTRATE AKRONIS MESTICA

Residents of the city of Hal'Mostafan know the Lord Magistrate to be a decisive and direct man who metes out justice on behalf of the monarchy. What they do not

know is the Lord Magistrate was murdered not long ago and has been replaced by a shapeshifting fiend who is quite good at impersonating his predecessor.

LORD MAGISTRATE AKRONIS MESTICA

Large fiend, lawful evil

Armor Class 19

Hit Points 189 (18d10 + 90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws STR +10, DEX +7, WIS +7, CHA +7

Skills Stealth +8, Deception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, Telepathy 120 ft.

Challenge 14 (11,500 XP)

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

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

Silvered Tongue. The Lord Magistrate is a practiced speaker and has advantage on all Charisma checks.

Infernal Healing. The Lord Magistrate is fueled by the victims of his *Infernal Wounds*. Any time a creature takes damage at the start of its turn from the ongoing effect of the Lord Magistrate's tail attack, he regains hit points equal to half of the damage inflicted.

Shapeshifter. The Lord Magistrate can use an action to magically polymorph into a Medium humanoid, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is also transformed. He reverts to his true form if he dies.

Expertly Hidden. The Lord Magistrate has the innate ability to shield his true nature from those around him, friend or foe. He is constantly under an effect that duplicates the spell magic aura.

Deft Escape (1/long rest). The Lord Magistrate has the innate ability to instantly teleport to a plane of his choosing. This is not a spell, and cannot be countered by traditional means.

ACTIONS

Multiaction. The Lord Magistrate makes three melee attacks: two with his fork and one with his tail. He can use Hurl Flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 15 (2d8 + 6) piercing and 7 (2d6) fire damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Howling Vengeance (recharge 6). The Lord Magistrate Mestica howls in vengeful fury and selects a point within 60 feet. A howling inferno of screams and flame erupts from that point in a 10-foot radius. Every creature in that area of effect must succeed on a DC 17 Dexterity saving throw or suffer 22 (5d8) thunder damage and 22 (5d8) fire damage and be knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

CAPTAIN HALRA

A broad-shouldered, scar-covered and dutiful leader of the city guard in Hal'Mostafan, Captain Halra is devoted to the protection of the wishes of the royal family, but also has a sense of morality that extends beyond the monarchy. She uses **gladiator** statistics, but also has the following feature:

Blood Drive (1/long rest). Captain Halra can use a bonus action to cut into her own skin, spilling a fair amount of blood and reducing her current hit points by half. This act immediately grants her four actions, in addition to her standard action, for one turn.

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