

The Book of  
**Random Tables**  
**4**

Matt Davids

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of  
Random  
Tables  
4



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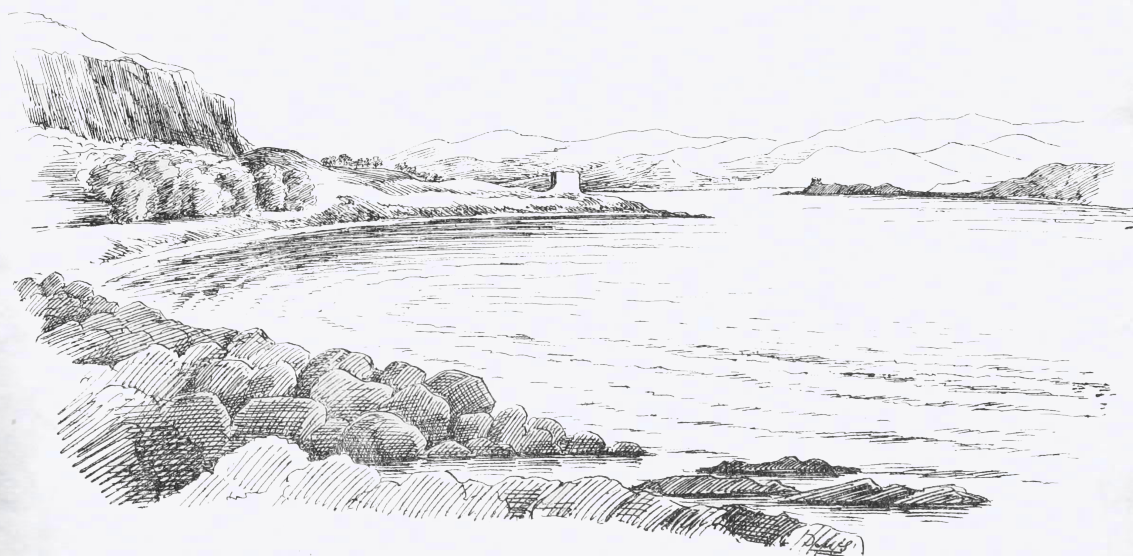
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## How to Use this Book

Welcome to the fourth book in my series of random 1D100 table books.

Random tables are a gamemaster's best friend. Whenever your players decide to turn left when you thought they would turn right or you just want to play an impromptu RPG session, random tables are a lifesaver.

Find the table in the book that best fits the situation in your game and roll the percentile dice. However, I prefer to have my players roll. It takes the pressure off of me as the GM.

This book is divided into four sections: Names, Encounters, Items & Things, and People & Characters.

In the Names section, you will find names for elves, halflings, dwarves, as well as dwarf clans. It is always a good idea to have a list of names on hand when running a session. You can have one ready at a moment's notice, so you don't break the atmosphere by fumbling for a name.

The Encounters section provides much fodder for random encounters. Add flavor to the session while your players are exploring underground locations, jungles, or areas near the sea. The section also includes encounters that may occur in an inn. While your players are fooling around at the inn you can give them some interesting things to do.

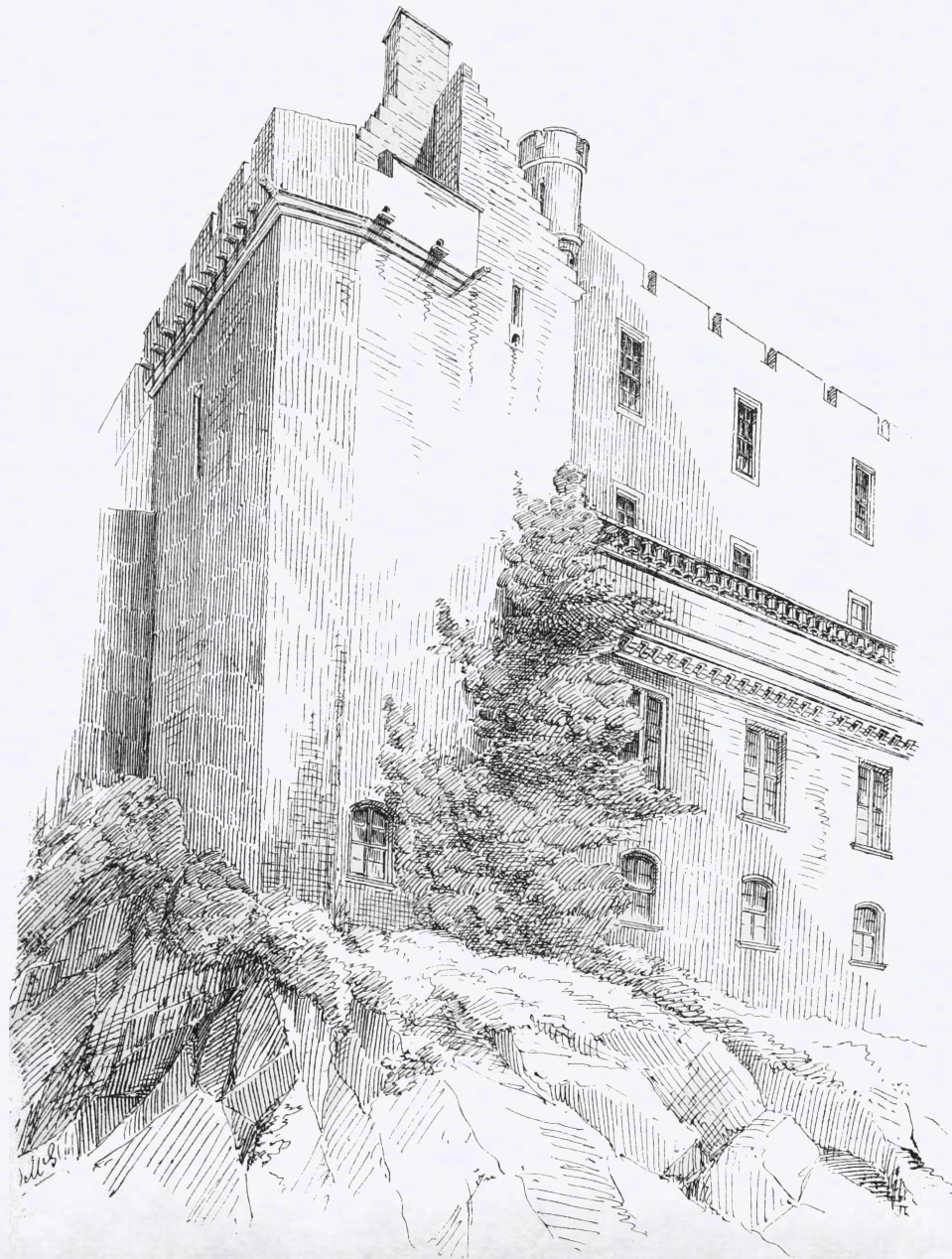
In the Items & Things section, you will find tons of fun items your players can search for and find. There is a huge list of odd magic items and other objects that could spawn a campaign. The bounty board is a quest machine by itself.

The People & Characters section is the most diverse section. It contains several tables for bonus critical hits or failure effects. There is a table of NPC descriptions, so you can populate your world seamlessly. Plus goals, mutations, and more.

Why spend hours prepping for a session? Use these tables to add details to any fantasy RPG session as you are playing.

*Matt Davids*  
*3/11/2018*

# Names



## Elf Names

1. Lianthorn
2. Saleh
3. Pywaln
4. Vesstan
5. Darfin
6. Merellien
7. Alre
8. Tassarion
9. Khiiral
10. Lhoris
11. Katar
12. Inchel
13. Saelihn
14. Keryth
15. Aneirin
16. Alion
17. Orym
18. Myrdin
19. Wirenth
20. Tanyth
21. Cyran
22. Wynather
23. Adorellan
24. Halamar
25. Saída
26. Falenas
27. Rhalyf
28. Elyn
29. Alosrin
30. Sinaht
31. Larrel
32. Sharian
33. Iliphar
34. Darunia
35. Aelrindel
36. Thalanil
37. Kilyn
38. Elion
39. Bellas
40. Glynfir
41. Saelethil
42. Keenor
43. Dorvyre
44. Methild
45. Umero
46. Ivasaar
47. Petsys
48. Eldrin
49. Ensatra
50. Ashryn
51. Eilphine
52. Aien
53. Kendel
54. Vulen
55. Ararie
56. Yesanith
57. Elas
58. Alasse
59. Farryn
60. Reyllynn
61. Shalanar
62. Perlen
63. Ryllae
64. Valfir
65. Namys
66. Paeral
67. Ermys
68. Vamir
69. Ciliren
70. Ruven
71. Brytris
72. Irhaal
73. Ralora
74. Ayre
75. Valmenor
76. Fylson
77. Heidithas
78. Tyrael
79. Fenwenys
80. Sylvar
81. Elandorr
82. Ralorel
83. Miraphine
84. Fana
85. Paeris
86. Heizana
87. Lyari
88. Darieth
89. Azarya
90. Goren
91. Leorora
92. Naesatra
93. Taerel
94. Yinrel
95. Genlee
96. Ardreth
97. Sylphine
98. Aimer
99. Kharis
100. Iligwyn

## Halfling Names

1. Tula
2. Dora
3. Hayla
4. Elrick
5. Dorrick
6. Brela
7. Samwise
8. Lewton
9. Bulford
10. Elrow
11. Woodrick
12. Nivla
13. Trumbul
14. Tobias
15. Arlot
16. Rook
17. Norton
18. Welbin
19. Ella
20. Samwell
21. Crumly
22. Grover
23. Windy
24. Lewella
25. Rowrick
26. Willa
27. Lenrick
28. Arlon
29. Hilwell
30. Willow
31. Finrow
32. Phina
33. Wendum
34. Windal
35. Willrow
36. Rula
37. Binlow
38. Wintum
39. Fillgrin
40. Finmore
41. Maxrow
42. Haygrin
43. Elras
44. Winlow
45. Dimrick
46. Wenlow
47. Elton
48. Woodlin
49. Welford
50. Samlot
51. Wells
52. Woodwil
53. Torlina
54. Maxwise
55. Hayton
56. Lavinia
57. Maxford
58. Lilly
59. Hamlow
60. Fillrow
61. Sambul
62. Trebor
63. Wilser
64. Petunia
65. Corbin
66. Arly
67. Lorton
68. Torbin
69. Jilla
70. Fillmore
71. Bulton
72. Ricbin
73. Samlow
74. Rowan
75. Wellesly
76. Daisy
77. Samton
78. Nora
79. Wina
80. Arton
81. Bulmore
82. Haymore
83. Wenton
84. Hilmore
85. Lewin
86. Hama
87. Samrick
88. Bulrow
89. Gaflin
90. Emma
91. Hayrick
92. Eldon
93. Willna
94. Groton
95. Rose
96. Willgrin
97. Woody
98. Ronan
99. Lowmin
100. Hilna

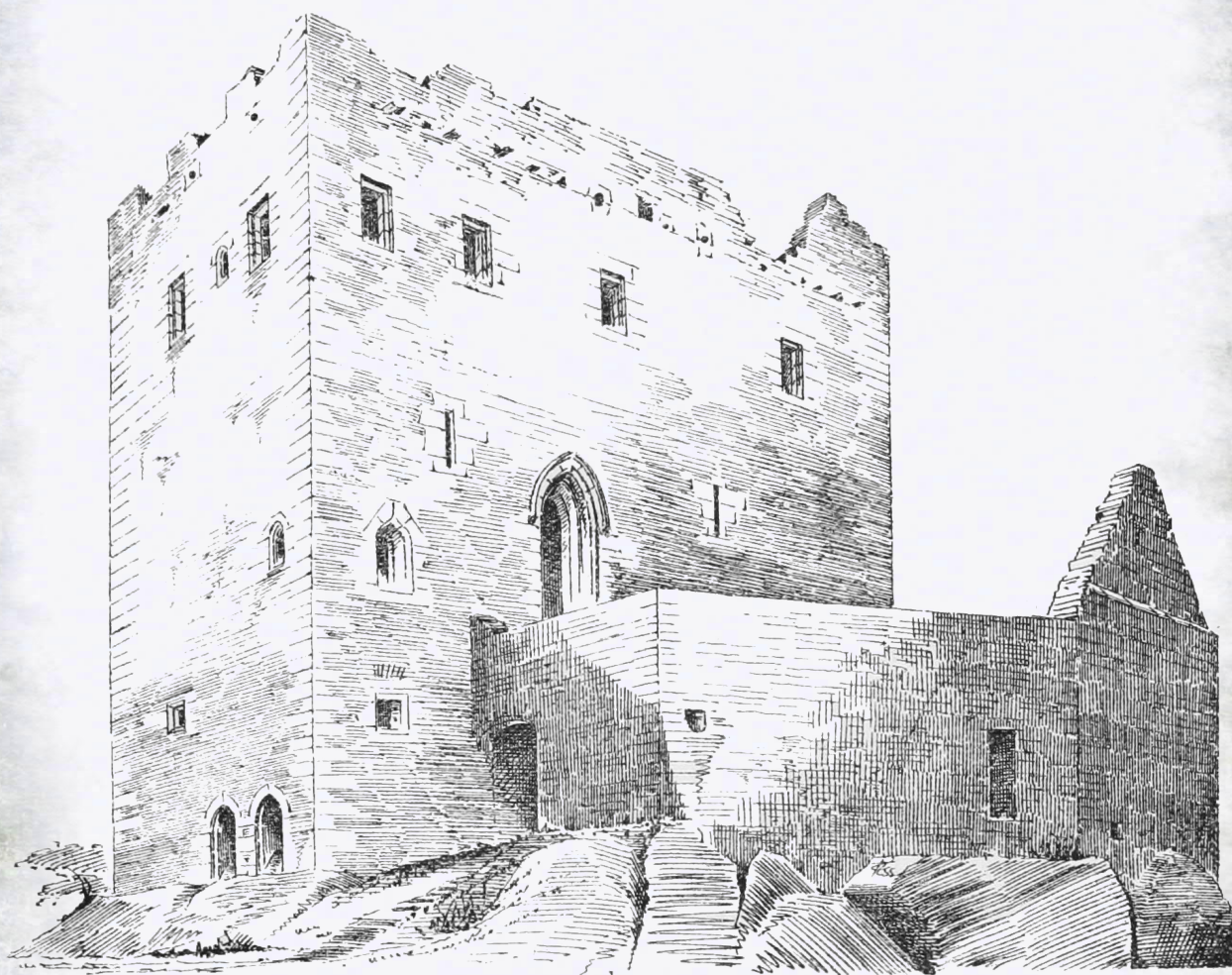
## Dwarf Names

1. Drolf
2. Borful
3. Boffin
4. Rasdrur
5. Kellyg
6. Khetrek
7. Groumret
8. Lokgruli
9. Brodrous
10. Boggol
11. Mognac
12. Nomoli
13. Dalen
14. Thignus
15. Reistac
16. Bosteg
17. Yugrif
18. Kraznog
19. Tuddaek
20. Dobrik
21. Khemdar
22. Gomnick
23. Araman
24. Wemrun
25. Kitmor
26. Broughol
27. Dadgroth
28. Golock
29. Darez
30. Torgred
31. Hezzuk
32. Yusut
33. Snathleg
34. Grufek
35. Khurge
36. Alfond
37. Yodrick
38. Norrim
39. Thrandik
40. Bhakel
41. Norsum
42. Umidin
43. Yarram
44. Girnat
45. Kudrol
46. Hevrad
47. Tutrik
48. Hurhel
49. Whuldruf
50. Darsek
51. Grunsun
52. Halat
53. Tholgut
54. Hestun
55. Bolin
56. Dhossim
57. Domnig
58. Deghed
59. Bruvis
60. Therdrum
61. Fotmeck
62. Brubrem
63. Dalom
64. Kovir
65. Nolgrol
66. Ottom
67. Delmar
68. Umitt
69. Weznick
70. Jabrom
71. Bognur
72. Groudin
73. Bhaddor
74. Jandrac
75. Grakim
76. Dorol
77. Groznin
78. Vorsuk
79. Durmas
80. Thragg
81. Bredneg
82. Lokdin
83. Godmid
84. Grondrek
85. Durock
86. Sigril
87. Kirdum
88. Thernak
89. Gazzan
90. Luthyr
91. Jarn
92. Dhold
93. Thasdan
94. Fimnok
95. Bromoul
96. Yuggor
97. Thezzus
98. Ogrum
99. Bronad
100. Norfeth

## Dwarf Clan Names

1. Cragstone
2. Mudcoat
3. Copperbraid
4. Mountainfur
5. Marblegut
6. Chaingranite
7. Drakebane
8. Oreflayer
9. Bronzeaxe
10. Platebraid
11. Rubyview
12. Chainmantle
13. Wraithmaul
14. Brewrock
15. Steeltoe
16. Dragonaxe
17. Ironhammer
18. Longcloak
19. Cragbasher
20. Bristlemantle
21. Oakenbane
22. Strongaxe
23. Cragfury
24. Koboldthane
25. Bonebrew
26. Steelforge
27. Bronzebeard
28. Icehammer
29. Barrelstone
30. Warbraid
31. Oretoe
32. Shadowbelly
33. Ironfoot
34. Lightdelver
35. Barrelspine
36. Grumblemaker
37. Lavaforge
38. Minebuckle
39. Jadearm
40. Bluntbeard
41. Granitebelt
42. Cragfoot
43. Brickarm
44. Frostbeard
45. Hammermane
46. Bloodbelt
47. Coinbrew
48. Flaskmane
49. Whitspine
50. Cragbasher
51. Axegrip
52. Aleguard
53. Leadforged
54. Dimfinger
55. Lavagut
56. Chaoshelm
57. Coalshield
58. Beastfoot
59. Brickhorn
60. Metalshoulder
61. Caskarm
62. Warminer
63. Woldbasher
64. Drakefall
65. Flaskbrow
66. Ashsunder
67. Onyxarm
68. Shadowstone
69. Berylbrew
70. Bonethane
71. Windbender
72. Magmabranch
73. Irongranite
74. Icejaw
75. Hammerfist
76. Stormbrew
77. Forgedigger
78. Goldmaster
79. Anvilshoulder
80. Boulderbrew
81. Axecoat
82. Leadbringer
83. Flintbraid
84. Silverhood
85. Stormguard
86. Hammerbuckle
87. Nightmantle
88. Bloodborn
89. Thunderblade
90. Dimbeard
91. Snowstone
92. Hornhead
93. Leadhide
94. Bonedigger
95. Mudbasher
96. Frostmine
97. Minebrow
98. Longbelly
99. Bronzeback
100. Blackstone

# Encounters



## Underground Encounters

1. Dead gnome
2. Dark elves (1D4)
3. Spider centaur leading a pack of spiders
4. Kobolds (1D6)
5. Small hole in the wall
6. Giant worms (1D4)
7. Talking mushroom
8. Dwarf carrying a bag of gems
9. Giant spider in its lair
10. Pile of dead dwarf bodies (1D8)
11. Monopods (1D4)
12. Frightened man running for his life
13. Toxic mushroom in front of a narrow tunnel
14. Dissonant music coming from a nearby cave
15. Gnomish hunter
16. Bluecaps (1D4)
17. Curious, friendly goblin
18. Large, seemingly bottomless pit
19. Spider centaur ranting furiously
20. Unconscious dark elf
21. Wooden door in the wall of a cave
22. Dark elves (1D6)
23. Bright flash of light
24. Woman looking for her lost caravan
25. Frantic writings etched into the wall
26. Active gnomish mining operation
27. Goblins (1D6)
28. Gnome wizard sculpting a clay golem
29. Lost trader
30. Skeletons (1D8)
31. Woman running and shrieking
32. Wooden trapdoor on the ground
33. Distant howls echoing through the deep
34. Dwarf looking for precious stones
35. Massive spider webs
36. Dark elves (1D8)
37. Trail of blood leading up the wall and ceiling
38. Kobolds (1D12)
39. Goblins (1D4)
40. Gnomes transporting a cart of rubies
41. Impenetrable darkness
42. Troll
43. Thousands of eyes peering from darkness
44. Numerous toxic mushrooms
45. Ruins of an old dark elf prison
46. Man driven mad by the darkness
47. Toxic gasses leaking from the walls
48. Tunnel full of rock spikes
49. Dark elf battling a giant ant
50. Screams and shrieks nearby
51. Bulbous rock-like creature tunneling
52. Talking statue
53. Ghost of a girl looking for her parents
54. Massive rope hanging from the ceiling
55. Large pit filled to the brim with bones
56. Dark elves (1D10)
57. Deep scratches on the walls and floor
58. Seemingly abandoned mining tunnels
59. Injured gnome
60. Giant worms (1D4)
61. Ground and walls begin shifting
62. Dwarf fighting a dark elf war party
63. Dragon turned to stone
64. Back entrance to a dungeon
65. Chest in the middle of a large cavern
66. Sleeping dragon
67. Bluecaps (1D6)
68. Unconscious dwarf
69. Trolls (1D4)
70. Large stone doorway
71. Toxic dust in the air
72. Statue of a massive spider-like queen
73. Kobolds (1D12)
74. Wall paintings of spider centaurs fighting
75. Dwarves mining for gemstones
76. Natural cave-in
77. Mysterious lever on the wall
78. Talking giant spider
79. Mad wizard's laboratory
80. Orge
81. Cavern filled with billions of tiny spiders
82. Foul stench from a narrow tunnel
83. Giant worms (1D6)
84. Pile of dead adventurers (1D20)
85. Ruins of an ancient city
86. Goblins (1D20)
87. Giant
88. Adventurers who are shells of what they once were
89. Kobolds (1D20)
90. Well-kept house and yard in a large cavern
91. Treasure hunter seeking allies
92. Lost adventuring party looking for a map
93. Light barely visible from a far away tunnel
94. Dark elves (1D20)
95. Drums echoing throughout the deep
96. Cheerful man says he looking for a city
97. Monopods (1D8)
98. Hand and footholds leading up a wall
99. Entrance to a huge dark elf city
100. Zombies (1D100)

## Jungle Encounters

1. Fire ant nest
2. Horse without a rider
3. Rickety bridge over a chasm
4. Ongoing battle between two tribes
5. Young orc barbarian looking to prove himself
6. Golden statuette of a monkey (ruby eyes)
7. Treetop village
8. Half-buried wagon and treasure chest
9. Giant spider web
10. Wagon filled with an ivory shipment
11. Net trap
12. Tree that walks and talks
13. Toucan
14. Curious monkey
15. Stampede of various animals
16. Pair of boots hanging from a vine
17. Tracks of a large predator
18. Wooden knight standing in the path
19. Man swinging from vines
20. Poisonous plants
21. Crusaders on a quest
22. Pit trap
23. Disease-carrying mosquitoes
24. Jaguar cub mewing for food
25. Party of big game hunters
26. Entangling and grasping vines
27. Giant centipedes
28. Meat roasting over a fire
29. Talking parrot repeating ominous warnings
30. Skeleton intertwined with tree roots
31. Barbarians hunting a giant boar
32. Cave hidden behind a waterfall
33. Secret order of monks protecting a holy site
34. Circle of druids performing a ritual
35. Flying snake with a message tied to it
36. Skeleton of a large dinosaur
37. Young boy who acts like an ape
38. Ape carrying a spear
39. Shadow of a roc flying over
40. Sloth
41. Delicious looking fruit
42. Tribal warriors speaking a foreign language
43. Giant constrictor snakes (1d6)
44. Net trap
45. Scientist researching for a new book
46. Bounty hunter looking for an escaped convict
47. Monkeys trying to steal items (1D6)
48. Blind pack mule wandering
49. Man shouts for the party to run for their lives
50. Archeologists looking for ruins
51. Hyenas looking for a meal (1D6)
52. Staff entangled in vines high in the canopy
53. Tyrannosaurus rex stalks the party
54. Beautiful tribal woman being attacked by her own tribe
55. Undead pygmies (1D6)
56. Skulls on the tip of spears
57. Herd of triceratops
58. Halfling hanging upside down from a trap
59. Huge red flowers
60. Curious group of catfolk
61. Small ship in the top of a tree
62. Skeleton in a net
63. Eccentric hermit collecting herbs
64. Flowers with intoxicating pollen in the air
65. Treehouse
66. Glowing mushrooms covering the trees nearby
67. Snake people village
68. Large tree that appears to be bleeding
69. Large carnivorous plants
70. Bow and arrows hidden in a hollow tree
71. Old woman
72. Piranha infested river
73. Cave opening to an underground lake
74. Highly venomous snake
75. Jaguar guarding its meal
76. Tribal warrior using poison darts
77. Quicksand
78. Friendly goblin offering to feed you at his home
79. Nest of harpies
80. Wizard trying to protect the trees
81. Temple overgrown with vines
82. Large stone with mysterious carvings
83. Elephants (1D6)
84. Cannibals
85. Old wooden hut
86. Cave with a lit fire inside
87. Tribe of lizardfolk
88. Ghostly figure of someone a character loves
89. Explorer dying of poison
90. Ancient pyramids
91. Apes (1D6)
92. Shed skin of a huge snake
93. Witch in disguise
94. Tarpit
95. Lit torches along a trail
96. Baboons (1D6)
97. Giant ape
98. Green dragon
99. Parrot that follows the party and mocks them
100. Monkeys throwing debris (1D10)

## Inn Encounters

1. Rough-looking dwarf jumps behind the bar and grabs the till
2. A bard is performing but one patron is heckling them terribly
3. Sign: "Humans, we don't serve your kind."
4. Sign: "Help wanted."
5. Fire breaks out in the common room
6. Patron bumps into one character and then warns them to watch their step
7. Sign: "Half-elves, we don't serve your kind."
8. All patrons stare at the party
9. Party is told the elf in the corner bought them all drinks
10. Fire breaks out in the kitchen
11. Drunk man brags about his smoking hot fairy wife and their daughter that spins straw into gold
12. Party is told the gnome in the corner bought them all drinks
13. The party sees a pickpocket lift a man's coin purse
14. Barmaid drops a tray of drinks on the player's table creating a huge mess
15. Party is told the dwarf in the corner bought them all drinks
16. A man bursts in raving about a headless horseman chasing him down the road
17. Sign: "Halflings, we don't serve your kind."
18. Common room erupts into a huge brawl
19. When the party pays, the innkeeper says he can't take money from you folks
20. Drunk patron pesters the party
21. There's a man dressed in hunter's garb apparently sleeping at his table. In his hand is a strange jewel. Many of the people around the tavern seem to know who he is. Whispering to each other, you hear snippets of conversation concerning the precious stone. Rumors of it being magical, or evil, or both waft across the room. Suddenly and silently the jewel slips from the hunter's grasp and clatters upon the flagstones
22. Fire breaks out in a guest room
23. Gang demands protection money from the innkeeper
24. Sign: "No vacancy."
25. A finely dressed elf asks if anyone is interested in a game of cards
26. A strange, tiny man is going around peeking in everyone's shoes. He seems to be looking for something of dire importance
27. A troupe is performing a play, the beautiful and handsome actors are enchanting
28. Sign: "Bard Wanted."
29. Fight breaks out on the other side of the common room
30. Guards come in and announce that mayor has ordered the inn closed
31. Innkeeper and patron get into a heated argument, it may come to blows
32. Sign: "Out of mead."
33. Party is told the man in the corner bought them all drinks
34. Innkeeper demands triple the price for everything the party orders
35. Sign: "Bouncer wanted."
36. There is a group of formidable-looking women playing cards. One of them keeps eyeing your party. If she catches the party's eye, she grins impishly. She continues to raise the stakes of the game, much to the annoyance of her companions
37. Barmaid collapses
38. A halfling seems to be having trouble lighting his pipe
39. There is an ancient woman sitting by the fire, muttering. She has a strange shard of ice in her hand, which she is shaving with a knife. As she shears off the ice, the shard becomes sharper and sharper. The shavings fall into the fire, creating mysterious bursts of colorful flames as they fall in
40. Patron hands the party a sealed letter and says to keep it safe
41. A woman with a strange hat is approaching every table and asking if they are adventurers for hire

## Inn Encounters

42. A woman asks the party if they would like to buy some "sweet leaf"
43. One character's chair breaks
44. A rather ugly young maiden bursts into the room yelling in a strange tongue. Shortly after, a beautiful, but fierce maiden of the same age comes in. She spots the first girl and screams something at her in the same language. She pulls out a magical rope and binds her. Dragging the frightened maiden out of the room, she speaks to no one. Meanwhile, the bound girl is obviously pleading for help in her own language
45. Patron asks the party for a gold piece
46. The bard stops playing and runs out the door
47. Group of halflings begin singing loudly
48. Sign: "Inn for sale."
49. A knife thrower is performing, asks for a volunteer
50. Sign: "Cook wanted."
51. There is a child going about serving tables. She keeps her head down and averts her eyes when others speak to her. Her movements are graceful and there seems to be an element of magic in the small tasks she performs. Around her ankle is a metal band engraved with strange runes
52. A fabulously wealthy (but hammered) man gets his hand stuck in a wine barrel
53. A bard asks the party if they happen to have a lute string
54. A wizard is sitting at the bar. He is in a heated discussion with a tiny, wispy fairy perched upon the brow of his hat. The fairy appears to have a crumpled wing
55. Fight breaks out next to the party
56. Drunk patron passes out on the party's table
57. A young lady in a flamboyant costume is speaking to a mysterious pale-skinned man. She is offering up her unique services for a price. Claiming that she has the ability to hypnotize crowds with her soothing voice and magic-infused mandolin, she makes suggestions the crowd finds difficult to refuse
58. A man in pined attire saunters into the room and announces the upcoming dance competition. He assures the customers that the prizes and honor bestowed will be second to none
59. The innkeeper puts a bottle of wine on the party's table and says this one's on the house and winks
60. Sign: "Elves, we don't serve your kind."
61. A headless chicken runs through the common room and then collapses
62. Two patrons draw swords and face each other
63. A sword swallower is performing
64. Innkeeper collapses
65. Eight angry gnomes enter and appear to be looking for someone
66. Sign: "Dwarves, we don't serve your kind."
67. Goblin war party bursts in (1D12)
68. Sign: "Half-orcs, we don't serve your kind."
69. A dwarf keeps staring at the party
70. Party finds a child hiding under their table
71. Huge rough-looking human announces, "Every bard in here needs to leave now."
72. The party notices a dirty child stealing bread
73. Innkeeper asks the party to deliver a package
74. A man bursts in and demands if anyone has seen a person matching this description. He describes one party member to a tee.
75. Several loud crashes shake the inn, they came from the kitchen
76. Sign: "Gnomes, we don't serve your kind."
77. An elf keeps staring at the party
78. Seemly drunk patron slips a map into one character's hand

## Inn Encounters

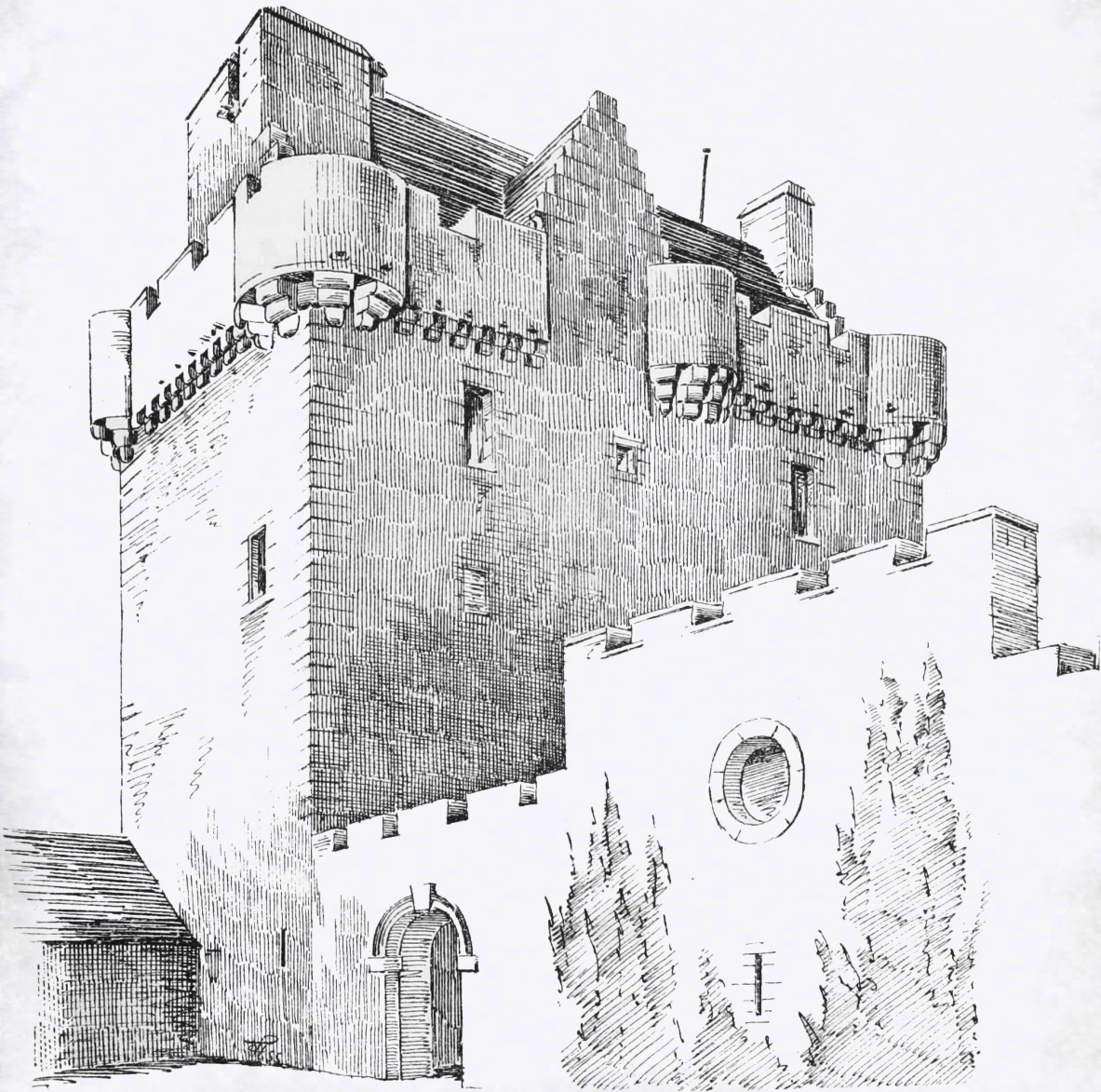
79. In a dark corner, a man is sitting alone with his face buried in his hands. Before him is a book. When you gaze at the book, it appears blank, but you feel you could just swear there was writing in it when you first saw it out of the corner of your eye
80. Sign: "Out of mutton."
81. Party is told the woman in the corner bought them all drinks
82. Barmaid slips a character a note, it says meet me in the wine cellar
83. Innkeeper asks for help gathering firewood
84. Stable boy runs in and says someone is stealing the horses
85. A man weeps uncontrollably at the bar
86. A small boy is moving through the crowd, performing magic tricks for a few coins. He has an easy-going, likable manner, and the customers find themselves disposed to indulge him. However, you notice as he moseys about the room, his fingers seem to find the wallets of the preoccupied patrons
87. A woman asks the party if they have seen her daughter
88. A wizard shouts at the innkeeper, "You'll rue this day!" as he storms out
89. Cook shouts, "I quit!" and storms out
90. When the party enters, everyone else leaves
91. Heated argument at next to the party
92. As a character sits down, they notice a bundle of letters in the chair
93. A frightened horse crashes through the common room
94. Barmaid spills drinks on a nearby table, the patrons begin yelling at her
95. Rocious game of darts involving most in the common room
96. A rock flies through a window, shattering it. There is a note tied to it
97. Innkeeper announces the inn will close permanently tomorrow
98. Bare-knuckle fights are being held in the common room
99. Fire breaks out in wine cellar
100. Party notices a single gold piece under the table



## Sea-related Encounters

1. Seashell with voices inside
2. Message in a bottle
3. Hundreds of jellyfish
4. Sand dollar
5. Barrel of fish
6. Deep underwater trench
7. Talking boat
8. Mermaid caught in a net
9. Singing clam
10. Tasty looking fish
11. Sea snake
12. Underwater stone road
13. Lighthouse
14. Tall tower sticking out of the water
15. Tornado filled with sharks
16. Seagulls that peck at party
17. Cursed gold coins
18. Very pinchy crabs (1D20)
19. Surfing dwarf
20. Oysters (1D4 pearls)
21. Man in a boat with a goat
22. Old human wizard walking on the water
23. Crab holding a knife
24. Gold statue of a man holding a trident
25. Woman in the water holding a sword
26. Two ships in combat
27. Mermen mounted on porpoises (1D12)
28. Friendly water elemental
29. Single tree growing out of the water
30. City in a giant bubble
31. Underwater volcano
32. Loch Ness monster
33. Wife waiting for her sailor husband
34. Sunken ironclad ship from a lost time
35. Sharks (1D8)
36. Skeleton holding a broken oar
37. Beautiful woman clinging to wreckage
38. Tsunami (1D20 turns till it arrives)
39. Shark carcass with a sword piercing its head
40. Floating island
41. Sunken ship
42. Siren song
43. Whales (1D10)
44. Waterlogged treasure chest
45. Coral reef
46. Sea urchin
47. Leeches
48. Fish with polished mirror scales
49. Corpse tied to a rock
50. Giant octopuses (1D6)
51. Coastal druid talking to some fish
52. Aquatic elf fighting a giant squid
53. Young boy frozen in an iceberg
54. Group of sea turtles
55. Ship with black flags in the distance
56. Underwater cave entrance
57. Mermen (1D6)
58. Skeleton holding a trident
59. Viking longship
60. Shipwrecked crew of sailors
61. Long scaly tail disappears just out of sight
62. Hippocampus (1D4)
63. Sinking island
64. Stranded halfling bard
65. Water witch looking to make a trade
66. Small mysterious child swimming
67. Slaver ship
68. Skeleton holding a treasure chest
69. Rusted old cannon
70. Bottle of rum
71. Ship in a bottle
72. Strange man looking for a lost child
73. Floating town
74. Old man that gives you a fishing pole
75. Coconut with a gold coin inside
76. Old abandoned castle
77. Chest with the sound of a beating heart
78. Sunken temple
79. Red tide
80. Massive sand castle large enough to live in
81. The Flying Dutchman
82. Ghost of a woman in a long flowing dress
83. Paladin on a whale hunt
84. Starfish that suctions to a character
85. Manta rays (1D6)
86. Bones of a massive dragon
87. Giant squid
88. Sunken city
89. Ghost of a man who died at sea
90. Kelp forest
91. Hurricane (1D20 turns till it arrives)
92. Ghost ship
93. Stone statue of a woman dressed in robes
94. Crate of wine
95. Small boat with supplies but no sailors
96. Dragon turtle
97. Human who believes he is a merman
98. Statue army
99. Beautiful seashells (1D8)
100. Leviathan

# Items & Things



## Fictional Spices

1. Kabsalt
2. Bowroot
3. Guaram Salt
4. Harica Spice
5. Kaffyr Root
6. Melongrass
7. Pigella Seed
8. Papyla Pepper
9. Quatra Salt
10. Trandosí Spice
11. Saffron Powder
12. Trubino Sugar
13. Ursa Flakes
14. Wiji Wiri Root
15. Za'atyr Spice
16. Suflac Spice
17. Rooimnos Leaf
18. Reyishi Root
19. Rac El Powder
20. Puluya Pepper
21. Pocini Spice
22. Mailake Leaf
23. Kukich Spice
24. Talite Root
25. Guailo Chile
26. Galga Root
27. Fleur De Selfic
28. Daikobi Leaf
29. Jeelig Leaf
30. Ubeki Pepper
31. Casciam Bark
32. Abica Sugar
33. Boleppe Salt
34. Bebier Spice
35. Gyssam Salt
36. Alobo Pepper
37. Ajifa Chile
38. Guarni Spice
39. Fennli Seed
40. Malsya Weed
41. Tragon Seed
42. Ajwian Powder
43. Paldan Flower
44. Yyrba
45. Salip Salt
46. Za'ytar Sugar
47. Perila Root
48. Paracre Pepper
49. Njanga Spice
50. Maheb Root
51. Keluako Root
52. Jymobu Powder
53. Akujura Seed
54. Oboldoroot
55. Jagulnroot
56. Olidasalt
57. Chiso Chile
58. Rattleseed
59. Goodluff Spice
60. Soreli Salt
61. Kosroot
62. Huata Flower
63. Toeroot
64. Jaraway Spice
65. Lostgary Sugar
66. Borge Root
67. Asafoda Seed
68. Jakhta Seed
69. Silum Spice
70. Sulhac Powder
71. Cheril Root
72. Dystril Seed
73. Beaufe Spice
74. Mei Yen Chile
75. Syzygum Powder
76. Arali Spice
77. Calynda Root
78. Omfre Salt
79. Epazi Spice
80. Bearshoe Flower
81. Gingk'go Salt
82. Sultditch Salt
83. Filoba Weed
84. Appewort Flower
85. Nastuum Powder
86. Hyrtle Weed
87. Cupwort Bark
88. Dollafanca Flower
89. Stalina Salt
90. Valian Leaf
91. Yaroweed
92. Safli Spice
93. Filk Thistle
94. Turkider Root
95. Coldmany Sugar
96. Coltia Salt
97. Cilian Weed
98. Bunet Spice
99. Calapep Salt
100. Aflise Pepper

## Song Titles

1. I've Had Enough Of These Tavern Cellar Rats
2. Rolling In The Underworld
3. The Moment I Knew My Wife Was A Doppelganger
4. Eye of the Rakshasa
5. I'm Alright With Your Charm Spells
6. Some Fungi That I Used To Grow
7. A Day In The Life Of An Ex-Paladin
8. Hey, Food
9. I'd Tame A Dragon For You
10. Another One Bites The Dust Monster
11. Balnor The Blue
12. I Want To Hold Your Handaxe
13. The Curious Life Of Gr'ogg
14. Uptown Monk
15. Pickpocket Your Heart
16. I Will Always Hunt You
17. Beware The Frost Demon
18. Hello Underworld My Old Friend
19. She Took My Heart Along With My Coin Purse
20. Stayin' Undead
21. I Can't Believe You Cursed Me Last Night
22. Nightmare Horse
23. Eldrinor The Traveling Troll
24. Moves Like Dagger
25. I've Set A Trap For You
26. Grandma Got Run Over By A Gorgon
27. Your Love Is Like A Basilisk's Stare
28. Hey There Bal'grilla
29. Who Opened The Wolf Cage
30. Goblin's Paradise
31. I've No Place To Lay Down My Sword
32. Call Me Jhabee
33. I Wish I'd Never Seen That Manticore
34. Blackroc
35. To Trust A Flumph
36. Just The Way You Spar
37. Give Me Back My Battlehammer
38. Bugbearian Rhapsody
39. S'jorn The Wandering Bullywug
40. Balgruf In The Sky With Emeralds
41. Merfolk Blues
42. Inn At The Western Shore
43. I Fell In Love With A Dryad
44. Welcome To The Dungeon
45. Eye of the Dire Wolf
46. Smells Like Halfling Spirit
47. The Lonely Death Knight
48. Copper Street
49. They Call Me Werebard
50. Somebody To Shove
51. You Got Me Addicted To Pixie Dust
52. Hello, Is It Me You're Hunting
53. Party Like A Troglodyte
54. This Elf Is On Fire
55. The Abyss Hath No Fury
56. Noble Imbecile
57. You Make Me Feel Like A Zombie
58. Can't Help Falling In Quicksand
59. My Love Is Steady Like A Rock Beast
60. How Deep Is Your Dungeon
61. The Night I Punted A Giant Beetle At A Werewolf's Face
62. Sweet Home Aladorus
63. Gliding On A Harpy's Wings
64. All You Need Is Healing Potions
65. Dancing With A Dire Wolf
66. Torch In The Tornado
67. Let's Sleep Until Armageddon
68. Maybe I'm Dazed
69. The Only Quest Reward I Want Is You
70. We Will Rob You
71. The Best Laid Plans Of Rats And Half-Orcs
72. I Put Another Spell On You
73. The Life And Times Of A Penniless Warlock
74. Iron Dwarf
75. Meet Me At The Edge Of The Sea
76. The Ring Of Frost
77. Tavern Brawl Blues
78. Ain't No Moonshine
79. Over The Foggy Hilltops
80. All The Single Halflings
81. The Legend Of The Pirate's Treasure Cruise
82. Should I Slay Or Should I Go
83. You've Always Been My Only Quest
84. Can't Buy Me A Charm Spell
85. There's A City In The Clouds
86. Pretty Elf
87. The Best Thing Since Sliced Flesh
88. 99 Problems And My Rogue Companion Is All Of Them
89. The Prettiest Dwarf And The Ugliest Elf
90. Sweet Gnome Of Mine
91. Why Do Dwarves All Pay Us With Mead
92. I Kissed An Orc And I Liked It
93. Sounds Like Something A Doppelganger Would Say
94. While My Lute Gently Weeps
95. There's Always A Goblin
96. Hatched To Be Wild
97. Tales Of A Weary Adventurer
98. Ain't Nothin' But A Hellhound
99. Grilnor The Green
100. Like A Tumbling Boulder

## Items in a Dragon's Lair

1. Gold pieces (4D100)
2. Crystal (2" x 1')
3. Cloak with golden designs of trees
4. Tapestry inscribed with the tale of the last age
5. Wooden spear with a dragon tooth tip
6. Dagger with an ivory handle
7. Wooden staff inlaid with silver and gold
8. Maps (1D100)
9. Gold pieces (2D100)
10. Gold pieces (1D100)
11. Books (1D100)
12. Bronze shield with dragon designs
13. Silver chest (locked)
14. Longsword (made of bone)
15. Painting of a beautiful woman
16. Copper pieces (16D100)
17. Silver crown with rubies
18. Copper pieces (8D100)
19. Porcelain vase (5,000 years old)
20. Silver statue (8' tall)
21. Iron chest (full of maps)
22. Gold and jewel-encrusted longbow
23. Magic item
24. Chainmail (crimson)
25. Golden belt
26. Wooden shield with a religious symbol
27. Full plate mail (golden)
28. Ivory statue (3' tall)
29. Longsword (made from a meteorite)
30. Greataxe with ebony handle
31. Silver ring set with an emerald
32. Golden arrow
33. Silver pieces (5D100)
34. Greatsword with an ivory hilt
35. Copper pieces (2D100)
36. Magic item
37. Gold pieces (3D100)
38. Magic item
39. Lapis lazuli statue (2' tall)
40. Bronze helm with dragon designs
41. Short sword (made of obsidian)
42. Silver pieces (7D100)
43. Silver pieces (10D100)
44. Books (1D20)
45. Tapestry inscribed with a tale of creation
46. Bronze spear
47. Wooden chest (full of scrolls)
48. Golden pitcher full of gems
49. Large obsidian key
50. Wooden chest (locked)
51. Golden crown encircled with diamonds
52. Magic item
53. Chess set (pawns the size of halflings)
54. Gold pieces (6D100)
55. Short sword (made out of a dragon claw)
56. Silver pieces (1D100)
57. Dagger (made from a dragon tooth)
58. Silver pieces (3D100)
59. Leather armor with intricate forest designs
60. Copper pieces (4D100)
61. Elven longsword (1,000 years old)
62. Finely crafted mahogany walking stick
63. Jade vase from a mythical kingdom
64. Gold pieces (5D100)
65. Longsword with a jade hilt
66. Spellbook
67. Magic item
68. Mirror
69. Meteorite (200lbs)
70. Metal shield with the crest a fallen empire
71. Magic item
72. Silver arrow
73. Dragon scales (1D100)
74. Iron chest (locked)
75. Dragon scales (1D10)
76. Copper shield with an ancient crest
77. Painting of a long-dead king
78. Dwarven cloak
79. Golden ring engraved with an ancient language
80. Ruby-hilted dagger
81. Silver pieces (9D100)
82. Dagger (made from a meteorite)
83. Clockwork falcon
84. Golden chest (locked)
85. Gold statue (6' tall)
86. Iron helm ringed in sapphires
87. Crossbow (made of strange greenish metal)
88. Scale armor (black)
89. Obsidian arrow
90. Magic item
91. Gold coin from a mythical realm
92. Shortbow inlaid with ivory designs
93. Scrolls (1D100)
94. Copper pieces (20D100)
95. Crystal orb
96. Dragon scales (1D20)
97. Elven cloak
98. Copper pieces (12D100)
99. Dwarven short sword (2,000 years old)
100. Arkenstone

## Bounty Board

1. Urz Gro'Kash, Wanted Dead or Alive: Killed a nobleman's son
2. Amalia Valentine, Wanted Alive: Stole a man's most prized possession
3. Seigfreid Voss, Wanted Alive: Unpaid debt to the town mayor
4. Lany Bell, Wanted Alive: Stole an artifact from the local museum
5. Grifert the Wort, Wanted Dead: Insulted a nobleman's daughter
6. Deroln Ironstout, Wanted Dead: Running an illegal gambling club
7. Isabella the Mad, Wanted Alive: Ran away from her caretakers
8. Larry Lars, Wanted Alive: Didn't pay for his drinks at the tavern
9. Indigo Callan, Wanted Dead or Alive: Robbed a trade caravan
10. Ralf Grimmel, Wanted Dead: Blackmailed a noble
11. Barl Hel'Grub, Wanted Alive: Ran away from an arranged marriage
12. Raiz Flen, Wanted Dead or Alive: Stole a pig
13. Gerult Bronzebeard, Wanted Dead: Offended a noblewoman
14. Elsa Gravefiller, Wanted Dead: Killed seventy-six people
15. Haijira the Horrid, Wanted Dead: Cast a curse on multiple passersby
16. Barila Bando, Wanted Dead or Alive: Scammed a nobleman
17. Melon Usk, Wanted Dead: Knows too much
18. Frela the Defamer, Wanted Dead: Exposed a nobleman's scandal
19. Ward Walker, Wanted Alive: Kidnapped four halflings
20. Gary, Wanted Dead: He deserves it
21. Penelope Paige, Wanted Alive: Is suspected to have murdered her husband
22. Grunth Or'Kilb, Wanted Dead: Killed and ate every animal on a nearby farm
23. Faria Galen, Wanted Alive: Please Faria just give me a chance
24. Mel the Marvelous, Wanted Alive: Persuaded twelve children to run away and join his traveling show
25. Ahaji Sanvil, Wanted Dead or Alive: Set fire to a tavern
26. Brent Borin, Wanted Dead: His trained attack dogs killed a nobleman's son
27. Fargarth Stonefrost, Wanted Alive: Knows the secret recipe to an ancient Dwarven mead
28. Tabitha Poth, Wanted Dead: Cheated on each of her three husbands
29. Helga Hellgiver, Wanted Dead: Gave hell to the wrong person
30. Grilb Orbulg, Wanted Dead: Hunts people for fun
31. Valeria Bene, Wanted Alive: Killed her husband
32. Borck, Wanted Dead: Borck bad need killed
33. Artina Skil, Wanted Dead or Alive: Scammed a man out of his horse
34. Bolin Frostbeard, Wanted Dead: Poisoned the drinks in a tavern, killing eight people
35. Felina Dais, Wanted Dead or Alive: She humiliated me!!!
36. Golgin the Indecipherable, Wanted Alive: He's up to something, I just know it
37. Javin Harimer, Wanted Dead: Stole the wrong woman's heart
38. Man Person, Wanted Dead: Man do bad thing. He no good. Need get dead.
39. Hal the Scoundrel, Wanted Alive: Owes money to a local leader
40. Griselda Prune, Wanted Dead or Alive: Caused a tribal war
41. Corina Pont, Wanted Alive: Please come home Corina, we miss you
42. Rufus Padfoot, Wanted Dead: Forged the deed to a nobleman's estate and having said nobleman arrested for squatting
43. Gri Nech the Thief, Wanted Dead: Stole a tree
44. Toldo, Wanted Dead: Saw something he shouldn't have
45. Dali Fonti, Wanted Alive: Known user of black magic
46. Emeri the Loud, Wanted Dead: Annoyed the wrong people
47. Lam Pam Tam Wam, the Ham, Wanted Alive: Identity theft
48. Kilroy Scarhead, Wanted Dead or Alive: Actually killed a man named Roy
49. Onali Rumn, Wanted Dead: Built a wall on property he didn't own
50. Fallon Steelhammer, Wanted Dead: Stole a royal jewel

## Bounty Board

51. Arvil the Worn, Wanted Dead: I'm just so tired...
52. Ek Kul'n, Wanted Alive: Stole an elder dragon egg
53. Klein the Shady, Wanted Alive: Suspected of selling illegal merchandise
54. Mica Hoodwort, Wanted Dead: Refuses to sell her property to make way for the royal road
55. Alina Lovei, Wanted Alive: Has been missing for thirteen years
56. Bron the Dull, Wanted Alive: Accidentally executed the wrong prisoner
57. Hajen Jelifin, Wanted Dead or Alive: Stole a horse
58. Reid Lightfoot, Wanted Dead: Assassinated an elven dignitary
59. Patty Barnim, Wanted Dead: The soup was cold
60. Flint Gobbywock, Wanted Alive: Sold a defective lute to a nobleman
61. Plok Un, Wanted Dead: Known enemy of the people
62. Quirn the Unimportant, Wanted Dead: Just take care of him, no one will miss him
63. Xander Collins, Wanted Dead or Alive: Stole all the loot while a group was fighting the dungeon boss
64. Orpin Jero, Wanted Alive: A troublesome vigilante who comes out at night and beats thugs to a pulp
65. Klav the Fragrant, Wanted Dead: He really does smell THAT bad
66. Andi Crist, Wanted Dead: Suspected of being a demon lord
67. Harge Om'kul, Wanted Alive: Kidnapping
68. Galia Hevoru, Wanted Alive: Stole a nobleman's housecat
69. Sabina Fyn, Wanted Dead: Seduced and robbed fourteen men
70. Zherk Bronzeaxe, Wanted Dead: Went on a killing spree for fun, forty-three dead
71. Tiki Fortuin, Wanted Alive: Was not at his post when his compound was completely destroyed
72. Blint Barefoot, Wanted Dead or Alive: Escaped an inescapable prison
73. Signid the Immovable, Wanted Dead: Has been loitering in front of the mayors estate for two years
74. Calnim Farstrider, Wanted Alive: Trespassed on the wrong property
75. Eleanora the Unpronounceable, Wanted Alive: Stole a sweet roll from an elf child
76. Helvig Hammerstring, Wanted Dead: Dishonored his family by becoming a doctor
77. Jack Parvin, Wanted Dead and Alive: Known vampire lord
78. Arqa Sam, Wanted Alive: I just want to make sure he's alive
79. Pulp Brinder, Wanted Dead: Performed unspeakable scientific experiments on runaway children
80. Gorn Grin'frolk, Wanted Dead: He ate my last sandwich
81. Wirl Igo, Wanted Alive: Winner of a hide and seek game that took place three years ago
82. Penny the Intelligent, Wanted Dead: Terrorizing children with elaborate pranks for twenty-seven years
83. Kalico Maven, Wanted Dead: Harbored a known criminal
84. Wesk Porington, Wanted Dead: Suspected of being a doppelganger
85. Jilqa Dro'buln, Wanted Dead: Supposed to be dead already, I want to make sure
86. Vin Doss, Wanted Dead: Stole an apple
87. Ammlin Greybeard, Wanted Alive: Losing his mind, wandered away from home
88. Denmar the Stubborn, Wanted Dead: Refused to pay for damages he inflicted upon a local tavern
89. Shilo Fey, Wanted Alive: Possible connection to recent arson
90. Bilfer Boffin, Wanted Dead: Caused a house to collapse, killing five people
91. Clive the Clever, Wanted Alive: Tricked a group of adventurers into killing his enemies for him
92. Belf Agn'nhub, Wanted Dead: Stole a keg of dwarven mead
93. Gelas Canico, Wanted Alive: Ran away from home for the seventh time
94. Mik the Desserter, Wanted Alive: Stole all the recipes from the bakery where he worked and left town
95. Hugh Jharms Wanted Dead: Stole a loaf of bread
96. Sven Highforge, Wanted Dead or Alive: Minor treason
97. Dhat Mavids, Wanted Alive: Took an ancient spoon from the local museum
98. Baugh Rode, Wanted Dead: Wrong place, wrong time
99. Tyjan Rames, Wanted Dead or Alive: Accidentally massacred a town
100. Poc the Wise, Wanted Dead: Gave incredibly bad advice causing the deaths of four people

## Notes in a Bottle

1. "They're coming."
2. Spell Scroll
3. Love letter
4. Map to a dungeon
5. "Go to the nearest town."
6. Ancient legend about a fox wedding
7. "The gods call you to battle."
8. Riddle
9. Heroic tale of a woman warrior
10. Map of the area
11. Tale of misery and sorrow
12. Instructions how to build a wooden table
13. Deed to a castle and a town
14. Half of a dungeon map
15. Blank piece of paper that bursts into flame
16. Wanted poster (large reward)
17. Missing child poster
18. Recipe for rabbit stew
19. List of good and bad berries
20. Recipe for a rare wine
21. Wanted poster of a character in the party
22. Tale of an ancient beast
23. Spell scroll
24. Quest to find a buried chest full of gold
25. Ad for an inn
26. Leaf identification chart
27. "Whoever opened this is now king."
28. Footprint chart of eight different animals
29. Dungeon map
30. Letter from a character's family member
31. "Have Sword, Will Travel." (contact included)
32. "I'm watching you."
33. Letter written in Elven
34. Journal entry from a sailor
35. Detailed drawing of a mythical animal
36. Contract on black paper with white letters
37. "The secret to life is found within yourself..."
38. "Is this adventure worth your life?"
39. "Look behind you."
40. "Bounty hunter needed ASAP."
41. Story of an ancient relic
42. Doodles
43. Tale of a man who slew a dragon
44. Recipe for deer stew
45. Letter written in Goblin
46. Recipe for a poison
47. Story of a man named Krimdar
48. Ad for a blacksmith shop
49. "Abandon all hope. The Destroyer awaits."
50. Letter written in Dwarven
51. Tale of a powerful ring
52. Picture of a mastiff
53. Details of a lost people
54. Tale of a lady who lost her mind
55. Navigation chart to an island rich in spices
56. Detailed picture and description of a dragon
57. Letter written in Draconic
58. Appears blank but has a hidden message
59. Piece of paper with a family crest of a boar
60. Recipe for waybread
61. "A maiden is locked in a tower."
62. "We need warriors. Come join us."
63. Song of an ancient battle
64. "A jar of dirt would be better."
65. Recipe for an invisibility potion
66. Tavern's secret mead recipe
67. "Gridlar is the killer."
68. "I miss you, (insert a character's name)."
69. Map that leads to a far away town
70. Letter written in thief's cant
71. Map to a dungeon
72. Wanted poster (small reward)
73. "Too late now."
74. Spell scroll
75. "The goddess of disease shall curse you."
76. "Never come back again."
77. "Sdrawkcab eton a si sith." (ancient language)
78. "You're dead."
79. "Kidnapped! If you were to rescue me..."
80. Page from a bestiary
81. Recipe of a potion of healing
82. "Stranded on an island." (directions included)
83. "Find Draco."
84. Tale of the fallen kingdom
85. "The secret lies within yourself."
86. "The Blue Devil Mercenaries are traitors!"
87. "Find the lost silver mine before Ulmek!"
88. "Tread carefully the path you walk."
89. The will of a wealthy merchant
90. Map to a sunken ship
91. "I'm lost. My last known location was..."
92. Once the piece of paper is touched it melts
93. "Mavis has the key."
94. Map to a dungeon
95. "Head to the hermit's shack."
96. "You're now under my spell."
97. Directions to a secret fortress
98. "This bottle is very valuable. Don't break it!"
99. "Hello."
100. Blank piece of paper

## Talking Inanimate Objects

- 1-2. Belt buckle that claims to be a wizard
- 3-4. Iron bracelet that chats about the weather
- 5-6. Iron chest that tells the story of the fall of an empire
- 7-8. Burlap sack that recites love poetry
- 9-10. Wagon that tells sad stories
- 11-12. Wood file that claims to be a carpenter
- 13-14. Dagger that claims he's a prince
- 15-16. Longsword that tries to pick a fight with everyone
- 17-18. Arm ring that claims to be a merchant
- 19-20. Book that reads itself out loud
- 21-22. Block of wood that wants to be useful
- 23-24. Book that begs the finder not to read it
- 25-26. Bronze coin that talks like a goblin
- 27-28. Metal hook that clucks like a chicken
- 29-30. Iron bracelet that claims to have secret knowledge
- 31-32. Shirt that complains about being out of style
- 33-34. Sword that shrieks when drawn
- 35-36. Wooden club that barks every time it is swung
- 37-38. Scarf that likes idle chatter
- 39-40. Cloak that claims she's a princess
- 41-42. Hammer that claims to be a blacksmith
- 43-44. Bronze ring that asks many questions
- 45-46. Walking stick that claims to be a sorcerer
- 47-48. Pair of boots that complain all the time
- 49-50. Bar of soap that swears like a sailor
- 51-52. Chain that claims to be a dwarf
- 53-54. Leather belt that claims to be a king
- 55-56. Small polished rock that sings lullabies
- 57-58. Backpack that is depressed
- 59-60. Lantern that talks about the good old days
- 61-62. Broom that wishes to be useful
- 63-64. Butter knife that hurls insults
- 65-66. Large rock that mourns a lost loved one
- 67-68. Rope that claims to be an elf
- 69-70. Pipe that claims to be a halfling
- 71-72. Vial that laments being empty
- 73-74. Spoon that claims to be an old woman
- 75-76. Jade statuette that claims to be a great warrior
- 77-78. Quill that critiques the writing it is used to make
- 79-80. Gold necklace that compliments the wearer
- 81-82. Pair of gloves that claims to be a queen
- 83-84. Silver ring that sings whenever the moon is out
- 85-86. Brass button that talks like an orc
- 87-88. Pouch that claims to be a half elf
- 89-90. Cloak clasp that says it just wants to have friends
- 91-92. Fork that tells stories of heroic deeds
- 93-94. Silver bracelet that likes to discuss politics
- 95-96. Gold ring that likes to discuss history
- 97-98. Short sword that sings whenever it is drawn
- 99-100. Ring that chats about local celebrities

## Cursed Items

- 1-2. The Twin Daggers - Two sentient daggers that hate each other
- 3-4. Amulet of Existence - This amulet exists
- 5-6. Glove of Zero Division - Divides by zero; destroys reality
- 7-8. Holding of Bags- A small bag that can magic hold other bags
- 9-10. Necklace of Mind Reading - Anyone within a 30 feet radius can read the wearer's mind
- 11-12. Ring of Teleportation - The ring teleports anywhere the wearer wills; the wearer does not
- 13-14. Sword of Pain - Screams in agony whenever it hits something
- 15-16. Rock of Gravity Detection - Hold out and release, if it falls gravity is working
- 17-18. Axe of Scents - Does no damage; makes the target smell bad
- 19-20. Ring of Disappearance - The ring disappears when equipped
- 21-22. Cloak of Tongues - The wearer can taste anything within a 30-yard radius
- 23-24. Mace of Healing - Heals the target up to 1d6 health; also does 1d6 damage
- 25-26. Boots of Waterwalking - The wearer can walk on shallow water of 3 inches depth or less
- 27-28. Ring of Personal Invisibility - The wearer is invisible only to themselves
- 29-30. Sword of Offense - A talking sword that insults the enemy, inflicting 3d6 emotional damage
- 31-32. Cloak of the Weather - A talking cloak that constantly complains about the weather
- 33-34. Warhammer of Chicken Detection - Glows bright yellow when there is a chicken within 30 feet
- 35-36. Necklace of Mind Control - Allows the wearer to control their own mind
- 37-38. Ring of Confident Invisibility - The wearer is convinced they are completely invisible, they are not
- 39-40. Wand of Detect Magic Item - Detects the nearest magic item (itself)
- 41-42. Goggles of Darkvision - Makes everything appear darker
- 43-44. Shield of Protection - In combat, it uses the bearer's body to shield itself from harm
- 45-46. Deck of Risk - The owner of this deck of cards makes unwisely large bets while playing cards
- 47-48. Boots of Tracking - Leaves behind deep footprints that are easy to track
- 49-50. Gloves of Pickpocketing - Allows others to pickpocket the wearer easier
- 51-52. Ring of Inn Visibility - Shows the wearer where all inns are within a 300-foot radius
- 53-54. Bagpipes of Invisibility - The wielder is invisible as long as they are playing the bagpipes
- 55-56. Singing Frog - Sings when alone with its owner; croaks like a normal frog when anyone else is near
- 57-58. Ring of the Ring - Allows the wearer to equip one more ring than they otherwise could
- 59-60. Sword of Lightning - 5% chance for the wielder to be struck by lightning when used
- 61-62. Staff of Judgment - Judgmental talking staff; constant passive-aggressive comments
- 63-64. Locket of Impression - The wearer has a vague impression that something isn't right
- 65-66. Necklace of the Opera - Causes the wearer to communicate only by operatic singing
- 67-68. Shield of Overconfidence - Compels the bearer to take unnecessary risks
- 69-70. Ring of Attraction - Attracts bees and hornets
- 71-72. Candle of Flame Resistance - It's a fireproof candle
- 73-74. Hat of Marvel - Reduces the wearer's intelligence to 3, but convinces others the wearer is a genius
- 75-76. Helm of Relentless Growth - Causes the wearer's hair to grow so fast that it pushes the helm off
- 77-78. Amulet of Pitch - Causes the wearer's voice to be two octaves higher
- 79-80. Bag of Spewing - A magic bag that shoots out items that are mentioned in a conversation
- 81-82. Boots of Invisibility - Turns the wearer's feet invisible (the boots do not become invisible)
- 83-84. Dagger of Volume - The wielder can only communicate by loudly shrieking
- 85-86. Boots of Feather Falling - A ton of feathers fall on the wearer every time they step outside
- 87-88. Emerald of Giving - Compels the wearer to give away all of their wealth until only the emerald left
- 89-90. Sword of Dancing - The wielder dances uncontrollably when in combat
- 91-92. Gauntlets of Hilarity - Causes the wearer to giggle uncontrollably at inappropriate times
- 93-94. Mask of Near-Perfect Disguise - Disguises the wearer as a near-perfect imitation of themselves
- 95-96. Hat of Luck Reversal - The wearer is unlucky, prone to ridiculous scenarios and sticky situations
- 97-98. Vest of Cursed Hearing - Wearer can hear everything said within 100' but can't comprehend it
- 99-100. Pants of Cursed Knowledge - Wearer learns many new things none of them useful

## Trees

1. Oak
2. Adras Pine
3. Whitebeam
4. Larch
5. Aspen
6. Sorbus Oak
7. Alder Buckthorn
8. Sarkin Tree
9. Black Poplar
10. Crab Apple
11. Downy Birch
12. Blue Spruce
13. Sycamore
14. Amarin Elm
15. Redbeam
16. Wych Elm
17. Eastern Whitebeam
18. Beech
19. Pear
20. Cassus Oak
21. Goat Willow
22. Wayfaring Tree
23. Western Hemlock
24. Jensen's Whitebeam
25. Norvold Maple
26. Box
27. Blackthorn
28. Grey Willow
29. Kelen Elm
30. Almond-leaved Willow
31. Bird Cherry
32. Spruce
33. Guelder Rose
34. Plot's Elm
35. Apple
36. Poplar
37. Strawberry Tree
38. Birch
39. Cherry Plum
40. Sallow
41. Hawthorn
42. Sprig Larch
43. Common Hazel
44. Gaff Whitebeam
45. Sea-buckthorn
46. Grand Fir
47. Pine
48. Common Privet
49. Bloody Whitebeam
50. Rock Whitebeam
51. Smooth-leaved Elm
52. Purple Willow
53. Delos Cypress
54. Gold Oak
55. Willow
56. Common Osier
57. Lawson's Cypress
58. Grand Oak
59. Rowan
60. Wittle Beech
61. Sweet Chestnut
62. Linden
63. White Willow
64. Common Dogwood
65. Large-leaved Linden
66. Elder
67. Western Redcedar
68. Bay Willow
69. Black Spruce
70. Arran Sarkin Tree
71. Lesser Whitebeam
72. Pole Pine
73. Llangollen Ash
74. Hornbeam
75. Silver Birch
76. Elm
77. Maritime Pine
78. Black Pine
79. Yew
80. Holm Oak
81. Black Fir
82. Maple
83. Common Horse-chestnut
84. Yarrow Redbeam
85. Lowland Hawthorn
86. Crack Willow
87. Eared Willow
88. Vullen Pear
89. Blue Oak
90. Field Maple
91. Holly
92. Purging Buckthorn
93. Ash
94. Nosh Whitebeam
95. Wild Sarkin Tree
96. Alder
97. Juniper
98. Wild Cherry
99. Small-leaved Linden
100. Spindle

## Magic Items

1. Cloak of Shadow- The wearer gains a bonus to stealth. If the hood is up, the wearer can see clearly up to 15ft in both magical and non-magical darkness and becomes invisible when hiding in shadows
2. Wand of Wonders- This wand allows its wielder to use one low-level spell without cost any number of times. Player chooses the spell. Once the spell is chosen it cannot be changed
3. Sword of Storms- This longsword deals only lightning damage. On a critical hit it deals half damage to all enemies within 5ft of the target, and ¼ damage to all enemies within 10ft of the target
4. Hammer of Doom- This unwieldy hammer is -10 to hit, but deals 4d12 corruption damage on a hit.
5. Gauntlets of Destruction- These gauntlets add 1d4 of fire damage to all melee attacks.
6. Bipolar Axe- This battleaxe adds an extra 1d6 to its damage rolls. This damage alternates between fire and ice damage each attack
7. Crown of Storms- This crown grants resistance to storm damage. As a bonus, it can deal 1d6 lightning damage to anyone within 5ft of the wearer. This crown also allows the wearer to combine the entirety of the "Storm" items, assuming they have the other items
8. Dragon's Tail- This flail was made from the heart of a dragon. When found roll 1d6= 1)fire 2)frost 3)lightning 4)acid 5)poison 6)player's choice. This flail deals an extra 1d8 of the damage type rolled
9. Bracers of Battle- These bracers can magically store one shield and one melee weapon. When combat begins the wearer can equip the stored items automatically
10. Flask of Xengarth- This flask has unlimited uses. When a character drinks, they regain 1d6 health
11. Enchanted Spoon- This spoon makes every meal taste like it was prepared by the gods. When any character eats a meal with this spoon they regain 1d8 health
12. Boots of Blazing Speed- When activated, these boots grant the wearer a base speed of 120ft. However, the wearer takes 2d4 fire damage for each turn they use more than half of their movement
13. Mask of Glaring- This mask gives proficiency in intimidation. If already skilled, it gives double bonus. It also allows the wearer to cast a 1d4 charm spells per day
14. Death's Scythe- Damage: 1d10 slashing + 2d8 corruption damage. The wielder of this scythe heals for 1/3 (rounded down) of the damage dealt
15. Mace of Embers- This mace deals 1d8 damage and 2d8 fire damage. If the damage dealt exceeds the remaining health of the target, whatever additional damage rolls over to the wielder's next attack. This damage is lost if the mace isn't used by the end of the following turn
16. Lute Of Legends- This lute gives the wielder double bonus in performance. The wielder also gains an advantage on any spell attack
17. Dagger of Shadows- A +2 dagger that deals an additional 1d6 corruption damage. If the wielder is concealed by magical or non-magical darkness, the dagger deals 4d6 corruption damage
18. Survivor's Amulet- Each time the wear takes damage roll 1d20. On a roll of 15-20, the wear only takes half damage. Also, three times per day the wearer can use the item to regain 2d6 health
19. Toy Soldier- This object is a 6" tall representation of a soldier. Upon issuing the command word this toy soldier becomes a real soldier equipped with a long sword, a short sword, a heavy crossbow, and chainmail. It follows simple commands of its master, like attack enemies or guard a specific location. If reduced to 0 health, it reverts to the toy form and is shattered. If it reverts to the toy form before all health is exhausted it regains all of it for the next use
20. Crown of Embers- This crown allows the wearer to breathe fire three times per day. The line is 5ft wide and 20ft long and does 3d6 fire damage. Wearing this allows use of entire set of Embers
21. Glass Eye- This glass eye can be placed anywhere. Once placed, say its command word. This eye gives its user the ability to see what it sees. The link can only be broken when the user and the eye are no longer on the same plane of existence. You can only see what the eye sees, there is no sound/smell
22. Magic Broom- This broom can be mounted. It has a flying speed of 60ft.
23. Armor of Storms- This set of light armor grants +3. When the wearer is hit with a melee attack, the attacker takes 1d4 lightning damage

## Magic Items

24. Throne of Xarexoth- This throne fits into the palm of your hand. When placed on the ground, its owner can say its command word. The throne grows up to their size. They can spend an hour sitting on the throne to regain the use of a spent spell. Usable only once per day
25. Shield of Embers- This shield grants immunity to fire damage
26. Svaldr's Lucky Dagger- This dagger critical hits on a roll of 18-20. On a critical hit, it deals an extra 2d4 damage of the damage type to which the creature is vulnerable
27. Helmet of Breathing- This helmet allows the wearer to breath underwater and keeps them from being poisoned by toxic clouds
28. Shield of Wrath- When the wielder is hit with a melee attack, they can use a reaction to bash the attacker with their shield for 2d4 damage
29. Rock of Ages- This rock can be thrown (60ft) or used as a melee weapon. The rock deals 1d8 damage. After being thrown the rock reappears in the user's hand
30. Harp of Sleep- This harp can be used to cast 1d6 sleep spells per day
31. Mace of Hazards- This mace gives an advantage to all melee attacks against the wielder, but deals 4d8 damage. It also gives the wielder two reactions
32. Robe of Dragonhide- This robe awards resistance to whichever dragon the hide is made of
33. Ring of Ice- This ring lets the wearer cast an ice spell at will
34. Helm of Adontag- This helmet grants immunity to being charmed, or put to sleep
35. Ring of Storms- This ring allows the wearer to cast a thunder spell four times a day
36. Amulet of Death- This amulet holds a small piece of the wearers soul. When the wearer is dropped to 0 health this amulet revives them 30ft from where they dropped, and brings them back to full health. After one use the amulet breaks and the wearer's health is reduced by 5
37. Book of Summoning- This book allows the wielder to summon a single creature from a different dimension once every week
38. Cloak of Flying- Allows the wearer 5 minutes of flight, once per day. Their flying speed is 60ft
39. Boots of Swimming- These boots give the wearer a swimming speed of 60ft.
40. Gloves of Striking- Unarmed damage is doubled
41. Blade of Dehydration- After one successful attack the target has a 50% chance of being exhausted. On a second successful attack there is a 75% chance. On a third successful attack the target is exhausted
42. Ring of Death- When the wearer kills something, they can use an action to turn that person or animal into an undead minion. It can be used three times a day and the creature fades after one hour
43. Doll House- This doll house is 5lbs, and about 10in tall by 10in wide. If set on the ground, its owner can say it's command word. It will grow to be a 3 story house, complete with a small cooking area, a dining room, and 5 bedrooms. It is a normal house, so it offers no protection from magic or intruders. Say the command word again, and the house will shrink back in size
44. Bow of Storms- This bow deals 1d10 lightning damage. It has a range of 60/300ft. Arrows of lightning appear when user draws the bow
45. Mask of Revik- Revik forged this mask with his mischievous essence. The wearer can shape shift up to three times a day into any creature they have seen. There is a 25% chance that once a day the wearer will shape shift into a random creature against their will for one hour
46. Staff of Heresy- If used in melee it deals 1d8, plus an additional 2d6 corruption damage. It can also be used to drain 1d8 health from a target 6 times per day
47. Amulet of Radiance- When activated, it emits a radiant aura in a radius of 15ft around the wearer. During odd rounds it deals 2d8 holy damage to all hostiles within 15ft. During even rounds it heals the wearer and their allies within the radius for 2d6 health. It lasts for the entirety of the skirmish, or until the wearer is incapacitated. Can only be used once per day
48. Skewer of the Gods- This spear deals 1d12 damage. If the wielder downs an enemy with it, as a bonus they can restore 2d6 health to any ally

## Magic Items

49. Crown of Ice- Three times a day the wearer can breathe icy cold air in a 15ft cone dealing 4d6 cold damage. This crown also allows the wearer to all the items in Ice set
50. Amulet of Embers- The wearer releases a burst of flame in a 10ft radius each time they take 25 or more damage in a round. This burst of flame affects friend and foe alike. It deals 3d4 fire damage
51. Bag of Sleeping- Allows a creature to survive inside of it indefinitely in a very deep sleep. Only creatures of human size or smaller can fit inside. Once a creature is removed from the bag of sleeping, it requires 15 minutes before it can wake up
52. Orb of Destruction- This silver orb is 6in wide in diameter. Once per day the user can cause the orb to send out a destructive cone 100ft long and 50ft wide that does 10d10 damage
53. Robes of Insight- These robes grant +3 to intelligence to the wearer
54. Toy Horse- As an action, the owner of this horse can say its command word. The horse changes from a small wooden toy to a full grown, live horse. As an action its owner can say the command word, and it will revert back into a toy.
55. Pair of Skeletal Feet- These feet can be placed anywhere on the same plane of existence, however far apart. They allow anyone to travel from one foot to the other in the blink of an eye.
56. Key of Secrets- When used on any keyhole there is a 5% chance it will unlock that object. There is also a 5% chance it will open a room or object located on a different plane of existence
57. Belt of Determination- This belt grants an advantage to all strength-based non-attack rolls
58. Bottle of Lightning- This bottle can be thrown 60ft. Once it hits the ground, it will shatter dealing 3d8 lightning damage. Once used, this item is gone forever
59. Helmet of Silence- This helmet renders the wearer mute, however they can now speak to anyone telepathically up to 120ft away
60. Charred Collar- This dog collar must be worn. As an action, the wearer can summon a hellhound. This hound is loyal only to the wearer. The hound has its own turn in combat. The hound can be dismissed at will
61. Ring of Reaching- This ring allows you to extend your reach out to 10ft
62. Ring of Sorcery- Gives the wearer the ability to cast any two spells at will. Determine randomly
63. Chakram Of Devotion- A thrown weapon with a maximum range of 100ft and it deals 1d6 damage. The chakram has two attacks. The first is the initial throw and the second attack is the chakram returning to the wielder. The wielder may choose a new target or same target. The chakram always comes back, without fail
64. Goggles of Reading- These goggles allow the user to understand any written language.
65. Skull of a Demon Helm- It allows the wearer to take the form of a demon once a week, for 1 hour
66. Necromancer's Stone- This stone can raise up to 1d20 corpses the grave once a week. The zombies serve the wielder until they die a second time. Upon their second death, they burst into a cloud of dust
67. Control rod- This rod grants the wielder the ability to summon a stone golem. This golem springs from the ground, and is under the wielders control. The golem can be dismissed at will
68. Crown of Spiders- This crown allows the wearer to transform into a spider centaur at will.
69. Dagger of Blinding- This dagger deals 1d4 damage, 25% chance the target is blinded for 2 turns
70. Socks of Comfort- These socks keep the wearer warm in extreme cold, and cool in extreme heat
71. Cowl of Luck- While equipped, this Cowl grants the wearer good luck. Once per round, when the wearer is attacked, roll 1d6. On a 6, the attack automatically misses
72. Toy Ship- This ship can be set in the water. After its owner says the command word, it becomes a full size galley with a ghost crew loyal to the owner of the ship. Repeating the command word returns the ship to toy size
73. Rod of Detection- This rod allows the wielder to know the location of any unseen creature within 100ft. Can be used 4 times a day
74. Ring of Spiders- This ring allows the wearer to summon 1d4 giant spiders. These spiders are completely under the wearer's control

## Magic Items

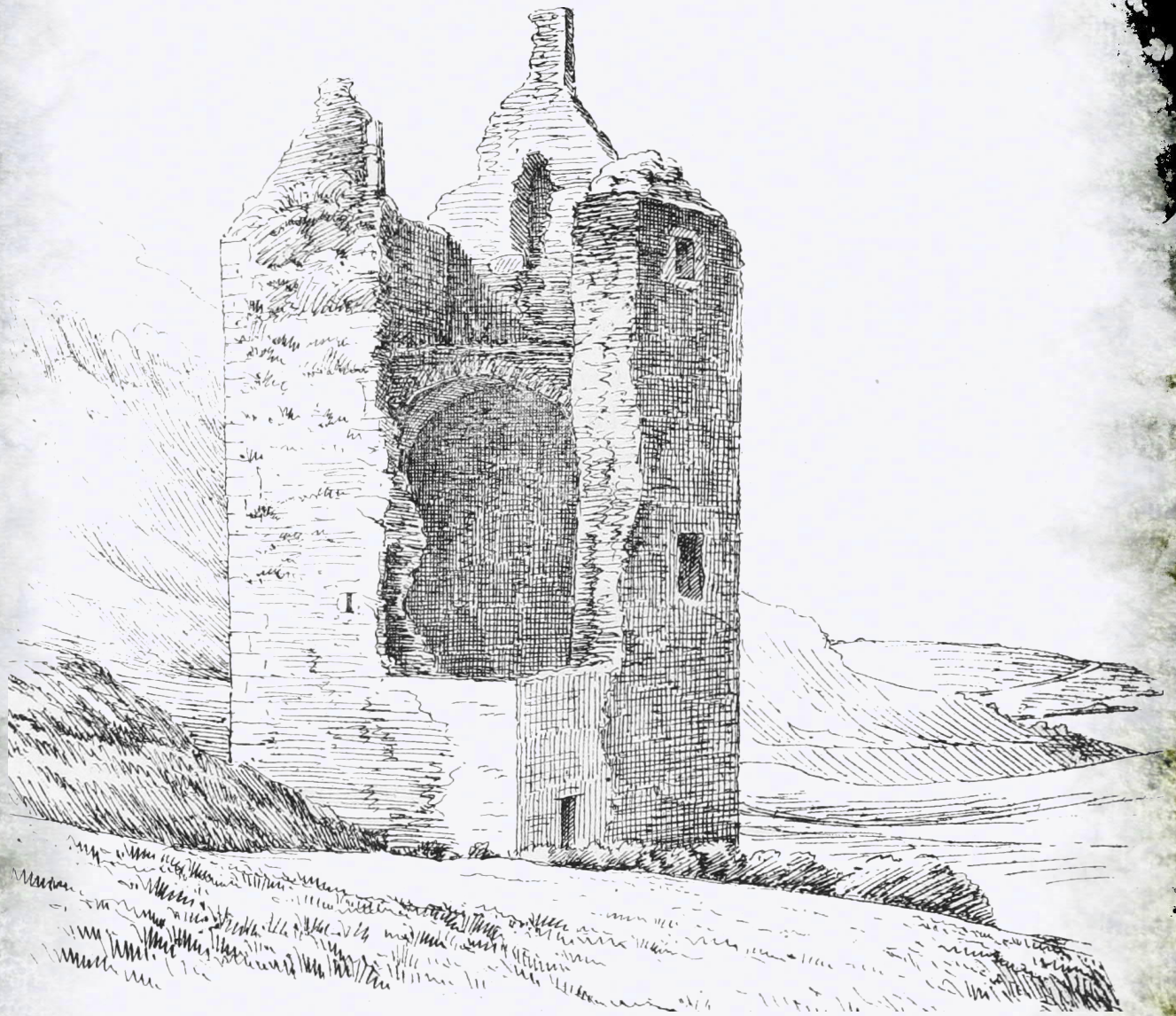
75. Hiking Boots- These boots remove any penalties to movement caused by terrain and increase the wearer's base walking speed by 5ft
76. Armor of Notes- Doubles the wearer's musical bonus and allows the wearer to cast a charm spell once per day
77. Staff of Radiance- If used in melee it deals 1d8, plus an additional 2d6 holy damage. Plus it can also be used to heal the wearer or allies 2d6 heal 4 times a day
78. Amulet of Heresy- When activated, it emits a radiant aura in a radius of 15ft around the wearer. During odd rounds it deals 2d8 corruption damage to all hostiles within 15ft. During even rounds it heals the wearer and their allies within the radius for 2d6 health. It lasts for the entirety of the skirmish, or until the wearer is incapacitated. Can only be used once per day
79. Remorse- This mace refuses to kill. It deals 1d6 nonlethal damage
80. Toy Dragon- As an action, its owner may say the command word. This toy dragon will grow to the size of a young dragon. Its owner must use their action to control the dragon. By repeating the command word, the dragon is dismissed
81. Maggot King's Crown- This crown allows the wearer to summon 1d6 zombies. The zombies act on their own turn under the direction of the wearer, and last until defeated or dismissed. Can be used up to three times per day
82. Enchanted Vial Of Blood- When ingested, afflicts the drinker with lycanthropy. Roll 1d6. 1) Wererat 2) Wereboar 3) Werewolf 4) Weretiger 5) Werebear 6) Player's choice.
83. Mask of Elements- While this mask is equipped, the wearer may use an action to harness the elements. Roll 1d4. 1) Air 2) Earth 3) Fire 4) Water. The wearer assumes the shape of the Elemental rolled. When the wearer's health drop to 0, they revert back to their original form with one health
84. Rapier of the Vampire- This rapier drains the life force of its victims, and gifts it to its master. Whenever the wielder lands a successful attack with this weapon, it deals an extra 1d10 corruption damage, and heals the wielder equal to the damage dealt
85. Amulet of Memories- This amulet allows the user to store their memories inside of it. These memories can be viewed by anyone who wears the amulet, seeing everything through the original user's perspective. When found, roll 1d6. On a 6, there is a memory already inside
86. Jar of Ooze- This jar contains an ooze-like blob monster. If this jar is smashed on the ground the ooze is released. The ooze is hostile to everyone and everything. Once used, this item is lost forever
87. Soulbound Weapon- The wielder may use an action to summon this weapon in their empty hand. They can choose the form that this melee weapon takes each time it is created. They are killed with this weapon. This weapon counts as magical for the purpose of overcoming resistances and immunity to non-magical attacks and damage
88. Gloves of Healing- These gloves allow the user to cast a heal spell at will
89. Cloak of Feathers- This cloak allows the user to fly at a 60ft speed for up to four hours per day
90. Armor of Rage- Made from a mythical animal hide this armor grants an extra 1d4 to any barehanded or melee attack. The wearer's power is in their rage
91. Soulbound Spellbook- This spellbook is blank, indestructible, and can't be read by anyone but the user. If this spellbook is lost, it can be summoned at will
92. Mysterious Concoction- This small glass vial has a strange liquid inside. If ingested, roll 1d6. 1) One ability score increases by 1 point. 2) One ability score decreases by 1 point. 3) Grows wings with a flight speed of 60ft. 4) Goes blind in one eye. 5) Gain the ability to breathe underwater indefinitely. 6) Face is marred by a terrible scar
93. Cloak of Time- This cloak allows the user glimpse into the future. Any attack against them has is at disadvantage and any dexterity related reaction is at advantage
94. Bow of Smiting- This longbow has a range of 650ft. It deals 1d8 damage, plus an additional 2d6 holy damage. If the wielder is attacking an undead creature, it deals 6d6 bonus holy damage instead

## Magic Items

95. Raven's Feather - A seemingly normal raven's feather attached to a bit of cord. The user can transform into a raven three times per day. The effect lasts for one hour
96. Great Sword of Dane - Whoever is attuned to this great sword can summon three war dogs during combat up to twice per day. The dogs can be dismissed at will
97. Bow of Thunder - A normal looking longbow with an engraved lightning pattern. The bow performs normally except that on a critical hit it causes 3d8 thunder damage
98. Helm of the Bull - A helmet with bull horns. Gives the wearer bonus on all strength related skills. Once during combat the wearer can perform a charge action dealing 3d10 damage.
99. Ring of Clarity - Grants the wearer +2 to all skill rolls.
100. Rabbit's Foot - A seemingly ordinary lucky rabbit's foot. Reroll all critical fails in the same encounter. Can be used in three encounters per day. The holder can also call all rabbits in a 500 foot radius to their aid. Lasts for the duration of the encounter.



# People & Characters



## Critical Fails for Melee Attacks

- 1-2. The character drops their weapon
- 3-4. The character hits themselves with their own attack
- 5-6. The character's weapon is flung ten feet away
- 7-8. The character's weapon is stuck in the target's armor
- 9-10. The character's weapon is lodged into the ground
- 11-12. The character's weapon is embedded into a nearby wall
- 13-14. The character's weapon is flung out of sight and lost
- 15-16. The character stubs their toe, taking 1d2 damage
- 17-18. The character trips and falls
- 19-20. The target dodges and attacks the character
- 21-22. The character hits an adjacent ally with their attack
- 23-24. The character is spun around, disorienting them
- 25-26. The character cuts their own hand, taking 1d6 damage
- 27-28. The character's weapon is stolen
- 29-30. The character loses their balance and falls toward the target
- 31-32. The character trips an adjacent ally
- 33-34. The character jams their finger, taking 1d2 damage
- 35-36. The character is knocked unconscious
- 37-38. The attack makes a loud noise that attracts nearby enemies
- 39-40. The character loses a piece of armor
- 41-42. The character drops their weapon onto their foot, taking 1d4 damage
- 43-44. The target steals an item from the character
- 45-46. The character is grappled
- 47-48. The character breaks their nose, doing 1d2 damage
- 49-50. The character is thrown at an ally
- 51-52. The attack is deflected back onto the character
- 53-54. The character causes a nearby ally to drop their weapon
- 55-56. The character cuts their own toe, taking 1d6 damage
- 57-58. The character is now facing away from the target
- 59-60. The character drops their gold pouch on the ground
- 61-62. The character's weapon is tossed up into the air
- 63-64. The character bites their tongue, taking 1d2 damage
- 65-66. The attack causes the target to become enraged
- 67-68. The character stabs themselves in the gut, taking 1d8 damage
- 69-70. The attack taunts adjacent enemies
- 71-72. The character's attack unwittingly helps the target in some way
- 73-74. The character's weapon breaks
- 75-76. The character impales themselves, taking 1d12 damage
- 77-78. The target steals some gold pieces from the character
- 79-80. The attack hits but does no damage
- 81-82. The character pokes their eye, taking 1d2 damage
- 83-84. The target yawns as if bored while dodging the attack
- 85-86. The character hits their head and becomes disoriented
- 87-88. The target intimidates the character, causing them to flinch
- 89-90. The character accidentally embraces the target
- 91-92. The character lets out an impressively intimidating battle cry before completely missing
- 93-94. The target laughs at how pathetic the character's attack was
- 95-96. The character wounds themselves, taking 1d20 damage
- 97-98. The attack taunts all nearby enemies
- 99-100. The character is killed by their own attack

## Cause of Death

1. Tripped and hit their head on a large rock
2. Fell off of a tall cliff
3. Mauled by an angry bear
4. Starved to death in prison
5. Publicly executed by hanging
6. Cooked and eaten by giants
7. Set off a dart trap
8. Drowned in a pond
9. Poisoned by an assassin
10. Publicly executed by beheading
11. Ate the wrong mushroom
12. Street mugging
13. Baking went horribly wrong
14. Starved to death in the wilderness
15. Ceased to exist
16. Caught stealing from a tavern
17. Drowned in a river
18. Freak painting accident
19. Set off a spear trap
20. "Yes, that dress does make you look fat"
21. Got lost in a cave
22. Sacrificed by cultists
23. Died of dehydration in the desert
24. Dysentery
25. Eaten from the inside by parasites
26. Defeated in a duel
27. Never existed in the first place
28. Frostbite
29. Caravan robbery went wrong
30. Sat on by an elephant
31. "Hold my mead"
32. Stabbed by an angry gnome
33. Sick from bad stew
34. Seduced by a succubus
35. Drowned in the ocean
36. Freak arm-wrestling accident
37. Eaten by a werewolf
38. Snake charming went horribly wrong
39. Forgot to breathe
40. Publicly burned at the stake
41. Sacrificed self for others
42. Roasted by an angry dragon
43. Overwhelmed by a horde of goblins
44. Volunteered for a wizard's research
45. Set off a cave-in trap
46. Trampled by horses
47. Swarmed by hungry beetles
48. Friendly embrace went horribly wrong
49. Bludgeoned to death in a tavern brawl
50. Fell asleep; never woke up
51. Freak juggling accident
52. Stabbed by an angry halfling
53. "Oh, dragons are friendly."
54. Head crushed by an orc warlord
55. Drowned in the washroom
56. Accidentally murdered (mistaken identity)
57. Brain maggots
58. Thought they could fly (they could not)
59. Street scam went horribly wrong
60. Tried to tame a tiger
61. Eaten by a giant spider
62. Old age
63. Volunteered for a suicide mission
64. Faked their own death, got buried alive
65. Swarmed by angry bees
66. Allergic reaction to dwarf dander
67. Overwhelmed by a horde of kobolds
68. Drowned in the sewers
69. Freak knife sharpening accident
70. Eaten by rats in a tavern cellar
71. Their head exploded
72. Strangled by a roper
73. Drinking contest went horribly wrong
74. Eaten by a chimera
75. Seduced by vicious mermaids
76. Petrified by a basilisk
77. Caught pickpocketing a town guard
78. Mistaken for dead, buried alive
79. Torn apart by wolves
80. Decapitated by a dwarf warrior
81. Swarmed by thousands of small spiders
82. Devoured by a beast from another dimension
83. Haircut went horribly wrong
84. "I bet I could seduce that half-orc barbarian"
85. Starved to death in a dungeon
86. Stomped and mauled by an angry yeti
87. Shrunk by an angry sorcerer
88. Swallowed whole by a whale
89. Left behind in a dangerous dungeon
90. Eaten by a mantichore
91. Drowned in a lake
92. Disintegrated by a wizard
93. Failed to resist a siren's song
94. Succumbed to existential dread
95. Motivational speech went horribly wrong
96. Gored by a gorgon
97. Caught burglarizing a house
98. Dropped from a great height by a hippogriff
99. Swarmed by thousands of ants
100. Replaced by a doppelganger

## NPC Physical Descriptions

1. Tall, Thin Build, Adventurer's Outfit, Long scar across face
2. Tall, Thin Build, Mages Robes, Deformed nose
3. Tall, Thin Build, Heavy Armor, Piercing eyes
4. Tall, Thin Build, Common Clothes, Exceptionally pale
5. Tall, Thin Build, Exquisite Attire, Burn marks on face
6. Tall, Stocky, Adventurer's Outfit, Asymmetrical face
7. Tall, Stocky, Mages Robes, Massive pointed beard
8. Tall, Stocky, Heavy Armor, Massive shield but no weapon
9. Tall, Stocky, Common Clothes, Large tattoo covering right arm
10. Tall, Stocky, Exquisite Attire, Scrunched up facial expression
11. Tall, Athletic Build, Adventurer's Outfit, Cocky smirk on face
12. Tall, Athletic Build, Mages Robes, Massive backpack full of books
13. Tall, Athletic Build, Heavy Armor, Missing an ear
14. Tall, Athletic Build, Common Clothes, Scar across jawline
15. Tall, Athletic Build, Exquisite Attire, Charming smile
16. Tall, Muscular, Adventurer's Outfit, Burns all over arms
17. Tall, Muscular, Mages Robes, Twirled Mustache
18. Tall, Muscular, Heavy Armor, Small tattoo on face
19. Tall, Muscular, Common Clothes, Large eyepatch
20. Tall, Muscular, Exquisite Attire, Tattoo of a bird
21. Tall, Obese, Adventurer's Outfit, Large afro hairstyle
22. Tall, Obese, Mages Robes, Missing an arm
23. Tall, Obese, Heavy Armor, Incredibly small feet
24. Tall, Obese, Common Clothes, Face covered in powder
25. Tall, Obese, Exquisite Attire, Scar across bald head
26. Average Height, Thin Build, Adventurer's Outfit
27. Average Height, Thin Build, Mages Robes, Mohawk hairstyle
28. Average Height, Thin Build, Heavy Armor, Nervous facial expression
29. Average Height, Thin Build, Common Clothes, Short goatee
30. Average Height, Thin Build, Exquisite Attire, Tattoo of a scorpion
31. Average Height, Stocky, Adventurer's Outfit, Burn marks on feet
32. Average Height, Stocky, Mages Robes, Missing a hand
33. Average Height, Stocky, Heavy Armor, Deformed hands
34. Average Height, Stocky, Common Clothes, Tattoo on left hand
35. Average Height, Stocky, Exquisite Attire, Scarred hands
36. Average Height, Athletic Build, Adventurer's Outfit, Buzz cut hairstyle
37. Average Height, Athletic Build, Mages Robes, Angry facial expression
38. Average Height, Athletic Build, Heavy Armor, Handlebar mustache
39. Average Height, Athletic Build, Common Clothes, Missing a leg
40. Average Height, Athletic Build, Exquisite Attire, Large tattoo covering chest
41. Average Height, Muscular, Adventurer's Outfit, Face covered in dirt
42. Average Height, Muscular, Mages Robes, Burn marks on hands
43. Average Height, Muscular, Heavy Armor, Tattoo of a spider
44. Average Height, Muscular, Common Clothes, Scarred arms
45. Average Height, Muscular, Exquisite Attire, Long flowing hair
46. Average Height, Obese, Adventurer's Outfit, Deformed ears
47. Average Height, Obese, Mages Robes, Face covered in boils
48. Average Height, Obese, Heavy Armor, Large bushy beard
49. Average Height, Obese, Common Clothes, Fearful facial expression
50. Average Height, Obese, Exquisite Attire, Missing a foot

## NPC Physical Descriptions

51. Short, Thin Build, Adventurer's Outfit, Tattoo on neck
52. Short, Thin Build, Mages Robes, Scar across forehead
53. Short, Thin Build, Heavy Armor, Balding hair
54. Short, Thin Build, Common Clothes, Tattoo of a wolf
55. Short, Thin Build, Exquisite Attire, Face covered in zits
56. Short, Stocky, Adventurer's Outfit, Comically large ears
57. Short, Stocky, Mages Robes, Burn marks on bald head
58. Short, Stocky, Heavy Armor, Missing nose
59. Short, Stocky, Common Clothes, Deformed mouth
60. Short, Stocky, Exquisite Attire, Trimmed mustache
61. Short, Athletic Build, Adventurer's Outfit, Tattoo on bald head
62. Short, Athletic Build, Mages Robes, Defiant facial expression
63. Short, Athletic Build, Heavy Armor, Curly hair
64. Short, Athletic Build, Common Clothes, Scar across chest
65. Short, Athletic Build, Exquisite Attire, Burn marks on legs
66. Short, Muscular, Adventurer's Outfit, Tattoo of a dragon
67. Short, Muscular, Mages Robes, Face covered in fecal matter
68. Short, Muscular, Heavy Armor, Well-kept beard
69. Short, Muscular, Common Clothes
70. Short, Muscular, Exquisite Attire, Missing a finger
71. Short, Obese, Adventurer's Outfit
72. Short, Obese, Mages Robes, Deformed arm
73. Short, Obese, Heavy Armor, Tattoo of a giant centipede
74. Short, Obese, Common Clothes, Wavy textured hair
75. Short, Obese, Exquisite Attire, Smug facial expression
76. Tiny, Thin Build, Adventurer's Outfit, Short beard
77. Tiny, Thin Build, Mages Robes, Face covered in pockmarks
78. Tiny, Thin Build, Heavy Armor, Small tattoo on right foot
79. Tiny, Thin Build, Common Clothes, Burns all over back
80. Tiny, Thin Build, Exquisite Attire, Scar on nose
81. Tiny, Stocky, Adventurer's Outfit, Face covered in magical markings
82. Tiny, Stocky, Mages Robes, Tattoo of a magical symbol
83. Tiny, Stocky, Heavy Armor, Missing several fingers
84. Tiny, Stocky, Common Clothes, Messy hairstyle
85. Tiny, Stocky, Exquisite Attire, Comically large mustache
86. Tiny, Athletic Build, Adventurer's Outfit, Large tattoo covering left leg
87. Tiny, Athletic Build, Mages Robes, Plate helmet too big for head
88. Tiny, Athletic Build, Heavy Armor, Face covered in foreign writing
89. Tiny, Athletic Build, Common Clothes, Curious facial expression
90. Tiny, Athletic Build, Exquisite Attire, Cheap wig
91. Tiny, Muscular, Adventurer's Outfit, Deformed forehead
92. Tiny, Muscular, Mages Robes, Face covered in bees
93. Tiny, Muscular, Heavy Armor, Tattoo of an anchor
94. Tiny, Muscular, Common Clothes, Intimidating stare
95. Tiny, Muscular, Exquisite Attire, Missing an eye
96. Tiny, Obese, Adventurer's Outfit, Muttonchop beard
97. Tiny, Obese, Mages Robes, Orange stringy hair
98. Tiny, Obese, Heavy Armor, Confident facial expression
99. Tiny, Obese, Common Clothes, Face covered in cuts and bruises
100. Tiny, Obese, Exquisite Attire, Full-size tattoo of own face on chest

## Goals

1. To recover your teacher's instrument
2. To found a library
3. To complete your research
4. To become nobility
5. To try out new and exciting foods
6. To rise to the top of your guild
7. To return home to your love
8. To hunt down your mutinous crew
9. To reclaim the lands of your clan
10. To take your rightful place amongst the devils
11. To be considered a master huntsman
12. To start your own mercenary group
13. To return to your home village
14. To be named king
15. To find a lost temple
16. To retrieve your sibling's soul
17. To find and use an ancient artifact
18. To be venerated by your temple
19. To gain land
20. To open a bar
21. To captain your own ship
22. To hunt down the man that killed your family
23. To buy back your family's land
24. To start a family
25. To become a werebeast
26. To build a temple dedicated to your god
27. To become the greatest thief in the world
28. To ride a dragon
29. To buy back the family farm
30. To carve your name into legend
31. To ruin a rival's business
32. To become a master smith
33. To start your own trade caravan
34. To restore your family's honor
35. To invent new wonders
36. To find a lost relic of your temple
37. To paint your masterpiece
38. To take your rightful place amongst the gods
39. To reunite your old squad
40. To find your lost weapon
41. To establish a dynasty
42. To buy an inn
43. To return home from war
44. To thwart your destiny
45. To go down in history
46. To find your friends
47. To see the four corners of the world
48. To ascend the throne
49. To open a brewery
50. To find and destroy an ancient artifact
51. To find your soulmate
52. To buy a rival's business
53. To return a stolen item to a king in a faraway land
54. To bring your lost love back from the dead
55. To exterminate all dragons
56. To destroy a rival kingdom
57. To master all magic
58. To finish your book
59. To eradicate all vampires
60. To Marry into royalty
61. To forge the perfect sword
62. To spread your faith to distant lands
63. To avenge your fallen comrades
64. To sample every kind of mead in the world
65. To rebuild your family's ancestral home
66. To fulfill your destiny
67. To prove you deserve your parents love
68. To die heroically in battle
69. To break your family curse
70. To find and destroy an evil artifact
71. To find your long lost sibling
72. To steal your soul back
73. To seduce a dragon
74. To find a lost library
75. To be the greatest cook in the world
76. To pray in every temple you find
77. To find your real family
78. To strengthen your kingdom
79. To kill your possessed parent
80. To modestly retire
81. To eradicate all orcs
82. To found a city
83. To start your own clan
84. To amass your own hoard of riches
85. To become a lich
86. To die with no regrets
87. Find the answer to a lifelong question
88. To earn glory in battle
89. To retrieve a stolen relic from a faraway land
90. To have several families in several places
91. To become a dragon
92. To buy a rival's farm
93. To make new friends
94. To find a lost city
95. To discover who you truly are
96. To become a vampire
97. To eradicate all werebeasts
98. To kill a demon
99. To become a world renown adventurer
100. To kill a god

## Mutations

1. Head hair grows down neck, out to the shoulders
2. Two tusks begin growing out of the bottom jaw
3. Pupils turn red
4. Bird legs
5. Insect legs
6. Irises turn orange
7. Eyes turn solid red
8. Left arm becomes massive
9. Third eye that can only see ultraviolet
10. Right foot turns into a mass of writhing tentacles
11. All body hair turns flame-red
12. Right arm becomes massive
13. Head crest made of hair, feathers, and bone
14. Left-arm splits into six tentacles at the elbow
15. All body hair turns bright yellow
16. Left leg becomes goblinoid
17. Several large bumps appear on the back
18. Boney tusks protrude from both elbows
19. Develop ankle spurs like a rooster
20. Right eye has night vision but blind in the day
21. Right foot now has six toes
22. Develops a beak
23. Eyes turn solid green
24. Right hand turns into a mass of tentacles
25. Prehensile tail grows
26. Extra finger grows on the right hand
27. All body hair turns orange
28. Webbed fingers and toes
29. Two more eyes grow on cheeks
30. Strange skin pattern and texture
31. Cyclops
32. Pupils are now slits
33. Skin turns scaly
34. Eyes triple in size
35. Pebble-sized bumps all over skin
36. Eyes turn solid purple
37. Left foot turns into a mass of writhing tentacles
38. Covered in feathers
39. One ear becomes goblinoid
40. Irises turn red
41. Evil eye
42. Entire upper body doubles in size
43. Left eye has dark vision but blind in the day
44. Character now glows slightly in the dark
45. Clear inner eyelids
46. Right leg turns into two tentacles at the knee
47. Blood is now acid
48. Body now covered in fur
49. Left arm turns into a snake
50. Eyes are completely white
51. Right arm splits into four tentacles at the elbow
52. Several horns begin growing out of the head
53. Goat legs
54. Mushrooms and plants grow around the ears
55. Voice changes into a gravelly scraping sound
56. Eyes are now in the palms of the hands
57. All body hair turns green
58. Tusks start growing out of the top jaw
59. Head hair turns into snakes
60. Fingers on right hand turn into claws
61. Hard carapace develops on the back
62. Extra finger grows on the left hand
63. Right leg becomes goblinoid
64. Porcupine-like quills cover character's back
65. Character's eyes are now on stalks
66. Character now has a frog-like tongue
67. Tiny arm grows out of the neck
68. Head turns into a wolf head
69. Two small arms grow underneath arms
70. Gills on neck
71. Eyes turn solid blue
72. Feet turn into hooves
73. Skin turns red
74. Deer legs
75. Head becomes goblinoid
76. Left hand turns into a large claw
77. Rough rock-like skin
78. Can unhinge jaw
79. Right arm turns into a snake
80. Nose turns into an elephant's trunk a foot long
81. Mouth turns into mandibles
82. Legs increase in size
83. Character grows a tail
84. Right arm turns into a tentacle
85. All body hair turns blue
86. Skin turns yellow
87. Prominent veins all over body
88. Skin turns green
89. Tiny needle-like teeth replace normal teeth
90. Withered corpse-like appearance
91. Left arm turns into a tentacle
92. Eyes turn solid yellow
93. Skin turns blue
94. Left foot now has six toes
95. Tentacle grows out of the sternum
96. Fingers on left hand turn into tentacles
97. Left leg turns into jellyfish-like stingers
98. Body is now covered in moss
99. Arms become goblinoid
100. Roll four times on the table

## Curses

1. Your body releases a pheromone that attracts bees and hornets
2. You transform into a random animal during a full moon
3. You lose the ability to turn left
4. You are gripped with a constant fear of unknown origin
5. You shrink down to half your size
6. Your hands stick to anything they touch
7. You are haunted by a constant, uncontrollable sneeze
8. You have generally bad luck
9. You can't stop singing
10. You can't stop growing at an alarming rate
11. Your body parts swell up one by one
12. You fall asleep whenever you hear the word "the"
13. You can't speak to the opposite sex
14. You sweat profusely when indoors
15. You are gripped with terror at the thought of your own existence
16. You have horrible luck
17. You have an evil alternate personality who takes control often
18. You feel as if you are on fire
19. You can't maintain your balance
20. You have completely lost all sense of direction
21. Your hair won't stop growing at an alarmingly fast rate
22. You fall in love with every one you make eye contact with
23. You can't stop laughing
24. You feel very heavy
25. Your body releases a pheromone that attracts rats
26. Everything you touch turns to stone
27. You have no memory of your companions
28. You are slowly transforming into a swamp creature
29. You have forgotten how to breathe
30. You are unable to perform spells of any kind
31. You have an uncontrollable urge to steal cooking equipment
32. You have forgotten how to read or write
33. Everyone keeps forgetting who you are
34. You can't lie down
35. You smell nothing but sewage at all times
36. You are unable to sleep
37. All of your attacks are nonlethal
38. Your body releases a pheromone that attracts bears
39. You keep losing gold in inexplicable ways
40. You drop your weapon after every attack
41. You can't stop crying
42. Your dreams are haunted by a demon
43. Your spells have random targets
44. Everything you touch turns to ash
45. You are being hunted by a shadow
46. You become tired in the day and overly energetic at night
47. You feel the urge to attack everyone who looks at you
48. You become unconscious at the smell of hay
49. You can't stop reciting subpar poetry
50. Any armor you put on is unbearably heavy

## Curses

51. You become convinced you are turning into a zombie
52. You emit an offensively repulsive odor
53. You have forgotten how to drink
54. Your spells may have the opposite of the intended effect
55. The weather is constantly bad wherever you go
56. Your body releases a pheromone that attracts monsters
57. You become overly sensitive to light
58. Your dreams are haunted by a ghost
59. You can't stop staring at people
60. You make a considerable amount of noise when trying to sneak
61. You have an uncontrollable urge to pickpocket town guards
62. You have become deaf
63. Everything you touch freezes over
64. Your personality shifts slightly
65. You are unable to resist speaking every thought you have out loud
66. You have forgotten how to speak
67. All but your head is invisible
68. You are afflicted with eternal, unrelenting hiccups
69. Your body releases a pheromone that attracts deer
70. Unattractive people can't help but fall madly in love with you
71. You have forgotten how to eat
72. You are being haunted by a wraith
73. You can't stop gaining weight at an alarming rate
74. You are unable to stop randomly shouting about rabbits
75. You become allergic to anything with fur
76. You are unable to distinguish between good and bad advice
77. You can't stop dancing
78. You have become blind
79. Your dreams are haunted by embarrassing memories
80. Everyone keeps mistaking you for a wanted criminal
81. You are being stalked by a vampire
82. You feel filthy no matter how much you bathe
83. You have forgotten how to walk
84. You now breathe water instead of air
85. Your dreams are haunted by all of your past misdeeds
86. Everything you touch is set on fire
87. You can read minds, but only when inconvenient
88. You trip and fall constantly
89. You can't sit down
90. You see hellhounds everywhere you go
91. You are unable to trust even your closest friends
92. Your body releases a pheromone that attracts spiders
93. Your personality shifts drastically to the opposite of what it was
94. You are being stalked by a werewolf
95. You have forgotten how to fight
96. Everyone is convinced you are a doppelganger
97. If you stop moving you will die
98. You have an uncontrollable urge to stab anyone who talks to you
99. You are petrified and unable to move
100. You are completely oblivious to traps and can't stop setting them off

## Critical Fails for Spell Attacks

1. The caster becomes unconsciousness for thirty seconds
2. The spell backfires onto the caster
3. The spell heals the target for 1d6 health
4. The spell hits the nearest friendly target
5. The caster is polymorphed into a chicken for thirty seconds
6. The caster is set on fire
7. The nearest ally is set on fire
8. The spell hits the floor
9. The spell hits the wall
10. The spell hits the ceiling
11. Nothing happens
12. The spell tears a hole in space/time, sending the caster five minutes into the future
13. The spell tears a hole in space/time, sending the target five minutes into the past
14. The spell alters reality: The caster is now five inches shorter
15. The spell alters reality: The caster falls in love with the target
16. The spell alters reality: The caster is now thirty pounds heavier
17. The spell alters reality: The caster's hair color is now orange
18. The spell alters reality: The caster's alignment shifts slightly
19. The spell alters reality: The target is now directly behind the caster
20. The spell alters reality: The target is now one size larger
21. The spell alters reality: The target is duplicated 1d4 times
22. The spell alters reality: The target is now a doppelganger of the caster
23. The spell alters reality: The target is now stronger
24. The spell alters reality: The target is now smarter
25. The spell alters reality: The target is now fully healed
26. The spell heals the target for 1d8 health
27. The caster is polymorphed into a housecat for thirty seconds
28. The target dodges the spell
29. The target is unaffected by the spell
30. The target absorbs the spell and becomes more powerful
31. The target reflects the spell back at the caster
32. The target reflects the spell at a target of its choosing
33. The target rushes forward, surprising the caster
34. The target distracts the caster with a loud jarring noise
35. The caster is gripped with irrational terror for thirty seconds
36. The spell heals the target for 1d10 health
37. The spell blinds the caster for 1d10 minutes
38. The spell causes a minor earthquake at the caster's location
39. The caster is polymorphed into a pig for thirty seconds
40. The spell fizzles out with a pathetic whimper
41. The spell fizzles out with a loud jarring noise
42. The spell fizzles out with a spectacular display of lights
43. The spell inflicts a random curse upon the caster
44. The spell inflicts a random curse upon the nearest ally
45. The spell burns the caster for 1d4 fire damage
46. The caster is polymorphed into a rat for thirty seconds
47. The spell freezes the caster's hands together
48. The spell heals the target for 1d12 health
49. The caster is distracted by a vision
50. The caster is unable to cast that spell again for one hour

## Critical Fails for Spell Attacks

51. The caster is paralyzed for thirty seconds
52. The spell summons a demon
53. The spell burns the caster for 1d6 fire damage
54. The spell creates a flow of water that begins flooding the room
55. The spell sets in motion the seemingly insignificant event that will inevitably lead to Armageddon
56. The spell summons a shadow beast
57. The spell heals the target for 1d20 health
58. The spell alerts all nearby enemies to the caster's location
59. The spell is erased from the caster's spell book
60. The spell summons a bear
61. The caster is blinded for thirty seconds
62. The caster is polymorphed into a rabbit for thirty seconds
63. The caster trips and falls
64. The spell burns the caster for 1d8 fire damage
65. The spell causes the nearest friendly target to drop their weapon
66. The spell causes the target to become enraged
67. The spell succeeds as if it were a critical success
68. The spell causes the nearest friendly target to trip and fall
69. The spell fully heals the target
70. The caster is deafened and muted for thirty seconds
71. The spell causes water to begin flooding the immediate area
72. The spell burns the caster for 1d10 fire damage
73. The caster is polymorphed into a frog for thirty seconds
74. The spell equips the target with magical armor
75. The spell equips the target with a magical weapon
76. The spell causes the target to become invisible for thirty seconds
77. The caster becomes confused and disoriented for thirty seconds
78. The caster forgets how to cast that spell
79. The spell supercharges into a more powerful spell that completely misses the target
80. The spell burns the caster for 1d12 fire damage
81. The spell brings a dead enemy back to life with one health
82. The caster is polymorphed into a squirrel for thirty seconds
83. The spell knocks the caster back ten feet
84. The spell causes the caster to float in the air for thirty seconds
85. The spell causes the caster to lose all memories of the last day
86. The spell causes the target to become invulnerable for thirty seconds
87. The spell brings a dead enemy back to life with half of their health
88. The caster's intelligence and wisdom scores are set to one for two hours
89. The spell burns the caster for 1d20 fire damage
90. The spell taunts the target
91. The caster is polymorphed into a stag beetle for thirty seconds
92. The spell brings two dead enemies back to life with one health
93. The caster is sent thirty seconds into the future
94. The caster teleported directly in front of the target
95. The spell taunts the target and any enemy adjacent to the target
96. The spell increases all stats of the target by one point
97. The spell brings a dead enemy back to life with full health
98. The spell taunts all nearby enemies
99. The spell kills the caster
100. The spell summons a dragon hostile to the caster

## Critical Success for Spell Attacks

1. Pushing Blast- The target is pushed back 10ft
2. Launch- the target is pushed back 20ft
3. Powerful Blast- the target is knocked prone
4. Fear Me- the target is frightened of the caster
5. Energy Drain- energy is pulled from the target into user. Recover health equal to half damage dealt
6. Glowing Ray- for 1d6 rounds the target is wreathed in fire, does 1d6 damage per round
7. Guiding Ray- all attack rolls made against the target are +2 for one round
8. Cursed Strength- the target has a -2 on strength for 1d6 rounds
9. Cursed Finesse- the target has a -2 on dexterity for 1d6 rounds
10. Cursed Body- the target has a -2 on constitution for 1d6 rounds
11. Cursed Mind- the target has a -2 on intelligence for 1d6 rounds
12. Cursed Spirit- the target has a -2 on wisdom for 1d6 rounds
13. Cursed Presence- the target has a -2 on charisma for 1d6 rounds
14. Cursed Beauty- the target's face is horribly disfigured, has a -2 on persuasion for 1d12 rounds
15. Aging Curse- the target is aged by 1d12 years
16. Protective Blast- the user gains the effect of magic armor
17. Enchanting Spell- the target falls unconscious
18. Blinding Light- the target is blinded by a brilliant flash of light
19. Shrink Ray- the target is reduced in size
20. Zero Gravity- the target floats 5ft into the air for 1d6 rounds
21. Dimensional Rift- the target is transported to a random plane for 1d4 rounds and then reappears
22. Sluggish- the target is slowed for 1d4 rounds
23. Transformative Ray- the target is transformed into a beast of a small size
24. Disarming Ray- the target drops their weapon or shield
25. No Cost- the spell was used for free
26. Renewing Spell- recover 1d4 used spells
27. Invigorating Spell- recover 1d4 spells and receive 2d6 in healing
28. Distant Spell- double the range of caster's next spell
29. Extend Spell- double the duration of caster's next spell
30. Double Spells- cast a second spell on the same turn
31. Free Spell- the spell is cast as a bonus instead
32. Explosive Spell- the spell affects any other creature within 5ft of the target
33. Charming Spell- the target must make a wisdom roll or be charmed
34. Flaming Blade- any weapon the caster's chooses ignites into flames, does 1d6 fire damage for 1d6 turns
35. Deafening Blast- all creatures within 10ft of the target must make a roll or be deafened
36. Exhaustion- the target get -1 to all rolls until they rest
37. Concussive Blast- the target is stunned for one round
38. Paralyze- the target must make a wisdom roll or be paralyzed for 1d4 rounds
39. Disappearing Act- the caster becomes invisible for 1d6 rounds
40. Multiply- 1d4 duplicates of the caster appear
41. Enfeeble- the target does half damage on weapon attacks for 1d6 rounds
42. Encircling Wind- a wall of wind appears encircling the target in a 10ft radius for 1d6 turns
43. Encircling Flames- a wall of fire appears encircling the target in a 10ft radius for 1d6 turns
44. Encircling Stone- a wall of stone appears encircling the target in a 10ft radius for 1d6 turns
45. Flight- the caster gains the ability to fly for 1d6 rounds.
46. Speedy- the caster gains an additional 10ft of movement for 1d4 rounds
47. Fire Shield- flames wreath the caster's body, causes 1d6 damage to creatures trying to touch the caster
48. Nightmare- the target's worst fear appears in front of it
49. Aggro- target must attack all creatures it sees. This lasts until the caster's next turn
50. Paranoia- the target sees everyone as an enemy and becomes hostile

## Critical Success for Spell Attacks

51. Bound- magical threads entangle the target for 1d6 rounds.
52. Empower Allies- the caster and all allies within 30ft gain +2 on strength rolls for 1d6 turns
53. Quicken Allies- the caster and all allies within 30ft gain +2 on dexterity rolls for 1d6 turns
54. Toughen Allies- the caster and all allies within 30ft gain +2 on constitution rolls for 1d6 turns
55. Brainy Allies- the caster and all allies within 30ft gain +2 on intelligence rolls for 1d6 turns
56. Wise Allies- the caster and all allies within 30ft gain +2 on wisdom rolls for 1d6 turns
57. Charming Allies- the caster and all allies within 30ft gain +2 on charisma rolls for 1d6 turns
58. Baby Hand- one of the targets hands shrinks to infant size and can no longer hold anything greater than 5lbs
59. Magic Shield- the caster gains +2 to defense for 1d6 rounds
60. Magic Barrage- the caster fires a missile of magic as a bonus, 2d4 damage
61. Storm Caller- the caster can call forth three bolts of lightning for 3d10 damage each
62. Tough Skin- the caster gains damage resistance for 1d6 rounds
63. Adamant Bones- the caster gains damage resistance for 1d6 rounds
64. Poisoned Blood- the target is poisoned for 1d6 rounds.
65. Healing Energy- the caster regains 2d10 hit points
66. Birthday Suit- the target's armor and clothing are blasted from them
67. Suggestion- the caster may make one suggestion to the target
68. Healing Aura- all friendly creatures within 30ft of the caster are healed for 2d10 health
69. Minion- if the target dies within 1d4 turns it is raised again as caster's ally
70. Magic Winds- caster gains control of the air around them.
71. Absorb Energy- absorb any energy attacks made against caster for 1d6 turns
72. Quick Feet- increase caster's base movement speed by 30ft for 1 hour
73. Long Arms- caster's arms stretch in length, increasing reach by 5ft
74. Strike True- caster can give any ally within sight a +20 on their next attack roll
75. Break- Break any non-magical item the target is holding or wearing
76. True Understanding- caster gains the ability to understand all languages for 1 hour
77. Déjà vu- target must repeat the specific actions it took this round again for 1d4 rounds
78. Mind Read- secret thoughts and memories from the target flood the caster's mind
79. Interrogate- caster can ask the target one question they must answer truthfully
80. Bird Brain - target's intelligence reduced to 1 for 1d6 rounds
81. Magic Weapons- the caster and all allies have a +2 on attack and damage rolls for 1 minute
82. Stone Curse- the target slowly becomes stone. If not removed within 3 rounds the target is petrified
83. Web- the target becomes entangled in a sticky web
84. Fish Out of Water- the target can only breathe water for 1d6 turns
85. Fire Ants- the target perceives stinging ants filling their clothing and loses 1d6 turns scratching
86. Tether- the target is anchored to the ground for 1 minute and can only move 5ft from its current position
87. Steal Voice- the target loses the ability to speak until the curse is removed
88. Eruption- the target is thrown 60ft into the air and takes fall damage or impact damage if it hits a ceiling
89. Babble- the targets languages are replaced with random new languages
90. Dispel- all magical effects on the target are dispelled
91. Inner Beast- the target behaves as if enraged and confused for 1d6 turns
92. Flying Daggers- magic daggers spin around the caster in 5ft radius for 1d6 turns. They deal 5d4 damage
93. Wrecking Ball- throw the target at any creature within 30ft of it. Both targets take 3d6 damage
94. Envious Desire- the target must use his action to steal from any target nearby for 1d6 rounds
95. Amnesia- the target lapses into insanity and forgets his identity
96. Bloody Tears- target is blinded and begins to bleed from the eyes causing 2d6 damage for 1d6 turns
97. Stasis- the target becomes frozen in time for 1d6 turns and cannot be harmed until the effect ends
98. Invulnerable- the caster becomes immune to all damage for 1d6 turns.
99. Maze- the target is banished to a labyrinthine dimension.
100. Dragon Shape- caster is transformed into a young dragon for 1d6 turns



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