

SURVIVALIST'S GUIDE TO SPELUNKING Tools & Tables

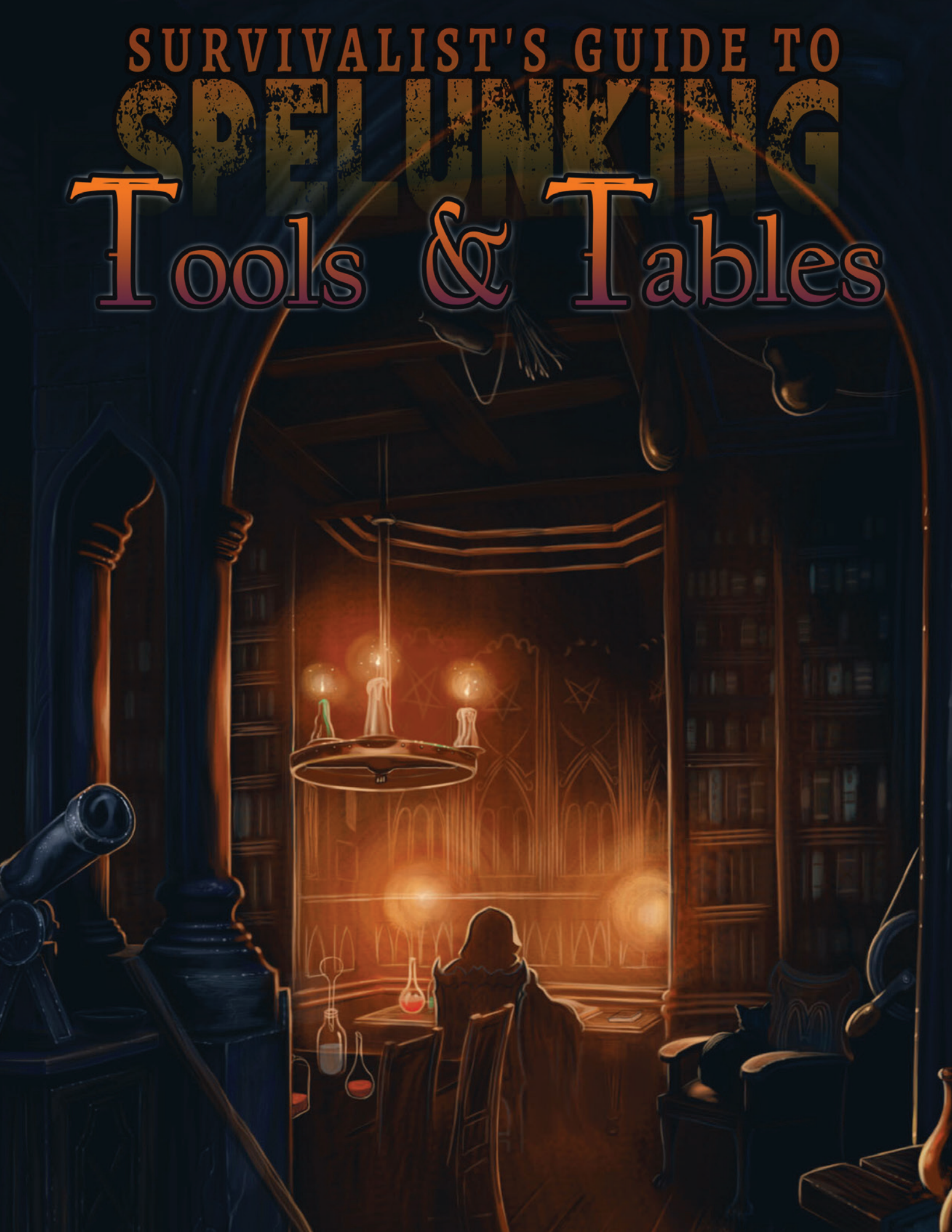


Table 2-1: Diagonal Range and Movement Calculation - Moving or Firing Along a Slope	1
Table 2-2: Distance Covered When Falling at Various Terminal Velocities	2
Table 3-1: Exotic Climber's Kits	3
Table 3-2: Climbing by Surface	3
Table 4-1: Mining Rates	4
Table 4-2: Seam Direction of Run	4
Table 4-3: Mined Materials by Region, On or Under the Surface (d%)	5
Table 5-1: Abstract Range Categories	5
Table 5-2: Chase Obstacles	6
Table 6-1: Factors Affecting Becoming Lost	6
Table 6-2: Being Lost	7
Table 7-1: Campsites Found	7
Table 7-2: Gathering Fuel	7
Table 7-3: Collecting Water	7
Table 8-1: Foraging Targets and Successes Required	8
Table 8-2: Modified Foraging Results	8
Table 8-4: Hunting Quarries and Successes Required	8
Table 8-3: Foraging Harvesting Hazard Difficulty	8
Table 8-5: Quarry Capabilities	9
Table 8-6: Modified Hunting Results	11
Table 8-7: Cleaning Process Skill Suggestions	11
Table 8-8: Types of Cleaning	11
Table 8-9: Cleaning the Body DCs	11
Table 8-10: Resources Gained from Butchering a Quarry	11
Table 8-11: Random Components	12
Table 9-1: Different Light Sources	13
Table 9-2: Timetable for Becoming One with Darkness	14
Table 10-1: Breaths and Constitution	14
Table 10-2: Additional Maximum Breaths Due to Proficiency or Ability	15
Table 11-1: Streamlined Overland Hazards	15
Table 11-2: Base Hazard Budget by Level	16
Table 11-3: Threat Level and Hazard Budget Costs	16
Table 11-4: Hazard Attack Bonuses and Saving Throw DCs by Level and Severity of the Threat	17
Table 11-5: Base Damage Caused	18
Table 11-6: Hazard Budget—Cost by Damage Type	18
Table 11-7: Hazard Budget—Cost by Frequency	19
Table 11-8: Hazard Budget—Condition Costs	19
Table 11-9: Hazard Budget—Shake Off Costs	20
Table 11-10: Less Challenging Hazard Attacks Bonuses and Saving Throw DCs by Threat Level and Severity of the Threat	20
Table 11-11: Light Version of Base Damage Caused	21
Table 11-12: Capped Saving Throw DCs	21
Table 12-1: Sample Hazards Experienced at Boundaries with the Plane of Air	22
Table 12-2: Sample Hazards Experienced at Boundaries with the Plane of Fire	25
Table 12-3: Sample Hazards Experienced at Boundaries with the Plane of Water	27
Table 12-4: Sample Hazards Experienced at Boundaries with the Plane of Earth	29
Table 13-1: Underworld Campsite Location and Features	30
Table 14-1: Universal Foraging Table	34
Table 14-2: Foraging Near Civilization/Trade Routes	35
Table 14-3: Colloid Foraging	37
Table 14-4: Fungal Jungle Foraging	39
Table 14-6: Universal Hunting Table	42
Table 14-7: Hunting Near Civilization/Trade Routes	43
Table 14-8: Hunting in the Colloid	46
Table 14-10: Hunting in Regions Adjacent to Hel	52
Table 14-11: Subterranean Shores Hunting	54
Table 14-12: Lightless Abyss Hunting	57
Table 15-1: Hyperthermia Condition	60
Table 15-2: Hypothermia Condition	61
Table 15-3: Hel's Taint DC by Behavior	61
Table 15-4: Hel's Taint Levels	62
Table 15-5: Increase in Shroomitis Virulence Due to Curative Magics	62
Table 15-6: Shroomitis Levels	63
Table 15-7: Colloid Melancholia	64
Table 15-7: Colloid Melancholia	64
Table 15-9: Call of the Lightless Abyss	65
d100 Random Finds Tables	70

Table 2-1: Diagonal Range and Movement Calculation - Moving or Firing Along a Slope

Move	5		10		15		20		25		30		35		40	
Slope angle	Vert dist.	Hori dist.	Vert dist.	Hori dist.	Vert dist.	Hori dist.	Vert dist.	Hori dist.	Vert dist.	Hori dist.	Vert dist.	Hori dist.	Vert dist.	Hori dist.	Vert dist.	Hori dist.
0	0.00	5.00	0.00	10.00	0.00	15.00	0.00	20.00	0.00	25.00	0.00	30.00	0.00	35.00	0.00	40.00
3.75	0.33	4.99	0.65	9.98	0.98	14.97	1.31	19.96	1.64	24.95	1.96	29.94	2.29	34.93	2.62	39.92
7.50	0.65	4.96	1.31	9.91	1.96	14.87	2.61	19.83	3.26	24.79	3.92	29.74	4.57	34.70	5.22	39.66
11.25	0.98	4.90	1.95	9.81	2.93	14.71	3.90	19.62	4.88	24.52	5.85	29.42	6.83	34.33	7.80	39.23
15.00	1.29	4.83	2.59	9.66	3.88	14.49	5.18	19.32	6.47	24.15	7.76	28.98	9.06	33.81	10.35	38.64
18.75	1.61	4.73	3.21	9.47	4.82	14.20	6.43	18.94	8.04	23.67	9.64	28.41	11.25	33.14	12.86	37.88
22.50	1.91	4.62	3.83	9.24	5.74	13.86	7.65	18.48	9.57	23.10	11.48	27.72	13.39	32.34	15.31	36.96
26.25	2.21	4.48	4.42	8.97	6.63	13.45	8.85	17.94	11.06	22.42	13.27	26.91	15.48	31.39	17.69	35.88
30.0	2.50	4.3	5.00	8.66	7.50	12.99	10.00	17.32	12.50	21.65	15.00	25.98	17.50	30.31	20.00	34.64
33.75	2.78	4.16	5.56	8.32	8.33	12.47	11.11	16.63	13.89	20.79	16.67	24.95	19.45	29.10	22.22	33.26
37.50	3.04	3.97	6.09	7.93	9.13	11.90	12.18	15.87	15.22	19.84	18.26	23.80	21.31	27.77	24.35	31.74
41.25	3.30	3.76	6.59	7.52	9.89	11.28	13.19	15.04	16.48	18.80	19.78	22.55	23.08	26.31	26.37	30.07
45.00	3.54	3.54	7.07	7.07	10.61	10.61	14.14	14.14	17.68	17.68	21.21	21.21	24.75	24.75	28.28	28.28
48.75	3.76	3.30	7.52	6.59	11.28	9.89	15.04	13.19	18.80	16.48	22.55	19.78	26.31	23.08	30.07	26.37
52.50	3.97	3.04	7.93	6.09	11.90	9.13	15.87	12.18	19.84	15.22	23.80	18.26	27.77	21.31	31.74	24.35
56.25	4.16	2.78	8.32	5.56	12.47	8.33	16.63	11.11	20.79	13.89	24.95	16.67	29.10	19.45	33.26	22.22
60.00	4.33	2.50	8.66	5.00	12.99	7.50	17.32	10.00	21.65	12.50	25.98	15.00	30.31	17.50	34.64	20.00
63.25	4.48	2.21	8.97	4.42	13.45	6.63	17.94	8.85	22.42	11.06	26.91	13.27	31.39	15.48	35.88	17.69
67.50	4.62	1.91	9.24	3.83	13.86	5.74	18.48	7.65	23.10	9.57	27.72	11.48	32.34	13.39	36.96	15.31
71.25	4.73	1.61	9.47	3.21	14.20	4.82	18.94	6.43	23.67	8.04	28.41	9.64	33.14	11.25	37.88	12.86
75.00	4.83	1.29	9.66	2.59	14.49	3.88	19.32	5.18	24.15	6.47	28.98	7.76	33.81	9.06	38.64	10.35
78.75	4.90	0.98	9.81	1.95	14.71	2.93	19.62	3.90	24.52	4.88	29.42	5.85	34.33	6.83	39.23	7.80
82.50	4.96	0.65	9.91	1.31	14.87	1.96	19.83	2.61	24.79	3.26	29.74	3.92	34.70	4.57	39.66	5.22
86.25	4.99	0.33	9.98	0.65	14.97	0.98	19.96	1.31	24.95	1.64	29.94	1.96	34.93	2.29	39.92	2.62
90.00	5.00	0.00	10.00	0.00	15.00	0.00	20.00	0.00	25.00	0.00	30.00	0.00	35.00	0.00	40.00	0.00

Table 2-2: Distance Covered When Falling at Various Terminal Velocities

Time in seconds	Falling stomach down, limbs out		Falling stomach down, limbs in		Falling headfirst, limbs in	
	Feet (176/s)	Meters (54/s)	Feet (293/s)	Meters (90/s)	Feet (488/s)	Meters (150/s)
1	16	5	16	5	16	5
2	64	20	64	20	64	20
3	143	44	143	44	143	44
4	255	79	255	79	255	79
5	398	123	398	123	398	123
6	574	177	574	177	574	177
9	1102	339	1291	397	1291	397
12	1630	501	2180	670	2295	706
15	2158	663	3059	940	3586	1103
18	2686	825	3938	1210	5056	1555
21	3214	987	4817	1480	6520	2005
24	3742	1149	5696	1750	7984	2455
27	4270	1311	6575	2020	9448	2905
30	4798	1473	7454	2290	10912	3355
33	5326	1635	8333	2560	12376	3805
36	5854	1797	9212	2830	13840	4255
39	6382	1959	10091	3100	15304	4705
42	6910	2121	10970	3370	16768	5155
45	7438	2283	11849	3640	18232	5605
48	7966	2445	12728	3910	19696	6055
51	8494	2607	13607	4180	21160	6505
54	9022	2769	14486	4450	22624	6955
57	9550	2931	15365	4720	24088	7405
60	10078	3093	16244	4990	25552	7855

Table 3-1: Exotic Climber's Kits

Name	Price	Weight
Elemental Climber's Kit (Air)	5,000 gp	-
Elemental Climber's Kit (Earth)	3,500 gp	12 lbs.
Elemental Climber's Kit (Fire)	5,000 gp	6 lbs.
Elemental Climber's Kit (Water)	1,500 gp	12 lbs.
Fungal Spore Climber's Kit	50 gp	12 lbs.
Masterful Climber's Kit	50 gp	6 lbs.
Moss Climber's Kit	100 gp	6 lbs.

Table 3-2: Climbing by Surface

Surface	Climber's Kit required? +	Sample DCs with a Kit *	Sample DCs without a Kit *
Rough, natural foot/handholds	No	5	5
Normal, natural foot/handholds	No	10	10
Smooth, natural foot/handholds	No	15	15
Rough, no foot/handholds	Optional	10	15
Normal, no foot/handholds	Optional	15	20
Smooth, no foot/handholds	Optional **	20 **	25 **
Overhang up to 45°, rough	Optional	15	20
Overhang up to 45°, normal	Optional +	20	25
Overhang up to 45°, smooth	Optional + **	25	30
Ceiling, rough	Optional+	25	30
Ceiling, normal	Yes+	30	-
Ceiling, smooth	Yes+**	30	-

* Depending on the circumstance, a GM might decide that a surface simply requires a climber's kit to scale. If the character has a climbing speed, this allows them to scale such obstacles as well. If you want to retain a DC for characters with climbing speeds, detract 15 from the suggested DC.

* It is suggested to grant advantage on these checks to characters that have a feat or feature that allows them to climb at their full Speed.

** When scaling smooth walls without foot/handholds, more realistic games may consider this to be impossible instead. As written, the DCs for these entries represent brief bursts of wall-running/scrambling and should be considered more suitable for high fantasy games.

Table 4-1: Mining Rates

Race of Miner	Strength Score Multiplier for Types of Rock				Maximum number of Miners per 10-foot-wide tunnel
	Very Soft	Soft	Hard	Very Hard	
Gnoll, Halfling, Human	4	3	1.5	0.5	Gnoll 8, Halfling 16, Human 12
Gnome, Kobold	4.5	3.5	2	1	Gnome 16, Kobold 16
Goblin, Orc	5	4	2.5	1.5	Goblin 16, Orc 12
Dwarf, Hobgoblin	5.5	4.5	3	2	Dwarf 16, Hobgoblin 12
Ogre	8	6	4	3	6
Hill Giant	12	10	7	5	4
Fire Giant, Frost Giant	14	12	9	6	Both 4
Stone Giant	20	16	12	8	4

Table 4-2: Seam Direction of Run

d10	1st Direction of Travel	2nd Direction of Travel	3rd Direction of travel
1	Left	Up	Forward
2	Left	Up	Forward
3	Left	Up	Forward
4	Straight	Level	Forward
5	Straight	Level	Forward
6	Straight	Level	Sideways
7	Straight	Level	Sideways
8	Right	Down	Sideways
9	Right	Down	Backward
10	Right	Down	Backward

Table 4-3: Mined Materials by Region, On or Under the Surface (d%)

Metal	Placer ¹	Surface	Crust	Outer Mantle	Upper Mantle ⁷	Upper/Lower Mantle Zone ⁸
Copper	01-50	01-44	01-30	01-15 ⁴	-	-
Tin	51-75	45-65	31-45	16-25 ⁵	01-05	-
Lead	76-89	66-78	46-56	26-33 ⁴	06-08	01
Iron	90-93	79-86	57-78	34-67 ⁵	09-57	02-51
Silver	94-96	87-91 ²	79-87 ³	68-81 ⁴	58-77	52-71
Gold	97-98	92-94 ²	88-91 ³	82-86 ⁶	78-83	72-78
Platinum	99	95-96 ²	92-94 ³	87-91 ⁴	84-88	79-85
Gemstones	00	97-98 ²	95-97 ³	92-95 ⁵	89-93	86-91
Mithral	-	99 ²	98-99 ³	96-98 ⁶	94-97	92-96
Adamantine	-	00 ²	00 ³	99-00 ⁶	98-00	97-00

¹ Materials found in placer mines will usually be low quality. Roll d20-1 and multiply the result by 5 to get a level of purity. For example, if gold is found and a roll of 5 is made on the d20 for a total of 4, the metal is only 20% pure. If a 1 is rolled, the find is worthless no matter what it looks like and may prove to be iron pyrite.

² These materials range between 30 % and 100% pure. Roll d8+2 and multiply by 10 to get the value.

³ These materials range between 70% and 100% pure. Roll d4+6 and multiply by 10 to get the value.

⁴ These materials are most often found amongst deposits of other ores.

⁵ These materials are most often found amongst deposits of rocks.

⁶ These materials, especially gold, are most often found with deposits of iron.

⁷ At this depth, the materials are always at least 90% pure. Roll d10+90 to get the value.

⁸ At this depth, the materials are always at least 100% pure and stand a chance of being more valuable than usual. Roll d20 and on a score of 20 they are worth 10% more than would be expected.

Table 5-1: Abstract Range Categories

Range	Attacks	Ranged Attacks	Spell Range	Approximate Distance
Close	Any (melee, thrown, ranged, siege)	Not modified	As per distance	0 to 200 feet
Long	Ranged & siege weapons	Disadvantage	As per distance	201 feet—600 feet
Distant	Exceptional ranged weapons and siege weapons only	Exceptions only	Unlimited only	601 feet—1200 feet
Extreme	Siege weapons only	Unlimited only	Unlimited only	1201 feet—2000 feet

Table 5-2: Chase Obstacles

d8	Standard Easy	Standard Tough	Magical Easy	Magical Tough
1	Shale-like scree that slides underfoot	Rock-like scree that can twist an ankle or worse	Sulfurous puddles that act like <i>acid splash</i>	Tar-filled puddles coat feet and <i>slow runners</i>
2	Boulders with gaps big enough to slip through	Boulders with gaps that you may get stuck in	Icy boulders that act like <i>chill touch</i> if touched	A sudden, violent air blast acts like <i>wind wall</i>
3	Rock slabs the size of large stairs, going up or down, block your path	Rock slabs the size of huge stairs, going up or down, block your path	A flint-strewn path that sparks like <i>fire bolt</i> fills the next 20 feet	A bubbling lava flow shoots blobs like <i>fireball</i> for the next 60 feet
4	A gap roughly the width of four goblin strides is 30 feet ahead of you	A gap roughly the width of four troll strides is 10 feet ahead of you	Light reflection creating a diverting <i>minor illusion</i> is 30 feet ahead of you	Light reflection creating a worrying <i>major image</i> is 10 feet ahead of you
5	A 30-foot-wide stream, five feet deep at most, with a smooth bed	A 30-foot-wide stream, five feet deep at least, with an uneven bed	Crossing an icy stream acts like <i>ray of frost</i> , but at least the bed is flat	Crossing an icy waterfall acts like <i>sleet storm</i> , and the bed is uneven
6	A smooth, winding path through mushrooms no more than 5 feet tall	A slick, root-strewn path through mushrooms no less than 5 feet tall	Mushrooms that squirt the equivalent of <i>poison spray</i> if rubbed against	Mushrooms that squirt the equal of <i>stinking cloud</i> if rubbed against
7	A 20-foot-wide lava flow with 7, above-surface, 12-inch stepping stones	A 30-foot-wide lava flow with 5, at-the-surface, 6-inch steppingstones	Metallic veins in the wall act like <i>shocking grasp</i> if rubbed against	Metallic veins in the wall act like <i>lightning bolt</i> if neared within 5 feet
8	A 12-foot-long, 30-inch-wide span over a 20-foot-deep crevasse	A 30-foot-long, 12-inch-wide span over a 100-foot-deep crevasse	You run through an odd sensory distraction as if caused by <i>druidcraft</i>	You run through an odd sensory display much like <i>hypnotic pattern</i>

Table 6-1: Factors Affecting Becoming Lost

Factor	Modification
Reliable map	+1
Unreliable map	-2
Working compass	+1
Compass not working (magnetic fields)	-1
Proficiency with Cartographer Tools	Only with a map (increases chances of determining map reliability)
Proficiency in Wisdom (Survival)	Only for creatures familiar with the Underdark
Proficiency in Intelligence (Nature)	Only for creatures familiar with the Underdark
Local guide familiar with the region (reliable)	Use guide's check result, potentially automatic success
Local guide familiar with the region (unreliable)	Possibly automatic failure/encounter
First-hand descriptions by locals (reliable)	+2
First-hand descriptions by locals (unreliable)	-2
Race familiar with long-range Underdark travel	Advantage

Table 6-2: Being Lost

Region	Time Lost
Civilization-adjacent	1d6 hours
Hunting grounds	1d2 x 6 hours
True wilderness	1d6 x 6 hours
Modifiers	
Dangerous caverns	+1d6 hours
Very dangerous caverns	+1d8 hours
Utterly lethal	+1d10 hours
Few return	+2d6 days
None return/Lightless Abyss	+3d6 days—Infinity *

*While getting lost on the surface of a planet is eminently possible, doing so in the Underworld takes on a whole new perspective. There are regions of the Lightless Abyss from which truly none ever return, yet their deaths cannot be confirmed even when their soul is looked for with the most potent of magics. What happens to such poor benighted adventurers is beyond imagining for most people, but there are sages who remind us that the infernal workforce and abyssal armies aren't always formed of the souls of miscreants, and that on thankfully very rare occasions warped living beings from the overworld are found as totems at the head of some mob, there to strike even greater fear into mortals than the demons and devils involved already do. And there are the things hidden below that transcend even the planar structures, where souls are truly lost, beyond the grasp of even deities, to some fate too unfathomable and horrid to contemplate.

Table 7-1: Campsites Found

Wisdom (Survival) Result	Campsites Found
1-10	No passable campsite; all have at least 4 issues of one kind or another
11-15	One reasonable campsite with fewer than 4 issues; others have 4 or more issues
16-20	Two decent campsites with fewer than 4 issues; the party may choose

Table 7-2: Gathering Fuel

Wisdom (Survival) or Intelligence (Nature) Result	Fuel Sources Found
1-10	No decent fuel
11-15	One decent fuel source
16-20	Two decent fuel sources

Table 7-3: Collecting Water

Wisdom (Survival) or Intelligence (Nature) Result	Water Sources Found
1-10	No drinkable water; filtering and boiling may make it useable
11-15	One source of water
16-20	Two sources of water

Table 8-1: Foraging Targets and Successes Required

Type of Target	Number of Foraging Successes Required
Mundane (common herbs or fungi)	1-2
Uncommon (quick-blooming or rarer herbs and fungi)	3-8
Rare (magical herbs and harmless critters)	9-19
Legendary (Fabled, potent ingredients, such as the Winterflower)	20+

Table 8-2: Modified Foraging Results

d6	Foraging Result
1	Major Complication
2	Minor Complication
3	One Foraging Success , Minor Complication
4	One Foraging Success
5	Two Foraging Successes
6	Two Foraging Successes , Reprieve

Table 8-3: Foraging Harvesting Hazard Difficulty

Hazard	Identify DC	Negate DC
Minor	10	12
Moderate	15	17
Major	20	22

Table 8-4: Hunting Quarries and Successes Required

Type of Quarry	Number of Hunting Successes Required
Mundane (Common creature for biome)	1-2
Uncommon (Uncommon or rarer creature for biome)	3-8
Rare (Magical critters)	9-19
Legendary (Mythical monsters)	20+

Table 8-5: Quarry Capabilities

Type of Quarry Property	Modification to Total Hunting Successes Required
Quarry has the ability to regain hit points via some means or other.	+1; unless particularly resilient Quarries are concerned, this does not stack with itself for the purpose of multiple abilities to regain hit points. Note that specific loss or an inability to heal (such as in the case of spell slots used up, damage that regeneration can't heal etc.) means that the Quarry temporarily loses this bonus.
Quarry has an additional mode of movement (such as a flying or swimming speed) that the party also has access to.	+1
Quarry has an additional mode of movement (such as a flying or swimming speed) that the party does not have access to.	+1 to +5 (Subject to the GM's discretion, this may well make hunting a given Quarry in certain environments impossible—hunting creature that can burrow through tunnels may be hard in honeycombed rock if the PCs can't follow. Then again, they could well attempt to lure or herd the creature elsewhere. These bonuses only apply when the biome offers means for the Quarry to make use of them, and only if doing so would make sense to the Quarry . Seeing how slow burrowing speeds tend to be, for example, will mean that most Quarries that are <i>unaware</i> of being hunted won't use them, unless doing so is in their nature or if an obstacle would stop them.
Quarry has an Intelligence score greater than 3.	+1 for each 3 points of Intelligence greater than 3, minimum 1. Usually this bonus only applies when a Quarry becomes suspicious.
Quarry has an Intelligence score greater than the highest Wisdom or Intelligence score among characters in the hunting party. (It's a good idea to take the bookworm wizard with you while hunting!)	+5 (This is in addition to the bonus bestowed by high Intelligence.) This bonus usually only applies when a Quarry becomes <i>suspicious</i> .
Quarry has magical abilities that allow it to evade capture.	+1 to +9; Depending on whether the party has means to track the Quarry regardless of, e.g., teleportation magics or the like, this may result in automatic failure of a hunting attempt. As a rule of thumb, use either 1/2 the Quarry's challenge rating (minimum 1) or 1/2 the spell level of the ability in question (minimum 1) to determine the bonus to the Hunting Successes required. These bonuses only apply when the Quarry actually uses them, which usually requires the Quarry being <i>alerted</i> to being hunted.
Quarry is proficient in Wisdom (Survival) or Dexterity (Stealth) made to hide, but none of the hunters is proficient in Wisdom (Survival)	+ the Quarry's skill bonus; can only be added once.

Continued on next page.

Quarry has advantage on Wisdom (Survival) or Dexterity (Stealth) checks made to hide.	+4 per such skill. However, this bonus may be canceled by a capable hunting party. Advantage on Wisdom (Perception) cancels the bonus granted by the Quarry having advantage on Dexterity (Stealth) checks made to hide, while the Quarry having advantage on Wisdom (Survival) checks may be offset by the hunting party having a character that has advantage on Intelligence (Nature)* or Wisdom (Survival) checks.
Quarry is unfamiliar with biome.	-10
Quarry lacks a sense that the hunting party has, such as, e.g., a <i>Keen Sense of Smell</i> .	-5 per sense.
Quarry requires less sleep than 8 hours.	+1 per hour of sleep it requires that is less than 8. The hunting party may attempt to temporarily ignore these and treat them as “suspended” additional Hunting Successes required if they pull all-nighters (obviously this will be tiring for the hunters). A common strategy is to use this tactic towards the end of a prolonged hunt. Note that an unaware Quarry usually does not opt to sleep the minimum amount of time, unless doing so would be a good representation of its nature.
Quarry is immune to exhaustion.	+20 or even impossible, subject to the GM’s discretion. Since long-term hunts are a game of endurance, such targets may be nigh impossible to hunt down if they are alerted to being hunted.
Alerted (Table 8-5: Quarry Capabilities, page <OV>) Quarry attempts to run from the hunting party.	+ the Quarry’s challenge rating. However, for every day this is kept up, the Quarry gains an exhaustion level, no save. Most intelligent foes will attempt to stand and fight while they still can before being too weak to do so, provided they believe that they have a chance of success. Beasts and similar unintelligent creatures can often be hunted to death by exhaustion.
Quarry is hunted down, but not attacked.	+1. The Quarry gains a single Hunting Success required and may or may not be alerted to the hunting party. Alerting a Quarry is a valid strategy to frighten unintelligent creatures and then attempt to hunt them to death by exhaustion.

*This is intentionally a representation of the advantages of intelligent, social hunters, as discussed above.

Quarry awareness is a way for the GM to think about the **Quarry.

Unaware. The **Quarry** is not aware of being in danger. It goes about its business and follows its routine or furthers its plans.

Suspicious. The **Quarry** is aware of something being amiss. It might seek to change regions, send forth minions to investigate or shore up its defenses.

Alerted. The **Quarry** knows that someone is coming after it. It prepares for battle or tries to escape, according to its nature

Table 8-6: Modified Hunting Results

d6	Hunting Result
1	Major Complication
2	Minor Complication
3	1d2 Hunting Success , Minor Complication
4	1d2 Hunting Successes
5	1d4 Hunting Successes
6	1d4 Hunting Successes , Reprieve

Table 8-7: Cleaning Process Skill Suggestions

Creature Type	Suggested Skill
Aberrations, Elementals, Monstrosities	Intelligence (Arcana)
Celestials, Fiends, Monstrosities, Undead	Intelligence (Religion)
Fey, Monstrosities, Oozes, Plants	Intelligence (Nature)
Beasts, Oozes, Plants	Wisdom (Survival)
Dragons, Giants, Monstrosities,	Intelligence (History) (for mythic beasts)

Table 8-8: Types of Cleaning

Type of Cleaning	Suggested Sample DC
Rudimentary Cleaning	10
Basic Butchering	12
Efficient Cleaning	15
Thorough Butchering	20
Surgical Dissection	25

Table 8-9: Cleaning the Body DCs

Hazard	Identify DC	Negate DC
Minor	10	12
Moderate	15	17
Major	20	22

Table 8-10: Resources Gained from Butchering a Quarry

Type of Cleaning	Stock gathered
Rudimentary Cleaning	1d3 units of stock
Basic Butchering	2d3 units of stock
Efficient Cleaning	3d3 units of stock , 1 uncommon component
Thorough Butchering	4d3 units of stock , 2 uncommon components, 1 rare component
Surgical Dissection	5d3 units of stock , 3 uncommon components, 1d2 rare components

Table 8-11: Random Components

d10	Random Uncommon Component	Random Rare Component
1	An intact heart	A heart that still occasionally contracts, particularly when another creature of its type approaches
2	An intact, wet tongue	A fused ridge of teeth
3	A healthy amount of a bodily fluid	Bile that consumes a certain material, but nothing else
4	Unscathed genitals or reproduction-related components, such as eggs	A sensorial organ that still shows signs of life: an eye changes color or triggers a nictitating lid; an ear twitches on “hearing” something
5	Unbroken, sturdy bones.	Nervous tissue that clings to anything it touches
6	Clean and tough teeth, claws, mandibles or similar	A claw or similar appendage that can still grasp by shocking the nervous tissue
7	An unbroken skull	A mineral-enriched bone or chitin that is hard as steel
8	A well-preserved hide, carapace, horns or similar	A gland holding a fluid that prompts synesthesia when drunk; the characters “see” and “feel” things outside their usual sensory range
9	Healthy organs	A brain emitting dulling, empathic impulses
10	Tight, well-trained tendons	A vestigial twin, still alive. Subject to the GM’s discretion it may be saved

Table 9-1: Different Light Sources

Light Source	LU	Candela	Duration Per Unit
Upperworlder Light Sources			
Candle	5	1	1 hour
Torch	20	4	1 hour
Lamp	15	3	6 hours
Bullseye Lantern	60	12	6 hours
Hooded Lantern	30	6	6 hours
Common Spells			
<i>dancing lights</i>	0/10 (x4) C	0/2 C	Concentration, up to 1 minute
<i>daylight</i>	60	12	1 hour
<i>faerie fire</i>	0/10 C	0/2 C	Concentration, up to 1 minute
<i>flame blade</i>	10	2	Concentration, up to 10 minutes
<i>flaming sphere</i>	20	4	Concentration, up to 1 minute
<i>holy aura</i>	30/5	6/1	Concentration, up to 1 minute
<i>light</i>	20	4	1 hour
<i>moonbeam</i>	0/5 C	0/1 C	Concentration, up to 1 minute
<i>produce flame</i>	10	2	Concentration, up to 1 minute
<i>sunbeam</i>	30	6	Concentration, up to 1 minute
Underworld Light Sources			
Antibee Candle Lamp	15 C	3 C	1 hour
Antibee Candle	60 C	12 C	1 hour
Bullseye Lantern			
Hooded Antibee Candle Lantern	30 C	6 C	1 hour
Beetle Stick	10	2	8 hours
Blood-Ant Lamp	60	12	1d3 days
Carbide Lamp	45	9	8 hours
Carbide Lamp, Svirfneblin	60	12	8 hours
Cephalo-Lamp	60	12	Indefinite while properly cared for
Deepwhale Oil Lamp	20	4	3 days
Enslaved Spirit	60	12	Indefinite
Flicker-Fishes	40 C	8 C	1d6+4 hours
Greenfly Lamp	10 (or 40)	2 (or 8)	7 days (or 1d10 hours)
Helfire Lamp	90	18	Indefinite
Mushroom Stick	10/20 C	2/4 C	2d6 hours
Portable Portal Lamp	90	18	Until collapse
Woundfire	10/20 C	2/4 C	Until healed

Table 9-2: Timetable for Becoming One with Darkness

Time	% Immersed	Effect of Immersion	Time to Revert
6 months	5	The creature can only see half the usual distance when they are in light, but twice as far when they are in dim light.	5 years
1 year	10	Sunlight hurts; an oily film covers the creature's body. The creature has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight while in sunlight or particularly well-illuminated areas of bright light.	10 years
2 years	20	Standard light hurts; the creature has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight while in any light brighter than dim light. The creature appears shadowy.	25 years
4 years	40	Dim light hurts; the creature has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight while in any light. The creature gains advantage on Dexterity (Stealth) checks made while in complete darkness.	60 years
8 years	70	Skin absorbs all but the brightest light and turns either pitch-black or chalk-white; exposure to bright light deals at least 3 (1d6) radiant damage per round. The creature becomes invisible, even to <i>Darkvision</i> and <i>Infravision</i> , while standing still in the dark.	140 years
16 years	100	Invisible to creatures not suffering from the effects of this table. Contact with non-Darkness deities is lost.	320 years

Table 10-1: Breaths and Constitution

Creature's Base Constitution	Constitution Modifier	Maximum Uses of <i>Breathing in Deeply</i>	Maximum Breaths via <i>Breathing in Deeply</i> ¹	Maximum Breaths if Surprised
1	-5	1	10	5
2-3	-4	1	10	5
4-5	-3	1	10	5
6-7	-2	1	10	5
8-9	-1	1	10	5
10-11	+0	1	10	5
12-13	+1	2	15	6
14-15	+2	3	20	7
16-17	+3	4	25	8
18-19	+4	5	30	9
20-21	+5	5	30	9
22+	+6 upward	5	30	9

¹Total **Breaths** gained as follows: Base 5 plus 5 for one use of **Breathing in Deeply** plus 5 more per Constitution modifier (up to a maximum of +4) for each additional use of **Breathing in Deeply**.

Table 10-2: Additional Maximum Breaths Due to Proficiency or Ability

Proficiency Bonus	Creature's Additional Maximum Breaths				
	Proficiency bonus to Strength (Athletics)	Double proficiency bonus to Strength (Athletics)	Natural swim speed, can't breathe water	Proficiency bonus and natural swim speed	Double proficiency bonus and natural swim speed
+2	+5	+10	+10	+15	+20
+3	+5	+15	+15	+20	+30
+4	+10	+20	+20	+30	+40
+5	+10	+25	+25	+35	+50
+6	+15	+30	+30	+45	+60
+7	+15	+35	+35	+50	+70
+8	+20	+40	+40	+60	+80
+9	+20	+45	+45	+65	+90

Table 11-1: Streamlined Overland Hazards

Danger Level	Description	DC	TDV - Terrain Damage Value	Spell slots Used per Character
Safe	Well-traveled roads, probably maintained by nearby settlements.	5-9	5	1 spell slot level for whole party
Rarely traveled	Travel by path/tunnel; rare patrols and/or monster activity. Chances of natural hazards.	10-13	11	1 spell slot level per character
Remote	Underdeveloped paths, trails of an expedition, forgotten road. Rarely, if ever patrolled by guards.	14-17	24	2 spell slot levels per character
Dangerous	Wilderness; alternatively, more civilized, but plagued by serious foes and hazards.	18-21	37	3 spell slot levels per character
Very Dangerous	Lethal landscapes, actively detrimental to survival; regions where humanoids are not supposed to tread.	22-25	51	4 spell slot levels per character
Lethal	No non-adventurer goes here; has an earned reputation of being deadly, wild, haunted and worse.	26-30+	64	5 spell slot levels per character

Table 11-2: Base Hazard Budget by Level

Level	Base Hazard Budget (HB)	Level	Base Hazard Budget (HB)
1	3	11	15
2	4	12	16
3	5	13	18
4	6	14	19
5	8	15	20
6	9	16	21
7	10	17	23
8	11	18	24
9	13	19	25
10	14	20	26

Table 11-3: Threat Level and Hazard Budget Costs

Threat level	Total HB-Cost (Cost to upgrade from the previous threat level)
Minor	0 HB (0 HB)
Moderate	3 HB (3 HB)
Major	8 HB (5 HB)
Severe	15 HB (7 HB)

Table 11-4: Hazard Attack Bonuses and Saving Throw DCs by Level and Severity of the Threat

Level of Hazard	Minor Attack Bonus	Moderate Attack Bonus	Major Attack Bonus	Severe Attack Bonus	Minor Saving Throw DC	Moderate Saving Throw DC	Major Saving Throw DC	Severe Saving Throw DC
1	+1	+2	+3	+5	11	12	15	16
2	+3	+4	+5	+7	12	13	15	16
3	+3	+4	+5	+7	13	14	15	16
4	+4	+5	+6	+8	14	15	16	17
5	+4	+5	+6	+8	14	15	16	17
6	+5	+6	+7	+9	15	16	17	18
7	+5	+6	+7	+9	16	17	18	19
8	+6	+7	+8	+10	17	18	19	20
9	+6	+7	+8	+10	17	18	19	20
10	+7	+8	+9	+11	18	19	20	21
11	+7	+8	+9	+11	18	20	21	22
12	+8	+9	+10	+12	19	21	22	23
13	+8	+9	+10	+12	19	21	22	23
14	+9	+10	+11	+13	20	22	23	24
15	+9	+10	+11	+13	20	23	24	25
16	+10	+11	+12	+14	21	24	25	26
17	+10	+11	+13	+15	21	24	25	26
18	+11	+12	+13	+15	22	25	26	27
19	+11	+12	+14	+16	22	25	26	27
20	+12	+13	+15	+17	23	26	27	28

Table 11-5: Base Damage Caused

Level	Minor Damage	Moderate Damage	Major Damage	Severe Damage	Minor Saving Throw DC	Moderate Saving Throw DC	Major Saving Throw DC	Severe Saving Throw DC
1	3 (1d6)	4 (1d8)	5 (2d4)	7 (2d6)	11	12	15	16
2	4 (1d8)	5 (2d4)	7 (2d6)	7 (3d4)	12	13	15	16
3	5 (2d4)	7 (2d6)	7 (3d4)	9 (2d8)	13	14	15	16
4	7 (2d6)	7 (3d4)	9 (2d8)	10 (4d4)	14	15	16	17
5	7 (3d4)	9 (2d8)	10 (4d4)	11 (1d20)	14	15	16	17
6	9 (2d8)	10 (4d4)	11 (1d20)	11 (2d10)	15	16	17	18
7	10 (4d4)	11 (1d20)	11 (2d10)	13 (2d12)	16	17	18	19
8	11 (1d20)	11 (2d10)	13 (2d12)	13 (3d8)	17	18	19	20
9	11 (2d10)	13 (2d12)	13 (3d8)	16 (3d10)	17	18	19	20
10	13 (2d12)	13 (3d8)	16 (3d10)	19 (3d12)	18	19	20	21
11	13 (3d8)	16 (3d10)	19 (3d12)	22 (4d10)	18	20	21	22
12	16 (3d10)	19 (3d12)	22 (4d10)	26 (4d12)	19	21	22	23
13	19 (3d12)	22 (4d10)	26 (4d12)	27 (5d10)	19	21	22	23
14	22 (4d10)	26 (4d12)	27 (5d10)	32 (5d12)	20	22	23	24
15	26 (4d12)	27 (5d10)	32 (5d12)	35 (10d6)	20	23	24	25
16	27 (5d10)	32 (5d12)	35 (10d6)	38 (11d6)	21	24	25	26
17	32 (5d12)	35 (10d6)	38 (11d6)	42 (12d6)	21	24	25	26
18	35 (10d6)	38 (11d6)	42 (12d6)	45 (13d6)	22	25	26	27
19	38 (11d6)	42 (12d6)	45 (13d6)	49 (14d6)	22	25	26	27
20	42 (12d6)	49 (14d6)	52 (15d6)	56 (16d6)	23	26	27	28

Table 11-6: Hazard Budget—Cost by Damage Type

Damage Type	HB-Cost
Bludgeoning, slashing, piercing	None*
Acid, cold, fire, lightning	None
Necrotic, radiant, thunder	1
Psychic	2
Force	3

* if the damage is supposed to be treated as though from a silvered weapon, the cost is 1 HB instead of none; for adamantite or similar materials, the HB-Cost is 2 instead of none. Alternatively, decreasing the damage caused by one step on the **Table: Base Damage Caused** allows the damage type to be increased by one step. For further decreases in die-size below 1d6, use the following progression:

1d6 -> 1d4 -> 1d3 -> 1d2 -> 1

Table 11-7: Hazard Budget—Cost by Frequency

Frequency	Cost in HB
Once	None
Recharges after a Short or Long Rest	None
Recharge 6	2
Recharge 5—6	3
Recharge 4—6	4
Recharge 3—6	5
Every Round	6

Alternatively, decreasing the damage caused by one step on the **Table: Base Damage Caused** allows the frequency indicated to be increased by one step. For further decreases in die-size below 1d6, use the following progression:

1d6->1d4->1d3->1d2->1.

Table 11-8: Hazard Budget—Condition Costs

Condition Name	HB-Cost
Blinded	2
Charmed	2
Confused (as per <i>confusion</i>)	3
Deafened	1
Fatigued	4
Frightened	1
Grappled	0
Incapacitated*	5
Invisible	0**
Paralyzed*	6
Petrified*	7
Poisoned	1
Prone	0
Restrained	4
Stunned*	5
Unconscious*	7

*This condition should only apply after multiple consecutive failed saving throws against the hazard. Being taken out of the battle due to one failed roll can be frustrating.

If the hazard turns enemies invisible, but does not affect the party, this should have a **HB-cost of 2.

Table 11-9: Hazard Budget—Shake Off Costs

Shake Off	HB-Cost
Condition automatically ends the next round	0
Saving throw at advantage the next round to end the condition	1
Saving throw the next round to end the condition	2
Saving throw at advantage if the condition requirement (e.g. acting against ethos/attacking allies) is met	3
Saving throw if the condition requirement (e.g. acting against ethos/attacking allies) is met	4
Saving throw the next minute to end the condition	5
Saving throw after a short rest to end the condition	6
Saving throw after a short rest to end the condition, but it costs one Hit Die	6
Saving throw after a day to end the condition	7
Permanent, no further saving throw	10
Two consecutive successful saving throws required to shake off the condition	5
Three consecutive successful saving throws required to shake off the condition	10

Table 11-10: Less Challenging Hazard Attacks Bonuses and Saving Throw DCs by Threat Level and Severity of the Threat

Level	Minor Attack Bonus	Moderate Attack Bonus	Major Attack Bonus	Severe Attack Bonus	Minor Saving Throw DC	Moderate Saving Throw DC	Major Saving Throw DC	Severe Saving Throw DC
1	+0	+1	+2	+3	5	8	12	14
2	+0	+1	+2	+3	5	8	12	14
3	+1	+2	+3	+4	8	10	13	15
4	+1	+2	+3	+4	8	10	13	15
5	+2	+3	+4	+5	10	12	14	16
6	+2	+3	+4	+5	10	12	14	16
7	+3	+4	+5	+6	10	12	14	16
8	+3	+4	+5	+6	12	13	15	17
9	+4	+5	+6	+7	12	13	15	17
10	+4	+5	+6	+7	12	13	15	17
11	+5	+6	+7	+8	13	14	16	18
12	+5	+6	+7	+8	13	14	16	18
13	+5	+6	+7	+8	13	14	16	18
14	+6	+7	+8	+9	14	15	17	19
15	+6	+7	+8	+9	14	15	17	19
16	+6	+7	+8	+9	14	15	17	19
17	+7	+8	+9	+10	15	16	18	20
18	+7	+8	+9	+10	15	16	18	20
19	+7	+8	+9	+10	15	16	18	20
20	+8	+9	+10	+11	16	17	20	22

Table 11-11: Light Version of Base Damage Caused

Level	Minor Damage	Moderate Damage	Major Damage	Severe Damage	Minor Saving Throw DC	Moderate Saving Throw DC	Major Saving Throw DC	Severe Saving Throw DC
1	1	2 (1d4)	3 (1d6)	4 (1d8)	5	8	12	14
2	1 (1d3)	2 (1d4)	3 (1d6)	4 (1d8)	5	8	12	14
3	1 (1d3)	3 (1d6)	4 (1d8)	5 (1d10)	8	10	13	15
4	2 (1d4)	3 (1d6)	4 (1d8)	5 (1d10)	8	10	13	15
5	2 (1d4)	4 (1d8)	5 (1d10)	6 (1d12)	10	12	14	16
6	3 (1d6)	4 (1d8)	5 (1d10)	6 (1d12)	10	12	14	16
7	3 (1d6)	5 (1d10)	6 (1d12)	9 (2d8)	10	12	14	16
8	4 (1d8)	5 (1d10)	6 (1d12)	9 (2d8)	12	13	15	17
9	4 (1d8)	6 (1d12)	9 (2d8)	11 (2d10)	12	13	15	17
10	5 (1d10)	6 (1d12)	9 (2d8)	11 (2d10)	12	13	15	17
11	5 (1d10)	9 (2d8)	11 (2d10)	13 (2d12)	13	14	16	18
12	6 (1d12)	9 (2d8)	11 (2d10)	13 (2d12)	13	14	16	18
13	6 (1d12)	11 (2d10)	13 (2d12)	13 (3d8)	13	14	16	18
14	9 (2d8)	11 (2d10)	13 (2d12)	13 (3d8)	14	15	17	19
15	9 (2d8)	13 (2d12)	13 (3d8)	16 (3d10)	14	15	17	19
16	11 (2d10)	13 (2d12)	13 (3d8)	16 (3d10)	14	15	17	19
17	11 (2d10)	13 (3d8)	16 (3d10)	19 (3d12)	15	16	18	20
18	13 (2d12)	13 (3d8)	16 (3d10)	19 (3d12)	15	16	18	20
19	13 (2d12)	16 (3d10)	19 (3d12)	22 (4d10)	15	16	18	20
20	16 (3d10)	19 (3d12)	26 (4d12)	32 (5d12)	16	17	20	22

Table 11-12: Capped Saving Throw DCs

Saving Throw Type	Minor	Moderate	Major	Severe
DC Cap	15	18	22	25

Table 12-1: Sample Hazards Experienced at Boundaries with the Plane of Air

Hazard	Minor	Moderate
Increased air rate for 1 minute or more	< 33 knots (<37 mph; <60 km/h)	33+ knots (38+ mph; 61 km/h)
Sudden changes of temperature	+/- 5o Celsius/10 oFahrenheit	+/- 10o Celsius/20 oFahrenheit
Density/pressure changes alter speed	Lowered density/pressure; +5 feet Higher density/pressure; -5 feet	Lower density/pressure; +10 feet Higher density/pressure; -10 feet
Gravity changes, angle and distance	45o change of direction, 50 feet	90o change of direction, 100 feet
Lightning activity within and around	1d2+1 bolts/round, DC 11 Dexterity saving throw to avoid, 7 (2d6) lightning damage/bolt	1d2+2 bolts/round, DC 15 Dexterity saving throw to avoid, 13 (3d8) lightning damage/bolt
Changes in oxygen content (from 20%)	-4%; heart rate up +4%; lungs issues DC 5 Constitution saving throw after 1 minute of strenuous activity or disadvantage on Wisdom (Perception) checks; passive Perception reduced by 2	-8%; poor judgment +8%; vision issues DC 12 Constitution saving throw after 1 minute of strenuous activity or disadvantage on Wisdom checks; passive Perception reduced by 3
Dust and smoke clouds	DC 5 Constitution saving throw or blinded unless in protection; lightly obscured; +1 to AC	DC 12 Constitution saving throw or blinded unless in protection; lightly obscured; half cover
Biological matter of various sizes	1d3 spores/person; +0 to hit; 3 (1d6) acid damage	1d4 spores/person; +5 to hit; 9 (2d8); acid damage
Poisonous and other toxic material	DC 11 Constitution saving throw or take; 7 (2d6) poison damage and be poisoned; or ½ damage if successful and not poisoned	DC 17 Constitution saving throw or take; 13 (2d12) poison damage and be poisoned; or ½ damage if successful and not poisoned
Winds	Weak, insignificant winds, Speed reduced by 5 feet when moving towards them, increased when moving away from them;	Strong, significant winds, Speed reduced by 10 feet when moving towards them; potentially lose momentum ; Speed increased by 10 feet when moving away from them; potentially gain momentum
Falling Heavy Objects	+1 to hit; 7 (2d6) bludgeoning damage	+5 to hit, 13 (2d12) bludgeoning damage

Major	Severe
65+ knots (75+ mph; 120 km/h)	140+ knots (160+ mph; 260+ km/h)
+/- 150 Celsius/30 oFahrenheit	+/- 200 Celsius/40 oFahrenheit
Lower density/pressure; +15 feet Higher density/pressure; -15 feet	Lower density/pressure; +20 feet Higher density/pressure; -20 feet
1350 change of direction, 150 feet	1800 change of direction, 200 feet
1d2+3 bolts/round, DC 20 Dexterity saving throw to avoid, 22 (4d10) lightning damage/bolt	1d2+4 bolts/round, DC 25 Dexterity saving throw to avoid, 35 (10d6) lightning damage/bolt
-12%; vomiting +12%; seizures DC 16 Constitution saving throw after 1 minute of strenuous activity or disadvantage on Wisdom and Dexterity checks and Dexterity and Wisdom saving throws; passive Perception reduced by 4	-16%; convulsions +16%; organ damage DC 20 Constitution saving throw after 1 minute of strenuous activity or disadvantage on Dexterity, Constitution and Wisdom checks and Dexterity, Constitution and Wisdom saving throws; passive Perception reduced by 6
DC 16 Constitution saving throw or blinded unless in protection; heavily obscured; three-quarters cover	DC 20 Constitution saving throw or blinded unless in protection; heavily obscured; total cover
1d5 spores/person; +7 to hit; 16 (3d10) acid damage	1d6 spores/person; +9 to hit; 27 (5d10) acid damage
DC 22 Constitution saving throw or take; 22 (4d10) poison damage and be poisoned; or ½ damage if successful and not poisoned	DC 25 Constitution saving throw or take; 35 (10d6) poison damage and be poisoned; or ½ damage if successful and not poisoned
Violent, significant winds, Speed reduced by 20 feet when moving towards them; potentially lose momentum ; Speed increased by 20 feet when moving away from them; potentially gain momentum	Violent, intense winds, Speed reduced by 25 feet when moving towards them; potentially lose momentum ; Speed increased by 30 feet when moving away from them; potentially gain momentum
+10 to hit, 27 (5d10) bludgeoning damage	+15 to hit, 42 (12d6) bludgeoning damage

Table 12-2: Sample Hazards Experienced at Boundaries with the Plane of Fire

Hazard	Minor	Medium
Fire whirls and firestorms	+4 to hit; 10 (3d6) fire damage in a 10-foot radius	+6 to hit; 17 (5d6) fire damage in a 20-foot radius
Explosive gases and fiery particles	10-foot-radius sphere; DC 12 Dexterity saving throw or 10 (4d4) fire damage	20-foot-radius sphere; DC 16 Dexterity saving throw or 16 (3d10) fire damage
Sample combustion points	Leather/parchment, 205 oC/405 oF	Paper, 233 oC/451 oF
Raised upper temperatures	55 oC/130 oF, high Earth air temp.	70 oC/160 oF, high from-satellite temp.
Liquefied and boiling metal (e.g. iron)	770 oC/1418 oF iron loses magnetism	1450 oC/2640 oF iron begins to melt
White smoke explosion ^A	DC 12 Dexterity saving throw or 5 (2d4) bludgeoning and 5 (2d4) fire damage and be blown away 20 feet, or half damage and not be blown away on a success	DC 16 Dexterity saving throw or 11 (1d20) bludgeoning and 11 (1d20) fire damage and be blown away 30 feet, or half damage and not be blown away on a success; potentially gain momentum
Internal warming and hyperthermia	DC 11 Constitution saving throw every minute or suffer hyperthermia (See page XX)	DC 14 Constitution saving throw every minute or suffer hyperthermia (See page XX)
Damaging effects of pyrolysis ^B	Poisonous invisible gases; DC 11 Constitution saving throw or poisoned for 1 hour	Fumes; DC 13 Constitution saving throw or incapacitated for 1 hour
Critical heat flux damage to items ^C	+5 to hit; on a hit, item unusable for 10 minutes.	+8 to hit; on a hit, item unusable until after a short rest
Forging temperatures ^D	960 oC/1760 oF, pure silver affected	1060 oC/1945 oF, pure gold affected
Falling Heavy Objects	+1 to hit; 7 (2d6) bludgeoning damage	+5 to hit, 13 (2d12) bludgeoning damage

^A A white smoke explosion occurs when a large buildup of smoke becomes extremely hot, and the cloud ignites in its entirety at a single moment. In addition to fire damage, it usually delivers structural damage caused by pressure waves and ignores any damage threshold of 15 or less.

^B Pyrolysis is the decomposition of materials at high temperature although said material is not burning. Anyone who touches an item undergoing pyrolysis may also experience the same effects as if the material was actively being consumed by flames rather than heat.

^C Critical heat flux is the thermal limit of a phenomenon at which point clear change occurs during heating (such as bubbles forming on a metal surface used to heat water). These deformities suddenly decrease the efficiency of heat transfer, thus causing localized overheating of the heating surface and rendering items unusable, even if temporarily.

^D Forging temperature is the temperature at which a metal becomes substantially softer but is lower than the melting temperature. If metals, for example coins, pass this temperature they begin to liquefy or become a single mass on cooling. If held at their forging temperature they can be reshaped.

Major	Severe
+10 to hit; 28 (8d6) fire damage in a 30-foot radius	+14 to hit; 38 (11d6) fire damage in a 40-foot radius
30-foot-radius sphere; DC 18 Dexterity saving throw or 27 (5d10) fire damage	50-foot-radius sphere; DC 24 Dexterity saving throw or 38 (11d6) fire damage
Ethanol/alcohol, 365 oC/690 oF	Calcium/bone, 790 oC/1450 oF
90 oC/195 oF, high Earth ground temp.	105 oC/212 oF water boils below ground
1538 oC/2800 oF iron melting point	2682 oC/5182 oF iron boiling point
DC 18 Dexterity saving throw or 16 (3d10) bludgeoning and 16 (3d10) fire damage and be blown away 45 feet, or half damage and not be blown away on a success; potentially gain momentum	DC 24 Dexterity saving throw or 27 (5d10) bludgeoning and 27 (5d10) fire damage and be blown away 30 feet, or half damage and not be blown away on a success, potentially gain momentum
DC 18 Constitution saving throw every minute or suffer hyperthermia (See page XX)	DC 21 Constitution saving throw every round or suffer hyperthermia (See page XX)
Polluting fog; DC 15 Constitution saving throw or paralyzed for 1 hour	Toxic clouds; DC 17 Constitution saving throw or reduced to 0 hit points and dying
+11 to hit; on a hit, item unusable until after a long rest	+14 to hit; on a hit, item unusable for 1 day.
1510 oC/2750 oF, steel affected	1770 oC/3220 oF, platinum affected
+10 to hit, 27 (5d10) bludgeoning damage	+15 to hit, 42 (12d6) bludgeoning damage

Table 12-3: Sample Hazards Experienced at Boundaries with the Plane of Water

Hazard	Minor	Medium
Changes to acidity or alkalinity;	+4 to hit; 10 (3d6) fire damage in a 10-foot radius	+6 to hit; 17 (5d6) fire damage in a 20-foot radius
Increase or decrease in temperature	+/- 10 °C/20 °F	+/- 20°C/40°F
Sudden and/or violent currents	45° random change of direction, DC 12 Dexterity saving throw or moved 20 feet; possibly gain momentum	90° random change of direction, DC 16 Dexterity saving throw or moved 40 feet; possibly gain momentum
Pressure changes affect movement	Lower; Speed increases by +10 feet; Higher; Speed decreases by -10 foot (minimum Speed 5 feet)	Lower; Speed increases by +15 feet; Higher; Speed decreases by -15 foot (minimum Speed 5 feet)
Effects of venting, e.g. acidic sulfuric fumes	5-by-30-foot line, 7 (2d6) acid or poison damage, DC 12 Dexterity saving throw for half	5-by-40-foot line, 10 (3d6) acid or poison damage, DC 14 Dexterity saving throw for half
Reduction in vision due to solids/steam	Minor Cover, +1 bonus to AC and Dexterity saving throws	Half cover
Black or white smokers ^E	Both of “Minor” temperature change and venting effects	Both of “Moderate” temperature change and venting effects
Sudden and/or perpetual darkness	Safe speed reduced by ¼, some light required	Safe speed reduced by ½, vision as dim light
Increase in solidity due to freezing	Speed falls 15 feet Temp. 10 oC/50 oF	Speed falls 20 feet Temp. 5 oC/41 oF
Changes in salinity and toxicity	DC 12 Constitution saving throw or suffer a level of exhaustion	DC 16 Constitution saving throw or suffer a level of exhaustion; start at level 3, if less exhausted
Falling Heavy Objects	+1 to hit; 7 (2d6) bludgeoning damage	+5 to hit, 13 (2d12) bludgeoning damage

^E Black and white smokers are deep water vents that release super-heated water into the near-freezing depths in which the chimneys form. Black smokers, found in waters where the pressure is equivalent to depths of 1.25–1.8 miles/2–3 km on Earth, release materials with high levels of sulfur, such as zinc, copper, and iron.

White smokers emit materials lighter in color, including barium, calcium, and sodium. They are cooler than black smokers as they emerge further from a heat source. Either type may form as fields of shorter chimneys or one colossal structure many dozens of feet tall.

Continued on next page.

Major	Severe
+10 to hit; 28 (8d6) fire damage in a 30-foot radius	+14 to hit; 38 (11d6) fire damage in a 40-foot radius
+/- 30 °C/60°F	+/- 40°C/80°F
135° random change of direction, DC 18 Dexterity saving throw or moved 60 feet; possibly gain momentum	180° random change of direction, DC 22 Dexterity saving throw or moved 80 feet; possibly gain momentum
Lower; Speed increases by +20 feet; Higher; Speed decreases by -20 foot (minimum Speed 0 feet)	Lower; Speed increases by +25 feet; Higher; Speed decreases by -25 feet (minimum Speed 0 feet)
10-by-40-foot line, 14 (4d6) acid or poison damage, DC 16 Dexterity saving throw for half	10-by-50-foot line, 17 (5d6) acid or poison damage, DC 18 Dexterity saving throw for half
Three-quarters cover	Total cover
Both of “Major” temperature change and venting effects	Both of “Severe” temperature change and venting effects
Safe speed reduced by $\frac{3}{4}$, vision as darkness	Safe speed reduced to 0 feet, effectively blinded
Speed falls 25 feet Temp. 0 °C/32 °F	Speed falls 30 feet Temp. -5 °C/23 °F
DC 18 Constitution saving throw or suffer a level of exhaustion, start at level 4 if less exhausted	DC 20 Constitution saving throw or suffer a level of exhaustion, start at level 5 if less exhausted
+10 to hit, 27 (5d10) bludgeoning damage	+15 to hit, 42 (12d6) bludgeoning damage

From a gaming standpoint, the site of a field of smokers is interesting in that it could be taken to be a nexus point for all four elements. With the release of super-heated, mineral-rich water, they clearly touch the Planes of Earth, Fire and Water in rapid succession, if not simultaneously, so it doesn't take a lot to surmise that bubbles of air or other gases also exist in the mix.

On Earth, the fact that many strange and bizarre hybrid creatures live in and around these vents is also a reason to believe that not just the four main Elemental Planes, but also the quasi-elemental ones as well, can all be accessed from a single massive smoker. Reaching such an iconic natural nexus would be an immense challenge; facing the creatures that live around it another. The political and religious chicanery that took place on a day-to-day basis at such a site would put the events of, say, ancient Jerusalem, in the shade.

Table 12-4: Sample Hazards Experienced at Boundaries with the Plane of Earth

Hazard	Minor	Medium
Increasingly inviolable density	1/2 Speed without magic (minimum 5 feet)	1/3 Speed without magic (minimum 5 feet)
Crushing pressure and suffocation	DC 6 Constitution saving throw every hour or incapacitated	DC 12 Constitution saving throw every hour or restrained
Irresistible natural moving items ^F	100 feet/minute for 5d4 minutes; potentially gain momentum	150 feet/minute for 5d6 minutes; potentially gain momentum
Immovable natural objects	Detour of 1d4 miles and/or 1d3 hours; potential of getting lost in the dark	Lower; Speed increases by +15 feet; Higher; Speed decreases by -15 foot (minimum Speed 5 feet)
Metals in liquid and near-gaseous form	DC 12 Dexterity saving throw or as <i>fireball</i>	DC 14 Dexterity saving throw or as <i>flame strike</i>
Spontaneous deep-rooted plant life	DC 12 Dexterity saving throw or as entangle	DC 14 Dexterity saving throw or as plant growth
Too little water, so constantly stony ground	+1 unit of stock /day required to stave off thirst	+2 units of stock /day required to stave off thirst
Too much water, holds sewer plague	DC 12 Constitution saving throw every day or fall ill in 1d4 days	DC 14 Constitution saving throw every day or fall ill in 6d4 hours
Earth as cold, dry black bile ^G	DC 6 Wisdom saving throw every hour or affected by confusion	DC 11 Wisdom saving throw every hour or affected by short-term madness
"Falling earth" disorientates ^H	DC 16 Intelligence saving throw realigns or <i>confusion</i> , lasting 2d4 rounds	DC 18 Intelligence saving throw realigns or <i>confusion</i> , lasting 2d6 rounds
Falling Heavy Objects	+1 to hit; 7 (2d6) bludgeoning damage	+5 to hit, 13 (2d12) bludgeoning damage

^F These items include, but are not limited to: lava; banks of rocks and boulders; floors and ceilings each moving up or down; and solid walls that move across caves and along tunnels.

^G One ancient belief about dark earth is that it represents melancholia in the form of a black bile. The hazard presented here is linked closely to the mental state of those who spend long tracts of time below ground when they are used to the light and warmth of the surface.

^H There is an Aristotelian notion that earth is always falling and that it is difficult to go "up" unless the correct current is found. This can be put down to a number of possibilities including:

- pockets of earth infused with wild elemental energy rapidly fluctuating their gravitational identity to the extent that even dwarves begin to lose their innate links with stone
- minerals within the earth, for example arsenic, which seem to have a beneficial effect in small quantities, but damage functions of the brain in larger mounts
- bacteria or viruses that either deaden or confound the brain's sense of gravity
- a psychological feeling that the "weight of the world" is bearing down on you
- trace quantities of material similar to a lodestone that gradually add weight to muscles and bone

Major	Severe
¼ Speed without magic (minimum 0 feet)	1/10 Speed without magic (minimum 0 feet)
DC 18 Constitution saving throw every hour or stunned	DC 24 Constitution saving throw every hour or unconscious
200 feet/minute for 5d8 minutes; potentially gain momentum	250 feet/minute for 5d10 minutes; potentially
Lower; Speed increases by +20 feet; Higher; Speed decreases by -20 foot (minimum Speed 0 feet)	Lower; Speed increases by +25 feet; Higher; Speed decreases by -25 feet (minimum Speed 0 feet)
DC 16 Dexterity saving throw or as <i>fire storm</i>	DC 18 Dexterity saving throw or as <i>meteor swarm</i>
DC 16 Dexterity saving throw or as wall of thorns using a 6th-level spell slot +3 units of stock /day required to stave off thirst	DC 18 Dexterity saving throw or as wall of thorns using a 9th-level spell slot +4 units of stock /day required to stave off thirst
DC 16 Constitution saving throw every day or fall ill in 2d3 hours	DC 18 Constitution saving throw every day or fall ill in 2d6 minutes
DC 18 Wisdom saving throw every hour or affected by long-term madness	DC 24 Wisdom saving throw every hour or affected by indefinite madness
DC 22 Intelligence saving throw realigns or <i>confusion</i> , lasting 2d8 rounds	DC 26 Intelligence saving throw realigns or <i>confusion</i> , lasting 2d10 rounds
+10 to hit, 27 (5d10) bludgeoning damage	+15 to hit, 42 (12d6) bludgeoning damage

Table 13-1: Underworld Campsite Location and Features

2d20	Site	Features
2	This cavern's eerie, looming fungi have tendril-like appendages moving in barely visible slow-motion. They impose a -2 resting penalty modifier if seen.	Long beards of mold dangle from the roof, with bulbs of phosphorescent nectar hanging from them. Forego either the food or the water unit of stock requirement for this rest.
3	A damp, mossy cave. Its soft ground grants a +1 resting penalty modifier , but dampness reduces the duration of any campfire by -1 hour.	Mole burrows litter the walls. They hum softly and provide a +1 resting penalty modifier or impose a -1 resting penalty modifier , based on a character's reaction.
4	The site is just a wide ditch or crevasse; the party must sleep in a line, with little room to turn over.	Any soil present is a strange color. Roll 1d6: 1. Violet, 2. Blue, 3. Silver, 4. Turquoise, 5. Yellow, 6. White; GMs can decide if any are useful.
5	The ground of this site is wildly disturbed earth.	A small, random, but incongruous trinket is found.
6	The site is beside a pathway; this increases the chance of encountering creatures, which may or may not demand a toll.	The cave sports a wide rocky outcropping that gives a good view across it and prevents regular encounters if a watch is placed at its edge and doesn't fall asleep.
7	Stalactites and stalagmites form a strange, natural cathedral with somber, yet soothing acoustics that grant a +1 resting penalty modifier . However, if loud enemy forces are nearby, it imposes a -1 resting penalty modifier to sleep as the amplified sound is very disturbing physically and mentally.	Harmless axolotls thrive here, marching in hypnotic patterns alongside the walls. The chance to fall asleep during watch increases to 3-in-10, requiring the burning of 3 Hit Dice to negate this chance. But if succumbed to, the pattern evokes deep, refreshing sleep and grants a +3 resting penalty modifier .
8	A clearing that is littered with fallen trunks and bare stumps of fungi that inflict a -1 resting penalty modifier due to their unhelpful positions.	Several rings of toadstools. Fey or funglets (<i>Underworld Races & Classes</i> , page 90) are nearby, increasing the chance of meeting either, if the GM chooses.
9	A tunnel covered in phosphorescent, but horrible-smelling fungi that impose a -1 resting penalty modifier . Later attempts to track the characters are made with advantage until they have bathed.	Nests of eyeless termites try to spoil 1d6 days' worth of provisions or units of stock each night. A DC 15 Wisdom (Perception) or Intelligence (Nature) check notices their presence before they ruin the goods.
10	A cavern overgrown with bramble-like growths that impose a -1 resting penalty modifier .	Natural cisterns hold enough water filtered through the rocks for 1d3+1 characters to slake their thirst. Forego the water unit of stock requirement for each drinker.
11	A cramped cave that offers enough space for only 1d4+1 Medium-sized creatures.	A planar instability opens a gate to a different plane for five minutes at the same moment every day.
12	Sturdy creepers allow for sleeping hammock-style above ground. While not comfortable (-1 resting penalty modifier), their elevation negates the chance of random encounters with most entities.	A constant, somehow oddly soothing rumble suffuses the space, granting a +1 resting penalty modifier but imposing disadvantage on Perception checks that rely on hearing, and halving a creature's tremorsense.

13	A supernaturally flat and smooth cave. Its sinister appearance and “otherworldliness” imposes a -1 resting penalty modifier on most characters; if a GM wishes, sorcerers and warlocks with suitably alien sorcerous origins or patrons instead gain a +2 resting penalty modifier .	A troupe of multi-hued, unnaturally fast slime molds flits around the place. If fed with 1d3 days’ worth of food, they begin generating a dance that duplicates a constant <i>hypnotic pattern</i> (DC 18). This covers the whole cave as the party rests, granting a +2 resting penalty modifier to it but hampering intruders.
14	Black obsidian sand covers the floor (+2 resting penalty modifier). Mysteriously, creatures that can dine on blood (such as Ahoolings or vampires) can draw sustenance from the place, requiring no additional food for 24 hours.	A jet-black, moth-shaped hole flies through the dark. In reality it is a legendary insect that allows any who look through it to see in a straight line to the limit of their field of vision, no matter what would normally block their view: stone, metal or any other obstacles.
15	This hidden but narrow ledge imposes a -1 resting penalty modifier due to the fear of rolling off it.	The floor is littered with traces of other creatures that may or may not visit, live or hunt in the vicinity.
16	This soft, sand-filled depression grants a +1 resting penalty modifier .	A weapon drenched in fresh blood is fully encased in a strange, ancient, translucent stalagmite.
17	This space, overgrown with mildly acidic rhizomes, imposes a -3 resting penalty modifier unless a character is resistant or immune to acid damage.	A single, colossal mushroom stands tall and proud in the middle of the space. It may have special powers beyond smelling of their home to anyone who takes a deep breath beneath it.
18	This cave is daubed with strange ideograms and motifs. Eerie, vivid dreams enter sleep, granting a calm +2 resting penalty modifier (50%) or imposing a foul -2 resting penalty modifier (50%).	A kneeling, crystalline statue of a humanoid remains here, in a pose that suggests partaking in food or water. If anything, it looks utterly at peace. This may indicate the presence of the Colloid nearby.
19	A barren area razed by fire. Sleep may be upset.	A calming drone comes from a nest of blind hornets.
20	This preternaturally arid tube has flumes directing hot winds through it. Infections inflicted by slimes and molds are cured after a long rest, but the water consumption to prevent thirst is doubled.	The cave has natural salt deposits that are frequented by local animals. This increases the chance of a random encounter. The salt may or may not be of use for an alchemist or spellcaster.
21	This long and barren tunnel warps light. Whatever means of seeing is employed, the distance to notice approaching beings is doubled and checks to do so are made at advantage. Anything heading toward the party’s camp site encounters the same effect.	A flammable gas, otherwise harmless, heats slowly over an hour, but then ignites suddenly as if an 8d6 <i>fireball</i> has exploded. A DC 10 Wisdom (Survival) or Intelligence (Nature) check senses it is present and the need to forego open flames when camping here.
22	While a recently-dug purple worm’s tunnel is bereft of other creatures, it does entail the risk of its creator returning to see if it has caught a meal.	A halfling’s petrified skeleton has been unearthed by a recent rockslide. It asks politely to be dug free. It is actually a dødelig (See Underworld Races & Classes, pg. 30).

23	This noisome, bog-like cave imposes a -1 resting penalty modifier . Without a way to ward off bugs, this becomes a -3 resting penalty modifier .	Gnarly rhizomes endlessly twitch, extending fronded tendrils like alien tentacles grasping in slow motion. The effect imposes a -2 resting penalty modifier .
24	A low-ceilinged cave. Small-sized characters gain a +1 resting penalty modifier , but Medium-sized characters suffer a -1 resting penalty modifier .	Plants sown here grow roughly 1d6 feet over night, and then become ambulatory, but not sentient. They just slowly wander off in one random direction.
25	Fluorescent ferns grow in this small cave, negating the need for a light source. The ferns are edible, allowing 1d6+1 characters to stave off starvation. Their glow penetrates the skin until digested.	A ditch along one side of this cave contains shattered bones, carapaces and the like. It is a dumping ground for the grisly remains of the victims of some clearly thriving predator. Its wet spoors are in the ditch too.
26	A beautiful, crystalline version of a small fungus-copse grants peace, calm, and a +4 resting penalty modifier within the cave, but imposes the risk of incurring Colloid Melancholia (see page XX).	Several beasts lie here, neatly flayed and bloodless. The sight imposes a -4 resting penalty modifier , and this may be a place visited by Gholaad, the Wind of Wasting (See Occult Secrets of the Underworld, pg. 23).
27	This cave's dome has safe ledges but climbing up requires a DC 15 Strength (Athletics) check. The party is hard to see on them, granting a +1 resting penalty modifier , safety, and a good ambush spot.	An overlap with the unstable Amber Roads allows for the mining of amber to make amber sticks – enough amber for 2d10+5 amber sticks may be gathered (See Underworld Races & Classes, pg. 80).
28	This cavern holds a partially collapsed structure of a once-powerful race. It might make a safe base.	A beast's broken and bloodied fang lies on the floor. It is 15 inches long and stiletto-deadly at its point.
29	This cave is littered with countless sharp stone barbs, imposing a -2 resting penalty modifier .	Phosphorescent growths make it possible to forego resources to provide light. If picked, they fade swiftly.
30	A huge, hollow war-machine or iron statue lies torn apart, seamlessly integrating into the tunnel and granting additional metallic protection.	An injured, riderless svirf slug (see Underworld Races & Classes, pg. 192) mews pitifully. Healing and feeding it may lead to the rider rewarding the party.
31	A cave with a fungus-shrouded pool that feels like an oasis and grants a +2 resting penalty modifier .	Rat burrows, along with their detritus, litter this place; resting here may risk exposure to disease.
32	Myriad molds and fungi fill this cave. There is a 25% chance each night they bloom and form clouds of spores too beautiful to behold. It grants a +3 resting penalty modifier but also requires a DC 15 Constitution saving throw to be made. On a success, a character can marvel at the wondrous display; on a failure, they take 7 (2d6) poison damage and are poisoned until they can bathe. A subsequent allergic reaction imposes a -2 resting penalty modifier .	An elf-sized cocoon hangs in the middle of the cave. It has a 50% chance to hold the corpse of a delver (1d3 days' provisions or units of stock left) or a cluster of spiders; they are harmless and delicious if roasted. If eaten, eliminate the need to consume food for the night. There is a 50% chance that cooking them attracts a creature, such as the fully-grown parent or another predator. If intelligent enough, the predator trades a unit of stock for 1d4+1 spiders.

33	This steep incline has winds blowing from above. This disperses insects and brings fresh air, but also threatens to blow away lightweights. Characters that weigh 150 pounds or more gain a +2 resting penalty modifier , while those that weigh less suffer a -1 resting penalty modifier .	This cave's floor slowly rises and falls. In fact, it is the back of a gargantuan subterranean kiwi-bird, torpidly dreaming the eons away. Its soft feathers grant a +4 resting penalty modifier ; the place is snug without using further provisions. Fire may wake the dreamer before its time, leading to disastrous consequences.
34	Chipped dragon's teeth move randomly in and out of this black-veined cave's floor. There is a 75% chance they impose a -2 resting penalty modifier .	A strange stone face is set into the walls. It may be natural or supernatural. Subject to GM's approval, it might utter cryptic clues and/or prophecies.
35	A slick, muddy floor reduces campfire duration by -2 hours and imposes -1 resting penalty modifier .	An interesting but out-of-place stone stands here.
36	This supernaturally cold dead-end houses restless spirits, imposing a -2 resting penalty modifier if a campfire is set, but a -4 resting penalty modifier if heat is foregone. If the space is consecrated and blessed properly, characters resting here get a one-time +4 resting penalty modifier instead.	Eyeless white crickets with instrument-like shapes on them live here. If fed a day's worth of food, they chirp like a bucolic ensemble that by itself grants the boons of a +2 resting penalty modifier and they raise the mood via Camaraderie. If not fed, the noise just grates, imposing a -2 resting penalty modifier .
37	This spherical cave means characters roll together slowly when asleep. Sleep is only 50% effective.	Natural depressions are used to hold blood. Buoys of inflated, sealed hearts keep them from coagulating.
38	White gypsum sand covers the cave, granting a +3 resting penalty modifier but adding 4 hours sleep.	A red-eyed, two-tailed, jet squirrel with razor-sharp fangs sits watching the party. Then another appears...
39	This cavern is crisscrossed with petrified roots that impose a -1 resting penalty modifier .	Strange totems made of bone, sinew and viscera hint of the presence of a nearby primitive tribe.
40	This small, serene, almost deific cavern houses a small pool of fresh water, much edible lichen, and numerous harmless fluorescent fungi. A stop here grants a +4 resting penalty modifier due to the calm. In addition, the cavern can provide light, food and water for 1d6+1 characters. After that, it requires a month to replenish its resources.	A patch of springy, fluffy moss is big enough for 1d3 Small-sized characters to rest on; on a roll of 2 or 3, a Medium-sized character can sleep on it instead. Any user gets a +4 resting penalty modifier for doing so. But as the moss looks so inviting, those relaxing on it raise rancor and discord during the next rest, which imposes a -2 resting penalty modifier on everyone.

Table 14-1: Universal Foraging Table

d10	Possible Major Complication
1	Ambush. A group of predators, bandits or monsters follows the party and decides to strike.
2	Hopelessly Lost. The party is lost. For rules on getting lost, see Getting Lost, page 80. Unusually, the party is lost for at least 1d8 days.
3	Corrupting Exposure. The party is exposed to one of the various strange things "out there" OR the party is exposed to a hazard of the terrain.
4	Magic Land. Strange magics have warped this region. They fascinate 1d3 random party members, slowing everyone's progress.
5	Awakened Threat. A powerful horror or beast is crossed or awakened and may stalk the party.
6	Painful Injury. A broken leg, a crushed hand or the like hamper a random party member. Healing magic and Wisdom (Medicine) are required during the night to treat the injury.
7	Competition. Someone or something else is tracking the Target!
8	Not Even One More Step. Whatever the reason, it is a truly grueling trek. All party members must make camp and consume double rations (or units of stock) OR a single character just eats quadruple rations, which may lead to discord when camping.
9	Crashing the Cabal. The party happens upon a faction or group of creatures engaged in a conspiracy, mating or similar activities, at which it doesn't want any witnesses. However, the cabal invites the party to be part of its activity in a persuasive manner.
10	Supplies Destroyed. Robbed in the night, brutal mishap or the like. Lose 1d10 days' worth of units of stock or provisions for 1d6 characters.
d10	Possible Minor Complication
1	Lost Supplies. The party loses 1d6 units of stock . At the GM's discretion, there may be evidence of whom or what took the stock. If there is evidence, there is a 20% chance it leads to another minor complication.
2	Sleepless Night. There is a party-wide additional -1d4 resting penalty modifier during the next night. At the GM's discretion, this may worsen the party's mood so much it secretly diminishes the next use of Camaraderie .
3	Hostile Encounter. Local fauna or monsters attack. Roll for random encounters. However, there is a 5% chance the attack is in error and can be resolved after 2d2 rounds of combat with an offer of an appropriate number (GM's discretion) of units of stock or other consumables.
4	Diseased Area. Whether an offal pit or a rank quagmire, the area is dangerous to traverse. It can be avoided, but one Foraging Success is lost when doing so. Braving the area results in potential exposure to the hazard.
5	Painful Terrain. Acidic fumes, razor-sharp stones or similar obstacles are painful to traverse. The problem can be avoided, but one Foraging Success is lost when doing so. Braving the area results in 5 (2d4) damage of the appropriate type.
6	Unfriendly Creatures. Threatening creatures or unfriendly intelligent beings inhabit the area. Combat may result unless either trade, parley or other negotiation that diffuses the situation is entered into.
7	Strenuous Terrain. The terrain traversed is particularly exhausting. The party may decide to take it slowly, requiring two days to traverse the region, accruing no Foraging Successes , or consume one additional unit of stock or provision per character to gain 2 Foraging Successes .
8	Lost. For rules on getting lost, see Getting Lost, page 80. Unlike what happens usually, the party is lost for at least 1d6 days.
9	Infestation. The party is infested with vermin, mold, or similar threats that may manifest as diseases, poisons, or 1d3 destroyed units of stock .

10	Lost Item. The party loses one minor item, such as a potion or similar. It may be retrieved by either losing one Foraging Success , or by later successfully Retracing the Path (page 76).
d10 Possible Reprieve	
1	Shelter. A remote cabin, cavern or outpost provides roof over the characters' heads. The GM determines the quality of rest and units of stock both present and consumed, but the overall effect of staying there is beneficial.
2	Hidden Cache. The party finds a hidden cache of units of stock or 1d2 other consumables. Taking them may result in their owner tracking the party.
3	Caught the Trail. The party gains an unexpected additional Foraging Success . At the GM's discretion, the surprise find may bolster the party's mood so much it secretly enhances the next use of Camaraderie .
4	Friendly Explorers. The party meets a group that offers to trade information, supplies and guard each other.
5	Spring of Life. A bubbling spring infused with strange properties is found.
6	Onwards. Any wildlife or monster seems to ignore the party despite passing within feet of at least one member. The party experiences no random encounters for 1d4 hours.
7	Mysterious Guide. A stranger offers to guide the party—for a price. Paying the price will provide 1d6 additional Foraging Successes .
8	Weird Rocks. A strange rock formation infused with beneficial properties is found.
9	Wealth of Targets. This has no immediate effect, but when the party finds the Target , the quantity available is doubled. This can only happen once per foraging. Reroll subsequent results.
10	Perfect Resting Place. The party happens upon the perfect resting place—it either does not consume units of stock or it ignores all negative resting penalty modifiers when setting up camp, but only for one night.

Table 14-2: Foraging Near Civilization/Trade Routes

d10 Possible Major Complication	
1	Illegal. The Target is a controlled substance, unbeknown to the party. Alternatively, a major trading center or species has just declared the Target to be illegal.
2	Other Scavengers. Other scavengers, such as a beggar king's troops or a hostile group, have the same Target as the party. If rolled towards the end of the foraging attempt, consider having the Target already picked and making its retrieval possible only via tracking or questing for it.
3	Disgusting Exposure. The party finds itself searching in an unsanitary environment, e.g. an offal pit, sewerage system, or other foul surroundings. The party is exposed to a disease and potentially some filth-related monsters or entities. If rolled towards the end of the foraging attempt, consider placing the Target in a particularly toxic environment. This complication may not be avoided.
4	Ambush. A group of predators, bandits or scavengers follows the party and decides to strike. Alternatively, consider that the Target may be bait left by certain groups, who have prepared an ambush for any seekers.
5	Guard Intervention. The guards of a nearby body of authority or well-connected caravan interfere with the party's foraging attempt. This may just delay the party, or possibly cost it at least one Foraging Success .
6	Whisper Campaign. Someone just could not keep their mouth shut. A neighborhood, caravan or similar, sizable group becomes aware of the party's goals and the vicinity of the Target and may help or hinder.

Continued on next page.

7	Bad Counteroffer. A hostile individual tries to coerce the party to hand the Target to them instead, on threat of consequences for failing to do so. This is no bluff on the coercer's part, and things soon get ugly.
8	Not Even One More Step. Whatever the reason, it has been a truly grueling trek. All party members must make camp, find shelter, and consume double rations (or units of stock) OR a single character must consume quadruple rations without asking the others, but this may lead to discord when camping.
9	Illegal Activities. The party happens upon a group of creatures engaged in some sort of illegal activity. The creatures may not want witnesses but are as willing to buy off the party members as kill them.
10	Supplies Destroyed. The party is robbed in the night, suffers a brutal mishap, or the like. Lose 2d10 days' worth of units of stock or provisions for all characters.
d10 Possible Minor Complication	
1	Stolen Supplies. The party loses 1d4 units of stock . At the GM's discretion, there may be evidence of whom or what took the stock. If there is evidence, there is a 20% chance it leads to another minor complication.
2	Annoying Noise. A lusty celebration, drunken revel, or rowdy nearby inn makes sleeping hard. If not dealt with, each imposes an additional -1d3 resting penalty modifier during the next night (i.e. a drunken celebration at a rowdy nearby inn imposes a -3d3 resting penalty modifier)
3	Parasites. The party is exposed to a parasite common to the region; if a previous complication involved individuals from another biome, the parasites may stem from this source instead and be surprisingly exotic.
4	Dangerous Area. The trail leads through a potentially hostile group's checkpoint or turf. The dangerous area may be avoided but doing so entails the loss of a Foraging Success .
5	Polluted Area. The route that needs to be traversed has been polluted by alchemical ingredients, a plague-ridden mass-grave or similar issues. Braving this foul space results in exposure to a disease and/or 5 (2d4) damage of a suitable type. The perilous area may be avoided, but this entails the loss of a Foraging Success .
6	Sketchy Individuals. Unfriendly intelligent beings inhabit the area and demand a toll. Combat may result, but successful Intimidation could end it.
7	Embargo. A local political ruckus, activists or bandits block the trail. The party can attempt to use Charisma (Persuasion) or Charisma (Deception) to attempt to display sympathy, or pay off the individuals, or, they can attempt to bypass the embargo/blockage, but doing so entails the loss of a Foraging Success .
8	Strenuous Terrain. The terrain traversed is particularly exhausting. The party may decide to cross it slowly, requiring two days to traverse the region, accruing no Foraging Successes , or consume one additional unit of stock or provision per character to gain 2 Foraging Successes .
9	Infestation. The party is infested with vermin, mold, or similar threats that may manifest as diseases, poisons, or 1d3 destroyed units of stock .
10	Thieving Attempt. The party catches a thief in the act of trying to steal one minor item, such as a potion or the like. Combat may ensue, the item may be retrieved by trailing the thief, or the thief may join the characters at the request of either the thief or party itself.
d10 Possible Reprieve	
1	Inebriated Stranger. A stranger under the influence of some sort of drug mistakes the party for friends. The stranger provides 1d3 units of stock .
2	Smuggler's Cache. The party finds a hidden cache of illegal or common magical goods. Taking them may result in their owner tracking the party, unless the characters cover their trail very well.

3	Caught the Trail. The party gains an additional Foraging Success .
4	Friendly Faces. The party meets several friendly folk who offer to help the characters with some local issues. The party can call upon these beings to e.g. bypass an embargo or similar minor complication.
5	The King Knows. A beggar's king, the master of a caravanserai or similar local individual hears of the group and lends their services indirectly. The party gains 1d3 additional Foraging Successes , or 2d6 additional Foraging Successes if they agree to perform a task for the entity in the future.
6	Under My Protection. The party is mistaken for being agents of some powerful being. No random encounters take place for 8d12 hours.
7	Shady Guide. A stranger offers to guide the party—for a price. Paying the price will provide 1d6 additional Foraging Successes . There is a 33% chance that the guide is a fraud who attempts to lure the party into a minor complication. If this is the case, reroll a reprieve once the minor complication is resolved.
8	Abandoned Trade Goods. A caravan seems to have abandoned its trade goods. Gain 1d6 units of stock .
9	Secondary Target. This has no immediate effect, but when the party finds the Target , the quantity available is doubled. This can only happen once per foraging; if an earlier complication indicated the Target was harvested previously, this entry means that there is a second, moderately well-hidden Target somewhere in the original Target's area. Reroll subsequent results.
10	Abandoned Campsite. The party happens upon a resting place, such as a tent with bedrolls and the like. While no food is present, this satisfies the comfort/light cost in units of stock when camping here.

Table 14-3: Colloid Foraging

d10	Possible Major Complication
1	Merciful Infusion. Every party member must succeed on a Charisma saving throw against the moderate environmental hazard DC (<i>Underworld Hazards</i> , page 141), gaining the colliatur's <i>Sacred Life</i> feature (<i>Underworld Races & Classes</i> , page 18) until they finish a long rest on a failure. If an affected character is already inflicted with Colloid Melancholia (page 195), the condition severity increases by one level. Every instance of a character violating the no-kill stipulation in the party imposes a cumulative -1 resting penalty modifier on the entire party at its next rest.
2	Undead Hunters. A hunting party of colliatur is scouring the area for undead. They may demand help with this task, or attack if the group contains undead or undead-creating entities (such as a dødelig or an obvious death god cleric or necromancer). The colliatur swap 1d4 units of stock for useful information on the whereabouts of undead. They hunt down anyone who lies to them or sends them into a trap. There is a 10% chance the hunting colliatur find the party at the worst possible moment rather than when the characters are otherwise undistracted.
3	Phantoms of the Lost. The party is haunted by visions of lost loved ones. Spellcasters must succeed on a DC 10 Constitution check to cast spells. Consuming a drug that sharpens awareness cancels this effect, but the user requires 2d3 extra hours of sleep at the next rest.
4	So Beautiful, It Hurts. The characters happen upon a serene, crystalline structure infused with veins of pure peace and bliss. The party may choose to rest, canceling all resting penalty modifiers they may suffer from and requiring only 2 units of stock per character, but doing so costs them 1d4 Foraging Successes .
5	An Awareness Stirs. Add +5 to the Colloid Awareness modifier.
6	Involuntary Teleport. The party stumbles into a colloid teleportation matrix crystal, teleporting them either towards (50%) or away from (50%) the Target . The party gains or loses 1d20 Foraging Successes , depending on whether they moved towards or away from the Target .

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7	Take the Pain Away. Phantoms in the crystal promise to take the pain away. If the party makes camp, they lose 1d4 Foraging Successes , but gain advantage on either Strength, Dexterity or Constitution saving throws, as determined by the GM. This lasts until the party finishes a long rest. If an affected character already suffers from Colloid Melancholia (page 195), they increase the condition severity by one level.
8	Resonance. Strange harmonics prevent the use of Camaraderie . Attempts to do so instead result in discord . This lasts for 1d3 attempts to camp. Finding and hiring a local bard has a 50% chance of counteracting this.
9	Call of the Colloid. Treat the day spent as 1d6 days instead to determine the onset of Colloid Melancholia (page 195).
10	Not Even One More Step. Whatever the reason, the day's travel has been a truly grueling trek. All party members must make camp, find shelter and consume double rations (or units of stock) OR a single character must consume quadruple rations. This may lead to discord (GM's discretion) either when camping (40% chance), 1d3+1 hours into the next day's travel (40% chance) or after the next fight, whenever it may take place (20% chance).
d10	Possible Minor Complication
1	Lesser Call of the Colloid. Treat each day spent in the colloid from here on out as 1d3 days instead to determine the onset of Colloid Melancholia (page 195).
2	Haunting Calls. Long-dead friends call to the party. The imploring moans impose a -2 resting penalty modifier .
3	Sudden Bout of Mercy. Once during the next day, a character must succeed on a DC 15 Charisma saving throw when about to kill another living being. Failure to do so makes the character hesitate and reduces the number of days before the onset of Colloid Melancholia (page 195) by 1d4. If the character already suffers from Colloid Melancholia (page 195), they instead increase their condition severity level by 1 on a failed saving throw.
4	Sharp Crystals. The trail leads through a grueling area of glowing, caltrop-like crystals. Crossing these deals slashing, piercing or radiant damage to all characters equal to the moderate environmental hazard damage entry (Underworld Hazards, page 141). Avoiding the perilous area entails the loss of a Foraging Success .
5	Colloid Infection. 2d6 units of stock representing the party's water is infected by the colloid. Drinking the water counts as exposure to Colloid Melancholia (page 195).
6	Undead in Peril. A mighty undead creature, one that is usually hostile towards the living, appears before the characters ragged and half-destroyed, begging them to escort it out of "this crystalline hellscape!"
7	Can We Talk to You About "The Colloid"? A colliatur messiah and its entourage want to talk to the party about their violent tendencies and their needless bloodshed. They do not take "no" for an answer.
8	Infestation Foiled. Lice, bugs, and similar pests infesting the characters are crystallized by the colloid. This rids them of the infestation, but also exposes them to the colloid, reducing the amount of days before they suffer Colloid Melancholia by 1d6.
9	One Final Gift. A character gifts a random, minor item to one of the phantoms resembling an old friend or loved one from the colloid. The item is irrevocably lost, but at the GM's discretion, the character may receive a return gift in the form of insight or inspiration at some point over the next 1d4 days.

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10	Strenuous Colloid Terrain. The region the characters are traversing is especially tiring. They may decide to go slowly, taking two days to cross it and accruing no Foraging Successes , or consume 1 additional unit of stock or provision per character to gain 2 Foraging Successes . If they listen, the colloid phantoms tell how to bypass the difficulty. This reduces their amount of days before suffering Colloid Melancholia (page 195) by 1d8.
d10 Possible Reprieve	
1	Nexus Knot. The party happens upon a nexus knot of the colloid, a powerful source of magical energy that may be used to emit massive blasts of destructive force. A friendly colloid phantom allows the party to fully control the nexus knot (Underworld Hazards, page 141).
2	Gift from Beyond. One of the colloid phantoms, its beloved still among the non-transcended, leaves a gift for it. The party gains a minor item, subject to the GM's discretion.
3	Desperate Undead. A mighty undead creature, frozen in place by the colloid, is close to being annihilated. It promises all its worldly riches to be saved, and it is so desperate, it may actually stick to the bargain.
4	The Titan Slumbers. The Colloid Awareness (page 196) modifier decreases by 1d4.
5	Under My Protection. Colloid crystals have grown on the party's weaponry. Until they finish a long rest, the characters inflict an additional +1d4 radiant damage with their weapon attacks.
6	Holy of Holies. The next area the party makes camp in is treated as consecrated ground, and units of stock may be used as holy water until the party next finishes a long rest.
7	Caught the Trail. The party gains an additional Foraging Success .
8	Secret from Beyond. The party runs into the phantom of a beaten creature. It reveals a secret only it knew. The secret may energize (10%), help (50%), hinder (20%), haunt (15%) or imperil (5%) each character on an individual basis.
9	Colloid Utopia. The party happens upon the perfect resting place; it either does not consume units of stock or can ignore all negative resting penalty modifiers after setting up camp. Also, any reduction to maximum hit points incurred from undead, such as a vampire's <i>Blood Drain</i> or ongoing necrotic damage, are negated.
10	Colloid Duplication. The colloid has duplicated the Target 1d4 times. The additional Targets may be plucked, but for each one plucked, the character plucking it must agree to a brief mental contact, which bestows one level of Colloid Melancholia (page 195) (no save).

Table 14-4: Fungal Jungle Foraging

d10 Possible Major Complication	
1	Shroomitis! The party is affected by a concentrated spore cloud that reacts violently with its members' physiologies. This requires a Constitution saving throw against a moderate environmental hazard DC (Underworld Hazards, page 141). On a failure, a character increases the condition severity of Shroomitis by +1.
2	Psychedelic Dreams of Narcosa. The characters are hit by a concentrated blooming of psychotropic spores that make them believe they are somewhere else. (Note to GMs: Got that one adventure that won't fit the tone of your campaign? Need a change of pace? This is your chance to insert that oddball escapade!)
3	Hay Fever. Endless exposure to vast clouds of irritating spores leads one character to suffer a violent allergic reaction. A random character must succeed on a Constitution saving throw against a severe environmental hazard DC (Underworld Hazards, page 141). On a failure, they suffer severe environmental hazard damage (Underworld Hazards, page 141), with damage determined by the allergic reaction, spores, and character. Acid, poison and necrotic damage make the most sense.

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- 4 **The Densest Haze.** The party strays into a super-dense haze of spores, so heavy it can cause dust explosions if met with open flame. The party senses this with a Wisdom (Survival) or Intelligence (Nature) check against a moderate environmental hazard DC (Underworld Hazards, page 141). On a failure, the whole cloud ignites, causing severe environmental hazard (Underworld Hazards, page 141) fire damage to all within the blast. A Dexterity saving throw against the moderate environmental hazard save DC halves the damage incurred.
- 5 **Temporal Distortion.** The spores, their drone-song telling of mystic, ages-transcending rhyzalla, distort time itself. Until the party finishes a long rest, every member must make a successful Wisdom saving throw at the start of each combat, with a moderate environmental hazard DC (Underworld Hazards, page 141). On a failure, they are affected as if by a *slow* spell that cannot be dispelled for 1 minute. This is canceled by the benevolent temporal distortion reprieve.
- 6 **Fungal Teleport.** The party stumbles into a volatile fungus that dismantles their bodily structure and rebuilds them elsewhere in the rhizome, seemingly teleporting them to the new point. This is false. The “teleported” characters are in fact fungal clones. Unbeknown to the players, the original party very much remains alive but is unconscious for a day. Let the players play the fungal clones until they reach the **Target**, then have the original party show up. Now revert control of the original party. The fungal clones are 100% like the normal characters but turn hostile towards their duplicates; there can be only one. If an original character dies, their duplicate fungal clone instantly helps the original party against the other clones. Does the group take a fungal clone on board?
- 7 **It Tastes Just Like...!** The characters find a massive, bulbous fungus that smells to each of them like their favorite, long-missed food. Delicious and irresistible, it can yield the equivalent of **6 units of stock** that can only be used for food or water. Consuming a dose of this mushroom makes the characters sluggish and constipated. Every day they consume a **unit of stock** sourced from the mushroom, they lose one **Foraging Success**.
- 8 **Not Even One More Step.** Whatever the reason, the day’s travel has been a truly grueling trek. All party members must make camp, find shelter and consume double rations (or **units of stock**) OR a single character must consume quadruple rations. This may lead to **discord** (GM’s discretion) either when camping (40% chance), 1d3+1 hours into the next day’s travel (40% chance) or 2 rounds into the next fight (20% chance).
- 9 **Mellow Aura.** Calming colors and dim phosphorescence enhance the use of **Camaraderie**. Attempts to do so improve the mood by an additional step, but a character’s efforts also result in fits of giggling and laughter, increasing the chance of random encounters. This also imposes disadvantage on Dexterity (Stealth) checks to move silently. The fits of giggling last for 1d3 attempts to set up camp.
- 10 **Shroom Caretakers.** The party is considered to be intruders by the psilocylists (*Underworld Races & Classes*, pages 93 and 95) or spore-cerers (*Occult Secrets of the Underworld*, page 15) that rule the region. Tribute or persuasive reasons need to be given for these rulers to allow the party to progress.

d10 Possible Minor Complication

- 1 **Minor Shroomitis.** The party is hit by a potent burst of spores that react harshly with its members' physiologies. This requires a Constitution saving throw against a minor environmental hazard DC (Underworld Hazards, page 141). On a failure, a character increases the condition severity of Shroomitis by +1.
- 2 **Spitting Shrooms.** The trail leads through a horribly dangerous area of volatile spores. Crossing it deals acid, poison or necrotic damage to all characters equal to the moderate environmental hazard damage entry (Underworld Hazards, page 141). Avoiding the area entails the loss of a **Foraging Success**.
- 3 **Infested Magic.** Spellcasters have their minds infested with spores of magical fungi. As they cast their next 1d6 spells, they must succeed on a Constitution saving throw against a minor environmental hazard DC (Underworld Hazards, page 141) or suffer the effects of either a *confusion* spell or gain the hallucinating condition (see below) for 1 round.

4	Fungal Mindshift. Spores convince random characters that they are plant beings, making them: behave as if only magic affecting plants can affect them; believe that they must bury their feet to rest; accept only liquefied food. The delusion is short-lived, but imposes a -2 resting penalty modifier on the party and may result in discord .
5	Strenuous Shroom Terrain. The terrain traversed is particularly exhausting. The party may decide to take it slow, requiring two days to traverse the region, accruing no Foraging Successes , or consume one additional unit of stock or provision per character to gain 2 Foraging Successes . Alternatively, each character may choose to take an energizing drug and forge a new path across the terrain, but doing so obviously exposes the party to the narcotic.
6	Fungal Corrosion. One random, minor item is irrevocably corroded or consumed by exposure to the fungi.
7	Biting Insects. The annoying insects infecting the region impose a -3 resting penalty modifier .
8	Shroomitis Victim. Someone infected by Shroomitis staggers towards the party. Possibly mad, psychotic or just desperate, they need to get out of the jungle.
9	Dreamlike Haze. Multi-hued clouds of disorienting spores make navigation hard. The party must succeed on a Wisdom (Survival) check against a minor environmental hazard DC (Underworld Hazards, page 141). On a failure, the characters become lost for 1d4 days (Getting Lost, page 80).
10	Fungal Corruption. 2d6 units of stock representing the party's food are infected by the spores. Eating the food counts as exposure to Shroomitis or to another poison or disease, subject to the GM's discretion.
d10	Possible Reprieve
1	Yummy Shrooms. The party finds particularly tasty edible mushrooms. This grants them 1d6 units of stock that must be used to sate hunger. If every character eats one of the delicious mushrooms, the party mood improves by an additional step (Camaraderie , page 90).
2	Fungal Fountain. The party finds a cluster of benevolent magical mushrooms (GM's choice of boon).
3	Time Bent Benevolently. The characters act in line with rhyzalla's wishes, following the inscrutable agenda of the time-spanning rhizome; at the start of the next 1d6 combats, they have a 50% chance of being subjected to the effects of a <i>haste</i> spell that can't be dispelled.
4	More Virulent Than Expected. One dose of acid or poison the party has in its possession is infected with rhizomes that enhance its potency. The saving throw made against the substance is made at disadvantage.
5	Something's Sprouting on my Weapons! Fungi grow on the party's weapons. Until they finish a long rest, each character inflicts an additional +1d4 acid or poison (subject to GM's discretion) damage with weapon attacks.
6	More Widespread Than Expected. One dose of acid or poison the party has is infected with rhizomes that enhance its area of effect. The saving throw against the substance is made by everybody in a 10-foot radius.
7	Fungal Oasis. The party finds the perfect fungal resting place: fluorescence; a warm, soft floor; fresh water; and edible mushrooms, all at once! The party doesn't need to consume any units of stock and ignores any negative resting penalty modifiers , but only for one night. The oasis requires 1d10 days to replenish its resources.
8	At Least Those Are Medicine. The party loses 1d6 units of stock , as mushrooms grow from them. However, the mushrooms act as a <i>potion of healing</i> . One potion is gained per unit of stock destroyed this way.
9	Caught the Trail. The party gains an additional Foraging Success . At the GM's discretion, this may bolster the party's mood so much it secretly enhances the next use of Camaraderie .
10	Warm, Mossy Bed. The party happens upon a fungal glade with a soft floor and edible mushrooms. The party doesn't need to spend units of stock for comfort or food, but only for a single night. The glade takes 1d4 days to replenish its resources.

Table 14-6: Universal Hunting Table

d10	Possible Major Complication
1	Ambush. A group of predators, bandits or monsters follows the party and decides to strike—or, perhaps a Quarry decides to turn the tables on the hunters!
2	Hopelessly Lost. The party is lost (page 80). Unlike the usual state of affairs, the party is lost for at least 1d8 days.
3	Corrupting Exposure. The party is exposed to one of the many strange things “out there”, such as a hazard of the terrain the hunt takes place in. Alternatively, party members begin to look like creatures they have recently killed, leading to effects similar to those of a <i>confusion</i> spell.
4	Magic Land. Strange magics have warped this region so there is a wild element to its use. This element can be a GM's decision, but the sorcerer's Wild Magic Surge table is a good place to start.
5	Awakened Threat. A powerful horror or beast is angered or awakened and may stalk the party, hunting them with as a Quarry !
6	Painful Injury. A broken leg, a crushed hand or the like hamper a random adventurer. Healing magic and Wisdom (Medicine) are required during the night to treat the injury, or else the condition takes twice the effort to cure.
7	Competition. Someone or something else is tracking the Quarry ! This creature may switch its attention to the party.
8	Not Even One More Step. Whatever the reason, the party's journey is a truly grueling trek. All party members must make camp and consume double rations (or units of stock) OR a single character must consume quadruple rations, but this may lead to discord when camping.
9	Crashing the Cabal. The party happens upon a group or group of creatures engaged in a conspiracy, mating or similar activities in which they don't want any witnesses. However, the cabal invites the party to be part of its activity in a persuasive manner.
10	Supplies Destroyed. Robbed in the night, brutal mishap or the like. Lose 1d10 days' worth of units of stock or provisions for 1d6 characters.
d10	Possible Minor Complication
1	Lost Supplies. Party loses 1d6 units of stock .
2	Sleepless Night. Additional -1d4 resting penalty modifier during the next night.
3	Hostile Encounter. Local fauna or monsters attack. Roll for random encounters.
4	Diseased Area. Whether an offal pit or foul quagmire, the area is dangerous to cross. It can be avoided, but one Hunting Success is lost when doing so. Braving the area results in potential exposure to the hazard. If unaware , the Quarry gains a Wisdom (Perception) check to notice it is being hunted.
5	Painful Terrain. Acidic fumes, razor-sharp stones or similar are painful to cross. It can be avoided, but one Hunting Success is lost when doing so. Braving the area results in 5 (2d4) damage of the appropriate type.
6	Unfriendly Creatures. Threatening beasts or unfriendly intelligent beings live here. Combat may result, but successful intimidation could end it.
7	Strenuous Terrain. The terrain traversed is particularly exhausting. The party may decide to take it slow, requiring two days to cross the region, accruing no Hunting Successes , or consume one additional unit of stock or provision per character to gain 2 Hunting Successes .
8	Lost. The party is lost (page 80) for at least 1d6 days.
9	Infestation. The party is infested with vermin, mold, or similar threats that may manifest as diseases, poisons, or 1d3 destroyed units of stock .

10	Lost Item. The party loses one minor item, such as a potion or the like. It may be retrieved by either losing one Hunting Success , or by later successfully Retracing the Path (page 76).
d10 Possible Reprieve	
1	Shelter. A remote cabin, cavern or outpost provides roof over the characters' heads. The GM determines the quality of rest and units of stock present, as well as the number the party consumes.
2	Hidden Cache. The party finds a hidden cache of units of stock or 1d2 other consumables. Taking them may result in their owner tracking the party.
3	Caught the Trail. The party gains an additional Hunting Success . At the GM's discretion, this may bolster the party's mood so much it secretly enhances the next use of Camaraderie .
4	Friendly Explorers. The party meets a group of friendly explorers that offers to trade information, supplies and guard each other.
5	Fumble. The Quarry has either hurt itself or encountered a complication that hampers its abilities to evade capture. Subject to the GM's discretion, this cancels one random bonus the Quarry has from Table 8-5: Quarry Capabilities, page 102. If you're not playing with them, instead grant the party 1d6 Hunting Successes .
6	Onwards. Any wildlife or monster seems to ignore the characters. The party does not have any random encounters. The same usually does not hold true for the Quarry —unless it is an apex predator in its current biome (subject to GM discretion), the hunting party also gains 1d3 Hunting Successes .
7	Mysterious Guide. A stranger offers to guide the party—for a price... Paying the price will provide 1d6 additional Hunting Successes .
8	Weird Rocks. A strange rock formation infused with beneficial properties is found. The list for a <i>wand of wonder</i> is a helpful guide.
9	Quarries Have Bad Days, too. The Quarry makes a series of bad decisions and loses ground. The party gains 1d4 Hunting Successes .
10	Perfect Resting Place. The party happens upon the perfect resting place. Either it does not consume units of stock or it ignores all negative resting penalty modifiers when setting up camp, but only for one night.

Table 14-7: Hunting Near Civilization/Trade Routes

d10 Possible Major Complication	
1	Protected Status. The Quarry crosses a region inhabited by beings that consider it to be sacred or worthy of protection. Ranging from environmentalists and scholars to primitive tribes, the inhabitants have a staunch belief in defending the Quarry and attempt to hamper the party at best, and eliminate it at worst.
2	Harrying. Whether intentional or as a result of its nature and environment (from howls to magical effects) the party finds its sleep hampered severely by the unsettling mood created by proximity to the Quarry . The party suffers a -1d6 resting penalty modifier .
3	Home Advantage. The Quarry escapes through a terrain that doesn't hurt or hamper it, but which may prove hazardous or even insurmountable to the party. This may result in the Quarry's modes of movement coming into play. This complication may not be avoided.
4	Ambush. A group of predators, bandits or scavengers follows the party and decides to strike. Alternatively, provided the Quarry is aware of being hunted, consider that it may attempt to use certain groups or areas to hamper the party.
5	Associates. Whether subservient creatures, symbiotic lifeforms or similar beings, the Quarry has happened upon a group of creatures that will attempt to hamper the party. These allies slow down the party, costing it 1d4 Hunting Successes .

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- 6 **Suspicion.** Someone just couldn't keep their mouth shut, or the **Quarry** has by some other means determined that not all is as it should be. The quarry **awareness** increases by one step, up to a maximum of **alerted**. If already at this state, increase the number of days it remains **alerted** (Table 8-5: Quarry Capabilities, page 102) by 1d6 days instead.
- 7 **Increased Resources.** The **Quarry** happens upon some kind of resource that it can use to become more potent. Subject to the GM's discretion, this either adds a new trap or hazard (Underworld Hazards, page 141) to the encounter with the **Quarry**, grants the **Quarry** a new lair or legendary action, or decreases the number of actions that a **legendary action** (one that usually requires multiple actions to perform) takes to complete by one action, to a minimum of one action.
- 8 **The Definition of Grueling.** Pursuing the **Quarry** strains the party to the breaking point. All party members must make camp, find shelter and consume triple rations (or **units of stock**) OR a single character must consume quintuple rations, but this may lead to **discord** when camping. This may lead to further **discord** (GM's discretion) either when camping (40% chance), 1d3+1 hours into the next day's travel (40% chance) or after the next fight whenever it may take place (20% chance).
- 9 **Authority Intervention.** The local ruler or body of government attempts to intervene with the hunt. Resolving things properly is possible, but costs the party 1d6 days of red tape, haggling and paperwork. For every day spent on this, the party loses **1d3 Hunting Successes**. Alternatively, the party may choose to ignore the intervention, but risk being branded as criminals or face similar legal sanctions.
- 10 **Worst Case Scenario.** Whether an **alerted Quarry** or atrocious luck is to blame, the party loses all **units of stock**—they are dropped, spoiled, infested, and so on. A merciful GM may rule that each character gets to keep no more than **1d2 units of stock**. This should only happen once per in-game year; subsequent results should instead either cost **1d6 units of stock** or be rerolled.

d10 Possible Minor Complication

- 1 **Tainted Supplies.** 1d4 **units of stock** are tainted. They may be consumed, but doing so may result in exposure to diseases or similar effects.
- 2 **Loud Celebration.** A clan celebration, drunkards or a nearby inn make sleeping hard. If not dealt with, the party suffers an additional **-1d3 resting penalty modifier** during the next night. Dealing with the celebrants alerts the **Quarry** that something is amiss, rendering it **suspicious** if it was **unaware** (Table 8-5: Quarry Capabilities, page 102).
- 3 **Dangerous Area.** The trail leads through a potentially hostile group's checkpoint or turf. The dangerous area may be avoided, but doing so entails the loss of a **Hunting Success**. Additionally, depending on how the group perceives the **Quarry**, this may render the **Quarry aware** (Table 8-5: Quarry Capabilities, page 102) of being hunted.
- 4 **Bothersome Parasites.** The party is exposed to one type of parasite common for the region; if a previous complication involved traders or travelers from another biome, the parasites may stem from this source instead and be rather exotic. Treating the infection may involve painful procedures or rather obvious procedures, rendering the **Quarry suspicious** if it was **unaware** (Table 8-5: Quarry Capabilities, page 102).
- 5 **Sketchy Individuals.** Unfriendly intelligent beings inhabit the area and demand a toll. Combat may result, which in turn may render the **Quarry suspicious** or even **alerted** (Table 8-5: Quarry Capabilities, page 102). Successfully intimidating the beings could end all of this before it starts.
- 6 **Quarry Boon.** The **Quarry** happens upon a minor magic item it can use when finally caught. If it is less intelligent, this may represent having consumed strange things to gain a one-use reaction that e.g. duplicates a *potion of superior healing* or similar item.

7	Polluted Area. The area that needs to be traversed has been polluted by alchemical ingredients, a plague-ridden mass-grave or similar issues. Braving the polluted area results in exposure to a disease and/or exposure to a minor environmental hazard (Underworld Hazards, page 141). The Quarry is also exposed to this pollution. If it is fully affected by the area, the party gains one Hunting Success . The dangerous area may be avoided, but doing so entails the loss of 1d2 Hunting Successes .
8	Strenuous Terrain. The terrain traversed is particularly exhausting. The party may decide to take it slow, requiring two days to traverse the region, accruing no Hunting Successes , or consume one additional unit of stock or provision per character to gain 2 Hunting Successes . Note that, depending on the modes of movement the Quarry has, this delay may apply to the Quarry as well.
9	Blockade. Individuals potentially associated with the Quarry in some way block the trail. The party can attempt to use Charisma (Persuasion) or Charisma (Deception) to attempt to display sympathy or pay off the individuals. Alternatively, they can attempt to bypass the embargo/blockage, but doing so entails the loss of a Hunting Success . Additionally, if the individuals have not been made friendly, they may attempt to render the Quarry suspicious or even alerted (Table 8-5: Quarry Capabilities, page 102). If the blocking individuals are hostile to the Quarry , the party instead gains 1d2 Hunting Successes .
10	Yummy Infestation. The party is infested with vermin, mold, or similar threats that may manifest as diseases, poisons, or 1d3 destroyed units of stock per character. Worse, the creatures infesting the party are actually part of the Quarry's diet, which may result in it having advantage on checks made to notice that it is being hunted for 1d6 days.
d10	Possible Reprieve
1	Veteran. The party meets a veteran, who can give pointers to tracking down the Quarry . If made friendly, the veteran grants the party 1d2 Hunting Successes or can teach them a trick that will work one time for the current Quarry and reduce quarry awareness by one step.
2	Teleportation Shut-down. The party meets a potent spellcaster or entity, which agrees to prevent the Quarry from using teleportation for 1d6 days.
3	Stealthy Runners. The party has a run of good luck regarding being inconspicuous. The Quarry's awareness level is reduced by one step.
4	Under My Protection. The party is mistaken for being agents of some powerful being. The characters faces no random encounters for a short period of time (GM's discretion).
5	Biome Anomaly. Even if the Quarry is usually familiar with the biome it's in, there is an anomaly that makes it stick out. The Quarry is treated as unfamiliar with the biome for 1d2 days.
6	Friendly Faces. The party meets a group of friendly folks who offer to help it with some local issues. The characters can call upon these beings to, e.g., bypass an embargo or similar minor complication. Alternatively, the group can use its connections to deprive the Quarry of one of its modes of movement for 1d4 days.
7	Lucky Find. The party happens upon a stash of materials which provides 1d3 units of stock .
8	Caught the Trail. The party gains an additional Hunting Success . At the GM's discretion, this may bolster the party's mood so much it secretly enhances the next use of Camaraderie .
9	Obliviousness. Whether via a drug, a distraction or something else, the Quarry immediately becomes unaware of the party. If already unaware , the party instead gains 1d4 Hunting Successes .
10	Liability. The Quarry has some sort of liability—harmless young, a sick partner, a fragile item that it wants to protect—and this liability can be exploited during the final confrontation. This result can only be rolled once; reroll any further results.

Table 14-8: Hunting in the Colloid

d10	Possible Major Complication
1	Echoes of Hunters. 1d6 jealous hunters, slain by the Quarry , rise from the colloid, hampering the party's progress. They behave as hard light phantoms (page 196), and unless defeated they cost the party 1d2 Hunting Successes per day they are not dealt with.
2	Phantoms of the Hunted. The entire region is haunted by visions of slain creatures. The Quarry is notified of the presence of the hunting party and their numbers, and becomes alerted (Table 8-5: Quarry Capabilities, page 102). Every subsequent roll provides information to the Quarry regarding the look and gear of a single character, allowing intelligent Quarries to make estimates regarding class and capability of the hunting party.
3	War Party. A full-blown war troop of colliatur is setting out for a crystade, an extermination attempt against an undead lair. The troop may attempt to forcefully conscript or attack if the party contains undead or undead-creating entities (such as a dødelig or an obvious death god cleric or necromancer). If the Quarry is undead, they may attempt to slay and utterly annihilate it instead. The Quarry is automatically rendered suspicious (Table 8-5: Quarry Capabilities, page 102) by the presence of the massive war party.
4	Infused Teleport. The colloid suffuses the space that both exists between and permeates the party and the Quarry . Attempting to teleport results in exposure to the colloid's mind, increasing the severity of Colloid Melancholia by +1, no save. This infusion with colloid only resets after leaving the colloid for a month or more.
5	Godless. Divine magic is hampered by the mental might of the colloid suffusing the region. Any healing spell cast by a cleric or druid requires a DC 15 Constitution check to work properly. In addition, devout characters suffer a -4 resting penalty modifier while they hunt in the colloid. These effects extend to the Quarry , if applicable.
6	Shared Awareness. If the Quarry is suspicious , increase the colloid awareness modifiers by +2; if the Quarry is alerted (Table 8-5: Quarry Capabilities, page 102), increase the colloid awareness modifier by +4 instead.
7	Haunting Accusations. Phantoms of the slain haunt the characters when they camp for the next 1d3 times, imposing a -6 resting penalty modifier each time due to mild telekinetic harassment, whispered threats and similar unpleasant experiences.
8	Grand Call of the Colloid. Treat the next full day as 2d6 days instead to determine the onset of Colloid Melancholia (page 195). If a character already suffers from Colloid Melancholia, they must succeed on a Wisdom saving throw against a major environmental hazard DC (Underworld Hazards, page 141) or increase the condition's severity by +1.
9	Purge the Taint. An area of the colloid is suffused by searing energy. Both hunting party and Quarry must pass through it, which requires a Constitution saving throw against a major environmental hazard DC (Underworld Hazards, page 141), taking radiant damage, or half as much on a successful saving throw. Every creature affected is purged of one disease, poison or similar infection. If the Quarry does cross through the hazard, the group loses 1d4 Hunting Successes if they decide to avoid the region. If the Quarry does avoid the region and the party soldiers through it, they gain 1d2 Hunting Successes .
10	Dark Whispers. Phantoms whisper dark impulses to everyone. The mood decreases one step during attempts to make camp, and the party suffers automatically from discord . This lasts for 1d4 attempts to set up camp.

d10 Possible Minor Complication

- 1 **Calls from the Slain.** Beseeking wails of slain creatures call out to those who are resting, accompanied by mild telekinetic phenomena that impose a **-3 resting penalty modifier**.
- 2 **Judgment of the Colloid.** The colloid judges all inside it. If the party has killed another sentient creature with an Intelligence of 3 or greater within the last 24 hours, they decrease the onset of Colloid Melancholia (page 195) by 1d3 days for each sentient creature slain. This also applies to the **Quarry**. If a creature is already suffering from a stage of Colloid Melancholia, they instead have to immediately make a saving throw against Colloid Melancholia or increase the condition's severity level by +1.
- 3 **Burning Rays.** The trail leads through a potentially grueling area of crystal pylons emitting random beams of concentrated light. Traversing these deals radiant or fire damage to all characters equal to the moderate environmental hazard damage entry (Underworld Hazards, page 141). The dangerous area may be avoided, but doing so entails the loss of a **Hunting Success**.
- 4 **Saved by the Colloid.** Once during the next day, a character has to succeed on a DC 15 Charisma saving throw to kill another living being. Failure to do so renders the character incapable of killing the creature. Subduing it is possible. If another character kills the spared creature, the character who failed the saving throw immediately decreases the onset of Colloid Melancholia by 1d10 days. If the character already is suffering from Colloid Melancholia, the condition's severity level instead increases by 1.
- 5 **End of Life.** A single being from a nearby civilization or culture, nearing the end of its life, has been "sent to the colloid" to become one with it, perhaps for being infirm or old. The creature may or may not be willing, but either way, it begs the characters for their help.
- 6 **Infestation Purgative.** The party happens upon a natural cauldron containing diamond-like shards of colloid that react violently with slimes and infestations such as insects or parasites. The party may extract 1d6 doses of purgative, which can be used as a thrown weapon against oozes and similar creatures, inflicting severe environmental hazard (Underworld Hazards, page 141) acid or radiant (subject to GM's discretion, whichever would be more suitable or benevolent) damage on a successful saving throw, or half as much on a successful one. The purgative may also be ingested, eliminating an ongoing poison or affliction that causes continuous poison or necrotic damage, but also exposes them to the colloid, reducing their amount of days before suffering Colloid Melancholia by 1d6.
- 7 **Celebrants.** A colliatur messiah is conducting a service reminiscent of attending worship in a deity's temple. The congregation does not take kindly to having "blood-spillers" and the "murder-minded" interrupt their solemn communion, but can be appeased by displays of party contrition.
- 8 **Colloid Infection.** 2d6 units of stock representing part of the party's water are infected by the colloid. Drinking the water counts as exposure to Colloid Melancholia (page 195).
- 9 **Blackmail from Beyond.** A hard light phantom (page 196) of a vanquished enemy manifests, and demands to receive an item as recompense. Failure to comply will have the phantom harry the party for 1d4 days, imposing a **-2 resting penalty modifier**. Additionally, the phantom will raise the colloid awareness modifier by +1d4.
- 10 **Phantom Guides Through Strenuous Colloid Terrain.** The terrain traversed is particularly exhausting. The party may decide to take it slow, requiring two days to traverse the region, accruing no **Hunting Successes**, or consume one additional unit of stock or provision per character to gain **2 Hunting Successes**. Alternatively, they may listen to the phantoms in the colloid to bypass the complication but doing so reduces their amount of days before suffering the onset of Colloid Melancholia by 1d8.

d10 Possible Reprieve

- 1 **Temporary Colloid Apotheosis.** Any character suffering from at least one level of Colloid Melancholia gets to choose either swimming speed, climbing speed or burrowing speed, at their full base speed, for 1d8 days while in the colloid. Alternatively, they gain crystalline wings for a flying speed equal to base speed, but the wings only last for 1d3 days. This can mitigate the advantages of the **Quarry's** modes of movement.
- 2 **Pyrrhic Victory.** The party discovers a slain group of adventurers, turned into parts of the colloid but with serene and content smiles on their faces. The undead creature that defeated the band lies shattered amid the group, destroyed by the power of the colloid. The colloid has absorbed some parts of the adventurers' gear, but appropriate contact may negotiate the release of an item or two at least.
- 3 **Harried Quarry.** Colloid phantoms harry the **Quarry**, negating one of the modes of movement the **Quarry** has for 1d2 days.
- 4 **The Colloid's Gaze.** The colloid considers itself to be benevolent and attempts to judge the characters as such. For 1d6 days, whenever the party spares a sentient creature they vanquish, the colloid's awareness modifier decreases by 1d4.
- 5 **Aid of the Colloid.** The colloid points the party towards the target. The party gains an additional **Hunting Success** equal to 1/2 of the current colloid awareness modifier they have, minimum 1.
- 6 **Well of Light.** The party happens upon a well that collects pure colloid energy in a funnel-like structure. Placing a weapon inside will convert its physical form into hard light, changing the damage it inflicts permanently to radiant damage. It takes a month for the energy to replenish itself. A phantom may be present to explain this, subject to the GM's discretion. Gaining this reprieve's benefits may require fulfilling a task for the inscrutable colloid, also described by the guardian phantom.
- 7 **Colloid Infection.** The **Quarry** is infected with the colloid, and loses one of its lair or legendary actions, or, if it does not have either, one of its other special abilities. It is regained after the **Quarry** abstains from visiting the colloid for a month or more.
- 8 **Quarry Delay.** The **Quarry** is temporarily disabled, encased in crystal, or utterly flabbergasted by hard light phantoms (page 196). The party gains 1d4 **Hunting Successes**.
- 9 **A Second Chance.** The party happens upon a man-sized, crystalline, capsule-like structure, its door standing open. If a creature enters it, a wave of light glides over the creature. At any point thereafter, if the creature is slain, a colliatur duplicate forms in the capsule. This reprieve may only be encountered once per hunting attempt. Reroll further results.
- 10 **Enhanced Armor.** Colloid crystals have grown on the party's armor and clothing. Until they finish a long rest, they increase their AC by +2. Additionally, the party has advantage on Charisma (Deception) checks made to pass as colliatur.

d10 Possible Reprieve

- 1 **Temporary Colloid Apotheosis.** Any character suffering from at least one level of Colloid Melancholia gets to choose either swimming speed, climbing speed or burrowing speed, at their full base speed, for 1d8 days while in the colloid. Alternatively, they gain crystalline wings for a flying speed equal to base speed, but the wings only last for 1d3 days. This can mitigate the advantages of the **Quarry's** modes of movement.
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- 5 **Aid of the Colloid.** The colloid points the party towards the target. The party gains an additional **Hunting Success** equal to 1/2 of the current colloid awareness modifier they have, minimum 1.
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- 7 **Colloid Infection.** The **Quarry** is infected with the colloid, and loses one of its lair or legendary actions, or, if it does not have either, one of its other special abilities. It is regained after the **Quarry** abstains from visiting the colloid for a month or more.
- 8 **Quarry Delay.** The **Quarry** is temporarily disabled, encased in crystal, or utterly flabbergasted by hard light phantoms (page 196). The party gains 1d4 **Hunting Successes**.
- 9 **A Second Chance.** The party happens upon a man-sized, crystalline, capsule-like structure, its door standing open. If a creature enters it, a wave of light glides over the creature. At any point thereafter, if the creature is slain, a colliatur duplicate forms in the capsule. This reprieve may only be encountered once per hunting attempt. Reroll further results.
- 10 **Enhanced Armor.** Colloid crystals have grown on the party's armor and clothing. Until they finish a long rest, they increase their AC by +2. Additionally, the party has advantage on Charisma (Deception) checks made to pass as colliatur.
- 10 **Conflux of Doom.** The forces guiding flora growth determine that the hunting party threatens the integrity of the jungle. As such, the floor seems stickier, dangerous spore-clouds seem to drift towards the party, and everything seems to go wrong. For 1d6 days, abilities or features that allow a character to take no damage on a successful saving throw instead of half damage fail to work and disadvantage is imposed one random saving throw per day. (d6: 1: Strength; 2: Dexterity; 3: Constitution; 4: Intelligence; 5: Wisdom; 6: Charisma)

D10 Possible Minor Complication

- 1 **Itchy Moss.** The floor is littered with moss that emits spores which cause incredibly itchy rashes when trodden on. Unless the party flies above the region, they suffer a **-3 resting penalty modifier** the next 1d3 times they make camp. An Intelligence (Nature) check against a minor environmental hazard DC (see **Underworld Hazards**, page XX) warns the party of this property.
- 2 **Partial Amnesia.** The spores can cause temporary and selective amnesia. Each character must succeed on a Constitution saving throw against a moderate environmental hazard DC (see **Underworld Hazards**, page XX). On a failed save, the target loses a random proficiency or ability to cast a random spell. The character is not aware of this loss, until they try to use the check or cast the spell. This loss lasts for 1d3 days.
- 3 **Winding Labyrinth.** The winding paths of the rhizome make traversing the area slow and laborious, costing the party **1d3-1 Hunting Successes**. The area may be avoided, but doing so entails the loss of **2 Hunting Successes**.
- 4 **The Dragon's Mists.** Multi-hued banks of fog make navigation nigh impossible. The party must succeed on a Wisdom (Survival) check against a severe environmental hazard DC (see **Underworld Hazards**, page XX). On a failure, the characters become lost for 1d3 days (see **Getting Lost**, page XX), and potentially exposes the party to a disease or poison.
- 5 **Shroomitis Camp.** A caravan of various individuals rests here, too weak to go on. The members of the expedition have been infected with Shroomitis and need help to get out of the fungal jungle.
- 6 **Fungal Chasm.** The rhizomes of mushrooms have torn asunder the earth, creating a massive chasm that must be crossed. Climbing down and up again is slow, requiring two days to traverse the region, accruing no **Hunting Successes**. Otherwise, the party may consume one additional **unit of stock** or provision per person to power through the climb and gain **2 Hunting Successes**. If the party has means to fly or a climbing speed to bypass the region, it can forego the additional cost in **units of stock**. Alternatively, the entire party may consume some drug and suddenly find a way. Doing so exposes the party to potential drug addiction.
- 7 **Fungal Corruption.** **2d6 units of stock** representing the party's food are infected by the spores. Eating the food counts as exposure to Shroomitis or to another poison or disease, subject to the GM's discretion. The **Quarry** fares slightly better, only losing **1d6 units of stock**, should the GM be tracking the resource for the **Quarry**. If not tracking **units of stock** for the **Quarry**, grant the hunting party one **Hunting Success** to represent the **Quarry's** need to resupply.
- 8 **This Corrosion.** One random full outfit of armor is infected with corrosive mushrooms, rendering it unusable until it has been properly restored by a specialist.
- 9 **Infested Magic.** Spellcasters have their magic infested with spores of magical shrooms. On casting their next 1d10 spells, they must succeed on a Constitution saving throw against a minor environmental hazard DC (see **Underworld Hazards**, page XX) or suffer the effects of the **Hallucinogenic Visions Table** (see **Underworld Races & Classes**, page 93). Alternatively, use the *confusion* spell's effects instead.
- 10 **Fungfusion!** Strange spores affect the party! Two randomly chosen characters must succeed on a Charisma saving throw against a severe environmental hazard DC (see **Underworld Hazards**, page XX). Nothing happens if only one character fails the saving throw; if both characters fail the saving throw, take the character sheets from the players and have them exchange characters played – their minds have been switched! If a character with a switched mind dies, their body dies as well. This mind-switch lasts for 1d10 days. Subject to the GM's discretion, a *remove curse* spell or similar magic may revert this, if the players absolutely hate the notion.

D10 Possible Reprieve

- 1 **Soothing Mushrooms.** The slightly fluorescent mushrooms make it possible for the party to forgo expending **units of stock** for resting. Additionally, the calming glow improves the party's mood by one step.
- 2 **Stock Out of Time.** The temporal distortions caused by rhyzalla dump a totally unexpected 1d10 **units of stock** right in the middle of a fungal glen. The **units of stock** are perfectly safe to consume, but their sheer oddness may mean that the party prefers to leave them behind.
- 3 **Caught a Break.** The party finds a trail the **Quarry** has overlooked; the party gains 1d2 additional **Hunting Success**. At the GM's discretion, this may bolster the party's mood so much it secretly enhances the next use of **Camaraderie**.
- 4 **Fungus-Enhanced Immune-System.** The party is infected with a benevolent fungal infection that, alas, is short-lived. For the next 1d3 days, the party has advantage on saving throws against diseases, poison and the poisoned condition.
- 5 **Delicious Slurry.** The party finds particularly nutritious fungal slurry. This grants them **1d6 units of stock** that must be used to sate thirst. If each character drinks from the mellowing slurry, the party mood improves by an additional step, and they gain a **+2 resting penalty modifier** for the night.
- 6 **Gland Infection.** If the **Quarry** has poison or the ability to inflict acid damage via nonmagical means, the **Quarry** loses this ability for 1d6 days.
- 7 **Unwise Decisions.** The **Quarry** has partaken in strange mushrooms. It acts as though affected by *confusion* if tracked down this day.
- 8 **Corrupted Lair.** The **Quarry** is infected with spores that hamper its abilities to use some of the features of its lair. The **Quarry** loses one lair action or legendary action it has; if the **Quarry** has neither, it loses one of its regular features, resistances or immunities instead, subject to the GM's discretion.
- 9 **Corrosive Bulbs.** The hunting party and the **Quarry** both lose 1d6 **units of stock**, but gain 1d6 fungal bulbs. These bulbs may be smeared on a weapon as an action to add +1d4 acid or poison damage to the next 1d6 attacks made with the weapon.
- 10 **Mushroom Paradise.** The party finds a region that just exudes bliss and serenity by a combination of spores, available creature comforts and perhaps, magic. The party ignores any negative rest modifiers and increases their mood to **cheerful**.

Table 14-10: Hunting in Regions Adjacent to Hel

d10	Possible Major Complication
1	Souls of the Hunted. Whether intentional or as a result of its nature and environment, the Quarry's presence has resulted in lost souls rising. Their keening is detrimental to attempts to sleep, imposing a -2d4 resting penalty modifier .
2	Tainted Quarry. The Quarry has been exposed to a critical amount of Hel's Taint. The effects of this may result in alliances with locals, changes in behavior, and so on. If the Quarry is slain and butchered (page 105), those carrying parts of it are also exposed to Hel's Taint, requiring one saving throw per day to avoid increasing the condition severity by one.
3	Waters from Beyond. The Quarry is in a particularly dangerous environment, a place suffused with waters from one of the arms of the mythological rivers like Styx or Lethe. It may be on an islet, on the shore, or in the spray of a rapid. If the Quarry is aware (Table 8-5: Quarry Capabilities, page 102) of being hunted, it may use this region for a particularly deadly place to make its stand.
4	Military Drill. The Quarry crosses an area that is used by some highly-organized culture, such as the gitwerc or devils, for an extended military drill. Depending on the nature of the Quarry , this may result in it being slain, causing chaos, or joining or being supported by the local forces!
5	Hunting Rights. The party happens upon two mighty factions discussing the technicalities of who has the hunting rights in the region. They turn towards the party to solve the dispute, and those not properly favored will hold a grudge. Additionally, the victors of the dispute will be in competition with the party. Depending on the Quarry's nature, it may join forces with either or both of the two factions, perhaps even playing them off against each other while laying the blame at the characters' feet.
6	Protected Status. The Quarry crosses a region inhabited by beings that consider it either to be allied with a superior or worthy of protection. Ranging from devils to gitwerc, the group will have a staunch belief in defending the Quarry and attempt to hamper and/or eliminate the party.
7	Tainted Supplies. Some of the units of stock of both party and Quarry have been contaminated by Hel's Taint. Until they are purified in a temple, any character consuming a unit of stock must roll 1d20. On a "1", the character increases the condition severity of Hel's Taint by one (no save).
8	Hunting Party of Servants. A magically enslaved pack of creatures, hunting party or group of lost souls has been tasked by its infernal overseer to hunt down the Quarry . This competing hunting group may be willing to bargain to a degree, citing the horrible repercussions the overseer promised for failure.
9	Helish Commander. The Quarry submits to the will of a devil or similarly fiendish entity, or to be enslaved or chamed by it. The entity demands an exorbitant price in exchange for the Quarry , if it is willing to bargain at all.
10	Calls of the Damned. Both the party and Quarry are haunted by the voices of the raging souls of vanquished foes. Any negative resting penalty modifiers are doubled unless a ritual to calm the spirits is performed. This takes a total of 1d4 days and a successful Intelligence (Religion) check against a major environment hazard save DC (Underworld Hazards, page 141). The ritual does not have to be performed on consecutive days, but the penalty persists for either as long as it has not been completed or until the affected party leaves the biome.
d10	Possible Minor Complication
1	Infernal Market. The trail leads through a neutral ground of sorts, where the devils and dark masters of Hel barter souls and magic. Engaging in bartering extends the twisted sanctity of the region for the party, but requires trading a soul or magic item. Subject to the GM's discretion, the market will offer units of stock and mighty, if dark, magics. Depending on the nature of the Quarry , it may resupply, hire henchmen, or attempt to lure the party into breaking the peace accord here. The area may be avoided, but doing so entails the loss of a Hunting Success .

2	Soul Toll. The trail leads through a potentially hostile group's checkpoint or turf. The group is demanding a soul as a tithe and may be avoided, but doing so entails the loss of a Hunting Success . Additionally, depending on how the group perceives the Quarry , this may render the Quarry aware (Table 8-5: Quarry Capabilities, page 102) of being hunted.
3	Infernal Pollution. The area that needs to be traversed has been polluted by infernal sludge from the Gitwerc's forges, toxic protoplasm or similar things. Braving the polluted area results in exposure to both a disease and/or a moderate environmental hazard (Underworld Hazards, page 141). The Quarry is also exposed to this pollution. If it is fully affected by the area, the party gains one Hunting Success . The dangerous area may be avoided, but doing so entails the loss of 1d2 Hunting Successes .
4	Tainted Area. The area that needs to be traversed has been tainted by the powers of Hel. Traversing it requires a saving throw against a moderate environmental hazard DC (Underworld Hazards, page 141) from both the party and the Quarry . On a failure, 1d3 characters increase the condition severity of Hel's Taint by one. The dangerous area may be avoided, but doing so entails the loss of a Hunting Success .
5	Avarice. A subtle, unconscious impulse of miserliness overcomes one character, who then squirrels 1d3 units of stock away. The character is not aware of this, but the units of stock may be found, resulting potentially in discord . Unless the party is acting because the Quarry is alerted (Table 8-5: Quarry Capabilities, page 102), the character will spend 1d3 days hoarding units of stock .
6	River of Flame. The trail is blocked by a stream or lake of fire or lava, with some means to cross it: a toll bridge, a ferryman, or similar. Both the party and the Quarry can try to use Charisma (Persuasion) or Charisma (Deception) to prevent hostilities and negotiate a means to cross the obstacle. Alternatively, they can attempt to bypass the region, but doing so entails the loss of two Hunting Successes . If the Quarry is aware (Table 8-5: Quarry Capabilities, page 102) of being hunted, it may use this region for a particularly deadly place to make its stand.
7	Vermin Ghosts. The party is infested with the tiny ghosts of vermin that manifest as diseases, poisons, or an ethereal Helish miasma that destroys 1d3 units of stock per character. Worse is that despite being ghostly, the creatures infesting the party are actually part of the Quarry's diet, which may result in it having advantage on checks made to notice that it's being hunted for 1d6 days.
8	Quarry Boon. The Quarry happens upon an uncommon magic item it can use when finally caught. If it is less intelligent, this may represent having consumed strange things to gain a one-use reaction that, e.g., duplicates a <i>potion of superior healing</i> or similar item. Alternatively, some undead may have joined forces with the Quarry .
9	Strenuous Terrain. The terrain traversed is particularly exhausting. The party may decide to go slowly, requiring two days to traverse the region, accruing no Hunting Successes , or consume one additional unit of stock or provision per character to gain 2 Hunting Successes . Note that depending on the modes of movement the Quarry has, this delay may apply to the Quarry as well.
10	Spiteful Spirits. Souls of the party's foes seek out the Quarry , attempting to warn it. While incapable of speech, the strange phenomena alert the Quarry that something is amiss, rendering it suspicious if it was unaware (Table 8-5: Quarry Capabilities, page 102).
d10	Possible Reprieve
1	Infernal Hunter. The party meets a veteran who can give pointers to tracking down the Quarry —for a price. If the party complies, the hunter grants the party either 1d4 Hunting Successes or can teach them a trick that will work once against the current Quarry and reduce Quarry awareness by one step.
2	Logical Trail. The party, unexpectedly infused with planar energies, suddenly understands the inherent logic of the unfamiliar terrain. If the Quarry does not share the dominant alignment , the party discovers that over the subsequent days, each time it gains a Hunting Success , a second Hunting Success is gained at the same time for no additional effort.

3	Lucky Find. The party happens upon a stash of materials which provide 1d3 units of stock . At the GM's discretion, this may bolster the party's mood so much it secretly enhances the next use of Camaraderie .
4	Chained by Hel. The party meets a potent spellcaster or entity who agrees to prevent the Quarry from using teleportation for 1d6 days. Additionally, the Quarry is incapable from leaving the biome for this time.
5	Soul Hounds. The characters meet a group of damned souls they may or may not know. Seeking redemption, the souls offer their help, acting as hounds—all for being allowed to bond with a piece of equipment and be carried out of the biome. Their help manifests in the Quarry being harried. The Quarry loses the party's choice of either 1d4 units of stock , or its quarry awareness level decreases by one step due to the distractions caused by the souls. Alternatively, the party can call upon these beings to, e.g., bypass a minor complication. Particularly vile parties may barter these souls to the grisly masters of Hel.
6	Soulless Quarry. The Quarry loses parts of its soul. The party gains a Hunting Success , and the Quarry is more likely to stand and fight. However, the Quarry also gains resistance to necrotic damage, or immunity if it already has resistance to necrotic damage.
7	Not Rightfully Hel's. The party meets a mighty bureaucrat of darksome regions of Hel. If the Quarry gains the benefits of having, e.g., Hel's Taint making it count as having the dominant alignment , or some other form of protection, the bureaucrat offers to remove these benefits for a price.
8	Chained Abilities. The Quarry had to make a bad trade with a powerful entity of Hel. It loses access to one of its features for the duration of the hunting attempt.
9	Stealthy Runners. The party has a run of good luck regarding being inconspicuous. The Quarry's awareness level is reduced by one step.
10	Echoes of the Lair. The Quarry is fooled by the spirits of Hel, believing to have found its lair. It behaves and fights as though it has lair actions and the benefits of its lair, but it doesn't actually have them.

Table 14-11: Subterranean Shores Hunting

d10	Possible Major Complication
1	Unnerving Murmurs. The waves lapping in the dark seem to murmur of events and secrets best left forgotten. The party takes a cumulative -1 resting penalty modifier for the next 1d4 days, and the Quarry becomes suspicious if it had been unaware (Table 8-5: Quarry Capabilities, page 102).
2	Phantom Ferryman. A hooded ferryman offers to carry the party to their goal for the low price of a soul or two copper coins per head—and he is the real deal. The phantom ferryman can help the characters make up for one or more modes of movement that the Quarry has and they lack. He can even bring them unharmed to the bottom of any body of water, whatever the depth.
3	Apex Predator. A massive creature has taken an interest in the Quarry and begins hunting it at the same time as the party. This creature only needs to gain 3d4 Hunting Successes to catch the Quarry . If the Quarry leaves the biome, the apex predator doesn't follow it.
4	The Call of the Flyers. Bats, strange eyeless birds, or insects hum with trepidation. Increase the quarry awareness (page 102) by one step.
5	Bound Feast. The Quarry happened upon an execution or sacrifice in progress; a being is bound against the rocks to be engulfed by the waves, or has been left as an oblation to something from the depths. The Quarry consumes or otherwise benefites from the creature, gaining 2d6 units of stock .
6	Lives, Like Foam. The strange gloom of the darkened waves mesmerizes of the Quarry . It decides to make a lair here and stop running.

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- 7 **Jellyfish Epidemic.** A huge swarm of jellyfish passes or washes ashore. Eating the jellyfish without examining them first with a successful Intelligence (Nature) or Wisdom (Survival) check against a severe environmental hazard DC (Underworld Hazards, page 141) causes the party to be so sluggish it won't make any progress on the day following the consumption of the fish. The **Quarry** may also fail to realize the nature of the jellyfish. If the **Quarry** fails and the characters don't, they gain **1d2 Hunting Successes**.
- 8 **Melancholic Waves.** The slow lapping of subterranean waves in the dark below can create a curious effect on mortals, instilling a painful sense of longing. The mood cannot rise above **Normal** for 1d6 days. If the **Quarry** is intelligent, the party gains a **Hunting Success**.
- 9 **Bad Waters.** Whether due to unpredictable currents, navigational failures, wet and heavy sand or worse along the shore, or some other restrictive event, no progress of any great worth is made during the day. The party loses a **Hunting Success**.
- 10 **Mating Frenzy.** A dangerous aquatic creature has its mating season, making the water seemingly boil with the frenzied beasts. The phenomenon lasts for 1d6 days. During this time, combat encounters with the creatures should be thrice as likely as usual. Depending on the nature of the **Quarry**, it may be similarly delayed or bypass the frenzy unhindered. Traversing the region is not wise. Making a detour to avoid it costs the party **2 Hunting Successes**.
- d10 **Possible Minor Complication**
- 1 **Endless Drone.** An otherworldly drone from the water's darkest depths carries across the waves, inflicting **-2 resting penalty modifier**.
- 2 **Minerals in the Water.** While not deadly, the water here seems to have been tainted by some minerals that are harder for most species to process, inflicting the poisoned condition on a failed Constitution saving throw against a moderate environmental hazard DC (Underworld Hazards, page 141) for 24 hours on any that drink it. An Intelligence (Nature) or Wisdom (Survival) check against a moderate environmental hazard DC (Underworld Hazards, page 141) realizes this. Consuming **units of stock** instead of drinking the water prevents this. The **Quarry** may or may not instinctively know about this, especially if it is not familiar with the biome.
- 3 **Sharp Shores/Rocks.** The path leads through a potentially grueling area of sharp, caltrop-like shells or other, dangerously sharp rocks. Traversing these deals slashing, piercing or poison damage to all characters equal to the moderate environmental hazard damage entry (Underworld Hazards, page 141). The dangerous area may be avoided at the cost of a loss of a **Hunting Success**. The **Quarry** is also exposed to this and takes damage for crossing this region. If injured thus, it may be tracked more easily for 1d3 days.
- 4 **Eel Infestation.** The region is infested by an uncountable number of particularly disgusting eels. Unless kept at bay, they transmit diseases (GM's choice). If the **Quarry** is aware (Table 8-5: Quarry Capabilities, page 102) of being hunted, it will weaponize the eels as a lair action if it stands and fights.
- 5 **Shipwrecked.** A creature survived a shipwreck. Depending on the nature of the **Quarry**, it may have caused the shipwreck or even saved the creature. In the former case, the **Quarry** gains **1d3 units of stock**; in the latter, it has just gained a faithful minion.
- 6 **Sucked Below.** The **Quarry** is sucked below the waves, only to have something unexpected occur, such as stumbling upon an ancient ruin or the like. Getting to it will become harder, as whatever it found makes for a great place to build a lair. If the **Quarry** is incapable of breathing underwater, either it has perished here (50% chance) or discovered somewhere that some form of readily available and constantly replenished air (50% chance).
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7	Cursed Treasure. The Quarry has inadvertently vanquished a cursed guardian of something powerful. Either that potent creature or item is released, or the Quarry becomes the new guardian, which includes developing dangerous new abilities and lair actions.
8	Clambush. The Quarry was swallowed by a gigantic clam, either managing to get behind the party (if aware , see Table 8-5: Quarry Capabilities, page 102) or to be transformed into something strange. It may well turn the tide in the fight against the party.
9	20,000 Leagues Below. The Quarry has happened upon a device or magical stream that carried it to the depths of the ocean, yet protected it from the crushing pressure. This may make it unreachable for the party, unless it can identify the phenomenon or have alternative means to get below.
10	Maelstrom. Somewhere in the distance, a massive vortex spontaneously generates. This may block passage for 1d6 days, shipwreck the party, wash creatures ashore, or worse. The Quarry is not exempt from the effects.
d10	Possible Reprieve
1	Vestraadi. The party happens upon a settlement or hunting group of vestraadi, that is willing to help the party with its hunt. The vestraadi can provide the means to breathe water and adapt to the depths, and provide 1d4 Hunting Successes .
2	Lucky Tides. A series of good winds and waves carry the characters towards their destination. They gain a Hunting Success .
3	Sargasso Doom. The Quarry is entangled within a massive field of sargasso. It is restrained and incapable of running farther.
4	The Sea's Bounty. Both the Quarry and the party receive 2d6 units of stock .
5	Mating Season Aftermath. A vast shoal of creatures has just ended its mating frenzy, littering the waters with victims of the tumult. While it tastes foul, the free feast means that no hunters will track the party for 1d2 days. The lack of other threats means that the Quarry is more keenly aware of being followed. It should be considered to be at least suspicious , and any checks it makes to notice being hunted are made at advantage.
6	Powerful Flotsam. The party finds a powerful, potentially magical piece of flotsam. At the GM's discretion, this may bolster the party's mood so much it secretly enhances the next use of Camaraderie .
7	The Sea's Protection. Salt crystals or similar mineral growths have formed on the characters' armor and clothing, as well as on the Quarry . Until they finish a long rest, they increase their AC by +2.
8	Fey of the Darkened Waters. A fey creature offers to aid the party in tracking down the Quarry , in exchange for a shadow. If the party accepts, the fey can provide the means to breathe water, withstand pressure, and swim faster. This, at the very least, grants 1d6 Hunting Successes .
9	Kraidyl Survivors. The Quarry has stumbled into an ambush of the bloodthirsty kraidyl, severely wounding most of them. The kraidyl can point the party in the right direction and do not attack them—for now. The Quarry took damage equal to half of its current hit points in the altercation.
10	Elemental Cascade. The water and a barely-submerged volcano generate a constant steamy and searing-hot interplay of fire and water that is both wondrous to witness and exceedingly deadly. Unless the Quarry is familiar with the biome, it takes 1d6 days to bypass this region. If the Quarry is native to the biome, aware (Table 8-5: Quarry Capabilities, page 102) of being hunted, and capable of withstanding the deadly elemental forces at play, it may decide to make a stand here.

Table 14-12: Lightless Abyss Hunting

d10	Possible Major Complication
1	Essence of Paranoia. The disquieting, stark Darkness infuses everything. 1d3 characters must succeed on a Wisdom saving throw against a severe environmental hazard DC (Underworld Hazards, page 141) or suffer from the effects of paranoia. The Quarry permanently becomes <i>suspicious</i> if it was previously <i>unaware</i> , or permanently <i>alerted</i> , if it was <i>suspicious</i> (Table 8-5: Quarry Capabilities, page 102).
2	Weaver in the Black. The Quarry is trapped in a cocoon made from fine strands of Darkness. This changes the Quarry into a grotesque arachnid over the course of 1d2 days. After this, the Quarry may await the hunting party in its web of dense tenebrosity (if <i>aware</i> of being hunted) or proceed. Whichever, it gains a climbing speed equal to its base Speed, can pass through webs or the like unimpeded, and may develop other new abilities.
3	Fear of the Light. The Quarry , touched by the Darkness, becomes horribly afraid of the light. After 1d6 days, its eyes grow shut and it gains blindsight 120 feet as well as a <i>Keen Sense of Hearing and Smell</i> .
4	Clashed Eons. The Darkness warps time itself! Until they each finish their next long rest, both the party and the Quarry find they must make a Wisdom saving throw at the start of each combat, with a moderate environmental hazard DC (Underworld Hazards, page 141). Creatures that fail are struck as if by a <i>slow</i> spell for 1 minute, which cannot be dispelled. At the GM's discretion, the party and/or the Quarry arrive in another age. A Quarry visiting the past may change history or return from the future with powers that will not be known for eons, while the party may meet itself before (in the past) or after (in the future) this fight.
5	Skittering Darkness. In the heavy gloom, cavorting shades and menacing shadows prevent the use of <i>Camaraderie</i> (page 90), as barely-perceived adumbrations constantly skitter at the edge of vision, and attempts to improve the mood this way by even a single step immediately fail for the next 1d6 days. Additionally, both hunting party and the Quarry suffer a -3 resting penalty modifier .
6	Better the Dark than You. The Quarry plunges willingly into a chasm of Darkness. If the characters jump, each of them emerges from a fault perfectly shaped like them, next to a hole shaped like the Quarry . They seem to have teleported and only require 1 Hunting Success to catch the Quarry . But features are off: scars are missing, beauty spots misplaced, wrinkles formed more deeply, and so on. From there on in, there is something wrong, and the characters regularly dream of falling endlessly through the maddening Darkness. They have to roll once on Table 15-9: Call of the Lightless Abyss (page 198) and may only ever lose the result by direct divine intervention.
7	A Call of Deafening Silence. The somniferous quiescence insinuates its way into the minds of both the characters and the Quarry , implanting dread thoughts and sinister suggestions. All those affected must roll twice on Table 15-9: Call of the Lightless Abyss (page 198).
8	Claustrophobic Trek. The caves and tunnels narrow to a constricting chasm, through which the larger party members and the Quarry can barely move. Subject to the GM's discretion and size categories involved, it may be a dead end for all those too big to pass through its confines. Escaping the fissure takes 1d3 days. You can't turn back, and on emerging, any who dared the chasm must succeed on a Wisdom saving throw against a major environmental hazard DC (Underworld Hazards, page 141) or suffer from claustrophobia, becoming frightened in any tunnel tight enough to require squeezing.
9	A Chthonic Hunger. Something horrible, never encountered before, stirs in the Darkness, aroused by the party's hurried passage. It craves the warmth of life, and starts to hunt the party as a Quarry , requiring a number of Hunting Successes (page 99) equal to the members' combined Wisdom modifiers, plus their average proficiency modifier (round down).

Continued on next page.

10 Cursed Dark. During the party's first long rest after this roll, the very force that created the Darkness comes to the characters in their dreams and warns them, as "mere mortals", not to venture foolishly into its depths. But it is too late! For 1d6 days, any ability or feature of the party or **Quarry** that allows them to take no damage on a successful saving throw instead of half damage ceases to work. Additionally, for the same number of days, this imposes disadvantage on a random saving throw each day. (d6: 1: Strength; 2: Dexterity; 3: Constitution; 4: Intelligence; 5: Wisdom; 6: Charisma)

d10 Possible Minor Complication

- 1 Memories Lost.** The Darkness makes it easy to forget. About light. About laughter. Who you are. Each character must succeed on a Constitution saving throw against a moderate environmental hazard DC (Underworld Hazards, page 141). On a failed save, the target loses a random proficiency or ability to cast a random spell. The character is not aware of this loss, until they try to use the check or cast the spell. This loss lasts for 1d3 days. Depending on the nature of the **Quarry**, it may be affected as well. Some whisper that such memories will coalesce into congealed, doppelganger-like demons, devoted to hunting down their source.
- 2 The Quarry and the Lost.** A creature lost to the call of the Lightless Abyss stumbles from the cloying Darkness—it claims to be one of the characters or a well-known NPC, returned as the grotesquely changed sole survivor from hunting the **Quarry**. It seems to have an uncanny knowledge of the party and its **Quarry**, and beseeches the characters to abort the hunt before they end up suffering its fate.
- 3 Radiation.** This region emits a harmful, if not deadly radiation. Unless the party flies above it or has suitable precautions, such as force effects or sheets of lead to put below their mattresses, they suffer a **-3 resting penalty modifier** the next 1d3 times they make camp. A successful Intelligence (Nature) check against a minor environmental hazard DC (Underworld Hazards, page 141) warns the party of this property. The **Quarry** suffers the same effects unless it makes its saving throw.
- 4 Non-Euclidian Paths.** The rules of gravity and perspective break down. The region becomes mind-boggling, an Escher-like panoply of impossible, intersecting tunnels. Make a contested Wisdom check between the **Quarry** and the character with the highest Wisdom. The loser must roll on Table 15-9: Call of the Lightless Abyss (page 198). If the character loses the contested check, the party gains **1d4 Hunting Success** due to the tainted insight. If the **Quarry** loses the contested check, the hunting party instead loses **1d4 Hunting Successes**, as the **Quarry** can use its insane insight to navigate the nightmarish labyrinth.
- 5 Escape.** The **Quarry** finds a path into another biome. Depending on its nature, it may attempt to disguise or even seal off the escape route. Clearing the route costs the party **1d3 Hunting Successes**.
- 6 Vantablack Magic.** A spellcaster's magic is imbued with the sentience of Darkness; when they cast their next 1d6 spells they chose whether to harness this fell power. If they do, they must succeed on a Constitution saving throw against a minor environmental hazard DC (Underworld Hazards, page 141). If successful, they don't have to expend spell slots when casting. If unsuccessful, they roll on Table 15-9: Call of the Lightless Abyss (page 198). If a successful caster then chooses NOT to use the Darkness to cast a single spell from the allotted 1d6, it becomes angry, if such an emotion is ascribable to it, and grants its spellcasting benefits to the **Quarry** for 1d6 days, whether the creature's casting is learned or innate.
- 7 Rapid Calcification.** The **Quarry** has contracted a strange disease that renders is nigh-impervious to damage, as it is encased in jet-like minerals formed of solid Darkness. Its Speed decreases by 5 feet each day for 1d6 + 1 days, but it also gains immunity to bludgeoning, piercing and slashing damage. If its Speed reaches 0 feet, it is petrified. At the GM's discretion, the light-absorbing mineral coating renders it effectively *invisible* as well.

8	Supernatural Darkness. The Darkness cloaks an entire region. Navigation needs to be by senses other than sight. Having a vestraadi guide with their sonar grants the party 2 Hunting Successes unless the Quarry benefits from some means to navigate in utter blackness. Without a guide, it takes a Wisdom (Survival) check against a severe environmental hazard DC (Underworld Hazards, page 141) or the party takes 1d6 days to navigate through the all-encompassing Darkness.
9	Tithe of the Abyss. 2d6 units of stock fall into a chasm. No sound of it hitting the ground is ever heard, as the rift is apparently bottomless. However, it must lead somewhere... At the GM's discretion, a character can go after to catch them; refer to Table 2-2 (page 19) if you want to increase the tension of the attempt to recover the lost stock.
10	Time's Toll. One random item or 1d6 units of stock is affected by a localized bubble of sped-up time and crumbles to dust, irrevocably lost.
d10	Possible Reprieve
1	A Champion of an Age Long Gone. The Quarry stumbles across the ageless champion of a culture from a previous age. It triumphs or escapes, but only barely. Reduce the Quarry's hit points to 1d4 until it finishes a long rest.
2	Glimpse of the Future. A character sees a vision of the future in the Darkness—tell them one of the abilities of the Quarry that the party does not know about. Alternatively, have the party roll a d20, record the result, and allow them to use that roll anywhere in the encounter once they catch up to the Quarry .
3	Snap. The Quarry breaks one of its appendages that becomes trapped in a jagged crack. Its Speed is halved.
4	Shrouded Memories. The Quarry forgets that it is being hunted. Its quarry awareness level reverts to unaware (Table 8-5: Quarry Capabilities, page 102).
5	Comforting Darkness. The Darkness cradles its children. Every character must roll on Table 15-9: Call of the Lightless Abyss (page 198), but every affected character also has advantage on all saving throws for 1d6 days after that.
6	Time Hungers. The Darkness swallows the present and future moments in time spent drinking and feasting, consuming 1d6 units of stock . However, for every unit of stock thus lost, one randomly-chosen character does not need to eat or drink for 1d6 days.
7	Aggressive Minerals. The hunting party and the Quarry both lose 1d6 units of stock , but start developing aggressively-growing mineral shards. These shards may be smeared on a weapon as an action to add +1d4 piercing or slashing damage to the next 1d6 attacks made with the weapon.
8	No Home. The Darkness is home to none. The Quarry loses one lair action or legendary action it has; if the Quarry has neither, it loses one of its regular features, resistances or immunities instead, subject to the GM's discretion.
9	Devolution. The Quarry loses one of its limbs, as it degenerates rapidly back through time and reverts to being a gruesomely disfigured lump of useless flesh.
10	No Way Back. A distortion in either time, space, or both, permanently cuts off the trail back. It also twists the Quarry's path in a loop, granting the hunting party 1d4 Hunting Successes .

Table 15-1: Hyperthermia Condition

Level	Effect
1	Heat-touched. Concentration starts to suffer slightly; profuse sweating and mild headaches begin. Heat-touched characters have a -2 penalty on Intelligence and Wisdom checks.
2	Dehydrated. The character begins to have trouble focusing on tasks. Activities requiring lengthy concentration take twice as long to complete successfully as the mind wanders. A dehydrated spellcaster must succeed on a DC 10 Constitution check to cast any spell with a casting time greater than 1 action. On a failure, the spell slot is expended.
3	Hyperthermia. The character gains a level of exhaustion and can't recover from exhaustion until after a long rest in sufficiently cool environments and with sufficient hydration. The number of units of stock of fluid required equals the victim's level of exhaustion. The liquid is consumed over the course of a long rest. Head-aches become crippling, and the character suffers a -2 penalty to Charisma and Dexterity checks. Additionally, whenever the character moves more than half their Speed in a given round, they must subtract 1d4 from all d20 rolls until the start of their next turn.
4	Heatstroke. The character can barely walk anymore and has disadvantage on all Strength and Dexterity checks and saving throws. Every time the character takes a reaction or bonus action in addition to their regular action and movement in a given round, they reduce their maximum Hit Points by 1d6. This reduction stacks with itself and remains in effect until the character no longer suffers from hyperthermia.
5	Barely Coherent. The character gains a level of exhaustion, and even simple tasks such as drawing a weapon, notching an arrow or retrieving something from a backpack require a successful DC 10 Intelligence or Wisdom check (at disadvantage due to exhaustion) to accomplish without fumbling and dropping the item, not finding it no matter how long it is searched for, or forgetting what one wanted to retrieve in the first place.
6	Death. The character dies.

Table 15-2: Hypothermia Condition

Level	Effect
1	Frost-touched. Skin itches but hurts when scratched, before slowly becoming numb. Characters suffer a -2 penalty on Strength and Dexterity checks.
2	Bleached. Yellow and white patches begin to form on the skin; these rapidly lose feeling. The character has a 50% chance to shiver uncontrollably when attempting a Strength or Dexterity check or saving throw, making the check or saving throw with disadvantage.
3	Shivering. The character now shivers constantly, their teeth chattering. A shivering spellcaster must make a DC 10 Constitution check to cast a spell with a verbal or somatic component; on a failed check, the spell slot is expended. Tasks that require manual precision, such as opening a lock or getting into or out of armor take twice as long. The character may also begin suffering from short-term madness on a failed saving throw, with most common examples being paradoxical undressing, terminal burrowing, or wendigo-psychosis.
4	Hypothermia. The character gains a level of exhaustion and can't recover from exhaustion until after a long rest in a warm environment. The skin develops black blisters, but also becomes entirely numb. A hypothermic character is only tangentially aware of their surroundings and is incapable of benefiting from passive Perception—only actively straining for something will yield information about dangers. Additionally, even the simplest activities requiring manual Dexterity now require a DC 10 Dexterity check to perform; on a failure, the character fumbles, dropping the item. Complex tasks, such as opening a lock, become impossible.
5	Frostbitten. The character is incapacitated and gains another level of exhaustion. As time passes organs begin to fail, digits are lost as fingers and toes break off, and other permanent injuries happen. The GM is the final arbiter of the full effects of such injuries, but a permanent reduction of maximum Hit Points by 1d6 per day spent frostbitten is a good suggestion.
6	Frozen Solid. The character is frozen solid and their death is almost certainly guaranteed. Subject to the GM's discretion, however, magical cold may cryogenically petrify creatures instead, allowing them to be thawed at a later stage and be returned to life.

Table 15-3: Hel's Taint DC by Behavior

Behavior	Saving Throw DC modifications
Intimidating those weaker to prevent hostilities/harm	+1
Adhering to the wording of an agreement, not its intent	+1
Tyrannical, authoritarian behavior	+1
Following orders, in spite of disagreeing with them	+1
Deception through technicalities in wording	+2
Intimidating those weaker for selfish gains	+2
Using subordinates/others to divert harm	+2
Showing a callous lack of compassion	+2
Enslaving a creature	+3
Summoning a devil or Lawful Evil fiend	+3
Severely harming or killing an enslaved creature	+4
Consuming/condemning a soul for personal gain	+5
Subject to the GM's discretion, particularly chaotic or good actions may offset these increases or provide reductions to the saving throw DC to resist Hel's Taint.	

Table 15-4: Hel’s Taint Levels

Level	Effect
1	Tainted. Your soul has been tainted by the region's darkened energies. For the purpose of spells and effects, you are treated as Lawful Evil if doing so would be more detrimental to you, regardless of your actual alignment.
2	Hierarchical Mind I. You become frightened more easily, but only by creatures stronger than you. You increase the duration of the frightened condition you suffer from any effect by 1 round. If the effect is dispelled, you continue to be frightened for 1 round after it is dispelled. Additionally, if you have immunity to fire or necrotic damage, you reduce one (GM’s choice) of them to having only resistance to it.
3	Hierarchical Mind II. You suffer from disadvantage on saving throws to resist spells and features that impose the frightened condition. However, you have advantage on saving throws against spells and features that impose the frightened condition if the originating creature seems to be weaker than you. Additionally, if you have resistance to fire or necrotic damage (including from the 2nd level of the Hel’s Taint condition), you lose one of them (GM's choice).
4	Merciless. You have to succeed on a Charisma saving throw against the last Hel’s Taint saving throw you made in order to grant quarter and refrain from killing a creature. On a failed save, you cannot abide the weak and vanquished remaining alive, and will attempt to eliminate them.
5	Total Obedience. You have to succeed on a Charisma saving throw against the last Hel’s Taint saving throw you made to engage in any illicit behavior, or to refuse any order. You are essentially permanently charmed by any order issued with authority. Only an order issued from a being with superior authority can offset this—immunity to being charmed does not protect against this compulsion. Subject to the GM’s discretion, <i>remove curse</i> may suppress one order for a day.
6	Tyrant. You become Lawful Evil, with a firmness of conviction rivaling that of devils. Subject to the GM’s discretion, this may mean that the character becomes an NPC, or that a major quest is in order to help the character atone.

Table 15-5: Increase in Shroomitis Virulence Due to Curative Magics

Hit Points Magically Healed Since Last Long Rest	Shroomitis Saving Throw DC
0	+0
1-10	+1
11-20	+2
21-30	+3
31-40	+4
41-50	+5
Et cetera	Et cetera

Table 15-6: Shroomitis Levels

Level	Effect
1	Infected. Your eyes water and itch, you swell up, and patches of your skin become raw. You have disadvantage on Constitution checks and Wisdom (Perception) checks relying on sight. The distance you can see with darkvision and similar modes of vision relying on sight is halved.
2	Compromised. Parts of your body continue to swell to the degree where you cannot stand upright anymore, so you adopt a hunched gait. You may no longer use the Dash action. A DC 15 Wisdom (Medicine) check with a heated lancet may be used to pop these swellings, spreading pus and spores in a 5-foot radius. This reduces your maximum hit points by 1d6 until you are fully cured of Shroomitis, but also prevents you from having to save against the condition the next time you finish a long rest. However, the infection does fortify you against toxins—you gain advantage on saving throws against the poisoned condition.
3	Carrier. Your frame is bent over and hunched by the fat, spore-filled boils growing on your back. Armor barely fits and is uncomfortable, squeezing the throbbing furuncles into your flesh. The pustules may no longer be lanced in a contained manner, but the rhizomes bonding with your nervous system gives you limited control over these boils. When taking fire damage, you can use your reaction to have the boils pop in a spurt of pus and emit a miasmic spore cloud in a 30-foot-radius sphere centered on you. The cloud grants you, and only you, half cover , and exposes anybody inside it to Shroomitis. You may do this a number of times equal to your Constitution modifier before requiring a long rest to replenish the pustules. Strong wind disperses the cloud. Your Speed is halved due to the pain of moving with your boils, whether closed or open.
4	Sentient Vector. The spore cloud from the third condition level now grants you three-quarters cover . Additionally, you gain resistance to poison and acid damage, as well as immunity to the poisoned condition. However, the invasive rhizomes have begun affecting your reasoning. The infection coerces you to seek magical healing for injuries whenever possible. This, of course, exacerbates the problem, as outlined on Table 15-5 (page 193). In addition, you are drawn to areas of warmth, particularly ones containing a lot of sentient creatures. If inside such an area, you have to succeed on your choice of a Constitution or Wisdom saving throw against the current Shroomitis saving throw DC, or involuntarily emit a spore-cloud—Shroomitis seeks to spread and infect as many creatures as possible. You risk involuntarily emitting a spore-cloud a number of times per day equal to your Constitution modifier, but do so at least once per day.
5	Shroom-Slave. You become immune to acid and poison damage, but also are permanently charmed by the Shroomitis infection, seeking to blight as many creatures as possible. The charmed condition is due to the rhizomes infesting your nervous system, and as such, this overrides any immunity to the charmed condition a creature might have. Unlike regular charmed creatures, you remain fully sentient of your body's behavior, and may speak as normal, warning people away. Subject to the GM's discretion and cruelty, you may need to succeed on a Wisdom saving throw to warn, e.g., loved ones away, as the infection perniciously and slowly convinces you that they're better off as part of the rhizome—they become one with you, after all...
6	Apotheosis. The character is functionally dead. Different strains of Shroomitis have different apotheosis stages, but all leave the infected host permanently changed. Most strains either dissolve the individual into a part of an evergrowing, cancerous and usually sentient rhizome. Other strains transform the victim into what is essentially a cordyceps-like fungal zombie lurching about, hungry for the sustenance and mulch that sentient lifeforms provide. This often ends with the host suicidally assaulting mighty entities like purple worms or dragons in the hopes of infecting them. Finally, it is rumored that funglet spore-cerers are working on a new strain of Shroomitis that allows fleshy life-forms to become funglets instead of dying. (This is a great way to explain why the new funglet character knows everything the previous character did.)

As noted before, no two cases of Shroomitis are the same. As a result, whether magic works, and what salves can help cure the affliction will be determined on a case by case basis by the GM.

Table 15-7: Colloid Melancholia

Level	Effect
1	Mercy. You suddenly value life. You gain the colliatur's <i>Sacred Life</i> racial feature (<i>Underworld Races & Classes</i> , page 18).
2	Numbed. Your mind drifts towards paths you did not take and people you lost along the way. You have a -2 penalty on Wisdom and Charisma checks.
3	Wandering Mind. You have a hard time focusing on the present, as you see ghosts of your past everywhere. Tasks that take longer than one action take you twice as long to perform. Spellcasters must succeed a DC 10 Constitution check to cast spells.
4	Weakened. You can hardly be bothered to lift your feet—your will to exist in this world of pain is weakened greatly. Your Speed is halved and you have disadvantage on all attack rolls and damage rolls. Spellcasters now have disadvantage on their DC 10 Constitution check to cast spells.
5	Despondent. You sob and cry at the pain of existence and beam blissfully when witnessing the phantoms and joy hinted at by the colloid. The DC to cast spells increases to 20. You suffer from disadvantage on all attack rolls and saving throws. You will barter and beg to walk into the colloid and be left alone.
6	Lured. You lose all detrimental effects of Colloid Melancholia, but are plagued by only one thought: become part of the colloid. You will do absolutely everything you can to walk into the colloid. Unless extreme measures are taken (subject to GM's discretion), you are effectively first an NPC, and then decisively dead. Those consumed by the colloid may not be returned to life, save as colliatur—and nobody knows if the colliatur returning are truly the beings that went into the colloid.

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Table 15-9: Call of the Lightless Abyss

d%	Effect
1	Rockskin. Your skin takes on the hue and texture of rock in the area, but not its hardness. Your fine motor skills may be impeded, but you can consume one specific type of rock as a substitute for water.
2	Cosmic Perspective. With an air of fatalism, you accept your insignificance, becoming inured to your own suffering and that of others.
3	Odd Echolocation. You can open your mouth and emit click-clacking sounds, believing that your teeth vibrate and help you find creatures. Subject to the GM's discretion, you might gain the Vestraadi's sonar (<i>Underworld Races & Classes</i> , page 160).
4	Haunted. You believe that you are followed by the sable ghost of a slain Underworld being. As time goes by it talks with you, and its advice sounds pertinent in comparison to that of your allies.
5	Ear to the Rock. You can predict cave-ins. 1 in 20 of the predictions are incorrect with regards to when they occur by 1d10 hours, or where they occur by 1d10 miles.
6	Song of the Deep. You can hear the lullaby of the deep frontier. When you close your eyes and hum along, you may glean knowledge from the rumbling strata.
7	Hypersensitive Ears. You become exceedingly sensitive to even the slightest sound. Regular conversation hurts your ears, while other noises cause greater distress and even debilitation.
8	Hatred. You develop a hatred for one of the subterranean civilizations that have tainted the purity of the Darkness. Your shadow, if ever seen, is that of the civilization's greatest foe.
9	Photophobia. Light means danger. Light means death. Light is the most hated enemy of all spelunkers who understand that the Underworld is the one true home for delvers; this view brooks no dissent.
10	Truth in Flesh. You feel compelled to carve important information into your skin. You may record spells onto your body, if a spellcaster. Next time you roll on this table, you may instead choose to automatically gain effect 23, "Read by Eating."
11	Terrible Word. A dark and horrid series of syllables consumes your thoughts. You must, once per day, scream it at the top of your lungs... or things will happen. The syllables might be contagious.
12	Lengthened Body Hair. Your body hair grows at thrice the rate, to thrice the usual maximum length.
13	Insect Diet. The only proteins you can process are sourced from insects.
14	Eyeless. Your eyes seal up. You "see" with your sense of smell and keen hearing instead, gaining blindsight in a 30-foot radius. If you roll this result an additional time, increase the radius by 30 feet.
15	No Waste. You develop a compulsion to use EVERY part of a slain creature.
16	Obsessive Hunter. You must hunt whenever given the chance. You give no quarter.
17	Horns. Sharp and twisted horns protrude from your forehead. If you roll this a second time, they become long enough to act as a weapon for gore attacks, dealing 1d6 piercing damage. You are proficient with your horns.
18	Hear their Hearts. You can hear the heartbeats of living beings within a certain radius, usually 15 feet. Being surrounded by too many of them is maddening.
19	Perfect Olfactory Memory. You never forget a smell. Never.
20	Reptilian. You can taste blood in the air. By taking one minute and tasting the air, you can discern if there has been bloodshed within 100 feet of you, and potentially follow the taste of wounded targets.
21	Bone Sucker. You believe that sucking the marrow from bones will make you stronger. You feel weaker when deprived of bone marrow for a prolonged period of time.

Continued on next page.

22	Twitchy Eyes. Your eyes twitch like those of a madman, allowing you to quickly discern details, but making it hard to focus on the big picture of complex situations. Your passive Perception no longer discerns what it usually does, instead noticing things that would require an Intelligence (Investigation) check.
23	Read by Eating. If you eat a text that is written in any language you can speak, you immediately understand its content. Next time you roll on this table, you may instead choose to automatically gain effect 10, "Truth in Flesh."
24	Language of Dark. You believe you can communicate with the Darkness and/or the deep frontier.
25	Tumorous Growths. You heal twice as quickly when resting, but also grow disfiguring tumors instead of regular scar tissue.
26	Claws. Your fingernails grow into grotesque, splintered, but functional claws. These claws deal 1d4 piercing or slashing damage (chosen when this result is rolled), and you are proficient with them.
27	Quadruped. You can move on all fours, courtesy of your unnaturally long and thin appendages. Your Speed increases by +10 feet while moving on all fours.
28	Osteo-Obsession. Collect one bone from everything you kill.
29	Tapeworm Friend. You have a tapeworm like no other. You must consume twice as much food. Your worm sometimes shows its face through your mouth or emerges from your bellybutton. You believe it is sentient and knows occult secrets.
30	Extreme Stoicism. It becomes all but impossible to affect you with any type of emotion, be it positive or negative. You have advantage on all saving throws against effects that try to instill these emotions in you.
31	Wild Mood Swings. You oscillate between being horribly depressed and manic.
32	Blood of the Earth. Your blood becomes a valued source of nutrients. One pint of your blood can nourish the water and food requirements of any creature, yourself included, as though they were 2 units of stock . Each pint thus consumed reduces your Hit Dice by 1 until you had a week to regain your strength in a civilized environment.
33	Mysterious Petroglyphs. Parts of your skin begin to peel off, revealing strange petroglyphs that seem to have been carved from the inside.
34	Call of Metals. You can hear one type of precious metal singing from behind the rocks. This may help you find seams of ore, subject to the GM's approval.
35	Pale Eyes. Your irises and pupils vanish, leaving only a stark white cornea. You can see better in the dark.
36	Nyctophobia. The Darkness itself is hunting you. You try to avoid being submerged in it at any cost.
37	Feral Hunger. Whenever something falls unconscious or dies near you, you must succeed on a saving throw (GM's choice) to refrain from attempting to gorge yourself on its raw flesh.
38	Blood-Drinker. You refuse to drink water—only blood will do.
39	Mute. You lose your voice. If you are a spellcaster, you can emit guttural groans to cast spells with verbal components.
40	Savage Meals. You become incapable of processing cooked food.
41	Dreams. Your dreams are haunted by strange and wondrous things, making you perpetually tired and longing to return to the light. Your dreams may provide prophetic visions.
42	Vermin-Whisperer. You believe you can talk to vermin. You may be right—but do they understand?
43	Ringmouth. Over several days your mouth transforms painfully into a circular, lamprey-like orifice including flexible muscle ridges that allow your three rows of teeth to rotate.

44	Collapsed Immune System. You experience an immune system dysfunction and have disadvantage on any saving throws against diseases you have to make. If you roll this result a second time, you automatically are subjected to every disease you encounter.
45	Climbing Claws. Your fingers bend into crooked claws that help climbing. You gain a climbing speed equal to 1/2 of your regular speed. Your fingers can't stretch anymore.
46	Eroded Sense of Time. You can't discern the difference between 1 and up to 72 hours.
47	Predator Delusion. You compulsively file your teeth.
48	Darkness Inside. When you open your mouth, magical <i>darkness</i> seeps out once per day. You have no control over when this happens.
49	Praise the Flame. You worship fire as a deity. Extinguishing one is blasphemy, seeing one go out is a tragedy.
50	Odorless Blood. Your blood turns into a transparent soup, making you look perpetually unhealthy and pale. Your blood has no scent or flavor and you can't be tracked by smelling or tasting your blood.
51	Riddle-Obsession. You must compulsively answer any riddle posed and concede to doing as asked if someone answers a riddle you pose.
52	Hoarder of Secrets. You compulsively hoard secrets and must succeed on a saving throw to share one.
53	Friendly Ropes. You believe that ropes are sentient. You must name every single one you encounter; if you do this and the rope is within 30 feet, you can command it to knot, unknot, or help you. They might betray you.
54	Eternal Hunger. You are perpetually hungry, but nothing even remotely satiates you.
55	Shifted Spectrum. Your vision spectrum drops to a shade of red. You gain <i>Infravision</i> , but lose the ability to discern blue or components of colors containing blue. Purple, for example, looks red to you.
56	Lost Species. You no longer are capable of behaving as your race. You lose one of the abilities your species usually has.
57	Waste No Allies. You are compelled to eat the fallen of your party.
58	Olfactory Identity. Visual identity ceases to have meaning for you—only the smell of other creatures allows you to identify them as specific individuals.
59	Tactile Identity. Visual identity ceases to have meaning for you—only touching them all over allows you to identify other creatures as specific individuals.
60	Traitorous Paper. You distrust paper and anything on, in or made of paper. Maps and map-makers are especially untrustworthy.
61	Bone Ridges. You develop ridges of bone on some part of your part of your body. If you roll this a second time, they become pronounced enough on your head or shoulders to act as a weapon for ram attacks, dealing 1d6 bludgeoning damage. You are proficient with your bone ridges.
62	Loss of the Sun. You lose any memory of the sun.
63	Pigmentation Shift. Your skin pigmentation grows lighter—if your skin is already white, you first become albino white, then translucent.
64	Unearthly Colors. You start seeing the colors <i>dolm</i> and <i>jale</i> .
65	Weight Obsession. You must constantly find ways to lighten your load, potentially throwing items away.
66	Paranoia. You become convinced that somebody is hiding something from you. Unless you get a fellow party member or ally to admit to a secret, you cannot advance a level.

- 67 **Shapeless World.** You can't recall the name of anything you look at unless you make a miniature version of it out of mud or clay.
- 68 **Body Magnetism.** You can feel magnetic fields. Metal is evil.
- 69 **Love the Flame.** You become enamored with one type of thing that burns such as torches , camp fires, or candles. When your beloved item is extinguished, it's as if they've been murdered; when it burns away completely, you feel abandoned.
- 70 **Fused Legs.** Your legs fuse together into a slug-like lump of flesh. You can only move by wriggling.
- 71 **Hollow Needle Tongue.** Your tongue elongates to a length of 5 feet, lolling from your mouth. It ends in a sharpened bone-ridge that has a compartment that can be filled with liquids, such as poisons without the risk of poisoning yourself.
- 72 **Evil Mirrors.** Reflections are potentially hardlight phantom spies, sent by the Colloid. Never discuss important matters in their presence.
- 73 **True Narcissism.** You believe that your reflection is a distinct entity and treat it as such.
- 74 **Abnormal Body Temperature.** Your body temperature cools to that of your surroundings when you are not exerting yourself. You may never warm others and feel cold to the touch.
- 75 **Acidic Sweat.** Your sweat becomes mildly acidic and irritating. Roll this again, and it deals 2 (1d4) acid damage per full round of contact.
- 76 **Vector.** You have become the vector for a strange virus or fungus. It wants you to help it spread.
- 77 **Twilight's Foe.** Twilight is pure evil. You cannot sleep in dim light; either bright light or total darkness is needed.
- 78 **Conserve the Self.** You become obsessed about retaining the integrity of one of your body parts, such as your face, an arm, your torso, etc. You attempt to create an item that looks like it and wear it at every opportunity.
- 79 **Consume Sounds.** You can draw sustenance from sounds. Those that utter them forget the words that you eat. A dozen words are a **unit of stock** for you.
- 80 **Fungal Symbiosis.** A strange fungus rots your nose from within, but also protects you against a variety of inhaled toxins. Eventually a large gnarled toadstool replaces you nose.
- 81 **Horrible Twitch.** You may enter a state wherein you twitch unnaturally like a grotesque otherworldly beast. While moving, it makes it almost impossible to target you with ranged attacks. But you forget one important memory every time you use this power. Afterward, you know you have forgotten something vital, but may never thereafter retain that information no matter how many times you are retold it.
- 82 **The Enemy's Name.** You lose any identification with your own name. You instead believe your name to be that of a horrible monster/villain.
- 83 **Stained.** You are perpetually stained, and the stains never come off. If rolled again, the stains are your blood. If again, the blood is from those you have killed. A fourth time and it is the blood of an innocent victim.
- 84 **Second Pupils.** You gain unearthly, second pupils in your eyes. What they see is up to the GM.
- 85 **Visions of Eternity.** Your pupils are shaped like hourglasses. You see everything age and decay when looking at them. Blinking resets the vision.
- 86 **Hostile Color.** Choose a color not usually found in the dark, such as blue or yellow. This color is the enemy and identifies their agents—you should do something about them...
- 87 **Silent Breath.** Your breathing no longer makes any sound whatsoever.
- 88 **Be Still my Beating Heart.** You no longer have a heartbeat. Strangely, this does not seem to impede you in any way.

89	Quills. You grow strange, porcupine-like quills from one part of your body. If you roll this a second time, they become long enough to act as a source of <i>Barbed Hide</i> (as barbed devil) attacks, dealing 1d6 piercing damage to any creature that grapples you.
90	Slug-Slime. Your sweat becomes sticky, disgusting mucus. Enemies with a <i>Keen Sense of Smell</i> have advantage on tracking you by smell, and you cannot conceal your smell. Unless you have washed in the last 2 hours, you are automatically noticed by creatures with a <i>Keen Sense of Smell</i> within 60 ft. of you.
91	Geometric Obsession. Choose a geometric shape not usually encountered in the Lightless Abyss, such as a perfect square or a spiral. You see the shape everywhere, becoming convinced that it holds a cosmic secret.
92	Hello Darkness, My Old Friend. You give names to different levels of Darkness and talk to them.
93	Translucent Lids. Your eyelids become translucent. You can't sleep in bright light.
94	Ascension. You believe you need to become an angel to escape the dark that stained you. You attempt to assemble an angel from the body parts of your fallen foes and whatever you can scavenge. If you ever finish the angel-body, you might consider killing yourself to inhabit the "superior" body.
95	Pseudo-Phylactery. You believe that your soul is housed in one of your items, and that your body will regrow if you are slain, provided your "phylactery" is nearby. The trouble is, you don't know which of your items holds your soul.
96	Stake 'Em. You need to stake any unconscious creature you encounter. They are vampires. Other party members are exempt, so long as they can convince you every now and then that they are not vampires.
97	Summon Corruption. Creatures you summon, or those that are summoned, within 200 feet of you are replaced with THINGS. These may or may not be under the control of their respective summoner.
98	Forever Thirsty. Your thirst can never be slaked. Your voice turns to a dry rasping. If you roll this a second time, you stop sweating.
99	Perfect Digestion. You digest everything. You no longer produce feces.
00	Sedate Me. You develop an addiction to one substance. You need that substance to function.

d100 Aeolian or Wind Cave Finds

- 1 A tiny bag containing dried-out bird organs and bones. A strange symbol has been sown into the cloth with orange thread.
- 2 A boar mask carved from bone. It has small, protruding tusks.
- 3 A stone spear. A chain of bird feathers is tied around its haft.
- 4 Large, humanoid footprints. There appear to be at least two different sets.
- 5 A brass flask. It is filled with clean water and magically refills every dawn, but the water's color is slowly changing towards red.
- 6 A smooth spire of salt if the cave is in the arctic, or it is made of ice if it is in the desert.
- 7 A bag of hypnotic marbles.
- 8 Two daggers stabbed through the eyes of a dwarf skull.
- 9 A vial of viscous plant sap. It is unclear what type of plant it came from.
- 10 [Encounter] A band of bloodthirsty gnolls. They have just had a successful raid and are carrying a large number of valuables.
- 11 A copper bowl holding some flowers, seeds, and odd spices.
- 12 A whip that has been tied in a knot. Dried blood coats the handle.
- 13 An unspooled scroll that extends for 30 feet. It is blank, except for a single line in Undercommon reading "And so it all began."
- 14 A broken lute. It has been snapped in half.
- 15 A palm-sized wooden idol of a monkey. It is cursed. A character attunes to it after touching it. Any character attuned to the idol makes their next two saving throws with advantage, but their third is made with disadvantage and incurs a -5 penalty. Thereafter, the character rolls 1d3 on any saving throw. On a "1", the save is made with disadvantage and a -5 penalty.
- 16 A pair of crystal-lensed goggles. The lenses have been scratched so badly they are impossible to see through.
- 17 Cave paintings of a sleeping giant, which appears to be sleeping in a cave like the one the party has entered.
- 18 A chessboard. It is missing half of its pieces.
- 19 A small, vacant house. It has been fashioned from sand in a desert cave, and from snow in an arctic one.
- 20 [Encounter] A pack of elemental wolves. In a desert cave they are sand wolves, with shifting, sandy forms. In an arctic cave they are frost wolves, with frozen, jagged forms.
- 21 A small berry bush. The berries are edible (6 **units of stock** in total), but not exactly tasty.
- 22 A decapitated humanoid corpse. The corpse's original head was replaced with the head of a jackal or wolf.
- 23 A strong gust of wind blows through the cavern. It carries a strip of red cloth.
- 24 Small, trimmed trees grow from the ceiling, walls, and floor of the cavern. They release floating seeds with every gust of wind.
- 25 [Encounter] A band of raiders. They are riding giant lizards in desert caves, and saber-toothed tigers in arctic caves.
- 26 The specter of a former spelunker. They sit harmlessly in front of a wall, attempting to finish carving a message into the stone. The message so far reads "beware the dra-" in Undercommon.
- 27 A rusty key hangs on a string from the cavern ceiling.
- 28 Holes line one wall of the cavern. A low buzzing can be heard coming from them but looking inside reveals nothing there.

29	A corpse clutching a tattered, ruined tome to its chest. Its knuckles are cracked and bloody.
30	The wind suddenly dies as the party enters a vaulted cavern. A hole in the ceiling lets in refreshing sunlight. Standing in the beam of sunlight grants a character the benefits of a short rest. A character can only gain this benefit once per month.
31	One character begins to hear whispers on the wind. The rest of the party does not. The whispering continues for thirty minutes.
32	A smashed pocket watch. It no longer has a minute hand, and the hour hand is stuck between four and five.
33	A spelunker's pack. Inside is a day's worth of rations (3 units of stock), climbing equipment, and an ornate silver hairbrush.
34	A rabbit. It is carrying a dead fox in its jaws back to its nest.
35	[Encounter] What's worse than fighting a massive monster? Fighting a massive monster in a narrow cave! The party encounters a behir if they are in a desert cave, and a remorhaz if they are in an arctic cave.
36	One party member is overcome by the feeling that if they look back, they will die. If they manage to work up the nerve to do so, they see a ghostly vision of themselves that quickly dissipates. Only they can see the vision.
37	A red rose grows from a crack in the stone floor. If a character plucks it, the red color slowly fades to stark white.
38	A dead campfire. Next to it is a sword with a golden hilt and ruby-studded pommel.
39	A miner's hat. It is slightly bent, but serviceable.
40	[Encounter] Sitting next to a crackling fire is an old halfling. They are a scholar/adventurer, set on exploring the wonders of the world and journaling their travels. They have a variety of potions, books, and traveling gear for sale. The party can get discount prices if they share a particularly entertaining story from their adventures.
41	A dragonfly buzzing around inside a glass jar.
42	Vultures shredding the corpse of a human spelunker.
43	Solidified amber covers one wall of the cave. It might be worth quite a bit if the party wants to spend time mining it, or it might be volatile, explosive planar amber or an access point to the Amber Road.
44	One party member begins bleeding profusely from their nose. It continues for about ten minutes.
45	[Encounter] The cave walls are either glazed like porcelain, or covered in ice. A young blue dragon lives here if it is a desert cave. A young white dragon lives here if it is an arctic cave.
46	The wind blows more intensely. Travel for the next hour is considered to be through difficult terrain, regardless of other terrain features.
47	A glass statue in the shape of a horse. It is incredibly life-like and hot air seems to blow out of its nostrils.
48	A gold necklace with a serpent pendant rests on a stone.
49	A family of goats. They have an extra eye in the center of their foreheads.
50	Stairs are set into the cave wall. They lead up in a spiral and let the party members out on top of the cavern system. The sun shines brightly and a patch of fragrant greenery surrounds the stairway exit. If the party attempts to venture farther than the edge of the plantlife, they find an invisible wall keeping them in. Taking a short rest in this area grants the benefits of a long rest. The plants seem to be slowly moving as the barrier falls.
51	An ancient scepter. It seems to be made of gold and silver, but these are just thin coats. It is mostly made of iron.
52	A turtle shell. It has strange, archaic symbols etched into it.

53	A bird nest resting on a high ledge. Newly hatched chicks chitter from inside it.
54	Thick, leather gloves. They look brand new.
55	[Encounter] A giant has been keeping a pack of rust monsters as pets. Fortunately, the giant is away at the moment. Unfortunately, their pets are very much here, and hungry.
56	A voice carried on the wind warns the party in Common to “turn back now or foreve...” The wind dies before it can finish its warning.
57	Five chairs are arranged in a ring around a small, dead campfire. On each chair except for one is a bloody pair of pants. The last chair has a sword caked in blood.
58	A metal bucket filled with live crabs.
59	One party member feels like they forgot something but cannot seem to remember what.
60	An impressive looking eyepatch. It is cursed. Any character that wears it attunes to it and can no longer remove it without dispelling the curse. While sleeping, the character experiences vivid dreams of being killed in a multitude of horrific ways (-4 resting penalty modifier). At least they look cool wearing it though...
61	The corpse of a giant rat. It looks slightly shriveled but bears no wounds.
62	A pair of black boots. They are filled with sand or snow depending on whether it is a desert or arctic cave.
63	A rusty iron helm. It is still serviceable.
64	The path ahead is blocked by a stone wall. Two holes in the wall lead to the passage beyond. They are just large enough for characters to shimmy through on their stomachs.
65	[Encounter] Giant bats! Wait, no. Those are goblins wearing strange gliding contraptions using the cave winds to fly!
66	A wooden standing ladder. It is severely damaged but might be able to support a single creature long enough to climb up.
67	A kite fashioned out of hides and sticks. It is stuck in a cleft high up in the cave, but it remains operational.
68	A satchel filled with small stones that have been carved into the shape of animals. There is also a sling inside.
69	Veins of red crystal in the rock walls. The crystal hums softly when pressed directly against the ear.
70	[Encounter] A mini oasis. There is a small pond surrounded by hardy shrubs and grasses. The wind dies while the characters stay here, and the air is the perfect temperature. Characters can rest safely here unless they harm or despoil the plantlife and awaken the oasis guardian.
71	Spiders fly through the air, using thin web strands to catch the wind.
72	An elf’s corpse hangs from a noose tied to the ceiling. A daisy is crushed between its teeth.
73	A bloody journal that reads “Catalogue of Cave Troll Behaviors” on the cover in Undercommon. It is blank inside, except for the bloodstains.
74	A signpost that points back the way the characters came. It reads “salvation” in the native tongue of anyone looking at it.
75	[Encounter] This cavern is the roost for a pair of wyverns. They have just recently borne an impressionable hatchling.
76	A horse saddle. It hangs from the ceiling, caught on a jagged stone ledge.
77	A kobold head stuck on a spear.
78	A fox follows the party for a while. I can be convinced to follow them for longer if given food.
79	A stone mask. It is featureless except for a set of narrow eyeholes.

80	[Encounter] The tunnel ahead is a dead end. A statue of a giant has been partially carved out of the back wall. A yellow gem is set into the wall by the statue's feet. Removing the gem allows the stone giant that was trapped in the wall to break free and take revenge on the humanoids that trapped them. Since they are not alive anymore though, the party will have to suffice instead.
81	A specter reliving its grisly death over and over again. It does not notice the party, but with each death, it takes on more and more characteristics of the party.
82	A deep voice shouts "Mad! Mad!" in Common. It echoes through the cavern, but the source is impossible to locate.
83	A jagged crown of wood and rock. Anyone who wears it hears the crash of thunder intermittently.
84	A wooden chest. Inside is a long, black riding cloak, an iron hammer, and pouch of gold coins. The coins are fake, but magnetic.
85	[Encounter] A sturdy hut. Smoke rises from the chimney. It is home to an outcast family of an orc and human with their half-orc children. They are wary of the party but offer them a meal and a place to rest.
86	An organ carved into the cave wall. It uses the wind currents and various, pluggable holes to create sounds. It can be used to call the lost city of Al-Yrthos from the sands/snow.
87	An altar to a party member's deity.
88	A cracked spyglass.
89	A large barrel of sawdust. Buried in the sawdust is a golden idol of a sparrow-headed deity.
90	[Encounter] The party stumbles upon a ruined temple. Dozens of unnervingly lifelike statues dot the area around the temple. They were made by the medusa which has been using the temple as a lair for decades.
91	The skeleton of a massive serpent. It is partially buried in sand or snow.
92	A glass bottle with a rolled up note inside. The note reads "I'm sorry."
93	A spelunker's pack. Inside is a half-eaten loaf of bread (1 unit of stock), a short spade, and a blue scarf.
94	Bright torchlight can be seen farther down a branching tunnel. Yet, as the party draws closer, the light disappears, and they find themselves at a dead end.
95	A treasure hoard. A chest full of gold and emeralds and piles of silver coins sit in a small alcove. Several insidious traps protect the seemingly unguarded treasure. (Have fun creating unique traps for your players!)
96	A torn belt with an empty scabbard
97	A wide-brimmed hat. A rattlesnake hides underneath.
98	A loud, bestial roar of pain echoes through the cavern before it is abruptly cut short.
99	A tiny boat carved out of wood is sailing in circles through the air.
100	[Encounter] An athletic, young weretiger nomad in humanoid form has set up camp. They are kind to the party at first, but soon demand that they pay for safe passage through the cave. If the party refuses, the nomad attacks, planning to repeat the offer after it makes an example of one of the party members.

d100 Anchialine Cave Finds

- 1 Seaweed hangs from the cave ceiling in thick clusters.
- 2 An algae-covered pond.
- 3 A wooden, horned helmet. It is too small for an adult to wear.
- 4 Pale, tall stalks of what look like grass cover the cavern floor. Upon closer inspection, they appear to be some type of fungus.
- 5 [Encounter] Several animated twig fetishes sit motionless in the cavern, waiting to attack.
- 6 An ominous ticking fills the cave, growing steadily faster and faster. Finally, it stops.
- 7 A decayed corpse. Pink and purple crystals have grown from it.
- 8 A tree made of bone. It stretches from floor to ceiling, with grotesque rib-like roots at both ends.
- 9 A puffball mushroom the size of a small house.
- 10 A smooth glass disc is set into the cave wall. When a character looks through it, they gain truesight for thirty minutes. Afterwards, they are blinded for another thirty minutes.
- 11 A satchel filled with fishbones and feathers. It smells faintly of mulch.
- 12 A pit filled with cobwebs. The cobwebs, if observed, seem to form letters that only make sense if someone falls in.
- 13 A fungal growth. If a character gets too close, it releases a spore cloud that knocks anyone who breathes it in unconscious for fifteen minutes.
- 14 Decaying wood planks covered in moss. They break easily.
- 15 A bush with bright red berries. When eaten, they grant temporary hit points equal to a potion of healing for an hour.
- 16 A floating ceramic mug. If any character says the word “mug” in any language, it falls and shatters on the ground. Saying “gum” reverses time for it and glues it back together.
- 17 A goat with incredibly long legs. It only eats salt crystals which form on the cave ceiling.
- 18 A cluster of yellow crystals that glow only when no other light is present.
- 19 A trickle of salty water runs down part of the cave wall.
- 20 [Encounter] Towering fungi shaped like uncanny trees. A pack of goblins and worgs has made their home among the caps by constructing crude shelters and bridges. They do not take kindly to intruders.
- 21 A campsite. It appears to be abandoned, but the fire is still lit and there are half-eaten rations (1 **unit of stock**) scattered about.
- 22 Waist-high, stagnant water fills the tunnel ahead.
- 23 A willow tree with golden leaves. Its branches seem to reach for any creatures nearby.
- 24 A wooden effigy of a deity with antlers and three ruby eyes.
- 25 [Encounter] A pair of shadows stalk the party for a while before launching an attack. The shadows look vaguely humanoid, but seem to have been created from an unknown species.
- 26 A palm-sized lizard with moss growing on its back.
- 27 Gold and jewels can be seen at the bottom of a shallow pond. As soon as the water is disturbed, the pile of treasure disappears.
- 28 A child-like laugh echoes through the cave, slowly transforming into a bestial growl.
- 29 Green dragon scales are littered across the floor.
- 30 [Encounter] A gnomish alchemist came to these caves for research but lost their mind. They’ve been looking for new test subjects for a number of dangerous and deadly potions they’ve concocted.
- 31 A spear sticking out of a small stream.
- 32 The smell of copper fills the cavern. There are occasional small sparks in the air around the party.

33	A field of white and purple flowers. If a party member gets within 5 feet of a flower, it quickly begins to wilt.
34	The broken front half of a small dinghy. Brightly colored fungi and moss grows from the old wood.
35	A silver flask. It is cursed. Any character that drinks from the flask attunes to it. The flask constantly refills itself with water, but drinking it only makes a character even thirstier. The water still sates thirst normally, the character just feels thirstier. The thirst makes them require an additional unit of stock each day for creature comforts, but they can't die due to dehydration.
36	A feral cat. It has no tail and long, opposable catfish feelers instead of whiskers.
37	Set into the ceiling is a massive, blue crystal. It pulses with light intermittently.
38	A puddle about the width of a humanoid. It is a water filled tunnel leading to the anchialine pool. It takes an average of half an hour for a character to swim through.
39	Wooden masks hang from the ceiling on thin strings. The party members catch them yawning or blinking out of the corner of their eyes, but the masks appear lifeless when viewed straight-on.
40	[Encounter] A massive cave bear. The bear has fungi growing in its fur that produces poisonous spores. It is immune to the poison they produce, and its melee attacks can cause Shroomitis.
41	A stream runs along the ceiling. It is unclear what force keeps the water from falling.
42	A statue of a humanoid has been cut into layers. The layers hover in the air at intermittent heights, scattered around the room.
43	A barrel filled with rotten vegetables and rats. The rats are hairless and have webbed toes.
44	A pillar of pink salt. It tastes salty at first. It has a sweet aftertaste. Licking it provides a mild euphoria and increases mood by one step.
45	[Encounter] A gloomy satyr. They ask to hear a new song to cheer them up and alleviate their Underweltschmerz. However, if the song is not good enough, they grow even gloomier, their mien oozing out of them as manifest Darkness.
46	A portrait of a faceless humanoid has been painted on the cave wall. It is surprisingly lifelike. Any character that stares at the painting for an extended period of time begins to see their own features in it.
47	A suit of zwerch armor covered in kelp and barnacles.
48	A tree bearing strange fruit shaped like a tube. It is bright purple and tastes vaguely like a banana. The tree bears enough fruit to provide sustenance for two weeks (14 units of stock).
49	A cluster of brownish fungi. Any light source that comes within 5 feet of it goes dark, and the fungi begins to glow at the same intensity instead.
50	A living wood statue of an ancient nature deity. Odd fruits grow on it which grant any character who eats them the benefit of short rest. Eating more than one fruit per month has consequences and grants the deity influence over the character.
51	A wide underground lake. A rickety pier juts out over the water. A faint, green light glows at the very end of the pier. The light fades away if a character gets too close.
52	A cluster of red crystals that resemble smiling teeth in the cave wall.
53	One party member begins sneezing uncontrollably. They sneeze out a thick clump of strand-like fungi. The clump begins crawling away, using its strands to pull itself along the ground.
54	A dilapidated shack. Inside is a burned-out campfire and a blank journal. The journal subsequently fills with cryptic threats and a tale of a descent into madness, with a new chapter added after each long rest.
55	[Encounter] A wide grove of strange flora and fauna. None of the specimens are anything like the party has seen above ground. If they try to harm or remove anything from this grove, two shambling mounds emerge from the earth and attack.

56	A large basket full of fresh fruits (6 units of stock). It is unclear how they ended up here.
57	Large stone pillars stretch from floor to ceiling. Proportionally large mushroom shelves grow on them.
58	A water-logged book. It appears to be a common gnomish children's tale, but the ending is drastically different than the commonly told version.
59	An altar to a long-forgotten deity. One party member feels as though they have worshiped at it before. This is, of course, impossible. Or is it?
60	[Encounter] An elderly human druid. They have several useful potions and items for sale. They value good humor and honesty above all, ignoring small slights or impoliteness.
61	A wooden sword floating on a small, brackish pond.
62	A pair of new leather boots. Judging by the smell, they cannot have been tanned more than a week ago.
63	One party member lags behind, talking with another. Until they notice the other party member ahead with the rest of the group. The person they were talking to has vanished without a trace.
64	A number of corpses in full armor. Their armor has mostly rusted away, but the bodies look as if they died yesterday.
65	A dagger with a hilt made out twisting branches. It is cursed. Any character who touches it attunes to it. The cursed character finds all vegetables and plants disgusting, preferring to subsist on a diet of fungi and meat. They cannot gain sustenance from vegetables and plants.
66	Thick mist begins to fill the passageway.
67	A small hole in the cave ceiling lets in a bright beam of sunlight. A silver ring glitters in the light.
68	A creature resembling a flounder with the legs of a Komodo-dragon-like monitor lizard scurries up the cave wall and into a hole.
69	A thick, tropical forest. Octopus-like creatures swing between the treetops, hooting and howling.
70	[Encounter] A green dragon has made this cave system its lair but is extremely grateful to have new victims.
71	Aquamarine fruit shaped like conch shells dangle at the end of thick vines. If a character eats one, they gain the ability to breathe underwater for one hour, but also lose the ability to breathe air for this duration.
72	An empty dragon turtle shell. On its interior are crude, scattered paintings.
73	The entire cavern ahead is covered in spongy, green moss.
74	An old, rusty helmet. Thirty tally marks have been left on its surface in blood.
75	[Encounter] A large underground lake. It is home to some very unhappy merrow who labor under the delusion of being kraidyl.
76	Bubble-shaped mushrooms float up and down in the air. If touched, they pop and fly off, spewing spores in their wake.
77	A copper crown is wedged in a cracked stone. Characters should be careful pulling it out if they do not want to chip it.
78	A shrill wail comes from somewhere ahead in the darkness.
79	A travelling pack. Inside is a hand-drawn map of the cave system up to this point, a week's worth of rations (7 units of stock), and the bent portrait of a human woman.
80	A small waterfall. Large, sweet smelling flowers and thick grass grow around the waterfall's pool. The waterfall is extremely calming; resting here provides a +7 resting modifier. Every creature nearby also is aware of this wonderful place and down hunt any who fail to treat it properly.
81	The tunnel ahead slopes downward at a steep angle. The party should tread slowly and cautiously.
82	The sweet smell of syrup fills the air. It is impossible to tell where it is coming from.

83	A broken drum. Inside a family of cave squirrels has made their home. The squirrels have twitching, feathered antennae instead of eyes.
84	A message in Undercommon has been chiseled into the ceiling. It reads “Where are you going?”
85	The tide is rising! A storm out at sea is closing in and rapidly raising the water level within the cave.
86	A narrow hole in the cave wall. Hiding inside is a scorpion who asks to be carried over a nearby body of water in perfect Common.
87	Bats hang from the ceiling. They are much smaller than normal bats, though, and have elephant-like trunks for drinking nectar.
88	The specter of a young sailor. They are crouching with their back to the party, sobbing. No matter what the party does, they do not seem to notice.
89	A natural stone bridge. It resembles a giant stretched out for a nap.
90	[Encounter] A storm giant uses this cave as a relaxing retreat and does not want the party intruding. If the party is polite and humble, though, the giant could be persuaded to let them share in the relaxing cave atmosphere (+4 resting modifier, but only if no blood is shed inside).
91	A voice that all but one of the adventurers can hear calls out the name of the party member who cannot hear it.
92	Red eyes stare down at the party from the dark above their heads. Shining a light on them reveals nothing there.
93	A half-empty bottle of brandy (2 units of stock). It has a slightly salty taste.
94	A shortsword with a broken hilt.
95	[Encounter] An intelligent cyclops. They came to this cave seeking solitude and a place to keep their extensive library. They avoid combat with the party and even offer them a map of the cave system if they are treated kindly.
96	A family of albino deer with long necks and manes of moss.
97	A dead torch still in the clutch of a dried, severed hand.
98	The tunnel ahead is submerged under water for the next feet.
99	Free-floating spores glow dimly. They burn exposed skin like acid.
100	A glowing ball of orange and green light floats in the center of this cavern. It is bright and yet soothing on the eyes. The ball is incredibly pleasant to watch: if a character stares at the light for too long, they fall unconscious and the ball’s light winks out. When they wake, their eye color has become the same mix of orange and green.

d100 Corrasional or Erosional Caves

- 1 An abandoned minecart. It contains a severed foot, a lantern, and sack full of rations (6 **units of stock**).
- 2 A silver amulet with a spider-shaped pendant.
- 3 A bat descends on the party, shouting “The walls aren’t real” in Common before flapping away.
- 4 The party sees two boulders up ahead. Once they have passed them, looking back, there is only one.
- 5 A very obvious pit trap sits in the center of the tunnel. Moldy planks cover the hole along with some rubble. This pit trap is meant to distract from the other, better concealed pit traps to either side of it.
- 6 The remains of a dvergr hunting party. The corpses are strewn about and seem to have been mauled by a large beast.
- 7 A chandelier hangs from the ceiling. It is lit, but there are no signs of any other living beings in the vicinity.
- 8 A large, leather tarp covers a portion of the cave wall. Underneath, the front of a house has been carved out of the stone.
- 9 A porcelain teapot and teacups are arranged in a small circle. They are in pristine condition and filled with steaming tea.
- 10 [Encounter] A pair of trolls, Froth and Groth, are bickering. Froth believes that Groth ate its last dwarf, but Groth protests that Froth ate them already and just forgot about.
- 11 A large tree with pale bark and dark leaves grows beside a river. A heap of desiccated animal corpses lies around its base.
- 12 The path ahead is covered in thick, strong spider webs. The faint sound of skittering can be heard coming from within the walls.
- 13 One party member sees a glowing, humanoid form out of the corner of their eyes. When they turn to get a better look, it vanishes.
- 14 An old campsite. There is a pack containing rotten fruit (1 **unit of stock**, carries a disease) and a bundle of arrows.
- 15 The party encounters a dweorg town. The houses have been carved from the stone. The dweorg are currently celebrating a local holiday that involves copious drinking and singing. They invite the party to join.
- 16 A large, perfectly rounded tunnel branches off from the main path. It ends abruptly in a flat stone wall that emits a continuous, soft whispering in an antediluvian language.
- 17 A pile of fresh animal scat. A very, very large pile.
- 18 A natural bridge has formed over a stream. While standing on it, characters hear a voice say “vile dark” in Elvish.
- 19 A cluster of thick grass and orange flowers lines a river. The flowers smell like beeswax.
- 20 [Encounter] A flumph appears, glowing with bright distress. It tries to get the party to follow it to a recent cave in, where another flumph has been trapped by fallen rocks.
- 21 A cluster of vines have grown in and around a giant’s skull.
- 22 The remnants of an old dwarven mining town. The echo of pickaxes on stone can still be heard occasionally, despite there being no signs of life.
- 23 An iron horseshoe inlaid with small, glittering amethysts.
- 24 A patch of glowing mushrooms.
- 25 [Encounter] A band of drow outriders and drider is returning from a successful slave raid. They have several prisoners with them (DM decides number of enemies based on party level).
- 26 A vial of blue blood. It is unclear what it has come from. Uncorking the vial turns the blood red.
- 27 An albino species of deer. It is blind and has antlers that curve downward.

28	Humanoid skulls set into the walls at regular intervals for the next half-mile.
29	A rat clad in a tiny set of bone armor. The armor seems to have been made from the skeleton of a cat.
30	[Encounter] A grumpy svirfneblin stonemason/sorcerer. He has a number of earthen-themed spells but only fights the party if provoked.
31	A nest of sparrows. Their feathers are an ashen gray, and their forms seem to waver as if they were made of smoke.
32	A wooden ladder. Climbing to the top reveals a small hole in the ceiling. If a character reaches inside, they find a dagger with a blade made of ruby.
33	The remnants of a large number of campfires and tents. From the scattered webs it seems likely that this is the campsite of a massive drow military force.
34	A mushroom garden. There are no signs of a gardener, but the mushrooms are carefully organized by species in orderly rows.
35	A pair of dirty socks. They are cursed. Anyone who wears both socks simultaneously develops a deathly fear of water.
36	A sign carved into the cave wall says in Undercommon "Beware! The Fluggie Grump waits ahead!"
37	A glass bottle with a few twigs and an empty butterfly chrysalis inside. There appears to be an acid-burned hole in the glass.
38	An altar to an old, forgotten god. A skeleton is frozen in prayer position before it.
39	A silver scarab beetle. It gives off warmth and the quiet sound of chittering.
40	[Encounter] A couple of dweorg in bloody rags coming from the opposite direction. They run past the party as a minotaur emerges from the dark in pursuit.
41	A spectral elf appears, clothed in rich robes and wearing a jagged crown on their head. They mutter unintelligibly. If the party tries to interact with them, they look at the party with shock and scream "the children!" in Elvish before vanishing.
42	A rabbit with eight legs clambers by on the ceiling. It has gray fur and eight eyes as well.
43	The party notices that the echoes of their voices sound less like them and more like a gloomy child mimicking their words.
44	A family of goats with mushrooms and algae growing on their bodies.
45	Four human spelunkers have made camp. They are cheerful and invite the party to share some food and spend the night with them. When the party wakes in the morning, they find themselves sleeping beside four skeletons instead.
46	A humanoid skeleton made entirely out of quartz. It is in a sitting position near a river with its toes in the current.
47	A deserted zwerc town. Dozens of incredibly lifelike statues of zwerc are scattered around the village. Their faces are contorted in expressions of surprise, terror, and confusion.
48	A toy wooden ship is sailing down a stream near the party. A rolled-up note in Undercommon is stuck to it. The note reads "Don't get your hopes up".
49	A candle made of burgundy wax sits in a small, recessed shelf in the rock wall. If a character lights it, a tattoo of the candle appears on their body somewhere. [DM's choice] The candle tattoo slowly starts burning down.
50	[Encounter] A pair of darkmantles hide on the ceiling, ready to drop on two unlucky party members.
51	A nest of snakes. Clumps of rocks have fused with their skin.
52	A deck of playing cards. Half of the cards are missing. The bottom half.
53	A wooden door set into the stone wall. It looks ancient and is in the shape of a perfect circle. Opening the door reveals the stone wall behind it and nothing else.

54	Three glowing orbs of light can be seen farther down the tunnel. They flash green, then blue, then red, before finally going out.
55	The party comes upon a svirfneblin enclave. It is heavily fortified but allows them entrance if they approach. A number of deep gnome traders are inside, offering gemstones, potions, and various kinds of mined materials. The party is constantly watched while inside, followed by guards and eyed warily by the denizens. Subject to the GM's discretion, the party might even purchase a svirf-slug or some of their fabled svirftech.
56	The petrified trunk of a massive, ancient tree.
57	A swarm of shrimp and squid live in this portion of the river. They have a bland, unappealing taste, but serves as food (3 units of stock) if caught.
58	A jagged crystal spire. It emits a faint, metallic ring that increases in volume the closer a character gets.
59	An apple rests on a small stone altar. It is really a rock, carved and painted to be indistinguishable from a real apple.
60	[Encounter] The tunnel opens up into a wide, beautiful cavern filled with a mushroom forest, a small lake, and eerily beautiful rock formations. The party should appreciate this wonder while they can, because it is the grove of a formorian who is in need of new slaves.
61	A party member discovers a new allergy to a specific cave lichen. A rash of pimples and pustules appear on their body. They itch terribly. They fade away when the party leaves the caves.
62	A broken hand crossbow and a shattered mirror.
63	An abandoned wagon pulled by a mule. Several corpses are laid out in the back.
64	A granite staff with the skull of a goat attached.
65	A pale stone fountain carved in the style of dwarven architecture. The water in the fountain appears to be unnaturally clear and pure. Any character that drinks from it gets the benefit of a short rest, but only once per month. If a character imbibes more than once per month, they instead gain a level of exhaustion.
66	A blockage in the stream has created a knee-deep pool of water in the tunnel ahead.
67	The passageway collapses behind the party. Momentary laughter echoes through the stone walls.
68	A brass spoon. It probably wasn't made for humans though, seeing as it is three-times the size of a normal spoon.
69	Goblinoid tracks. Dozens of them. Something is subtly wrong with them.
70	[Encounter] A brief tremor in the stone wall is all that hints at the burrowing monstrosity preparing to launch an ambush.
71	Luminous, blue flowers grow on interweaving vines that cover the floor of the passageway. A bouquet spreads sheds dim light twice as far as a torch. They wither under direct sunlight and lose their glow.
72	A semi-burned journal. The pages inside are blank, except for the word "Balgurl" spelled out in blood.
73	A circle of bones. If any character steps inside, the bones erupt into green flame. There are otherwise no obvious effects.
74	A patch of lichen and moss made of varying colors. It is slowly creeping across the ceiling of the cave.
75	[Encounter] A wight and their small army of zombies. They do not attack at first, trying to convince the party that they mean no harm to anyone other than the drow civilization that killed them. In fact, they could use some help assaulting a drow camp just a bit farther down the tunnel (DM can decide if they are being truthful or not).
76	A large gecko clings to the ceiling, hunting bats and other small animals as prey. It has an unnerving intelligence in its eyes.
77	A silver flower lying on the floor. It has a bloom at either end of its stem.

78	A heavy gust of wind blows through the passage, causing the party to shiver.
79	For the next ten minutes of travel, one party member is overcome by the fear that something is lurking in the shadows on the ceiling. Whenever they look up, however, they see nothing there.
80	A silver coin. It becomes attached to the first character who picks it up. No matter where they put it, throw it, sell it, etc., the coin always ends up back in the palm of their hand after thirty minutes.
81	A bottle with multicolored stones inside.
82	A dead body wrapped up in spiderwebs hangs from the ceiling.
83	A bronze flask. It is empty inside, except for a centipede.
84	A wooden flute held between the teeth of a humanoid skull.
85	[Encounter] A cluster of ochre jellies have had a lot of luck finding food in this tunnel system. And here comes their latest meal.
86	Three stone totems. They are each carved to look like a different underworld animal; one a spider, one a lizard, and another a bat.
87	A family of badgers. Badgers with six eyes...
88	A rotting hand, clutching a palm-sized emerald.
89	Deep gouges have been torn out of the stone walls. They appear to have been made by long, sharp claws.
90	A rusty shovel. It is cursed. The character who touches the shovel first becomes convinced that there is buried treasure somewhere nearby. If they dig enough holes, then surely, they will be able to find it.
91	A series of torches line the passageway ahead. They are held in stone sconces shaped like humanoid hands.
92	A green mask of a devil's face. It has long curving horns.
93	One of the party member's name is carved into a wooden sign. The sign points down a narrow branching passage.
94	A dusty old horse brush. It has some horsehairs stuck in its teeth, but also what seems to be chitinous plates.
95	[Encounter] An otyugh that a local drow community is using as a garbage disposal.
96	A lame dog wandering through the tunnels. It seems friendly.
97	Mushrooms have grown around a humanoid-shaped stalactite. It seems to move slightly every time the party takes their eyes off of it. The mushroom-ring seems to slowly close in on the rock whenever the party looks elsewhere.
98	A smattering of blood covers the passageway. It looks like human blood, but it smells faintly of lavender.
99	A group of goblins. A group of dead, dismembered goblins.
100	The lost city of Barmadu. It is densely populated, lively, and home to a large variety of different races. The party can find all sorts of traders, vendors, and merchants here. Of course, the story goes that Barmadu was swallowed by the earth millennia ago, so this cannot be the actual lost city. Right?

d100 Fracture Cave Finds

- 1 Thick cobwebs cover the cave walls. Skittering sounds can be heard, but the party sees nothing.
- 2 The shape of a feminine face has been carved out of the wall.
- 3 A dusty satchel full of unfinished maps. They appear to be of this cave system, but have been scribbled over so that they're impossible to read.
- 4 A rusty, chipped medallion bearing a symbol of a falcon.
- 5 [Encounter] A solitary drow soldier. They attempt to plead for mercy until the larger scouting party approaching from farther within the tunnels arrives.
- 6 A corpse leaning against a jagged stone. It holds a potion of climbing in its hands.
- 7 A totem made out of bones, dried skin, and strings of spider webs. It probably marks the edge of some Underworld tribe's territory.
- 8 A pile of recently fallen rocks. They have small veins of silver running through them.
- 9 A red lizard. It has four eyes and a mouth filled with fangs on its belly.
- 10 A glowing green orb lies under a small pile of stones. If a character touches it, they have a vision of one of the other party members betraying them. The orb cracks afterward and becomes an ordinary glass orb.
- 11 A narrow stream of water trickles down from somewhere in the darkness above.
- 12 Dozens of red eyes watch the party from the darkness. They disappear if the party gets close.
- 13 A deep crack in the cave floor. It is too narrow for even smaller characters to pass through and appears to be bottomless.
- 14 A cluster of hard-shell eggs have fused with the wall.
- 15 [Encounter] Phase spiders descend out of nowhere as the party stumbles into their nest.
- 16 The air is filled with floating fungal spores. They tickle the nose. After a few hours, small, removable mushroom caps grow on a character's body wherever a spore landed.
- 17 The smell of decay is blown through the cavern by a cold wind.
- 18 A screaming specter appears in front of a party member and dashes through them, giving them a chill. The specter vanishes afterward.
- 19 A small hare. It has odd, crystalline growths on its body.
- 20 A closed glass jar. Intermittently, sparks of electricity erupt inside the jar. A character can use an action to open the jar and cast the lightning bolt spell. Once used in this way, the jar cannot be used again, but the jar could trap lightning in a storm on the surface.
- 21 A pool of brackish water that is fed by some underground water source. At the bottom of the pool is a single silver piece.
- 22 An amethyst geode the size of a humanoid head.
- 23 A small hole in the cave wall, just barely large enough for a character to stick their hand inside. An irritable scorpion is lurking inside.
- 24 A solitary firefly. It sets anything it touches on fire.
- 25 [Encounter] A cult of grimlocks. They have been performing sacrificial rituals with their own members for years. Now that the party has arrived, they can sacrifice them instead.
- 26 A diadem made entirely of emerald.
- 27 A petrified whale tailbone. It is about the size of the average adventurer, weighs lbs., and might fetch a decent price if they find a way to cart it back home.
- 28 A network of strand-like fungus crisscrosses the path ahead. It irritates the skin but is otherwise harmless.

29	Torchlight gleams down a branching tunnel. If the party members follow it, they soon find themselves at a dead-end with the light source nowhere to be seen.
30	[Encounter] The ghost of a knight from a long-forgotten kingdom. They believe that one of the party members is their long dead ruler and that the other party members are assassins who have come to kill their liege.
31	A large, winged beetle. It is dark red and disappears into a hole in the cave wall if harassed.
32	Two broken lanterns and a spelunking pack filled with moldy rations and an empty wine bottle.
33	A jar filled with perfectly smooth, milky-white stones.
34	The skull of an ogre. It is stuck high above, between the narrow cave walls.
35	A stream leads to a secluded cavern full of brightly colored vegetation and fungi. Crystalline fireflies float above the running water. If a character takes a short rest, they gain the benefits of a long rest.
36	Skulls from dozens of beasts hang above the party's heads, suspended on thin ropes.
37	A half-empty bottle of brandy (1 unit of stock).
38	A breeze pushes through the tunnel. It carries a metallic smell.
39	An ancient statue dedicated to a deity of darkness and shadow. A bag of severed ears sits in front of it as an offering.
40	Small crystal shards dot the walls, including emeralds, rubies, sapphires, and other gems. If any are removed, the entire section of cavern begins to collapse, and the party only has a few seconds to escape being crushed.
41	Glowing blue flowers sprout along the cave walls, they give off a calming, sweet scent (+1 resting modifier).
42	A pristine longsword. It is a decorative blade and does not hold up under real use.
43	Large, albino bats hang high above. They look small from far away, but up close they are the size of a humanoid head.
44	The sound of musical humming fills the cavern. If the party follows it, they find a cluster of yellow mushrooms making the sound.
45	[Encounter] A small, underground lake stands between the party and the passage ahead. Bioluminescent fungi on the ceiling illuminate the surface of the water just enough for the party to notice the dark shape of a giant crocodile swimming around.
46	The walls of the cave are coated in a dark substance. It smells of decay and crackles under the touch.
47	Crystalline ants march in a curving line across the cave floor.
48	A broken axe. It appears to be made out of sturdy chitin.
49	A series of loud rumblings shake the cavern. Followed right by the rhythm of footsteps, very large footsteps. After a few minutes they stop.
50	[Encounter] The ruins of an ancient monastery. A monk is meditating inside. If the party distracts him from his meditation, the monk proceeds to look around in horror. He claims the monastery used to be above ground and there were hundreds of monks in the order. From the sound of it, he must have been meditating in the same spot for decades.
51	A wooden doll. One of its arms has been torn off.
52	A steep drop of about 40 feet. The passage continues on at the bottom.
53	Deep grooves in the wall. They look like they were made by terrifyingly large claws.
54	A rusty dagger with a strip of green cloth tied around the hilt.
55	[Encounter] A tribe of goblins. They have grown up in this cavern, isolated from other tribes, and are peaceful mushroom farmers. They can offer useful potions, food, and tools to the party members.
56	A bag full of large gems. They are enchanted. If they are taken out of the cave, they turn into sand.

57	An old battleaxe. The blade is made of bone that has yellowed over the years.
58	The passageway narrows ahead so that characters have to sidle their way through. They come face to face with the insects, arachnids, and other small crawlers that cover the walls as they do.
59	A mouse wearing the skull of a snake as a helmet. It hisses at the party as they pass.
60	A large, amethyst obelisk in a massive, circular cavern. It hums with magical energy. Any character who touches the obelisk is healed as if they drank a <i>potion of greater healing</i> and a thin crystal film covers their body, granting resistance to the damage type of the next attack that hits them. The film shatters harmlessly after they take this damage. Subject to the GM's discretion, they might become susceptible to colloid melancholia.
61	A bag filled with small avian bones and feathers.
62	One party member hears another say their name, even though the other party member is sure that they did not.
63	A small silver key. It is covered in a strange, scentless slime.
64	The word "Hilluck" has been painted on the wall in blood. It is unclear what a Hilluck is, though.
65	Bright white light is emitted from a hole in the wall. Inside is a palm-sized crystal. The crystal gives off continuous bright light in darkness, dim light in dim light, and no light in bright light.
66	A set of very large humanoid footprints. They look like the feet consist of only one massive toe.
67	An ancient, dented helmet. The skull of the previous owner is still inside it.
68	An altar to an arachnid deity. It is covered in spider webs.
69	A bone mask resembling a fox sits on a small stone pedestal. While a character wears it, they can hear whispers, but are unable to make out what they say.
70	[Encounter] An ancient stone golem stands watch over a chest filled with gems and magic items. If a character attempts to steal anything from the chest, the golem awakens and attacks. (Feel free to fill the chest with any treasure or magic items your party members would appreciate!)
71	A bracelet made of multicolored, glass beads.
72	A roughly hewn statue of a massive humanoid. It takes up most of the space in the passageway and is carved to look like it is supporting the ceiling.
73	A dusty book. It is a collection of gnomish folktales, but surprisingly is written in Dwarvish.
74	A nervous flumph watches the party from a distance. It runs away when noticed or approached.
75	[Encounter] A skeleton wearing adventuring gear and a wide-brimmed hat. They are non-combative and introduce themselves as "Ergo the Undead." Ergo has been wandering this cave system for years, both alive and as an undead, so he can provide valuable information to the party. Ergo is convinced they lost something but seeks a large sum of valuables.
76	A burnt corpse with a travel journal lying beside it. Inside is a drawing of an elven couple.
77	A pair of scorpions fighting on a stone.
78	A small vial filled with a green liquid. It smells like vinegar but tastes like sugar (2 units of stock).
79	A butcher's apron made from hide. Dried blood is caked across its front in large splatters.
80	[Encounter] The party has just stumbled into a nest of giant spiders. They descend on the trespassers quickly and viciously.
81	One party member feels a tap on their shoulder. When they turn to look, nothing is there.
82	A pile of bones that is covered in a strange, sticky sap. Any part of a character that touches the sap becomes stuck and must be pried off.
83	Skulls have been carved out of the walls at regular intervals along this passage. Lit candles are stuck in their mouths.
84	A family of giant moles. They are harmless and flee if attacked.

85	A rope ladder hanging on the wall. At the top is a shelf that has been carved out of the stone. It is large enough to fit four or five Medium-sized creatures comfortably. There is a firepit and a crate full of fresh vegetables and bread (8 units of stock).
86	One party member feels an itch in the middle of their back. It only grows more irritating and itchier each time they scratch it. It goes away after an hour if left alone, otherwise, it may turn out to be literally maddening.
87	A small chess board with pieces in a small bag beside it. The board is made of granite and the pieces are made of quartz. The pieces move to the corresponding space on the board if verbally commanded.
88	A small hole in the wall. Frigid air blows out of it along with a little bit of snow.
89	A spider-rat. Or maybe it is a rat-spider? Either way, it has fur, eight legs, a tail, and is skittering around in the darkness.
90	[Encounter] A crystal dragon! You can decide what type of crystal and the size of the dragon.
91	A bent, rusted spoon. It is impervious to all regular forms of damage.
92	A message has been carved into the wall, more than a dozen times, in various languages. It says, "This is not the way."
93	Rainwater has seeped through the rock to flood the passage ahead. The water is about chest-high for a Medium-sized character.
94	A large wasp hive. They sting any creature that gets too close.
95	[Encounter] Ancient temple ruins. Dozens of old sculptures and pillars dot the ruins. The party should be careful searching for loot however, as a few of the sculptures are gargoyles which have been waiting centuries for more creatures to torment.
96	A massive turtle. Its body and shell seem partially made of stone and celestine crystals. It is harmless and almost impossible to damage.
97	An old timepiece. It does not work anymore but could be fixed by a skilled enough tinkerer.
98	The corpse of a dweorg spelunker. In a satchel on his person is a letter from his wife.
99	A natural bridge spans a deep ravine which cuts through the passageway ahead. It is impossible to tell how far down it stretches.
100	[Encounter] A set of stairs in the wall lead down to a large palace built out of the rock. This is the domain of an egotistical spirit of the earth with delusions of grandeur. The elemental offers to let one party member live and become one of their slaves if they kill the other party members.

d100 Glacier Cave Finds

1	Abandoned climbing gear: pitons, ice picks, and some travel rations (3 units of stock).
2	A dark blue frog. It is devouring a snow hare in its sharp fangs.
3	The remains of a dweorg treasure hunter. They appear to have died from hypothermia. A half-torn treasure map is clutched in their frozen fist.
4	A pale, carved bone totem of a wolf. Its eyes are twin agates.
5	[Encounter] Burial mounds with zombies lurking underneath. They are arranged in a circle around another larger burial mound. A fanatical wight rests under this larger mound. If the party disturbs them in any way, the undead rise and attack.
6	An adventurer's pack. It has a deck of playing cards, a broken lantern, and a frozen beef shank (1 unit of stock if thawed).
7	Eerie howling echoes through the cavern. Lupine shadows seem to move inside the ice overhead.
8	An old letter covered in frost. It mentions a lost crown that grants its wearer untold power.
9	The tracks of a large cat. The cat seems to have six legs.
10	A steaming pool of water. It is heated by geothermal vents from deep in the earth. Bathing in the pool heals characters as if they drank a <i>potion of healing</i> and removes any hypothermia the characters may be suffering from.
11	A spear driven into the ice wall. Deep cracks have spread around it. The cracks bleed black.
12	Winter boots. They still seem to be in decent condition.
13	A child-sized igloo. Inside is a fur blanket and a wooden toy knife.
14	Melting ice creates a miniature rainfall in the cavern.
15	15 [Encounter] A massive, scarred polar bear. It does not take kindly to territorial intruders.
16	An orange-white sparrow frozen inside the ice. If freed, it flies away, trailing sparks.
17	Spires of blue ice stretch from the floor to the ceiling. They seem to be made of enchanted ice that does not melt.
18	A half-full bottle of mead. Drinking the entire bottle grants advantage on the next saving throw to withstand hypothermia.
19	The wreck of a dinghy. A barrel onboard holds frozen fish (9 units of stock if thawed).
20	A moulin that appears to stretch from the base of the glacier to its surface. The sides can be climbed with the appropriate gear but are not very stable.
21	Fresh flowers cover the floor of the cavern. They are dusky orange and fill the air with the smell of apricots.
22	A large tree. Its branches stretch into the ice overhead, passing through it as if it were not there. Leaves grow and sway on the branches inside the ice. It is regular, solid ice for the party members though.
23	A warhammer stuck in an ice block. Wrenching it free will not be easy and may damage the weapon if characters are not careful.
24	Bats with white, thick fur hang from the ceiling. They drink blood, but only attempt to do so while the party is asleep.
25	[Encounter] A frost giant who was having a wonderful dream until the party stumbled into their lair.
26	A wooden sled. It is slightly worn and large enough for two medium-sized creatures.
27	A bag of bright red berries. They are edible (2 units of stock), but those with weaker constitutions may find them hard to keep down.
28	A dead campfire. A bedroll, cooking pan, and pack of rations (1 unit of stock) lie nearby. There are also shards from a shattered, ornate clay mug scattered about the site.

29	A severed, frozen troll arm, its claw stretched. Icy ambient magic has suffused it, limiting its regeneration. It can be used as a heavy club that can grapple its targets. Knowing trolls, the previous owner of this arm has probably grown another one already.
30	30 [Encounter] An ice troll! It looks like it recently won a fight with a cave bear and is in the process of growing an arm back.
31	A broken canine tooth. It is hard to tell what it belonged to. Based on the size it must have been something very, very large.
32	A steam flowing beneath a sheet of ice underfoot. Small, translucent fish can be seen swimming in the water.
33	Gold flecks in the ice wall. They can be chiseled or melted out.
34	An ice chandelier hangs from the ceiling. Cold, blue flames shine within it.
35	[Encounter] A garden of blue and white flowers with a frigid stream running through. It is tended by an old witch who has several dryads and awakened trees under her command. She invites the players to rest in the garden and has a variety of potions for sale. If the party behaves rudely, she sets her gardeners on them and vanish in a burst of cold, sweet-scented air.
36	A pyramid of glass orbs stacked to about eye height. Taking an orb, even the top one, causes the whole structure to collapse.
37	Laughter echoes through the cavern and vaguely humanoid shadows appear to move within the ice.
38	The corpse of a pony. It has been torn apart, but not eaten. In a saddle bag lying nearby there is a blank scroll, a half-filled water canteen with frozen water (1 unit of stock if thawed) inside, and a rusty pickaxe.
39	A literal breadcrumb trail. At the end is a severed humanoid hand clutching a clump of breadcrumbs.
40	A worn leather belt with a buckle shaped like a lion's head. It is cursed. Any character that touches it attunes to it and immediately feels compelled to wear it. While wearing the belt, a character no longer feels shame.
41	Crossbow bolts are stuck in the ice wall at regular intervals. By climbing them, a character can reach a small, hidden ice ledge. A small, opened lockbox sits on the ledge. The only thing inside is a letter that reads "thanks for the jewels" in Undercommon.
42	A tent made of animal hides and furs. It is just big enough for two Medium-sized creatures to sit comfortably. A dimming lantern, satchel full of wrapped venison (3 units of stock), arrow quiver, and bow are inside.
43	A ring of large stones with a strange totem at its center. The totem appears to be made of animal bones and antlers.
44	The party reaches a dead end. A soft voice says "finally, you have come" in Common, just before a section of the cave wall melts away, revealing a passage deeper into the cave system.
45	[Encounter] A horrific howl resounds through the cave, as the abominable yeti that lives here catches the party's scent.
46	A large hole in the cave floor expels hot, sulfuric air into the cavern. The ice directly above the vent is melting quickly. Resting here helps shake off hypothermia.
47	A family of snow foxes. They scamper onto the ceiling and wait patiently for the party to leave.
48	A silver whistle resting among a pile of stones. Blowing into it creates no sound. At least, it creates no sound the party members can hear.
49	A lonesome male voice begins singing in an ancient, unknown language. Soon, a female voice joins in. Their singing is beautiful, but unintelligible.
50	Collapse! The cave begins to shake and rumble before large chunks of ice plummet from the ceiling. The party better hurry to a safer area if they do not want to be crushed!

51	An old stone well with a wooden bucket that can be lowered by a crank. It is impossible to see the bottom. If a character attempts to draw water using the bucket, they find the bucket has been torn off as they crank it back up.
52	A cluster of translucent fireflies.
53	A large stone with a colorful, patterned skull painted on it.
54	An ancient flute. Animal heads have been carved into it.
55	[Encounter] A crazed alchemist. They originally came to this cave in search of a rare, unseen alchemical component. They still have not found it and believes the party members know where to find the component, but are hiding it to make them look like a fool.
56	An iron bracelet designed to resemble a fish wrapping around the wearer's wrist. It lets the wearer dive into ice as though it were water, but the ice remains dangerously cold.
57	A wooden bowl filled with dark, flammable oil.
58	Lodged far above in the ice wall is an ornate spear. Tied around its haft is a bright red scarf.
59	A single leather glove. Inside is a grumpy rat.
60	A door set into the ice wall. If the party enters, they find themselves in Filligin's Alehouse. There are ice chairs and tables making up a small bar room. Filligan, a red-bearded human man, tends the bar. He is a jovial man who loves to talk about all the exciting customers he has had. When the party leaves, the door disappears behind them.
61	Incredibly lifelike statues of ice fill the cavern. There are humanoid ones along with deer, wolves, and other beasts. It is unclear why they have not melted.
62	A spelunker's corpse and pack. Inside the pack are a week's worth of rations (7 units of stock), an iron tea kettle, and a map leading to a lost treasure.
63	The ruins of a small village. Only the stone foundations and broken bits of rotting wooden furniture remain.
64	An owl. It follows the party and watches them intently with bright, blue eyes. It leaves after a few minutes of observation, or if the party attacks it.
65	A bone and fur gauntlet floating at eye level. Intermittently, small flames and sparks erupt from its fingertips. It is cursed. Any character that wears it attunes to it. Wearing the gauntlet adds 1d8 fire damage to any attack they make with a weapon. However, when they do so they must roll a d20. On a roll of 1, the effects of a fireball spell occur as if it had been directed to impact on the wearer's location.
66	Long, slender icicles that stretch low enough to touch the party members' heads hang from the ceiling.
67	The smell of brimstone and ash wafts through the cave. It grows increasingly stronger as the party continues.
68	The tunnel begins to slope upwards at a sharp angle and continues like this for another mile. The floor is slick from melting ice and characters have be careful if they do not want to slip.
69	A damaged barrel holding carrots, brussel sprouts, and some carefully wrapped pork shoulders (8 units of stock). The food inside is surprisingly fresh.
70	[Encounter] The walls and ceiling of this have chunks of jagged ice on them. It is only after they begin to move that the party realizes they are surrounded by a pack of ice mephits.
71	A message in small pebbles. The pebbles are arranged to spell out "RUMBLE RUMBLE". Once the party has finished reading the message a tremor shakes the cave, tossing the pebbles out of formation and erasing the message.
72	A small metal cage hangs from the ceiling by a chain. Inside the cage is a feral cat with white fur and purple eyes. The cat becomes fond of whichever character frees it.
73	A small hot spring. It helps shake off the effects of hypothermia. The scent of lemon fills the air.

74	One party member begins to sweat profusely, despite the cold air in the cave.
75	75 [Encounter] A salamander stranded inside the glacier cave. They have been cautiously looking for a way out of their icy prison.
76	A small apple tree. It has a few stunted apples (2 units of stock) on its branches.
77	A cracked hand mirror lying in a pool of water.
78	A fillet of river fish (1 unit of stock) that has been carefully wrapped in dried leaves.
79	A deep hole in the ice wall. It looks just large enough for a character to stick their arm in. There is nothing inside.
80	[Encounter] A golem! Its body is composed of rock and ice.
81	Hoof tracks from a family of goats. If the party follows them, they lead to a stream with clean water.
82	A bag of pears and pomegranates (2 units of stock).
83	A light wind carries the smell of rotting meat and blood.
84	A crudely crafted miniature wooden house. Inside are to-scale wooden carvings depicting a family having dinner.
85	[Encounter] A pair of traders have set up camp in the cavern. They are really werebears who laid claim to trading rights in the area to prevent other, less-scrupulous traders from ransacking their territory. They are generally kind and welcoming to the party unless they or their land are threatened.
86	A half-empty bottle of rum. It has a citrus aroma.
87	A pile of bones. Some are identifiable as humanoid, but others look like they came from animals.
88	A signpost reads “Filligin’s Alehouse”. It points towards the solid ice wall.
89	A small stone hut. Smoke rises from the chimney, but it is empty and nearly barren inside. The only things remaining are a chair, fur rug, and the lit fireplace.
90	A gnome wrapped in furs is sitting outside of an igloo house. The gnome believes that he has discovered the secret elixir of immortality. He is wary of the party at first, believing they are after his secret elixir. If the party are kind enough to him, he offers them the recipe. The only ingredients are pears and pomegranates. The gnome has no idea what a pear is, though.
91	A jar with a viscous, red fluid inside. It is strawberry jam (1 unit of stock).
92	A scroll with an image of a boar drawn in an orcish tattoo style. If a character touches the paper, the tattoo magically transfers onto their arm. It can be removed easily by magic, but it does look pretty cool. Orcs might particularly appreciate it.
93	Fine sand covers the cavern floor. It is dark red and radiates a pleasant amount of heat, helping to prevent hypothermia when resting here.
94	A string puppet of a king. It is dirty, bedraggled, and missing a leg.
95	[Encounter] A pair of winter wolves that are really a pair of ancient druids. They have lived in this cave for hundreds of years together, spending most of their time as animals. They mean the party no harm but have not seen other humanoids in a decade at least, and have trouble communicating that effectively.
96	A stylish, brass wax seal. It leaves an impression of a large oak tree.
97	Frozen in the ceiling is a massive ribcage that stretches the breadth of a wide cavern. The tips of the rib bones punch through the ceiling like teeth.
98	A glass marble. It has flecks of topaz and emerald.
99	A stone statue of a deity with a bear head and a humanoid body. A pile of dead salmon is stacked in front of it. The salmon vanishes if touched, which makes the statue emit a rumbling growl.
100	[Encounter] The air grows hot and humid as a remorhaz stirs beneath the party’s feet.

d100 Ice Cave Finds

1	A broken shield bearing an emblem of a bear.
2	A half-ransacked barrel containing dried, salted fish and flatbread (6 units of stock).
3	A snowy owl. It watches the party for a moment before flying deeper into the cave.
4	Pillars of ice stretch from floor to ceiling. When the characters are not looking directly at them, they move position ever so slightly.
5	This cavern is completely covered in ice. At the center is a pedestal with a small, perfectly round stone floating atop it. All of the ice around the pedestal and stone has melted. The stone radiates a small aura of warmth, which grants advantage on saving throws to withstand hypothermia. If removed from the pedestal, the stone loses its powers in 1d6 days.
6	The corpse of an explorer. In a satchel nearby is a flask of lantern oil, a week's worth of rations (7 units of stock), and a worn letter from the explorer's romantic partner.
7	The ice covering the walls is incredibly reflective, almost like a mirror. When a character looks at their reflection, they see a haggard, older version of themselves.
8	A spear made of pure ice. It melts as soon as a character touches it.
9	A few scraggly bushes have managed to grow up through the frozen earth. They bear bright red berries. If a character eats one of these berries, they become immune to the effects of cold weather for twelve hours.
10	[Encounter] A nest of ice spiders. They look exactly like blocks of ice when motionless. (Feel free to make them as menacing as possible!)
11	A skeleton hangs from the ceiling on a noose. It wears tattered clothing and a rusty shortsword in a scabbard.
12	An abandoned campsite. It looks like it has been set up recently. There is a small tent, knapsack, and smoldering campfire. There are no other signs of life nearby.
13	A pair of forks tied together with their pronged ends pointed in opposite directions. It is unclear why someone would want to do this.
14	A toad that has been frozen in a block of ice. It is still alive and can be freed.
15	A necklace with a stone pendant. Etched into the pendant is a glowing image of an owl. Any character wearing the necklace gains darkvision 60 ft. Characters who already have darkvision increase its range by 60 feet.
16	A totem made of bones and fur. The party members feel as if it is watching them.
17	Braziers of ice line the passageway. Blue flames flicker inside them. The blue fire is cold to the touch.
18	Bones lie scattered about this portion of the caves. Humanoid bones.
19	One adventurer notices dozens of eyes frozen in the ice of the cave wall. The eyes are following the adventurer with their unblinking, icy gaze. The other party members do not see anything.
20	[Encounter] Two goblins rush out of a tunnel ahead of the party. They are closely followed by the gorgon chasing them.
21	What seems to be the remnants of an iron ore mining operation. There are pickaxes, battered and broken carts, and crates full of ore. There is also a lot of blood, but no bodies nearby.
22	An ethereal wail echoes through the cave. One party member believes that it was their mother's voice.
23	The decapitated corpse of a troll. It has also been ripped in half.
24	A half-empty flask of whiskey. It is not good whiskey (1 unit of stock).
25	A deep pit in the cavern floor. Its walls are coated in slick ice that makes climbing treacherous. At the bottom is a chest containing an average amount of gold, silver, and other treasures.

26	A wooden crate. Inside is a golden wolf idol in a bed of hay. It looks like it would fetch a good price at the market.
27	A field of thick, tall, grass has sprouted up through the stone and ice in this portion of the cave. The blades seem to cling to the party's feet as they walk through them.
28	A rumbling shakes the entire cave system. Small cracks spread across the ice covering the walls and ceiling.
29	A family of goats. They have thick, shaggy fur and curling antlers. They also have fangs and large, leathery wings.
30	[Encounter] An injured white stag is lying on a patch of grass and flowers. It is nervous around the party members at first. If they heal its wounds, it vanishes in a burst of light, leaving behind a crystalline ring. Any character wearing the ring can use an action once a day to summon the white stag as a companion; it knows many hidden paths.
31	A palm-sized stone with chunks of emerald embedded in it.
32	A mammoth skull. Tally marks have been carved into its tusks, totaling 84.
33	A wooden totem resembling an elk. The title "All-Herald" has been carved into its base in dwarven.
34	A cradle. It is dusty and coated in a thick layer of frost.
35	[Encounter] A low, incomprehensible sound echoes off the icy cave walls as a gibbering moulder emerges from behind a large ice pillar.
36	An oval stone covered in ancient runes. The runes have been painted in blood.
37	A white fox. When it notices the party, it says "More have come? Will they never learn?" in perfect Common. Afterwards, it vanishes in a puff of gray smoke.
38	A pair of new, fur-lined winter boots. They are still being worn by a pair of severed humanoid feet.
39	A rusty scimitar with a glittering ruby set in the pommel.
40	A fresh, hot meal (seemingly 7 units of stock) has been laid out on a large blanket. There are plates and utensils equal to the number of party members. If characters eat the food, they receive the benefit of a short rest. Once the party moves on, the food transforms into sweet-scented mist, providing no actual sustenance.
41	A researcher's pack. Inside is a set of laboratory vials, a blank notebook, two days' worth of rations (2 units of stock), and a poisoner's kit.
42	Thick thorn-covered vines grow down from the ceiling. They cling to the party member's clothes.
43	One party member begins sweating profusely despite the cold air.
44	A barrel of flammable oil covered in thick ice. It explodes if exposed to a moderate amount of heat.
45	[Encounter] A crazed gnome has made a home for themselves in this section of the cavern. The walls are decorated with furs, bones, and ropes to look like an elegant palace (as much as it can with those decorations). The gnome greets the party as welcome guests at first, but if they perceive any slight to their palace or themselves, they attack the party, using a viol and high-level bard spells.
46	A dilapidated hut. Inside is an overturned table, broken chairs, a burned-out fireplace, and rusty cutlery. It would make a good place to rest overnight (+1 resting modifier).
47	A boiling stream cuts through the cavern. Resting next to it helps shake off hypothermia.
48	The tunnel ahead is boarded up with planks of wood. A sign reads "Death ahead" in Undercommon.
49	The corpse of a dwarf. Clutched in its hand is a round chunk of amber. A glowing centipede is encased inside.
50	[Encounter] A saber-toothed tiger has been stalking the party for some time. It finally sees its opening and pounces on a lagging party member.

51	A porcelain vase with gold detailing. It is covered in dust and ice, but if cleaned up could sell for a good amount.
52	A broken harp. The ice around it is covered in webbed cracks.
53	An abandoned satchel. Inside is a silver hairbrush, rotten apple, and a bundle of candles.
54	A crack in the cave wall. A low, unintelligible whispering comes from within.
55	A small wood carving of a bird. It is rudimentary and does not seem to portray any particular bird. Any character who touches it can use an action to see through the eyes of a bird flying overhead within a 100-foot radius of the carving once per day.
56	A pair of large, metal cages. A pile of animal bones is in one. The door lock on the other has been broken and there is nothing inside.
57	A spectral figure within the ice coating the cave wall. It vanishes quickly after and the ice cracks sharply.
58	A wagon missing one of its wheels. It is filled with bags of cabbage and onions. Some of the vegetables are salvageable, but most have rotted (3 units of stock).
59	A silver ring. A smooth, round gemstone is set into it. It changes color according to its wearer's mood.
60	[Encounter] A lair belonging to a pair of manticores. There is currently only one manticore in the lair, but the second hunts down the party later if they slay their mate.
61	A lit torch lying on the floor. Scuff marks and signs of a struggle around it lead deeper into the cave system.
62	Bright, blue flowers grow on the ceiling. If removed, they wilt rapidly and crumble into dust.
63	A right-handed iron gauntlet. It has a secret compartment hiding a slender, silver dagger.
64	A swarm of dragonflies. They are red-orange and emit a small radius of warmth around themselves. It is not hot enough to burn the creatures they land on.
65	A silver timepiece. It is cursed. Any character attuned to the watch constantly feels as if they are late for something important, making them rash and careless.
66	Large chains with manacles are attached to the cavern ceiling. Some are caked with dry blood.
67	A stone statue of some unknown deity. The deity is depicted as a humanoid with a goat's head and a lizard-like tail.
68	A sling and stone pouch hang from a hook on the wall. The pouch is filled with foggy glass marbles.
69	A locked chest. Inside are several animal hides, dried meat (6 units of stock), a small sack of gold, and a curved dagger.
70	[Encounter] A very irritable yeti. Its lair is strewn with the bones, armor, and valuables of other adventures that have come before.
71	A twine necklace that is strung with bones, crystals, stones, metal pieces, and feathers. It definitely makes a fashion statement.
72	One party member feels as though they have been in this cavern before. However, they just cannot seem to remember when or why.
73	An iron greataxe. Its blade has been forcefully buried in a block of ice.
74	A small tin container. Dried leaves and berries (1 unit of stock) have been packed inside.
75	A pair of skeletons that appear to have fought to the death. A purple gem is resting between them on the floor. The gem is cursed. Any character that touches it attunes to it and gains the ability to hear the thoughts of those around them in a 30-foot radius. The only thoughts they hear are the negative ones directed towards them.
76	Thick icicles hang from the ceiling. One crashes into the ground, narrowly missing one of the adventurers. Playful laughter echoes through the cavern afterward.

77	A broken statue of a knight. All that is left of it are the calves and feet.
78	A stuffed bear toy. It has had much of its stuffing torn out.
79	A wooden sword. It cuts as if it were made of metal, but only when used on inanimate objects.
80	[Encounter] A white dragon is the culprit behind the ice and frost within the cave. They have been resting for years, recovering after a difficult battle. Unfortunately for the party, they have fully restored their strength and are just about to wake up.
81	A block of ice moves suddenly. It is an ice turtle. It is entirely harmless and melts easily.
82	The corpse of a large pack animal wearing a saddlebag. Inside the bag is a week's worth of rations (7 units of stock), brass ball bearings, and a gold bracelet.
83	A stone well. It has a wooden bucket on a rope lying beside it. Ice sits at the bottom of the well.
84	An opaque, green-tinged glass orb.
85	[Encounter] A small hut with smoke coming from the chimney. It is the home of an elderly potion seller. They have a wide variety of potions for sale and offer their home to the party members if they need a safe place to rest (+3 resting modifier).
86	A dented metal shield. It will not be of much use in combat.
87	A small hide and bone drum. It has a dark and foreboding sound when struck.
88	A decorated, palm-sized silver egg.
89	Skulls hang from the ceiling on ropes. They are mainly animal skulls, but some are humanoid.
90	[Encounter] The cave system is home to a long-forgotten demi-god. They have a humanoid body and a wolf head. With a number of frosty, ice themed powers at their disposal, they are a formidable foe.
91	A small, pale-blue lizard. It has icicle spines along its back and eyes without pupils.
92	A hip flask. It is half full of frozen mead (2 units of stock if thawed).
93	A book of bad svirfneblin poetry. It is written in Undercommon.
94	A spire of dark blue ice. When struck, it creates an ear-piercing frequency.
95	A thick, leatherbound tome floats above a stone altar. When opened, any character in a 10-foot radius has one of their happiest memories devoured by the tome. This only occurs once for each character and the memories can be returned by burning the book.
96	A yellow, fur-lined cloak. It is caught on a jagged piece of stone jutting from the wall.
97	Thick, clinging mist fills the cavern. It limits vision to 10 feet in every direction.
98	A sapling grows out of a crack in the cave floor. If watered, it grows rapidly into a young tree.
99	Faces have been carved out of the ice on the walls.
100	[Encounter] The party has entered the hunting grounds of a vicious wereboar.

d100 Lava Tube Cave Finds

- 1 A portion of chipped cave wall. The marks look like they could have been made by claws or pickaxes.
- 2 A voice saying, "You're almost there!" in Common echoes through the cave.
No matter how hard the party looks, they cannot find the source.
- 3 A skeleton with feet of rope and climbing pitons beside it.
- 4 A colony of unknown spiders. They appear to be blind, adapted to life in these tunnels.
- 5 A narrow section of the tunnel, three feet wide and fifteen feet long, that characters must pass through one at a time. Characters must make a Wisdom saving throw while moving through or become overwhelmed by claustrophobia on a failed save. Even characters that are not claustrophobic must make a Wisdom saving throw.
- 6 A sword is stuck into the cave wall. No matter how hard characters try, they are unable to pull it out. Mysterious magics flicker in the air.
- 7 A thin crust of red crystals lines the ceiling.
- 8 Lavacicles hang like shark teeth from the ceiling.
- 9 The party stumbles upon a campsite that appears to have been recently used, but no other trail or trace of a living thing is nearby.
- 10 [Encounter] A gelatinous cube lies in wait for the party.
- 11 Three lava pillars have formed in this section of the tunnel. Upon closer inspection, it almost looks like there are faces in them, twisted in agony and silent screams. Breaking into the pillars reveals that they are hollow, with each holding a humanoid corpse.
- 12 Tree roots puncture the ceiling. A spelunker's satchel is half-hidden amongst them. Inside are a half-finished map of the tunnels, charcoal, some moldy rations, and an amethyst.
- 13 Hundreds of miniscule holes line the floor, walls, and ceiling of this section of the caves. A low squirming sound can be heard coming from them, but there does not appear to be anything inside.
- 14 A mutilated corpse. The cuts and gashes on its body seem precise and surgical. Some of its organs are missing.
- 15 A smaller tunnel branches off from this one into a nearly perfect, spherical cavern. An altar of obsidian stands in the center. Touching the altar grants a character a vision of their death in these tunnels. They have disadvantage on death saving throws until they leave the caves.
- 16 A portion of the ceiling has collapsed, letting in light from the surface. Or it is collapsing as the party travels under it.
- 17 A pond has formed from water dripping into the caves. It is safe to drink, but tastes of minerals and iron.
- 18 A battered wooden mask carved to look like an eyeless bear face.
- 19 A backpack containing a water canteen, snapped pickaxe, and a tattered book of decadent poems.
- 20 A wooden door set in the wall has a sign next to it that reads "Tatter's Tavern". Inside, a small tavern has been hewn from the stone, with stone tables, counters, and chairs. Tatter, a male gnome, tends the bar. Once the party finishes and leaves, the door vanishes, replaced by stone again.
- 21 A section of the tunnel wall appears darker than the rest. It feels squishy to the touch.
- 22 A swarm of four-winged bats are asleep on the cave's ceiling.
- 23 The haunting echo of laughter can be heard for a brief moment by one character. The others do not hear anything.
- 24 Stalactites of a type of crystal (DM's choice) hang from the cave ceiling.
- 25 [Encounter] The characters can hear a dull beating in the cave wall. It almost sounds like a heartbeat. It is really the sound of a bulette on the prowl, burrowing after them.

26	A small wood carving of a lizard with a saddle.
27	A crystal flute that causes any other crystal in a 30-foot-radius sphere to resonate with the same note played.
28	A skeleton that has melded with the stone floor, as if the ground were slowly absorbing it.
29	Cave paintings of a mythic beast that seem to shift slightly whenever characters are not looking at them.
30	Gormrun, a crazed human clothed in rags, is carrying around a rickety cart with different cave-themed goods. He has stone/crystal weapons, potions made from minerals and animal bones, as well as uncommon and rare magic gems. He only accepts stories of the world above as payment, though he does not wish to leave the caves.
31	A child's blanket covered in rubble.
32	A hole in the cave floor. It can already be there when the party arrives, or it could open under a party member.
33	One party member begins to feel as though they are being followed, but never manages to catch sight of their pursuer.
34	A half-burned journal from a spelunker who got lost in the tunnels. It has bite marks.
35	[Encounter] The party takes a wrong turn and ends up in a larger pocket of the caves facing a crystal dragon. Age and crystal type are up to the DM.
36	An albino snake wrapped around the hilt of a rusty sword.
37	A group of ghostly miners, chanting a work song. They disappear if the party members get too close to them.
38	The skull of a cyclops fills the cavern ahead. The party has to clamber through its mouth or sightless eye socket to continue down the passage.
39	A crystal tree grows down from the ceiling of the cavern.
40	A set of stairs have been cut out of the stone wall, twisting downward in a spiral. At the bottom is a circular room with a glowing subterranean garden. Taking a short rest in the garden grants the benefits of a long rest instead, but harming any of the plants causes the garden's guardian to animate and attack.
41	A lifelike statue made of different stone than the cave. It's almost too lifelike.
42	Purple, shimmering fluid in a glass bottle.
43	A broken wagon with a tattered cloak, rotting apples, and an empty flask scattered about.
44	A rusted longsword with a broken hilt. It looks like it has not been touched in decades.
45	[Encounter] A lone dvergr has lost their way in the tunnels and ask if the party can help them find their way back. If the party agrees, they lead the party into a dvergr ambush.
46	A corpse with various fungi growing from it. They look edible.
47	A statue of a forgotten deity carved out of the tunnel wall. A recent sacrifice lies at its base.
48	A Medium-sized stone seems to be following the party. It appears at the same distance behind them whenever no one is looking at it. It only stops if someone walks backwards, staring at it until it is completely out of sight.
49	A necklace with a dragonfly pendant, forged from silver.
50	[Encounter] A pair of basilisks appear in the tunnel ahead!
51	The floor of the cave wavers, as if something were swimming through the stone underfoot.
52	A bear cub. Its mother might be nearby, or it might be lost and need help finding her.
53	A rusted dagger. Tied to its hilt is a bright green scarf.
54	The shed skin of a very, very large snake.

55	A humanoid face appears in the stone wall. It screams at the party, proclaiming that doom is upon them. Any character that responds to it becomes blinded for a full minute. The face vanishes after it blinds at least one character, or after ten minutes if no one responds to its threats.
56	A dusky red clay pitcher of mead. It refills itself at the start of every day.
57	The sound of chattering teeth grows louder and louder. At first it is impossible to tell where it is coming from, but eventually the party realizes that one of them is making the sound. They can choose to stop once they realize it.
58	A crate full of precious gems. They transform into dull quartz when removed from the cave.
59	A lute with a broken string. The initials, E. C. are carved into it.
60	[Encounter] A swarm of bats approaches. As they get closer, they coalesce into a single giant bat. When defeated, the corpse turns into runny, bloody mud.
61	A deep blue sapphire is lodged into the floor. It takes an hour to remove it, even with the right tools. The cave shudders once the gem is removed.
62	A hole in the wall, large enough for a hand to fit inside. Soft murmuring can be heard from it. Nothing is inside.
63	A cluster of skulls hangs from the ceiling on strands of spider web.
64	Three arm bones arranged in the shape of a star. They don't appear to be held together by anything but can't be pried apart with either force or mundane magics.
65	[Encounter] This tunnel dead-ends in a large, circular cave with a field of statues. They are the creations of the stone giant living here. The giant is mistrusting of humanoids, but peaceful, preferring art to war. They do not harm the party as long as their statues remain unharmed.
66	A burned out torch still in the grip of a severed hand.
67	A golden ring next to a wall. When worn, it allows a creature to move through stone as if it were not there. The enchantment does not apply to the ring itself, however.
68	A large barrel. Inside are rotting herring and a strange glass orb.
69	A massive lava pillar nearly blocks the passage ahead. If the players dig into it, they find it to be hollow and large enough for all of them to rest inside.
70	[Encounter] The party finds a hammer lodged in an obsidian stone. If a character removes the hammer, the stone transforms into an earth elemental that attacks. The elemental reverts to its stone form if a character returns the hammer. The hammer is not magical, the earth elemental just really likes that specific hammer.
71	The start of a sentence is carved into the wall. If a character tries to read it as they travel, they instantly find themselves at the end of it, having traveled a full mile.
72	A pair of travelling boots... on the ceiling.
73	A spider inside of a clear crystal. The spider still seems to be alive and watching.
74	A chipped shovel with a broken handle.
75	An elderly dweorg woman who says that she is the queen of an ancient dweorg empire. She sadly cannot remember the name of it, where it was, or how she ended up in these tunnels. She vanishes a moment later.
76	The smell of sulfur becomes overwhelming for a moment.
77	A totem to some unknown god, constructed from bones of unknown creatures.
78	Jagged spires of kyanite jut from the floor, ceiling, and walls.
79	Dead insects coat the floor for the next half-mile.
80	[Encounter] A cloaker has been stalking the party for a while and is finally ready to pick off any stragglers.

81	A walking stick with strange spirals carved into the haft.
82	The remnants of a massive egg. Whatever was inside hatched, recently by the look of it.
83	A keg of ale. It tastes slightly metallic. Anyone who drinks it hears the crash and clatter of a massive battle for half an hour afterwards, effectively deafening them.
84	Three holes are arranged in a triangle on the wall. They are only large enough for a finger. Sticking a finger in each hole creates a fourth in the center. A tiny gust of stale wind comes out of the center hole. Nothing else happens.
85	A bell hangs from the ceiling by a string. It is cursed. Anyone who hears its sound becomes afflicted by a madness for an hour. If anyone touches it, they attune to it and become mad permanently. If an attuned creature rings the bell within earshot of another creature though, they steal that creature's ability to understand language for an hour if the creature fails a Charisma saving throw.
86	A stone is skipped along the floor past the party. They cannot manage to find any trace of who threw it.
87	A trail of unspooled yarn. One end of it appears to have been cut off.
88	A thin crust of salt coats the floor, crackling underfoot.
89	A severed foot. It has been unnaturally dried and preserved.
90	[Encounter] A drow hunting party emerges from a side tunnel. Their grins of cold malice flash in the dark before they attack.
91	A stone fountain is carved into the wall. It is filled with stagnant, putrid water.
92	The scent of cooking meat comes from up ahead. The source is a blood-red stone.
93	An ancient cave painting of adventurers walking through the tunnels. They look unnervingly like the party members.
94	The fangs of some large beast, dug into the stone floor.
95	The party comes across an intersection made of black, reflective obsidian. There are ten different tunnels to choose from. However, the only correct path is the one they immediately come from. If they take any other path, they end up back at the intersection after a short time, with the lowest cost item in their inventory having vanished. This happens every time they pick an incorrect path.
96	A set of footprints. They are sunken into the stone.
97	A rusty spear stuck into the wall. A message tied to the haft says, "whoever reads this will die". The message rings true.
98	The sound of rain can be heard tapping on the cave ceiling. Water finds its way through a crack and pools along the floor.
99	A golden ring that has been shaped to look like a centipede.
100	[Encounter] A young demonic cultist is preparing to raise a pit fiend. He doesn't know that the ritual he is preparing for is fake (unless the DM decides it isn't).

d100 Sea Cave Finds

- 1 A cluster of dark blue fish eggs.
- 2 A hermit crab wearing a rusted metal helmet.
- 3 A silver circlet that smells of salt. When worn, characters can speak Aquan, but cannot understand it.
- 4 A raised pool of water. It tastes of mint and keeps the breath fresh for 24 hours. It does smell delicious to some monsters...
- 5 [Encounter] A group of steam mephits are having a community meeting to decide the fate of all other mephits. They cannot abide intruders who don't understand the natural primacy of steam.
- 6 A large, fossilized skeleton set into the ceiling.
- 7 A stalactite column sprouts a mouth and whispers "Beware" before becoming dormant again.
- 8 For a brief moment, the sound of the lapping waves stops. If the cave is relict, the sound of waves can be heard instead.
- 9 A small vial of orange liquid. It smells like clay.
- 10 An altar of bones and seaweed. If a character touches it, the water level begins to rise in the cave. It continues to rise until an offering is provided at the altar.
- 11 An old string instrument. It looks brand new, but it cannot be. Right?
- 12 A fissure in the wall that resembles a fanged maw. A crimson ruby glitters in its depths.
- 13 A sodden campsite. It looks recently made. A pile of clothing, enough for three people, is neatly folded nearby.
- 14 A pit hidden by water. It is not dangerously deep but leaves a character soaked from the waist up. Small characters might not be that lucky. The water has a strange smell.
- 15 An elderly woman has a tidy hut set up in the cave. She claims to be over a thousand years old. The crone has a number of coastal druid powers and potions. If treated poorly, she curses a character to reek of sour fish for a month before vanishing in a puff of salty mist.
- 16 An abandoned rowboat. A satchel onboard holds candlewax and a seal bearing an unknown symbol.
- 17 An eel with an arrow through its jaw and a collar reading "Sparkles" in Aquan. The eel is still alive. It is the pet eel of a powerful vestraadi.
- 18 A pale tree with blue-green leaves dripping brine.
- 19 Blue dragon scales are scattered about.
- 20 [Encounter] The specter of a pirate captain believes the party is after his hidden treasure. Unfortunately, he was a rather unsuccessful pirate in life and his treasure consists of a few gold pieces and a portrait of himself.
- 21 A limestone statuette about the size of a thumb. It is shaped like a badger.
- 22 A train of slugs moving in a perfect circle. At the center is the crumpled corpse of a scorpion.
- 23 A rope hangs from the ceiling. Creatures nearby have an unnaturally strong urge to pull on it. Nothing happens if they do.
- 24 Vines grown into the cave through a hole in the cave ceiling. They retract slowly through the hole if touched while making hissing sounds.
- 25 A smooth, crystalline orb floats five feet above the cave floor. Characters who look into it can see reflections of their past, not as they were, but as they could have been. The crystal transforms into water if touched.
- 26 Kelp and seaweed cover the ground. It clings to characters' feet as they step in it, weighing them down. The kelp is sticky but can be washed off with alcohol.
- 27 The sound of a bell rings throughout the cave for a moment. It is painfully loud.

28	The remains of a spelunker. He has a pack filled with rations (3 units of stock), torches, and a toy rabbit.
29	Eight crystals are set into the cave wall. They are set in the shape of a rare constellation. This constellation happens tomorrow.
30	[Encounter] A torchlight can be seen bobbing up ahead. It is really a will-o'-wisp floating just beyond a hidden pit filled with sharp and surprisingly solid stalagmites.
31	A swarm of gnats hovers over a small pool of water. They immediately land on any character who steps in the pool, completely covering them, but not biting. Their buzzing almost sound like whispered words.
32	A bag of glowing mushrooms. When splashed with salt, they generate darkness instead.
33	A tiny lizard with wings. It almost looks like a very, very stunted dragon.
34	Merfolk remains grasping a silver necklace shaped like a sundered tentacle in one bony hand.
35	[Encounter] Bones and tattered rags litter the floor. While the characters are distracted by them, the grick hiding on the ceiling attacks.
36	Bright purple, carnivorous mushrooms grow from the stone. Rat and lizard bones can be seen amidst the caps. The fungi are part of a massive, intelligent rhizome. It is vengeful and might retaliate with Shroomitis.
37	A thick vapor fills the cave. It smells of sweat.
38	A crack in the cave wall. If any character looks into it, they see an eye looking back. Breaking through the wall reveals an empty anterior cavern.
39	An ornate hourglass. The sands run out with a "click" just as the party notices it.
40	A large pillar of pure salt occupies the center of a cave. Any creature that touches it turns to salt. Pouring fresh water on the creature returns it to normal. A solid salt statue of a cave bear is licking the pillar.
41	A humanoid finger. It always points towards the nearest body of salt water.
42	A character's nose begins running. Profusely. At a rate of half a gallon per minute. It stops after five minutes.
43	Three wooden posts stand in a triangle. Any character standing between them becomes invisible to any creatures standing outside of the triangle.
44	The sound of a muffled argument fills the cave. It is impossible to make out any words, but boy do they sound angry.
45	[Encounter] The party has unfortunately stumbled upon an ancient, sacred cavern. The society that used to worship here has bound water weirds to protect it (DM can determine how many).
46	The rancid corpse of a massive ocean creature blocks the way deeper into the cave. Clearing it will be a very messy business.
47	A pirate's canteen, filled with aged rum. Its spices conjure images of tropical islands. Literally.
48	The party's shadows disappear. They reappear after a minute, causing characters to feel an unnatural chill down their spine.
49	A pile of rotting fruits. A rat shaped pendant sits atop it. Its whiskers twitch once every minute.
50	An area of the cavern is covered in green-yellow lichen. Eating the lichen grants a character the benefits of a short rest, but leaves a moldy, unflattering taste on their tongue.
51	A shield bearing a symbol of two fish, circling.
52	A corpse staked to the cave wall by pitons in its arms and legs.
53	An adventurer's bag. Inside are a couple of citrus fruits, an empty glass bottle, and a green ribbon.
54	A beat-up crate. Inside is a massive knot of living and rather angry snakes with their tails tied together.

55	[Encounter] A young bronze dragon appears as a seal, watching the party. If they appear just, or at least good, the dragon invites them to sit and discuss the ethics of peasant revolutions for as long as they can stand.
56	A sapphire set in the mouth of a snake skull.
57	Stalactites begin to grow unnaturally fast, closing the way ahead in a matter of seconds.
58	A monkey with gills. It is wary of the party and flees into the sea if threatened.
59	One of the party members hears their name whispered through the cave. They are unable to identify the source.
60	[Encounter] A cyclops! It is particularly slow-witted, even by cyclops' standards. If the party is smart, they might not even have to fight it.
61	A silver coin with the emblem of a ship.
62	The corpse of a seal. It appears to have been gnawed on by a much larger animal.
63	A broken sword with a handprint burned into the pommel. The handprint has 7 fingers.
64	A cackle echoes through the cave but is cut off violently.
65	Tremors shake the cavern. The party has to watch out for falling debris, sudden pitfalls, and larger ocean swells until the quake subsides (DM decides duration).
66	A seagull nest. The mother protects its hatchlings.
67	A shattered glass bottle.
68	A green, glowing orb floats toward the party. Once it is within thirty feet, it explodes in a ball of light and vanishes. Any characters looking at it are blinded for the next minute.
69	Purple algae on the cave floor arranged in arrow shapes, showing the path deeper into the cave. Stepping on the algae makes it emit sound disturbingly close to a little girl giggling.
70	[Encounter] A much larger stalactite than others in the cave. It is a camouflaged roper, waiting to pick off the weakest looking party member.
71	What appears to be a gold ore vein in the cavern wall. It is really pyrite but mining it might unearth other riches.
72	An awakened bat addresses the party, proclaiming that it has been waiting for worthy opponents. It is still just a bat, though.
73	A clear glass vial. A navy-blue liquid bubbles inside. Drinking the liquid fills a character with dread.
74	A sodden journal. The ink has run on every page. The only words still legible read "I've found it! This will solve everything! After so long, I finally know where..."
75	[Encounter] The party finds a group of pirates about to execute an ugly woman wearing chains. She is really a sea hag who had been causing problems for the pirates. She turns on the party if freed by them.
76	A tree sprouting from the stone floor, struggling to survive.
77	One member of the party begins hallucinating for the next ten minutes. They see their own face in every rock formation, usually twisted in various forms of agony.
78	Small pebbles begin moving. They turn out to be a uniquely rock-like species of crab.
79	The skeleton of a shark. Strangely, this shark appears to have humanoid legs.
80	A cluster of odd, bright orange flowers grows along the walls. Eating a petal heals a character similar to a potion of healing. The character also exudes a strong, citrus smell for an hour. The effect cannot be repeated until a full hour has passed. There are 13 orange flowers. Picking all has dire consequences.
81	A dusty, weathered pirate captain's hat. It comes with matching eye patch.

82	An altar bearing the image of an old, forgotten god. There are so many tentacles... just so many.
83	A member of the party experiences severe déjà-vu.
84	A corpse holding a bouquet of flowers. The flowers are fresh, but the corpse is not.
85	An old, red-bearded dwarf is cooking seafood at a campsite. He invites the party for a meal. He has a number of tales from his sea-faring days but has since retired.
86	An evil-looking ancient tome written in Aquan. It is a merfolk cookbook.
87	Bubbles float up from a crack in the floor. If any pop, they emit a terrified shriek.
88	The walls look slimy. They feel slimy too. They also taste slimy, just in case that needs to be known.
89	A rusty timepiece. It is stuck at 4:18.
90	[Encounter] The cave is home for a pair of hippogriffs and their newborn. The parents fight to the death if they feel their child is threatened.
91	A map of a cave system. It quickly becomes clear that it is not the map of this cave system.
92	A mountain goat that watches the party from afar. It blinks with two sets of eyelids.
93	The remnants of a mining expedition. Nothing of value remains other than some shoddy shovels and torn tents.
94	An empty barrel that smells faintly of chalk.
95	A portion of the cave wall is made up of pure, unblemished metal. When a character looks into it, they see themselves with a different eye color. Touching the mirror knocks a character unconscious for a half hour. When they wake, their eye color will have changed to match. Their counterpart in the mirror has their old eye color now.
96	A satchel filled with fresh bananas, fish bones, and maple leaves.
97	Hissing comes from a small hole in the wall. Inside is the skull of a moray.
98	A pair of gloves are stuck to the wall. It takes a large amount of effort to remove them.
99	A dented, silver goblet. In contrast to its humble looks, it can hold two gallons of liquid.
100	[Encounter] Now they have done it. The party has unfortunately made too much noise and awoken the mighty master of the coast slumbering in the cavern.

d100 Solutional or Karst Cave Finds

- 1 A rock shaped like a skull. A bat is sleeping inside the eyehole.
- 2 A knife fashioned from bone.
- 3 A stalactite crashes to the floor behind the party.
- 4 A sack hangs from a rope fixed to the ceiling. Inside are a bunch of fresh onions (2 **units of stock**).
A small, glowing red crystal is imbedded in the wall. It hums faintly with energy.
- 5 Any character that removes the crystal from the wall is afflicted with a curse of vengeance. They take half of the damage they deal while carrying the crystal.
- 6 The remains of a burned-out campfire. A scorched corpse lies on top of it.
- 7 A kaleidoscope. Inside are several valuable crystals that produce the effect.
- 8 A very large mushroom cap that has grown from the corpse of a goblin.
- 9 A bottle filled with teeth. They look to have come from a number of different humanoid races.
- 10 [Encounter] The party stumbles upon a chimera's lair. The dragon-head is feeling in a generous mood though, and might spare the adventurers if they offer valuable treasure.
- 11 A broken spear lodged in a crack in the stone wall.
- 12 A gust of wind blows through a crevice in the ceiling. It makes a sound resembling a ghostly wail.
- 13 A cluster of deep purple flowers. They smell like honey.
- 14 An eroded stalagmite. It resembles a humanoid wearing a long, hooded cloak.
- 15 Three dweorg spelunkers have made camp here. They are in search of an ancient dwarven king's tomb. They have some exploration items and food (12 **units of stock**) that they can trade with the party.
- 16 A cavern covered in spotted fungi. They look like ordinary mushrooms under light, but glow brightly in complete darkness.
- 17 The walls seem to shimmer for a second, almost as if they are illusions.
- 18 One party member gets the sensation of being watched. They spot a pair of yellow eyes in the dark, which then vanish.
- 19 A broken oil lantern. It is still usable but consumes twice as much oil overtime due to a leak. It also leaves a very distinct trail.
- 20 [Encounter] An irritable ettin. One of its heads is a bloodthirsty bully, and the other is an aspiring pacifist.
- 21 An old letter in Dwarvish, spotted with stains and dirt. It appears to be the romantic rejection of a love interest.
- 22 A rusty greatsword missing half of its hilt.
- 23 One member of the party begins seeing spots as if they had been staring into the sun for too long. They disappear after a minute.
- 24 A knapsack with surprisingly fresh pastries (3 **units of stock**) and a half-finished bottle of wine (2 **units of stock**).
- 25 [Encounter] A group of reformed gnolls. They have managed to build a small community in this cavern and claim to have given up their marauding ways. Though some of the nastier looking gnolls keep hungry eyes on the party.
- 26 A library. Shelves filled with dozens of books have been cut into the stone walls. However, each book is blank.
- 27 Acidic water covers the floor of the cavern. Bubbles occasionally rise to the surface, carrying a sulfuric scent.

28	A dismembered arm has been pinned to a stone. Its finger points back down the tunnel from which the party just came.
29	A limestone statue resembling an Underworld goddess.
30	A pool of bright pink liquid. It is held in the concave bowl of a raised rock pillar. Drinking it cures all negative conditions.
31	A shrunken, dried thumb in a glass vial.
32	What appear to be bushes. On closer inspection, they are large helictite formations.
33	The echo of a drum. It beats faster and faster for a minute before stopping altogether.
34	A tin box containing a cloth doll. It has needles stabbed through both of its eyes.
35	[Encounter] This cavern is filled with stalactites, stalagmites, soda straws, and other speleothems. Unfortunately for the party, there is also a mimic disguising itself as one of these rock formations.
36	A lizard with another head instead of a tail.
37	Stalagmites and stalactites that all resemble large, humanoid fingers cover the floor and ceiling.
38	A rectangular door is set in the wall. Behind it is a small storeroom with only a broom and spiderwebs inside.
39	A tattered scarf clutched in a skeleton hand.
40	A crystal chair sits on a short, stone dais. Resting on the chair is an archaic tome. Whoever opens the tome and reads through it recovers spell slots and uses of features as if they had finished a long rest. The tome then disintegrates. The character who read it is unable to remember anything they read afterwards.
41	A pillar of solid bloodstone. It seems to absorb light.
42	The sound of footsteps approaching quickly from behind the party. It continues past the party and farther down the tunnel.
43	A sword made of pure glass. It is beautiful but does not hold up under real use.
44	A spider falls onto a party member's shoulder and whispers "don't look back" in Common before skittering away.
45	[Encounter] The floor is covered in a thin layer of water here. Lurking underneath the surface is a black pudding.
46	A slightly dented horn. Dry blood is caked around the mouthpiece.
47	Purple glowworms hang from the ceiling.
48	An empty wine bottle. It has become a terrarium with a mini forest of moss and fungi inside.
49	An altar to an unknown god. A rune has been scrawled onto it in fresh blood.
50	50 [Encounter] A group of slaves mining limestone. They are overseen by a party of drow and drider.
51	A cooking pan. Scrawled into the wooden handle is the name "Biggs".
52	Ten candles form a small ring around a stalagmite. Two of them are lit.
53	The skeleton of a young dragon. It is unclear how it died.
54	A shallow wooden bowl holding a pale, milky liquid.
55	A small drum with a pair of humanoid rib bones resting beside it. The drum makes no sound unless struck by the bones. If separated, the bones magically appear next to drum after a full day.
56	A field of red-purple grass covers the floor. The blades make a loud cracking sound when stepped on.
57	The tunnel continues at a steep downward slope for the next mile. The rock underfoot is very, very slick.
58	A vein of precious opal in the cavern ceiling. Of course, the ceiling is 45-feet-high here, so mining it will not be easy.

59	A glass eye. It is far too large to belong to a humanoid. It is also frighteningly realistic...
60	[Encounter] A foul stench fills the cavern. Squatting over a pile of bones is the source of the stench—a hungry ghast.
61	A massive helictite resembling a stone tree hangs from the ceiling.
62	The walls are covered in tally marks. Thousands of them.
63	A small crystal. It appears to have a cavity inside which is currently filled with crimson blood.
64	The sound of a rainstorm fills the cavern. Despite this, the air feels dry, and the water level remains the same.
65	A pair of holes in the stone wall that have a slightly tapered, oval shape. They are perfectly spaced for a character to peek through both at the same time. If any character does, they see another pair of eyes looking back. Then, they become blinded for an hour.
66	A travelling pack with a shovel nearby. Inside of it is a bloody bedroll, a bag of coffee beans, and a locket with a picture of a dweorg woman inside.
67	A old sword has been plunged into a stone. Thorny vines grow from the rock and wrap around the blade, hilt, and pommel.
68	A pair of boots. Inside, spiders, centipedes, scorpions, and other arachnoids/insects wriggle around.
69	A humanoid skeleton rests cross-legged against a stalagmite. It holds a dagger in one bony hand and a gold coin in the other.
70	[Encounter] A pack of gricks have made their lair in this cavern. They have been without a meal for a while, but luckily the party has come along to solve their food shortage.
71	A metal pole stretches from one wall of the passageway to the next. Striking it fills the air with a metallic thrum.
72	The corpse of an albino bear. It has a large bite taken out of its side.
73	A cloth sack. Inside is the decapitated head of an ogre. Its blood has stained the bottom of the sack.
74	A statue of a benevolent deity. It is covered in strange symbols and deep gouges.
75	Moss, fungi, and lichen in varying colors completely cover the floor, walls, and ceiling of this part of the cavern. A sweet scent fills the air and gives the party a sense of safety and respite. Taking a short rest in this area grants the benefits of a long rest and provides a +1 resting modifier .
76	A pile of thick, yellow-green sludge runs down one of the walls. It smells of rotten eggs.
77	A dead goblin. Well, the top half of a dead goblin.
78	Dark blue mushrooms grow on the ceiling. They emit spores that stick to the characters and glow a soft yellow.
79	A lifelike statue of a young human. Their face is twisted in horror, and they appear to be reaching for something.
80	[Encounter] The putrid stench of sulfur and death fills the chamber. This cavern looks like a troll lair, but it seems to be deserted for now. There is, however, a carrion crawler that has been hanging around, feasting on some of the troll's leftovers.
81	A satchel wrapped around a stalagmite. Inside is a glass jar with a dead butterfly and a rusty fork.
82	A glass orb with a stopper. It is filled with pungent mead.
83	A page torn from a book. It is impossible to tell what the original text said, as someone has scribbled the word “garble” over it repeatedly.
84	Arrows have been scratched into the cave floor. They point back the way the party came.
85	A skull hanging from a metal chain. Its eyes glow with a green light. Characters that look deeply into the eyes can see images of lost loved ones and companions.
86	Stagnant water covers the floor. A rat corpse floats on the surface.

87	A swarm of bats. They appear to be disfigured and mutated, with patches of fur missing and extra limbs growing out of their backs.
88	Terrified mumbling echoes through the cavern. A party member's name can be made out amidst the mumbling before it ceases.
89	A toy horse. It is covered in mud and cobwebs.
90	The party enters a circular cavern. On a pedestal at the center is a malachite orb. When a character touches the orb, they can see the spirits of those who died nearby. The only current specter is the previous owner of the orb, who warns against using it.
91	A thick, solutional mist fills the cave, making it difficult to see and breathe.
92	Rows of square holes line one wall. They are arranged neatly and symmetrically. Inside of one is a child's doll.
93	Lichen spells out the word "danger" in various languages on the floor.
94	A ceramic jug filled with mineral water. Thick algae have grown on the surface of the water.
95	[Encounter] The cavern ahead is filled with violet fungi, shriekers, gas spores, and even a myconid or two.
96	A silver ring still being worn on a severed index finger.
97	A sealed bottle filled with strawberries, raspberries, blueberries, and blackberries. They look surprisingly fresh even though the bottle is covered in dust (3 units of stock).
98	A stone pillar. Ruts have been carved in a spiral on the ceiling and floor with the pillar at their ends, almost as if the pillar has been circling the cave.
99	A desecrated altar to a deity of darkness. One party member feels unnaturally compelled to restore it.
100	[Encounter] An old human in tattered rags. They are a stonespeaker and have lived their entire life in these tunnels.

d100 Drow City Finds

- 1 A necklace of mimic teeth.
- 2 A bard performing the ballad “Heart of a Matron.”
- 3 A metal cylinder with no opening. When turned over, it emits a rumbling sound.
- 4 Symbol of a lawful good deity etched in the stone of a doorway.
- 5 A cleric preaches about the blessings of mushrooms while an acolyte hands out samples of fungi. The effects vary from illness to hallucinations to an increased sensory susceptibility, and none are deadly.
- 6 Children play a game of marbles with preserved eyeballs in the street.
- 7 A pet shop full of exotic Underdark creatures.
- 8 A massive cavern’s entrance sign reads “Spider & Lizard Rider Training Facility.”
- 9 A gelatinous cube street cleaner and its acid-scarred handler.
- 10 Beggar-slaves stick their hands into the street from a celled window at street level, they need to buy their freedom. They are disguised members of the local thieves’ guild who use the abandoned jail as a ruse to empty the pockets of gullible non-drow visitors.
- 11 A narrow spiral staircase carved from the stone leads down into the darkness.
- 12 A letter with the royal seal of a surface kingdom, unopened. It lies in a dirty puddle.
- 13 A purple opal in the shape of a snake.
- 14 An auction of captured humanoids is taking place in the square.
- 15 A blood-weave artist known only as K.Q. installs art throughout the city. The latest installation appears to be a body with fungi growing over it in a hypnotic pattern, suspended from strands of drider silk. The artwork is strange and beautiful, if twisted.
- 16 After visiting for several days, the party is denied entrance to their favorite tavern.
- 17 A fine crafted whip of spider silk.
- 18 An oddity shop filled with mundane surface items.
- 19 Lord Mordae’s Guide to Savage Etiquette Volume III, left on a barrel.
- 20 [Encounter] An abandoned warehouse filled with egg-sacs of various sizes. Something moves in the shadows overhead, a horrible experiment to be sure!
- 21 Poster for a performance by Yaga’s Horsemen, one night only.
- 22 An unguarded cart filled with bolts of hardened spider silk interwoven with filaments of precious ore.
- 23 A cavern of rainbow-colored mushroom cheese, a drow specialty.
- 24 Various instruments of torture decorate the windows of a shop. A sign in the window reads “Daily Demonstrations, Volunteers Welcome!” in Undercommon.
- 25 While wandering, a character is handed an invitation on *Klillek paper* inviting the party to a secret party. Dress is elegant formal wear. Gifts to the host are expected.
- 26 Two rival dens of iniquity are looking for new patrons.
- 27 A traveling circus filled with Underdark denizens has come to town.
- 28 A drow impersonating a member of the party keeps showing up where the party is.
- 29 A fragrant flowering bush. The eight crimson petals and center resemble a spider. Flowers sighs when picked, shudders when touched.
- 30 A drow offers the party riches beyond their wildest dreams if they entertain her desires for 1d6 days. She refuses to pay ahead of time. After the service she provides a confusing map as reward. It leads the party to a dragon’s treasure hoard if they can decipher the map.
- 31 A wavy dagger with the words ‘feed me’ in Undercommon is stuck into the wall.
- 32 A tiny music box plays a drow lullaby—the sound reliably creates nightmares.

33	A walkway lined with bleached skulls of various creatures leads to a tavern filled with similar decor inside.
34	A young male begs to see the surface world.
35	The adventurers stumble upon a secret ceremony—a bonding ritual between two drow lovers. It involves a mutual spilling of blood.
36	A tiny cage with a phosphorescent spider.
37	A nearly invisible spider web hangs high above the city. The pattern changes daily, and nobody ever sees the spiders responsible.
38	A perfume bottle. The scent smells pleasant to carnivores and creatures who enjoy drinking blood. Others only smell rotting meat.
39	Every day spent in the city makes the adventurers start to feel safer and safer. Too safe.
40	Late at night chanting can be heard on various cross streets. A source cannot be found. It stops after 1d4 days. The next morning after chanting ceases, the earth rumbles for 1d12 minutes. Damage is minor.
41	The relic of the First House is a fake magic item. Only a few people know it has no power.
42	A disease is ravaging the city. It only affects those of noble blood. But all of them?
43	A drow child cries out for help; they are lost and look for their mother. This is a distraction. Their co-conspirator pickpockets any who stop to help.
44	A ladder on the side of a cavern wall leads up to a ledge overlooking the entire city.
45	A demon lord is looking for a rare artifact. It turns up in the party's possession.
46	A warehouse holding crates of salt bound for the surface bears the mark of a familiar merchant.
47	A mysterious cabal has taken up residence near the city gates.
48	A vial labeled lover's tears.
49	An eight-fingered silver filigree glove encrusted with onyx and bloodstones.
50	[Encounter] Stone steps lead to an opening under a building. Light flickers from the hallway. Snippets of conversation can be heard.
51	A statue of elf corpses beneath a massive drider sits at the center of a fountain. The water is the color of rust. Coins glitter below the surface.
52	A wrought iron gate surrounds ancient mausoleums of past dark elf houses. It is in the Old City, which doubles as the undead/necromancer's district.
53	A beautiful complex maze behind a manor house features deadly flora and fauna. For every hour spent here one level of exhaustion is healed...if one is not eaten by the maze's denizens.
54	A small stall sells a confectioner's treat of spun web and sweet fungus powder called "Icky Sticky."
55	Two male drow wizards duel to the death in the street. When one finally falls, the crowd disperses leaving the dead where he lay. After some time, a woman comes to claim the body. She has been crying.
56	Someone is selling tickets to the "Sun-sation Chamber." It is only 250 gp to experience the pain and pleasure of sunlight.
57	A bright pink feather. It is cursed. Whoever touches it begins to grow pink feathers over their skin. Remains until the curse is removed.
58	<i>Boots of Dark Elvenkind</i> . Instead of enhancing Stealth they grant advantage on Athletics checks made to climb.
59	A stray small spider follows the party around as they travel throughout the city. It sports a collar that reads "Itsy" in Elvish.

60	Signs of conflict; scrawled writings, whispers in taverns hint at an impending insurrection against the houses and societal structure.
61	A note in a character's pocket says, "meet me later," with no other instructions.
62	Advertisements for Twelve Souls Wine, the latest brew from Dark Mother's Brewery. Only the original sports a drop of authentic Red-Stripe poison for that special "Zing" you love!
63	All the lights in the city, including phosphorescent fungi and insects, flicker and turn off, leaving total darkness. They are restored after a few seconds. This happens every 1d4 days. No one seems worried.
64	A tavern entrance made of bone caltrop flooring. A sign reads "bare feet only."
65	[Encounter] A group of humans are removed from the back of a caged wagon and led into a dark tunnel. It leads to slave pits.
66	A book titled "The Bane of Butcher Cavern."
67	The new moon market arrives selling exotic goods. It is gone by morning.
68	A humanoid sailor offers cavern river tours through the Underdark.
69	A drow fortune teller asks a character to pick a card. The card bears a likeness to an ally of the party bowing to the Spider Goddess. She says it is a sign of betrayal.
70	A pamphlet blows towards the party on a magical wind. It reads "Ask for Saladrin at the Black Gate Tavern."
71	A massive tree-shaped fungus at the entrance to a tunnel leading away from town has thousands of origami spiders hanging from it. No one seems to know what the purpose is.
72	An exclusive restaurant boasts unique cuisine. Humanoid stew is the house special.
73	A waterfall flows from the cavern roof high above. Local legend says blessings come upon those who bathe in it. Doing so grants effects of a short rest. Only works once per month.
74	A ring carved from a single ruby. It is cursed and once put on it will not come off without great effort. When worn, the character feels tired all the time and can't get rid of one level of exhaustion.
75	In a narrow alley a gitwerc and a drow are whispering, heads bent conspiratorially together. The moment they realize they are not alone they separate down different paths in a hurry.
76	A hall/alley filled with spider webs which cling to any trespassers. The rest of the day a character feels like something is crawling on them. Nothing is.
77	A blacksmith claims to make one-of-a-kind armor using a drop of the patron's blood.
78	An obsidian staff leaning against a wall that works as a <i>wand of web</i> .
79	A male drow servant whispers in a male character's ear "Your freedom is not your own."
80	The party overhears a group of well-armed adventurers pass by while chatting about returning to the secret location for the rest of the treasure tomorrow.
81	Rumors of an ahoor bloodmaster living near the ceiling of the cavern.
82	Someone is kidnapping lesser daughters of drow houses. They return after a few days but cannot remember what happened. They appear unharmed.
83	A merchant drops a case of potions at the party's feet and demands they pay for them.
84	The party finds a magic hat. It is a pocket dimension, and a humanoid is trapped inside as punishment. Creatures can be placed inside by a short incantation. They enter a stasis and require no food, air, sleep, etc. to survive.
85	A simple children's picture book titled "Spiders of the Underdark." When read aloud swarms of spiders burst from the pages.
86	A cavern is blocked off for the "Running of the Bulette." Young adventurers and drow social climbers challenge each other to compete.

87	A goblin is selling small lizards. They eventually grow into cave drakes, but buyers are unaware.
88	An old male drow sits outside the entrance to a major house for 1 hour every day, before leaving a bouquet of Underdark flowers. They are always retrieved by a house servant.
89	Multiple demonic shrines are scattered through the city. Paying gold or blood tribute offers a unique boon (like advantage on a skill check or attack roll.) Repeat offerings can have dire consequences, as the allegiances and rivalries of demons are complex.
90	Subtle cocoon-shaped artworks devoted to the Spider Queen are placed throughout the city. Paying blood tribute or pays proper respect to them offers an increasing amount of uses of a boon specific to each artwork (like advantage on a skill check or attack roll.) A character who respectfully interacts more than one artwork also starts seeing the web and feels compelled to understand the entire web.
91	A spider silk couture shop run by a blind arach'tsala drider.
92	A satchel filled with humanoid hair.
93	A swarm of tiny dark fey buzz like gnats. They seek to draw blood.
94	Someone shouts "Run." An angry mob bursts from a nearby street.
95	A barbaric stockade is set in a city square. It binds hands and feet in such a way that the bound prisoner is injured every time they move. The party knows the humanoid currently being held.
96	A necklace of a bone hand clutching soap. Once per day at dawn it cleans the grime from the person who wears it.
97	A powerful sorceress was killed in a rival city, creating a power void. War is brewing.
98	The Black Sapphire, a famous thief was spotted near the slums.
99	A fog settles over the city. It lasts for 1d4 + 2 days before dissipating.
100	[Encounter] All this exploration has gained the attention of a matron mother. The party is summoned by half the house guards. To refuse would mean certain death, but what does it mean to answer?

d100 Dwarf City Finds

1	Daily mine tours with souvenir pickaxe.
2	Young dweorg braves arm wrestling for bragging rights.
3	Street performance by the Blacksmith Shop Quartet, including anvil-percussion.
4	A statue of a large pick resting in a massive (and authentic) ruby.
5	Celebration of a birthday spills out of the tavern onto the street, encouraging all to come in for a drink, on the house.
6	A bridge crossing a chasm. Far below, the glow of lava lights the bottom.
7	An open-air library: shelves filled with tomes and scrolls. It is left unguarded at night.
8	A clockwork-construct-based courier service run by svirfneblin.
9	At least once a day the ground rumbles with small tremors.
10	[Encounter] A young, dark skinned female dweorg smokes a rune-covered pipe in an open doorway. She's been waiting.
11	A beautiful blond dweorg with curly hair and a bright blue fitted jacket invites patrons to the Emerald House for nightly entertainment. She has the voice of a lark.
12	A magic bucket full of holes. No one knows what it holds.
13	Specialty shop selling beard balms, oils and accessories. Including magic variants for the discerning customer.
14	Tavern featuring all you can eat kobold legs and half off drinks for maidens.
15	In the center of the city a rectangular pool features a life-sized adult dragon. Its iridescent skin reflects a prism of colors. Rumor holds that the dragon was cursed long ago, and that the city was built around it. Breaking the curse frees the dragon, who is said to grant its liberators a wish.
16	A svirfneblin handing out potion samples. The tag reads "Gifted Gil's Alchemical Treasures." The samples don't work.
17	A homeless dvergr laments his greatest creation turning to dust, and wishes the same fate upon his rivals.
18	Old Nobin's Puff and Snuff.
19	A wanted poster for the Half n' Half gang. It depicts two tall humanoids and two short humanoids.
20	"Build a labyrinth", they said. "Nothing bad would happen", they said. Now how will I get all that treasure back." A dvergr mutters this to himself while drinking.
21	Booksale for the latest tome "What" by Kievan Ring, bestselling dweorg author.
22	A bedraggled halfling woman with six children following her.
23	Stone statues surround the castle. All dwarves, regardless of ethnicity, swear that the statues move from time to time.
24	Buy one hammer- get one free.
25	The largest building in the city is the First Dwarven Institute, a place of learning. The Academy of Magic has been experiencing abnormal mishaps. They want someone to investigate.
26	The <i>everlasting stein</i> . Worth a fortune. Brewers want it destroyed.
27	A maiden offers her braid in exchange for everlasting love.
28	A map leading to an ancient gitwerc hold filled with vast forgotten treasure.
29	A metalwork sculpture outside the city gates was started when the ancient city was founded. Each year the finest dweorg metalworkers come to add to the beautiful work of art.

30	A dweorg is set to be married the next day. The family has spared no expense for this wedding and the happy couple is to be showered with gifts. The problem is the bride/groom has no one to wed, their betrothed took off weeks ago. The unlucky dweorg is willing to share the wedding gifts if someone agrees to marry them.
31	Mother Fiden's Famous Fried Pudding.
32	Trinkets made from adventurer items melted by dragon's fire.
33	Nursery school play area where toddler dwarves play with tiny hammers, stone tops and ride clockwork animals on a track.
34	Wandering minstrels play war drums for coins.
35	A disaster threatens the forge when a dam bursts at a nearby lake, causing the city to begin to flood.
36	Crates of weapons bound for monster-ravaged regions.
37	Siege weapons for rent.
38	Sign reads "Needed: Strong, stout adventurers to test the latest model of new gunpowder invention." Amended in Common, below: "Don't do it!"
39	Bells that were destroyed in a great earthquake continue to chime every hour throughout the city.
40	The High Thane's personal bodyguard was slain in the throne room. An elf (any variety) was found standing over the body with bloody hands. The elf claims to have been set up.
41	A dweorg walking moles on leashes, heading to the dig park.
42	Pewter, Brass, and Beyond—a good homes store.
43	The Mountainjaw Clan is offering a class on Treasure Hunting. It is only 5 gp per session.
44	The world's largest geode.
45	Meeting of the Clans—a tenday event featuring festivities, games, competitions and drinking. Ends with a massive bonfire and the choosing of the ruling clan(s) for the next year.
46	Protests and counter protests for Proposition 124—legalize fermented mushrooms.
47	A full suit of dragon scale armor made of many-colored scales.
48	Rock Bottom Stone Putt—a hole in one game for the whole family.
49	Svirfneblin are meeting in secret. They desire guild rights. The meeting place was leaked.
50	Helm of the ancient king. It rests upon a stone dais in the center of town. No one has ever been able to pick it up and wear it... until now.
51	A purple worm is curled up in front of a gigantic stone hearth that lights the city square.
52	A performance of Brown Beard and the seven maids.
53	Dwarven historians are excavating an ancient part of the city.
54	A half-orc is being pelted by stones in the street. Dweorg in this city do not tolerate orcs or even those that share orcish blood.
55	The brewery guild has lost the supply of a key ingredient in their specialty, Forgefire Stout. They require aid to locate and procure more.
56	A mysterious group has been counterfeiting city coins.
57	Shop selling whetstones of the elements, which may add elemental damage when used on bladed weapons.
58	A small aquarium where pearls are farmed using secret techniques.
59	The council worries that the mining clan has dug too deep and negotiations to dig elsewhere have failed. They request the party to investigate the deepest mine shaft before allowing further digging.
60	The protection of the city relies on runes carved in pillars around the city. Someone is destroying them.
61	A zwerc beast-tamer selling miniature rust monsters for home forge scrap disposal.

- 62 Funeral rites and burial of a dignitary. The merchant district is closed until further notice.
- 63 An inventor completed his star-glass and opens the lab for a viewing party.
- 64 The mayor has placed a tax on all adventuring parties working within the city.
- 65 Arhom the Master crafts the finest weapons in the city. He agrees to forge any weapon for free if you bring back the Heart of Tarjteir. Tarjteir is a lost diamond with veins of gold. It's also, literally, a heart.
- 66 "Crystal Cavern—A New Dwarven Age of Enlightenment"; zwerc-run crystal and esoterica shop; crystals may actually do what they promise. For a while.
- 67 All the blacksmiths have gone on strike.
- 68 Dazzledigg's Extreme Adventures; featuring rock climbing, base jumping, lava rapids and more.
- 69 Bards arrive in droves to test the acoustics of the mines.
- [Encounter] Giants invade the city, demanding their ancestral homelands back.
- 70 This happens once every few hundred years, usually just a few giants gone rouge. This time they've come in force to blockade the city until they are heard.
- 71 The Hall of Thunder has collapsed. The priests are still trapped inside.
- 72 The Stonemason Lodge is having their annual fry cake breakfast.
- 73 Seven Sons Gem Emporium is having a going out of business sale.
- 74 A clean-shaven (no beard or hair) dvergr male rants about the end times.
- 75 A gitwerc in dweorg shape clad in a dark cloak hides in the shadows, trying to attract buyers without alerting the guards. Within the cloak are the finest crafted jewelry for rock bottom prices. Either stolen goods or cursed by the forces of Hel. There is a bounty for this person.
- 76 The Saltmine (a tavern) is hosting a drinking competition.
- 77 Dweorg clerics of the city temple are hosting a Honor Festival, but the relic of the temple has disappeared.
- 78 An intricate system of stonework pipes laid beneath the roads carries molten materials from the melting furnaces to the forges across the city, providing heat to an otherwise icy cold city.
- 79 Downhill Dwarf cart racing.
- 80 Cragshield feels something horrible is destined to befall the town if his eldest child does not return from a sister city. He offers a hefty reward for the safe return of his heir.
- 81 A serrated scimitar that cuts through anything.
- 82 A dweorg tells the tale of "Goldenlock and the three Owlbears."
- 83 A war band leaving to aid a distant city asks for blessings and favors from the well-wishers.
- 84 Random axe falls from the sky. The weapon demands in Undercommon to be returned to its master.
- 85 Lady Winter and her court are arriving within a few days to negotiate with the city leaders. The city buzzes with a mix of fear, animosity, and excitement. Not everyone wants the treaty to succeed.
- 86 Monthly boulder rolling contest.
- 87 Dwarves of all ethnicities flock to a local tavern to ride the clockwork bulette.
- 88 A booth selling tickets for the Taste of the Tavern. "Sample the finest ale and food the city has to offer."
- 89 The Tangled Beard—a unisex hair salon.
- 90 [Encounter] A trusted source of information just discovered that the Thane has been hiding the truth about mining operations. Ore veins are depleted. Stock is running low.
- 91 An assortment of drinking horns hanging off a coat rack.
- 92 A brawl over trade negotiations causes chaos in the tanning district.

93	A fine crafted +1 <i>chainmail shirt</i> discarded in a scrap heap.
94	Visit the museum of earth—it rocks.
95	A mysterious wizard took over the wizard tower in the city, unbeknown to the former owner, who has returned and wants their home back. The dueling wizards' battle is causing serious destruction throughout the city. The council offers to pay handsomely for someone to settle this, either through peaceful negotiations, or at the tip of a blade.
96	The sword and board gang—a group of youths who bully everyone.
97	Every night mysterious lights glow around the city. They look like embers from a burning fire. No source can be found and they disappear when approached.
98	Dweorg maidens fighting over the attention of Gastone and Leshrew, two dashing dweorg fighters.
99	A tavern cat becomes <i>enlarged</i> and frightens the patrons.
100	[Encounter] A mercenary company marches into the street, rounding up anyone who crosses their path. They demand payment for services performed and take whatever they find on fellow dwarves, travelers, or heroes alike.

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