

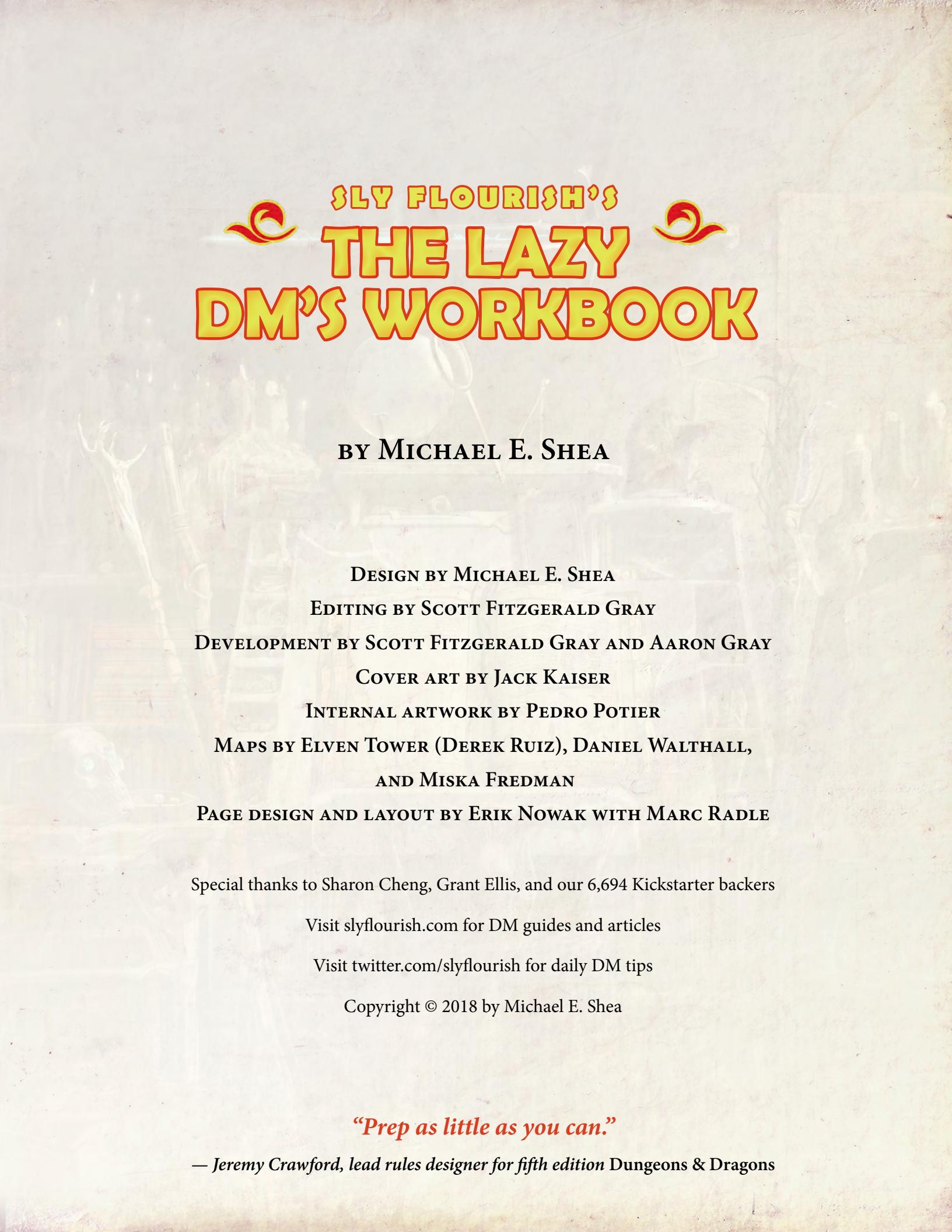
SLY FLOURISH'S

# THE LAZY DM'S WORKBOOK



QUICK REFERENCES, RANDOM TABLES, AND TEN QUICK-USE LAIRS  
FOR YOUR FIFTH EDITION FANTASY ROLEPLAYING GAME

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# SLY FLOURISH'S THE LAZY DM'S WORKBOOK

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*“Prep as little as you can.”*

— Jeremy Crawford, lead rules designer for fifth edition Dungeons & Dragons

# ABOUT THIS BOOK

This book is the companion to *Return of the Lazy DM*. That book explores what it means to get more out of our fantasy roleplaying games by preparing less. It focuses on how we prepare our games, run our games, and think about our games.

This workbook is intended to give you specific tools to prepare and run a fifth edition fantasy roleplaying game, with a focus on light preparation and heavy improvisation.

It's probably easiest to think of this book as an extended Gamemaster screen. It's packed with tables, checklists, and fill-in pages. It also has ten "lazy lairs," providing you with maps and descriptions of some of the most common fantasy locations, ready to drop right into your game.

The goal for this workbook is to give you a toolbox you can carry with you and keep on hand as you prepare and run your games. It's specifically designed to help you quickly plan a session and let you improvise a detailed and rich game—one that can surprise both your players and you.

## HOW TO USE THIS BOOK

Get familiar with this book by skimming each of its sections. In particular, read the instructions included at the beginning of each section so you know what's intended for each of the main sets of tools. Then look at the tools themselves. Roll a few dice using the random tables to generate some examples, and get a sense of how they might work for you.

Take a look at the lazy lair maps so you know what you have on hand. That way, you can jump to a lair when your characters enter a location you hadn't expected—the old sewers beneath the city, the smugglers' den near the docks, or that strange wizard's tower that hasn't been explored in centuries.

Once you have a sense of what resources the workbook provides, consider keeping it by your side when you prepare your next game. Take a look at the "Lazy DM's Checklist" section. Then use the

tables in the workbook to generate ideas when you're looking for interesting town events, fantastic features, treasure, or traps.

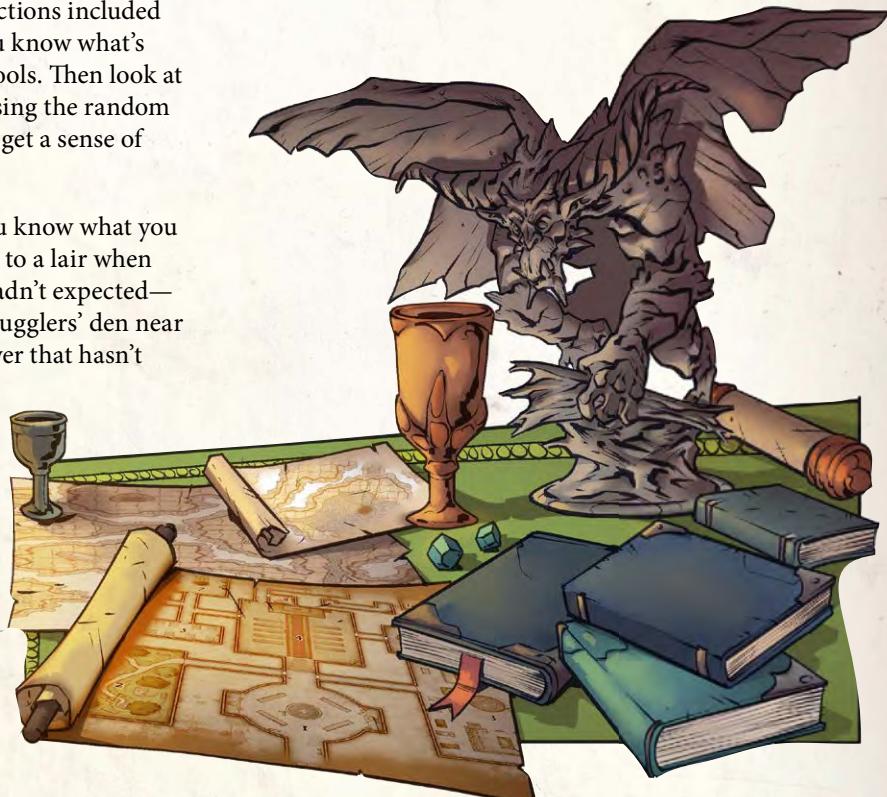
When you're running your game, use the "Fifth Edition Reference" section if you need quick and easy access to information. Then jump to the random tables if something comes up that you're not ready for.

Feel free to hack up the PDF of this workbook to focus on the information you like and dump what you don't need. As with every aspect of the way of the Lazy DM, use what works and omit what does not.

## LAZY DM PREPARATION

The following page consolidates a number of the checklists featured at the end of each chapter in *Return of the Lazy DM*. It's intended to help you remember the material in that book and quickly consider it while preparing for your games. This reference won't be much good unless you've read *Return of the Lazy DM*, or have at least given it a solid skim. When you have, use the checklist to help you reinforce the ideas that work for you.

Now let's go prep and run some games.



# THE LAZY DM PREPARATION PROCESS

## THE LAZY DM'S CHECKLIST

- Review the characters
- Create a strong start
- Outline potential scenes
- Define secrets and clues
- Develop fantastic locations
- Outline important NPCs
- Choose relevant monsters
- Select magic item rewards

## 5-MINUTE PREPARATION

- Create a strong start
- Define secrets and clues
- Develop fantastic locations

## THE LAZY DM'S TOOLKIT

- Dice, pencils, and dry-erase markers
- GM's notebook
- Campaign worksheet
- Curated random name list
- 3x5 index cards
- Numbered initiative cards
- GM screen or cheat sheet
- Dry-erase flip mat
- Published books and adventures
- Miniatures, maps, and terrain as needed

## BUILDING A LAZY CAMPAIGN

- Reskin published material
- Develop a spiral campaign with the characters at the center
- Build a campaign hook focusing on a single major goal
- State the six truths of your campaign
- Define three fronts incorporating goals and grim portents
- Run a session zero to help build the characters and tie them together

## RUNNING YOUR GAME

- Relax
- Focus on your strong start
- Listen to the players, and build off of the ideas they bring you
- Trust your preparation to help you run a creative, flexible game
- Ask the players to summarize the events of the previous game session
- Draw players into the story by asking them to describe killing blows, define monster characteristics, and describe interesting events during travel
- Imagine the world as a living place when building scenes and situations
- Let the world and the NPCs react to the characters' actions
- Use a mixture of combat styles, including theater of the mind, gridded maps, and abstract maps
- Maintain a good pace by staying close to the action
- Cycle between action and relaxation, and alternate upward and downward emotional beats
- Use specific hopeful or fearful beats to send the action in a specific direction

## THINKING ABOUT YOUR GAME

- Prime your GM's brain with great books, movies, and TV shows
- Remind yourself of the player characters' names and backgrounds
- Ask what the villains and NPCs are doing right now

## EMBRACE THE GM'S TRUTHS

- Everyone plays an RPG to have fun
- Players don't care as much as you think
- Players want to see their characters do awesome things
- The GM is not the enemy of the characters
- Be a fan of the characters
- Let players break the game—then let the game evolve as a result

## LAZY DM TRICKS

- Award levels at key points in the story
- Improvise ability and skill checks
- Delegate certain tasks to the players
- Use static monster damage

# FIFTH EDITION REFERENCE

The following five pages include reference material specifically designed for fifth edition fantasy roleplaying. This page provides a summary of those materials.

**Skills and Abilities:** This reference summarizes fifth edition skills and their associated abilities. Use this table to remember what skills can come into play in the game when calling for an ability check. Remember that skills can be associated with other abilities if it makes sense for the situation.

**Typical Difficulty Classes:** This table provides a rough gauge of various ability check and saving throw DCs, presenting the perceived difficulty of each. These guidelines allow you to assign DCs based on relative challenge, and are independent of character level.

**Improvised Statistics:** Use this table to quickly generate statistics for traps, hazards, challenges, fantastic features, physical objects, and any other features that can deal or take damage. The level noted on the table doesn't necessarily correlate to the level of the player characters. Rather, it represents the level of the challenge. If 3rd-level characters wander into a 7th-level dungeon, then traps featuring statistics from the Level 5–7 row of the table are what they should face.

These statistics are not intended to represent monsters, even if you have the need or desire to improvise monsters at the table. Instead, consider reskinning an existing monster (see chapter 15 of *Return of the Lazy DM*).

**Actions in Combat:** This section lists the various actions that characters and monsters can take in combat.

**Cover, Light, and Visibility:** These references summarize how cover, light, and visibility work in fifth edition.

**Minimum Targets in Areas of Effect:** When you're running combat either on an abstract map or in the theater of the mind, it helps to have a rough estimate of how many creatures might fit into an area. You can use this breakdown as a baseline for different areas of effect, then increase or decrease the number of creatures that might be affected based on the situation, the size and number of those creatures, and their positions.

**What Breaks Concentration:** This section provides references to the different situations that can break concentration for spellcasters and other characters.

**Conditions:** This section contains descriptions of the various fifth edition conditions and status effects.

**Exhaustion:** This section describes the various levels of exhaustion.

**Quick Encounter Building:** This reference is intended to help you quickly gauge the relative difficulty of a combat encounter for a specific group of characters. Use this information to compare the level of the characters, the challenge rating of the monsters, and the ratio of the number of monsters to the number of characters.

These guidelines are built around creating a hard encounter, but they're not guaranteed to produce a balanced encounter. (In fact, there's no such thing.) Rather, their primary purpose is to help you see whether an encounter might push from being hard to being deadly, so that you can give the players fair warning.

**Running Large Numbers of Monsters:** The stories and situations in your game have no limits, so that it's possible for a group of characters to face three dozen orcs, or a hundred skeletons, or even larger groups of foes. But when you're running more than a dozen monsters, rolling for every attack or saving throw can slow down the game to the point of making it unmanageable.

This section helps you adjudicate how many monsters will hit a target creature or succeed on a saving throw, given the difference between the attack score or DC of the attacker and the AC or saving throw of the defender. Also discussed in this section is the option to pool together the hit points of a large number of monsters, so that the characters can gain maximum effect from the damage they deal to those monsters individually.

These approaches to running large numbers of monsters require a bit of work to understand them. It's worth testing these rules before you try to use them during your game.

**Madness:** Often underused, the rules for short-term and long-term madness can add flavorful status effects when characters interact with objects, beings, or energy from realms beyond the limits of the mortal mind. These effects are often imposed when a character fails a Charisma saving throw, with a DC based on the nature of the source of the madness.

## SKILLS & ABILITIES

| Ability      | Skill                                                    |
|--------------|----------------------------------------------------------|
| Strength     | Athletics                                                |
| Dexterity    | Acrobatics, Sleight of Hand, Stealth                     |
| Constitution | —                                                        |
| Intelligence | Arcana, History, Investigation, Nature, Religion         |
| Wisdom       | Animal Handling, Insight, Medicine, Perception, Survival |
| Charisma     | Deception, Intimidation, Performance, Persuasion         |

## DIFFICULTY CLASS

| Task Difficulty   | DC |
|-------------------|----|
| Very easy         | 5  |
| Easy              | 10 |
| Medium            | 15 |
| Hard              | 20 |
| Very hard         | 25 |
| Nearly impossible | 30 |

## IMPROVISED STATISTICS (FOR TRAPS, OBSTACLES, AND OTHER IMPROVISED CHALLENGES)

| Level | AC or DC | Hit Points | Attack | Damage (Medium) | Damage (Hard) | Damage (Deadly) |
|-------|----------|------------|--------|-----------------|---------------|-----------------|
| 1     | 11       | 40         | +3     | —               | 5 (1d10)      | 11 (2d10)       |
| 2–4   | 13       | 110        | +4     | 5 (1d10)        | 11 (2d10)     | 22 (4d10)       |
| 5–7   | 15       | 150        | +6     | 11 (2d10)       | 22 (4d10)     | 55 (10d10)      |
| 8–10  | 16       | 200        | +7     | 16 (3d10)       | 38 (7d10)     | 77 (14d10)      |
| 11–13 | 17       | 240        | +8     | 22 (4d10)       | 55 (10d10)    | 99 (18d10)      |
| 14–16 | 18       | 290        | +9     | 38 (7d10)       | 77 (14d10)    | 115 (21d10)     |
| 17–20 | 19       | 350        | +10    | 55 (10d10)      | 99 (18d10)    | 132 (24d10)     |

## ACTIONS IN COMBAT

- Attack:** Make one melee or ranged attack.
- Cast a Spell:** Cast a spell with a casting time of 1 action.
- Dash:** Gain extra movement that turn, equal to your speed after modifiers.
- Disengage:** Movement doesn't provoke opportunity attacks that turn.
- Dodge:** Opponents have disadvantage on attacks against you.
- Help:** Give an ally advantage on their next ability check or attack roll.
- Hide:** Make a Dexterity (Stealth) check to hide.
- Ready:** Prepare an action to take place on a triggering event as a reaction.
- Search:** Make a Wisdom (Perception) or Intelligence (Investigation) check to actively find something.
- Use an Object:** Focused interaction with an object or interaction with multiple objects.

## COVER, LIGHT, AND VISIBILITY

- Half Cover:** +2 bonus to AC and Dexterity saving throws
- Three-Quarters Cover:** +5 bonus to AC and Dexterity saving throws
- Full Cover:** Cannot be targeted but might be affected by areas of effect
- Lightly Obscured (Including Dim Light):** Disadvantage on Wisdom (Perception) checks that rely on sight
- Heavily Obscured (Including Darkness):** Effectively blinded

## MINIMUM TARGETS IN AREAS OF EFFECT

- Tiny Area:** 1 or 2 creatures (*cloud of daggers*)
- Small Area:** 2 creatures (*burning hands, thunderwave*)
- Large Area:** 4 creatures (*cone of cold, fireball*)
- Huge Area:** Everyone (*circle of death, earthquake*)
- Short Line:** 2 creatures (*wall of fire*)
- Long Line:** 3 creatures (*blade barrier, lightning bolt*)

## WHAT BREAKS CONCENTRATION?

- Casting another spell that requires concentration
- Taking damage (Constitution saving throw of DC 10, or DC = half damage taken if higher)
- Being incapacitated or killed
- Environmental phenomena (DC 10 Constitution saving throw)

## CONDITIONS

- **Blinded:** The creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- **Charmed:** The creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.
- **Deafened:** The creature can't hear and automatically fails any ability check that requires hearing.
- **Frightened:** The creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.
- **Grappled:** The creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.
- **Incapacitated:** The creature can't take actions or reactions.
- **Invisible:** The creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.
- **Paralyzed:** The creature is incapacitated and can't move or speak. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
- **Petrified:** A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving

throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

- **Poisoned:** The creature has disadvantage on attack rolls and ability checks.
- **Prone:** The creature's only movement option is to crawl, unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.
- **Restrained:** The creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.
- **Stunned:** The creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- **Unconscious:** The creature is incapacitated, can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

## EXHAUSTION

Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in its description. Effects are cumulative.

- **Level 1:** Disadvantage on ability checks
- **Level 2:** Speed halved
- **Level 3:** Disadvantage on attack rolls and saving throws
- **Level 4:** Hit point maximum halved
- **Level 5:** Speed reduced to 0
- **Level 6:** Death

## QUICK ENCOUNTER BUILDING

When building encounters, start by choosing the type and number of monsters that make sense for the situation.

Then use the following guidelines to compare the challenge rating of the monsters, the level of the characters, and the ratio of monsters to characters. If the quantity of monsters or their challenge rating is beyond the indicated guidelines, the encounter might be deadly. Be especially careful with potentially deadly encounters when the characters are 1st level.

### FOR CHARACTERS OF 1ST LEVEL

- **CR 0 to 1/4:** One monster per character
- **CR 1/2:** One monster per two characters
- **CR 1:** One monster per four characters

### FOR CHARACTERS OF 2ND TO 4TH LEVEL

- **CR = 1/10 level:** Two monsters per character
- **CR = 1/4 level:** One monster per character
- **CR = 1/2 level:** One monster per two characters
- **CR = Level:** One monster per four characters

### FOR CHARACTERS OF 5TH TO 20TH LEVEL

- **CR = 1/10 level:** Four monsters per character
- **CR = 1/4 level:** Two monsters per character
- **CR = 1/2 level:** One monster per character
- **CR = 3/4 level:** One monster per two characters
- **CR = Level + 3:** One monster per four characters

Finally, tune encounters by adjusting the number of monsters, increasing or decreasing hit points, or making named or unique monsters more powerful.

**Hit Points:** Standard monster hit points are an average of the monster's HD range. You can increase or decrease hit points within that range to model particularly weak or particularly strong monsters.

To make a fight easier, you can also treat monsters as "instant minions," ignoring their usual hit points and letting a single attack kill them. Having a few enemies die quickly can turn the tide in favor of the characters and keep a battle from feeling stale.

**Named Monsters:** Adding an extra attack or maximizing damage can make a named monster or unique foe more challenging. Named monsters can also be given legendary actions or the Legendary Resistance feature to make the fight more interesting.

## RUNNING LARGE NUMBERS OF MONSTERS

**For Attacks:** Subtract the monsters' attack modifier from the defender's AC and consult the Result column. Determine the number of monsters who hit by dividing the total number of monsters by the number indicated under Monsters per Single Success. If the monsters that hit have advantage, double their damage dealt. If they have more than one attack, multiply the damage by the number of attacks.

**For Saving Throws:** Subtract the monsters' saving throw modifier from the effect's saving throw DC, and consult the Result column. Determine the number of monsters that succeed on the saving throw by dividing the total number of monsters by the number indicated under Monsters per Single Success.

| Result | Monsters per Single Success |
|--------|-----------------------------|
| < 6    | 1                           |
| 6–12   | 2                           |
| 13–14  | 3                           |
| 15–16  | 4                           |
| 17–18  | 5                           |
| 19     | 10                          |
| 20+    | 20                          |

**Pooling Hit Points:** When running a large number of monsters, consider pooling their hit points together. Then subtract the damage dealt by characters to any of those monsters from the pool, instead of tracking damage to each monster independently.

Every time the pool takes damage equal to the hit point value of a monster, one monster dies. For example, in an encounter against twenty-five skeletons with 13 hit points each, the pool has a total of 325 hit points. If a fighter swings a greatsword and hits for 29 damage, the pool is reduced by 29 and two skeletons die.

Each time a monster dies because an effect automatically deals enough damage to kill it, its hit points are deducted from the pool. For example, if a sorcerer hits eight skeletons with a fireball spell (dealing a minimum of 14 fire damage on a successful save), each of the eight skeletons takes 13 damage and dies, and the pool is reduced by 104 hit points.

# MADNESS

## SHORT-TERM MADNESS

| d100   | Effect (lasts 1d10 minutes)                                                                                             |
|--------|-------------------------------------------------------------------------------------------------------------------------|
| 01–20  | The character retreats into their mind and becomes paralyzed. The effect ends if the character takes damage.            |
| 21–30  | The character is incapacitated and spends the duration screaming, laughing, or weeping.                                 |
| 31–40  | The character becomes frightened and must use their action and movement each round to flee from the source of the fear. |
| 41–50  | The character begins babbling and is incapable of normal speech or spellcasting.                                        |
| 51–60  | The character must use their action each round to attack the nearest creature.                                          |
| 61–70  | The character experiences vivid hallucinations and has disadvantage on ability checks.                                  |
| 71–75  | The character does whatever anyone tells them to do that isn't obviously self-destructive.                              |
| 76–80  | The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.                  |
| 81–90  | The character is stunned.                                                                                               |
| 91–100 | The character falls unconscious.                                                                                        |

## LONG-TERM MADNESS

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

# RANDOM TABLES

The following pages provide options for creating NPCs, locations, and other adventure features on the fly.

If a randomly rolled element from any of the tables in this section feels out of place for your game, just reroll. However, you might also use that as a challenge to come up with ways to make unusual elements fit.

**Names:** Whenever you need a name for an NPC, you can find one quickly and easily using the lists on the “Fantasy Names” page. Two lists providing hundreds of pregenerated names have been nominally separated into given names and surnames, but you’re free to use them however you wish.

You can also use surnames to name adventuring parties, mercenary gangs, and other such organizations—for example, the Dawn Seekers, the Earth Fangs, or the Shield Cleavers.

**Traps:** The “Traps” page presents five tables you can use to generate simple or complex traps, incorporating multiple features, plus energy damage or conditions.

To generate a simple trap, just roll on the Physical Trap table and the Trigger table. For a more dangerous trap, add an effect from the Flavor table to put a unique twist on the damage or impose a debilitating condition. For a really devious trap, you can roll on the Flavor table and Physical Trap table twice, combining features into deadly combinations such as ‘sleep-inducing bolos and thunderous crushing pillars, triggered by an onyx demon’s skull.’

The tables at the bottom of the page provide guidelines for choosing DCs, attack bonuses, and damage for traps, based on how challenging you want them to be.

**Monuments:** Filling the various chambers and locations in your game with interesting features is always a challenge—and can be even more difficult to improvise. The “Monuments” page presents four tables that can generate fantastic features with a number of potential effects. As with the “Traps” page, you don’t need to roll on every table each time you want to generate a feature. Sometimes, just establishing the condition and the type of a feature is enough to give you a starting point. Then you can let the story or even the background of one of the characters guide the feature’s additional elements.

The Unusual Effect table can come into play whenever you want a feature to add interesting effects to a combat encounter. You can use the improvised statistics in the “Fifth Edition Reference” section to flesh out the mechanics for these effects or simply tie the effect to a spell.

**Items:** The “Items” page allows you to generate all sorts of useful relics and objects, from mundane discoveries to powerful magical artifacts. As with the other sections, you can choose which of the tables you want to roll on, depending on your goal. If you want to come up with an interesting magic weapon, for example, you might roll on the Item Condition, Item Origin, Weapon, and Spell Effect tables. If you just want a weird mundane item, roll on the Item Condition, Item Origin, and Mundane Item tables without adding any effect.

Some strange relics might allow a single use of a powerful magical spell. Roll on the Item Condition, Item Origin, Mundane Item, and Spell Effect table to generate a unique single-use magical relic.

Also included on the “Items” page is a table noting the four types of *healing potion* and how many hit points each potion restores.

**Town Events:** Whenever the characters enter a new town or start a new session there, adding some detail and context to the setting can help bring things to life. The “Town Events” page features four tables to help determine what might be going on in a town, how the townsfolk are currently feeling, what the weather is, and what mundane or fantastic event might be taking place. As with the other random table sections, you need only make use of whichever tables you need for a given point in your game.

# FANTASY NAMES

## GIVEN NAMES

Sakib, Jestan, Natalie, Lasus, Teng, Judithe, Haina, Rauffe, Hassan, Valentin, Wulfhilda, Pholos, Gerbold, Emeline, Bidar, Hamon, Pan, Caplan, Pippa, Elizabeta, Reona, Thoas, Lauda, Abel, Kapys, Hadgu, Beneger, Roysia, Demidra, Eleazar, Dorothe, Rickeman, Emerick, Eldred, Celeste, Leone, Sophia, Amelia, Resul, Myles, Abigail, Ismenia, Jediah, Latona, Simond, Elliot, Lettice, Velic, Powle, Syndony, Navarre, Kadelon, Khellus, Zhen, Reothine, Gryffen, Echo, Wauter, Mydrede, Cornell, Teukros, Wyatt, Keira, Enis, Henrietta, Metope, Richarde, Gavin, Liao, Elonwey, Tanah, Hippote, Alora, Levi, Aedith, Halla, Elsebee, Redmond, Guthrie, Archedios, Linoa, Kynos, Logan, Esperaunce, Littlejohn, Karic, Jonath, Cunovin, Yun, Fulke, Braya, Holadamos, Ophellia, Cybele, Cecily, Athilla, Sydney, Kaitlyn, Timothy, Ogden, Musa, Admiranda, Hepaklos, Pullo, Lysa, Ophis, Alkeme, Anselem, Ezib, Wystan, Symon, Gared, Bernaith, Felice, Bakis, Kampe, Jordyn, Kalan, Fauna, Esmond, Alyne, Eschiva, Ethelred, Stella, Joyse, Katrine, Zephyrus, Hafiza, Edgar, Sinope, Nicholina, Sabra, Solece, Callie, Fahira, Hildegard, Bellamy, Jordan, Jolice, Eugenia, Phanes, Mathys, Paz, Hylas, Olyffe, Hart, Aelina, Naida, Somerchild, Scarlett, Galain, Calloway, Margeria, Erebos, Nora, Orson, Thearden, Ierick, Lorcan, Tamsin, Ivan, Stewart, Florens, Aegipan, Habiba, Bukolos, Freya, Cashel, Seada, Muriel, Clarimond, Alexis, Martine, Arianna, Bahta, Lap, Rhadine, Cadya, Galatia, Minos, Sydnee, Landon, Goddard, Lambert, Laurence, Raoul, Helvina, Judy, Adrian, Pedias, Galeos, Norman, Olivia, Leukon, Almir, Carmen, Halgan, Randwulf, Janbert, Primeus, Lily, Brunhilde, Merza, Zacheus, Morgan, Avelyn, Mestor, Jeger, Zineta, Rebecca, Liliana, Tarvorwen, Cosmo, Hemitea, Thrax, Symond, Kurtz, Pelias, Lowell, Persa, Kaylee, Iamos, Madison, Fridgia, Ahmet, Xamso, Cain, Myrkenai, Peny, Clive, Josia, Brice, Swift, Adonis, Daimbert, Mathild, Rose, Denston, Jaane, Ingham, Griffith, Kenrick, Kamran, Theda, Grayson, Jillian, Isylde, Neria, Emery, Germainne, Helenor, Bran, Breccan, Melusine, Kain, Linyeve, Poter, Katherine, Dominic, Atropos, Kaivan, Oghrym, Lanos, Drake, Micah, Molos, Banderon, Havynn, Hudson, Lake, Sigmund, Bertram, Abraham, Wilfrid, Morgayne, Anaexia, Maronne, Mordrid, Ambrosia, Edelinne, Eugene, Shui, Hilda, Dodonna, Agando, Piter, Folke, Daanesh, Orthia, Jenyfer, Dagim, Boyle, Maddeline, Eliana, Oswyn, Dekelos, Blake, Ischys, Khesrow, Gregory, Epione, Thrydwulf, Minerva, Kathe, May, Shizuko, Karyl, Elenor, Arnette, Cathie, Tammera, Margrett, Josue, Berihu, Melesse

## SURNAMES

Beastglove, Glorystar, Duskheart, Goblincrippler, Anvilhunter, Mooncaster, Hillmaster, Jewelcaster, Songchuckle, Gravelchest, Forgegiver, Needlespur, Ghostcloud, Graysoother, Ebonrazor, Thornheart, Duskdancer, Broadhowler, Spidertoes, Felbelly, Kingson, Scalehair, Starhowler, Giantfang, Bearsmile, Bronzeknee, Greenknocker, Longhair, Firespear, Willowchewer, Wyrmclaw, Copperwind, Gloomtoes, Ebonhood, Millblood, Swordbane, Gooseflinger, Moonstar, Gloomhammer, Wisefang, Spidersmasher, Foabeard, Bronzelcloud, Drumwillow, Riddlemaker, Halfspear, Iceknee, Brightwhisper, Northbound, Foerazor, Icebright, Wormknocker, Swordstorm, Foeborn, Gloryblade, Gentleblood, Dustchaser, Crowsoother, Darktraveler, Whitehood, Eagleson, Halfrazor, Goldrain, Frostgaze, Nighthrend, Harpkiss, Giantsoother, Ebonforger, Traildancer, Hillfang, Dawntraveler, Gloomtrail, Catstinger, Wolfhouse, Spirithand, Mountaintcleaver, Coppersmasher, Greenclaw, Foxstorm, Nightstinger, Gemwing, Glassforger, Tallteeth, Spelltouched, Swordwing, Darkgaze, Wyrmglacier, Tigerbeard, Nightborn, Gloryson, Oxcutter, Hawkborn, Siegewalker, Oakstalker, Northrain, Drakehunter, Beastcaller, Icecaller, Willowsteel, Tigersmasher, Bluebeard, Anvildancer, Doommaker, Gemblood, Felheart, Graytongue, Shadowtooth, Greenbottom, Rainbrow, Oakharp, Flowerheart, Emeraldforger, Drakecloud, Goosekick, Songdancer, Felhoof, Moonsong, Gentlebelly, Earthglove, Broadtooth, Springwalker, Needlebelly, Ratchewer, Strifetooth, Dragonstinger, Foxhowl, Forgebane, Halfheart, Longwhisper, Willowboot, Doghunter, Titanteeth, Wolfsoul, Shieldheart, Greendazer, Needletoes, Hillbrow, Whitefinger, Iceglove, Dawnwillow, Redsong, Lightwhisker, Graverock, Macefinger, Drumsmasher, Halfkin, Gemviper, Faeriewhisper, Millstone, Ghoultalker, Spiritstar, Wyrmflinger, Springwalker, Graysong, Leafhouse, Shieldstorm, Firewind, Goldseeker, Titanchewer, Northtongue, Spinevalley, Wyrmgazer, Goosehood, Thornstar, Leafcaster, Silvergust, Forgehammer, Sharpboot, Shadowsoul, Rainblade, Tallheart, Ironcrippler, Frostslicer, Kingstone, Silvercutter, Spellstinger, Smilesteel, Wolfwatcher, Freechaser, Ratbeard, Foxsmile, Trailwhisker, Hillchaser, Knifebright, Leafhound, Wormbeard, Angelheart, Lawknocker, Lionhunter, Dushtide, Stormsong, Gloomssinger, Darkcry, Eaglecry, Lightboot, Wormblade, Mountainbrow, Wormtoes, Hawkrunner, Brightharp, Crowheart, Whitewalker, Bluesoul, Frostcleaver, Spinetalcker, Flamehelm, Crowlover, Millsong, Dirtbound, Emeraldwind, Quickwhisker, Hollyflinger, Doomglacier, Wormstalker, Ironbelly, Moontooth, Oakstar, Ghosttalker, Goblincloak, Spiderslicer, Graymaker, Goldthumb, Wisehound, Ironstalker, Forgecloak, Firewhisper, Glassbuckle, Starboard, Stoneknee, Moonspur, Gravebright, Spiritcowl, Stonesoul

# RANDOM TRAPS

| d20 | Type             |
|-----|------------------|
| 1   | Bolts            |
| 2   | Spears           |
| 3   | Scythes          |
| 4   | Bolos            |
| 5   | Spiked chains    |
| 6   | Pit              |
| 7   | Rolling ball     |
| 8   | Crushing pillars |
| 9   | Darts            |
| 10  | Glyphs           |
| 11  | Swords           |
| 12  | Axes             |
| 13  | Tendrils         |
| 14  | Whips            |
| 15  | Nets             |
| 16  | Bear traps       |
| 17  | Cages            |
| 18  | Beams            |
| 19  | Hammers          |
| 20  | Shurikens        |

| d20 | Flavor         |
|-----|----------------|
| 1   | Fiery          |
| 2   | Freezing       |
| 3   | Necrotic       |
| 4   | Poisonous      |
| 5   | Acidic         |
| 6   | Thunderous     |
| 7   | Lightning      |
| 8   | Forceful       |
| 9   | Diseased       |
| 10  | Stunning       |
| 11  | Blinding       |
| 12  | Deafening      |
| 13  | Weakening      |
| 14  | Draining       |
| 15  | Sleep-inducing |
| 16  | Binding        |
| 17  | Dominating     |
| 18  | Psychic        |
| 19  | Maddening      |
| 20  | Confusing      |

| d20 | Trigger                    |
|-----|----------------------------|
| 1   | Door                       |
| 2   | Floor plate                |
| 3   | Tripwire                   |
| 4   | Throne                     |
| 5   | Corpse                     |
| 6   | Chest                      |
| 7   | Old book                   |
| 8   | Child's toy                |
| 9   | Jeweled skull              |
| 10  | Beams of light             |
| 11  | Golden angelic statue      |
| 12  | Crystal goblet on pedestal |
| 13  | Onyx demonic skull         |
| 14  | Jeweled pillar             |
| 15  | Steep stair                |
| 16  | Jeweled crown              |
| 17  | Gilded sarcophagus         |
| 18  | Bound prisoner             |
| 19  | Weapon on an altar         |
| 20  | Idol on pedestal           |

## DAMAGE SEVERITY BY LEVEL

| Character Level | Setback    | Dangerous  | Deadly      |
|-----------------|------------|------------|-------------|
| 1st–4th         | 5 (1d10)   | 11 (2d10)  | 22 (4d10)   |
| 5th–10th        | 11 (2d10)  | 22 (4d10)  | 55 (10d10)  |
| 11th–16th       | 22 (4d10)  | 55 (10d10) | 99 (18d10)  |
| 17th–20th       | 55 (10d10) | 99 (18d10) | 132 (24d10) |

## TRAP SAVE DCs AND ATTACK BONUSES

| Trap Danger | Save DC | Attack Bonus |
|-------------|---------|--------------|
| Setback     | 10–11   | +3 to +5     |
| Dangerous   | 12–15   | +6 to +8     |
| Deadly      | 16–20   | +9 to +12    |

# RANDOM MONUMENTS

| d20 | Origin       |
|-----|--------------|
| 1   | Draconic     |
| 2   | Dwarven      |
| 3   | Elven        |
| 4   | Primeval     |
| 5   | Divine       |
| 6   | Unholy       |
| 7   | Abyssal      |
| 8   | Otherworldly |
| 9   | Orcish       |
| 10  | Undead       |
| 11  | Goblinoid    |
| 12  | Ghoulish     |
| 13  | Vampiric     |
| 14  | Dark elven   |
| 15  | Astral       |
| 16  | Ethereal     |
| 17  | Hellish      |
| 18  | Demonic      |
| 19  | Elemental    |
| 20  | Gnomish      |

| d20 | Condition    |
|-----|--------------|
| 1   | Crumbling    |
| 2   | Sunken       |
| 3   | Pristine     |
| 4   | Excavated    |
| 5   | Vine-covered |
| 6   | Ruined       |
| 7   | Cracked      |
| 8   | Shattered    |
| 9   | Buried       |
| 10  | Gore-covered |
| 11  | Bloody       |
| 12  | Glyph-marked |
| 13  | Rune-scribed |
| 14  | Obsidian     |
| 15  | Metallic     |
| 16  | Ornate       |
| 17  | Desecrated   |
| 18  | Ancient      |
| 19  | Decorated    |
| 20  | Floating     |

| d20 | Unusual Effect |
|-----|----------------|
| 1   | Undeath        |
| 2   | Fire           |
| 3   | Madness        |
| 4   | Water          |
| 5   | Radiance       |
| 6   | Arcane         |
| 7   | Poison         |
| 8   | Acid           |
| 9   | Disease        |
| 10  | Psionics       |
| 11  | Frost          |
| 12  | Lightning      |
| 13  | Antimagic      |
| 14  | Ooze           |
| 15  | Charming       |
| 16  | Fear           |
| 17  | Domination     |
| 18  | Sleep          |
| 19  | Thunder        |
| 20  | Tentacles      |

## MONUMENT STRUCTURE

| d100  | Physical Type |
|-------|---------------|
| 1–2   | Obelisk       |
| 3–4   | Pillar        |
| 5–6   | Tomb          |
| 7–8   | Monolith      |
| 9–10  | Ruin          |
| 11–12 | Mosaic        |
| 13–14 | Ship          |
| 15–16 | Altar         |
| 17–18 | Shrine        |
| 19–20 | Tree          |
| 21–22 | Statue        |
| 23–24 | Stone circle  |
| 25–26 | Throne        |
| 27–28 | Podium        |
| 29–30 | Rock          |
| 31–32 | Fossil        |
| 33–34 | Fountain      |

| d100  | Physical Type   |
|-------|-----------------|
| 35–36 | Mausoleum       |
| 37–38 | Gravestone      |
| 39–40 | Cairn           |
| 41–42 | Geode           |
| 43–44 | Skull           |
| 45–46 | Barrow          |
| 47–48 | Well            |
| 49–50 | Meteorite       |
| 51–52 | Archway         |
| 53–54 | Battlefield     |
| 55–56 | Charnel pit     |
| 57–58 | Slaughter field |
| 59–60 | Siege engine    |
| 61–62 | Tower           |
| 63–64 | Lectern         |
| 65–66 | Pool            |
| 67–68 | Orb             |

| d100   | Physical Type  |
|--------|----------------|
| 69–70  | Sarcophagus    |
| 71–72  | Banner         |
| 73–74  | Standing stone |
| 75–76  | Machine        |
| 77–78  | Construct      |
| 79–80  | Keep           |
| 81–82  | Sundial        |
| 83–84  | Mirror         |
| 85–86  | Spire          |
| 87–88  | Bridge         |
| 89–90  | Sinkhole       |
| 91–92  | Effigy         |
| 93–94  | Gallows        |
| 95–96  | Ziggurat       |
| 97–98  | Crystal        |
| 99–100 | Idol           |

# RANDOM ITEMS

| d20 | Origin       |
|-----|--------------|
| 1   | Draconic     |
| 2   | Dwarven      |
| 3   | Elven        |
| 4   | Primeval     |
| 5   | Divine       |
| 6   | Unholy       |
| 7   | Abyssal      |
| 8   | Otherworldly |
| 9   | Orcish       |
| 10  | Undead       |
| 11  | Goblinoid    |
| 12  | Ghoulish     |
| 13  | Vampiric     |
| 14  | Dark elven   |
| 15  | Astral       |
| 16  | Ethereal     |
| 17  | Hellish      |
| 18  | Demonic      |
| 19  | Elemental    |
| 20  | Gnomish      |

| d20 | Condition    |
|-----|--------------|
| 1   | Grimy        |
| 2   | Chipped      |
| 3   | Rough        |
| 4   | Smooth       |
| 5   | Ancient      |
| 6   | Crumbling    |
| 7   | Pristine     |
| 8   | Cool         |
| 9   | Ornate       |
| 10  | Plain        |
| 11  | Rune-scribed |
| 12  | Carved       |
| 13  | Decorated    |
| 14  | Delicate     |
| 15  | Burned       |
| 16  | Oily         |
| 17  | Pulsing      |
| 18  | Glowing      |
| 19  | Shining      |
| 20  | Smoldering   |

| d20 | Weapon         |
|-----|----------------|
| 1   | Dagger         |
| 2   | Mace           |
| 3   | Quarterstaff   |
| 4   | Spear          |
| 5   | Light crossbow |
| 6   | Shortbow       |
| 7   | Battleaxe      |
| 8   | Flail          |
| 9   | Glaive         |
| 10  | Greataxe       |
| 11  | Greatsword     |
| 12  | Longsword      |
| 13  | Maul           |
| 14  | Morningstar    |
| 15  | Rapier         |
| 16  | Scimitar       |
| 17  | Shortsword     |
| 18  | Warhammer      |
| 19  | Heavy crossbow |
| 20  | Longbow        |

## HEALING POTIONS

| d12 | Armor           |
|-----|-----------------|
| 1   | Leather         |
| 2   | Studded leather |
| 3   | Hide            |
| 4   | Chain shirt     |
| 5   | Scale mail      |
| 6   | Breastplate     |
| 7   | Half plate      |
| 8   | Ring mail       |
| 9   | Chain mail      |
| 10  | Splint          |
| 11  | Plate           |
| 12  | Shield          |

| d20   | Potion of...     | Rarity    | HP Regained |
|-------|------------------|-----------|-------------|
| 1–12  | Healing          | Common    | $2d4 + 2$   |
| 13–16 | Greater healing  | Uncommon  | $4d4 + 4$   |
| 17–19 | Superior healing | Rare      | $8d4 + 8$   |
| 20    | Supreme healing  | Very rare | $10d4 + 20$ |

# RANDOM ITEMS

## MUNDANE ITEMS

| d100  | Item Type  | d100  | Item Type   | d100   | Item Type       |
|-------|------------|-------|-------------|--------|-----------------|
| 1–2   | Amulet     | 35–36 | Figurine    | 69–70  | Orb             |
| 3–4   | Arrowhead  | 37–38 | Finger bone | 71–72  | Pipe            |
| 5–6   | Bell       | 39–40 | Flute       | 73–74  | Quill           |
| 7–8   | Bird skull | 41–42 | Forked rod  | 75–76  | Ring            |
| 9–10  | Bone       | 43–44 | Gemstone    | 77–78  | Rod             |
| 11–12 | Bowl       | 45–46 | Glove       | 79–80  | Skull           |
| 13–14 | Box        | 47–48 | Goblet      | 81–82  | Sphere          |
| 15–16 | Bracelet   | 49–50 | Hammer      | 83–84  | Spike           |
| 17–18 | Brooch     | 51–52 | Idol        | 85–86  | Statue          |
| 19–20 | Buckle     | 53–54 | Jewelry box | 87–88  | Stone           |
| 21–22 | Candle     | 55–56 | Key         | 89–90  | String of beads |
| 23–24 | Coin       | 57–58 | Lamp        | 91–92  | Symbol          |
| 25–26 | Crown      | 59–60 | Mask        | 93–94  | Tiara           |
| 27–28 | Cup        | 61–62 | Medallion   | 95–96  | Tooth           |
| 29–30 | Dagger     | 63–64 | Mirror      | 97–98  | Vial            |
| 31–32 | Disc       | 65–66 | Necklace    | 99–100 | Wand            |
| 33–34 | Earring    | 67–68 | Opal        |        |                 |

## SPELL EFFECT (SINGLE-USE OR DAILY)

| d100  | Spell                | d100  | Spell                | d100   | Spell           |
|-------|----------------------|-------|----------------------|--------|-----------------|
| 1–2   | Light                | 35–36 | True strike          | 69–70  | Fear            |
| 3–4   | Bane                 | 37–38 | Burning hands        | 71–72  | Fly             |
| 5–6   | Bless                | 39–40 | Charm person         | 73–74  | Gaseous form    |
| 7–8   | Cure wounds          | 41–42 | Color spray          | 75–76  | Haste           |
| 9–10  | Detect evil and good | 43–44 | Comprehend languages | 77–78  | Lightning bolt  |
| 11–12 | Detect magic         | 45–46 | Detect magic         | 79–80  | Slow            |
| 13–14 | Guiding bolt         | 47–48 | Fog cloud            | 81–82  | Stinking cloud  |
| 15–16 | Inflict wounds       | 49–50 | Jump                 | 83–84  | Banishment      |
| 17–18 | Shield of faith      | 51–52 | Sleep                | 85–86  | Black tentacles |
| 19–20 | Blindness/deafness   | 53–54 | Thunderwave          | 87–88  | Blight          |
| 21–22 | Silence              | 55–56 | Acid arrow           | 89–90  | Fire shield     |
| 23–24 | Bestow curse         | 57–58 | Invisibility         | 91–92  | Ice storm       |
| 25–26 | Dispel magic         | 59–60 | Misty step           | 93–94  | Stoneskin       |
| 27–28 | Flame strike         | 61–62 | Ray of enfeeblement  | 95–96  | Cloudkill       |
| 29–30 | Insect plague        | 63–64 | Scorching ray        | 97–98  | Cone of cold    |
| 31–32 | Acid splash          | 65–66 | Shatter              | 99–100 | Disintegrate    |
| 33–34 | Shocking grasp       | 67–68 | Web                  |        |                 |

# RANDOM TOWN EVENTS

| d20 | Mundane Events                |
|-----|-------------------------------|
| 1   | Wedding                       |
| 2   | Funeral                       |
| 3   | Preparing for war             |
| 4   | Seasonal celebration          |
| 5   | Burning of an effigy          |
| 6   | Death of a noble lord         |
| 7   | Day of drunkenness            |
| 8   | Celebration of lovers         |
| 9   | Great feast                   |
| 10  | Execution                     |
| 11  | Market day                    |
| 12  | Parade of vanquished foes     |
| 13  | Celebration of the dead       |
| 14  | Religious holiday             |
| 15  | Wild boar hunt festival       |
| 16  | Robbery                       |
| 17  | Brawl                         |
| 18  | Visit by the circus           |
| 19  | Wrangling of rampaging beasts |
| 20  | Festival of kites             |

| d20 | Town Sentiment |
|-----|----------------|
| 1   | Happy          |
| 2   | Elated         |
| 3   | Uncaring       |
| 4   | Joyful         |
| 5   | Optimistic     |
| 6   | Pessimistic    |
| 7   | Downtrodden    |
| 8   | Frightened     |
| 9   | Horrified      |
| 10  | Concerned      |
| 11  | Unconcerned    |
| 12  | Harried        |
| 13  | Sleep-deprived |
| 14  | Dazed          |
| 15  | Hyperactive    |
| 16  | Purposeful     |
| 17  | Lazy           |
| 18  | Melancholy     |
| 19  | Busy           |
| 20  | Suspicious     |

| d20 | Notable Weather   |
|-----|-------------------|
| 1   | Fog               |
| 2   | Heavy mist        |
| 3   | New moon          |
| 4   | Full moon         |
| 5   | Hot day           |
| 6   | Chilly day        |
| 7   | Light rain        |
| 8   | Moderate rain     |
| 9   | Heavy rain        |
| 10  | Windstorm         |
| 11  | Hailstorm         |
| 12  | Ice storm         |
| 13  | Cloudy day        |
| 14  | Sunny day         |
| 15  | Humid day         |
| 16  | Dry day           |
| 17  | Windy day         |
| 18  | Light snowfall    |
| 19  | Moderate snowfall |
| 20  | Snowstorm         |

| d20 | Fantastic Events                                        |
|-----|---------------------------------------------------------|
| 1   | The stars have disappeared from the sky                 |
| 2   | An unexpected solar eclipse                             |
| 3   | The blood moon rises                                    |
| 4   | Swarms of stinging insects descend                      |
| 5   | Acidic fog rolls in                                     |
| 6   | A second sun appears in the sky                         |
| 7   | A storm of arcane energy                                |
| 8   | The arrival of a servant of a god                       |
| 9   | Meteor shower                                           |
| 10  | A cyclopean behemoth rises                              |
| 11  | Swarms of mischievous devils                            |
| 12  | Tentacles appear in the sky                             |
| 13  | The dancing dead come to life                           |
| 14  | Volcanic eruption                                       |
| 15  | Collapsing sinkhole reveals ancient ruins below         |
| 16  | The sun does not rise                                   |
| 17  | A great floating tower appears                          |
| 18  | The lord's castle disappears                            |
| 19  | The border to the fey realm grows thin                  |
| 20  | The world of shadow bleeds over into the material realm |

# RANDOM DUNGEON MONSTER TABLES

The following two pages feature a set of tables to randomly select monsters based on “dungeon level.” Although these charts are built for old-school dungeon delving, you can use them to generate randomly encountered monsters in just about any setting—a ruin, an old church, caves, catacombs, an old wizard’s tower, or some other forgotten lair.

## USING THESE TABLES

To use these tables, first decide what dungeon level the characters are on. This might correspond to the level of the characters but it doesn’t have to. If 2nd-level characters decide to descend to dungeon level 5, so be it.

Once you have a dungeon level selected, roll a d20 and look across to see which monster table you should use. For example, if the characters are on dungeon level 4 and you roll a 12, you’ll use monster table 3.

Then go to the indicated monster table on the next page and roll a d20 again, to determine which monster might show up. Using the above example, consulting monster table 3 and rolling a 3 gives a result of ‘Ghoul.’

Instead of using dungeon levels, you can just jump to whichever monster table feels right for the circumstances. If you know you’re looking for a monster with a challenge rating of 4 or 5, just roll on Monster Table 6.

You can also use these tables to quickly look up monsters at particular challenge ratings. Even if you absolutely hate random encounters, you can use the tables to generate encounter ideas you might never think of otherwise.

## SELECTING THE NUMBER OF MONSTERS

There are a few ways to choose the number of monsters in an encounter. First, think about what makes sense. Ghouls travel in packs, but a rug of smothering is probably found alone. You might roll dice to determine the number of monsters—for example, 3d6 ghouls. You might also choose to have one monster leading others—a pack of ghouls led by a ghast, for example.

Before the number of monsters is set, you can gauge whether your intended encounter is deadly or not by using the “Quick Encounter Building” guidelines (the next section in this book). Or make use of the following quick summary (from the “Fifth Edition Reference” section). If the quantity of monsters or their challenge rating is beyond the indicated guidelines, the encounter might be deadly. Be especially careful with potentially deadly encounters when the characters are 1st level.

### FOR CHARACTERS OF 1ST LEVEL

- CR 0 to 1/4: One monster per character
- CR 1/2: One monster per two characters
- CR 1: One monster per four characters

### FOR CHARACTERS OF 2ND TO 4TH LEVEL

- CR = 1/10 level: Two monsters per character
- CR = 1/4 level: One monster per character
- CR = 1/2 level: One monster per two characters
- CR = Level: One monster per four characters

### FOR CHARACTERS OF 5TH TO 20TH LEVEL

- CR = 1/10 level: Four monsters per character
- CR = 1/4 level: Two monsters per character
- CR = 1/2 level: One monster per character
- CR = 3/4 level: One monster per two characters
- CR = Level + 3: One monster per four characters

Always remember that encounter-building methods such as these for 5e games are loose guidelines, not hard rules. Use them as a starting point, but pay attention to how things are going at the table. If the challenge of an encounter turns out drastically different than you expected, adjust the encounter as necessary.

# RANDOM DUNGEON MONSTER TABLES

DETERMINE RANDOM MONSTER TABLE BY DUNGEON LEVEL (d20)

| Dungeon Level | Monster Table |       |       |       |       |       |       |       |       |       |
|---------------|---------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
|               | 1             | 2     | 3     | 4     | 5     | 6     | 7     | 8     | 9     | 10    |
| 1             | 1–16          | 17–19 | 20    | —     | —     | —     | —     | —     | —     | —     |
| 2             | 1–12          | 13–16 | 17–18 | 19    | 20    | —     | —     | —     | —     | —     |
| 3             | 1–12          | 13–16 | 17–18 | 19    | 20    | —     | —     | —     | —     | —     |
| 4             | 1–5           | 6–10  | 11–16 | 17–18 | 19    | 20    | —     | —     | —     | —     |
| 5             | 1–3           | 4–6   | 7–12  | 13–16 | 17–18 | 19    | 20    | —     | —     | —     |
| 6             | 1–2           | 3–4   | 5–6   | 7–12  | 13–16 | 17–18 | 19    | 20    | —     | —     |
| 7             | 1             | 2–3   | 4–5   | 6–10  | 11–14 | 15–16 | 17–18 | 19    | 20    | —     |
| 8             | 1             | 2     | 3–4   | 5–7   | 8–10  | 11–14 | 15–16 | 17–18 | 19    | 20    |
| 9             | 1             | 2     | 3     | 4–5   | 6–8   | 9–12  | 13–15 | 16–17 | 18–19 | 20    |
| 10–11         | 1             | 2     | 3     | 4     | 5–6   | 7–9   | 10–12 | 13–16 | 17–19 | 20    |
| 12–13         | 1             | 2     | 3     | 4     | 5     | 6–7   | 8–9   | 10–12 | 13–18 | 19–20 |
| 14–15         | 1             | 2     | 3     | 4     | 5     | 6     | 7–8   | 9–11  | 12–17 | 18–20 |
| 16+           | 1             | 2     | 3     | 4     | 5     | 6     | 7     | 8–10  | 11–16 | 17–20 |

| d20 | Monster Table 1 (CR 1/8–1/4) |
|-----|------------------------------|
| 1   | Bandit                       |
| 2   | Cultist                      |
| 3   | Flying snake                 |
| 4   | Giant crab                   |
| 5   | Giant rat                    |
| 6   | Kobold                       |
| 7   | Poisonous snake              |
| 8   | Stirge                       |
| 9   | Tribal warrior               |
| 10  | Axe beak                     |
| 11  | Blink dog                    |
| 12  | Dretch                       |
| 13  | Drow                         |
| 14  | Giant bat                    |
| 15  | Giant frog                   |
| 16  | Giant wolf spider            |
| 17  | Goblin                       |
| 18  | Skeleton                     |
| 19  | Swarm of bats                |
| 20  | Swarm of rats                |

| d20 | Monster Table 2 (CR 1/4–1) |
|-----|----------------------------|
| 1   | Wolf                       |
| 2   | Zombie                     |
| 3   | Cockatrice                 |
| 4   | Darkmantle                 |
| 5   | Gnoll                      |
| 6   | Gray ooze                  |
| 7   | Hobgoblin                  |
| 8   | Lizardfolk                 |
| 9   | Magmin                     |
| 10  | Orc                        |
| 11  | Rust monster               |
| 12  | Sahuagin                   |
| 13  | Scout                      |
| 14  | Shadow                     |
| 15  | Swarm of insects           |
| 16  | Thug                       |
| 17  | Worg                       |
| 18  | Animated armor             |
| 19  | Bugbear                    |
| 20  | Death dog                  |

| d20 | Monster Table 3 (CR 1–2) |
|-----|--------------------------|
| 1   | Dire wolf                |
| 2   | Duergar                  |
| 3   | Ghoul                    |
| 4   | Giant spider             |
| 5   | Giant toad               |
| 6   | Harpy                    |
| 7   | Imp                      |
| 8   | Specter                  |
| 9   | Spy                      |
| 10  | Ankheg                   |
| 11  | Bandit captain           |
| 12  | Berserker                |
| 13  | Black dragon wyrmling    |
| 14  | Cult fanatic             |
| 15  | Ettercap                 |
| 16  | Gargoyle                 |
| 17  | Gelatinous cube          |
| 18  | Ghast                    |
| 19  | Giant constrictor snake  |
| 20  | Gibbering mouther        |

| d20 | Monster Table 4 (CR 2–3)  |
|-----|---------------------------|
| 1   | Azer                      |
| 2   | Green dragon wyrmling     |
| 3   | Grick                     |
| 4   | Griffon                   |
| 5   | Merrow                    |
| 6   | Mimic                     |
| 7   | Minotaur skeleton         |
| 8   | Ochre jelly               |
| 9   | Ogre                      |
| 10  | Ogre zombie               |
| 11  | Priest                    |
| 12  | Rug of smothering         |
| 13  | Sea hag                   |
| 14  | Swarm of poisonous snakes |
| 15  | Wererat                   |
| 16  | White dragon wyrmling     |
| 17  | Will-o'-wisp              |
| 18  | Basilisk                  |
| 19  | Bearded devil             |
| 20  | Blue dragon wyrmling      |

| d20 | Monster Table 5 (CR 3–4) |
|-----|--------------------------|
| 1   | Doppelganger             |
| 2   | Giant scorpion           |
| 3   | Green hag                |
| 4   | Hell hound               |
| 5   | Knight                   |
| 6   | Manticore                |
| 7   | Minotaur                 |
| 8   | Mummy                    |
| 9   | Nightmare                |
| 10  | Owlbear                  |
| 11  | Phase spider             |
| 12  | Veteran                  |
| 13  | Werewolf                 |
| 14  | Wight                    |
| 15  | Winter wolf              |
| 16  | Black pudding            |
| 17  | Chuul                    |
| 18  | Couatl                   |
| 19  | Ettin                    |
| 20  | Ghost                    |

| d20 | Monster Table 6 (CR 4–5) |
|-----|--------------------------|
| 1   | Lamia                    |
| 2   | Red dragon wyrmling      |
| 3   | Succubus/incubus         |
| 4   | Wereboar                 |
| 5   | Air elemental            |
| 6   | Barbed devil             |
| 7   | Bulette                  |
| 8   | Earth elemental          |
| 9   | Fire elemental           |
| 10  | Flesh golem              |
| 11  | Giant crocodile          |
| 12  | Gladiator                |
| 13  | Gorgon                   |
| 14  | Half-red dragon veteran  |
| 15  | Hill giant               |
| 16  | Night hag                |
| 17  | Otyugh                   |
| 18  | Roper                    |
| 19  | Shambling mound          |
| 20  | Troll                    |

| d20 | Monster Table 7 (CR 5–8) |
|-----|--------------------------|
| 1   | Salamander               |
| 2   | Vampire spawn            |
| 3   | Water elemental          |
| 4   | Wraith                   |
| 5   | Xorn                     |
| 6   | Chimera                  |
| 7   | Dridger                  |
| 8   | Invisible stalker        |
| 9   | Mage                     |
| 10  | Medusa                   |
| 11  | Vrock                    |
| 12  | Wyvern                   |
| 13  | Young white dragon       |
| 14  | Oni                      |
| 15  | Shield guardian          |
| 16  | Stone giant              |
| 17  | Young black dragon       |
| 18  | Assassin                 |
| 19  | Chain devil              |
| 20  | Cloaker                  |

| d20 | Monster Table 8 (CR 8–12) |
|-----|---------------------------|
| 1   | Frost giant               |
| 2   | Hezrou                    |
| 3   | Hydra                     |
| 4   | Spirit naga               |
| 5   | Young green dragon        |
| 6   | Bone devil                |
| 7   | Clay golem                |
| 8   | Cloud giant               |
| 9   | Fire giant                |
| 10  | Glabrezu                  |
| 11  | Young blue dragon         |
| 12  | Aboleth                   |
| 13  | Guardian naga             |
| 14  | Stone golem               |
| 15  | Young red dragon          |
| 16  | Behir                     |
| 17  | Ereeti                    |
| 18  | Horned devil              |
| 19  | Remorhaz                  |
| 20  | Archmage                  |

| d12 | Monster Table 9 (CR 12–16) |
|-----|----------------------------|
| 1   | Erinyes                    |
| 2   | Adult white dragon         |
| 3   | Nalfeshnee                 |
| 4   | Rakshasa                   |
| 5   | Storm giant                |
| 6   | Vampire                    |
| 7   | Adult black dragon         |
| 8   | Ice devil                  |
| 9   | Adult green dragon         |
| 10  | Mummy lord                 |
| 11  | Purple worm                |
| 12  | Adult blue dragon          |

| d10 | Monster Table 10 (CR 16–24) |
|-----|-----------------------------|
| 1   | Iron golem                  |
| 2   | Marilith                    |
| 3   | Adult red dragon            |
| 4   | Balor                       |
| 5   | Ancient white dragon        |
| 6   | Pit fiend                   |
| 7   | Ancient black dragon        |
| 8   | Lich                        |
| 9   | Ancient blue dragon         |
| 10  | Ancient red dragon          |

# 5E ENCOUNTER BUILDING GUIDELINES

## ENCOUNTER BUILDING TIPS

- Choose monsters that make sense for the current situation and story. When needed, use the chart below to determine if an encounter is potentially deadly.
- Tune battles by increasing or decreasing hit points, damage, or the number of monsters.
- Many factors can alter the difficulty of a fight, including player experience, character synergy, encounter circumstances, and the state of the party's resources.
- Take it easy on 1st-level characters. They're squishy.
- Your experience as a GM will eventually be a better gauge of encounter balance than this or any other chart.

## USING THIS CHART

Start off by finding the row containing the level of the characters. Then find the cell containing the challenge rating closest to the CR of the monsters you've selected for the encounter.

The column header of that cell tells you the ratio of the number of monsters to characters. If there are more monsters of a higher challenge rating than the chart recommends, the encounter could be potentially deadly.

For example, a group of four 5th-level characters stumbles into a camp of four ogres (CR 2). Checking the row for 5th-level characters, you then look across to find CR 2. The column header tells you that the ideal ratio is one monster per character. Since you have four characters facing four monsters, this encounter isn't likely to be deadly.

Monster Challenge Rating

| Character Level | 4 Monsters per Character | 2 Monsters per Character | 1 Monster per Character | 1 Monster per 2 Characters | 1 Monster per 4 Characters |
|-----------------|--------------------------|--------------------------|-------------------------|----------------------------|----------------------------|
| 1st             | —                        | —                        | 1/4                     | 1/2                        | 1                          |
| 2nd             | —                        | —                        | 1/2                     | 1                          | 3                          |
| 3rd             | —                        | 1/4                      | 1                       | 2                          | 4                          |
| 4th             | —                        | 1/5                      | 1                       | 2                          | 5                          |
| 5th             | 1/4                      | 1                        | 2                       | 4                          | 8                          |
| 6th             | 1/4                      | 1                        | 3                       | 5                          | 9                          |
| 7th             | 1/2                      | 1                        | 3                       | 6                          | 10                         |
| 8th             | 1/2                      | 1                        | 3                       | 6                          | 12                         |
| 9th             | 1/2                      | 2                        | 4                       | 7                          | 12                         |
| 10th            | 1/2                      | 2                        | 4                       | 7                          | 14                         |
| 11th            | 1                        | 3                        | 5                       | 8                          | 15                         |
| 12th            | 1                        | 3                        | 5                       | 10                         | 17                         |
| 13th            | 1                        | 3                        | 6                       | 10                         | 18                         |
| 14th            | 1                        | 4                        | 6                       | 11                         | 19                         |
| 15th            | 1                        | 4                        | 7                       | 12                         | 20                         |
| 16th            | 2                        | 4                        | 7                       | 13                         | 20                         |
| 17th            | 2                        | 4                        | 8                       | 14                         | 21                         |
| 18th            | 2                        | 5                        | 8                       | 14                         | 21                         |
| 19th            | 2                        | 5                        | 9                       | 15                         | 22                         |
| 20th            | 3                        | 6                        | 10                      | 16                         | 23                         |

# GUIDELINES FOR THEATER-OF-THE-MIND COMBAT

The following guidelines can help Gamemasters run combat in the “theater of the mind,” without the need for a gridded battle map or miniatures. This style of combat takes the emphasis away from tactical features such as distance, range, and the specific size of areas of effect. Instead, it focuses on the in-game action, the intent of the characters, and what happens in the story.

This style of combat works just like any other scene in your game. On each player’s turn, **you describe the current situation, the players describe their intent, and you adjudicate what happens as a result.**

Theater-of-the-mind combat requires that the players trust you as the Gamemaster, knowing that you’ll describe the situation and adjudicate the results of the characters’ actions fairly. As the GM, you’ll **earn this trust** by favoring the players whenever possible, and by focusing on sharing an action-packed story.

Running theater-of-the-mind combat removes agency from the players. It takes away their ability to control every aspect of how their characters move and what they do. As GM, you can mitigate this by **asking each player for their intent** each turn, then helping them meet that intent. For example, a player who says “I move close to the orcs” potentially leaves too many possibilities open. So encourage the player to focus their intent more—perhaps along the lines of, “I want to position myself so that at least two orcs are within the reach of my glaive.”

When playing in the theater of the mind, both you and the players must worry **less about the mechanical details of the game**. Instead, everyone will **focus on the action and the story.**

## SUMMARY GUIDELINES FOR THE GM

- Each turn, describe the situation surrounding the characters.
- Ask for the players’ intent and help them achieve it.
- Be generous. Give players the benefit of the doubt.
- Use ability checks to let the characters try crazy ideas.
- Ask the players to describe interesting physical characteristics of the monsters, and use these to identify monsters during combat.
- Bring characters into the story by asking them to describe their killing blows.
- When needed, use sketches, abstract maps, or miniatures to show complicated locations and relative positions.

## SUMMARY GUIDELINES FOR PLAYERS

- Describe your intent. What you want to accomplish?
- Use the features of the area to your advantage.
- Don’t worry about specific distances. Just describe what you want to do.
- Try awesome ideas based on the details of the location.
- Describe your character’s actions within the story.

## MOVEMENT, DISTANCE, AND RANGE

At the beginning of combat, you describe the situation, features, distances, and arrangements of the creatures in the area. Assuming a moderately sized combat area, any creature can generally move within 5 feet of any other creature, and every creature is within range of every other creature making ranged attacks. You’ll make it clear whenever this isn’t true, such as when an enemy is farther away or behind a front line of protective allies.

Characters with fast movement might have opportunities to move places other characters can’t.



## POSITIONING, OPPORTUNITY ATTACKS, AND COVER

On each player's turn, they describe how they intend to position themselves. Examples of movement in the theater of the mind might include moving next to an ally, moving next to two enemies, or staying out of reach while attacking with a polearm.

If a creature is within an enemy's reach, it will likely provoke an opportunity attack if it tries to move away from that enemy. Creatures able to disengage can do so and avoid opportunity attacks.

As you describe the features of the area, make a note of which ones can provide cover to the characters or their enemies, and how much cover.

## AREAS OF EFFECT

The following guidelines offer a rough baseline for determining the number of targets that fall within an area of effect. The circumstances of a battle can increase or decrease this number. For example, for larger monsters or monsters that are more spread out, an area of effect might target only half the normal number of creatures. For smaller monsters or monsters that are packed close together, an area of effect might include up to double the normal number of targets.

- Tiny Area: 1 or 2 creatures (*cloud of daggers*)
- Small Area: 2 creatures (*burning hands, thunderwave*)
- Large Area: 4 creatures (*cone of cold, fireball*)
- Huge Area: Everyone (*circle of death, earthquake*)
- Short Line: 2 creatures (*wall of fire*)
- Long Line: 3 creatures (*blade barrier, lightning bolt*)

Abilities like the evoker's Sculpt Spells feature can increase the number of affected enemies, usually by one or two. Likewise, an area of effect that targets both the characters and their enemies might affect more total targets—including an effect created by a character or monster willing to put allies in harm's way. If a spellcaster character wishes to place allies within an area of effect, you and the players should negotiate this before the spell is cast.

## LOCATIONS, FEATURES, ENVIRONMENT, AND TERRAIN

When first describing the combat encounter, describe notable locations, objects, environmental features, and terrain features. Write these down and keep them in front of the players if it helps them visualize the battlefield. Let the players know that they can interact with these environmental features, through such actions as swinging from magical chandeliers, climbing up obsidian cliffs to advantageous positions, or hiding behind ruined statues. If any feature or effect creates difficult terrain, let the players know how this might affect them, such as requiring that they use the Dash action to get out of the area.

## RANDOMLY SELECTED TARGETS

Avoid biases—whether perceived or actual—by randomly selecting targets when it isn't clear which character a monster would attack. Rolling randomly for targets in the open can help build trust between you and the players, letting them know that the GM isn't picking on anyone. Monsters aren't idiots, though. If it's clear that a monster would attack a particular character, such as a wizard concentrating on a dangerous spell, the monster will do so. When this happens, just describe why the monster chose that particular character, so the players understand.

## PHYSICAL TRAITS AND IDENTIFYING ENEMIES

Ask each player to describe the physical traits of a monster their character is attacking. This helps identify the monster, opens up all the players' imaginations to the battle, and helps everyone know which monster is which using in-story descriptions. Write these physical traits down on a 3×5 index card or on a dry-erase flip mat so everyone can see which monsters are in play.

## GOING BIG WITH DESCRIPTIONS

Theater-of-the-mind combat can go stale if you don't continually reinforce the story of what's happening. Go big with your descriptions of the location and the action. Ask players to describe their attacks and killing blows. Between turns, describe the current situation using in-story language. These descriptions are vital to keeping the scene interesting.

# CONNECTING CHARACTERS

During your session zero of a new campaign, or if you're running a single-session one-shot game, consider establishing connections between the characters to help build a cohesive bond between them before the game begins. This can help prevent ham-fisted and convoluted attempts to build a story that connects the characters, when all the players already know perfectly well that they're coming together simply for the adventure.

This section presents two potential approaches to connecting characters. First, all the characters can be previously connected through a single organization, faction, or patron, using ideas from the Group Connections table. Alternatively, each character can establish a connection to one or more other characters through a personal relationship and history, using ideas from the Character Connections table. Players can work together to come up with these shared histories based

on the overall themes of the campaign, or the group can randomly select potential relationships and tweak the results as desired.

For individual connections, each player can roll on the Character Connections table to establish a relationship with the character of the player on their right. Going once around the game table this way means that every character will have two relationships—one with the player on their right and one with the player on their left.

For single-session games, consider establishing a single group relationship for all the characters before the game begins. This relationship can directly tie into the story of the adventure, and will speed up the game by eliminating lengthy discussions about how the characters got together.

| d20 | Character Connections    |
|-----|--------------------------|
| 1   | Sibling of...            |
| 2   | Saved by...              |
| 3   | Served with...           |
| 4   | Protected by...          |
| 5   | Adventured with...       |
| 6   | Friendly rival of...     |
| 7   | Childhood friend of...   |
| 8   | Magically bound to...    |
| 9   | Survived with...         |
| 10  | Escaped with...          |
| 11  | Apprentice of...         |
| 12  | Acolyte of...            |
| 13  | Idolizes...              |
| 14  | Drinking buddies with... |
| 15  | Business associate of... |
| 16  | Lost a bet to...         |
| 17  | Indebted to...           |
| 18  | Trained by...            |
| 19  | Dueling partner of...    |
| 20  | On the run with...       |

| d20 | Group Connections             |
|-----|-------------------------------|
| 1   | Mercenary company             |
| 2   | Self-employed investigators   |
| 3   | Official investigators        |
| 4   | Royal advisors                |
| 5   | Thieves' guild                |
| 6   | Secret society                |
| 7   | Religious investigators       |
| 8   | Adventuring company           |
| 9   | Business investigators        |
| 10  | Assassins' guild              |
| 11  | Wizarding school              |
| 12  | Monastic students             |
| 13  | Gladiator school              |
| 14  | Military specialists          |
| 15  | Spy network                   |
| 16  | Constabulary                  |
| 17  | Magically bound servants      |
| 18  | Divinely inspired             |
| 19  | Protectors of the common folk |
| 20  | Seekers of vengeance          |

# LAZY LAIRS

The following pages contain the maps and descriptions for ten lazy lairs—quick adventure setups based around a number of commonly used fantasy-setting locations:

- Castle
- Docks
- Sewers
- Catacombs
- Caves
- Cellars
- Dungeon
- Mines
- Temple
- Wizard’s Tower

These lazy lairs are meant to help you improvise locations as they come up during your game. None of the lairs have descriptions of potential inhabitants or other story elements. Instead, you’ll generate and place these features yourself, so that each lair can provide the foundation for your own unique adventure.

The text description of each lair includes italicized text. This text can either be read aloud or used to help you summarize the location.

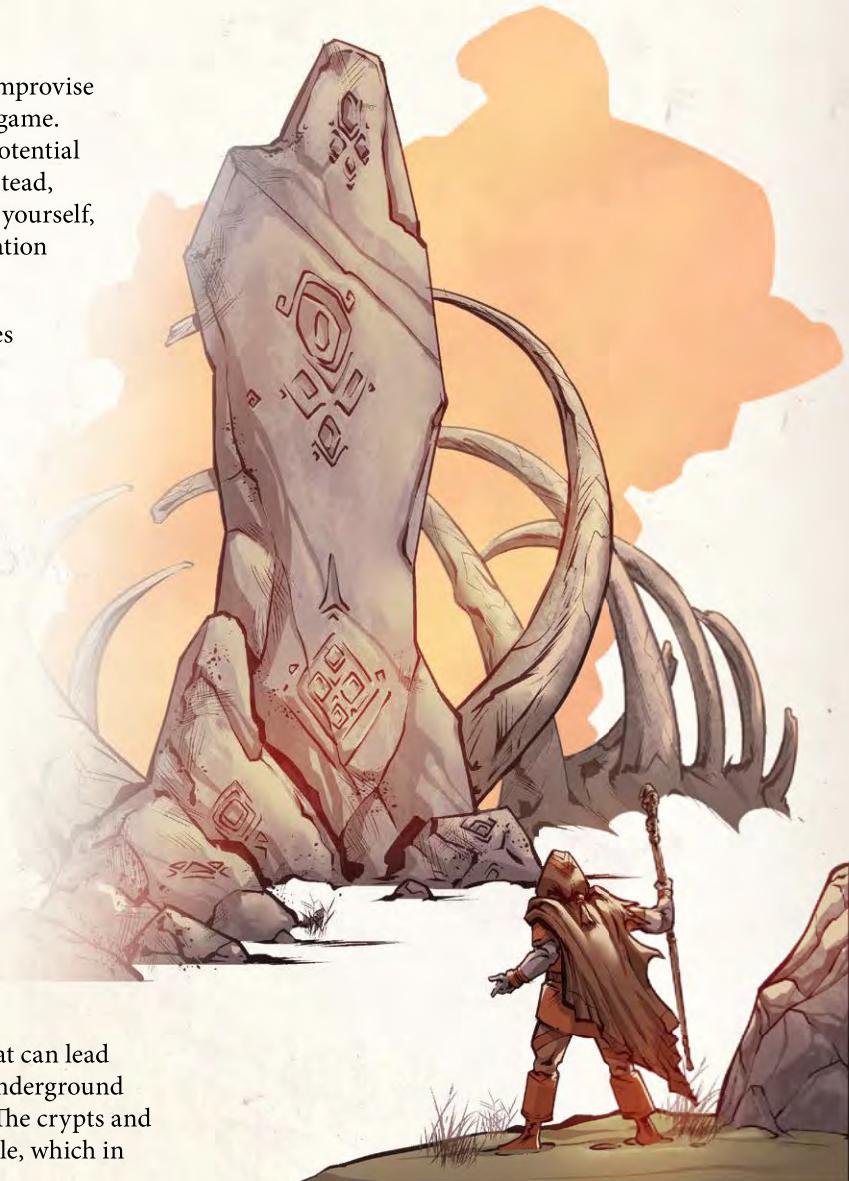
Each room description begins with the area’s aspects. These aspects can give you potential hooks for character exploration or environmental effects. They also help to define the area, so you don’t need to read the description out loud if you don’t want to. Instead, you can summarize the location by improvising your own descriptions of these aspects.

Many of these locations have transition points that can connect to other lairs. The castle has drain grates that can lead to the sewers, and an escape tunnel leading into hidden caves. The caves feature a connection to the sewers and a door that can lead to any underground location, and an underground river that might flow out to the docks. The crypts and the dungeon could connect to the temple, which in

turn could connect back to the castle. You might even connect all ten lazy lairs into a single huge adventure site if you like.

You can likewise modify these dungeons to fit the size and scale of the adventure you want to run. Cave-ins and bricked-up walls can take a fourteen-room lair and turn it into a three-room lair, focusing it to fit the size of your adventure. You can also add in your own fantastic features to make any lair area unique.

As with everything else in this workbook, you should feel free to make changes to the lairs to suit your needs and the needs of your game.



# CASTLE

Gray stone walls protect the central keep of this fortress as they have for hundreds of years. Four sturdy towers and high walkways offer a clear view for miles around. Raised portcullises stand above the long stone entryway to the central courtyard.

## 1. LOWER GATEHOUSE

**Area Aspects:** Arrow slits

Narrow arrow slits offer a view of the gatehouse entrance and the front of the castle.

## 2. SOUTHWEST LOWER TOWER

**Area Aspects:** Huge statue

A huge stone statue dominates the lower floor of this defensive tower.

## 3. STABLES

**Area Aspects:** Stalls for horses, tack, hay

The smell of hay and manure fills the stalls of the castle stables.

## 4. COURTYARD WELL

**Area Aspects:** Deep well, river cavern below

A deep well descends fifty feet to the open cavern of an underground river.

## 5. BUTCHER'S KITCHEN

**Area Aspects:** Dressed pig, wooden table, rack with salt and spices

A large dressed pig lies on the heavy wooden table in this butcher's kitchen. Salt and spices fill a large rack on the wall.

## 6. SHAFT COVER

**Area Aspects:** Huge wooden cap, hole leading deep underground

Wind blows from under the edges of a huge, ironbound wooden cap covering a ten-foot-diameter section of the stone floor. Beneath the cap, a rough-walled shaft leads down into darkness.

## 7. SERVANTS' HALL

**Area Aspects:** Undecorated walls

The plain walls here mark this space as used only by those who serve the castle's nobility.

## 8. INNER KITCHEN

**Area Aspects:** Stone stove, scarred kitchen table, oils and spices

A stove sits against the west wall of this kitchen. Jars of oils and spices cover a large table well scarred from decades of use.

## 9. AUDIENCE HALL

**Area Aspects:** Raised platform, beautiful thrones, ornate curtains, hanging banners

Ornate curtains hang behind a pair of beautiful, gold-inlaid thrones atop a raised platform. Banners hang from the rafters above.

## 10. ROYAL HALL

**Area Aspects:** Portraits of nobility, drafty hall

A cold draft flows through this hall, which is adorned by beautiful portraits of noble lords and ladies.

## 11. ESCAPE

**Area Aspects:** Hidden passageway, escape route

An ancient passageway of rough stone leads from the royal hall to a secret door at the rear of the castle.

## 12. CAVERN ESCAPE

**Area Aspects:** Hidden passageway, mysterious caves

A foul wind blows from a concealed crack in the rock wall, which is just large enough to allow passage down into caves below.

## 13. FOUL DRAIN

**Area Aspects:** Smell of decay, buzzing flies, blood-covered drain, deep shaft

A heavy iron grate, crusted with dried blood, covers a shaft cut deep into the ground. The air is filled with the smell of decay and the buzzing of flies.

## 14. CHAPEL

**Area Aspects:** Small chapel, altar, wooden pews, stained-glass windows

This small chapel houses an altar to the north and ten wooden pews in two rows. Colored light shines through the chapel's stained-glass windows.

## 15. BARRACKS

**Area Aspects:** Narrow beds, wooden footlockers

*Narrow wooden bunk beds line the wall of this military-style barracks. Ten wooden footlockers are set beneath the bunks and along the opposite wall.*

## 16. BONE CHAMBER

**Area Aspects:** Huge bestial rib cage hanging from the ceiling

*The rib cage of some huge, bestial creature hangs as a trophy from the ceiling of this lower defensive tower.*

## 17. LOWER GATEHOUSE

**Area Aspects:** Arrow slits

*Narrow arrow slits offer a view of the gatehouse entrance and the front of the castle.*

## 18. MURDER HOLES

**Area Aspects:** Holes above gatehouse entrance, portcullis crank wheels

*Stained holes in the floor look down upon the gatehouse entrance. A pair of crank wheels control portcullises that can be dropped to block the front and rear of the gatehouse.*

## 19. BALLISTA

**Area Aspects:** Huge ballista

*A huge ballista looks out over the lands surrounding the castle.*

## 20. CRANE

**Area Aspects:** Sturdy crane, large basket that descends, opening to chamber below

*A sturdy wooden crane is attached to a basket large enough for up to four occupants. It hangs above a hole leading to the chamber below—and the shaft below that.*

## 21. DRESSING ROOM

**Area Aspects:** Ornate mirror, large dresser, vanity, plush chair

*A plush chair, dresser, vanity, and ornate mirror adorn this opulent dressing room.*

## 22. SERVANTS' QUARTERS

**Area Aspects:** Narrow beds, small dresser

*Two narrow beds sit foot to foot in this plain servants' quarters. A small dresser stands along the south wall.*

## 23. HEAD SERVANT'S QUARTERS

**Area Aspects:** Narrow beds, small sitting table, dresser

*A dresser, a small sitting table, and two narrow beds adorn the quarters of the castle's head servant.*

## 24. MASTER BEDROOM

**Area Aspects:** Large bed, hanging curtains, dressers, tables, ironbound chest

*A large bed set with hanging curtains is the centerpiece of this master bedroom. Dressers and tables here are finely carved, and an ironbound chest sits nearby.*

## 25. TOILET

**Area Aspects:** Foul stench of waste, cesspit below

*The stench of waste wafts up from the thirty-foot-deep pit beneath this toilet.*

## 26. TORTURE CHAMBER

**Area Aspects:** Torture rack, torture tables, drain to chamber below

*Thick leather straps hang from two large tables that are both scarred and stained. An upright torture rack and an iron maiden stand along the walls. An iron grate in the floor drains down to the chamber below.*

## 27. WIND VANE

**Area Aspects:** Ornate wind vane

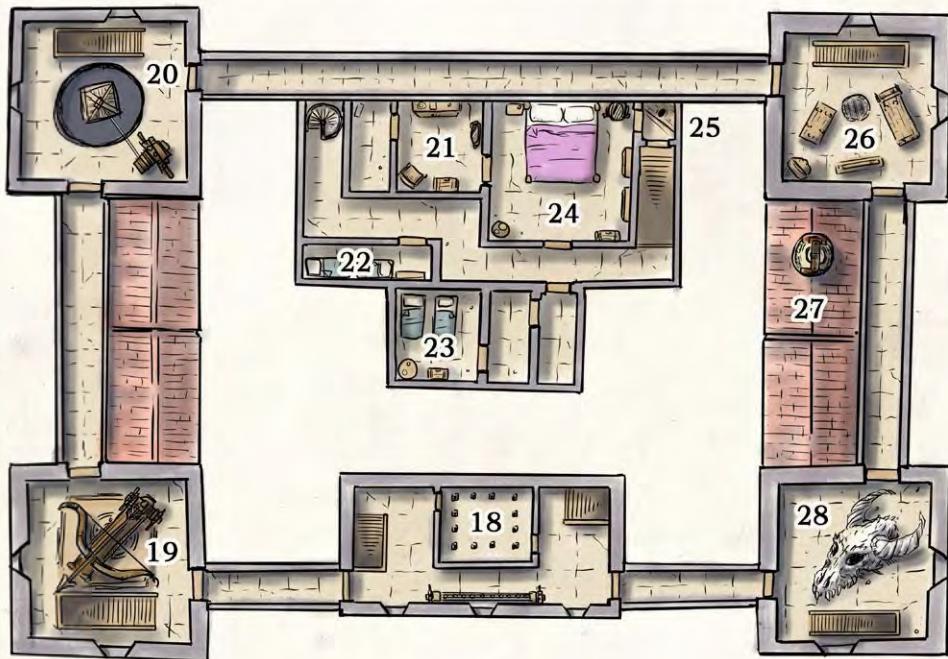
*This ornately carved wind vane turns with each change in the weather.*

## 28. SKULL OF THE BEAST

**Area Aspects:** Huge bestial skull

*The skull of a huge beast occupies much of this upper level of the southeast guard tower.*

# CASTLE MAP



## DOCKS

The sound of crashing waves and a ship's bell echoes across the wooden planks of this large dock and warehouse.

### 1. CENTRAL WAREHOUSE

**Area Aspects:** Large mobile crane, wooden crates, large vats of liquid

Crates stacked nearly to the ceiling fill this large, open warehouse. A wheeled crane used for lifting is set with a heavy stone counterweight balancing out its long arm. Two iron vats filled with some sort of liquid stand against the north wall of the warehouse.

### 2. OVERSEER'S OFFICE

**Area Aspects:** Old scarred desk, ironbound chest, cabinet

The smell of salt air permeates this cluttered office. A scarred desk seemingly as old as the sea dominates the room, which has a set of cabinets on one wall and an old ironbound chest against another.

### 3. WAREHOUSE STORAGE CLOSET

**Area Aspects:** Large crate, crate with metal vent, ironbound chests

Two ironbound chests are stored in this room, along with a pair of large crates. One of the crates has a metal vent in it.

### 4. GUILD HALL

**Area Aspects:** Old desk, table with chairs, shelves with ships' logs and ledgers

A large table with four chairs takes up much of this chamber, along with an old desk littered with contracts. A long set of shelves holds dozens of old ships' logs and accounting ledgers.

### 5. SECRET DEN

**Area Aspects:** Moldy bed, smugglers' crates, dresser, ironbound chest

A number of crates litter this secret room. A bed smelling heavily of mildew sits across from a wooden dresser and an ironbound chest.

## 6. STORAGE SHED

**Area Aspects:** Wheelbarrows, old dock equipment, large crates and barrels

The smell of things forgotten is pungent within this old, musty shed. A pair of rusted wheelbarrows and a splintered wooden cart are here, along with a number of large crates and barrels.

### 7. KILLING CAVES

**Area Aspects:** Shadowy alcoves

Shadows help to conceal a pair of alcoves cut into the walls of this cavern passage.



## 8. SMUGGLERS' STORAGE

**Area Aspects:** Smuggled crates, ironbound chests  
*A number of ironbound chests and large crates are stored in this dank natural cavern.*

## 9. SMUGGLERS' DOCK

**Area Aspects:** Uneven wooden dock, deep pool  
*A splintered and uneven wooden dock leads out over a deep pool of dark seawater.*

## 10. SHIPWRECK

**Area Aspects:** Half-sunken shipwreck, cracked wooden hull  
*Waves crash against the cracked hull of a shipwreck, half-sunken along the rocky shore.*

## 11. SALTY CROW TAVERN

**Area Aspects:** Old bar, stained tables and floors  
*The smell of bad alcohol and saltwater seeps out of every swollen timber of this sailors' tavern. The old bar is stained dark with rum, as are the tavern's floor and its battered tables.*

## 12. DOCKMASTER'S OFFICE

**Area Aspects:** Sailor's commendations, large ironbound chests, heavy desk  
*Commendations for years of service to the sea decorate the walls of this dockmaster's office. Two large ironbound chests sit on the floor near a large, imposing desk.*

## 13. SHIP'S MAIN DECK

**Area Aspects:** Heavy iron grate, large ballistas  
*Three large ballistas are set up on the top deck of this merchant ship. A heavy iron grate on the main deck leads to the decks below.*

## 14. SHIP'S LOWER DECK

**Area Aspects:** Storage crates and barrels, hanging hammocks  
*Crates and barrels are stored on the lower deck of the ship, with a number of hammocks hung between posts along the sides of the hold.*

## 15. CAPTAIN'S QUARTERS

**Area Aspects:** Bed, ironbound chests, dressers and bookshelf  
*A fine bed sits against one wall of this cabin set within the stern of the ship. A dresser, a bookshelf, and a pair of large ironbound chests stand nearby.*

## 16. FIRST OFFICER'S QUARTERS

**Area Aspects:** Bed, dresser and chest  
*A bed, a dresser, and a chest adorn the quarters of the ship's first officer.*

## 17. HIDEAWAY

**Area Aspects:** Hidden door, smugglers' nook  
*A small hidden door reveals this hideaway built between the first officer's quarters and the bow of the ship.*



## DOCKS MAP

1 Square = 5 ft.



# SEWERS

*The smell of the foulest refuse of humanity wafts thickly through these slick tunnels, whose construction marks them as hundreds of years old. The sound of skittering claws on stone interrupts the continual dripping of liquid into the deep pools that fill these chambers.*

The map of the sewers contains a number of crank wheels, sluices, and doors that can be open or shut to seal off or flood various parts of the complex. You should decide what these controls do in the sewers (if anything) before the characters start to work them. For example, sealing off certain flanges that control the flow of sewage or water might cause that flow to back up and flood the lower chambers.

## 1. STORM DRAIN

**Area Aspects:** Fetid water, thick iron bars, ancient keyhole

*Shallow, fetid water leaks out from this large storm drain into the mucky expanse of a surrounding natural pool. Thick iron bars, spaced roughly one foot apart, block the entrance. An ancient rusted keyhole opens up in the stone wall to the right of the drain.*

## 2. FIRST JUNCTION

**Area Aspects:** Iron wheels, iron doors, slick walkways, fast-flowing sewage

*A fast flow of sewage runoff enters this chamber from tunnels to the east and west. Cracked, slick walkways cross over the channels of foul green liquid. Two large iron crank wheels are set into the north wall of the chamber. Heavy iron doors stand open along the tunnels to the east and west.*

## 3. NOBLES' CESSPITS

**Area Aspects:** Cesspits beneath noble houses, four central chambers, dozens of drains

*Four large chambers are the termination point of hundreds of smaller drains, some newly constructed and some quite old, that lead to the upper-class districts of the city above. Some of these drains are no wider than a few inches, while others are two feet in diameter.*

## 4. STAIRS TO THE LOWER SEWERS

**Area Aspects:** Slick stairs

*A set of old stairs covered in slime lead deeper into more sewers below.*

## 5. STREET ENTRANCE

**Area Aspects:** Iron ladder, stone door leading to the city street

*An old iron ladder leads up to a stone door, which opens onto a side street of the city above.*

## 6. CENTRAL CHAMBER

**Area Aspects:** Dozens of drains, spiral stairs leading down, great drop to pool below

*Sewage and murky water pour down into this large, deep chamber, filling a pool some fifty feet below. A set of narrow and uneven stone steps spirals down the wall to the chamber's lower reaches.*

## 7. SLUICE

**Area Aspects:** Slick walkways, iron wheels, great metal flanges in the sewer channel

*Two large iron crank wheels are set into the north wall of the chamber. Four sturdy iron flanges sit in the sewer channel, just below two walkways that span the channel. The flanges to the east are closed, while the flanges to the west are open to allow sewage to flow south and west.*

## 8. FLOODGATE

**Area Aspects:** Dry channel, thick iron bars

*Thick iron bars block off a tunnel leading to a broad natural pool beyond. A channel running down the center of the tunnel will fill up when the water outside rises high enough, but it is presently dry.*

## 9. THIEVES' DEN

**Area Aspects:** Scarred wooden table, flea-infested mattresses, shelves of knickknacks

*Four flea-infested mattresses are spread on the damp floor of this chamber. Rickety chairs surround a scarred wooden table, and a bookcase against the north wall is filled with various knickknacks.*

## 10. GREAT CISTERNS

**Area Aspects:** Slimy support pillars, deep pool of foul water, crumbling walls

*A mixture of sewage and water flows into this area, filling the great cistern that dominates this huge chamber. Ten pillars within the cistern are slick with slime where they support the arched ceiling, which drips with water. The stonework of this chamber is much older than that of the chambers above, with cracks revealing natural rock and dirt beyond.*

## 11. FORGOTTEN SHRINE

**Area Aspects:** Statue of multiarmed goddess, bloodstained altar, rusted iron wheels, iron doors

A stone altar stained red-brown with dried blood stands before a statue of a multiarmed goddess in the northwest corner of this chamber. Two rusted crank wheels are set into the north and south walls. Heavy iron doors stand open at the tunnels exiting this area to the south and east.

## 12. LOWER JUNCTION

**Area Aspects:** Rusted iron wheels, iron doors, deep whirlpool

The foul water flowing into this area swirls into a large whirlpool. Three rusted crank wheels are set at the northwest, northeast, and southeast corners of the room. Heavy iron doors currently stand open along the tunnels exiting to the west, east, and south.

## 13. DEEP DRAIN

**Area Aspects:** Deep drain pit, bent iron bars, cracked walls

A large drain at the center of this area opens up to a dark pit that appears to have no end. Thick iron bars block the entrance to the drain, but they have been bent open. The cracked walls of this chamber reveal natural stone and dirt behind them.

## 14. CHAMBER OF BONES

**Area Aspects:** Natural cavern walls, bones of beasts and humanoids, reeking air

The bones of both beasts and humanoids litter the floor of this natural chamber. The air is thick, humid, and reeks of death.

## 15. HOVEL

**Area Aspects:** Firepit, hovel made of mud and stone, pile of bones and refuse

A hovel made of mud and stone stands to the south in this natural cavern. A stone-ringed firepit sits cold nearby. To the east, bleached bones jut out of a large pile of rotting refuse.

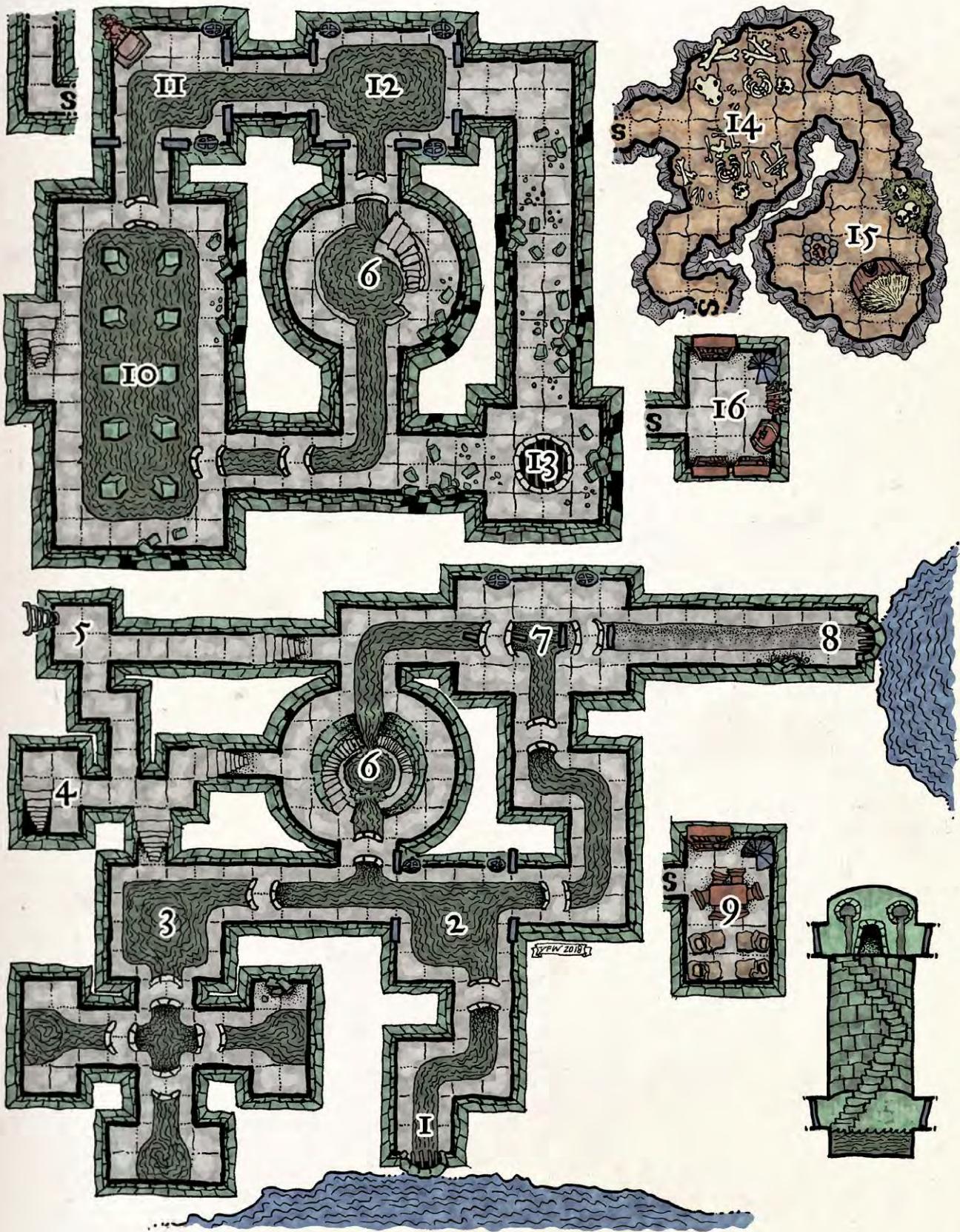
## 16. THIEVES' VAULTS

**Area Aspects:** Ironbound wooden chest, weapons rack, shelves of small treasures

Three large shelves stand against the north and south walls of this small chamber, and are stacked with small treasures. A weapons rack stands to the east, and a large ironbound chest sits in the southeast corner. An iron spiral staircase leads upward into other chambers above.



# SEWERS MAP



# CATACOMBS

*The smell of ancient decay fills these silent halls. Bone dust swirls in the air, and a cold wind of death blows through the corridors of the catacombs like the breath of a dying titan.*

## 1. OLD STAIR

**Area Aspects:** Uneven stone stairs, dusty hall, cold wind  
*Old, uneven stone steps lead down into the depths of these once-hallowed halls. Dust hangs in the air, swirling into strange eddies as a cold wind blows through it.*

## 2. EMBALMING ROOM

**Area Aspects:** Embalming fluids, stone table, strange blades, grate over deep drain

*Blue stone tiles adorn the floor and walls of this chamber. A large stone table stands at the center of the room. Smaller tables and shelves hold bottles of strange fluids and knives of various shapes and sizes. An iron grate stained nearly black protects a deep drain, which opens up to dark water flowing beneath the chamber floor.*

## 3. CHAMBER OF GUARDIANS

**Area Aspects:** Central burning brazier, armored skeletal statues, corridor blocked by iron portcullis

*Five armored skeletal statues stand along the walls in this area, flanking a burning brazier of yellow flame. An iron portcullis blocks off a corridor to the south.*

## 4. SARCOPHAGI OF HEROES

**Area Aspects:** Ancient stone sarcophagi, massive doors  
*Seven ancient stone sarcophagi stand along the north and south walls of this chamber. A set of massive iron doors blocks a passage to the west.*

## 5. CHAMBER OF THE BEAST

**Area Aspects:** Massive bestial skeleton, hanging stalactites  
*The skeletal remains of a massive horned beast are spread across the center of this natural cavern. Large stone stalactites hang from the ceiling.*

## 6. CHAMBER OF THE TOMB

**Area Aspects:** Burning braziers, large sealed tomb  
*Much of this chamber is filled by a large stone tomb sealed off behind a heavy stone door. Four braziers burn in the corners of the chamber.*

## 7. KING'S TOMB

**Area Aspects:** Ironbound chests, large stone tomb, burning braziers, ash-filled urns

*Red light from four burning braziers illuminates this opulent tomb. A large stone sarcophagus stands at the center of the chamber, surrounded by ironbound chests and shelves holding urns filled with the ashes of the dead.*

## 8. HIDDEN TOMB OF THE FOOL

**Area Aspects:** Iron gorgon statues, sarcophagus etched with swirls

*Three large iron statues in the form of horned bulls leer at the sarcophagus in the corner of this chamber. The sarcophagus lid is etched with strange swirling patterns.*

## 9. CHAMBER OF SKULLS

**Area Aspects:** Huge skull half-buried in the ground, skulls embedded in the walls

*A massive cyclopean skull is half-buried in the dirt floor of this large chamber. Smaller skulls are embedded into the north, east, and west walls.*

## 10. TOMB OF THE HIGH PRIEST

**Area Aspects:** Bone monuments, bronze sarcophagus

*A large bronze sarcophagus sits atop a platform along the north wall of this room. Four ornate monuments decorate the chamber, constructed from the skulls and bones of the dead.*

## 11. HIDDEN ZIGGURAT

**Area Aspects:** Steep ziggurat, stained altar, blood rivulets, gore-filled drains

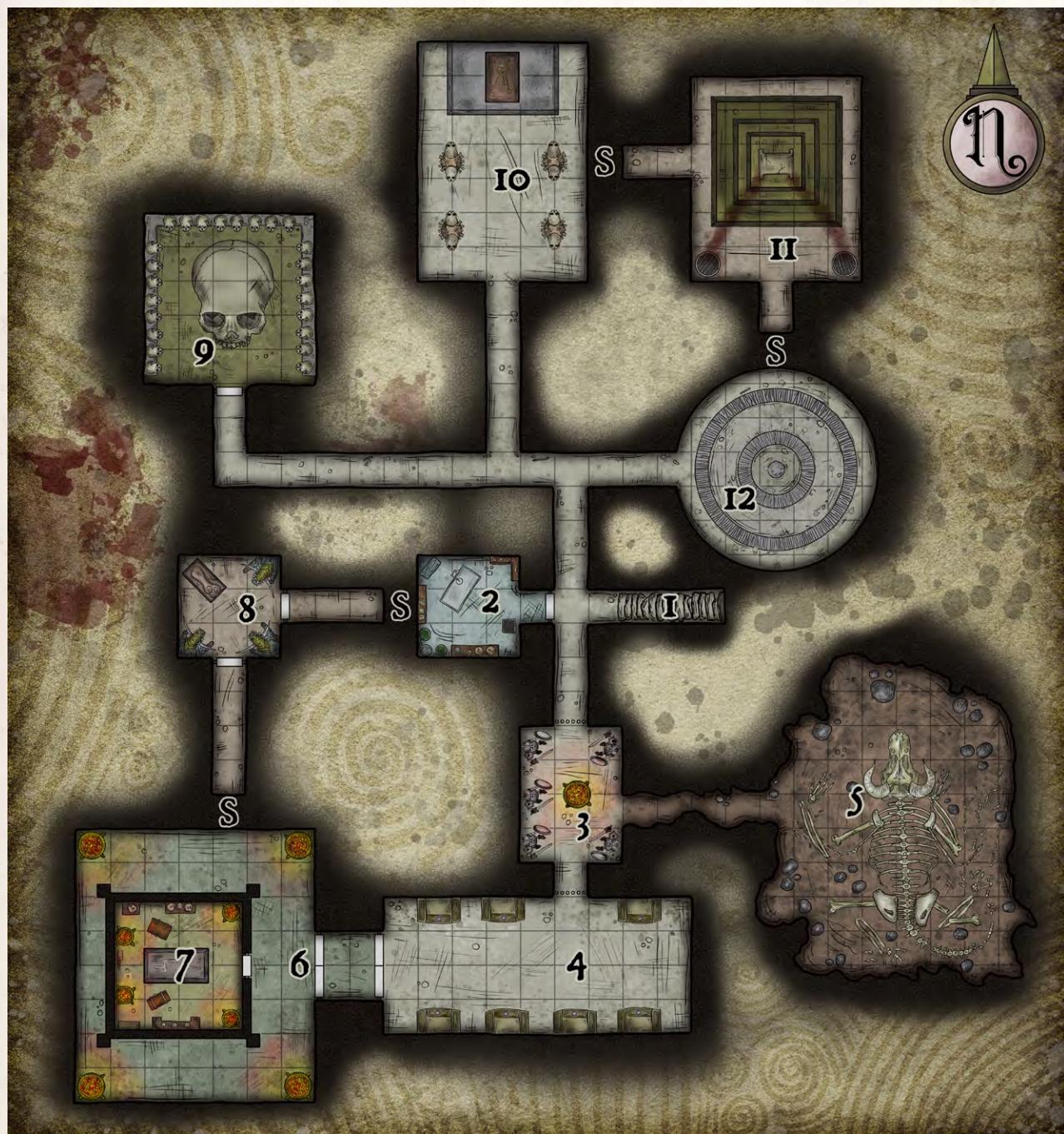
*A steep-sided stone ziggurat dominates the center of this chamber. Atop it sits an altar stained red-brown. Rivulets of dried blood flow down the sides of the ziggurat to the southeast and southwest. In those corners of the room, iron-grated drains are filled with reeking gore.*

## 12. BURIAL PIT

**Area Aspects:** Stepped pit, bones of the dead, pool of liquefied flesh

*A series of angled platforms create a stepped pit in the center of this chamber. Steep walls lead from one level down to the next, with the pit ending forty feet below the uppermost platform. The bones of countless dead humanoids are scattered across these platforms, and reeking, liquefied flesh fills the lowest portion of the pit.*

## CATACOMBS MAP



# CAVES

This network of natural caves leads deep into the surrounding mountains. The sounds of a rushing underground river echo from its walls.

## 1. CAVE ENTRANCE

**Area Aspects:** Rushing water, strange glyphs surrounding entrance

A river of rushing water flows out from the cave's dark entrance. Strange glyphs etched into the stone surround the mouth of the cave.

## 2. POOL

**Area Aspects:** Deep central pool, dark water, carvings of a beast on the wall

Four cavern passages lead off from this large central pool. The dark water of the pool hides its depth. A carving of a beast decorates the western wall of the cave.

## 3. HIDDEN SHRINE

**Area Aspects:** Bones of large humanoids, altar of red stone, statue of leering horned devil

The bones of large humanoid creatures litter the floor in front of a twisted altar of red stone. The altar is carved into the shape of a leering horned devil.

## 4. OBELISK

**Area Aspects:** Black obelisk, rough ground, violet illumination

A black obelisk made of an unknown material thrusts up out of the rough floor of this chamber. The obelisk bathes the walls of the chamber in violet light.

## 5. ISLAND

**Area Aspects:** Waterfall, natural island

A waterfall flows from the north wall of this chamber, filling a pool that surrounds a natural rock island.

## 6. RIFT

**Area Aspects:** Deep rift, howling wind

A deep rift cleaves the center of this long, natural cavern. A howling wind blows up from the great cleft.

## 7. SEWER ENTRANCE

**Area Aspects:** Broken wall, smell of rot and decay

A broken wall of natural stone opens up into the worked stone of a sewer. The air here reeks of rot and decay.

## 8. WATERFALL

**Area Aspects:** Roaring waterfall, deep pool, natural walkway

A roaring waterfall flows from the northeast side of this chamber into a deep pool. A natural walkway snakes up the east wall, leading behind the waterfall and to a cave on the north side of the chamber.

## 9. PILLAR

**Area Aspects:** Pillar of white stone, large glyphs, white stone stalagmites

A pillar of white stone stands at the center of this chamber, with large glyphs marking its surface. White stone stalagmites jutting up from the ground resemble the teeth of some huge beast.

## 10. PIT

**Area Aspects:** Howling wind, deep shaft, glyphs surrounding the pit's edge

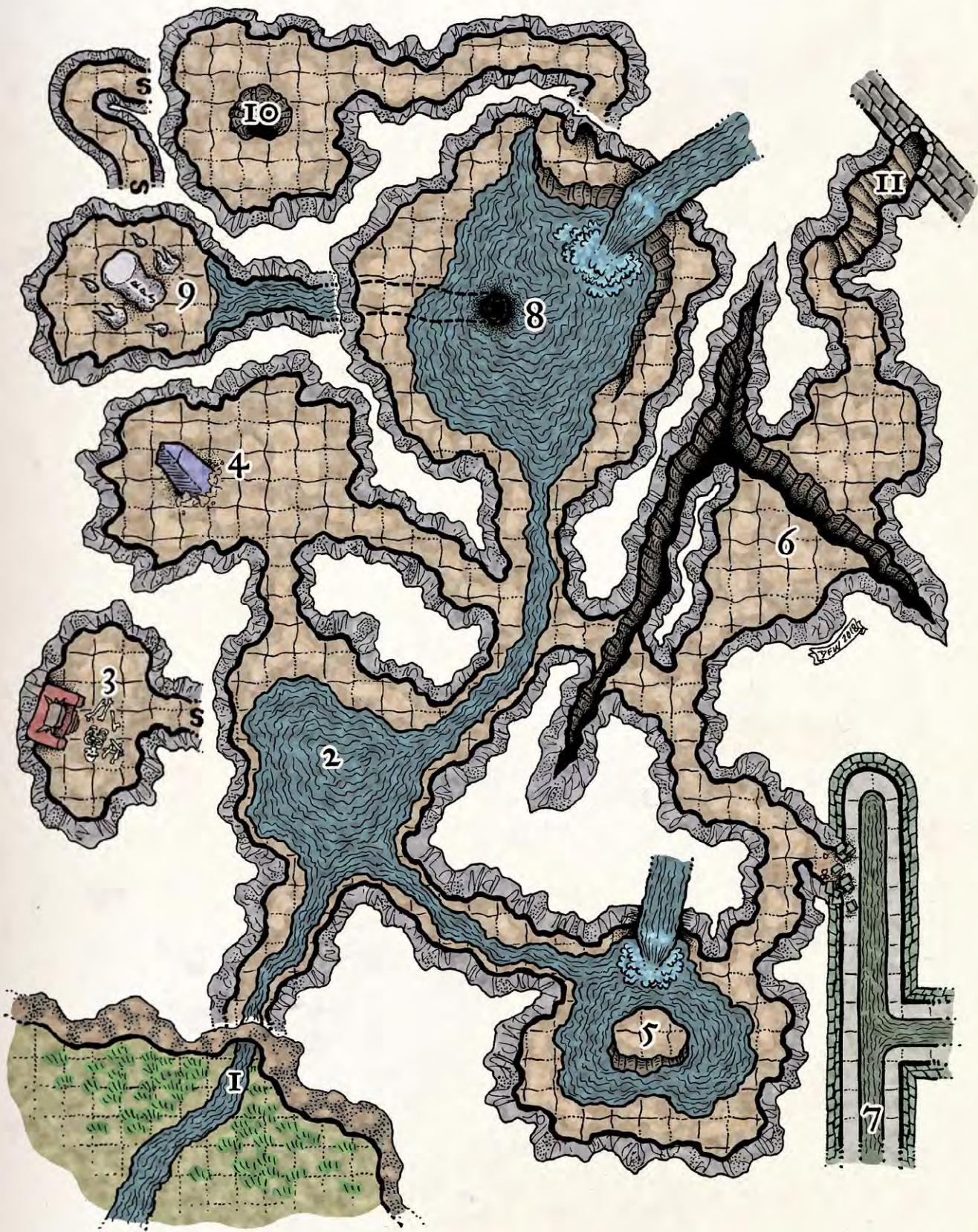
Howling wind blows forth from a deep pit at the center of this chamber. Glyphs mark the stone along the edge of the pit.

## 11. STEPS

**Area Aspects:** Natural stone steps, worked stone wall

Natural stone steps lead up to a door in a wall of worked stone. The door is carved with faint images and sigils.

# CAVES MAP



# CELLARS

The smell of wet earth and mildew wafts through this old cellar. Large splintering beams creak beneath sagging ceilings. Cold air blows out from cracks in the walls, hinting at unseen tunnels behind them.

## 1. STOREROOM

**Area Aspects:** Wooden crates, barrels, bales of barley, stairs leading up

A large number of crates and barrels are scattered about this area. Rats scurry here and there, having burrowed their way into large bales of moldy barley. Stairs here lead up to chambers above.

## 2. VATS

**Area Aspects:** Vats of mead, shelves holding brewing supplies

The smell of alcohol is sharp here, centered around two large vats of mead against the south wall of the room. Shelves on the north and east walls contain brewing supplies.

## 3. CHAMBER OF SOLITUDE

**Area Aspects:** Comfy armchair, soft bed, shelves of old books

A worn armchair sits next to a table holding an old book, and a large bookcase on the north wall holds more tomes. A comfortable-looking bed in one corner smells faintly of mildew.

## 4. THIEVES' DEN

**Area Aspects:** Straw mattresses, cracked table, ironbound chest, wardrobe holding cloaks

A number of straw mattresses are spread along the walls in the southern half of this chamber. Five chairs surround a large cracked table to the north, next to ironbound chest and a wardrobe holding a number of dark cloaks.

## 5. HALL OF SECRETS

**Area Aspects:** Raised throne, dining tables

Two long dining tables line the center of this room. An ornate throne stands atop a raised platform against the south wall.

## 6. ALTAR OF IRON

**Area Aspects:** Statue of black-armored humanoid, iron altar

An iron altar is set before a large statue of a black-armored humanoid, its features wrapped in shadow.

## 7. TORTURE CHAMBER

**Area Aspects:** Stone table with manacles, drain in the floor, table full of hooked blades

Iron manacles hang from the four corners of a blood-stained stone table at the center of this chamber.

A wooden table in one corner holds a nightmarish variety of wicked-looking hooked blades. Stains show where blood and gore has flowed down into a sewer drain.

## 8. REFUSE PIT

**Area Aspects:** Powerful stench, buzzing flies, deep pit filled with offal

The stench of rot and the buzzing of flies fills this chamber. Piles of rotting offal are spread across the bottom of a deep pit at the center of the room.

## 9. BUTCHER'S PANTRY

**Area Aspects:** Cold chamber, dressed carcasses hanging from hooks, stairs leading up

The dressed carcasses of four large creatures hang from hooks chained to the ceiling of this cold chamber. Stairs here lead up to chambers above.

## 10. SUNKEN CELLS

**Area Aspects:** Smell of decay, cells sunken into the floor, locked iron grates

Locked iron grates seal off four ten-foot-deep cells below the floor of this chamber. The smell of waste and decay emanates from each cell.

## 11. ALTAR OF THE BEAST

**Area Aspects:** Large waterfall, huge idol of a bestial deity

A huge idol representing some bestial deity stands in the center of this large cavern. A waterfall flows down the southeast wall, filling a deep pool.

## 12. PIT

**Area Aspects:** Bones of beasts and humanoids, deep pit

A large pit at the center of this cavern seems to descend endlessly into the earth below. The bones of beasts and humanoids are scattered around the pit.

## 13. WARRENS

**Area Aspects:** Tunnels, refuse heaps, discarded bones

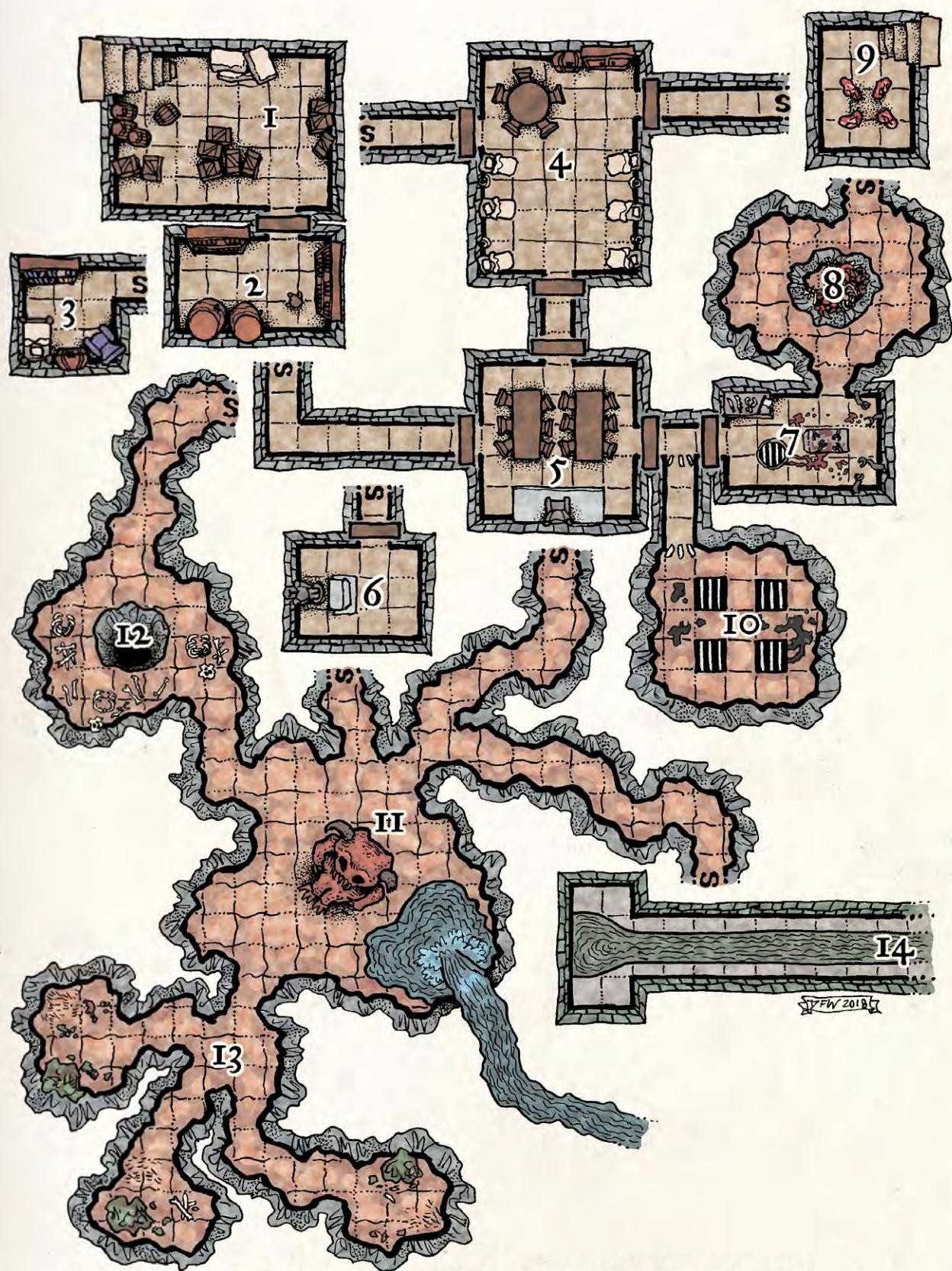
A number of tunnels lead to chambers filled with carcasses and heaps of refuse. Discarded bones are strewn about.

## 14. SEWER ENTRANCE

**Area Aspects:** Worked stone, slick slime, foul water

The walls of this narrow hallway are slick with slime. Foul water fills a channel cut into the floor, flowing into sewers beyond.

## CELLARS MAP



# DUNGEON

Unforgiving black stone defines the walls of this terrible dungeon. Cold air and the echoes of old screams still linger in this site's ancient halls.

## 1. ENTRY HALL

**Area Aspects:** Grim humanoid statue, orbs on podiums  
A statue of a grim-looking humanoid stands across from the stairs that descend into this hall. Four podiums hold orbs that glow with a dim light.

## 2. AUDIENCE CHAMBER

**Area Aspects:** Raised platform, grim throne, scarred wooden table, armored statues, drainage grates

A stone throne sits atop a raised platform on the east side of this chamber. A wooden table sits at the center of the chamber, its surface scarred and stained with old blood. Statues of armored figures stand on the north and south walls. Two iron grates open up in the floor.

## 3. TORTURE CHAMBER

**Area Aspects:** Torture rack, table of torture implements, brazier, spiked iron maidens, drainage grate

A large torture rack dominates the northwest corner of this chamber, with an iron brazier nearby. A table covered with implements of pain is set along the wall, along with two iron maidens. A drainage grate is embedded into the stone floor.

## 4. ESCAPE

**Area Aspects:** Secret escape stairwell

An iron spiral staircase leads upward, ready to facilitate the escape of noble lords from the dungeon.

## 5. ARENA

**Area Aspects:** Deep pit and arena floor, protective spikes, observation benches

The center of this chamber drops fifteen feet to become the pit of an arena floor. Large iron spikes surround the upper edge of the pit. Semicircular benches offer a view of the floor below.

## 6. NOBLES' GALLERY

**Area Aspects:** Raised platform, thrones, guard alcoves  
Four thrones sit on a raised platform south of the arena.

## 7. NOBLES' ENTRANCE

**Area Aspects:** Steep stairwell  
A set of steep stairs leads up and out of the dungeon.

## 8. GLADIATORS' ARMORY

**Area Aspects:** Heavy tables, gladiator weapons, iron portcullises

Two iron portcullises secure this room, which features gladiatorial weapons laid out on heavy wooden tables.

## 9. BEAST PREPARATION CHAMBER

**Area Aspects:** Protective cage, release chain, heavy iron portcullises

A cage of protective iron surrounds a release chain connected to the heavy portcullis leading to the arena to the east. Two more heavy iron portcullises secure the hallway to the north.

## 10. LIFT OF THE BEAST

**Area Aspects:** Large wooden lift, crank wheel

An iron crank wheel is set into the wall across from a large, chain-driven wooden lift. Turning the wheel raises the lift into unseen areas above.

## 11. CHARNEL PIT

**Area Aspects:** Large pit, dismembered bodies

A large pit opens up at the center of this chamber, reeking of the rotted remains of the dismembered bodies spread across its floor.

## 12. COMMON CELL

**Area Aspects:** Large iron cage, drainage grate

A large cell with a single door dominates this chamber. A drainage grate is set into the floor to the northeast.

## 13. SEWAGE TUNNEL

**Area Aspects:** Slick walls, stench of waste

Centuries of filth and refuse cake the walls of this narrow sewage tunnel.

## 14. REFUSE PIT

**Area Aspects:** Green liquid, sewage pipes, dark stairs

A green liquid fills the bottom of this refuse pit. Sewer pipes extend over the pit from the east and west, and a staircase to the south leads up.

## 15. CELLS

**Area Aspects:** Barred cells, drainage grates

Heavy iron bars divide this area into a number of individual cells. Two drainage grates are set into the floor outside the cells.

## DUNGEON MAP



# MINES

A hot wind blows out from the network of shafts that make up this old mine. Rusted iron rails on cracked wooden ties snake through dark tunnels. The dust of ages floats heavy in the air.

## 1. SUPPLY CHAMBER

**Area Aspects:** Oil barrels, shovels, picks, mining supplies

*Large barrels leak lamp oil onto the floor of this rough-carved chamber. Wooden tables are strewn with picks, shovels, and other mining supplies.*

## 2. MINE CART DEPOT

**Area Aspects:** Mine carts, iron track-switch levers

*Three heavy iron mine carts sit on rails in this chamber. A pair of levers control the switches that connect the tracks.*

## 3. MESS HALL

**Area Aspects:** Large wooden tables, cast-iron stove

*Two large wooden tables are set up in this chamber. A cast-iron stove stands against the east wall.*

## 4. FEASTING HALL

**Area Aspects:** Huge wooden tables, raised wooden platform, lord's table

*A raised wooden platform stands to the north in this rough-hewn chamber. Two huge, rough-carved banquet tables fill the hall to the south, while a smaller lord's table stands atop the platform.*

## 5. PANTRY

**Area Aspects:** Barrels and crates

*Crates of foodstuffs and barrels of mead are stacked up in this cavern.*

## 6. BEAST'S DEN

**Area Aspects:** Natural stone walls, scattered bones

*The bones of numerous beasts lay scattered about in this natural cave.*

## 7. BEAST'S TUNNELS

**Area Aspects:** Shadowed tunnels, bones of the dead

*The bones of beasts and humanoids are spread throughout these narrow, shadowed tunnels.*

## 8. GREAT DROP

**Area Aspects:** Vast pit, ropes and ladders

*A huge pit opens up to darkness below. A number of ladders and ropes lead down into the depths.*

## 9. TREASURE VAULT

**Area Aspects:** Ironbound chests, altar to an armored god

*Five heavy ironbound chests sit in this chamber, arrayed before an altar bearing a statue of an armored god.*

## 10. CLEFT

**Area Aspects:** Deep crack, precarious tracks, iron track-switch lever

*A huge crack in the earth splits this chamber in two. Iron rails precariously cross the shadowy depths. A track-switch lever determines whether the track runs north or east through this area.*

## 11. MINE SHAFTS

**Area Aspects:** Deep shafts, ropes hanging down

*Ropes hang down the steep walls of two deep mine shafts.*

## 12. FINGERS

**Area Aspects:** Narrow mining tunnels

*Narrow exploratory tunnels lead deep into the rock.*

## 13. CYCLOPEAN SKULL

**Area Aspects:** Half-buried giant skull

*The excavation of this cavern has revealed a cyclopean skull, half-buried in ancient rock to betray its great age.*

## MINES MAP



# TEMPLE

*Thick strands of ivy cover this ancient temple. Relief carvings of the gods stare out into the distance, cracks weathering their once-perfect faces. A set of large stone doors leads into the temple beyond.*

## 1. NARTHEX

**Area Aspects:** Ornate fountain, stone benches, bronze statues, braziers

*An ornate fountain stands at the center of this large circular chamber. Two bronze statues stand in alcoves on either side of the chamber, each flanked by a pair of braziers. Four large stone benches are set around the fountain.*

## 2. GARDENS

**Area Aspects:** Thick trees, wooden benches, warrior statues, reflecting pools

*A dirt path leads through this lush green garden. Large trees and wooden benches are scattered throughout the area. Light in the area is caught by the shimmering surfaces of pools, reflecting across the lush landscape and the two huge stone warrior statues that seem to guard it.*

## 3. CEMETERY

**Area Aspects:** Stone sarcophagi, large hooded statue, smaller armored statues

*Stone sarcophagi stand throughout this huge chamber, some of them hundreds of years old. A statue depicting a hooded figure stands at the center of the cemetery. A large stone columbarium rises in the southern half of the chamber, flanked by armored statues. Its walls are lined with niches holding the ashes of the dead, and surround a large bronze sarcophagus.*

## 4. NAVE

**Area Aspects:** Central altar, wooden benches, pulpit

*Old wooden benches line this large hall, whose high, domed ceiling is supported by buttresses. A large altar stands at the north end of the hall, with a pulpit set atop it. Doors lead off to the north, east, and west.*

## 5. CELL

**Area Aspects:** Old beds, small footlockers

*This sleeping chamber of the clergy holds old beds and a number of small, splintered footlockers.*

## 6. VESTRY

**Area Aspects:** Tables holding holy objects, iron ladder leading down

*Urns, scrolls, and vestments are scattered across old wooden tables in this small chamber. A flagstone has been pulled up from the floor, revealing a set of iron rungs leading into other chambers below.*

## 7. OLD SHRINE

**Area Aspects:** Deep sacrificial pit, jade bestial statues, demonic altar

*The stonework of this chamber appears much older than that seen in the rest of the temple. A large, deep pit dominates the center of the area. Four large jade statues shaped as featureless hulks stand along the side walls. A central altar supports a statue of some twisted demonic figure.*

## 8. SACRISTY

**Area Aspects:** Oak table and chair, holy books and relics, bookcase

*This small chamber houses materials used in the temple's services. A large oak desk stands along the south wall. A side table to the east holds copper bowls and opaque bottles. A bookcase to the north holds a number of religious texts.*

## 9. HIGH PRIEST'S BEDCHAMBER

**Area Aspects:** Large bed, locked chest, tall dresser, shelves of relics

*A large bed stands against the north wall of this chamber, with a heavy ironbound wooden chest at its foot. A tall dresser is set against the east wall, and a tall set of shelves on the south wall holds a number of religious relics.*

## 10. MAIN LIBRARY

**Area Aspects:** Large circular table, large bookcases.

*Large bookcases surround a circular table at the center of this chamber.*

## 11. FORBIDDEN LIBRARY

**Area Aspects:** Central table, tall bookshelves, forbidden texts

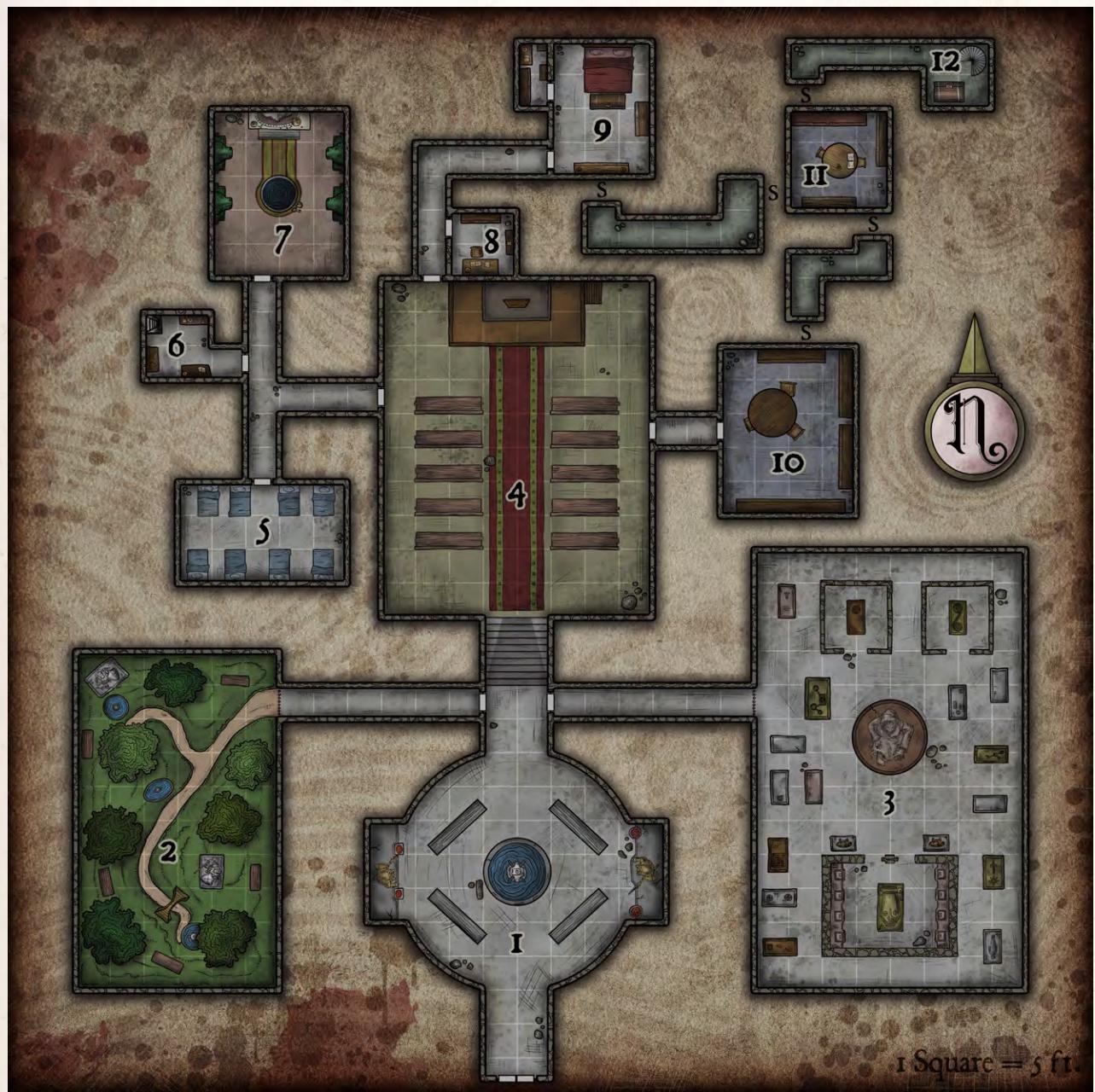
*Violet light illuminates this dark chamber. Surrounding a central wooden table, tall bookshelves hold an array of texts detailing the forbidden lore of countless ages.*

## 12. HIDDEN STAIR

**Area Aspects:** Ironbound chest, spiral staircase

*This small room contains a heavy ironbound chest and a spiral staircase that leads down into the depths. A howling wind blows up from the darkness.*

## TEMPLE MAP



# WIZARD'S TOWER

The smell of ozone and sour alchemy flows through the electrically charged air of these mystical halls.

## 1. ENTRY HALL

**Area Aspects:** Large iron statues, glyph-marked door  
*A violet glyph burns on the door to the north. Two sinister iron statues stand on each side of the entry hall, facing inward.*

## 2. AUDIENCE HALL

**Area Aspects:** Ornate rugs, raised dais, burning braziers, ruby-glass throne  
*A ruby-glass throne sits on a raised dais on the north side of this hall. Two braziers burn brightly next to the throne. Three long, ornate rugs run from the south wall to the base of the dais.*

## 3. BUTCHER'S PANTRY

**Area Aspects:** Hanging meat, butchered hog, table of foodstuffs  
*Two dressed sides of meat hang from hooks embedded into the ceiling. Two scarred tables hold various foodstuffs.*

## 4. KITCHEN

**Area Aspects:** Large stove, food preparation tables  
*A large stove constructed of charred stone and metal stands against the west wall of this kitchen. Tables nearby hold knives, platters, and spices in glass jars.*  
(A grated drain beyond a secret door to the north leads to area 9.)

## 5. HIDDEN CELLS

**Area Aspects:** Scarred and stained torture rack, table holding sinister knives, barred cells  
*A scarred torture rack is adorned with leather straps and sinister red-black stains. A pair of iron-barred cells stand across the room. A table nearby holds a full assortment of wicked-looking knives.*

## 6. MUSEUM

**Area Aspects:** Huge stone statue, suits of armor, displays of weapons and implements  
*A huge stone statue stands at the center of this small museum. Two glass-topped cases display ornate weapons, staves, and wands. Two suits of sharp-edged armor flank the door to the south.*

## 7. LIBRARY

**Area Aspects:** Reading tables, long multistory bookshelves, ancient tomes

*Long, tall bookshelves run along the walls of this high-ceilinged library. Two round tables occupy the center of the room. Thousands of ancient tomes of all shapes and sizes are stacked on the shelves.*

## 8. BEDCHAMBER

**Area Aspects:** Large bed, bookshelves, writing desk, ornate rug  
*A shadowed light in this chamber reveals a large bed, an ornate rug, a writing desk, and bookshelves along the walls.*

## 9. LABORATORY

**Area Aspects:** Heavy wooden table, workbenches holding alchemical equipment, articulated construct, grated drain  
*A complicated construct hangs from the ceiling above a large table, its many articulated arms ending in scissors, blades, vices, and clamps. Two workbenches hold various pieces of alchemical equipment. A large grate covers a drain in an alcove to the northwest.*

(The drain descends down to the secret alcove north of area 4.)

## 10. SCRYING CHAMBER

**Area Aspects:** Walkway and lower chamber, large scrying pool, armored statues, scrying mirrors  
*The central part of this large chamber is sunken ten feet below the walkway around it. A large pool of liquid swirls in the center of the lower chamber. Two mirrors stand opposite from one another along the east and west walls of the walkway. Two armored statues stand guard next to the chamber's entrance.*

(The right-hand mirror leads to the extradimensional treasure vault of area 11.)

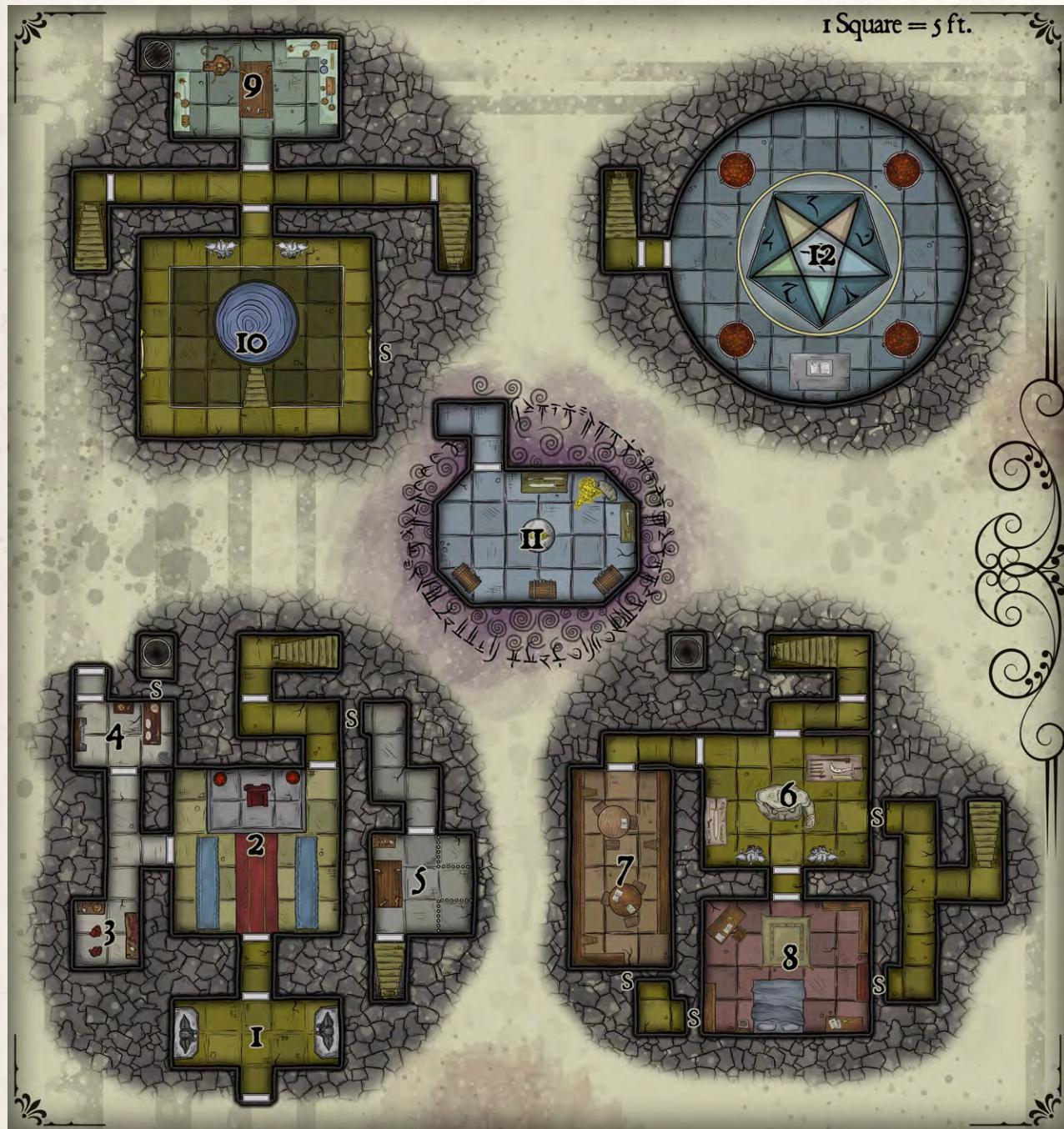
## 11. TREASURE VAULT

**Area Aspects:** Extradimensional vault, tables of weapons, ironbound glyph-marked chests, bag of gold coins  
*The walls of this chamber are made out of a strange unknown substance. Three large chests stand along one wall. Two tables hold a number of weapons on display. A large leather sack has broken open, spilling gold coins upon the floor.*

## 12. SUMMONING CHAMBER

**Area Aspects:** Huge pentagram, large stone table with old book, large braziers  
*Four large braziers surround a pentagram carved into the floor of this chamber. A stone table nearby holds a book bound in humanoid skin.*

## WIZARD'S TOWER MAP



# FILL-IN PAGES

The following four pages are templates that you can use to write down vital information as you prepare and run your games. You are free to copy and print extra copies of these pages, as you need.

## SESSION WORKSHEET

This worksheet helps you walk through the eight steps of game preparation described in *Return of the Lazy DM*. When you’re not sure where to start to prepare for your next game, grab a copy of this sheet and use it to guide your prep.

You can save copies of these sheets to see how your adventure evolves from session to session, or just to keep a historical record of your game.

## CHARACTER TRACKER

This sheet can help you keep track of the player characters in your campaign—the first and often most vital step in game preparation. Putting the characters first and foremost ensures that the rest of your prep keeps the characters in mind, and puts them in the spotlight they deserve. The design of this sheet is purposefully open, to let you write down the things most important to you as you track the characters in your game.

## NPC TRACKER

When you’re running a game, things are happening fast and furiously. It’s easy to completely improvise an NPC, then forget about that character seconds later. This NPC tracker is intended to help you quickly write down NPCs as you create them in your game. Like the character tracker, the design of this sheet has been left open so you can add whatever information you find valuable in your game.

## CAMPAIN PLANNER

The campaign planner sheet follows the campaign building approach discussed in *Return of the Lazy DM*.

Start with the primary campaign hook. This is the one-line description that describes what your campaign is about.

Then move on to the six truths of your world—the six things that set your campaign apart from all the other worlds and campaigns out there. These truths can help your players design their characters, and will help you focus on what makes your campaign unique.

Then go on to your campaign fronts—a concept borrowed from the excellent story-focused RPGs *Apocalypse World* and *Dungeon World*. Each of these fronts represents a primary mover in the campaign’s world. This might be three major villains, or it might be a mixture of villains, upcoming events, or major factions in the world.

These fronts represent the major motivators in the campaign that the characters will interact with. Each front has a primary goal and three grim portents. The goal is the point toward which the front moves. The grim portents are the three noticeable events that can take place and reveal to the characters that the front is moving forward. All these concepts are discussed in *Return of the Lazy DM*.

With these sheets in hand, you can easily keep track of your campaigns, adventures, characters, and NPCs, both during preparation and as you play.

# SESSION WORKSHEET

# THE LAZY DM'S WORKBOOK

CAMPAGN

SESSION #

DATE

Who are the characters?

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What secrets and clues might they uncover?

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What NPCs might they meet?

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What is the strong start?

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What fantastic locations might they discover?

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What monsters might they face?

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What magic items might they acquire?

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What scenes might occur?

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# CHARACTER TRACKER

## THE LAZY DM'S WORKBOOK

| Character Name               |  |
|------------------------------|--|
| Player Name                  |  |
| Race/Class                   |  |
| Background                   |  |
| Ideals, Traits, Flaws, Bonds |  |
| Notes                        |  |
| Adventuring Group Notes      |  |

# NPC TRACKER

## THE LAZY DM'S WORKBOOK

| NPC Name               |  |
|------------------------|--|
| Character Archetype    |  |
| Notable Statistics     |  |
| Notes and Interactions |  |

| NPC Name               |  |
|------------------------|--|
| Character Archetype    |  |
| Notable Statistics     |  |
| Notes and Interactions |  |

# CAMPAIGN PLANNER

# THE LAZY DM'S WORKBOOK

**CAMPAGN HOOK:** What is this campaign about? What is the goal?

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**SIX TRUTHS OF YOUR WORLD:** What makes this campaign unique?

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**CAMPAGN FRONTS:** What are the major moving forces in this campaign?

**Front 1:**

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**Front 2:**

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**Front 3:**

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SLY FLOURISH'S

# THE LAZY DM'S WORKBOOK



*The Lazy DM's Workbook* contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game—and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games.

The workbook also contains ten lazy lairs: full-color maps and quick descriptions of locations common to most fantasy roleplaying games. When the characters take a game session in a direction you didn't expect, you can use any of these lairs with minimal prep time, running it straight out of the book.

*The Lazy DM's Workbook* is an indispensable reference, designed to be kept at your side as tales of high adventure unfold at your gaming table.