

THE SPONTANEOUS DUNGEON MASTER'S



COMPANION

ROBERT PEAKE



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Prepare to be Spontaneous

by ROBERT PEAKE

Visit <<https://j.mp/spontaneousDM>> for tips on using this resource



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HOW THIS ALL CAME ABOUT

What if dungeon masters only had to prepare as much as their players do to create role-playing sessions that are just as fun—if not more fun—than those they spent hours planning?

What if DMs could feel free to be totally spontaneous in their sessions and still create vivid, imaginative storylines that hold together and feel plausible?

What if there is an easier way to have more fun DMing by embracing randomness and improvisation?

What if the DM can act like a player too?

I have been a dungeon master off and on since the 1980s, and most recently ran three campaigns in parallel for fifth edition that each lasted over a year.

During that time I found that I, and my players, often had the most fun in sessions where I had little time to prepare, and when something totally unexpected came up.

So, to help myself feel more comfortable winging it, I compiled tables and checklists from dozens of sources into my own little "DM Companion" toolkit. It became my secret weapon to run great sessions and feel great about doing it, responding more in the moment and matching my players' interests to the world I created around them.

Armed with this guide, I can now create believable NPCs, whole living cities, and even complex dungeons pretty much on-the-fly. It has reduced preparation time, focused my preparation on the most essential elements, and made my games feel like just as much of an adventure for me as it is for my players.

So I decided to polish this up a little bit as a simple, print-optimised resource for other DMs to peruse and use. Enjoy!

USING THIS RESOURCE

That is what this book full of specific tools to bring to the gaming table that will help you feel more comfortable winging it.

This compilation of tables, frameworks, and checklists gives you the starting point to prepare fast and adapt even faster in your adventures. Taken together with the free Spontaneous Dungeon Master video series, you have everything you need to start planning less, improvising more, and adventuring with your players in a whole new way.

To make it more than just yet-another-~~compilation-of-tables-and-checklists~~, I have put together a free video series that explains how I have been using this book for over a year to run some of my most fun campaigns and sessions ever.

Be sure to check that out:

<https://j.mp/spontaneousDM>

Above all, have a look through the book, take the parts that will be most useful to you, add and adapt from the resources mentioned at the back in the sources section, and compile your own single-source, go-to book of resources that help you feel like you can handle whatever your players throw at you next.

Print it out, bind it up, and take it with you. Every DM needs a trusty friend.



Robert Peake

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ADVENTURE IDEA GENERATOR

Optional pattern: A(n) [mood] [genre] adventure about [theme] involving [trope] where [plot].

1-20: Moods

- | | |
|------------------|---------------------|
| 1. action-packed | 11. mysterious |
| 2. apocalyptic | 12. scholarly |
| 3. awe-inspiring | 13. silly |
| 4. courtly | 14. suspenseful |
| 5. debauched | 15. swashbuckling |
| 6. fantastical | 16. terrifying |
| 7. foreboding | 17. tongue-in-cheek |
| 8. frenetic | 18. tragic |
| 9. gloomy | 19. vengeful |
| 10. grim | 20. wistful |

21-40: Genres

- | | |
|----------------|------------------|
| 1. detective | 11. paranormal |
| 2. dystopian | 12. pirate |
| 3. epic | 13. plane-walker |
| 4. folk-tale | 14. satire |
| 5. ghost story | 15. spy |
| 6. horror | 16. surrealist |
| 7. legend | 17. suspense |
| 8. mission | 18. swashbuckler |
| 9. mystery | 19. tragedy |
| 10. mythology | 20. undead |

41-60: Themes

- | | |
|--------------------------|-------------------------|
| 1. injustice | 11. religious hypocrisy |
| 2. betrayal | 12. self-preservation |
| 3. corruption | 13. survival |
| 4. disillusionment | 14. temptation |
| 5. facing the darkness | 15. the balance |
| 6. good versus evil | 16. immortality |
| 7. heroism | 17. the inevitable |
| 8. identity | 18. the quest for power |
| 9. love and sacrifice | 19. vanity |
| 10. power and corruption | 20. war |

61-80: Tropes

- | | |
|---|---|
| 1. a bid for immortality | 11. a plot to save/destroy the world |
| 2. a child king/queen | 12. a secret society in control |
| 3. a commoner becoming powerful | 13. a stranger who comes to town |
| 4. a conspiracy | 14. a super villain |
| 5. a cuckold husband/wife out for revenge | 15. a terrible event with a silver lining |
| 6. a goodie falling in love with baddie | 16. a terrible misunderstanding |
| 7. a love triangle | 17. an unbeatable hero |
| 8. a missing person | 18. someone barely making it in time |
| 9. a moral quandary | 19. the birth of a saviour |
| 10. a mysterious man/woman | 20. the undead |

81-100: Plots

- | | |
|---|--|
| 1. the party has to prevent an ambush | 11. the party must guard
somewhere/something important |
| 2. the party has to pull off a heist | 12. the party must intercept an evil plot |
| 3. the party is attacked for unknown reasons | 13. the party must investigate an occurrence |
| 4. the party is being blackmailed | 14. the party must make a new enterprise work |
| 5. the party is seeking shelter from some threat | 15. the party must make it through a
dangerous location |
| 6. the party is transported to a strange location | 16. the party must go on a diplomatic mission |
| 7. the party must assassinate a bad guy | 17. the party must perform surveillance |
| 8. the party must infiltrate a lair or base | 18. the party must respond to a distress signal |
| 9. the party must escape from prison | 19. the party must find a missing person |
| 10. the party must escort something valuable | 20. the party must win a contest of some kind |

NOUN BASED PREPARATION

WHAT EXISTS THAT IS COOL?

Location, item, people, relationships, monsters...

WHAT IS THE BACKSTORY?

What information will help guide how this responds believably to player interaction?

WHY MIGHT IT BE INTERESTING TO THE CHARACTERS?

Why might the players care about this? What are some “hooks”?

Check player ideals, bonds, and flaws. Consider behaviour from past sessions.

WHAT ARE SOME POSSIBLE REWARDS FOR INTERACTING WITH IT?

Treasure, prestige, magic, adventure, exploration, righting a wrong, protecting someone important...

WHAT ARE SOME POSSIBLE DANGERS IN INTERACTING WITH IT?

What are the risks? Why is this an adventure?

WHAT ARE SOME GENERIC CLUES ABOUT WHAT IS REALLY GOING ON?

What is true that remains to be discovered (in a variety of possible ways)?

Develop the backstory, sets up the twist.

HOW DO WE BEGIN (*IN MEDIA RES*)?

Novel location? Explain and/or ask players how they got there

Explain and/or ask players what is motivating them on this adventure

Something unexpected happens that matters to the players

WHAT IS THE STRUCTURE? (CONSIDER 5 ROOM DUNGEON, 3 ACTS, FRONTS/PORTENTS)

For 3 acts see next page, for 5 room dungeons see dungeon section

THREE ACTS

Act I: Setup and conflict

- What are three secrets/problems/curiosities going on here?
- What should the players know by the end of this act?
- What needs to have happened by the end of this act?

Act II: Exposition and development

- What are possible/likely developments?
- What should the players know by the end of this act?
- What needs to have happened by the end of this act?
- What are some unexpected events that can add action or heighten tension?
- What are some secrets and clues that can be delivered by multiple means?

Act III: Resolutions and outcomes

- What are possible/likely/desirable resolutions or outcomes?
- What are some plausible *deus ex machina* outs if needed?
- How can the players have succeeded by the end?
- What are the rewards? What are the setbacks?

CITY ELEMENTS

1-20: Town Features

1. No children
2. Ghost town / abandoned
3. Plagued / plague pit
4. Guildhall / trade town
5. Alchemist / magical
6. Glassblower / artisans
7. Generous nobles
8. Bonfire pit / communal
9. Docks / Stables
10. Lighthouse / Watchtower
11. Labyrinth / hedge maze
12. Ruined manor / tower
13. Stocks and gallows
14. Temple of Bahamut
15. Fine clothing store
16. Built into a cliff / caves
17. Heavily fortified
18. Mines
19. Exotic perfumery
20. Amphitheatre / performances

21-40: Town Events

1. Feast of Tyr the Lame
2. Funeral for Sir Sylvestus
3. Apple picking festival of Selune
4. Full moon circle dance
5. Celebration of the maidens
6. Well dressing and lottery
7. Harvest supper and fayre
8. Day of the Dead
9. Mayor's birthday party
10. Lysander's Day (shiny)
11. Flower-picking festival, honouring elders
12. Parade fist of Torm through town
13. Cleansing day (house sweeping)
14. Temple of Tymora rededication
15. Grape trampling day (wine)
16. Banishment of Trolls Day
17. Memorial of the Fallen
18. Celebration of the Children
19. Nobleman's visit, games & contests
20. Tax and tithes day

41-60: Taverns/Inns

1. The Red-Eyed Owl: spicy chowder
2. Singing Sword: sword serenades patrons
3. Sleepy Satyr: bootleg operation
4. Pilgrims' Rest: near temple
5. Wandering Mimic: above stables
6. The Misty Beard: run by a centaur
7. Maiden's Tears: enchanted sign
8. Grinning Griffon: full of knights & trophies
9. Galloping Minotaur: maze inside
10. The Black Dog: full of depressed people
11. Felbar's Folly: bankrupt, desperate
12. The Gentle Giant: copper baths
13. The Serpent's Knot: full of toys
14. The Bull's Ring: creepy taxidermy
15. Spouting Fish: fountain of wine
16. Red Boot: drunkard haven, sleep syrup
17. The Hanged Man: full of smoke, rude
18. Sleeping Wraith: lute music
19. Friendly Flounder: smells of fried fish
20. Laughing Goat: vegetarian

61-80: Unique Elements

1. Mad mage's tower
2. Steep waterfall or geyser
3. Ornate fountain
4. Microclimate
5. Magical barrier
6. Ghost Ship or caravan recurs
7. Huge fortress prison
8. Talking plants
9. Undead in cemetery
10. Part of city hovers above
11. Airship hovering overhead
12. Huge house with giant inhabitants
13. Underground city
14. Feuding farmsteads
15. Huge statue of serpent-woman
16. Oracle
17. Monster-infested sewers
18. All inhabitants strangely prosperous
19. Houses built on stilts
20. Deeply racist

81-100: People and Politics

1. Controlled by Zhentarim
2. Foolish bankrupt baron
3. Constant arson
4. At war with rival town
5. Artists' commune
6. Ruled with an iron fist / martial law
7. Ruled by priest of Ilmater (suffering)
8. Extremely bureaucratic
9. Atheistic, all religion is banned
10. Gambling and thievery rule
11. Extreme wealth disparity (beggars/nobles)
12. University town, academy rules
13. Ruled by decree of ancestors
14. Secretly controlled by vampires
15. Rival thieves' guilds run the town
16. Constant Orc raids, military
17. Destitute, money talks
18. Corrupt but courting Lords' Alliance
19. Run by the guilds
20. Run by decree of sylvan deities

NPC/CITY ITEMS

1-20: Commoner

1. Very mouldy cheese
2. Book of terrible love poems in dwarven
3. Bag of seeds for birds or planting
4. Gnomish music box with haunting tune
5. Nearly-empty cannister of Tiedfling Tea
6. 2 semi-melted beeswax candles
7. Grubby mess kit with fork/spoon/plate
8. Delicate lace stained with brown liquid
9. Locket with ugly halfling picture inside
10. Long clay pipe, still-smouldering tobacco
11. Fish hooks, fishing line, worms
12. Deck of cards with infernal writing
13. Small chipped wooden elven flute
14. Jar of fermented eel paste
15. Small bag of polished seashells
16. Live cricket in small wooden cage
17. Vial of halfling cooking oil
18. Five (stolen) silver spoons
19. Keyring with 4 skeleton keys
20. Dried rose petals, undead aura

21-40: Humanoid Adversary

1. Tusk of an ogre
2. Map to hideout in the forest
3. Orders to stage an ambush
4. A pendant of Asmodeus
5. A dirty hankie embroidered with "XTG"
6. A grappling hook and 50' of rope
7. An invitation to a Waterdavian party
8. Thieves' tools and crowbar
9. The broken hilt of a sword, Elvish script
10. Small game trap (bear trap style)
11. An IOU note for a 20gp gambling debt
12. A marked deck of playing cards
13. Six-sided dice that always roll sixes
14. A severed finger with a 5gp silver ring
15. A reward note for the party (100gp alive)
16. Rusty iron spikes and wooden hammer
17. A bag of caltrops and of ball bearings
18. Wineskin full of soured wine
19. Oil (imp. range att. + 2 rnd. 5 fire dam.)
20. Manacles and padlock

41-60: Oddballs

1. A glass globe with a lightning storm in it
2. A crude cloth doll with pins in it
3. A pendant vial of dragon blood
4. Smooth river stones inside a dirty sock
5. A bag of black glass marbles
6. A small chess set whose pieces animate
7. A mummified goblin hand (crawling claw)
8. Knucklebones that cast augury 1/day
9. A glazed tile depicting a great battle
10. Parchment with a mechanical diagram
11. Small brass bell, no clapper, still sounds
12. Spinning compass, points to undead
13. A pan pipes made of unknown bones
14. A round black stone light as a feather
15. A glass eye, changes colour with weather
16. A deed for land in Parnast (unknown)
17. A Venetian-style leather mask
18. A small vial of Griffon oil (cures rashes)
19. A wooden yo-yo that spins forever
20. A guide to plants in the feywild

61-80: Campsite (Humanoid)

1. Map drawn with stick in the dirt
2. Ripped tent and bent spikes/poles
3. Arrows stuck in the ground
4. A canteen filled with blood
5. A tin mirror edged with draconic script
6. A boar roasting over an open firepit
7. Signs of bodies dragged into the woods
8. A bashed lute with broken strings
9. A torn red velvet cloak and beetle broach
10. A rack of halberds (3) and pikes (4)
11. 3 bear traps
12. Tripwires edging the camp
13. A tied-up dog who barks
14. A hammock between yew trees
15. A half-woven basket
16. A child's picture book about flying mice
17. A sketch of a watermill
18. A pouch full of peppery spices
19. 5 daisy chains and 2 flower wreaths
20. Spiderwebs covering everything

81-100: Settlement Buildings (Warehouses/Cottages/Taverns)

1. A fireplace with whistling kettle
2. Burn marks on the timbers overhead
3. A bird who mimics speech in a silver cage
4. Main room built around large oak tree
5. Flying squirrels in the rafters
6. Floor covered in sawdust and straw
7. Smells like frying fish
8. A stack of anti-nobility pamphlets at door
9. Animated armour bouncer guarding door
10. A bookshelf of self-reading books
11. A marked 24-hour hourglass
12. A mirror that does not reflect PCs
13. Paintings that laugh as you walk past
14. A dusty goblet that can never be cleaned
15. Dart boards and self-throwing darts
16. A statue of an elf casting a spell
17. Spring-loaded seat (10' launch)
18. Windowsill flowers that always face you
19. A melting wax sculpture of a sphinx
20. A goldfish with a child's face

CITY ENCOUNTERS

1. Swarm of children / street performers /etc. (possible pickpockets)
2. Confronted by commoner, accused of adultery with spouse or theft
3. Someone obviously cheating drunken victims at a game
4. Get followed by a cat, possible shapeshifter/druid/etc.
5. Stumble through illusory wall into magic garden etc.
6. Dog tugs at PC attempting to lead them somewhere
7. Beggar is clearly a demon/angel/etc. in disguise
8. Birds begin dive-bombing commoners and PCs
9. Spooked horse charging through the streets harming commoners
10. PCs are being followed by someone or some thing
11. PCs discover a corpse in an alley (guards show up)
12. House on fire, people trapped inside, no obvious help available
13. Loose cobblestone with a plot hook item underneath it
14. Notice a man turn invisible, later notice pockets being picked
15. Bully apprentice wizard shooting harmless sparks, creating nuisance
16. Thugs overturn a vendor's cart of cabbages and run off
17. Press gang tries to press PCs into service (sailors or foot soldiers)
18. Street preacher hollers about end of world, as PCs pass he stops and winks
19. Vicious dog fight in the streets (for druid etc.)
20. Church bells won't stop ringing, something has happened

Chase Complications (1x/turn)

1. Large obstacle appears (DC 15 Dex. Acr. or 10' difficult terrain)
2. Swarm / crowd (DC 10 Str Ath. or Dex. Acr. or 10' difficult terrain)
3. Unforeseen barrier (DC 10 Str. To smash through, fail fall prone and go around)
4. Maze of crates, barrels, tangles of brush (DC 10 Dex. Acr. or Int. or 10' difficult terrain)
5. Slippery (DC 10 Dex. save or fall prone)
6. Animal fight (DC 10 Dex. Acr. or Str. Ath. or take 1d4 damage and 10' difficult terrain)
7. Brawl / Hunt(DC 15 Str. Ath., Dex. Acr. or Cha. Int. to pass or 2d4 bludg. and 10' difficult)
8. Beggar / Fey (DC 10 Str. Ath., Dex. Acr. or Cha. Int. to pass , auto. on bribe, 5' difficult)
9. Guardian (opp. attack +3 1d6+1 damage if move or DC 15 Cha. Int./Dec./Per. Check)
10. Sharp turn (DC 10 dex. save or 1d4 bludg./pierce)
- 11-20. No complication

NPC ATTRIBUTES

Typical order of discovery by PCs:

1. Race/gender, young/old
2. Distinguishing appearance feature(s)
3. Voice and/or mannerisms
4. Commonly used name
5. Surname or full name
6. Bonds and secrets

D&D Races

Commoners

1-65
66-75
76-85
86-90
91-95
96-97
98-99

100

Adventurers

1-25
26-35
36-50
51-60
61-65
66-70
71-75
76-85
86-95
96
97
98
99
100

Human
Dwarf
Elf
Half-Elf
Halfling
Gnome
Half-Orc
Dragonborn
Tiefling
Aarakochra
Aasimar
Goliath
Firbolg
Other

NPC APPEARANCE / MANNERISMS / VOICE

1-20: Appearance

- | | |
|--------------------------------|-----------------------------------|
| 1. Well dressed | 11. Eyes dart (suspicion/fright) |
| 2. Poorly dressed | 12. Dead eyes / nobody home |
| 3. Inappropriately dressed | 13. Clearly drunk / tipsy |
| 4. Ugly | 14. Bearded |
| 5. Beautiful/handsome | 15. Scarred |
| 6. Displaying insignia or rank | 16. Clearly in disguise |
| 7. Appears dismayed/distraught | 17. Dishevelled |
| 8. Appears jovial/welcoming | 18. Fidgety / unable to sit still |
| 9. Overweight | 19. Fingering something in pocket |
| 10. Skinny | 20. Chewing / eating |

Character voices I can do:

1-20: Male

- | | |
|-----|-----|
| 1. | 11. |
| 2. | 12. |
| 3. | 13. |
| 4. | 14. |
| 5. | 15. |
| 6. | 16. |
| 7. | 17. |
| 8. | 18. |
| 9. | 19. |
| 10. | 20. |

1-20: Female

- | | |
|-----|-----|
| 1. | 11. |
| 2. | 12. |
| 3. | 13. |
| 4. | 14. |
| 5. | 15. |
| 6. | 16. |
| 7. | 17. |
| 8. | 18. |
| 9. | 19. |
| 10. | 20. |

1-20: Any

- | | |
|-----|-----|
| 1. | 11. |
| 2. | 12. |
| 3. | 13. |
| 4. | 14. |
| 5. | 15. |
| 6. | 16. |
| 7. | 17. |
| 8. | 18. |
| 9. | 19. |
| 10. | 20. |

NPC SAYINGS

Catchphrases

- | | |
|---|---------------------------------------|
| 1. Never trust a myconid. | 11. This is Lathander's dawning day. |
| 2. By Moradin's beard / Tymora's heel. | 12. Potatoes! |
| 3. As it was foretold. | 13. Once a peasant, always a peasant. |
| 4. What was before shall be again. | 14. If only we were strangers. |
| 5. It has come to this. | 15. Perhaps in another life. |
| 6. That's how the ale-foam flattens. | 16. You are tall for your kind. |
| 7. Wine won't make you happy, but it might. | 17. May our swords drink deep. |
| 8. Let me explain something to you. | 18. Today is a good day to die. |
| 9. Tyr smiles upon my endeavours. | 19. Please, I might start sneezing |
| 10. I see you are armed, but are you wise? | 20. Foresight makes life dull. |

Insults

- | | |
|--|--|
| 1. Your spells/fighting/etc. are/is as foul as your breath! | 11. I'd beat you, but I would infect my hands. |
| 2. I've met owlbeats with better manners than you. | 12. You are a general offence. |
| 3. You dance/fight/etc. like a trained fungus, minus the training. | 13. More of your conversation would infect my brain. |
| 4. Were you to be assaulted by mindflayers, they would starve! | 14. The tartness of your face sours grapes to wine. |
| 5. He is as sharp as leavened bread. | 15. Your skin is not worth sun-burning. |
| 6. You were born drunk, but became ugly. | 16. You are fat as butter, and more salty. |
| 7. You are the owner of not one fine quality. | 17. Your tongue outvenoms a green dragon. |
| 8. You elf's anus, dried newt's-tongue, owlbear's-pizzle! | 18. You are not clean enough to spit upon. |
| 9. Go prick thy face on a wyvern-berry bush! | 19. You are like a candle, best snuffed! |
| 10. Sell when you can, you are not for all markets. | 20. Your brain is as dry as a sea-biscuit. |

Jokes

1. What do you call a mimic posing as a female undergarment? Boobytrap.
2. Paladins can resist the urge to steal, but Thieves' Cant.
3. What is a vegan's favourite class? A rhubarbarian.
4. Did you hear about the rogue who succeeded on his dex. save against a land shark? He really dodged a bulette there.
5. I have fear of difficult terrain. But I'm slowly getting over it.
6. How many clerics does it take to fix a broken lantern? Just one who can cast Cure Light Wounds.
7. What do high-charisma vampires have in common with spell-casters who raise the dead? They're both neck-romancers.
8. Why didn't Protection from Evil work on the hellhound? Turns out he was a good boy.
9. What happened when the PC touched the magnificently carved wall? He felt a great relief.
10. What is the most common breed of magical blink dog? Labracadabrador.
11. Hear the take about adventurers killing giant rats underneath the tavern? It was sub-bar.
12. What musical instrument is the minotaur bard proficient with? Cowbell.
13. Why can paladins see in the dark? They have knightvision.
14. Cursed armour is all the rage these days. But I don't think I can pull it off.
15. Using dispel magic on a gust of wind is disgusting.
16. Why do bards explore dungeons? For the lute.
17. A party with a bard and rogue has its prose and cons.
18. What do you get when a displacer beast gets bitten by a werewolf? A nowhere-wolf.
19. What happens when you attack an earth elemental from behind and succeed? You hit rock bottom.
20. What do you call a thin goblin? Gob-lean.
21. What do gnomes, halflings, and dwarves have in common? Very little.

NPC ROLLABLE TABLE I

1-20: Human [d20]

1. Antinua Ramondo - Unhealthy Looking.
2. Zora Dotsk - Hairless.
3. Meilil Mostana - Facial Scarred.
4. Wan Jun - Curly Haired.
5. Tan Chen - Hairy Armed.
6. Morn Evenwood - Thinks aloud
7. Grim Leagallow - Chews something.
8. Seipora Jassan - Talks quickly.
9. Romero Agosto - Fair Skinned.
10. Bareris Sepret - Clean-shaven.

21-40: Human [d20]

1. Kanithar Iltazyara - Fidgets.
2. Lindal Amblecrown - Matted Haired.
3. Antinua Pashar - Raggedly Dressed.
4. Ivor Marsk - High-pitched.
5. Mumed Hahpet - Albino.
6. Meilil Dumein - Very Tall.
7. Meriele Tallstag - Very Attractive.
8. Balama Agosto - Slouching.
9. Arizima Sepret - Uses flowery speech.
10. Zasheir Pashar - Six Fingers.

41-60: Human [d20]

1. Grim Iltazyara - Glutton.
2. Antinua Agosto - Flamboyantly Dressed.
3. Tammith Murnyethara - Speaks in rhyme.
4. Garret Chergoba - Very Tall.
5. Tan Jia - Heavy-set.
6. Sefris Nathandem - Twirls coin.
7. Ehput-Ki Sepret - Heart-faced.
8. Mumed Nathandem - Whittles.
9. Khemed Mostana - Makes constant puns.
10. Silifrey Brightwood - Cheap, Gaudy Ring.

61-70: Elf [d8] / Half-Elf [d2]

1. Erevan Moonwhisper - Elf - Whispers.
2. Thia Galanodel - Elf - Makes constant puns.
3. Thoradin Gemflower - Elf - Silky Haired.
4. Tharivol Starflower - Elf - Long Haired.
5. Aust Melianne - Elf - Frizzy Haired.
6. Paela Starflower - Elf - Squints.
7. Erdan Galanodel - Elf - Haggard.
8. Naivara Starflower - Elf - Dark Eyed.
9. Soveliss Starflower - Half-Elf - Yellow Eyes.
10. Erdan Diamonddew - Half-Elf – Speaks undercommon.

81-90: Halfling [d6] / Gnome [d4]

1. Andry High-hill - Halfling - Smiles beautifully.
2. Jillian Diamonddew - Halfling - Sighs heavily.
3. Lindal Goodbarrel - Halfling - Twirls coin.
4. Cade High-hill - Halfling - Sweaty.
5. Antinua Greenbottle - Halfling - Rough.
6. Reed Murnyethara - Halfling - Paces.
7. Fonkin Fenwick - Gnome - Paces.
8. Warryn Timner - Gnome - Scrawny.
9. Warryn Fenhoop - Gnome - Feline.
10. Ella Nackle - Gnome - Bald.

11. Anton Pashar - Heavy perfume.
12. Arizima Sepret - Clean-shaven.
13. Huang On - Long Mustached.
14. Jhessail Buckman - Prone to humming quietly.
15. Kethra Brightwood - Thickset.
16. Sefris Nathandem - Clicks tongue.
17. Ander Rein - Sallow.
18. Gorstag Greycastle - Enunciates overly clearly.
19. Arizima Uuthrakt - Unusual Hair Color.
20. Cefrey Lackman - Uses flowery speech.

11. Arizima Sepret - Pointy Toothed.
12. Malark Iltazyara - Twirls coin.
13. Kristryd Murnyethara - Shapely.
14. Fyevarra Dyernina - Taps fingers.
15. Olga Brightwood - Likes to flaunt their wealth.
16. Esvele Amakiir - Missing Toothed.
17. Zasheida Khalid - Curly Haired.
18. Yasheira Jassan - Feeble.
19. Jasmal Tealeaf - Chews something.
20. Natali Dotsk - Greying Hair.

11. Sefris Fezim - Stares into the distance.
12. Murithi Ankhalab - Fidgets.
13. Zasheir Jassan - Walks quickly.
14. Igan Bersk - Sighs heavily.
15. Sefris Nathandem - Drums fingers on table.
16. Aoth Fezim - Strange Skin-color.
17. Faurgar Iltazyara - Grizzled.
18. Xanaphia Tallstag - Clumsy.
19. Hulmarra Dyernina - Clears throat before speaking.
20. Buckman Chao - Pierced.

71-80: Dwarf [d10]

11. Rurik Rumnaheim - Dwarf - Bald.
12. Liftrasa Gorunn - Dwarf - Fidgets.
13. Darrak Rumnaheim - Dwarf - uses the wrong word.
14. Andraste Rumnaheim - Dwarf - Scarred.
15. Darrak Ungart - Dwarf - Short.
16. Flint Siannodel - Dwarf - Greasy Haired.
17. Torbera Dankil - Dwarf - Paces.
18. Falkrunn Balderk - Dwarf - Freckled.
19. Vondal Mei - Dwarf - Ruddy.
20. Callie Torunn - Dwarf - Rough.

91-100: Other [d10]

11. Keth Brighthelm - Half-Orc - Winks.
12. Emen Dankil - Half-Orc - Very Attractive.
13. Shamash Nemmonis - Dragonborn - Drums fingers.
14. Kava Myastan - Dragonborn - Stares into the distance.
15. Akta Music - Tiefling - Whistles.
16. Akta Music - Tiefling - Enunciates overly clearly.
17. Krel - Aarakocra - Slurs speech.
18. Nijena Whitecaste - Aasimar - Very Short.
19. Ilikan (Dawncaller) Katho-Olavi - Goliath - puns.
20. Yinkas - Firbolg - Hunchbacked.

NPC ROLLABLE TABLE II

1-20: Human [d20]

1. Zora Amakiir - Speaks in rhyme.
2. Bardeid Mostana - Slobbish.
3. Nephis Sepret - Wears flashy clothing.
4. Natali Kulenov - Heavily Tattooed.
5. Pieron Ironfist - Stocky.
6. Rangrim Ungart - Whispers.
7. Dona Astorio - Wart Covered.
8. Zasheida Rein - Wolfish.
9. Kristryd Dyernina - Speaks infrequently.
10. Jhessail Amblecrown - Whittles.

21-40: Human [d20]

1. Silifrey Lackman - Drums fingers on table.
2. Mumed Ankhalab - Deep Blue Eyes.
3. Morn Nathandem - Heavy-set.
4. Zasheir Fireforge - Bright Blond Haired.
5. Seraphina Dankil - Chews something.
6. Morn Amakiir - Particularly low voice.
7. Kanithar Dyernina - Elegant.
8. Umara Nathandem - Strange Skin-color.
9. Holimion On - Wears flashy clothing.
10. Cefrey Stormwind - Smiles beautifully.

41-60: Human [d20]

1. Urhur Nathandem - Face Tattooed.
2. Luisa Tosskobble - Anemic.
3. Selise Lutgehr - Bushy Bearded.
4. Gorstag Evenwood - Fat.
5. Hama Tealeaf - Voice cracks.
6. Dagnal Evenwood - Gold Toothed.
7. Liftrasa Iltazyara - Makes constant puns.
8. Arveene Ilphelkiir - Particularly low voice.
9. Shandri Dundragon - Thinks aloud
10. Shandri Buckman - Bites fingernails.

61-70: Elf [d8] / Half-Elf [d2]

1. Haseid Moonbrook - Elf - Fidgets.
2. Adrie Xiloscient - Elf - Clicks tongue.
3. Riardon Moonbrook - Elf - Ugly.
4. Antinua Starflower - Elf - Neat.
5. Bardryn Galanodel - Elf - Robust.
6. Adrie Goldpetal - Elf - Burn Scarred.
7. Rolén Gemflower - Elf - Portly.
8. Andraste Meliamne - Elf - Talks to herself
9. Mara Fireforge - Half-Elf - Eats like a bird.
10. Huang Tai - Half-Elf - Sallow.

81-90: Halfling [d6] / Gnome [d4]

1. Finnan Rumnaheim - Halfling - Voice cracks.
2. Wellby Tealeaf - Halfling - wrong word.
3. Euphemia High-hill - Halfling - Greying Hair.
4. Verna Thorngage - Halfling - Rotund.
5. Errich Tosskobble - Halfling - Scrawny.
6. Vani Greenbottle - Halfling - Talks to ghosts
7. Kellen Beren - Gnome - Eye Twitch.
8. Jebeddo Nackle - Gnome - Goateed.
9. Kellen Waywocket - Gnome - Veiled.
10. Fonkin Fenwick - Gnome - Bites fingernails.

11. Bareris Uuthrakt - Shapely.
12. Esvele Dundragon - Gap-toothed.
13. Olga Lackman - Lies compulsively.
14. Meilil Rein - Glutton.
15. Balama Agosto - Paces.
16. Igan Shemov - Enunciates overly clearly.
17. Olma Kulenov - Stubbled Chinned.
18. Kung Tai - Missing Fingers.
19. Malark Xiloscient - Long Bearded.
20. Kanithar Dyernina - Diseased.

11. Jasmal Gemflower - Hook Hands.
12. Zora Kulenov - Yells when happy.
13. Rowan Evenwood - Likes to flaunt their wealth.
14. Hulmarra Iltazyara - Mumbles quietly when alone.
15. Jhessail Tallstag - Pointy Toothed.
16. Hulmarra Chergoba - Smells of fish.
17. Naivara Ankhalab - Clean.
18. Mehmen Dumein - Silky Haired.
19. Ralmevik Gorunn - One Eyed.
20. Grigor Hilltopple - Raggedly Dressed.

11. Tammith Chergoba - Overweight.
12. Sudeiman Dumein - Clears throat before speaking.
13. Tessele Greycastle - Hairless.
14. Kethoth Ankhalab - Enunciates overly clearly.
15. Silifrey Hornraven - Wart Covered.
16. Gorstag Greycastle - Mispronounces words.
17. Arveene Buckman - Unusual accent.
18. Kung Chen - Feline.
19. Malark Evenwood - Speaks an uncommon language.
20. Kung Tai - Cropped Haired.

71-80: Dwarf [d10]

11. Oskar Balderk - Dwarf - Unhealthy Looking.
12. Anastrianna Brawnnavil - Dwarf - Drums fingers on table.
13. Vondal Brawnnavil - Dwarf - Greying Hair.
14. Thoradin Ungart - Dwarf - Talks to his or herself.
15. Gardain Battlehammer - Dwarf - Particularly low voice.
16. Ulfgar Strakeln - Dwarf - Gold Toothed.
17. Vistra Fireforge - Dwarf - Portly.
18. Liftrasa Ironfist - Dwarf - Six Fingers.
19. Adrik Ungart - Dwarf - "Heavens!".
20. Rangrim Balderk - Dwarf - Whispers.

91-100: Other [d10]

11. Emen Darktooth - Half-Orc - Eats like a bird.
12. Ungar Bleakwind - Half-Orc - Taps fingers.
13. Donaar Kimbatuul - Dragonborn - Raggedly Dressed.
14. Medrash Yargerit - Dragonborn - Ginger Haired.
15. Barakas Despair - Tiefling - Hairy Chested.
16. Melech Creed - Tiefling - Pale Skinned.
17. Suarc - Aarakocra - Mute.
18. Tural Brightcove - Aasimar - Rotund.
19. Aukan (Beakiller) Alianthano - Goliath - Hard of Hearing.
20. Enrie - Firbolg - Voice cracks.

NPC ROLLABLE TABLE III

1-20: Human [d20]

1. Falkrunn Calabra - Talks slowly.
2. Lavinia Stormwind - Very Tall.
3. Meilil Rein - Brawny.
4. Sergor Bersk - Walks with a limp.
5. Mumed Ankhalab - Freckled.
6. Grim Evenwood - Clicks tongue.
7. Torbera Helder - Glutton.
8. Silifrey Stormwind - Talks quickly.
9. Kethra Lackman - Six Fingers.
10. Zora Amakiir - Tells awful jokes.
11. Meilil Dumein - Anemic.
12. Mara Stormwind - "Dear sir".
13. Zasheida Basha - Missing Fingers.
14. Hlin Rumnaheim - Lame.
15. Tana Greycastle - Clears throat before speaking.
16. Zasheida Mostana - Doe-eyed.
17. Silifrey Lackman - Hairless.
18. Katernin Kulenov - Offers advice, needed or not.
19. Selise Pisacar - Voice cracks.
20. Katernin Dotsk - Acne-ridden.

21-40: Human [d20]

1. Taman Lackman - Birthmarked.
2. Taman Helder - Speaks loudly.
3. Tessele Greycastle - Silky Haired.
4. Stedd Evenwood - Colorful.
5. Natali Kulenov - Whispers.
6. Dankil Wen - Thin Mustached.
7. Antinua Astorio - Walks with a limp.
8. Tana Shemov - Cropped Haired.
9. Anton Domine - Twirls coin.
10. Mehmen Dumein - Brown Haired.
11. Kung Chen - Stands when making a point.
12. Arizima Uuthrakt - Robust.
13. Jhessail Amblecrown - Tone deaf.
14. Helm Dundragon - Enunciates overly clearly.
15. Hulmarra Stayanoga - Voice cracks.
16. Huang Tai - Eye-patch Wearing.
17. Kung Miale - Slouches.
18. Rangrim Basha - Squints.
19. Kanithar Dyernina - Birthmarked.
20. Silifrey Helder - Talks slowly.

41-60: Human [d20]

1. Himo Sepret - Masked.
2. Grigor Bersk - Sneezes frequently.
3. Malark Dundragon - Twirls coin.
4. Morgran Amblecrown - Frequently uses the wrong word.
5. Arizima Ankhalab - Shapely.
6. Natali Starag - Twirls coin.
7. Kosef Nemetsk - Likes to flaunt their wealth.
8. Pin Lian - Club Footed.
9. Pieron Ironfist - Heavily Pierced.
10. Blath Tallstag - Mispronounces words.
11. Sudeiman Mostana - Drums fingers on table.
12. Romero Falone - Morbidly Obese.
13. Ling Shui - Bushy Sideburned.
14. Reed Amakiir - Smiles beautifully.
15. Evendur Ilphelkiir - Yells when happy.
16. Anton Ramondo - Uses flowery speech.
17. Mumed Nathandem - Strange Skin-color.
18. Arizima Ankhalab - Slurs speech.
19. Tana Hilltopple - Ginger Haired.
20. Zasheir Basha - Likes to flaunt their wealth.

61-70: Elf [d8] / Half-Elf [d2]

1. Himo Siannodel - Elf - Glutton.
2. Adran Moonwhisper - Elf - Distinctive Jewellery.
3. Baern Xiloscient - Elf - Speaks in rhyme.
4. Carric Liadon - Elf - Burn Scarred.
5. Felosial Brightwood - Elf - Walks quickly.
6. Tharivol Siannodel - Elf - Bites fingernails.
7. Shava Diamonddew - Elf - Uses colourful oaths.
8. Bree Brightwood - Elf - Twisted Lipped.
9. Kung Chao - Half-Elf - Squinting.
10. Paelias Meliamne - Half-Elf - Fair Skinned.

81-90: Halfling [d6] / Gnome [d4]

1. Wellby Greenbottle - Halfling - Mousy.
2. Eldon High-hill - Halfling - Anemic.
3. Merla High-hill - Halfling - Whittles.
4. Shaena High-hill - Halfling - Heavily Tattooed.
5. Finnan Battlehammer - Halfling - Wart Covered.
6. Callie Brushgather - Halfling - Prone to humming quietly.
7. Jebeddo Fnipper - Gnome - low voice.
8. Ella Nackle - Gnome - Yellow Eyes.
9. Jebeddo Nackle - Gnome - Slurs speech.
10. Nissa Fenhoop - Gnome - Large Hands.

71-80: Dwarf [d10]

1. Lavinia Battlehammer - Dwarf - Curly Haired.
2. Xanaphia Lutgehr - Dwarf - Demure.
3. Barendd Battlehammer - Dwarf - Missing Fingers.
4. Taklinn Balderk - Dwarf - Clears throat before speaking.
5. Flint Iltazyara - Dwarf - Bright Blond Haired.
6. Falkrunn Gemblossom - Dwarf - Winks.
7. Helja Ironfist - Dwarf - Black Haired.
8. Kethoth Ungart - Dwarf - Bushy Mustached.
9. Tordek Balderk - Dwarf - Walks quickly.
10. Paela Ungart - Dwarf - Colorful.

91-100: Other [d10]

1. Emen Darktooth - Half-Orc - Stares into the distance.
2. Thokk Krakenos - Half-Orc - Neat.
3. Gresh Delmirev - Dragonborn - Wears flashy clothing.
4. Shamash Nemmonis - Dragonborn - Six Fingers.
5. Lwerissa Poetry - Tiefling - Ginger Haired.
6. Ea Reverence - Tiefling - Stands when making a point.
7. Crure - Aarakocra - Unusual Hair Color.
8. Slaumuth Azhaar - Aasimar - Piercing Blue Eyed.
9. Ilikan (Wordpainter) Kalagiano - Goliath - Never sits down.
20. Yinkas - Firbolg - Slurs speech.

NPC ROLLABLE TABLE IV

1-20: Human [d20]

1. Ralmevik Evenwood - Chews something.
2. Arveene Ilphelkiir - Obese.
3. Evendur Evenwood - Talks to animals like they are people.
4. Seipora Jassan - Raggedly Dressed.
5. Hama Rein - Winks.
6. Zasheida Khalid - Large Hands.
7. Stedd Buckman - "Old man."
8. Esvele Greycastle - Thin.
9. Taman Helder - Big Eared.
10. Silifrey Hornraven - Yellow Eyes.
11. Selise Dankil - Overweight.
12. Sum Qiao - Gap-toothed.
13. Pin Lian - Prone to humming quietly.
14. Yasheira Khalid - Freckled.
15. Natali Bersk - Twirls hair / tugs beard.
16. Zasheir Dumein - Eats like a bird.
17. Sergor Greycastle - Unhealthy Looking.
18. Helm Amblecrown - Makes constant puns.
19. Kosef Shemov - Eats like a bird.
20. Arveene Tallstag - Fat.

21-40: Human [d20]

1. Cefrey Brightwood - Shaven Headed.
2. Kung Chen - Big Nosed.
3. Yuldra Dyernina - Attractive.
4. Seipora Basha - Clicks tongue.
5. Esvele Dundragon - "Know what I mean?"
6. Kung On - Facial Scarred.
7. Pin Lian - Distinctive Jewellery.
8. Zasheida Mostana - Veiled.
9. Malark Evenwood - Stands when making a point.
10. Ivor Starag - Dark Skinned.
11. Himo Sepret - Eye-patch Wearing.
12. Aoth Uuthrakt - Walks quickly.
13. Luisa Tosscombe - Buxom.
14. Zasheida Rein - Unusual accent.
15. Meilil Rein - Slim.
16. Olga Lackman - Greasy Haired.
17. Xanaphia Pashar - Fat.
18. Fyevarra Dyernina - Sneezes frequently.
19. Gorstag Evenwood - Paces.
20. Murithi Nathandem - Long Mustached.

41-60: Human [d20]

1. Kethra Hornraven - Hard Of Hearing.
2. Meriele Amblecrown - Missing Fingers.
3. Zasheir Jassan - Yells when happy.
4. Euphemia Shemov - Dark Skinned.
5. Malark Itazyara - Tells awful jokes.
6. Immeral Hornraven - Braided Bearded.
7. Ling Mei - Fidgets.
8. Meilil Basha - Grizzled.
9. Zasheida Ungart - Winks.
10. Miri Amblecrown - Offers advice, needed or not.
11. Selise Pisacar - Clears throat before speaking.
12. Holimion Jia - Shaven Headed.
13. Evendur Evenwood - Neat.
14. Falkrunn Astorio - Thin Mustached.
15. Bardeid Holderhek - Pig Eyed.
16. Natali Chernin - Mumbles quietly when alone.
17. Antinua Calabria - Clicks tongue.
18. Jandar Murnyethara - Whistles.
19. Ling Wen - Fidgets.
20. Seraphina Dankil - Fidgets.

61-70: Elf [d8] / Half-Elf [d2]

1. Wellby Starflower - Elf - Greasy Haired.
2. Thia Melianne - Elf - Lanky.
3. Birel Diamonddew - Elf - Short.
4. Ilenia Amastacia - Elf - Dark Skinned.
5. Thia Goldpetal - Elf - Extremely Hairy.
6. Eldon Greenbottle - Elf - Bites fingernails.
7. Adrie Nightbreeze - Elf - Mispronounces words.
8. Heian Moonbrook - Elf - Taps fingers.
9. Enialis Liadon - Half-Elf - Ruddy.
10. Leshanna Galanodel - Half-Elf - Fair Skinned.

81-90: Halfling [d6] / Gnome [d4]

1. Alton Brushgather - Halfling - Mousy.
2. Osborn Fireforge - Halfling - Crooked Toothed.
3. Errich High-hill - Halfling - Smiles beautifully.
4. Shaena Brushgather - Halfling - Talks slowly.
5. Callie High-hill - Halfling - Thin.
6. Andry Silverfrond - Halfling - Stands when making a point.
7. Jebeddo Fnipper - Gnome - Bites fingernails.
8. Waryn Timner - Gnome - Gap-toothed.
9. Fonkin Fenwick - Gnome - Stubbled Chinned.
10. Nissa Fenhoop - Gnome - Hunchbacked.

71-80: Dwarf [d10]

11. Leshanna Balderk - Dwarf - Slouches.
12. Hlin Balderk - Dwarf - Hulking.
13. Rurik Goodbarrel - Dwarf - Enunciates overly clearly.
14. Falkrunn Ungart - Dwarf - Clean-shaven.
15. Bardryn Itazyara - Dwarf - Facial Scarred.
16. Taklinn Dankil - Dwarf - Stubbled Chinned.
17. Tordek Holderhek - Dwarf - Wart Covered.
18. Oskar Ungart - Dwarf - Talks quickly.
19. Liftrasa Frostbeard - Dwarf - Haggard.
20. Dain Loderr - Dwarf - Dark Skinned.

91-100: Other [d10]

11. Dench Dankil - Half-Orc - Particularly high voice.
12. Ungar Bleakwind - Half-Orc - Slouches.
13. Donaar Kimbatuul - Dragonborn - Flowery speech.
14. Medrash Yargerit - Dragonborn - Talks to animals.
15. Akta Music - Tiefling - Hums to his or herself when idle.
16. Melech Creed - Tiefling - Pointy Toothed.
17. Suarc - Aarakocra - Whittles.
18. Slaumuth Azhaar - Aasimar - Clean-shaven.
19. Aukan (Bearkiller) Alianthano - Goliath - Fat.
20. Enrie - Firbolg - Uses colourful oaths.

NPC ROLLABLE TABLE V

1-20: Human [d20]

1. Esvele Tallstag - Neat.
2. Sum Qiao - Attractive.
3. Gunnloda Calabria - Crippled.
4. Silifrey Hornraven - Sighs heavily.
5. Hlin Rumnaheim - Drums fingers on table.
6. Barendd Brightwood - Mumbles quietly when alone.
7. Zora Nemetsk - Laughs loudly / often.
8. Kosef Shemov - Deep Voiced.
9. Kung Mei - Crippled.
10. Dunderdragon Shan - Eats like a bird.

21-40: Human [d20]

1. Zasheida Basha - Eats like a bird.
2. Zasheida Jassan - Heavy-set.
3. Leshanna Dunderdragon - Buxom.
4. Silifrey Lackman - Clicks tongue.
5. Salazar Agosto - Crooked Toothed.
6. Madislak Murnyethara - "My good friend".
7. Nephis Uuthrakt - Albino.
8. Fyevorra Stayanoga - Facial Scarred.
9. Grim Dunderdragon - Distinctive Jewellery.
10. Esvele Evenwood - Pale Skinned.

41-60: Human [d20]

1. Jhessail Greycastle - Squinting.
2. Mara Starag - Hums to his or herself when idle.
3. Rowan Tallstag - Heart-faced.
4. Taman Helder - Frequently uses the wrong word.
5. Dona Pisacar - Whistles.
6. Zora Kulenov - Offers advice, needed or not.
7. Jandar Murnyethara - Missing Fingers.
8. Jhessail Liadon - Goateed.
9. Faurgar Rumnaheim - Offers advice, needed or not.
10. Faurgar Dyernina - Sneezes frequently.

61-70: Elf [d8] / Half-Elf [d2]

1. Theirastra Moonwhisper - Elf - Neat.
2. Andraste Ilphelkiir - Elf - Short.
3. Miale Silverfrond - Elf - Whistles.
4. Drusilia Meliamne - Elf - Walks with a limp.
5. Felosial Brightwood - Elf - Speaks in rhyme.
6. Thia Starflower - Elf - Speaks in rhyme.
7. Theren Gemflower - Elf - Winks.
8. Himo Ironfist - Elf - Hairy Armed.
9. Erdan Ilphelkiir - Half-Elf - Shaven Headed.
10. Balama Tosscooble - Half-Elf - Matted Haired.

81-90: Halfling [d6] / Gnome [d4]

1. Vani Murnyethara - Halfling - Fair Skinned.
2. Anastrianna Thorngage - Halfling - Grossly Fat.
3. Vani Hilltopple - Halfling - Scrawny.
4. Alton Brushgather - Halfling - Doe-eyed.
5. Nedda Underbough - Halfling - Neat.
6. Lyle Tealeaf - Halfling - Sweaty.
7. Ella Nackle - Gnome - Shaven Headed.
8. Fonkin Fenwick - Gnome - Talks to animals like they are people.
9. Fonkin Snipper - Gnome - Squints.
10. Kellen Waywocket - Gnome - Six Fingers.

11. Balama Battlehammer - Slouches.
12. Tana Shemov - Stares into the distance.
13. Tan On - Rotund.
14. Wan Tai - Colorful.
15. Garret Buckman - Particularly high voice.
16. Morn Nathandem - Particularly low voice.
17. Tessele Ironfist - Wears ill-fitting clothing.
18. Vani Brightwood - Flamboyantly Dressed.
19. Lureene Itazyara - Winks.
20. Kristryd Dyernina - Glutton.

11. Arizima Sepret - Heart-faced.
12. Shandri Buckman - "Yes, but..."
13. Seipora Jassan - Face Tattooed.
14. Meriele Amblecrown - Multi-eye Colored.
15. Grim Amblecrown - Acne-ridden.
16. Olga Stormwind - Never sits with back to the door.
17. Nephis Sepret - Sweaty.
18. Ilphelkiir Tai - Glutton.
19. Wan Shui - Rosy-cheeked.
20. Morgran Amblecrown - Crooked Toothed.

11. Hama Jassan - Speaks in rhyme.
12. Antinua Agosto - Twirls hair / tugs beard.
13. Gorstag Greycastle - Curly Haired.
14. Leshanna Dunderdragon - Talks quickly.
15. Malcer Hornraven - Speaks an uncommon language.
16. Huang Qiao - Smiles beautifully.
17. Sum Mei - Talks to animals like they are people.
18. Bardeid Holderhek - Eye-patch Wearing.
19. Tana Kulenov - Whispers.
20. Meilil Dumein - Smiles beautifully.

71-80: Dwarf [d10]

11. Callie Fireforge - Dwarf - Bald.
12. Falkrunn Gorunn - Dwarf - Talks slowly.
13. Einkil Gorunn - Dwarf - Winks.
14. Thia Rumnaheim - Dwarf - Fidgets.
15. Rangrim Rumnaheim - Dwarf - Gold Toothed.
16. Helja Balderk - Dwarf - Glutton.
17. Eldeth Torunn - Dwarf - Stubbled Chinned.
18. Althaea Ironfist - Dwarf - Taps fingers.
19. Leshanna Balderk - Dwarf - Exceptionally Beautiful.
20. Harbek Rumnaheim - Dwarf - Wears ill-fitting clothing.

91-100: Other [d10]

11. Dench Dankil - Half-Orc - Yells when happy.
12. Thokk Krakenos - Half-Orc - Raggedly Dressed.
13. Akra Kimbatuul - Dragonborn - Scrawny.
14. Donaar Kimbatuul - Dragonborn - Enunciates overly clearly.
15. Barakas Despair - Tiefling - Raggedly Dressed.
16. Melech Creed - Tiefling - Thinks aloud.
17. Ukirri - Aarakocra - Heavily Pierced.
18. Slaumuth Azhaar - Aasimar - Eye Twitch.
19. Aukan (Beakiller) Alianthano - Goliath - One Legged.
20. Leoran - Firbolg - Yells when happy.

NPC ROLLABLE TABLE VI

1-20: Human [d20]

1. Tessele Evenwood - Braided Bearded.
2. Kanithar Murnyethara - Squints.
3. Lureene Dundragon - Hard Of Hearing.
4. Zasheida Jassan - Frequently uses the wrong word.
5. Meilil Dumein - Perfumed.
6. Kao Wen - Portly.
7. Ilphelkiir Jiang - Piercing Blue Eyed.
8. Silifrey Brightwood - Walks with a limp.
9. Arizima Sepret - Slobbish.
10. Balama Calabra - Wears flashy clothing.
11. Grim Tallstag - Bites fingernails.
12. Grim Evenwood - Talks to animals like they are people.
13. Kanithar Murnyethara - Uses colourful oaths.
14. Morn Evenwood - Mispronounces words.
15. Tana Chernin - Cropped Haired.
16. Quara Calabra - Winks.
17. Shaumar Stayanoga - Birthmarked.
18. Sum Chen - Bad Smelling.
19. Esvele Itazyara - Missing Fingers.
20. Balama Pisacar - Lies compulsively.

21-40: Human [d20]

1. Igan Shemov - Fidgets.
2. Bareris Uthrakt - Particularly high voice.
3. Lavinia Lackman - Heavy perfume.
4. Silifrey Stormwind - Twisted Lipped.
5. Seipora Jassan - One Armed.
6. Ander Rein - Speaks loudly.
7. Pisacar Tai - Tone deaf.
8. Natali Bersk - Whittles.
9. Zasheida Mostana - Walks with a limp.
10. Helm Evenwood - Tone deaf.
11. Helm Ilphelkiir - Offers advice, needed or not.
12. Ilde Dotsk - Prone to humming quietly.
13. Salazar Marivaldi - Gap-toothed.
14. Alethra Marsk - Slouches.
15. Gorstag Evenwood - Neat.
16. Huang Tai - Talks to animals like they are people.
17. Bardeid Mostana - Hugs everyone.
18. Seraphina Dankil - Bald.
19. Malark Xiloscient - Particularly high voice.
20. Fyevorra Itazyara - Facial Scarred.

41-60: Human [d20]

1. Zasheida Jassan - Missing Fingers.
2. Dagnal Evenwood - Large Hands.
3. Olga Lackman - Sneezes frequently.
4. Xanaphia Jassan - Particularly low voice.
5. Borivik Murnyethara - Eats like a bird.
6. Seipora Khalid - Earring Wearing.
7. Amafrey Lackman - Distinctive Jewellery.
8. Luisa Agosto - Formally Dressed.
9. Rangrim Mostana - Thinks aloud
10. Seipora Basha - Bites fingernails.
11. Bardeid Dumein - Veiled.
12. Evendur Dundragon - Speaks loudly.
13. Zasheida Jassan - Tone deaf.
14. Anton Domine - Hairless.
15. Immeral Hornraven - Ugly.
16. Meilil Basha - Uses flowery speech.
17. Ilphelkiir Chen - Uses colourful oaths.
18. Meriele Tallstag - Exceptionally Ugly.
19. Kung Qiao - Bushy Bearded.
20. Vani Brightwood - Missing Fingers.

61-70: Elf [d8] / Half-Elf [d2]

1. Torbera Diamonddew - Elf - Rosy-cheeked.
2. Andraste Amastacia - Elf - Winks.
3. Galinndan Astorio - Elf - Tells awful jokes.
4. Andraste Moonwhisper - Elf - Braided Haired.
5. Mindartis Moonwhisper - Elf - wrong word.
6. Laucian Nailo - Elf - Cropped Haired.
7. Baern Goldpetal - Elf - Matted Haired.
8. Meriele Amastacia - Elf - Long Bearded.
9. Immeral Windrivver - Half-Elf - Maimed.
10. Aramil Xiloscient - Half-Elf - Sallow.

81-90: Halfling [d6] / Gnome [d4]

1. Wellby Leagallow - Halfling - Grossly Fat.
2. Osborn Tealeaf - Halfling - Attractive.
3. Corrin Hilltopple - Halfling - Bad Smelling.
4. Callie Hilltopple - Halfling - Paces.
5. Randal Brushgather - Halfling - Laughs loudly / often.
6. Andry Greenbottle - Halfling - Hugs everyone.
7. Loopmottin Beren - Gnome - wrong word.
8. Fonkin Fenwick - Gnome - Emaciated.
9. Warryn Timner - Gnome - Offers advice, needed or not.
10. Tanna Folkor - Gnome - Chews something.

71-80: Dwarf [d10]

11. Gardain Brushgather - Dwarf - Shapely.
12. Torbera Balderk - Dwarf - Eye Twitch.
13. Torbera Xiloscient - Dwarf - Club Footed.
14. Gurdis Ironfist - Dwarf - Uses colourful oaths.
15. Xanaphia Loderr - Dwarf - Birthmarked.
16. Rangrim Gorunn - Dwarf - Makes constant puns.
17. Morgran Mei - Dwarf - Drums fingers on table.
18. Rurik Loderr - Dwarf - Hugs everyone.
19. Darrak Lutgehr - Dwarf - Smells of vinegar.
20. Flint Dankil - Dwarf - Offers advice, needed or not.

91-100: Other [d10]

11. Emen Darktooth - Half-Orc - Mousy.
12. Emen Dankil - Half-Orc - Clumsy.
13. Shamash Nemmonis - Dragonborn - Slouches.
14. Shedinn Pious - Dragonborn - Speaks infernal.
15. Amnon Chant - Tiefling - Bald.
16. Barakas Quest - Tiefling - Eye Twitch.
17. Ukirri - Aarakocra - Hairy.
18. Slaumuth Azhaar - Aasimar - Wart Covered.
19. Ilkan (Dawncaller) Katho-Olavi - Goliath - Talks quickly.
20. Enrie - Firbolg (Blue) - Unhealthy Looking.

NPC BONDS AND SECRETS

1-20: Bonds

- | | |
|--------------------------------------|------------------------------|
| 1. Family member in trouble | 11. Owes a debt to... |
| 2. Member of faction | 12. Spy/double agent |
| 3. In love with... | 13. Assassin |
| 4. Betrayed tribe/legion | 14. Bound to demon/fey/etc. |
| 5. Wants revenge on... | 15. Cult worshipper |
| 6. Sworn enemy | 16. Protector of artefact |
| 7. Noble's bastard offspring | 17. Former slave |
| 8. Sworn oath | 18. Ex-adventurer |
| 9. Member of secret society | 19. Loves pet more than life |
| 10. Values (shady) friends above all | 20. Has evil twin |

1-20: Secrets

- | | |
|--------------------------------|---------------------------|
| 1. Knows location of artefact | 11. Presumed dead |
| 2. Stole something | 12. Escaped from prison |
| 3. Shapeshifter or in disguise | 13. Secretly mad |
| 4. Can't read/write | 14. Atrocities in war |
| 5. Former thief/pirate | 15. Traumatized by... |
| 6. Former prostitute | 16. Seeking answers to... |
| 7. Afraid of spiders/snakes | 17. Aspires to greatness |
| 8. Much older than appears | 18. Bully |
| 9. Much younger than appears | 19. Loyal to a fault |
| 10. Werewolf/vampire/hag | 20. Religious heretic |

1-20: Relationships

- | | |
|---|--|
| 1. Survivors of an ill-fated expedition party | 11. Once shared a prison cell |
| 2. Adopted siblings | 12. Mutual keepers of a terrible secret |
| 3. Members of a secret society | 13. Survivors of a small community destroyed by Orcs |
| 4. Former soldiers/sailors/mercenaries together | 14. Former enemies that now work together |
| 5. One of you hid the other from an Orc warband | 15. Former employees from the same defunct business |
| 6. Grew up together in the same village | 16. Former students of beloved teacher |
| 7. Lost a close mutual friend to Orcs | 17. Escaped together from an evil cult |
| 8. Former soldiers in a losing war | 18. Friendly hunting/gambling/jousting rivals |
| 9. Former members of a special guild | 19. Worked in the mines together |
| 10. On the run together from pursuers | 20. Failed protectors of a lost artefact |

1-20: Group Ties

- | | |
|--|---|
| 1. Co-dependent enablers / generally dysfunctional | 11. Part of same family or social group |
| 2. Common cause /mission / goal | 12. Part of same group / faction / secret society |
| 3. Common employer / need the money | 13. Regular patrons of same establishment |
| 4. Common responsibility for someone/something else important | 14. Running a common enterprise (a business, parenting, etc.) |
| 5. Devotees of same religion or idolised person | 15. Strong shared value / overpowering common interest |
| 6. In the same fix (stranded, enslaved, blackmailed, etc.) | 16. Stronger together than apart in a dangerous situation |
| 7. Keepers of the same secret | 17. Studying together at same school |
| 8. Know too much about each other's past | 18. Symbiotic/parasitic exchange of prestige / money / skills |
| 9. Need each other's skills to do something they really care about | 19. Traumatic shared past experience |
| 10. Neighbours or roommates | 20. United by a common enemy/adversary |

OVERLAND TRAVEL

d20 1x/day

1-10	players narrate ("what's one thing that your character does or notices?")
11-13	challenge/oddity table (by terrain)
14-17	encounter table (terrain/level), day
18	encounter table (terrain/level), night
19	travel discoveries table (next page)
20	trap (dungeon section)

If combat encounter occurs, roll d20 again for possible second encounter before long rest (14 - 18 = yes)

Fast pace	+2
Slow pace	-2

For each encounter, consider an ***encounter complication*** (end of section)

TRAVEL DISCOVERIES

1-20: Unmarked Settlement

1. Abandoned caravan (4 wagons)
2. 20 lumberjacks / miners
3. Tiny hamlet of halflings (5 huts)
4. Army scout camp (3 tents, 12 soldiers)
5. Witch's treehouse / cave / floating hut
6. Small village of kenku "collectors"
7. Refugees from war
8. Camp of genteel bandits
9. Squalid hamlet of subsistence farmers
10. Travelling spice merchant camp (10)
11. Kobold burrows
12. Dilapidated temple, crazed hermit monk
13. Battlefield, recent, burying dead
14. Toll booth, single soldier at post
15. Large makeshift camp (300+ inhabitants)
16. Leper colony (12+ cleric nurse)
17. Religious fanatic compound (19)
18. Animal burrow with child
19. Single tavern/inn (family of 3)
20. Iron-age fort (42)

21-40: Wanderers

1. Lost little girl
2. Knights (4) on quest
3. Wandering archdruid
4. Corpse on the road, claw marks
5. Friendly farmer or fisherman
6. Travelling charlatan
7. Rabbit caught in a trap
8. Ranger hunter stalking game
9. Nobleman's carriage (2 horse, 4 ppl)
10. Wild-eyed madman sage
11. Harmless feral person stalking the party
12. Bounty hunters (3) searching for fugitive
13. Survivors of a monster attack (6)
14. Loudly-singing foolish minstrel
15. Large army (200) on the move
16. A single escaped slave on the run
17. A wizened man in a gibbet post
18. A ghostly apparition
19. A press gang (army/navy) (8)
20. Three runaway horses with saddles

41-60: Ancient

1. Ancient stone statue of unknown god
2. Giant stone head of Ostorian emperor
3. Stonehenge-style standing stones
4. Tomb of an long-forgotten king
5. Dwarven bridge over dry land
6. Footprint of a hexagonal tower
7. Buried stone spiral staircase
8. Footprint of large city now overgrown
9. Circular portal gate, elvish script, inactive
10. Huge smooth metal disk, buried
11. Eight huge columns, no roof
12. Five fingers of a hand from the earth
13. Ancient battle scene carved into cliff face
14. Massive, still-working aqueduct
15. Still-floating ruined city (200' up)
16. Circular dais, markings of Thultanthar
17. Petrified dragon wings
18. Black obelisk (30') with draconic writing
19. Huge rod of iron (5' dia., 20') sticking up
20. 30' dia. cistern or well (dry)

61-80: Magical

1. Taste of lightning in the air
2. Zone of silence
3. Zone of wild magic
4. Eclipse
5. Rain without clouds
6. Rippling rifts in the weave
7. Swarm of metallic insects
8. Orange glowing rocks
9. Distant multi-coloured lights in sky
10. Ground begins to swirl
11. Smell of burning incense
12. Animal companions uneasy
13. Air of unusual calm
14. Hairs raise up on back of neck
15. Suddenly feel very cold or hot
16. Sound of ghostly battle, cursed
17. Vision of feywild overlay on terrain
18. Continually-burning object
19. Zone of anti-magic
20. Zone of low or reversed gravity

81-100: Natural

1. Enormous geode
2. Petrified forest
3. 600' tall oak tree, 80' diameter
4. Dust devils or waterspouts
5. Geyser
6. Earthquake
7. Sudden change in weather
8. Covered in roots/vines
9. Bubbling mud pools
10. Tall waterfall
11. Sand-swept plateau
12. Purple menhirs / boulders
13. Black-and-white checkerboard pattern
14. Pounding sun
15. Dense fog
16. Sudden drop
17. Natural caves
18. Frozen river/lake
19. Volcanic activity
20. Quicksand

AQUATIC ENCOUNTERS

1-20: Level 1-5

1. 2d6 fishermen (commoners)
2. 2d10 merfolk
3. 1d6 + 2 sahuagin
4. 1d4 ghouls in shipwreck
5. 2d6 tribal warriors
6. 2d4 + 5 blood hawks
7. 1d6 + 2 giant lizards
8. 1d6 + 4 giant crabs
9. 2d4 stirges
10. 1d6 + 2 sailor scouts
11. 1 sea hag
12. 1d4 harpies
13. 1d6 giant eagles
14. 2d4 giant toads
15. 1d4 merrow
16. 1 captain, 2d6 bandits
17. 1d3 manticores
18. 1d4 + 3 griffons
19. 1 water elemental
20. 1 young bronze dragon

21-40: Level 6-10

1. 3d6 pteranodons
2. 3d6 + 2 sahuagin
3. 2d6 giant eagles
4. 1 pseudodragon
5. 1d2 druids
6. 2d4 + 1 giant toads
7. 1d3 sea hags
8. 1d8 + 1 harpies
9. 1d4 plesiosaurs
10. 1d4 manticores
11. 2d6 giant octopi
12. 1d10 griffons
13. 1d4 + 3 merrow
14. 1 water elemental
15. 1 cyclops
16. 1d4 banshees
17. 1 djinni
18. 1 young blue dragon
19. 1 roc
20. 1 marid

41-60: Level 11-15

1. 1d4 banshees
2. 1 cyclops
3. 1d6 + 2 manticores
4. 1d8 + 2 veterans
5. A nest of 1d6 dragon turtle eggs
6. 1d4 sahuagin barons
7. 1 young bronze dragon
8. 2 marids
9. 1d6 water elementals
10. 2d6 ghouls on ship
11. 1 djinni
12. 1d3 young bronze dragons
13. 2d4 cyclopes
14. 1 storm giant
15. 1d3 young blue dragons
16. 1 adult bronze dragon
17. 1 adult blue dragon
18. 1d3 rocs
19. 1 dragon turtle
20. 1 ancient bronze dragon

61-80: Level 16-20

1. 1d3 + 1 storm giant
2. 2d6 cyclopes
3. 1d3 djinn
4. 1d6 marids
5. 1 dragon turtle
6. 1d3 rocs
7. 1d6 young blue dragons
8. 1 ancient bronze dragon
9. 1 ancient blue dragon
10. 2d6 x 10 + 1d10 bandits
11. 2d6 veterans
12. 1d6 + 2 manticores
13. 1d3 djinni
14. 1d3 cyclops
15. 1d3 water elementals
16. 2d10 + d10 sahuagin
17. 1d3 dragon turtles
18. 2d10 + 1d10 harpies
19. 1d6 marids
20. 2d4 water elementals

81-100: Nature/Oddity

1. Tidal wave (DC 20 dex. or 6d10 bludgeon)
2. Rough water (DC 15 dex. or 2d6 blud.)
3. Heatwave (DC 15 con. or 2d6 fire)
4. Waterblind (DC 15 con. or blinded 1 day)
5. Becalmed (half mvmt.)
6. Storm (half mvmt., DC 15 str. / 2d6 blud.)
7. Pitching (DC 20 dex. or overboard)
8. Taking water (DC 15 str. 3 suc/fail or sink)
9. Torn sail (half mvmt until repaired)
10. Cracked mast (no mvmt until repaired)
11. Half-sunken ship
12. Desert island
13. Rocks with gulls
14. Mermaids singing
15. Porpoises swim alongside
16. Whales spouting
17. St. Elmo's Fire
18. Haunting sailor music
19. Teeming coral reefs
20. Narwhal

DESERT ENCOUNTERS

1-20: Level 1-5

- | | |
|-------------------------------|-------------------------------|
| 1. 3d8 scorpions | 11. 1 swarm of insects |
| 2. 2d4 vultures | 12. 3d6 bandits |
| 3. 1d6 flying snakes | 13. 1d4 constrictor snakes |
| 4. 2d6 hyenas or 2d6 jackals | 14. 1 dust mephit |
| 5. 1d4 poisonous snakes | 15. 1d4 giant spiders |
| 6. 1d6 + 2 giant wolf spiders | 16. 1d4 giant vultures |
| 7. 2d4 giant poisonous snakes | 17. 1 giant constrictor snake |
| 8. 1 jackalwere | 18. 1d6 + 2 gnolls |
| 9. 3d6 tribal warriors | 19. 1d3 half-ogres |
| 10. 1d6 giant lizards | 20. 1d4 giant scorpions |

21-40: Level 6-10

- | | |
|--------------------------------|-------------------------------|
| 1. 1d3 lamia | 11. 1 medusa |
| 2. 2d4 thri-kreen | 12. 1 yuan-ti abomination |
| 3. 1 air elemental | 13. 1d6 scouts |
| 4. 1d3 couatls | 14. 2d4 jackalweres |
| 5. 1 fire elemental | 15. 2d6 hobgoblins |
| 6. 1d4 gnoll fangs of Yeenoghu | 16. 1d4 + 3 dust mephits |
| 7. 1 revenant | 17. 1d6 swarms of insects |
| 8. 1d4 weretigers | 18. 1 giant constrictor snake |
| 9. 1 cyclops | 19. 1 lion |
| 10. 1 young blue dragon | 20. 2d4 gnolls |

41-60: Level 11-15

- | | |
|--------------------------------|------------------------------|
| 1. 1d8 + 1 phase spiders | 11. 1d8 + 1 lamias |
| 2. 1d6 + 2 weretigers | 12. 1d6 + 2 giant scorpions |
| 3. 2d4 gnoll fangs of Yeenoghu | 13. 2d4 phase spiders |
| 4. 1d3 yuan-ti abominations | 14. 1d6 + 1 couatls |
| 5. 1d4 medusas | 15. 1d4 fire elementals |
| 6. 1 guardian naga | 16. 1d6 + 2 weretigers |
| 7. 1 efreeti | 17. 1d4 air elementals |
| 8. 1 roc | 18. 1d4 medusas |
| 9. 1 gynosphinx | 19. 1d3 yuan-ti abominations |
| 10. 3d10 giant hyenas | 20. 1 purple worm |

61-80: Level 16-20

- | | |
|---------------------------|----------------------------|
| 1. 1 mummy lord | 11. 6d6 bandits |
| 2. 1d3 guardian nagas | 12. 1d6 + 2 medusas |
| 3. 1 adult blue dragon | 13. 1d2 purple worms |
| 4. 1d2 gynosphinxes | 14. 2d4 cyclopes |
| 5. 1d3 efreet | 15. 1 mummy lord |
| 6. 1 androsphinx | 16. 1d3 guardian nagas |
| 7. 1d4 rocs | 17. 1d4 efreet |
| 8. 1 adult blue dracolich | 18. 1d4 rocs |
| 9. 2d4 young blue dragons | 19. 1d3 gynosphinxes |
| 10. 1 ancient blue dragon | 20. 1 adult blue dracolich |

81-100: Nature/Oddity

- | | |
|---|---------------------------------|
| 1. Earthquake (DC 20 dex. or 6d10 blud.) | 11. Crashed airship |
| 2. Sandslide (DC 15 dex. or 2d6 bludgeon) | 12. Oasis |
| 3. Heatwave (DC 15 con. or 2d6 fire) | 13. Rocks with rams |
| 4. Sunblind (DC 15 con. or blinded 1 day) | 14. Obelisk |
| 5. Soft sand (DC 15 str or half mvmt.) | 15. Elaborate mirage |
| 6. Dust Storm (DC 25 str. or half mvmt.) | 16. Ghost settlement |
| 7. Baked ground (DC 20 str. or half mvmt.) | 17. Camels strayed from caravan |
| 8. Heatstroke (DC 15 con. 1 lvl. exhaustion) | 18. Animal boneyard |
| 9. Mirage (DC 15 wis. or half mvmt) | 19. Towering cacti |
| 10. Water loss (DC 10 con. or 1 lvl exhaust.) | 20. Featureless expanse |

FOREST/JUNGLE ENCOUNTERS

1-20: Level 1-5

1. 1 giant owl
2. 1 badger or 1d4 poisonous snakes
3. 2d4 wolves or 1 panther
4. 1 giant poisonous snake
5. 1d6 + 2 boars
6. 1 brown bear or 1 tiger
7. 3d6 flying snakes
8. 2d6 + 3 giant weasels
9. 1d4 + 1 needle, 1d6 + 3 twig blights
10. 3d6 stirges

11. 1 satyr or 2d4 kenku
12. 1d3 vine blights, 1d12 awakened shrubs
13. 1 green faerie dragon
14. 1d8 + 1 sprites
15. 1d4 + 3 goblins
16. 1d3 dryads
17. 1 awakened tree
18. 1d4 giant boar
19. 1 owlbear
20. 1d4 centaurs

21-40: Level 6-10

1. 1 couatl (day) or 1 banshee (night)
2. 1d4 displacer beasts
3. 1d3 green hags
4. 1 malison, 1d6 + 1 pureblood y.t.
5. 1 shambling mound
6. 1 yuan-ti abomination
7. 2d4 vine blights
8. 2d6 hobgoblins or 2d6 orcs
9. 2d4 satyrs or 2d4 apes
10. 1 alpha, 1d6 + 1 gricks

11. 1 treant
12. 1d4 trolls
13. 1 guardian naga
14. 2d6 hobgoblins
15. 2d4 dire wolves
16. 2d4 bugbear
17. 2d4 centaurs
18. 3d10 blink dogs
19. 1d4 owlbeats
20. 1d3 green hags

41-60: Level 11-15

1. 1 werebear
2. 1d3 couatls
3. 2d4 displacer beasts
4. 1d6 + 2 werewolves
5. 1d6 + 2 phase spiders
6. 2d4 yuan-ti malisons
7. 1 young green dragon
8. 1d4 trolls
9. 1d6 + 2 wereboars
10. 1d3 shambling mounds

11. 1d3 treants
12. 1d4 unicorns
13. 1 adult green dragon
14. 1 grick alpha with 2d4 gricks
15. 1d3 yuan-ti abominations
16. 1 adult green dragon
17. 1d8 + 1 giant apes
18. 2d4 oni
19. 1d3 treants
20. 1d6 + 2 gnoll fangs of Y.

61-80: Level 16-20

1. 1d3 treants
2. 1 guardian naga
3. 1d10 revenants
4. 1d8 + 1 unicorns
5. 1d3 grick alphas
6. 1d6 + 2 shambling mounds
7. 2d4 werebears
8. 1d4 oni
9. 2d4 trolls
10. 1d4 giant apes

11. 1d4 yuan-ti abomination
12. 1d8 + 1 phase spiders
13. 2d4 yuan-ti malisons
14. 1 oni
15. 1d6 + 2 weretigers
16. 1 young green dragon
17. 1d4 gorgons
18. 1 captain 3d10 hobgoblins 4d12 goblins
19. 2d6+2 drow elite warriors
20. 1d4+4 ogres

81-100: Nature/Oddity

1. Treefall (DC 20 dex. or 6d10 bludgeon)
2. Mudslide (DC 15 dex. or 2d6 bludgeon)
3. Thorns (DC 15 con. or 2d6 piercing)
4. Rainstorm (DC 10 str. or half mvmt.)
5. Fog (DC 15 wis or half mvmt.)
6. Quicksand (DC 25 str. or half mvmt.)
7. Scree (DC 10 str. or half mvmt.)
8. Darkness (DC 10 wis. or half mvmt.)
9. Fey tricks (DC 15 wis. or half mvmt.)
10. Humidity (DC 10 con. or 1 lvl exhaust.)

11. 100' cliff with waterfall
12. Fey glen
13. Ruins of forest village
14. Druidic markings
15. Unicorn or Pegasus herd
16. Giant mushrooms
17. Sacred burial mound
18. Animal graveyard
19. Great Grandfather Oak
20. Dancing Satyrs

HILLS/MOORS/PLAINS ENCOUNTERS

1-20: Level 1-5

- | | |
|-----------------------------------|-----------------------------|
| 1. 1 chimera | 11. 1 giant eagle |
| 2. 1 gorgon | 12. 2d4 + 2 axe beaks |
| 3. 1d2 couatls | 13. 1 ogre |
| 4. 1d3 elephants | 14. 1d3 hippogriffs |
| 5. 1 gnoll lord, 1d4 giant hyenas | 15. 1d6 scarecrows |
| 6. 1 orog | 16. 1 bulette |
| 7. 1 ankheg | 17. 1d6 + 4 blood hawks |
| 8. 1d8 giant goats | 18. 2d4 stirges |
| 9. 2d4 gnolls | 19. 1d4 winged, 1d6 kobolds |
| 10. 1d6 goblins, 1 on worg | 20. 1d3 griffons |

21-40: Level 6-10

- | | |
|---------------------------------------|---------------------------|
| 1. 1d4 cyclopes | 11. 1 bulette |
| 2. 1d3 manticores | 12. 1 half-ogre, 2d6 orcs |
| 3. 2d4 ankhegs | 13. 2d10 winged kobolds |
| 4. 1d6 + 2 griffons | 14. 1d8 + 1 giant eagles |
| 5. 1d8 + 1 bugbears | 15. 1 galeb duhr |
| 6. 1 gnoll lord, 1d4 + 1 giant hyenas | 16. 1 bulette |
| 7. 2d6 thri-kreen | 17. 1 wyvern |
| 8. 1d4 giant vultures | 18. 1d3 hill giants |
| 9. 1 orc Eye of G., 1d8 + 1 orcs | 19. 1 young red dragon |
| 10. 2d4 orogs | 20. 1 roc |

41-60: Level 11-15

- | | |
|------------------------------|--|
| 1. 1d4 young red dragons | 11. 1d3 + 1 galeb duhr |
| 2. 4d6 thri-kreen | 12. 1d4 trolls |
| 3. 1d3 chimeras | 13. 2d4 stone giants |
| 4. 2d8 manticores | 14. 4d6 hyenas |
| 5. 1d4 wyverns | 15. 1d4 yuan-ti malisons |
| 6. 1d3 revenants | 16. 1d4 earth elementals |
| 7. 1d3 chimeras | 17. 1d4 ankhegs |
| 8. 1d6 + 2 gnoll fangs of Y. | 18. 2 rocs |
| 9. 1d4 hill giants | 19. 2d6 tribal warriors 1d4 berserkers |
| 10. 1 adult red dragon | 20. 1d6 bugbears |

61-80: Level 16-20

- | | |
|--|--------------------------------------|
| 1. 2d10 bugbears, 4d6 goblins, 1d4 worgs | 11. 1d2 adult, 1d3 young red dragons |
| 2. 1d12 chimeras | 12. 2d6 winged, 6d6 kobolds |
| 3. 1d4 rocs | 13. 1 orc E.G., 1d8 orog, 4d8 orcs |
| 4. 1d4 bulettes | 14. 1 ancient red dragon |
| 5. 1d10 revenants | 15. 8d8 thri-kreen |
| 6. 2d4 + 1 trolls | 16. 2d4 trolls + 1d4 hill giants |
| 7. 2d4 hill giants | 17. 2d6 veterans + 4d8 bandits |
| 8. 2d4 galeb duhr | 18. 2d6 gnoll lords |
| 9. 1d4 + 2 wyverns | 19. 2d4 ankhegs |
| 10. 2d4 stone giants | 20. 4d4 scarecrows, 2d4 revenants |

81-100: Nature/Oddity

- | | |
|--|----------------------------------|
| 1. Humidity (DC 10 con. or 1 lvl exhaust.) | 11. Standing stones |
| 2. Wind (DC 15 str. or prone, half mvmt.) | 12. Sacred burial mound |
| 3. Rainstorm (DC 10 str. or half mvmt.) | 13. Animal graveyard |
| 4. Fog (DC 15 wis or half mvmt.) | 14. Crashed Airship |
| 5. Quicksand (DC 25 str. or half mvmt.) | 15. Bodies on stakes |
| 6. Scree (DC 10 str. or half mvmt.) | 16. 40' wide 100' deep ravine |
| 7. Humidity (DC 10 con. or 1 lvl exhaust.) | 17. Abandoned temple of Chauntea |
| 8. Heatwave (DC 15 con. or 2d6 fire) | 18. Nomadic tribe |
| 9. Ice storm (DC 15 dex. or 2d6 pierce) | 19. Abandoned campsite |
| 10. Grass fire (DC 15 str. Or 4d6 fire) | 20. Wild magic circle |

MOUNTAIN ENCOUNTERS

1-20: Level 1-5

- | | |
|-----------------------------|---------------------|
| 1. 1d3 swarms of bats | 11. 1 orog |
| 2. 1d10 + 5 tribal warriors | 12. 1 hell hound |
| 3. 1d8 + 1 winged kobolds | 13. 1 peryton |
| 4. 2d10 stirges | 14. 1d2 hippogriffs |
| 5. 2d4 aarakocra | 15. 1 mantichore |
| 6. 1 giant eagle | 16. 2d4 orcs |
| 7. 1 giant goat | 17. 1d4 harpies |
| 8. 3d4 kobolds | 18. 1 ogre |
| 9. 1 half-ogre | 19. 1 griffon |
| 10. 1 berserker | 20. 1 basilisk |

21-40: Level 6-10

- | | |
|------------------------|-------------------------|
| 1. 1 troll | 11. 1d10 giant eagles |
| 2. 1 galeb duhr | 12. 1d8 + 1 hippogriffs |
| 3. 1 air elemental | 13. 1 basilisk |
| 4. 1 bulette | 14. 1d12 half-ogres |
| 5. 1 chimera | 15. 1 mantichore |
| 6. 1 stone giant | 16. 2d4 harpies |
| 7. 1 frost giant | 17. 1d10 berserkers |
| 8. 2d8 + 1 aarakocra | 18. 1d3 hell hounds |
| 9. 1d8 + 1 giant goats | 19. 1d4 ettins |
| 10. 1d6 + 2 orcs | 20. 1 young red dragon |

41-60: Level 11-15

- | | |
|------------------------------------|-------------------------|
| 1. 1 E.G, 1d6 orogs, 3d6 + 10 orcs | 11. 1d3 chimeras |
| 2. 1 fire giant | 12. 2d4 trolls |
| 3. 1d4 air elementals | 13. 1d8 + 1 manticores |
| 4. 1d4 trolls | 14. 1d4 cyclopes |
| 5. 1d4 chimeras | 15. 1d10 air elementals |
| 6. 1 roc | 16. 1d6 + 2 bulettes |
| 7. 1d4 stone giants | 17. 1 fire giant |
| 8. 1d4 frost giants | 18. 1d8 + 1 ettins |
| 9. 1d8 + 1 basilisks | 19. 1d4 cloud giants |
| 10. 2d4 hell hounds | 20. 1 adult red dragon |

61-80: Level 16-20

- | | |
|------------------------|----------------------------------|
| 1. 2d6 bulettes | 11. 2d4 stone giants |
| 2. 1d8 + 1 chimeras | 12. 1d4 rocs |
| 3. 1d8 + 1 wyverns | 13. 1d6 wyverns |
| 4. 2d4 galeb duhr | 14. 1d4 young red dragons |
| 5. 1d4 frost giants | 15. 2d4 peryton |
| 6. 1d10 air elementals | 16. 1 ancient red dragon |
| 7. 1d6 + 3 trolls | 17. 1 chief, 2d6 orogs, 6d6 orcs |
| 8. 1 adult red dragon | 18. 2d4 basilisk |
| 9. 1d4 cloud giants | 19. 2d6 duregar |
| 10. 1d3 fire giants | 20. 2d6 earth elementals |

81-100: Nature/Oddity

- | | |
|--|--------------------------------|
| 1. Falling rocks (DC 20 dex. or 2d6 damage) | 11. Dwarven toll |
| 2. Wind (DC 15 str. or prone, half mvmt.) | 12. Sacred burial mound |
| 3. Rainstorm (DC 10 str. or half mvmt.) | 13. Animal graveyard |
| 4. Fog (DC 15 wis or half mvmt.) | 14. Carved stone stairs |
| 5. Landslide (DC 15 dex. or 2d6 bludgeon) | 15. A hanged knight |
| 6. Scree (DC 10 str. or half mvmt.) | 16. 40' wide 100' deep ravine |
| 7. Ext. cold (DC 15 con. / 1 level exhaust) | 17. Abandoned temple of Tyr |
| 8. Altitude (DC 15 dex. or half mvmt.) | 18. Natural spring with deer |
| 9. Ice storm (DC 15 dex. or 2d6 pierce) | 19. Huge waterfall |
| 10. Frozen ground (DC 15 dex. or half mvmt.) | 20. A stag with golden antlers |

SWAMP ENCOUNTERS

1-20: Level 1-5

- | | |
|-----------------------------------|-------------------------------|
| 1. 1d4 poisonous snakes | 11. 1d8 + 1 swarms of rats |
| 2. 3d6 giant rats | 12. 2d10 stirges |
| 3. 1d8 + 1 giant lizards | 13. 2d6 + 3 bullywugs |
| 4. 1 crocodile | 14. 1d4 yuan-ti purebloods |
| 5. 1 swarm of insects | 15. 1 yuan-ti malison |
| 6. 1 giant spider | 16. 1 giant constrictor snake |
| 7. 2d4 mud mephits | 17. 2d4 lizardfolk |
| 8. 1d6 + 2 giant poisonous snakes | 18. 1d4 ghouls |
| 9. 1d6 + 2 constrictor snakes | 19. 1 will-o'-wisp |
| 10. 2d4 giant frogs | 20. 1 shambling mound |

21-40: Level 6-10

- | | |
|---|--------------------------------|
| 1. 1 wight | 11. 1d4 water elementals |
| 2. 2d4 ghastrs | 12. 1 hydra |
| 3. 1d4 + 2 ogres | 13. 1d8 + 1 swarms of insects |
| 4. 1 shaman, 2d10 lizardfolk, 1d6 g. liz. | 14. 1d12 ghouls |
| 5. 1d4 green hags | 15. 2d4 giant spiders |
| 6. 1 revenant | 16. 1d6 + 2 giant toads |
| 7. 1 giant crocodile | 17. 1d8 + 1 yuan-ti purebloods |
| 8. 1d4 green hags, 1d6 + 1 ogres | 18. 1d4 + 1 will-o'-wisps |
| 9. 1 young black dragon | 19. 1 giant crocodile |
| 10. 1 yuan-ti abomination | 20. 1d4 shambling mounds |

41-60: Level 11-15

- | | |
|------------------------------|-----------------------------|
| 1. 1d4 yuan-ti abominations | 11. 1d4 revenants |
| 2. 1d4 + 1 trolls | 12. 1d4 shambling mounds |
| 3. 1d10 revenants | 13. 1d6 water elementals |
| 4. 1d8 + 1 water elementals | 14. 1d4 young black dragons |
| 5. 1d3 hydras | 15. 1d4 + 2 trolls |
| 6. 1d4 giant crocodiles | 16. 1d3 hydras |
| 7. 1d3 yuan-ti abominations | 17. 1 adult black dragon |
| 8. 1d6 + 1 green hags | 18. 8d6 lizardfolk |
| 9. 2d4 wights | 19. 2d6 swarms of insects |
| 10. 1d8 + 1 yuan-ti malisons | 20. 2d4 green hags |

61-80: Level 16-20

- | | |
|-----------------------------|------------------------------|
| 1. 1d4 giant crocodiles | 11. 2d6 yuan-ti abominations |
| 2. 1d3 yuan-ti abominations | 12. 2d6 + 1 trolls |
| 3. 1d6 + 1 green hags | 13. 2d8 revenants |
| 4. 2d4 wights | 14. 2d6 + 1 water elementals |
| 5. 1d8 + 1 yuan-ti malisons | 15. 2d6 hydras |
| 6. 1d4 revenants | 16. 2d6 giant crocodiles |
| 7. 1d6 shambling mounds | 17. 2d6 yuan-ti abominations |
| 8. 1d10 water elementals | 18. 1d100 tribal warriors |
| 9. 2d4 young black dragons | 19. 1 ancient black dragon |
| 10. 2d8 + 2 trolls | 20. 3d6 shambling mounds |

81-100: Nature/Oddity

- | | |
|--|---------------------------------------|
| 1. Fog (DC 15 wis or half mvmt.) | 11. Hanged knight |
| 2. Quicksand (DC 25 str. or half mvmt.) | 12. Idol covered in vines |
| 3. Scree (DC 10 str. or half mvmt.) | 13. Bloated corpse floating face-down |
| 4. Humidity (DC 10 con. or 1 lvl exhaust.) | 14. Bubbling, spurting gasses |
| 5. Darkness (DC 10 wis. or half mvmt.) | 15. Flaming gas on water surface |
| 6. Disease (DC 15 con. or 1 lvl exhaust.) | 16. Glowing green moss |
| 7. Thick mud (DC 15 str. Or half mvmt.) | 17. Fish swarming around legs |
| 8. Treefall (DC 20 dex. or 6d10 bludgeon) | 18. Humanoid bones floating in water |
| 9. Poison gas (DC 15 con. or 2d6 poison) | 19. Dense curtains of moss |
| 10. Thorns (DC 15 con. or 2d6 piercing) | 20. Shadows moving overhead |

TUNDRA ENCOUNTERS

1-20: Level 1-5

- | | |
|----------------------------------|----------------------|
| 1. 1 giant owl | 11. 1 berserker |
| 2. 1d4 + 3 trappers (commoners) | 12. 1 ogre |
| 3. 2d4 blood hawks | 13. 2 brown bears |
| 4. 2d6 bandits | 14. 2d8 orcs |
| 5. 2d8 hunters (tribal warriors) | 15. 1 winter wolf |
| 6. 1 half-ogre | 16. 1 yetis |
| 7. 1d3 ice mephits | 17. 1 manticores |
| 8. 1 brown bear | 18. 1 troll |
| 9. 1d6 + 1 orcs | 19. 1 young remorhaz |
| 10. 1 polar bear | 20. 1 mammoth |

21-40: Level 6-10

- | | |
|---------------------------|--|
| 1. 2 saber-toothed tigers | 11. 1d4 veterans |
| 2. 1d4 half-ogres | 12. 1 young remorhaz |
| 3. 1d3 + 1 brown bears | 13. 1 orc Eye of G., 1d6 orogs, 2d8 + 6 orcs |
| 4. 1d3 polar bears | 14. 2d4 winter wolves |
| 5. 2d4 berserkers | 15. 1d6 + 2 yetis |
| 6. 2d8 scouts | 16. 1 frost giant |
| 7. 2d4 ice mephits | 17. 1d4 trolls |
| 8. 1 manticores | 18. 1 abominable yeti |
| 9. 1d6 + 2 ogres | 19. 1 young white dragon |
| 10. 2d4 griffons | 20. 1 roc |

41-60: Level 11-15

- | | |
|-----------------------------|-------------------------------------|
| 1. 1 abominable yeti | 11. 1d8 + 1 frost giants |
| 2. 1d4 + 1 werebears | 12. 1d4 remorhazes |
| 3. 1d3 young white dragons | 13. 2d10 revenants |
| 4. 1d3 rocs | 14. 2d8 trolls |
| 5. 3d20 + 60 caribou | 15. 2d10 werebears |
| 6. 1d4 mammoths | 16. 1d3 frost giants |
| 7. 1d8 + 1 trolls | 17. 1d3 manticores |
| 8. 2d4 young remorhazes | 18. 2d6 berzerkers |
| 9. 1d6 Crag Cats | 19. 1d6 x 10 + 1d10 tribal warriors |
| 10. 1d3 Werebear barbarians | 20. 1 adult white dragon |

61-80: Level 16-20

- | | |
|-----------------------------|--|
| 1. 2d8 trolls | 11. 1d10 frost giants with 2d4 polar bears |
| 2. 2d10 werebears | 12. 1d3 adult white dragons |
| 3. 1d6+2 frost giants | 13. 2d4 abominable yetis |
| 4. 2d4 young remorhazes | 14. 1 ice devil |
| 5. 1d6 Werewolf barbarians | 15. 1 vampire |
| 6. 2d6 Crag Cats | 16. 1d4 revenant |
| 7. 1 ancient white dragon | 17. 2d6 ghosts |
| 8. 1d6 abominable yetis | 18. 1d100 tribal warriors |
| 9. 1d4 remorhazes | 19. 2d10 griffons |
| 10. 2d6 Werebear barbarians | 20. 1 ancient, 1d3 young white dragons |

81-100: Nature/Oddity

- | | |
|--|--|
| 1. Avalanche (DC 20 dex. or 2d10 bludgeon) | 11. Frozen lake with bodies underneath |
| 2. Frozen water (DC 15 dex. or 2d6 cold) | 12. Druid tending wounded polar bear |
| 3. Blizzard (DC 15 con. or 2d6 cold) | 13. Temple of Auril |
| 4. Snowblind (DC 20 con. or blinded 1 day) | 14. Adventurer frozen in ice |
| 5. Frostbite (DC 15 con. or no hand actions) | 15. Snowman, nobody around |
| 6. Ext. cold (DC 15 con. / 1 level exhaust) | 16. Partially-eaten Mammoth carcass |
| 7. Crevasse collapse (DC 15 or 2d6 blud.) | 17. Frozen travellers, evidence of cannibalism |
| 8. Wind (DC 15 str. or prone, half mvmt.) | 18. Warm volcanic jets of air |
| 9. Frozen ground (DC 20 str. or half mvmt.) | 19. An ice fisherman in his hut |
| 10. Ice storm (DC 15 dex. or 2d6 pierce) | 20. 500' wall of ice for 1d4 miles |

COMBAT ENCOUNTER COMPLICATIONS

1. Wind/Current/Slope: half move one direction, double other direction
2. Dead magic zone (centred around object, possible disarm)
3. Wild magic zone (centred around object, possible disarm)
4. Darkness zone (centred around object, possible disarm)
5. Bottleneck or pinch-point, only one medium char. can get through at a time
6. Wind: disadvantage on all ranged attacks or steep elevation: dis. ranged when firing up
7. Close quarters: disadvantage on melee attacks
8. Sun from one direction: disadvantage when facing that direction
9. Swarm of insects: all creatures inside get half (+2 AC) cover
10. Teleportation platforms (3) allow teleport between each other, spaced 100' apart
11. Rocks falling from above (50% DC 15 dex. save start each turn, 2d6 bludgeoning)
12. Poison gas from cracks in floor (DC 15 con. save or poisoned if move through)
13. Lava/mud/water in rivulets (DC 15 dex./acr. or prone when moving through, 6d6 fire from lava)
14. Slippery floor (ice, oil) (DC 15 dex. or prone when moving more than half move)
15. Town guard, wandering knights, dragon arrives after 3 rounds
16. Desecrated ground: slain foes rise as ghosts
17. Foes using commoners as hostages / meat shields
18. Containers (barrels of oil etc.) breach and explode (50% on any miss, 2d6 bludgeon + 1d6 fire)
19. Foes have aerial support (dropping things)
20. Undead hands from ground or sentient vines reach up (DC 15 str./dex. or grappled each turn)

FIVE ROOM DUNGEON IDEAS

Room One: Entrance / Guardian / Gate

- Dungeon Encounters
- Combat complications
- Puzzles, riddles, and traps
- Act I

Room Two: Puzzle or Role-Playing Challenge

- Puzzles, riddles, and traps
- NPCs
- Act I

Room Three: Trick or Setback

- Dungeon Encounters
- Combat complications
- Puzzles, riddles, and traps
- Dungeon Items
- NPCs
- Act I/II

Room Four: Climax, Big Battle, or Conflict

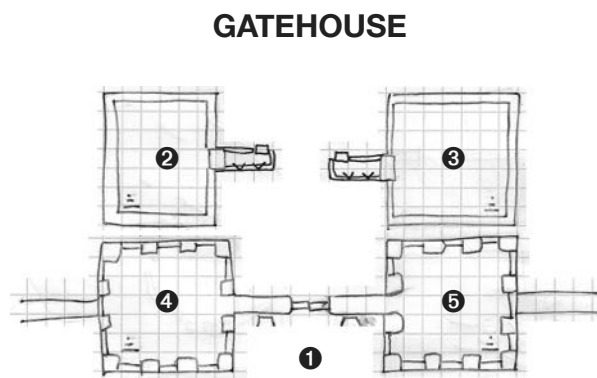
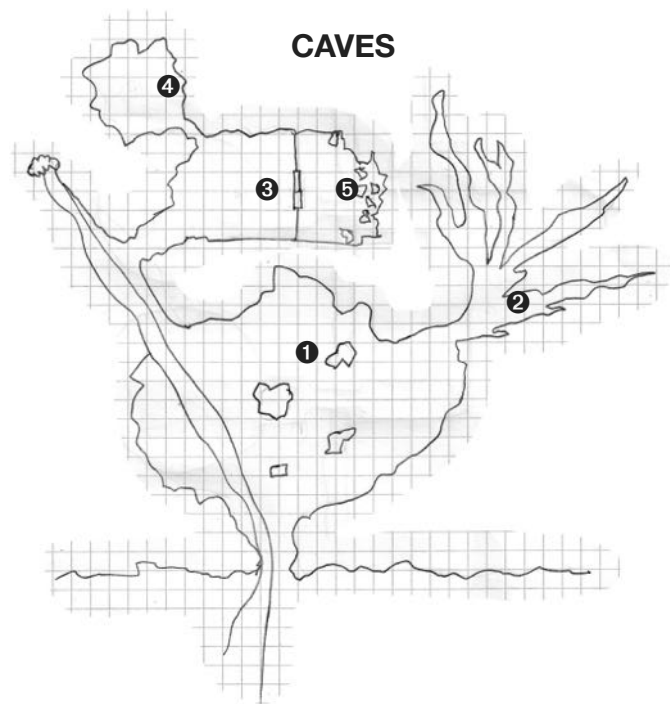
- Dungeon Encounters
- Combat complications
- Act II

Room Five: Reward, Revelation, or Plot Twist

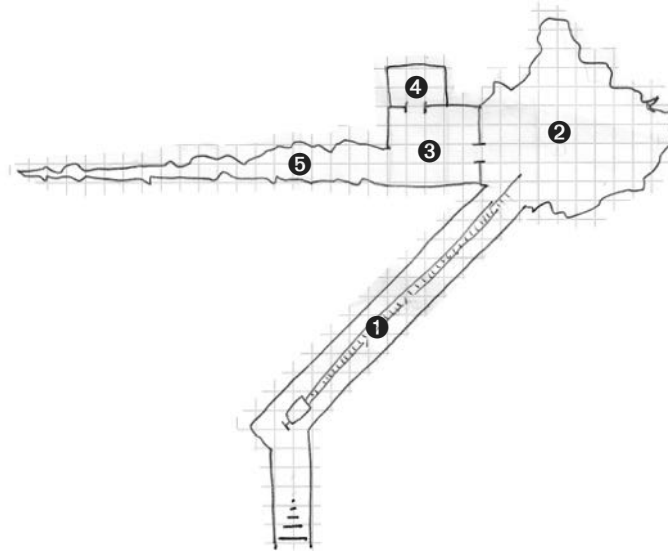
- Dungeon Items
- Treasure and Magic
- Act III

Dungeon Dressing

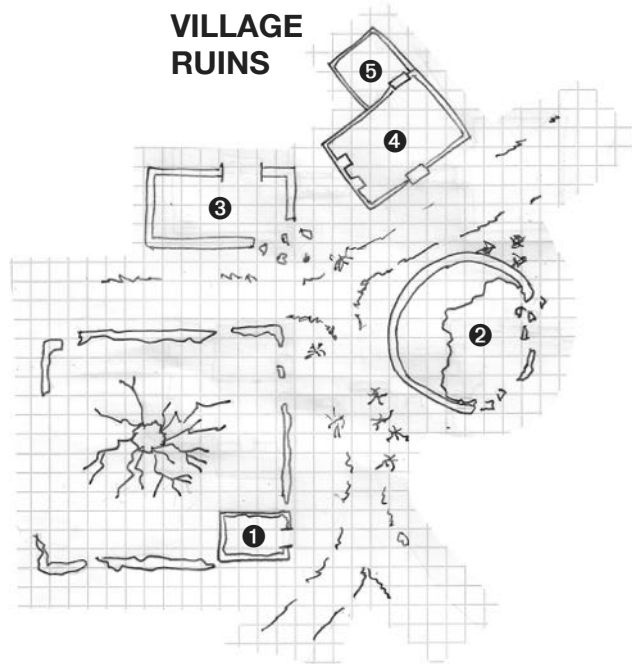
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|-----------------------------|--|
| 1. Howls like the wind | 11. Walls very smooth/polished |
| 2. Covered in ice | 12. Rust on the floor |
| 3. Covered in spiderwebs | 13. Dried blood on the floor |
| 4. Covered in fine dust | 14. Electric tang in the air |
| 5. Smells putrid | 15. Hard to breathe / stuffy / airless |
| 6. Smells of incense | 16. Glowing lights hover |
| 7. Smells of salt water | 17. Light mist |
| 8. Sound of running water | 18. Loose scree under foot |
| 9. Sound of creaking | 19. Strange markings and runes |
| 10. Walls cracked and rough | 20. Eerily silent |



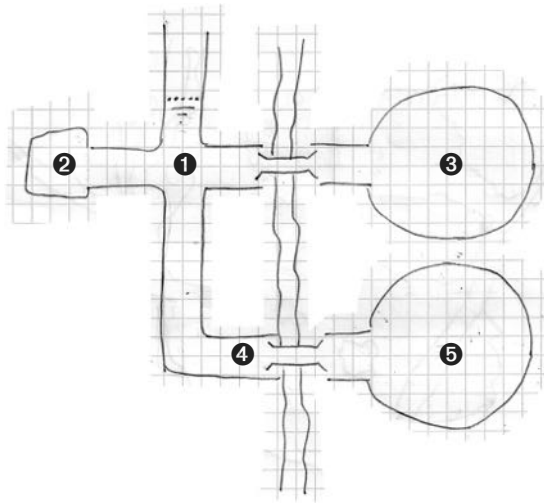
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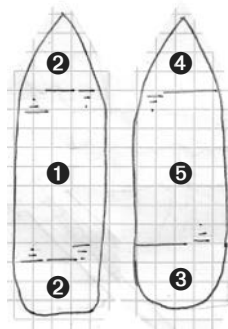
VILLAGE RUINS



SEWERS



SHIP



DUNGEON ENCOUNTERS

1-20: Level 1-5

1. 1 mind flayer arcanist
2. 1 shrieker
3. 2d6 stirges
4. 1d10 troglodytes
5. 1 black pudding
6. 1d2 gray oozes
7. 1 deep gnome
8. 1d8 + 1 drow
9. 1d4 violet fungi
10. 1 rust monster
11. 2d4 grimlocks
12. 1 carrion crawler
13. 1 gelatinous cube
14. 1d8 darkmantles
15. 2d4 piercers
16. 3d6 kuo-toa
17. 1 boss, 2d4 goblins
18. 1 ochre jelly
19. 2d10 giant centipedes
20. 1 nothic

21-40: Level 6-10

1. 1 otyugh
2. 1d4 doppelgangers
3. 2d8 fire snakes
4. 1d4 spectators
5. 1d3 vampire spawn
6. 1d4 hook horrors
7. 3d6 quaggoth spore servants
8. 1d3 grells
9. 1d6 + 1 intellect devourers
10. 1d10 gargoyles
11. 1 cloaker
12. 1 alpha, 2d4 gricks
13. 1 mind flayer arcanist
14. 1d4 drow mages
15. 1 spirit naga
16. 1d4 mind flayers
17. 1 behir
18. 1 aboleth
19. 1 dao
20. 1 beholder

41-60: Level 11-15

1. 3d6 carrion crawlers
2. 1d3 ropers
3. 3d6 gargoyles
4. 1d10 mimics
5. 2d8 intellect devourers
6. 2d4 water weards
7. 2d10 gricks
8. 3d6 nothics
9. 3d6 grells
10. 3d6 phase spiders
11. 1d10 black puddings
12. 2d4 otyughs
13. 1d6 + 2 xorn
14. 1d4 fomorians
15. 1d3 mages 1d4 elite drow
16. 1d10 vampire spawn
17. 1d3 cloakers
18. 1d4 dao
19. 1 beholder
20. 1 young red shadow dragon

61-80: Level 16-20

1. 1d4 grick alphas
2. 2d8 spectators
3. 3d6 minotaurs or 2d8 kuo-toa monitors
4. 2d8 grells
5. 2d10 phase spiders
6. 4d4 hell hounds
7. 1d6 + 2 ropers
8. 2d10 wights
9. 3d6 doppelgangers
10. 1d8 + 1 chimeras
11. 1 young red shadow dragon
12. 2d4 fomorians
13. 1d8 + 1 driders
14. 1d10 mind flayers
15. 1d3 dao
16. 1d4 beholders
17. 1d4 behirs
18. 1 death tyrant
19. 1d3 purple worms
20. 2d4 aboleths

81-100: Nature/Oddity

1. Easy/Easy Dangerous Trap
2. Easy/Easy Setback Trap
3. Medium/Medium Dangerous Trap
4. Easy/Hard Setback Trap
5. Hard/Easy Dangerous Trap
6. Medium/Hard Setback Trap
7. Hard/Hard Dangerous Trap
8. Easy/Easy Deadly Trap
9. Medium/Medium Setback Trap
10. Easy/Hard Deadly Trap
11. Graffiti written in blood
12. Glowing fungus on walls
13. Hovering stones
14. Unearthly swarm of lights
15. Altar to Azmodeus
16. Claw marks on walls/floor
17. Smell of corpses
18. Sound of animals chewing
19. Footsteps
20. Dragging chains

DUNGEON ITEMS

1-20: Typical Monster

1. Sack of broken glass
2. Stuffed fox carcass
3. Rotten food rations
4. Skull of a domestic dog
5. Flask filled with muddy water
6. Scraps of leather soaked in urine
7. A sack of singed feathers
8. A red-and-blue silk scarf (5sp)
9. A straw hat with claw marks
10. A string of rat skulls
11. A waterlogged piece of parchment
12. Broken arrow heads of elven tribe
13. A copper box (5cp) of dried mushrooms
14. Bloody mandibles of a giant spider
15. A battered, string-less lyre
16. A shaving razor engraved "VM"
17. Flint, steel, and a tinderbox
18. A rusty old sewing kit
19. A bundle of dried fish
20. Tiny metal toy soldier

21-40: Large Monster

1. Ornate temple column or pillar
2. Weathervane from a steeple
3. Livery banner from noble family
4. Stag antlers, elk femur, or mammoth tusk
5. Haunch of bison/caribou meat
6. Tangle of rusted chains and shackles
7. 3 giants' teeth, 1 gold worth 50gp
8. Mammoth, Yeti, or Brown bear pelts
9. Animal-skin drum and church bell
10. Rusted, broken weapons and armour
11. Half-full barrel of ale
12. Cage with skeleton inside
13. Carved wooden oar
14. Live chicken, goat, pig, or sheep
15. Bag of 7 dragon scales
16. Stone statue of an unknown deity
17. Pair of wagon wheels
18. Tombstone or mill stone
19. Medium-sized uprooted apple tree
20. Dwarf heads, Elf Ears, or Human skulls

41-60: Ruins (Castles/Catacombs/Dungeons)

1. 6 rotten barrels
2. A pile of dead spiders
3. A skull with an eye patch on it
4. A large bronze key
5. A dried vial of ink and bent quill
6. A spiked collar
7. Smashed fragments of pottery
8. A pot of tulips growing in total darkness
9. Floor covered in dried leaves
10. A magically-glowing lantern (green)
11. Four small empty glass vials
12. Bow strings and fletching
13. A pile of old grey blankets
14. A chest full of moth-eaten fine clothes
15. Decaying pelt of a bear
16. A broken cane stick with silver tip (3sp)
17. Stale bread crusts and lard
18. Nut shells
19. Three unlit torches
20. Six unbroken quail eggs

61-80: Natural Subterranean (Caves/Caverns/Lairs)

1. Glowing blue moss
2. Dripping roots in the ceiling
3. Bats nesting overhead
4. Cracks that spread along the floor
5. Clouds of dust freshly churned up
6. A maze of stalactites/stalagmites
7. A bubbling pool of hot mud
8. 12 shovels and 32 spikes, new condition
9. A chain pulley in the ceiling
10. A crude natural altar with a lit candle
11. Cave paintings of a dire wolf hunt
12. Six groupings of 8-10 mushrooms each
13. Five iron rings spiked into the wall
14. A natural hole in the floor used as a latrine
15. A bubbling pool of fresh water
16. A swarm of tiny insects
17. Quicksand
18. A natural horizontal slab with a body on it
19. Toxic gas rising from a crevice
20. A flooded passageway

81-100: Humanoid Excavation (Cellars/Sewers/Mines)

1. A pile of pickaxe handles with no heads
2. A toppled mine cart (no track)
3. Three dented iron helmets, dwarven make
4. An inspection log book (ends abruptly)
5. Two pair of leather gloves, fingertips cut
6. An empty wineskin and breadcrumbs
7. 14 desiccated fish heads
8. A teeming termite nest
9. Stream of sand from ceiling ahead
10. A bundle of sticks
11. Rats feasting on a cat carcass
12. A mule skeleton
13. A bucket with rusted-out bottom
14. A tangle of rope nets (3)
15. A leather belt with no buckle
16. A whistle
17. An axe head stuck in a wall crack
18. A bag of dried onions
19. A note in thieves' cant about gullible ladies
20. Claw marks in sturdy stone

TREASURE AND MAGIC ITEMS

Light: 1 roll, **Standard:** 3 rolls, **Generous:** 5 rolls

1-20: Level 1-5

1. 2d6 x 10 + 1d10 gp
2. 3d6 x 100 + 1d100 sp
3. 6d6 x 100 + 1d100 cp
4. 1d6 turquoise (10 gp ea.)
5. 1 onyx (50 gp)
6. 1 small mirror (25gp)
7. 1 gold locket (25gp)
8. 1 small pearl (20gp)
9. 1 glass necklace (15gp)
10. 1 small amber (30gp)
11. 1d6 gold teeth (1 gp ea.)
12. 2d6 Mirabar trade bars (5gp ea.)
13. 1d6 x 2 silver candlesticks (5gp ea.)
14. 1 fine silk handkerchief (30 gp)
15. 1 moonstone (50 gp)
16. 1d6 tiny rubies (10 gp ea.)
17. 3d6 gp
18. 4d6 sp
19. 6d6 cp
20. 1 purple amethyst (100 gp)

21-40: Level 6-10

1. 6d6 x 100 + 1d100 gp
2. 2d6 x 1000 + 1d100 sp
3. 2d6 x 100 + 1d100 cp
4. 2 moonstones (50 gp ea.)
5. 1x6 lapis lazuli (10 gp ea.)
6. 1 pink pearl (100gp)
7. Melee weapon +1
8. 1d10 silver soldiers (25 gp ea.)
9. 1 carved ivory statuette (250 gp)
10. 1 small ruby (125 gp)
11. Bag of holding
12. Potion of flying
13. Immovable rod
14. Robe of useful items
15. Quiver +2 arrows (20)
16. Slippers of spider climbing
17. Potion of invisibility
18. Cloak of Elvenkind
19. 2d6 x 10 + 1d10 gp
20. 6d6 x 10 + 1d10 sp

41-60: Level 11-15

1. 4d6 x 1000 + 1d100 gp
2. 2d6 x 100 + 1d00 gp
3. 4d6 x 100 + 1d100 sp
4. 1 black opals (1000 gp)
5. 1d6 yellow topaz (500 gp ea.)
6. 1 brown diamond (1,000 gp)
7. 1 silver chalice (750 gp.)
8. 1d4 silk robes (250 gp ea.)
9. 1 small gold idol (750 gp)
10. 1d6 gold rings (200 gp ea.)
11. Folding boat
12. Portable hole
13. Giant Slayer
14. Melee weapon +2
15. Armour +1
16. Ring of feather falling
17. Gauntlets of Ogre Power
18. Staff of Power
19. Oathbow
20. Rod of resurrection

61-80: Level 16-20

1. 12d6 x 1000 + 1d100 gp
2. 1d6 diamonds (1,000 gp ea.)
3. 1 ruby (5,000 gp)
4. Gold crown (7,500 gp)
5. Necklace of pearls (2,500 gp)
6. 1d6 x 1000 + 1d100 gp
7. Quiver +3 arrows (20)
8. Melee weapon +2
9. Gem of seeing
10. Vicious weapon
11. Ring of djinni summoning
12. Ring of fire elemental command
13. Armour +2
14. Rod of lordly might
15. Luck blade
16. Ring of regeneration
17. Rod of rulership
18. Ring of mind shielding
19. Horn of blasting
20. Helm of teleportation

81-100: Unusual

1. Vorpall sword
2. Ring of three wishes
3. Armor of invulnerability
4. Apparatus of Kwalish
5. Nine lives stealer
6. Wand of Wonder
7. 5,000 gp promissory note
8. Talisman of pure good
9. Staff of frost
10. Staff of fire
11. Sovereign glue
12. Scarab of protection
13. Robe of the Archmagi
14. Iron flask
15. Cloak of invisibility
16. Sword of answering
17. Universal solvent
18. Well of many worlds
19. Winged boots
20. Deck of many things

TRAPS

DETECT (wis. per.)

Very Easy	PP 10 / Chk. 5
Easy	PP 15 / Chk.10
Medium	PP 20 / Chk.15
Hard	PP 25 / Chk.20
Very Hard	PP 30 / Chk.25

DISARM (int. inv. / adv. thieves' tools)

Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

EVADE (dex. save)

<i>Level</i>	<i>Setback</i>	<i>Dangerous</i>	<i>Deadly</i>
1-5	DC10 / 5hp	DC15 / 10hp	DC 20 / 20hp
6-10	DC10 / 10hp	DC 15 / 20hp	DC 20 / 50hp
11-15	DC10 / 20hp	DC 15 / 50hp	DC 20 / 100hp
16-20	DC 10 / 50hp	DC 15 / 100hp	DC 20 / 130hp

TRIGGERS

1. Tripwire
2. Pressure Plate
3. Magical Sensor
4. Guard Peephole
5. Doorknob / Lock / Handle
6. Treasure

MECHANISM

- | | |
|---------------------|---------------------------|
| 1. Dart | 11. Blades |
| 2. Poison needle | 12. Closing walls |
| 3. Pit | 13. Flip |
| 4. Bear trap | 14. Fire-breathing statue |
| 5. Rolling boulder | 15. Deafening drums |
| 6. Rocks from above | 16. Anti-gravity |
| 7. Tripwire | 17. Ice floor |
| 8. Net | 18. Sleeping gas |
| 9. Collapsing roof | 19. Poison gas |
| 10. Garotte | 20. Guillotine |

PUZZLES

1. Inscribed on door/chest/etc.: complete me and knock: 1, 1, 2, 3, 5 (must knock 8 times), more than this and take 2d6 fire damage from jet of flame
2. Pressure plates on floor equal to party number, runes on plates and above door, must step them on in sequence or all on plates take 2d6 lightning damage
3. “None that lay eyes on this shall open it” (must close eyes and push to open)
4. Four holes in walls, one square crystal, must shine light on it, spreads to holes and activates whatever
5. Button/latch/etc. appears to do nothing—actually opens/activates, but minor illusion makes it seem otherwise
6. “Complete me” and two metal rods—touching both is 4d6 lightning damage (can use conducting material; wood etc. does not work)
7. “Kiss me” hideous ghoul statue—kissing opens/activates
8. “Only the harmonious shall pass”—(party+1) flutes tuned C, D, E, G, C and B flat – if B flat played with any others a trap is sprung (DC 15 dex. stones fall 2d6 bludgeoning)
9. “Timing is everything” party number of levers must be pulled exactly at right timing (D 10 dex. all to sync)
10. Five indecipherable runes and a countdown timer—when timer expires, unlocks/activates (no danger)

RIDDLES

11. I cover cities and make men blind (A: sandstorm)
12. Useless but blissful, requires two, silences both (A: a kiss)
13. Runs around [name of walled city] but never moves (A: a wall)
14. I have tongues but cannot taste (A: flames)
15. I have fingers and thumbs, but cannot grasp on my own (A: gloves)
16. I run everywhere, yet you have only to step out your door to find me (A: a road or path)
17. If you are honest, then once you give me, you must keep me (A: one’s word)
18. I fall at the end of each day but never break (A: night)
19. Though light as air, even the strongest man can’t hold me for long (A: breath)
20. In the morning, I have no head upon me. Yet each evening it returns (A: pillow)

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PHB = Players' Handbook DMG = Dungeon Master's Guide XGE = Xanathar's Guide to Everything
SKT = Storm King's Thunder

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