

The Book of Random Tables

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Matt Davids

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of

Random Tables

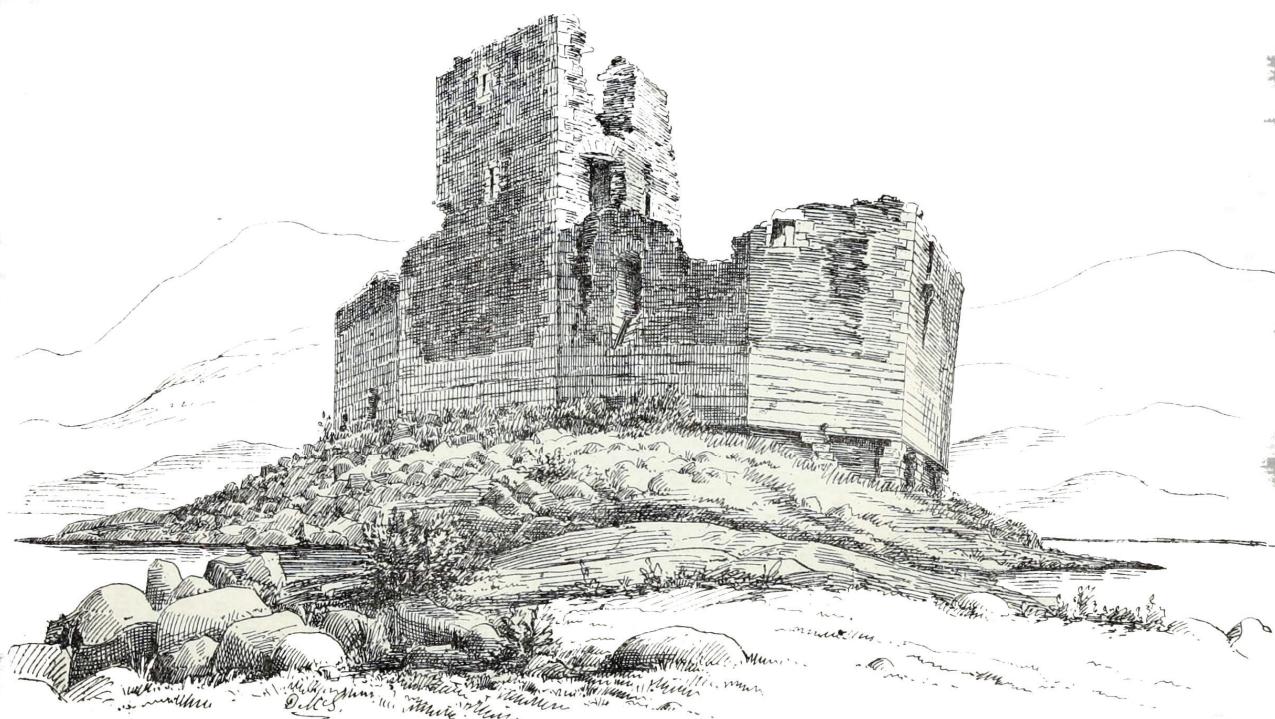
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How to Use this Book

This is the fifth book in a series of resources for fantasy tabletop role-playing games. As noted in the other Books of Random Tables, a game master can never have enough random tables. Random tables provide GMs with the ability to react to their players' questions with creative answers on the fly.

The random tables in this book can be used in various ways. Game masters and dungeon masters can roll on them before or during sessions. They can have their players roll during sessions. They can pick items from the random table without rolling. It all depends on the style of play and situation the game master finds themselves in at the time.

The first section of this book is Names. Here game masters will find names for Dragons, Countries, Gangs, Ships, and more. Why names? Because players always ask for names. Plus names add a feeling of realism to the game world.

The next section is Carousing & Encounters. Adventurers like to party, so there is a table for the results of a night at the inn. There is also a table of night encounters.

Items & Things is a section packed with objects that characters can find in certain places. Players always want to search everything. That's okay. Roll with it and roll on the tables for fun and interesting items. There are Items on a Battlefield, Items in a Goblin Den, Items in an Inn Room, and more.

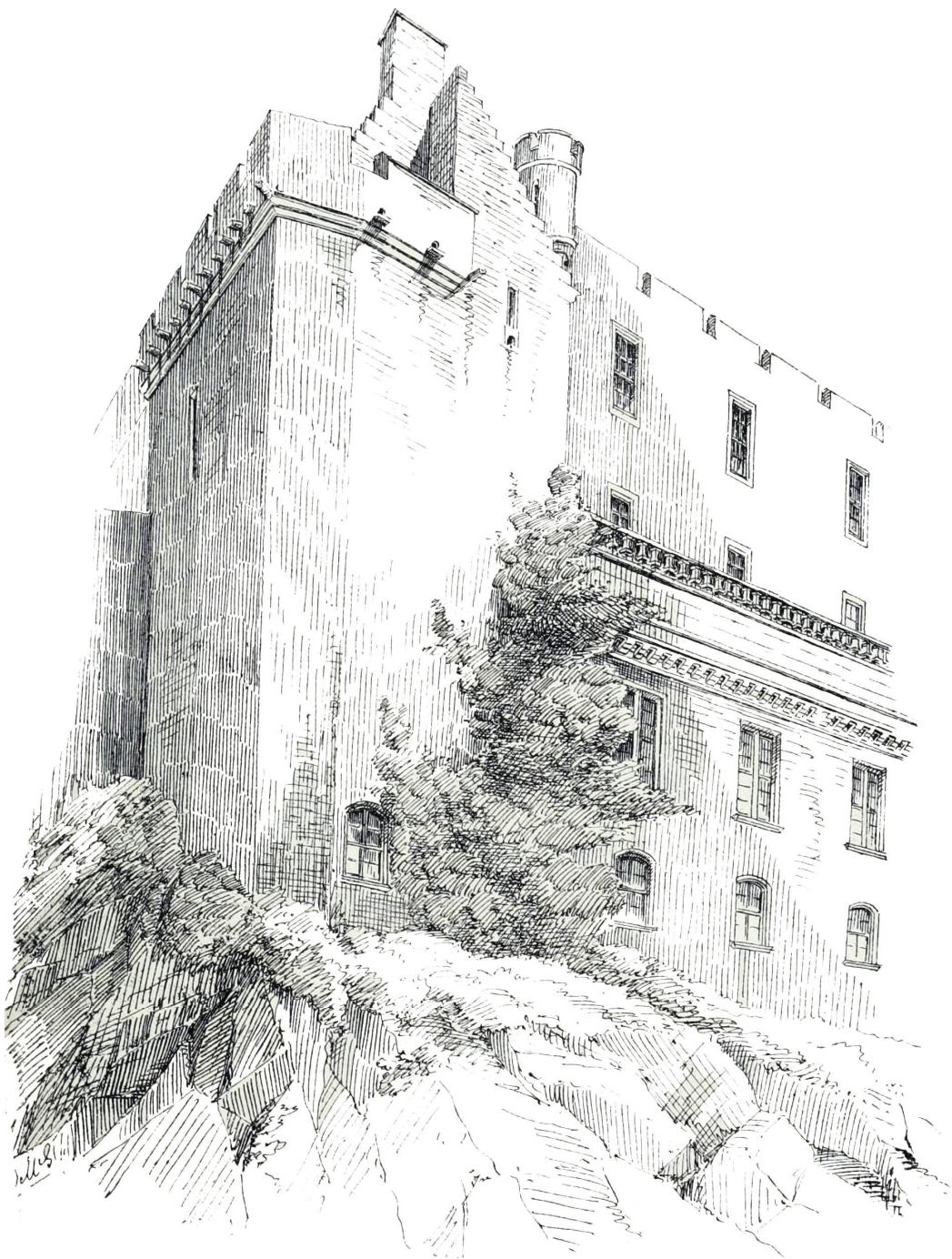
The Business Profit & Loss section may seem unnecessary, but it is not. During certain campaigns, the player characters may end up owning an inn or blacksmith shop or some other business. These tables allow for quickly rolling up profits or losses without bogging down the game.

Next, you will find a diverse set of tables in the People & Characters section. The NPC Developments and the Town Happenings tables remind GMs that the world doesn't stop while the PCs are away. A DM can use these tables to give the sense of a changing world. The other tables in this section include Key Backstory Moments, Resurrection Side Effects, and more.

Armed with these random tables, any game master or dungeon master is ready for the onslaught of questions and situations that arise during RPG sessions. Take them, use them, and may your adventures never cease.

*Matt Davids
8/31/2021*

Names



Dragon Names

1. Xemad the Taker of Life
2. Aduth
3. Ziga the Eternal Fire
4. Jizzirur the Mad Laugher
5. Dummug
6. Zursem
7. Bazum the Blue Fire
8. Vermithrax Pejorative
9. Keinth
10. Hoin the Brave
11. Giedrad the Tyrant
12. Etein the Fierce
13. Otibro the Lord of the Green Hills
14. Bairdot
15. Cyd Draym the Insane
16. Indruset
17. Baghata the Clever
18. Azziar
19. Frendau the Sleeper
20. V'Goryss
21. Mayla Gentleheart
22. Uddris the War Mind
23. Gregggon the Benevolent
24. Nardyi the White Shield
25. Lorkhan
26. Indiem
27. Mursum
28. Xendranth the Eater of Sheep
29. Citodaim
30. Fursid
31. Jivacrag the Slayer of Men
32. Falcora the Lucky
33. Lo'Kodra
34. Krag
35. Bidsolien
36. Misorth
37. Umrin
38. Derhelm Fastbrow
39. Arvto the Wyrm
40. Irdo the Lord of the Shadows
41. D'lidu
42. Irugu the White
43. Zekir
44. Yrryn the Lord of the Flies
45. Pothar
46. Y'Thag the Champion of the Fey
47. Vliassa Warriorborn
48. Noldeo the Stubborn
49. Gridol the Eater of All
50. Qusig the Quiet
51. Gemranth the Protector of the Weak
52. Zayrranan
53. Nyndross
54. Quddro the Dark Fiend
55. Fregia the Blood Flyer
56. Immendru the Eater of the Dead
57. Di'Kaag
58. Broldriet
59. Galzris the Evil One
60. Cendrug the Render of Flesh
61. Naldrid
62. Kysad
63. Q'Rinth
64. Nurriam Warmheart
65. Dezaidu the Flame Tender
66. Mylrat Longtail
67. Bisar
68. Nortiag
69. Radirth
70. Zyrdit
71. Bandranym
72. Tomrayn
73. Mandod the Fell Warrior
74. Chordem
75. Qeobenth
76. Urgiar
77. Brudor the Dark Cloud
78. Taryross
79. Olri
80. Gytyrth
81. Qildurri the Captain of the Blackguard
82. Omborra the Champion of Bards
83. Zenderrus Worldheart
84. Ymmorlon the Lord Of The Lost
85. Koldrit Wyrmhead
86. Nymmo Braveheart
87. Noiniars
88. Jeodoin
89. Randroth the Black
90. Bror the Heartless
91. Friddraska
92. Adrrog
93. Frizal
94. Eigurth
95. Ughiaslo Apocalypse
96. Ymoraton the Bringer of Death
97. Zaghiss
98. Nurryn
99. Brimgore the Keeper of the Red Flower
100. Grimbar the Voiceless

Fantasy Country Names #1

1. Vrekeron
2. Tanre Haica
3. Western Graldines
4. Gernamai
5. Hessirith
6. Kotilondra
7. Pokuburg
8. Slanddan Siace
9. Sintan
10. Sangahong
11. Onidrun
12. Nieda Pecha
13. Elvgosle the Isle of the Elves
14. Eight Sevreunia Confederation
15. Welonate
16. Thorosan Empire
17. Khuyeles
18. Unieldion the Dominion of the Unicorns
19. Frolosire the Summer Empire
20. The Landnania
21. The General Lowlands of Korva
22. Emida
23. Steotan
24. Faavoria
25. Anoma
26. The Oligarchy of Paruwald
27. Sliniel Empire
28. Esao
29. Lestria
30. Tio Nislands
31. Alry
32. The Syndicate of Vengravira
33. Cuasouth Jansternblic Isles
34. Andgreenco
35. Rodel
36. Colandcos
37. Delawilds
38. Vodrosa
39. Tro-tros Islands
40. Oprerruvia
41. Lodojan
42. Cair Northne
43. Soez
44. Hanaa
45. Isle of Tomo Liva
46. Ticputhio
47. Rinaca
48. Slandma Liayedu
49. Gei Bah-mayan
50. Kicaborg
51. Myguam Landta
52. The Pirate Chiefdom of Merbotia
53. Meawonao
54. South Lipri
55. Alsouth Blycanor
56. Adval
57. Molu
58. Tia Roonkraine
59. Batviaru
60. Daunanita
61. Elatri
62. Stadclaw
63. Straz
64. Geldenties
65. Walera Lyms Island
66. Outavia Dynasty
67. Croastor
68. Xaola Empire
69. Lemathen
70. Nei Tei
71. Tenagat
72. Ludengart
73. Kifa
74. Thronedea
75. Jugril
76. Ofu Masouth
77. Isintad
78. Friebarine
79. Ladarro Dynasty
80. Holy Ganthim Bishopric
81. Mesin
82. Byzator
83. Monia
84. The Citizenry of Caruland
85. Thuniel Empire
86. Lorpital
87. Falendorf
88. Ekoza
89. Mag-pele
90. Kumor Kingdom
91. Cotar
92. Perebora
93. Zoagund
94. Siasier
95. Ni-hia
96. Binostahn
97. The Supreme Confederation of Durelicon
98. Ragroulux
99. Ticmor Rand
100. Tarrino

Fantasy Country Names #2

1. Gepesite
2. Herr
3. Li Ling
4. Wonvor
5. Ujo
6. Rategy
7. Biamon
8. Thommodal
9. Westiny
10. Thoco Ina
11. Treydian
12. Phosortum
13. Zavala
14. Isle of Petzer Puneana
15. Ninth Clagolo Order
16. Glenonto Imperium
17. Slandsmarsa
18. Tical Dandala
19. Nohrain Bruthe
20. Thuabra Mya
21. Rudo Dean
22. Plodiv Blick Kingdom
23. Aamai
24. Gannesa
25. Nindian
26. Guardhurst
27. Vepresal
28. Edinia
29. Eastern Haoz Command
30. Boten-baxi
31. Probrineian
32. United Dolvora Isles
33. South Hurrind
34. Suukka
35. Tanua Territories
36. Raji Bani
37. Wubokar
38. Malmia
39. Yurus Dynasty
40. Lo-Dooth
41. North Neha
42. Northern Cristis Confederation
43. Riand Vlok Territories
44. Zzotha
45. Guerfa Laob
46. Maivoria
47. Andco
48. Drakinire, Empire of the Dragons
49. Nam Posta
50. The Emirate of Adawara
51. Karkos Kingdom
52. Guaroon Dosu
53. The Archmage's Command of Pelgast
54. Slora Empire
55. Cablic Berco
56. The Collective Provinces of Thonate
57. Pria Novilla
58. Norne Ryi
59. Steinva
60. Madian
61. Radkasan
62. Tanderval
63. Crestfeld
64. Polocante
65. Eswana
66. Finarea
67. Kastanbo
68. Evoziterra Empire
69. Pami
70. Tal
71. North Nisia
72. Bokorda Empire
73. Blicklie
74. Turksmo Rarta
75. Sukuria
76. Liso Win
77. United Moam
78. Barita
79. Khadora Dynasty
80. Cantan
81. Devonds
82. Ibeki
83. The Imperator's Realm of Welevilla
84. Potros
85. Decanvo
86. The Dragons' Divinate of Devoria
87. Ginbang Pubral
88. Tinake
89. Iblic Lani
90. Ruand Lalau
91. Xelux Dynasty
92. Saltu Toden
93. Ivory Mevila Plutocracy
94. Eskines
95. The Archanate of Hanu
96. Bardroe Barnyasri
97. Pornita
98. Buko Mimau
99. Tarade
100. Baguia Pacci

Fantasy Country Names #3

1. The Duchy of the Golden Eagle
2. Gaslo Seep
3. Slandspoku
4. Ocha-oso
5. Nolunda
6. Westwara
7. Etka
8. Zamlands
9. Kadia
10. Prubea
11. North Galbau
12. Aliada
13. Benwara
14. Pakron
15. Sitiel
16. Entsa Kibia
17. Laukiwari
18. Euroka
19. Western Biami
20. Pupore
21. Gaan
22. Bibujee
23. Nasunga
24. Walendora
25. Feza
26. Caidwyth
27. Moan-gopi
28. Mecuria Kingdom
29. Stonshire
30. Buchastein
31. Dasto Gad
32. Nkamii
33. Jimbura
34. Namputo
35. Osuth
36. Gemacan
37. Anglesa the Broken Isles
38. Cairn Moc
39. Managore
40. Aprucenia
41. Notu
42. Kai-lui
43. Winpovel
44. Falknes
45. Triona
46. Deren
47. The Sacred Dictatorship of Phandosos
48. Rostha
49. Retu
50. Crunotis
51. Pouza
52. Telita
53. Quelk
54. The Colony of Tedea
55. Achenburg
56. Avenmoor Kingdom
57. Rossoin
58. Eru Dynasty
59. Trolinder
60. Bodadi
61. Wowidal
62. Hamasa
63. Apuja
64. Yasoba
65. Ashad
66. Tratiso
67. The Federation of Moni-Vero
68. Salgartena
69. Dosbourg Island
70. Gimevia
71. Evelest
72. Nortopura Territories
73. Ridia
74. Seojeon Dynasty
75. The Democratic Tribe of Fenata
76. Isle of Jado Cubaguya
77. Oto Empire
78. Menri Byanei
79. Western Dornia
80. Thozogalla
81. Nebai
82. Kasmaria
83. Lonlay Xiata
84. Yupporia
85. Mytoro
86. Neni
87. Terra Mara
88. Qatir
89. Muth-Muuna
90. Rabistu
91. Pankia
92. Nana-kuli
93. Masma Jina
94. Inu Redesh
95. The Autocracy of Feawenso
96. Colrain
97. Xea Pik
98. Bulstanki
99. Regary Empire
100. Seenu Dynasty

Gang Names

1. Demon Reapers
2. Black and Blue Riders
3. Black Crow Brotherhood
4. The Chosen Family
5. Violet Devil Squad
6. Dark Revelry
7. Sons and Daughters of the Blood
8. Clem Colts
9. Crystal Crocs
10. Rocky Syndicate
11. Troll Association
12. Black Sword Riders
13. Sanguine Needles
14. Sword Gang
15. Fire Lion Crew
16. Red Street Gang
17. Blue Butterfly Company
18. Emerald Pincers
19. Day Walkers
20. Bronze Vulture Squad
21. Forsaken Company
22. Cobalt Crosses
23. Immortals
24. Blue Necromancers
25. Jade Bulldog Clan
26. Ebony Spiders
27. Knife Tribe
28. Faceless Ones
29. Scarlet Dragon Brotherhood
30. Owl Brotherhood
31. The Disciples
32. Fang Syndicate
33. Razor Sisterhood
34. Cobalt Wolves
35. Black Blood Drops
36. Gold Alligator Syndicate
37. Devil Riders
38. Blue Skulls
39. Sapphire Crow Sisterhood
40. Bronze Razors
41. Onyx Trolls
42. Reaper Clan
43. Copper Knuckles
44. The Wild Hogs
45. Bulldog Soldiers
46. Onyx Devil Soldiers
47. Royal Water Gang
48. Emerald Vultures
49. Cobalt Nation
50. Silent Death
51. Yellow Jackals
52. Rebel Sisterhood
53. Demon Rats
54. Kobalt Kings
55. Blue Laintooth Company
56. Crystal Wolverines
57. Flame Shark Tribe
58. Emerald Razors
59. Ruby Hand Squad
60. Crimson Enigma Association
61. The Vipers
62. Yellow Troll Band
63. Pillagers
64. Fire Jackal Tribe
65. White Shark Company
66. Brass Bloods
67. Violet Knuckle Association
68. Ruby Wolf Brotherhood
69. Rat Soldiers
70. Ruby Tears
71. Fang Company
72. Fire Slicers
73. Jade Toads
74. Flame Dragontooth Riders
75. Copper Takers
76. Black Boars
77. Ivory Demon Association
78. Death Brotherhood
79. Night Stalkers
80. Crystal Spiders
81. Thunder Serpent Syndicate
82. Flame Bulls
83. Grizzly Sword Riders
84. Stonebridge Mafia
85. Death Crew
86. Bat Brotherhood
87. Diamond Elephant Brotherhood
88. Elephant Squad
89. Ruby Ravens
90. Onyx Bull Family
91. Ice Tiger Association
92. Savage Riders
93. Diamond Skeletons
94. Dragon Squad
95. Ruby Ravenclaws
96. Scarlet Rider Company
97. Brass Spider Clan
98. Alligator Gang
99. Sapphire Rebels
100. Skeleton Crew

Pirate Ship Names

1. Jeweled Serpent
2. The Fortune
3. Lost Dreams
4. Ruthless Raider
5. Shadow Storm
6. The Diamond
7. Mourning Star
8. The Retribution
9. The Happy Executioner
10. Rusty Cannon
11. The Overlord
12. Angel of Doom
13. Red Wave
14. The Bloody Sun
15. The Sanguine Delight
16. Night Wind
17. The Blue Nixie
18. Secret Dagger
19. Scourge of the Seas
20. The Barbaric
21. Kiss of Death
22. HellFish
23. The Hopeless
24. Dark Howler
25. The Wind Raider
26. Knight Blood
27. Boundless Desolation
28. Burning Dragon
29. The Storm
30. The Kraken
31. Sea Serpent's Despair
32. The Speedy Pearl
33. Golden Squid
34. Royal Pearl
35. Golden Mermaid
36. The Sea Hag
37. The Iron Teeth
38. Dead Bones
39. The Walrus
40. Bone Rattler
41. The Plague
42. The Anchor
43. The Adventure
44. The Sadness of the Executioners
45. The Executioner
46. Wild Storm
47. Dream Stealer
48. Sea of Terror
49. Moon Whisperer
50. The Woe Of Tyrants
51. Damned Night
52. Bloody Hangman
53. Burning Rose
54. Bloody Vengeance
55. Red Hurricane
56. The Cursed
57. The Demon
58. Skull
59. Lone Star
60. The Oath
61. Serpent's Revenge
62. Scream Fire
63. Blood Lightening
64. Ghostly Death
65. Brave Titan
66. The Squid
67. Tainted Rose
68. The Saber
69. The Jewel
70. Huntmaster
71. Poisoned Arrow
72. Revenge Queen
73. Sea Nymph
74. Devil's Maw
75. Bone Heart
76. The Plunder
77. Dead Reckoning
78. Broken Soul
79. Jolly Skull
80. Grand Serpent
81. Hangman's Daughter
82. Fallen Titan
83. The Dragon
84. Serpent's Cry
85. Golden Eel
86. Cursed Raider
87. Shark Rider
88. Sea Ghost
89. The White Whale
90. The Devil's Own
91. Rogue Wave
92. Moon Raider
93. Mystic Sirens
94. The Fearful Scream
95. Misery
96. Devil's Heart
97. Bleak Horizon
98. The Sea King's Folly
99. Charlatan
100. Mystic Sea

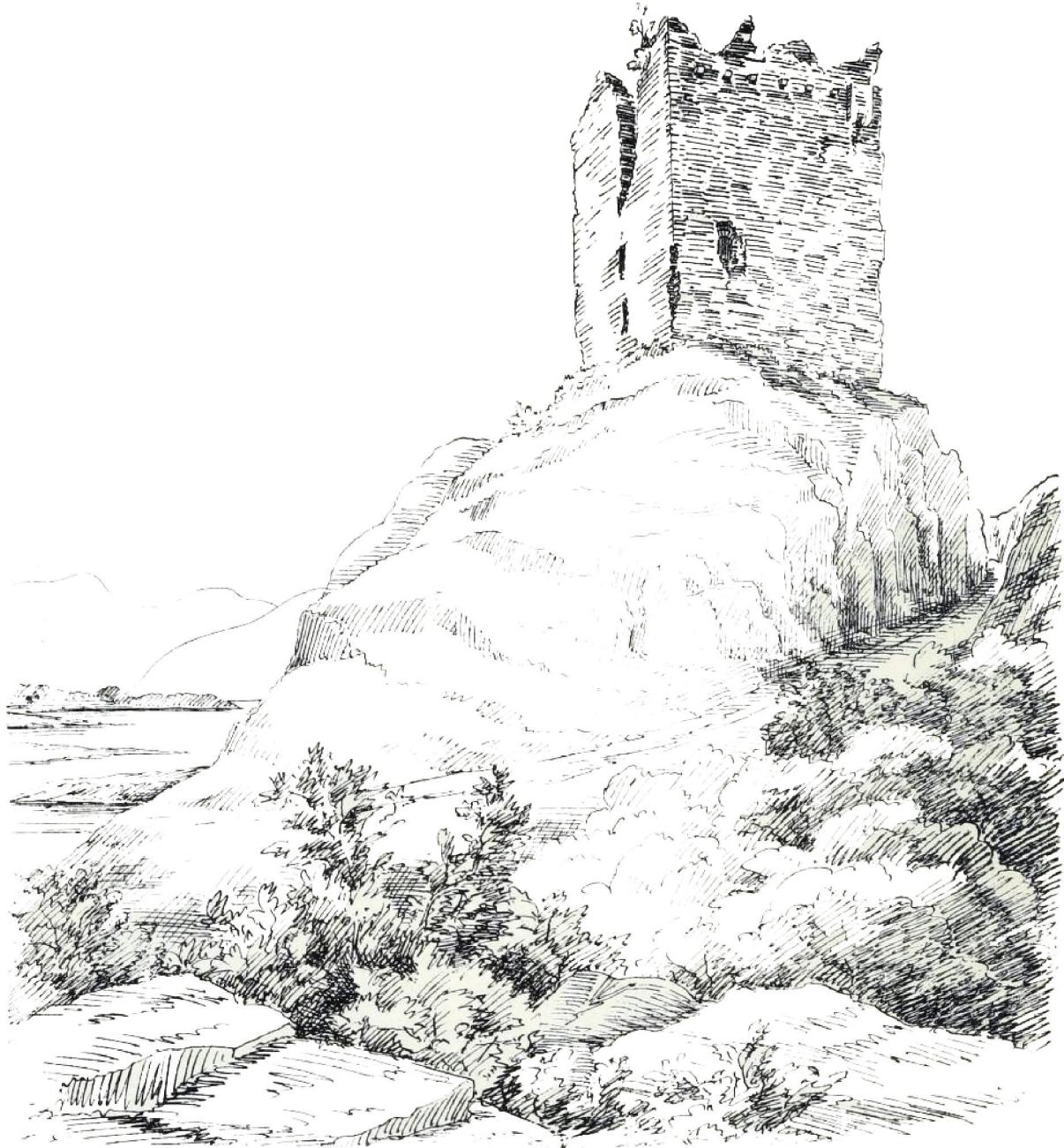
Ship Names

1. Meadowlark
2. The Lobelia
3. Kildarton
4. Charlotte
5. Premier
6. Delphinium
7. Lithgow
8. Adviser
9. Lily of the Valley
10. The Holigost
11. Revenge
12. Nesbitt
13. Thakeham
14. Unbridled
15. Vanity
16. Polruan
17. The Pearl Maiden
18. Glenmore
19. Blackpool
20. Nereide
21. Puncher
22. The Mounsey
23. Hibiscus
24. Egmont
25. Challenger
26. Wolf
27. Montrose
28. Carnarvon Bay
29. Jennet
30. The Overton
31. Holderness
32. Arundel
33. The Prescott
34. Roedean
35. Cynthia
36. Furious
37. The Castlemaine
38. The Kilmun
39. The Kilgarvan
40. Monaghan
41. Sappho
42. Sladen
43. The Aylmer
44. Eurydice
45. Moorsom
46. Tricord
47. Ballahoo
48. Ramisham
49. The Murray
50. The Hursley
51. Badger
52. Honeysuckle
53. The Havant
54. Dromedary
55. Kilhampton
56. Avenger
57. Kilby
58. The Hussar
59. The Bluebell
60. The Imperieuse
61. Morning Star
62. Bodenham
63. The Huron
64. Landrail
65. Haydon
66. The Veronica
67. The Violent
68. Goodson
69. Coaticook
70. Chance
71. Combustion
72. The Pearl Prize
73. Ultor
74. Cromwell
75. Claymore
76. Leamington
77. Bayfield
78. Colwyn
79. The Orontes
80. Snake
81. The Ramillies
82. Melville
83. Halberd
84. Franchise
85. The Regulus
86. Anaconda
87. Mimosa
88. The Bowen
89. Golden Rose
90. The Security
91. The Naseby
92. Brampton
93. Pathan
94. Peggy
95. The Albemarle
96. Cottesmore
97. Whitshed
98. Beckwith
99. Beacon Hill
100. Zenobia

Troll Names

1. Lakji
2. Aagi
3. Naokue
4. Rejiz
5. Rasha
6. Azra
7. Seshi
8. Boonoo
9. Raca
10. Razino
11. Tanj
12. Kelraz
13. Gamjee
14. Zela
15. Tedara
16. Jayu
17. Kalai
18. Shakawatha
19. Jozala
20. Sligo
21. Tasya
22. Sulynia
23. Hokima
24. Monab
25. Shamra
26. Zulyafi
27. Sojabo
28. Zulkis
29. Hokabo
30. Jinjin
31. Zulrea
32. Zunabar
33. Sollix
34. Senwe
35. Julyoo
36. Azibo
37. Venjo
38. Zashi
39. Joji
40. Oyana
41. Jumok
42. Jabir
43. Shaktila
44. Jijel
45. Shengis
46. Haijen
47. Zulwath
48. Senzala
49. Vujii
50. Saion
51. Benni
52. Baliaja
53. Equinu
54. Zallah
55. Zulabar
56. Feylin
57. Makali
58. Zulgeteb
59. Kazko
60. Yetu
61. Qivilt
62. Jiranty
63. Vuzashi
64. Nepita
65. Zenma
66. Zaejuu
67. Zulraja
68. Kea
69. Maavik
70. Zara
71. Zatia
72. Ziakraa
73. Nyabigi
74. Zengu
75. Zulmara
76. Ttarmek
77. Jagoo
78. Vulzala
79. Zolifin
80. Seshia
81. Zola
82. Pujati
83. Wanglo
84. Zesa
85. Jubuk
86. Zhuma
87. Arada
88. Rujilo
89. Zuluk
90. Paiki
91. Suli
92. Kaivoo
93. Zebaz
94. Melkree
95. Ekon
96. Valwoo
97. Tezzi
98. Tekowig
99. Voyambi
100. Yera

Carousing & Encounters



Carousing

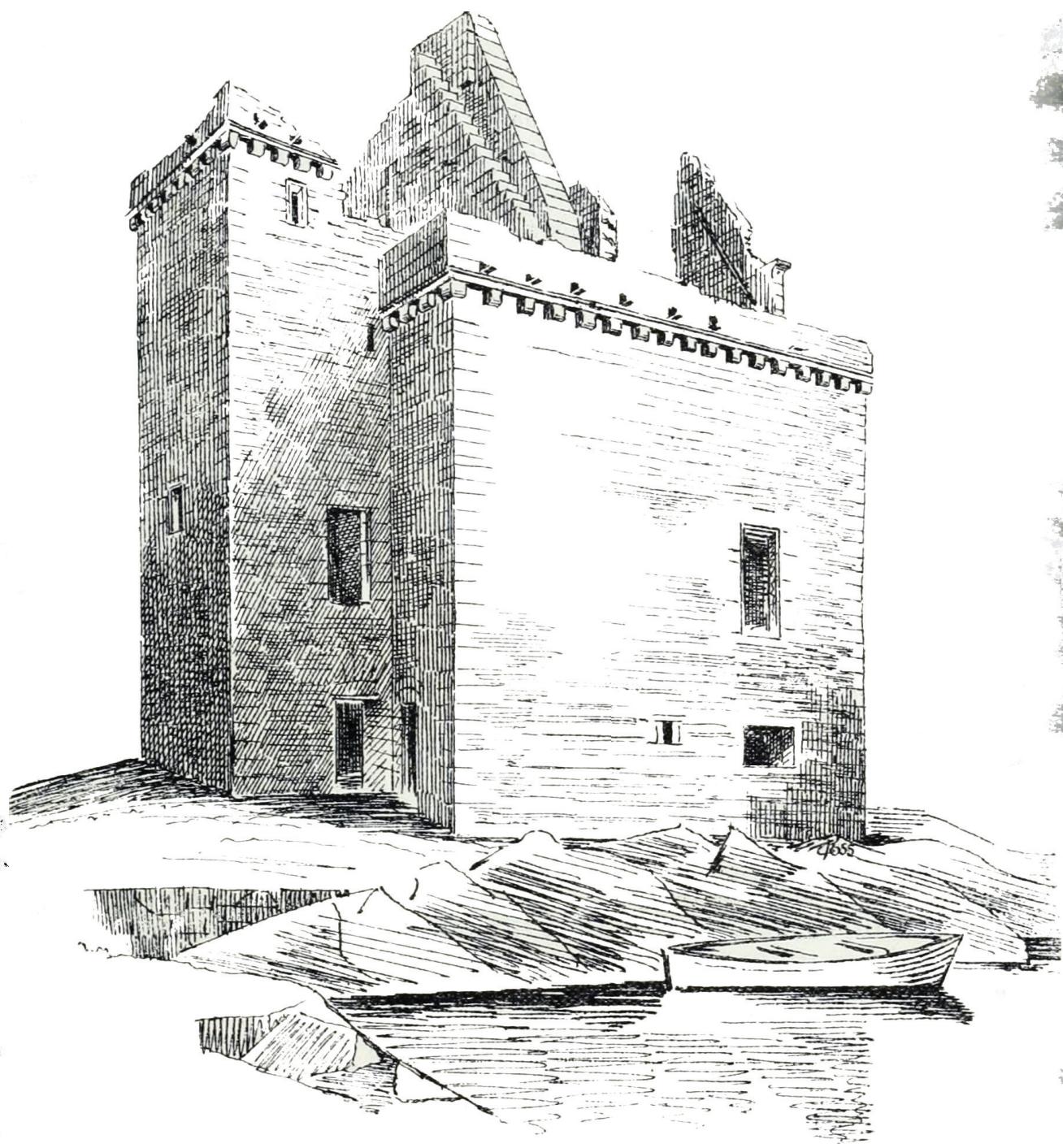
1. You now own an old wagon with “Albertus the Magnificent” painted on the sides.
2. You wake up in a temple. A nearby priestess thanks you for making such a profound vow to the deity. She adds that few would make such an oath.
3. Your exploits are now the stuff of local legend. You are immortalized in several folk songs which make their way around to different inns in the region.
4. You won a bet. Now a local gambler has to walk in front of you and yell, “Make way!” for the rest of the day.
5. You wake up in a field outside of town battered and bloodied. Next to you is a large dead orc. All evidence points to having slain him.
6. You fade back into the world sitting at a table in an inn. The innkeeper and servers are placing a meal fit for a king in front of you. The innkeeper says, “There you go. Everything just like you asked. That’ll be fifty gold.”
7. You wake up to find your belongings laid out in an orderly fashion near you. Nothing is missing. However, you notice all of your pockets are filled with shark teeth.
8. A gambling debt was paid to you in the form of a deed to a faraway castle.
9. You wake up at the edge of a cow pond outside of town. You are covered in frogs.
10. You gave it a valiant effort but you just couldn’t clear the mud puddle. You are now covered in mud.
11. You wake up lying in the corner of an inn’s common room. There is now a tattoo of a red dragon on the back of your right hand.
12. You are awakened by a horse licking your face. You are in a forest outside of town.
13. You wake up in an alleyway covered in goblin blood.
14. You wake up wearing a sash that says, “Best Dancer.”
15. You are not entirely sure what happened last night, but for some reason, you are wearing a pink dress.
16. You now have a square copper piece with strange writing on it.
17. You awaken to find yourself dressed in an elaborate costume and resting behind a great curtain. A person runs up to you and says, “You’re on!” The curtain begins to draw.
18. You find a silver medallion inscribed “To My Beloved. From JLM.” in your pocket. You have no idea where it came from.
19. You wake up in a pool of your own filth behind the tavern.
20. Among your belongings is a wrapped package. It rattles if shaken and says, “Open in one month.”
21. You find a steel horseshoe engraved with “MEHRDEN” among your belongings.
22. You wake up to discover a plain iron ring on one of your fingers. It will not come off.
23. You find a map to a dungeon in your pocket.
24. You awake in a field, and you are covered from head to toe in butterflies. Your movement disturbs them, and they fly about you.
25. You win 1D100 gold while gambling.
26. You awaken to find a note in your hand. It reads, “You throw a great party, but you should probably get out of town before the innkeeper finds out what you did.”
27. You now have a map to a dungeon tattooed on your leg.
28. The memory of the night is foggy, but you remember meeting someone charming. In the morning you notice two small puncture wounds on your neck. Weird.
29. You are now the proud owner of a finely crafted walking stick.
30. There are three cuts on your left forearm. You can’t remember how you got them, though you remember other events of the past evening.
31. You lose 1D12 gold while gambling.
32. You wake up about fifteen feet off the ground sprawled in the branches of a tree just outside of town.

Carousing

33. You now own a very angry caged fairy.
34. You are awakened by a man yelling. You are lying in a stable, and a man says you need to get busy cleaning out the stalls. He throws a rake at you.
35. You learn the inn is about to go out of business.
36. You now own a parrot. Her name is Gertrude, and she knows many words and rude phrases.
37. You wake up on a wagon heading out of town.
38. You regain consciousness to find that you are being carried through the streets by a group of ne'er-do-wells who are singing "Jolly Good Fellow".
39. A drunken inn patron shared a bit too much about a secret treasure cache. You notice two thugs follow him out of the inn.
40. You learn that a gang is threatening the innkeeper.
41. You find a crystal orb among your belongings.
42. You learn a family who lives just outside of town is being unjustly forced off their land.
43. You are thrown into the town jail for 1D8 days for disorderly conduct.
44. You now own a small monkey that has a knack for scribbling. Maybe you're imagining it, but the scribbles resemble a map.
45. You find a silver ornate dagger in your backpack.
46. After destroying public property you have been sentenced to a public flogging.
47. You win 1D20 gold while gambling.
48. Last night is fuzzy, but at some point, you and a group of locals tried to discover who was the fastest runner. You are now sore and exhausted.
49. Among your belongings, you find a map to a nearby cave.
50. You regain consciousness on the roof of the inn.
51. As the sun rises, you find yourself weeping while holding a dead rabbit.
52. You are thrown into the town jail for 1D6 days for disorderly conduct.
53. You find a glass slipper in your backpack.
54. You lost a bet now you have to shave your head.
55. Consciousness finds you wearing a donkey mask and tied up in the middle of the street. A group of children skips about you yelling "Hee haw!"
56. You find your adventuring gear in a pile of leaves on the outskirts of town. Several squirrels have moved into your backpack.
57. You awake to see a pleasant scene of a quiet brook and a willow tree and know you are not too far from town. Your hands are covered in blood.
58. You won a bet. Now the tavern owner owes you a barrel of mead.
59. You wake up hanging upside down from a tree.
60. You regain consciousness chained to a wall in a dank cell. Your gear lies on a table nearby.
Outside the room comes the sound of steel being sharpened.
61. You now have a tattoo of an ornate key on your left bicep.
62. You now own an extremely ancient parchment with strange writing on it.
63. You wake up at the bottom of an empty cistern.
64. You wake up in a garbage pile outside of town.
65. A local has confiscated your weapons and will only give them back if you fix their wagon that they claim you broke.
66. You learn a group of goblins kidnapped the mayor's son.
67. Details of the night aren't clear, but as soon as you enter the inn common room the next day, you're greeted with shouts of praise and a song.
68. You have a fine evening with your friends, yet once you retire to your room, you are plagued by nightmares.
69. You lost a bet. Now you have to plow a farmer's field without using animals of any kind.

Carousing

70. Some stranger is hanging around and claiming to be your “blood brother.” You each have a cut on your right hand.
71. You find a wooden spoon in your belongings.
72. You wake up with your boots on your hands and your gloves on your feet.
73. You lost a bet. Now you have to ride around town on a mule shouting, “The Fat Sow is the best tavern in town,” for three hours.
74. You now own a stubborn old mule. His name is Fred.
75. You won a bet. Now several townsfolk have to pay for your room and board at an inn for several days.
76. The innkeeper demands you help wash dishes for a day.
77. You remember drinking and playing cards, but how the blue dragon scale got into your pack is a mystery.
78. You don’t remember much of what happened last night, but you now owe the local crime boss five thousand gold pieces.
79. You now owe a local farmer three day’s work.
80. You regain consciousness in a temple. You are heavily shackled. A nearby priest asks you how you will atone for your sins.
81. You win 1D12 gold while gambling.
82. Speed climbing the water tower didn’t go well. You are sore all over and extremely tired.
83. You’re not sure what happened last night, but the innkeeper is now demanding you pay 30 gold for damages.
84. Among your belongings, you now have a dagger with a small ruby in its hilt. You have no idea where it came from.
85. You lose 1D20 gold while gambling.
86. The local gambler couldn’t pay you in coins, so he gave you a red velvet bag containing an ancient silver piece, a tiny lapis lazuli unicorn statuette, and a map.
87. You find a book written in a strange language in your backpack.
88. As you sip coffee in the morning fighting off a terrible headache, a foppish young man approaches you and says, “Thank you for agreeing to escort me back to my father’s castle. As I said, it shouldn’t take much longer than three or four months. All my luggage is in my room.” Then he snaps his fingers and says, “Toodle pip!”
89. You are thrown into the town jail for 1D4 days for disorderly conduct.
90. When you wake up, you find a strange pair of spectacles lying next to you.
91. You have a severe headache, and you are short 2D20 gold pieces. However, you feel as though you had fun, but your memory isn’t too clear.
92. You lose 1D100 gold while gambling.
93. You wake up lying in a watering trough.
94. You awaken as a man slaps you across the face. He challenges you to a duel.
95. You wake up in the middle of the street. Someone yells at you to get out of the way.
96. You awake in a ditch. You have a black eye and are sore all over. You notice 1D20 is missing from your pouch.
97. Consciousness finds you standing at the edge of a roof, looking across a three-story drop to the roof of another building. A crowd of rabble yells incessantly, “You can make it! Jump, jump, jump!”
98. You awake lying halfway in a creek outside of town.
99. You awaken as you are being lowered into a well. A crowd at the top yells, “You can do it!” over and over.
100. Your knuckles are cut and swollen, like you have been in a fistfight, but you only remember partying in the inn.



Night Encounters

1. A shady merchant selling a mystery potion
2. Earthquake
3. Wolves (1D4)
4. An inn for weary travelers
5. A cabin with the words “Don’t open, it’s inside,” etched into the door
6. Skeletons (1D4)
7. A small stream that, upon closer inspection, flows with bloody water
8. A devil seeking to make a deal in exchange for a soul
9. A tornado appears out of nowhere
10. An old woman who begins making strange requests of the party
11. Bandits (1D4)
12. A merchant with an unnerving smile who sells only dolls
13. A cabin with the words “don’t open, it’s inside” etched into the door. The door is open.
14. A wounded bear cub
15. The party notices an eerie orange glow in the distance. Upon closer inspection, they realize it is a massive forest fire quickly burning in their direction.
16. The party keeps hearing numerous footsteps behind them, but every time they stop and look the footsteps cease, and no one sees anything
17. A well-dressed man who speaks eloquently and seeks satisfying intellectual discussion
18. A bone white tree with silver leaves
19. A cult group that worships the darkness
20. A caravan traveling down the road. When the party gets closer they realize that there is no one in the caravan, only empty carts and wagons moved by some unnatural force.
21. An unlocked chest in the middle of a field
22. A zombie
23. Several monsters that together pose a moderate threat to the party
24. A bloodied man running through the woods shrieking nonsense
25. A vampire
26. A manic traveler begs the party to end his life. If the party attempts to do so, he frantically fights back.
27. A hungry panther
28. A group of petrified adventurers
29. A lone white wolf
30. A patch of mushrooms emitting a mist that, if inhaled, causes a fit of uncontrollable rage and violence
31. A large castle surrounded by dense forests
32. A statue in the middle of a field
33. A ghost asks the party to burn and bury his body
34. Two thin, pale humanoid creatures with red monochromatic eyes and sharpened teeth approach the party and ask to accompany them on their current journey
35. An eclipse of luminescent moths
36. Two somewhat civilized goblins named Tillifer and Togwaggle (Tilly and Tog). Tilly is an eccentric inventor, and Tog is his dimwitted brother who tests all of his contraptions.
37. A massive thunderstorm begins unexpectedly
38. The sound of a child crying, but every time you go toward the sound, it moves somewhere else
39. An adult woman claiming to be the 7-year-old daughter of a mad sorcerer
40. The party keeps seeing things out of the corner of their eye, seemingly closer and closer each time.

Night Encounters

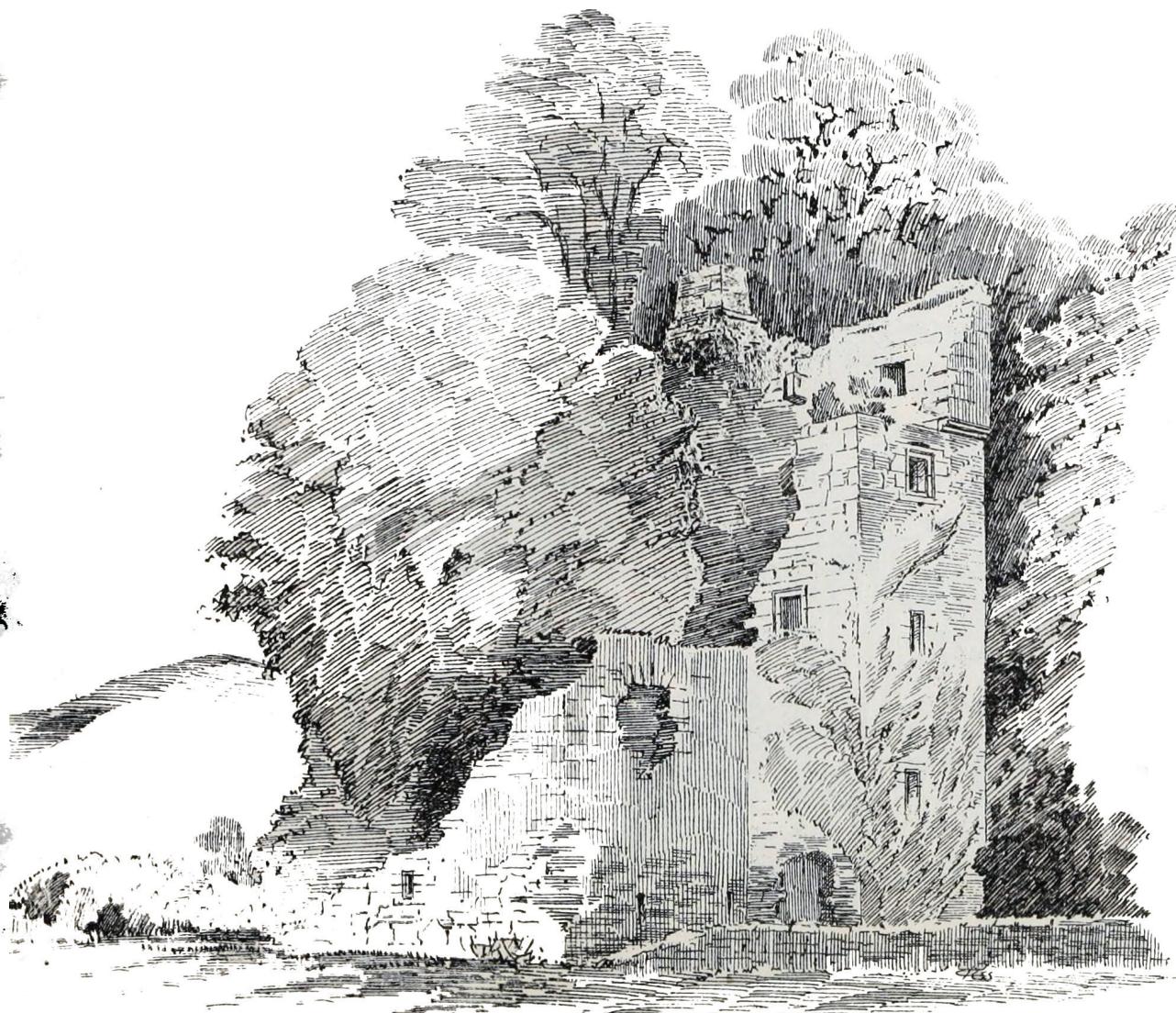
41. A tree that throws its fruit at you
42. A monster that is beyond the capability of the party to fight
43. Mysterious assassins
44. A little boy, trying to make a house out of sticks and leaves
45. A man suspended in a tree, completely encased in webbing
46. A bandit, sitting on a stump, crying like a baby
47. A pack of wild, starving dogs
48. An old blind man sitting on the side of the road who warns travelers about “tarrying in these parts.” “But it can only see those who see,” he says cryptically
49. A table set with fine china and gold cutlery
50. An abandoned cabin
51. The party is hit by a hailstorm, even though the sky is clear
52. A small clearing with a burning lamp and a pile of gold coins on the ground
53. A traveling “oddities” carnival
54. A small child who claims to be a star fallen from the sky
55. A locked chest in the middle of a field
56. A group of tombstones next to freshly dug open graves. Each tombstone has the name of a party member written on it.
57. A scared child lost in the woods
58. A dark mansion obscured a strange fog
59. A friendly dog with a gold-studded collar
60. A dwarf seeking a human named Hanley
61. A silver thread illuminated by the moonlight. It seems to be leading somewhere.
62. A frantic man begs the party for help before transforming into a werewolf
63. The remains of a caravan. Upon inspection, the party realizes that the caravan is entirely abandoned but all of the goods are untouched.
64. A large angry bear
65. The remains of a battle fought between warring factions
66. An elegant pitcher of water on a pedestal
67. Some members of the party can't help but feel that they are being watched
68. Several bandits that are too focused on their loot to notice the party
69. The wreckage of a caravan that was robbed and burned
70. A person tied to an altar.
71. A massive pit filled with decapitated bodies
72. A monster that poses a moderate challenge to the party
73. A talking severed head on a spike
74. A scarecrow that seems to mimic the movements of whoever is examining it
75. A dense fog cloud permeates the area
76. A talking cow asking for directions to the nearest village
77. A silver fox seems to be following the party
78. A small humanoid child who does not speak. It has no clothing, and its physical features are vague and “off” somehow. It stares at the party with a blank expression and runs away if approached.
79. A group of sleeping performers
80. A strange, moss-covered rock that knocks a person out if they touch it.
81. A mysterious gift is placed in the path of the party. There is a note with “from a friend” written on it.
82. A mysterious ghostly specter

Night Encounters

83. An overgrown garden “tended” by a ghostly woman
84. A group of bandits tormenting a young woman they had captured
85. The vision of an otherworldly eldritch horror
86. A party member is sent into a deep trance and is shown horrifying visions of what the future may hold
87. A small, blood-soaked clearing with a perfectly clean doll sitting on the ground in the middle of it
88. A man claiming to be the emperor of the city of Townsville
89. A being that looks like a zombie, but speaks and says that they have a spell on them
90. A mysterious fountain
91. A large hole in the ground that seemingly goes on and on without end. Haunting sounds can be heard from its depths.
92. A party member is possessed by a spirit
93. A gateway into darkness, but nothing can be seen on the other side of it.
94. A friendly family who invite the party to rest for the night in their home (may or may not be cannibals)
95. A group of animals enjoying a fine feast at a beautiful table with golden dishes.
96. A hunter, who is currently tracking what he thinks could be a gargantuan bear
97. A town that isn’t on any local maps
98. A kind wizard who offers to restore the party to full health
99. An old woman looking for her granddaughter (may or may not be a hag or witch luring the party back to her lair)
100. A ghostly hunting party



Items & Things



Fey-Touched Carnival Prizes

1. Glowing orb
2. Velvet pouch filled with a strange glitter
3. Rainbow-colored chicken egg
4. Star in a bottle
5. Pet butterfly
6. Rose-colored glasses
7. Vial of fairy laughter
8. Stuffed lion toy that roars
9. Boomerang that always comes back, even if thrown away
10. Copper bell (hicoughs when rung)
11. Pinwheel (sprays harmless sparks)
12. Love potion
13. Heart pendant (faint beating sound)
14. Glowing wooden ball
15. Wallet (opens only for owner)
16. Human-sized teddy bear that winks
17. Bottle of dreams
18. Live goldfish (changes colors as it swims)
19. Golden egg
20. Vial of fairy tears
21. Storm in a bottle
22. Tiny ceramic mushroom (said to help keep a potted plant alive)
23. Arrow (screams when shot)
24. Scarf with a unicorn design (self drying)
25. Glass slipper (fits only its owner)
26. Sweet-smelling powder (spoon into a drink, and it warms it)
27. Mirror (viewer appears a few years younger)
28. Finger puppets (sing and wiggle)
29. Silver feather quill (turns common black ink silver)
30. Living oak leaf (never withers)
31. Glittering quill (never runs out of ink)
32. Silk Handkerchief (self-cleaning)
33. Piece of flint (lights first time but one-time use)
34. Hard candy (1D10 pieces) (Flavor changes in mouth)
35. Ever-spinning top
36. Bottle of butterfly wings (still fluttering)
37. Stuffed caterpillar (changes into a stuffed butterfly in 1 month)
38. Pocket watch (made from a plant)
39. Single white glove (pull a flower from anywhere when worn)
40. Living marionette
41. Vial of pixie dust
42. Bird in a cage (can learn any song)
43. Tiny kitten toy (comes to life on palm of hand)
44. Small meteorite fragment (glowing)
45. Glass orb with a flying beetle inside
46. Golden seed (grows into tiny plant)
47. Child's pink cape (hover 1 inch for 5 seconds, one-time use)
48. Magic gold piece (will burn a hole in pocket)
49. Doll (giggles randomly)
50. Eyeball (always looks at owner)

Fey-Touched Carnival Prizes

51. Pet grasshopper
52. Pack of cards (self-shuffling)
53. Small chess set (pieces make suggestions)
54. Magic leaf (turns into dagger when wielded)
55. Vial of snow (doesn't melt until taken out)
56. Lightning in a bottle
57. Vial of moonlight
58. Two dice that only roll sixes
59. Snow globe (snow rises instead of falls)
60. Perpetual motion desk ornament
61. Polished rock (sounds of a thunderstorm inside)
62. Frog in a bowl of water (sings when alone with owner)
63. Palm-sized pot o' gold
64. Stuffed unicorn (horn lights up)
65. Magic harp (plays and sings)
66. Small gem (tastes sweet)
67. Golden pin (makes loud noise when dropped)
68. Stuffed snake (wraps gently around owner)
69. Small Flute (tones sound like water flowing)
70. Bottle of sunshine
71. Live rabbit (shrinks to fit any container)
72. Ring of twisted glass (color changes depending on mood)
73. Small carnivorous plant (can harm fingers!)
74. Cloud in a bottle
75. Ever-bouncing ball
76. Doll (casts no shadow)
77. Fairy wing in amber
78. Green shiny apple that never shrivels (for show only; do not eat)
79. Figurine that gives bad advice
80. Maple leaf that cycles through fall colors
81. Flying paper bird
82. Stuffed lizard (changes colors to compliment outfit)
83. Color-changing paint set
84. Wand (makes flowers bloom)
85. Every-flavor popcorn
86. Glass dagger that only cuts skin
87. Levitating marble
88. Crystal ball that cackles and makes bad predictions
89. Fairy finger trap (pay it a compliment for release)
90. Diary that make writing invisible to everyone but the owner
91. Bronze walking stick shaped like snake (hisses occasionally)
92. Bag of nuts (some tastes like old shoe, some like caramel, indistinguishable)
93. Tiny golden hand (clasps objects placed in its palm)
94. Hourglass (sand falls up)
95. Neverending lollipop
96. Monocle (shows objects in different color)
97. Turtle with strange writing on its shell
98. Small jewelry box with figurine (dances a different dance each time opened)
99. Stuffed flying piglet
100. Yo-yo (can be turned inside out and called an oy-oy)

Items in a Fishing Boat

1. Oars (1D6)
2. Map of the nearby coastline
3. Shortsword
4. Pouch of cloves (hidden)
5. Pants
6. Iron bar (6')
7. Note (hidden)
8. Map of a city's sewer tunnels
9. Pulley
10. Ceramic floor tile
11. Sails
12. Nets (1D8)
13. Nails (1D100)
14. Lamp
15. Knives (1D12)
16. Map to a dungeon
17. Hammer
18. Ancient pot pulled from the sea
19. Crate of coal
20. Shovel
21. Tunic
22. Pewter pendant
23. Boots
24. Silver piece
25. Bloody rags
26. Harpoon
27. Copper pieces (1D20)
28. Pile of dead fish
29. Strange coin engraved with an "M"
30. Coat
31. Ax
32. Pile of fish bones
33. Shattered porcelain cup
34. Walrus tusk
35. Wine bottles (empty, 1D8)
36. Flayed fish packed in salt
37. Poles (1D12)
38. Strange statue wrapped in a net
39. Gold ring
40. Wooden dishes (1D10)
41. Astragalomancy dice
42. Chain (12')
43. Piece of coral
44. Buckets (1D10)
45. Leather straps (1D12)
46. Shortbow
47. Jug
48. Salt
49. Iron spur
50. Candle
51. Map of good fishing spots
52. Wooden pole (12')
53. Astrolabe
54. Shirt
55. Crowbar
56. Star charts
57. Small seashell
58. Locked wooden chest
59. Clay jars (1D6)
60. Vial containing seawater
61. Cloak
62. Bandages
63. Fork
64. Small tin box
65. Block and tackle
66. Greatsword (hidden)
67. Spoon
68. Wooden bowl
69. Potion (hidden)
70. Fish with a gold piece in its mouth
71. Message in a bottle
72. Bucket of fish guts
73. Small wooden rods (1D12)
74. Barrels (empty, 1D8)
75. Burlap sacks (1D20)
76. Small hooks (1D20)
77. Compass
78. String
79. Clam shells (1D100)
80. Spear
81. Tinderbox
82. Leather armor
83. Bait bucket
84. Saw
85. Dagger
86. Waterskins (1D4)
87. Large shark tooth
88. Lump of ambergris
89. Wool stockings
90. Hat
91. Wooden pole (6')
92. Wine bottle (half full)
93. Fishing cages (1D4)
94. Gloves (1D12 pairs)
95. Rope (300')
96. Line (200')
97. Collected fish roe
98. Sail canvas
99. Large hooks (1D6)
100. Copper plates (1D8)

Items in a Goblin Den

1. Bucket of tar
2. Pitchfork
3. Arrows (1D12)
4. Silver torq
5. Gold pieces (1D10)
6. Torch
7. Bear tooth
8. Glass key
9. Pile of chicken bones
10. Foreign coin (gold)
11. Fox pelt
12. Flask of oil
13. Stack of burning letters
14. Crow feathers (1D12)
15. Spear
16. Sling stones (1D10)
17. Lantern
18. Gold earring
19. Iron ring
20. Arrows (1D6)
21. Sticks (1D12)
22. Vial of acid
23. Bags of flour (merchant logo on bags)
24. Gold pieces (1D4)
25. Rat pelts (1D6)
26. Human leg roasting over a fire
27. Deer antlers
28. Leather armor
29. Dead goat
30. Small lead balls (1D6)
31. Locket engraved with an elvish letter
32. Vial of snake venom
33. Rancid butter
34. Copper pieces (1D12)
35. Apple core
36. Leather straps (1D6)
37. Pearl necklace
38. Small emerald
39. Bowl of leeches
40. Shattered clay pot
41. Shortbow
42. Bundles of strange leaves
43. Tobacco leaves drying (1D12)
44. Rancid pork
45. Colorful pebbles (1D12)
46. Map to a an old ruin
47. Battleaxe
48. Scimitar
49. Dagger
50. Wine bottles (empty, 1D20)
51. Leather hood
52. Crumbling scroll
53. Deer pelt
54. Small pouch of salt
55. Dead rats (1D20)
56. Iron spike
57. Crude iron smelting tools
58. Moldy bread
59. Leather belt
60. Wineskin (empty)
61. Flint
62. Sharpening stone
63. Mead barrel (half full)
64. Broken glass ball
65. Monkey in a cage
66. Bat in a cage
67. Fancy clothes
68. Wineskin (full)
69. Ram horn trumpet
70. Ax
71. Songbirds roasting over a fire
72. Dead rabbits (1D8)
73. Letters from a noble
74. Bloody meat cleaver
75. Clay pots (1D8)
76. Dented helmet
77. Quartz crystal
78. Tallow Candles (1D4)
79. Nails (1D8)
80. Glass shards
81. Vial of blood
82. Moth-eaten blanket
83. Bloody rags
84. Dead snake
85. Vial of black liquid
86. Bowl of pig fat
87. Rope (30')
88. Silver ring
89. Old boot
90. Spoon engraved with a coat of arms
91. Toenail clippings
92. Straw hat
93. Burlap sack
94. Short sword (bent)
95. Cow hide
96. Whip
97. Pouch filled with human fingers
98. Firewood
99. Lizard skin
100. Healing potion

Items in a Hermit's Cave

1. Glass bottle
2. Dead doves on a string (1D8)
3. Knife
4. Blowgun
5. Roots
6. Ink bottle (empty)
7. Tinderbox
8. Broken clay pot
9. Pouch filled with strange powder
10. Amulet
11. Saw
12. String
13. Bundle of firewood
14. Shovel
15. Basket
16. Tin fork
17. Skinned rabbit
18. Handwritten manifesto
19. Pile of bones
20. Wooden bowl
21. Large chest (locked)
22. Butterfly wings pinned to moss in a frame
23. Needle
24. Dagger
25. Hammer
26. Short Sword
27. Smelly rags
28. Poison
29. Soap
30. Pouch
31. Cooking tins
32. Porcelain teacup
33. Wooden spoon
34. Boots
35. Ax
36. Potion
37. Blanket
38. Bridle
39. Torch
40. Candles (1D6)
41. Quill
42. Burning pile of papers
43. Common clothes
44. Small chest
45. Copper bell
46. Herbs
47. Scroll
48. Barrel
49. Map case
50. Bucket
51. Map to a dungeon
52. Fishing tackle
53. Abacus
54. Waterskin
55. Spellbook
56. Bedroll
57. Steel mirror
58. Tanner's tools
59. Three raven feathers tied with string
60. Iron pot
61. Butchered dog
62. Jug
63. Vial (empty)
64. Stool of thread
65. Staff
66. Pile of parchments
67. Iron spike
68. Flint knapping remnants
69. Crude quill
70. Jumbled pile of books
71. Sealing wax
72. Flask of oil
73. Rope (50')
74. Wooden stake
75. Scribe's knife
76. Wineskin
77. Salt
78. Wooden shield
79. Salted meat
80. Ransom note
81. Gloves
82. Leather pouch
83. Whetstone
84. Mace
85. Lamp
86. Arrows (1D12)
87. Crossbow
88. Letter
89. Wine (half a bottle)
90. Magnifying glass
91. Hunting trap
92. Crossbow bolts (1D8)
93. Partially-burnt book
94. Wine (1D4 bottles)
95. Wooden flute
96. Snowshoes
97. Dead snake
98. Sling
99. Fowler's net
100. Chain (10')

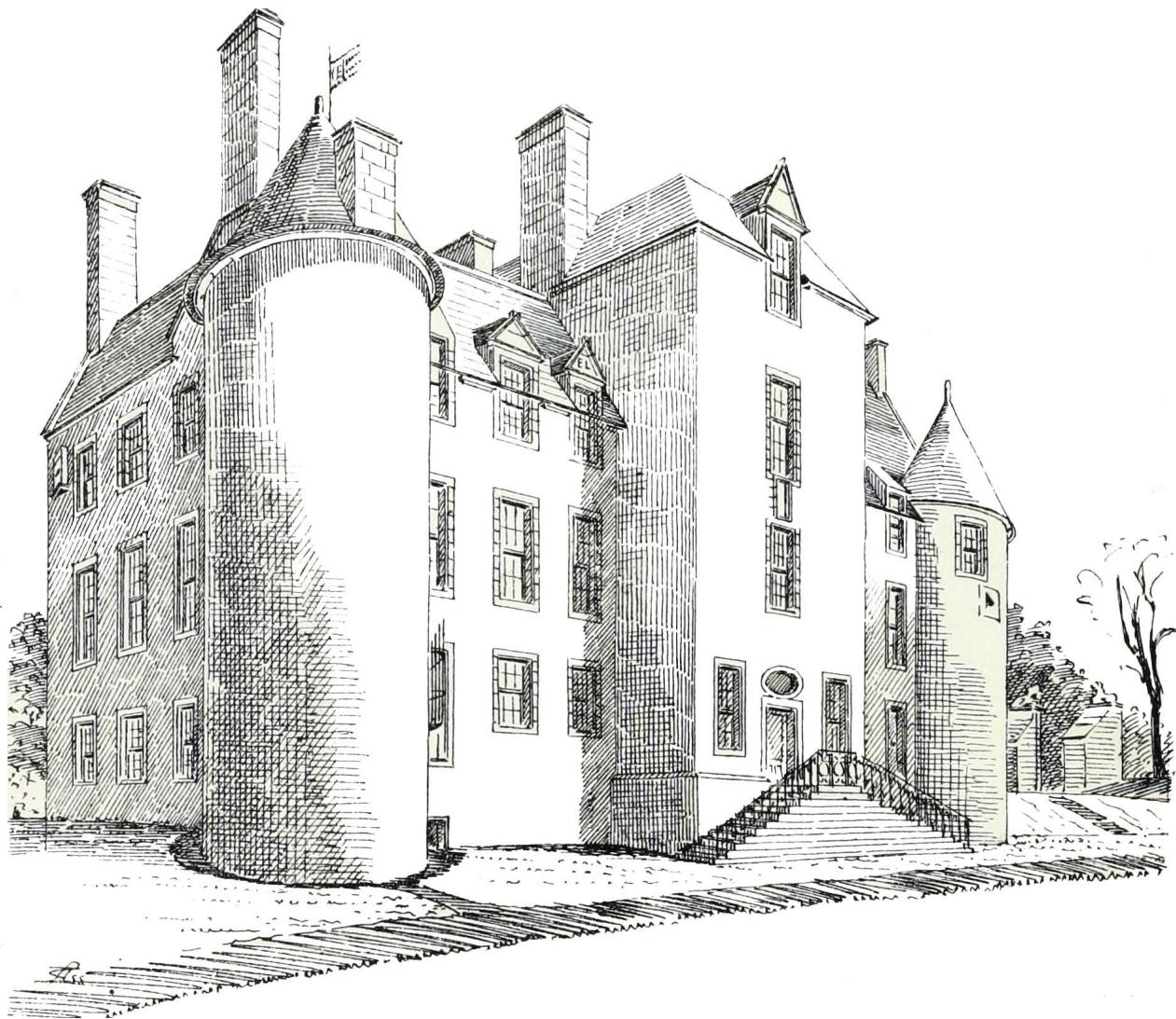
Items in an Inn Room

1. Ceramic mug
2. Wooden cup
3. Hand fan
4. Lost kitten
5. Tome of ancient proverbs
6. Tinderbox
7. Rug
8. Broken piece of glass
9. Mothballs (1D12)
10. List of local businesses
11. Horseshoe
12. Robe
13. Portrait of innkeeper
14. Foreign copper coin
15. Bed curtains
16. Ink well
17. Spittoon
18. Blue scarf
19. Fireplace shovel
20. Flea powder
21. Love letter (hidden)
22. Spectacles
23. Small locked box (hidden)
24. Dark green cloak
25. Earring
26. Lamp
27. Blankets (1D12)
28. Towels (1D6)
29. Dagger (hidden)
30. Dead rat
31. Box of bandages
32. Portrait of a duke
33. Silver pieces (1D4)
34. Face powder
35. Bust of famous emperor
36. Steel mirror
37. Bloody bandages
38. Fireplace poker
39. Shoe
40. Glove
41. Handkerchief with initials "TQR"
42. Service bell
43. Quill
44. Broom
45. Idol
46. Wide-brimmed hat
47. Candle snuffer
48. Bucket of coal
49. Compass
50. Chamber pot
51. Wash basin
52. Marble
53. Bed slippers
54. Porcelain cups (1D8)
55. Bed warmer
56. Candle holder
57. List of prominent citizens (hidden)
58. Vase
59. Wick trimmer
60. Bouquet of flowers
61. Dustpan
62. Framed house rules
63. Sheets (1D8)
64. Dish
65. Map to a dungeon
66. Beard oil
67. Polished rock
68. Wig
69. Doll
70. Gold piece
71. Wanted poster
72. Mousetrap
73. Comb
74. Safe (hidden)
75. Firewood (1D8 pieces)
76. Demonic symbol (hidden)
77. Used bar of soap
78. Small key (hidden)
79. Needle
80. Candles (1D8)
81. Pillows (1D6)
82. Fireplace hook
83. Pile of dog hair
84. Iron ring
85. Wash cloths (1D12)
86. Glass eye
87. Copper shoe buckle
88. Pitcher
89. Thimble
90. Portrait of innkeeper's horse
91. Wash tub
92. Flask of oil
93. Silver bracelet
94. Bent fork
95. Red bead
96. Burnt paper remnants
97. Pewter brooch
98. Pearl hairpin
99. Bowl of pottage
100. Ivory statuette

Items on a Battlefield

1. Amulet
2. Pile of rations (1D10 days)
3. Burning supply cart
4. Dogs (1D12)
5. Broken cart wheel
6. Copper pieces (1D20)
7. Blankets (1D20)
8. Pile of common clothes
9. Lost child
10. Deed to a castle
11. Signet ring
12. Holy symbol
13. Broken longsword
14. Wineskin (half full)
15. Broken tent
16. Red iron gauntlet
17. Wounded soldier
18. Burning wood pile
19. Burning pile of corpses
20. Human newborn baby crying
21. Mace
22. Flask of oil
23. Line of dead soldiers
24. Torch
25. Bow string
26. War horn
27. Rats (1D100)
28. Impaled warrior
29. Backpack (empty)
30. Pile of shortbows (1D8)
31. Wooden barricades
32. Spade
33. Royal cape (trampled)
34. Whip
35. Cloven helm
36. Dented breastplate
37. Soldiers (1D4)
38. Pile of sling stones (1D100)
39. Severed foot
40. Bloody bandages
41. Bloody standard
42. Two-handed sword
43. Gem (50gp)
44. Crows (1D100)
45. Full plate armor
46. Soiled green cloak
47. Unused bandages
48. Logs (1D10)
49. Looters (1D6)
50. Vultures (1D20)
51. Iron shield
52. Warhammer
53. Severed arm
54. Dead dog
55. Unconscious woman
56. Gold ring
57. Bundle of letters
58. Silver pieces (1D6)
59. Manacles
60. Leather cords (1D12)
61. Leather armor
62. Spears (1D20)
63. Bodies (bound and beheaded, 1D20)
64. Gutted horse
65. Cauldron of boiling pitch
66. Pile of boots
67. Looted chest
68. Courier pack (full of messages)
69. Arrows (stuck in the ground, 1D100)
70. Dagger
71. Silver hair pin
72. Pile of stones
73. Wooden shield
74. Felled trees (1D6)
75. Love letter
76. Chicken
77. Pikes (1D12)
78. Lance
79. Caltrops (1D100)
80. Trampled banner
81. Longsword
82. Bundle of maps
83. Head impaled on a pike
84. Dead wizard
85. War horse
86. Pack horse
87. Sack of wheat
88. Burning blanket
89. Chains (1D12)
90. Gold statuette of an old woman
91. Trampled gambeson
92. Silver necklace
93. Broken spear
94. Severed finger
95. Saddle
96. Crossbow bolts (1D20)
97. Waterskin (half full)
98. Severed head
99. Tiny lapis lazuli elephant carving
100. Ransacked supply cart

Business Profit & Loss



Profit/Loss 5-250gp

1. Profit: 160gp	51. Loss: 10gp
2. Loss: 55gp	52. Loss: 35gp
3. Loss: 150gp	53. Loss: 5 gp
4. Profit: 165gp	54. Profit: 195gp
5. Loss: 45gp	55. Loss: 95gp
6. Loss: 125gp	56. Loss: 25gp
7. Profit: 170gp	57. Loss: 120gp
8. Profit: 70gp	58. Profit: 175gp
9. Profit: 65gp	59. Profit: 90gp
10. Profit: 125gp	60. Profit: 140gp
11. Profit: 190gp	61. Profit: 230gp
12. Profit: 80gp	62. Loss: 40gp
13. Loss: 210gp	63. Profit: 120gp
14. Profit: 215gp	64. Loss: 170gp
15. Loss: 245gp	65. Profit: 115gp
16. Profit: 145gp	66. Loss: 70gp
17. Profit: 100gp	67. Profit: 75gp
18. Profit: 50gp	68. Profit: 55gp
19. Loss: 155gp	69. Profit: 180gp
20. Profit: 135gp	70. Profit: 30gp
21. Loss: 65gp	71. Loss: 85gp
22. Profit: 15gp	72. Profit: 150gp
23. Loss: 175gp	73. Profit: 205gp
24. Loss: 60gp	74. Loss: 205gp
25. Profit: 130gp	75. Profit: 45gp
26. Loss: 200gp	76. Loss: 165gp
27. Loss: 140gp	77. Loss: 190gp
28. Loss: 80gp	78. Loss: 105gp
29. Profit: 185gp	79. Loss: 240gp
30. Profit: 250gp	80. Loss: 220gp
31. Loss: 225gp	81. Profit: 105gp
32. Profit: 10gp	82. Loss: 50gp
33. Loss: 110gp	83. Profit: 5gp
34. Profit: 60gp	84. Loss: 230gp
35. Loss: 130gp	85. Profit: 200gp
36. Loss: 235gp	86. Profit: 240gp
37. Profit: 110gp	87. Profit: 225gp
38. Loss: 195gp	88. Loss: 250gp
39. Profit: 25gp	89. Loss: 185gp
40. Profit: 95gp	90. Profit: 40gp
41. Loss: 135gp	91. Profit: 85gp
42. Loss: 75gp	92. Profit: 235gp
43. Loss: 145gp	93. Loss: 20gp
44. Loss: 115 gp	94. Loss: 30gp
45. Loss: 100gp	95. Loss: 215gp
46. Profit: 210gp	96. Profit: 20gp
47. Profit: 155gp	97. Loss: 160gp
48. Loss: 90gp	98. Loss: 180gp
49. Profit: 245gp	99. Profit: 35gp
50. Loss: 15gp	100. Profit: 220gp

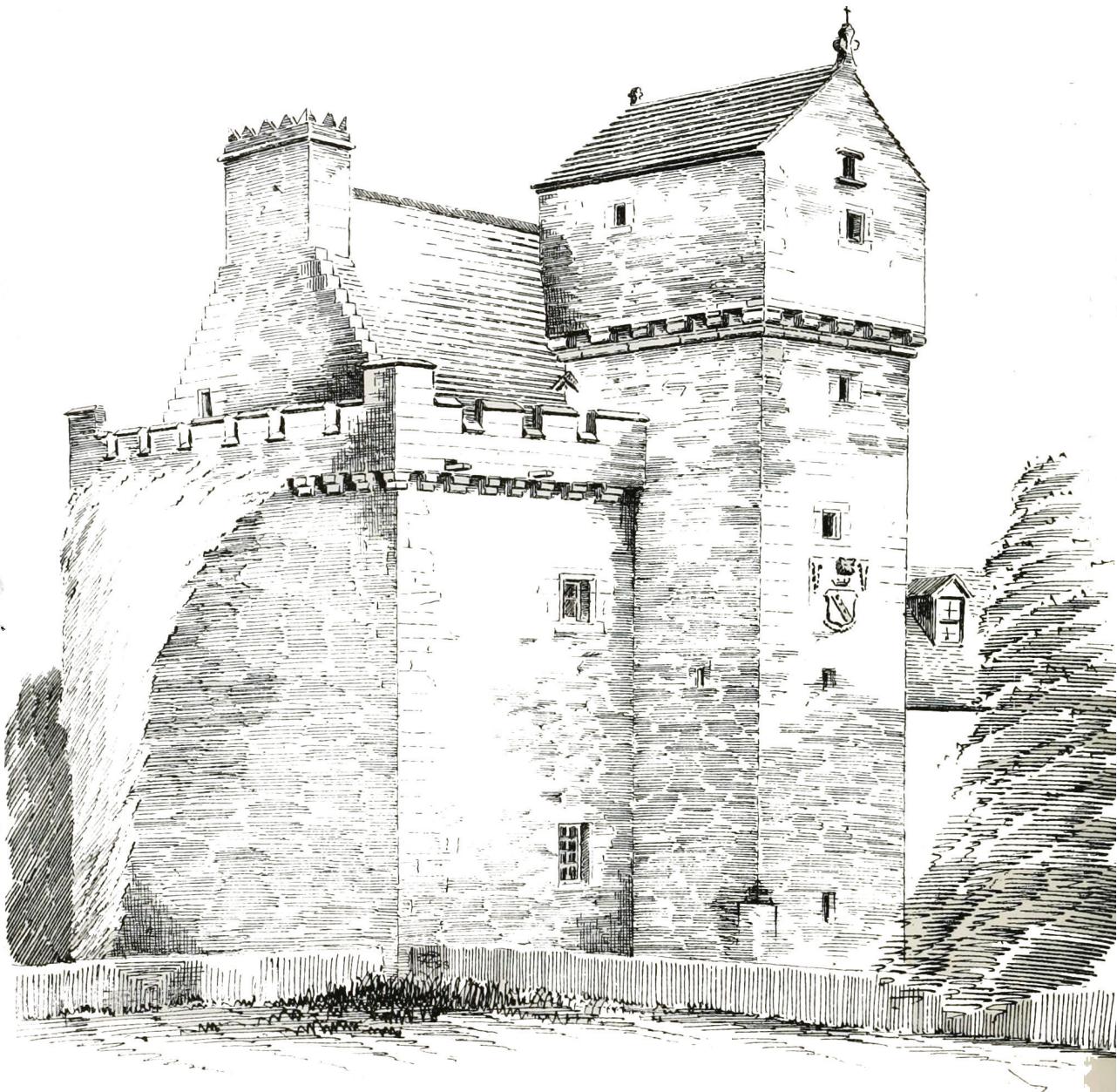
Profit/Loss 255-500gp

1. Profit: 375gp
2. Profit: 465gp
3. Loss: 325gp
4. Profit: 435gp
5. Loss: 335gp
6. Profit: 460gp
7. Profit: 255gp
8. Profit: 485gp
9. Profit: 280gp
10. Loss: 485gp
11. Loss: 405gp
12. Loss: 275gp
13. Profit: 410gp
14. Loss: 265gp
15. Loss: 480gp
16. Profit: 260gp
17. Profit: 400gp
18. Profit: 455gp
19. Loss: 340gp
20. Loss: 380gp
21. Profit: 380gp
22. Loss: 470gp
23. Loss: 305gp
24. Loss: 365gp
25. Profit: 275gp
26. Profit: 500gp
27. Profit: 480gp
28. Loss: 360gp
29. Loss: 400gp
30. Loss: 310gp
31. Loss: 370gp
32. Profit: 310gp
33. Loss: 490gp
34. Loss: 440gp
35. Profit: 340gp
36. Profit: 495gp
37. Loss: 435gp
38. Loss: 320gp
39. Loss: 460gp
40. Loss: 260gp
41. Loss: 295gp
42. Profit: 265gp
43. Profit: 315gp
44. Loss: 270gp
45. Profit: 470gp
46. Profit: 325gp
47. Profit: 290gp
48. Loss: 420gp
49. Loss: 385gp
50. Profit: 285gp
51. Profit: 365gp
52. Loss: 255gp
53. Profit: 385gp
54. Profit: 295gp
55. Profit: 405gp
56. Loss: 450gp
57. Profit: 355gp
58. Loss: 290gp
59. Loss: 300gp
60. Loss: 430gp
61. Profit: 390gp
62. Profit: 490gp
63. Profit: 270gp
64. Loss: 475gp
65. Profit: 350gp
66. Profit: 445gp
67. Loss: 395gp
68. Profit: 430gp
69. Loss: 350gp
70. Profit: 425gp
71. Profit: 305gp
72. Loss: 425gp
73. Profit: 335gp
74. Loss: 390gp
75. Loss: 415gp
76. Loss: 410gp
77. Profit: 415gp
78. Profit: 475gp
79. Loss: 375gp
80. Profit: 370gp
81. Loss: 465gp
82. Loss: 285gp
83. Profit: 440gp
84. Loss: 315gp
85. Profit: 395gp
86. Loss: 355gp
87. Loss: 445gp
88. Profit: 300gp
89. Loss: 500gp
90. Profit: 360gp
91. Loss: 330gp
92. Loss: 280gp
93. Profit: 450gp
94. Profit: 345gp
95. Loss: 455gp
96. Profit: 320gp
97. Loss: 495gp
98. Loss: 345gp
99. Profit: 330gp
100. Profit: 420gp

Profit/Loss 505-750gp

1. Profit: 575gp
2. Loss: 630gp
3. Loss: 725gp
4. Profit: 655gp
5. Loss: 515gp
6. Loss: 575gp
7. Loss: 665gp
8. Profit: 670gp
9. Profit: 660gp
10. Loss: 620gp
11. Profit: 745gp
12. Loss: 680gp
13. Loss: 530gp
14. Profit: 650gp
15. Profit: 680gp
16. Loss: 580gp
17. Profit: 565gp
18. Profit: 705gp
19. Loss: 605gp
20. Loss: 735gp
21. Profit: 510gp
22. Profit: 560gp
23. Loss: 660gp
24. Loss: 750gp
25. Loss: 565gp
26. Profit: 555gp
27. Profit: 740gp
28. Loss: 550gp
29. Loss: 705gp
30. Loss: 510gp
31. Profit: 525gp
32. Profit: 515gp
33. Profit: 505gp
34. Profit: 585gp
35. Loss: 520gp
36. Profit: 725gp
37. Profit: 625gp
38. Loss: 560gp
39. Profit: 640gp
40. Loss: 585gp
41. Loss: 695gp
42. Loss: 635gp
43. Loss: 690gp
44. Profit: 600gp
45. Profit: 615gp
46. Loss: 625gp
47. Profit: 665gp
48. Loss: 715gp
49. Loss: 545gp
50. Profit: 645gp
51. Profit: 700gp
52. Loss: 670gp
53. Loss: 535gp
54. Profit: 595gp
55. Profit: 710gp
56. Loss: 615gp
57. Profit: 620gp
58. Loss: 570gp
59. Loss: 590gp
60. Loss: 600gp
61. Profit: 685gp
62. Loss: 645gp
63. Profit: 695gp
64. Profit: 605gp
65. Profit: 715gp
66. Profit: 545gp
67. Loss: 720gp
68. Profit: 535gp
69. Loss: 710gp
70. Loss: 740gp
71. Profit: 635gp
72. Loss: 640gp
73. Loss: 525gp
74. Loss: 730gp
75. Profit: 550gp
76. Loss: 655gp
77. Profit: 590gp
78. Profit: 520gp
79. Profit: 540gp
80. Loss: 685gp
81. Profit: 720gp
82. Profit: 690gp
83. Profit: 750gp
84. Profit: 730gp
85. Loss: 555gp
86. Loss: 745gp
87. Loss: 700gp
88. Loss: 675gp
89. Loss: 650gp
90. Loss: 540gp
91. Profit: 735gp
92. Profit: 610gp
93. Profit: 530gp
94. Profit: 580gp
95. Loss: 505gp
96. Profit: 630gp
97. Profit: 675gp
98. Loss: 595gp
99. Loss: 610gp
100. Profit: 570gp

People & Characters



Key Backstory Moments

1. You spent some of your childhood lost in the streets of a major city.
2. You once met a fairy.
3. A close family member betrayed you.
4. An old bard gave you a strange piece of sheet music.
5. You once worked for a shopkeeper.
6. You were once blind for several months.
7. You grew up in a large city.
8. You traveled with a circus for a time.
9. You once worked as a blacksmith.
10. You had an intense rivalry with another child while growing up.
11. You had a stillborn twin.
12. You were an only child.
13. Growing up you had a pet dragon.
14. You once worked for a potion maker.
15. As a child, you witnessed a murder.
16. You were once falsely imprisoned for six months.
17. As a child, one of your siblings disappeared and has never been seen again.
18. You once met a unicorn while traveling in the forest.
19. You grew up extremely wealthy.
20. As a child, you had to help support your family.
21. Growing up, your family owned an inn.
22. You grew up with servants doing all the household chores.
23. You once worked on a ship and took several long voyages.
24. You were once exiled from a village or town.
25. You won a jumping competition in your youth.
26. You met a great king and he gave you a crystal.
27. As a child, you were once lost in the woods for more than a week.
28. Your father abandoned the family when you were young.
29. You grew up in a fishing village.
30. Your grandmother gave you a red scarf before she died.
31. A lover disappeared without a trace.
32. You were trapped in a cave for several days.
33. You had a love affair that ended badly.
34. You were once kidnapped and ransomed by your family.
35. You once studied under a monk for a year or two.
36. You once met a mermaid while traveling at sea.
37. A close friend died of a disease when you were a child.
38. You had an out-of-body experience.
39. Your mother abandoned the family when you were young.
40. You grew up on a farm.
41. You grew up extremely poor.
42. You were severely burned once.
43. Growing up, your family moved a lot.
44. You won an archery competition in your youth.
45. A close friend betrayed you.
46. You once worked as a clown.
47. You grew up in a foreign land.
48. You survived a bandit attack on your village when you were a child.
49. Growing up, your mother was imprisoned.
50. You grew up with more than a dozen siblings.

Key Backstory Moments

51. For a time, you traveled with a strange wizard who told you many tales.
52. A close family member was murdered.
53. As a child, you were homeless for a time.
54. You won a running competition in your youth.
55. You won a swimming competition in your youth.
56. You fought in a war on the winning side.
57. You once worked as a fur trapper.
58. You were bullied as a child.
59. You were once tortured.
60. An old beggar gave you a silver brooch.
61. Your spouse was murdered.
62. A close family member committed suicide.
63. You were adopted.
64. A romantic relationship ended but on a good note.
65. You won a boxing competition in your youth.
66. While ill with a fever you experienced vivid hallucinations or visions for three days.
67. As a child, you didn't dare speak to that one person you liked.
68. As a child, you were able to travel widely.
69. As a child, you were kidnapped and raised by another family.
70. An old adventurer gave you a map.
71. You survived an earthquake.
72. You were raised in an orphanage.
73. Your spouse committed suicide.
74. You once worked as a farmer.
75. You were given a glimpse of the future.
76. An old warrior gave you the tip of a dagger.
77. You once worked for a candlemaker.
78. A close friend was murdered.
79. You once worked emptying the chamber pots in a large palace.
80. You nearly drowned once.
81. You were once a caravan guard.
82. During your childhood, you died but somehow were brought back to life.
83. You once worked in a stable.
84. You fought in a war on the losing side.
85. An old sailor gave you a golden key.
86. You once worked as a messenger for a noble.
87. You once worked as a potter.
88. You were severely ill for nearly a year, but an old widow nursed you back to health.
89. You won a wrestling competition in your youth.
90. You survived a tornado.
91. You met a great queen and she gave you a special coin.
92. You once worked as a basket weaver.
93. You were once lost in a wilderness for nearly a year.
94. You once worked as a server in an inn.
95. You once survived a house fire.
96. Your uncle gave you a circular metal symbol before he died.
97. You once worked as a lumberjack.
98. You had a severe head injury as a child.
99. A close friend committed suicide.
100. Growing up, your father was imprisoned.

NPC Developments

1. Left their old life to become a humble farmer
2. Suffered a terrible injury
3. Joined a local religious organization
4. Became a teacher of small children
5. Invented a new technology
6. Magically aged 10 years
7. Was thrown in prison
8. Lost a leg
9. Made some bad investments and became poor
10. Became prominent in local politics
11. Got married and adopted three children
12. Became homeless
13. Started a successful small business
14. Became a local vigilante
15. Joined the military
16. Became an adventurer
17. Got married to someone their family does not approve of
18. Went into hiding
19. Lost an arm
20. Has been taking care of a family member who is ill
21. Joined a local cult
22. Left their old life to become a monk
23. Became skilled in thievery
24. Had a loved one kidnapped
25. Learned how to make fine weapons
26. Magically aged 25 years
27. Made powerful enemies
28. Was excommunicated from the local community
29. Lost a loved one and got revenge
30. Took a long journey to find themselves
31. Lost an eye
32. Started a tourist attraction
33. Magically de-aged 10 years
34. Performed a heroic deed that went unrecognized
35. Started a religion
36. Became a smuggler
37. Went on an epic quest, returned triumphant
38. Magically aged 50 years
39. Became the “crazy cat person”
40. Suffered a minor injury
41. Became an indentured servant
42. Got married and had a child
43. Became a scholar of dark magic, but does not practice it
44. Had a loved one suffer a major injury
45. Left their old life to become an assassin
46. Became skilled in the use of magic
47. Trained a monkey
48. Wrote a song that someone else stole and became famous for
49. Discovered a dark secret and was discredited for it
50. Invented a powerful weapon

NPC Developments

51. Performed a heroic deed and became famous for it
52. Got married, divorced, and remarried to the same person
53. Lost a finger
54. Joined an acrobatic troupe
55. Joined a local gang
56. Spent their time researching someone to help the party
57. Started a small business and failed miserably
58. Made some good investments and became rich
59. Started a cult
60. Lost a hand
61. Went on an epic quest, returned defeated
62. Lost their job and have been struggling to get by
63. Started an orchard
64. Became a wanted criminal
65. Started training dogs to fight each other
66. Was burned in a fire
67. Became the bartender and the local tavern
68. Invented a new culinary dish
69. Lost a loved one
70. Became skilled in combat
71. Left their old life to become a knight
72. Received a large scar across their face
73. Has done literally nothing of importance
74. Contracted a major illness
75. Traveled the world and became a polyglot
76. Became a gambling addict
77. Spent their time gathering a resource to help the party
78. Was cursed (roll on the curses table)
79. Joined a local band of musicians
80. Fell into a coma
81. Became a traveling bard
82. Started a bakery
83. Became evil and corrupted
84. Went mad and started living among the wild animals
85. Left their old life to become a fisher
86. Wrote a song and became famous for it
87. Became an innkeeper
88. Became despised by the local community
89. Took over an orphanage
90. Unintentionally spread a disease
91. Received a large scar across their body
92. Created and organized a local law enforcement entity
93. Spent their time telling stories to make the party famous
94. Lost a loved one and now seek revenge
95. Became immortal
96. Became a leader in the local community
97. Became head of a school
98. Was blessed (roll on the blessings table)
99. Ascended to a higher plane of existence
100. Died

NPC Quirks

1. Is a habitual liar
2. Is a drunkard
3. Is jealous of one of the members of the party
4. Has poor personal hygiene
5. Has a constant nervous laughter
6. Is a leper, covered in bandages
7. Is socially awkward
8. Is missing an arm
9. Is overconfident
10. Is highly intelligent, and knows it
11. Tells tall tales that are rarely if ever true
12. Couldn't harm a fly if they tried
13. Is incredibly prideful, for good reason
14. Thinks the world is flat
15. Is overly hostile to one member of the party, friendly to the rest
16. Has a peg leg
17. Is a hopeless romantic
18. Has Tourette's
19. Is overly talkative, often "holding others hostage" in conversation
20. Has a stutter
21. Wears the flashiest clothes for attention
22. Doesn't have emotions
23. Is infatuated with a member of the party
24. Is extremely outgoing
25. Always has timely wisdom/advice
26. Has many useful connections, and can trade secrets and information for a price
27. Suffers from extreme paranoid delusions
28. Is overly generous
29. Enjoys the finer things in life
30. Is highly intelligent, but is humble about it
31. Has a shrill, high pitched voice
32. Looks 50 years older than they are
33. Is a kleptomaniac
34. Is very short
35. Is braver than most, some would say foolish
36. Has a strange accent
37. Falls in love too easily
38. Is incredibly prideful, with nothing to back it up
39. Is a hypochondriac
40. Has terrible fashion sense
41. Always sees the best in people
42. Has disdain for the wealthy
43. Always seems to have something negative to say about others
44. Is deaf
45. Is missing a hand
46. Tells tall tales no one believes but are true
47. Is a germaphobe
48. Has 13 children
49. Speaks gibberish
50. Is incredibly forgetful

NPC Quirks

51. Can't or won't make eye contact with anyone in the party
52. Is too trusting
53. Has a nervous tick
54. Is incredibly stubborn
55. Only speaks in riddles
56. Is extremely superstitious
57. Smells like wet dog
58. Has a deep booming voice
59. Won't stop singing
60. Is very tall
61. Is critical of others
62. Laughs too much
63. Is obsessed with astrology
64. Is very religious
65. Has disdain for filthy peasant commoners
66. Is blind
67. Is foolish, which some mistake as bravery
68. Is very thin
69. Struggles with recognizing people
70. Is constantly daydreaming
71. Always sees the worst in people
72. Cries a lot
73. Claims to be religious but are hypocritical
74. Has 6 fingers on each hand
75. Is a little too interested in necromancy
76. Is a huge fan of a local music group
77. Is extremely shy
78. Is judgmental toward the actions of the party
79. Has three wives
80. Is mute
81. Is not trusting of anyone
82. Speaks a language no one around can understand or identify
83. Uses only sign language
84. Only speaks in rhymes
85. Is hopelessly unintelligent, but thinks they're a genius
86. Is very fat
87. Is too nonchalant
88. Is easily offended
89. Has been living alone in the wilderness for years
90. Lacks confidence in themselves
91. Secretly follows a strange religion
92. Has three wives/husbands, none of which know about the other two
93. Says they can predict the future, but can do no such thing
94. Is overly friendly to one party member but hostile to the others
95. Is not talkative, often communicating in looks or grunts
96. Constantly mispronounces words
97. Something seems off about this person, but you can't quite figure out why
98. Has a dark secret that they are hiding
99. Is very hospitable
100. Wants to join the party

Phobias

1. Selenophobia - Fear of the moon
2. Ornithophobia - Fear of birds
3. Arachnophobia - Fear of spiders
4. Insectophobia - Fear of insects
5. Autophobia - Fear of being alone
6. Pteridophobia - Fear of ferns
7. Equinophobia - Fear of horses
8. Hypochondria - Fear of illness
9. Nyctophobia - Fear of the dark
10. Ephebiphobia - Fear of teenagers
11. Arithmophobia - Fear of numbers
12. Somniphobia - Fear of sleep
13. Noctiphobia - Fear of the night
14. Dystychiphobia - Fear of accidents
15. Claustrophobia - Fear of confined spaces
16. Mysophobia - Fear of dirt and germs
17. Atelophobia - Fear of imperfection
18. Zoophobia - Fear of animals
19. Ataxophobia - Fear of disorder or untidiness
20. Coulrophobia - Fear of clowns
21. Glossophobia - Fear of speaking in public
22. Megalophobia - Fear of large things
23. Chronometrophobia - Fear of clocks
24. Achluophobia - Fear of darkness
25. Scopophobia - Fear of being stared at
26. Philophobia - Fear of love
27. Bibliophobia - Fear of books
28. Scolionophobia - Fear of school
29. Iatrophobia - Fear of doctors
30. Chromophobia - Fear of colors
31. Ophidiophobia - Fear of snakes
32. Aphenphosmophobia - Fear of being touched
33. Botanophobia - Fear of plants
34. Astraphobia - Fear of thunder and lightning
35. Dentophobia - Fear of dentists
36. Philematophobia - Fear of Kissing
37. Ecophobia - Fear of the home
38. Algophobia - Fear of pain
39. Papyrophobia - Fear of paper
40. Hippopotomonstrosesquipedaliophobia - Fear of long words
41. Automatonophobia - Fear of human-shaped figures
42. Genuphobia - Fear of knees
43. Hydrophobia - Fear of water
44. Mageirocophobia - Fear of cooking
45. Heliophobia - Fear of the sun
46. Dendrophobia - Fear of trees
47. Gynophobia - Fear of women
48. Lilapsophobia - Fear of tornadoes and hurricanes
49. Phobophobia - Fear of phobias
50. Pyrophobia - Fear of fire

Phobias

51. Anthrophobia - Fear of flowers
52. Haphephobia - Fear of touch
53. Entomophobia - Fear of insects
54. Koinoniphobia - Fear of rooms
55. Melanophobia - Fear of the color black
56. Aichmophobia - Fear of needles or pointed objects
57. Porphyrophobia - Fear of the color purple
58. Agoraphobia - Fear of open spaces or crowds
59. Batrachophobia - Fear of amphibians
60. Bathmophobia - Fear of stairs or steep slopes
61. Podophobia - Fear of feet
62. Technophobia - Fear of technology
63. Anthrophobia - Fear of people or society
64. Anginophobia - Fear of choking
65. Venustraphobia - Fear of beautiful women
66. Tokophobia- Fear of childbirth
67. Elurophobia - Fear of cats
68. Barophobia - Fear of gravity
69. Herpetophobia - Fear of reptiles
70. Cacophobia - Fear of ugliness
71. Verminophobia - Fear of germs
72. Leukophobia - Fear of the color white
73. Obesophobia - Fear of gaining weight
74. Hemophobia - Fear of blood
75. Tachophobia - Fear of speed
76. Tonitrophobia - Fear of thunder
77. Xenophobia - Fear of strangers or foreigners
78. Androphobia - Fear of men
79. Microphobia - Fear of small things
80. Sociophobia - Fear of social gatherings
81. Chronophobia - Fear of Time
82. Gamophobia - Fear of marriage
83. Catoptrophobia - Fear of mirrors
84. Atychiphobia - Fear of failure
85. Octophobia - Fear of the figure 8
86. Chionophobia - Fear of snow
87. Cynophobia - Fear of dogs
88. Nosocomephobia - Fear of hospitals
89. Arachibutyrophobia - Fear of peanut butter
90. Necrophobia - Fear of death or dead things
91. Pedophobia - Fear of children
92. Wiccaphobia - Fear of witches and witchcraft
93. Domatophobia - Fear of houses
94. Acrophobia - Fear of heights
95. Koumpounophobia - Fear of buttons
96. Belonephobia - Fear of pins and needles
97. Pathophobia - Fear of disease
98. Trypophobia - Fear of Holes
99. Catagelophobia - Fear of being ridiculed
100. Ombrophobia - Fear of rain

Resurrection Side Effects

1. They develop a vulnerability to all physical damage for 1D4 days
2. They lose their ability to smell for 1D4 days
3. Their max health decreases by 1D4
4. They become lighter by 1D12 pounds
5. They develop an addiction to alcohol
6. They develop a vulnerability to fire damage
7. Their dexterity is decreased by 1 permanently
8. Their charisma is decreased by 1 permanently
9. They develop a vulnerability to piercing damage
10. They are blind for 1D4 days
11. They develop kleptomania
12. Their dexterity is decreased by 2 for 1D4 days
13. They develop a fear of spiders
14. They become shorter by 1D8 inches
15. Their intelligence is decreased by 1 permanently
16. They enter a coma for 1D4 days
17. They develop a vulnerability to cold damage
18. They develop an intolerance to their favorite food
19. Their strength is decreased by 2 for 1D6 days
20. They are paralyzed for 1D4 days
21. They develop a vulnerability to all damage for 1D4 days
22. They have amnesia for 1D4 days
23. They develop a vulnerability to bludgeoning damage
24. They become heavier by 1D12 pounds
25. Their max health decreases by 1D6
26. They are deaf for 1D4 days
27. They grow taller by 1D8 inches
28. They lose their ability to taste for 1D4 days
29. They become too trusting of others
30. They develop strong seasonal allergies
31. They develop a vulnerability to psychic damage
32. They suffer from extreme paranoia for 1D4 days
33. They develop an addiction to pain
34. They develop an aversion to milk and milk products
35. They develop a fear of snakes
36. They lose their ability to smell for 1D6 days
37. They have lost the use of one eye
38. They develop a vulnerability to slashing damage
39. All of their stats are decreased by 1 for 1D4 days
40. They can speak one new language
41. Their intelligence is decreased by 2 for 1D4 days
42. Their dexterity is decreased by 2 for 1D6 days
43. They develop a vulnerability to radiant damage
44. They are blind for 1D6 days
45. Their max health decreases by 1D8
46. They develop a rash
47. Their wisdom is decreased by 2 for 1D6 days
48. Their constitution is decreased by 2 for 1D6 days
49. They give off a strange odor for 1D6 days
50. Their strength is decreased by 1 permanently

Resurrection Side Effects

51. They become shorter by 1D12 inches
52. They develop a vulnerability to all physical damage for 1D6 days
53. Their constitution is decreased by 1 permanently
54. They develop a fear of bugs
55. They develop a vulnerability to necrotic damage
56. They develop an addiction to food
57. They are only able to speak by using sign language
58. All of their stats are decreased by 1 for 1D6 days
59. Their charisma is decreased by 2 for 1D6 days
60. Their strength is decreased by 2 for 1D4 days
61. They have a stutter for 1D6 days
62. They develop a vulnerability to all damage for 1D6 days
63. They lose their ability to smell permanently
64. Their max health decreases by 1D10
65. They have hiccups for 1D6 days
66. They are deaf for 1D6 days
67. They become distrusting of others
68. They lose their ability to taste for 1D6 days
69. They are paralyzed for 1D6 days
70. They are permanently blind
71. They develop a vulnerability to acid damage
72. They become heavier by 1D100 pounds
73. They are only able to speak by yelling
74. They develop an addiction to combat
75. Their max health decreases by 1D12
76. They suffer from incredible thirst for 1D6 days
77. They develop a fear of gnomes
78. Their intelligence is decreased by 2 for 1D6 days
79. They are permanently deaf
80. Their constitution is decreased by 2 for 1D4 days
81. They develop a vulnerability to poison damage
82. They have lost their knowledge of one language
83. Their wisdom is decreased by 2 for 1D4 days
84. Their charisma is decreased by 2 for 1D4 days
85. They develop mysterious tattoos all over their body
86. They lost their ability to taste permanently
87. They are only able to speak in hushed tones
88. They have lost the use of one of their arms
89. Their max health decreases by 1D20
90. They develop a fear of wolves
91. They develop a vulnerability to lightning damage
92. Their max health increases by 1D4
93. They enter a coma for 1D6 days
94. They have permanently lost all of their memories
95. They lose all of their hair
96. Their max health increases by 1D6
97. They develop a vulnerability to thunder damage
98. Their wisdom is decreased by 1 permanently
99. Their max health increases by 1D8
100. They can no longer speak common

Town Happenings

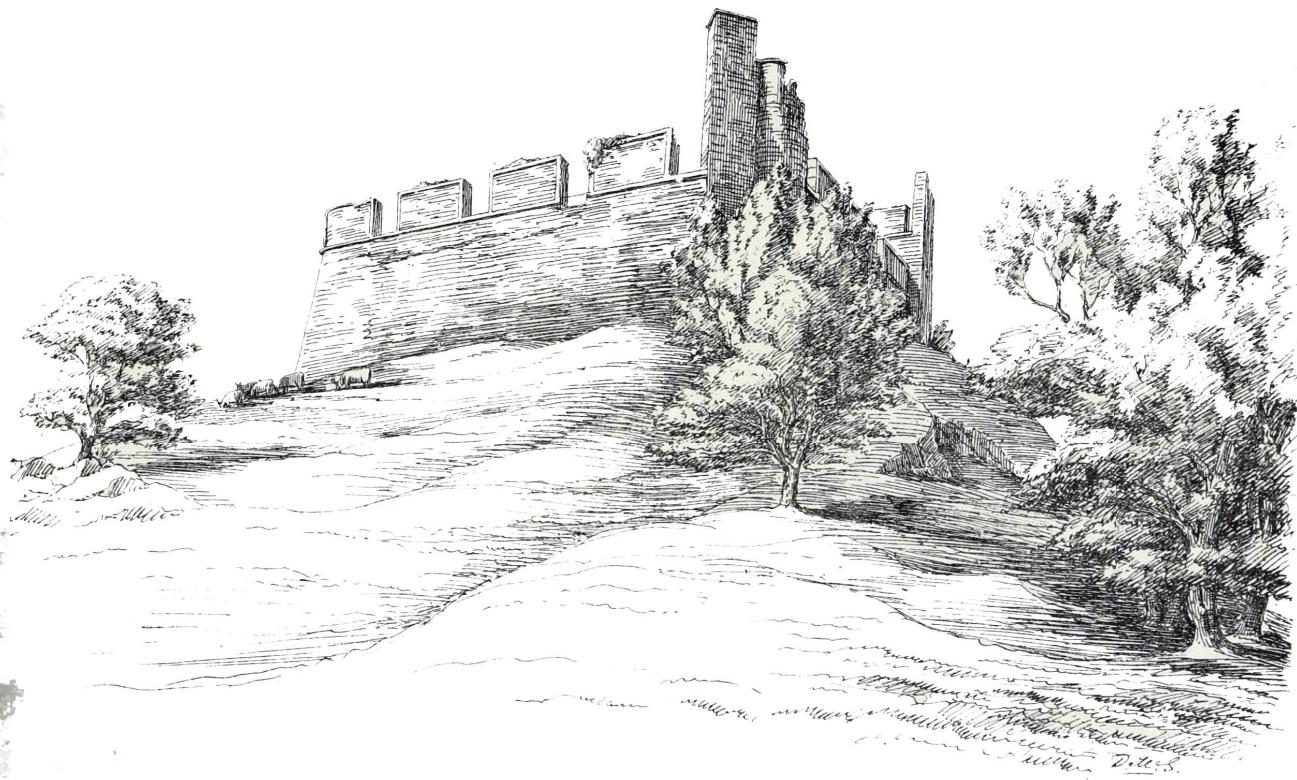
1. The mayor was assassinated
2. A tornado wiped out half the town
3. The townspeople have been paranoid ever since several were killed by doppelgangers
4. A plague swept through the town killing a quarter of the population
5. A thieves guild has begun operating out of the town
6. The town was renamed in honor of one of the party members
7. The town was pillaged by a tribe of barbarians
8. A meteor struck the center of the town square, and a man emerged from the crater
9. A new mayor was elected and he is loved by the people
10. Townspeople have been falling into a magical sleep, unable to wake. What could be causing this?
11. A wizards library has opened up in town
12. The town has made enemies with a nearby warlord and is preparing to defend against his coming onslaught
13. A fortune teller has set up her tent in the town market
14. The local tailor was arrested for thievery, but something doesn't seem right about the situation
15. One of the city council members was assassinated
16. The town has disappeared entirely, an empty plain in its place
17. An alchemy laboratory has opened up in town
18. A plague swept through the town and seems to have only killed specific families
19. An earthquake split the town into two
20. The town has been occupied by a large military force
21. People have been found petrified in the streets and no one has been able to identify the cause
22. The town was burned down by a malicious outlaw gang
23. A strange sickness has spread through the town, causing people to develop scales, gills, flippers, and catfish whiskers
24. The entire city council was assassinated one by one
25. The town is now home to a famous wizard
26. Two prominent families in town have started a feud. Now everyone is taking sides.
27. The town was renamed by the city council to better represent the local industry
28. A cult is luring the young people away from their community.
29. A strange object has appeared in the center of town and no one can identify it
30. The town has encountered various hardships and its people are beginning to starve
31. The party is no longer welcome in the town because someone has been spreading false rumors
32. A bardic college has opened up in town
33. The town is now home to an infamous sorcerer
34. A teleportation portal has been set up, connecting the town to the nearest major city
35. The town has been enslaved by a large group of demons led by a devil
36. The leader of the town guard was assassinated
37. The people are unhappy with the government and an uprising is beginning
38. The town was put under a curse by a malicious sorcerer
39. The towns guardsmen have been ordered to kill the party on sight
40. All able-bodied townspeople have been drafted into the king's army and sent off to war
41. The local blacksmith was found decapitated by his own battleaxe. Freak accident, or foul play?
42. A magic items shop has opened up in town
43. No one in the town remembers anyone in the party
44. A plague swept through the town and seems to have only killed the strongest among them
45. The town seems overly friendly to one party member but overly hostile to the rest
46. The death of a small child has sparked violent riots throughout the town
47. The town has become infested with rats

Town Happenings

48. A merchant has set up in town and claims that his musical instruments can solve any problem.
49. The town children have been disappearing
50. The town has been suffering under harsh conditions set by the local government
51. A strange sickness has spread through the town, causing people to develop telepathic abilities
52. A sleepwalking curse has been set upon the town
53. The town is now home to a famous bard
54. Strange floating orbs have been appearing all over town, causing people to become infatuated with them
55. All the domestic animals in the town have run off
56. A mages' academy has opened up in town
57. The town was ransacked by a horde of goblins
58. The town is now home to an infamous warlock
59. The city council ousted the mayor amidst a scandal
60. A menagerie for magical beasts has opened up in town
61. No one seems to have aged a day in this town
62. A strange sickness has spread through the town, causing people to grow extra limbs in random places
63. The mayor's wife left him and the town has been suffering from it
64. The town is now home to a famous paladin
65. The town has been tormented by a vampire
66. A secret passage was discovered in the local cathedral, leading through numerous catacombs and eventually emerging into the Underdark
67. A mysterious museum has opened up in town
68. The town has boomed financially due to breakthroughs in their industry
69. The town was massacred by an orc war party
70. The town seems overly hostile to one party member but overly friendly to the rest
71. The town has begun evacuating due to an approaching storm
72. A potion brewery has opened up in town
73. The town has been frozen over by a giant ice elemental
74. The local inn burned down and guards suspect foul play
75. The mayor went missing weeks ago and the town can't decide what to do about it
76. An odd gift shop has opened up in town
77. A plague swept through the town and killed everyone; it is now a ghost town.
78. The town has formed its own militia to combat nearby threats
79. A mercenary group has begun operating out of the town
80. The town has collapsed into complete anarchy after the local government was dismantled
81. Several influential townspeople have been publicly executed
82. A new inn has popped up on the outskirts of town, attracting all the customers away from the original town inn
83. The townspeople look and act the same as before. Eerily so, as if playing their roles to perfection.
84. A secret chamber has been discovered under the town hall, containing dark secrets about the town and its government
85. The city council became power-hungry and overthrew the mayor
86. A famous blacksmith has set up shop in town
87. The town was demolished by giants
88. The town has attracted many new residents and grown into a small city
89. A fighters guild has opened up in town
90. The mayor went missing weeks ago and the townspeople seem to be carrying on as if nothing is wrong
91. The town is now home to an infamous sorcerer

Town Happenings

- 92. A plague swept through the town and killed all the children
- 93. The town was frozen in time by a powerful warlock
- 94. The town has opened up a very popular tourist attraction
- 95. Rumors have been going around about a secret society congregating in the shadows of the town
- 96. The town has been overtaken by a zombie outbreak
- 97. A new mayor was elected and he is thoroughly corrupt
- 98. The town has been cursed by a vindictive wizard. Everyone is speaking a different language
- 99. The town has angered a deity and lives in constant fear of retribution
- 100. The town was renamed in honor of a local folk hero



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