

Random Fungi

A Collection Of Random Tables For Inspiration At The Gaming Table



For Use With Old School Gaming.

Written By Shane Ward

3toadstools.blogspot.ca

3 Toadstools Publishing

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Preface

This is a collection of random tables for use with Old school gaming. As you might be able to tell by these tables, I'm a bit quirky. All of these have come from my blog, and as such they are already freely available. I decided to put them all together in one document, just for ease of printing and at the gaming table. If you paid anything for this, thank you very much! For the most part the tables deal with "fantasy" worlds, however there are a few post-apocalyptic tables as well. There are a few tables in here that have already appeared for PWYW, once again I just wanted to put everything into one document. For the ease of printing, I also decided to not put any artwork in this. If you enjoyed these tables and found some use out of them, I'd love to know. You can write a review on the site that you downloaded this from.

On the off chance that you don't have a d30 (I'm also one of those people who doesn't have one, so don't fret). Here's how you roll it. Roll 1d6 as a control die and a d10. If you roll 1-2 don't add anything to the d10 roll. If you roll 3-4 add 10 to the d10 roll, and if you roll 5-6 add 20 to the d10 roll. Alternatively I'm sure there's a generator online somewhere.

The OSR Logo on the title page was done by Matt Jackson. <http://www.msjsx.org>

You know I really feel like this needs one more table. So without further ado

D20 Silly things to do to your players.

- 1) Roll dice, smile and move on.
- 2) Have the NPC show up at completely inopportune moments.
- 3) Bard NPCs should only play songs that repeat a lot. (Henry The 8th!)
- 4) Bump the table when they build a dice tower.
- 5) Switch their minis with gummy bears.
- 6) Mispronounce their character names frequently
- 7) Have slightly annoying cousin in law NPCs show up asking for money.
- 8) Dragon Troll hybrid.
- 9) All the gold turns into butterflies and floats away.
- 10) Eat only the green skittles.
- 11) Wear shirts that reflect the destruction you intend to cause on them.
- 12) Roll dice, raise eyebrow and say "ooh...."
- 13) Rub hands together in a devilish way.
- 14) Write down all monster stats, don't ever pick up the monster book.
- 15) Ask the players for a roll, but don't tell them why. Just say "interesting".
- 16) Tell them start time, but have it a half hour earlier. (in case you got peeps that show up late).
- 17) Let a NPC tell them a grand tale (including hand gestures), only to end very disappointing.
- 18) A pit trap within a pit trap.
- 19) Leave clues in the bathroom.
- 20) Use food colouring in everyone's drink.

I suppose on with the show eh?

D30 Drinking, Carousing & General Merrymaking

- 1) Loose a few teeth from a bar fight.
- 2) Win 1d6 x 10 SP at cards.
- 3) Spend an evening with a paramour, robbed in the night. Loose 1d6 x 10 GP or equivalent merchandise.
- 4) Win a treasure map.
- 5) Wake up in jail, sentenced to 2 days hard labour.
- 6) Win a small animal familiar.
- 7) Screaming headache from grog, lose 1 constitution for 1d6 days.
- 8) The "soup of the day" has given you really bad diarrhea. Spend
- 9) 1d6 days in bed.
- 10) Apparently you were so drunk you decided to regale the bar with tall tales. You were tipped 30 SPs
- 11) Your arm is broken from an arm wrestling match that went sideways. Lose -2 Strength for 1 month.
- 12) You won a very large egg, it seems warm to the touch.
- 13) Your leg really hurts when you wake up, you realize that you got a tattoo! Gain one point of Charisma for 1d6 days (due to your great mood!)
- 14) Winnings from a excellent game of dice include: a pair of worn shoes, a silver dagger and a large framed canvas (worth 15 GPs)
- 15) You've got a new follower/henchmen (who's a bit annoying, asking lots of questions). They have pledged their life service to you (plus a few gold pieces here and there).
- 16) Stuffed in your britches are 2 scrolls (bless and cure light wounds).
- 17) There's a note on your pillow, apparently you bought a round for the bar. You owe 150 GPs to the barkeep. Awful bed bug infestation! Lose 1 Constitution for 1d6 days.
- 18) There are 3 full bottles of expensive wine in your backpack (worth 5 GP each).
- 19) You have a "writ of residence", it appears you won a small cabin in the woods from some unlucky gambler.
- 20) A ticket for taxes owing on public drunkenness, you owe 15 SPs to the local magistrate.
- 21) Winnings include: A 3 stringed badly damaged lute, 1 jewel worth 200 GPs and a pair of decent wool socks.
- 22) You are know the proud owner of a donkey named "Shillelagh"
- 23) Pounding headache and stomach ache. Loose 1d6 days with a massive hangover. Plus 50 SPs.
- 24) There is a large gold 2 handed sword propped up against your door (+3 against evil).
- 25) You wake up in jail, you can't remember what you did, but you know it was bad. There's blood all over your hands. Loose 1d6 days awaiting trial. Fined 300 GPs.
- 26) The god's of luck were on your side, and you made out like a bandit. There's a treasure chest in your room filled with: 500 GPs, 250 SPs, and 1d10 jewels worth 100 SPs each.
- 27) You pissed off the local authorities so bad, that you were evicted from town. You wake up under a tree, badly bitten by bugs while you slept. Lose 1 CON and 1 CHA for 1d6 days.
- 28) There's a rose on your bed, and a note "Thank you very much, I'll see you at the church at 9 am". It's 8:30 am. It appears you proposed marriage.
- 29) Lost one finger playing "knives" and 40 GPs.
- 30) One of your party members was kidnapped, a ransom note explains to bring 400 GPs to a out of the way place, there is a map detailing the location.

D20 Things In The Desert.

- 1) Rocs circle above the party
- 2) One member of the party trips over a trap door.
- 3) Four large statues of beast men, each pointing in a cardinal direction.
- 4) Crow men feasting on a carcass.
- 5) An old stone temple, forty humanoids pray in front of it.
- 6) A treasure map etched into the side of a cactus.
- 7) A herd of wild camels are stampeding across the plains.
- 8) A large fifteen foot flame erupts from an obsidian circle.
- 9) A fight between a green dragon and a gold dragon.
- 10) A small garrison of skeletal warriors stands at attention near a large hill.
- 11) Fresh bodies litter the ground, all are decapitated.
- 12) A individual sized glider is buried in the sand.
- 13) A large pit, with a well-used trail, leading down.
- 14) Cannibals!
- 15) A glass palace, stretches a mile square. It is guarded by a group of dogmen.
- 16) A mile of large animal skulls, all of which will bite if given the opportunity.
- 17) A makeshift tent village.
- 18) A stone labyrinth, the entrance is close by.
- 19) An altar with strange runes that glow green.
- 20) A pyramid being constructed.

D12 Forest Quests

- 1) 1. A local ranger hasn't been seen in more than a month. She/He will usually show up in town once a month.
- 2) A group of halflings emerged from the forest missing limbs and bleeding. They are unable to speak.
- 3) A shrine has been built on the outskirts of the forest. Every week an internal organ is left on an altar near the shrine. No one has seen anyone near the shrine.
- 4) A rolling fog/mist moved thru the forest border, paralyzing anyone in its path.
- 5) A alchemist needs some specific plants that grow in the depths of the forest.
- 6) A curious map has been created near the entrance to the forest, it details the route of a previous group of explorers.
- 7) Giant spiders have fled the forest. What scared them?
- 8) An elder tree has grown sickly and black, its disease has spread to the surrounding forest floor.
- 9) A local merchant has had his shipments go missing, sort of. The carts magically return thru the forest, carrying no merchandise, save for promissory notes.
- 10) A group of near human Neanderthal's have been pillaging the borders of the northern forest.
- 11) A monster that can only be described as a "pastiche of parts" has shown up on the outskirts of the village. It is unable to speak, but signs towards the forest with fear in its eyes.
- 12) A river runs thru the forest, the fish in it have doubled in size, so have their teeth.

D20 Starting Locations Other Than A Tavern

Just a few home base, starting locations

- 1) Rocs nest in a tall tree.
- 2) Basement of a castle
- 3) Orc stronghold in the mountains
- 4) Sewer (outhouse road stop)
- 5) Large horse stable
- 6) Roadside fireworks seller
- 7) A hut filled with gypsy's
- 8) An old temple on a cliff
- 9) A valley filled with large mushrooms
- 10) A large crater
- 11) Aboard a sailing ship
- 12) A crash landed spacecraft
- 13) Back of a wagon, bound and gagged
- 14) Lost in the wilds
- 15) An old farm house
- 16) A grave yard
- 17) On the road between small towns
- 18) Lowest level of the dungeon
- 19) wizards tower
- 20) At a jousting tournament in the countryside

D8 Obscure Rituals

- 1) The blood of a wyvern is boiled with fallen leaves in a large pot.
- 2) To receive the blessing from a god, one must sacrifice an ear, so as to have the Gods listen.
- 3) The left arm is sewed to the torso for a week.
- 4) The name of the enemy that needs to be vanquished is tattooed on a piece of dried skin.
- 5) Giant leaves are smoked from a huge stone pipe.
- 6) Dragon egg (s) are smothered and boiled in gold or silver.
- 7) The wings of a giant bird are sewn to the back of a parishioner, they are then tossed off a cliff.
- 8) The teeth of enemies are collected, and then planted in the ground.

D10 Creative Ways To Kill Off Those Pesky NPC's

- 1) Traps!
- 2) Running head first into pits of slime
- 3) Poisoning by ale
- 4) Caught stealing beheaded. Or hands cut off.
- 5) Found out significant other is pregnant. (Alternatively found out they are pregnant) must go home take care of offspring.
- 6) Working for enemy, lets out a bit of info that is very valuable. Killed with poison dart.
- 7) Heart attack
- 8) Dysentery from Gnomish food.
- 9) Found disemboweled in back alley.
- 10) Complications from STD's.

D30 Folksy Rumours Of Treasure Locations

- 1) The bottom of an old well
- 2) The tallest tree
- 3) The last farm before the swamp
- 4) North of the giant skull
- 5) Where the wind doesn't blow
- 6) The glass spire
- 7) in the burnt out ruins of the thieves guild
- 8) The un-pickable chest
- 9) In the boot of a statue
- 10) In the captain of the guards attic
- 11) Haunted stable
- 12) Secret compartment on the gate of a castle
- 13) Below the nearest island
- 14) Wreckage of ship stuck on a cliff
- 15) Lost in a public library
- 16) Follow the clues on the paving stones
- 17) The dream labyrinth
- 18) In "plain sight" the tavern of the same name.
- 19) Buried with a Siamese twin
- 20) Wrapped in a blanket on the bank of a river
- 21) Inside a lute
- 22) Inside a keg of ale
- 23) On the left hand of an old priest
- 24) A cold meadow in a large forest, ringed with evergreens
- 25) The location is drawn in a painting on the wall of a chapel (roll again)
- 26) Unmarked grave on a mountain path
- 27) The basement of a house of ill repute
- 28) Tied under the dock
- 29) A puzzle using the last names on headstones
- 30) Invisible map tattooed on a horse.

D6 Reasons for entering the dungeon

- 1) To return a ring to a lost love. (Long ago a dark elf maiden fell in love with a traveler, it was his dying wish to have her ring returned).
- 2) Hunting expedition. The coats of the shaggy beetle are extremely sought after, and worth quite a lot of gold.
- 3) Recently a Gnomish Caravan came to the surface with trade goods. Turns out that the good they sold are all defective. They need to be returned and the gold paid retrieved.
- 4) A local scholar will pay for detailed maps of the dungeon.
- 5) The source of the death shadow plague points towards the depths.
- 6) In the darkness there are rumblings, causing structures on terra firma to fall down and crumble.

D20 Weapon Name Generator

- 1) Besotted Brilliance
- 2) Blackened Rhino
- 3) Rib Torn
- 4) Honest Fate
- 5) The Branding
- 6) Targ
- 7) Nailbite
- 8) Starstruck
- 9) Sunglow
- 10) Windless Star
- 11) Considerate Maiden
- 12) Admirable Garroter
- 13) Impish Inquistor
- 14) Dapper Diviner
- 15) Vacant Peril
- 16) The Odd Jouster
- 17) Loathsome Protector
- 18) Elaborate Vanquisher
- 19) Whirlwind Exploit
- 20) Grey Water

D6 Party Bonds

- 1) Got into a huge fight while gambling, after punches were thrown party became friends.
- 2) All of the party received the same dream from a God.
- 3) Hatred (love) of current ruling faction.
- 4) All come from the same military unit. (including magic users)
- 5) The same thief robbed all of them at different times.
- 6) All owe a debt to a merchant.

1D8 Weird Sounds

- 1) Incomprehensible screams
- 2) A large crash
- 3) Quiet muttering in ancient tongues
- 4) Sawing
- 5) The crack of bones
- 6) A door slam
- 7) Creaking of the floor
- 8) Wallowing moan

D10 Random Underworld Merchants

- 1) **Jewel Merchant** Gracecaryn Tallcrippler (Female Halfling) – Gracecaryn buys and sells gems. She will pay 15% less than book value.
- 2) **Bower/Fletcher** Eilaga Penniston– (Male Human) – Eilaga sells and makes arrows, bolts, bows & crossbows of incredible quality, all bows/crossbows are +1 and are 50 GP's more than book value. The bows are ornately decorated in runes resembling 0's, 1's.
- 3) **General Merchandise** Elgretor Soulaxe – (Male Dwarf) – Elgretor sells any general merchandise other than weapons.
- 4) **Teamster Xangretor Chorster** – (Male Human) Xangretor sells fairly hardy donkeys & mules that have been bred specifically for use in the underworld. 8 GP for a Donkey, 30 GP's for a Mule.
- 5) **Alchemist Kevahn Brushrange** – (Male Halfling) Kevahn is a travelling Alchemist, he is always on the lookout for rare ingredients. He will normally have 3 potions in stock (roll randomly on potions list). Each potion is worth 250 GP's. He will purchase healing potions for 75 GP's. Kevahn is a tough negotiator and has a extremely high Charisma (17).
- 6) **Tailor** Eildove Mistletoe (Female Elf) Eildove comes from the lands above, she sells a variety of cloaks, boots, dresses and tunics all at reasonable prices. She will buy furs from PC's, she is specifically on the lookout for Deep bear furs and will be 150 GP's each for them.
- 7) **Carpenter** Ellamin Rubymace (Male Dwarf) Ellamin sells a variety of wooden trinkets, statues and the occasional wooden shield (75 GP's +1)
- 8) **Happy Harry's Used Weapons & Exciting** Wares – Harry Racdesu (Male Human) is a enigmatic salesman, he sells scavenged & gently used weapons and armor. All of his wares are in very bad shape. Any weapon purchased from Harry is considered -1, due to the dullness of blades. All of Harry's armor is in equally bad shape. He of course will give his 101% satisfaction guarantee. All weapons and armor are 10% cheaper than regular book price.
- 9) **Painter** Victakain Songsteel (Female Human) Victakain makes a wonderful living painting the various dwarves and humans that live in the underworld. She will purchase works of art and resell them (Normally stating that she in fact created them herself). Any PC wishing to have a painting done of themselves will have to pay upwards of 500 GP's for the pleasure.
- 10) **Provisioner** Norlamin Strifeminer (Male Dwarf) Norlamin sells standard & iron rations, as well as his special brew "Strifeminer Mead". The mead has no special effects, but is quite rare above ground. A 5 gallon jug of Strifeminer Mead is worth 15 GP's and above ground its worth double!

D12 Gods

Need to figure out what church the Cleric or healer belongs to?

- 1) Ahmora – Goddess Of Agriculture.
- 2) Aflan – God Of Mining
- 3) Deg – God Of Water
- 4) Gulan – God Of Fire
- 5) Jasel – Goddess Of Wind
- 6) Harth – God Of Earth
- 7) Iz – God Of The Underworld
- 8) Laglin – God Of Neutrality
- 9) Gamok – Goddess Of Evil
- 10) Ergil – God Of Good
- 11) Huak – God Of The Woods
- 12) Lizlit – Goddess Of The Mountains

The Gods Must Be Crazy d20 table

- 1) All of the local farmer's crops have been growing five times the size as normal! Giant carrots anybody?
- 2) Lakes, Rivers and streams have been deluged with a new species, they seem to be able to talk, and think for themselves.
- 3) Manic weather of late, one day snow, the next day rain, the day after that it's beautifully sunny out.
- 4) There have been large rumblings in the mountains, a scout was sent out to check it out. He found that two god's had materialized and were playing a game of catch.
- 5) A large city has materialized off the coast, it was long forgotten, but it appears that the oceans have subsided a bit.
- 6) Humans are being born with strange mutations, never seen before.
- 7) The power of clerics has increased tenfold in the last few months. The ability to heal and spells known.
- 8) Trees of gold have sprouted! Leading to a huge economic crisis. Local authorities have decided upon a new system for commerce.
- 9) All horses and riding mammals have unexpectedly left their keepers, whether they seek greener pastures, or the will of the Gods has yet to be determined.
- 10) A new moon has appeared in the sky, it has caused major havoc to ecosystems. Floods and earthquakes have begun.
- 11) A strange mist has crept up into the world, villagers have tied ropes from house to house in order to make their way around.
- 12) Seven gilded swords have been found, they have strange runes written upon the hilts. None can read them.
- 13) All ability to fly has been suspended, birds, dragons, griffons wander the roads on foot. Spells fail.
- 14) Gravity has been increased so much that people have a difficult time getting up in the morning.
- 15) Things have randomly started changing colour.
- 16) All daughters in the last year have been born as hermaphrodites.
- 17) Meteors have descended smashing specific strongholds.
- 18) An extremely large tome has been found, it measures 30 feet by 20 feet. Within it are recipes for soup, among other things.
- 19) Consistently every night howls in the distance get louder. Something is driving the wolves mad.
- 20) Days and nights have been cut in half, 6 hours of each, the calendar has almost doubled in length.

D20 Random Events In The Fairy Mists

The Fairy mists are a plane of existence just between the real world & the supernatural

- 1) The black mist! A cloud of noxious vapour that pursues.
- 2) An interesting tea party, with a similar cast, but a twist.
- 3) A clearing of dancing skeletons.
- 4) A pool of brackish water, with healing properties.
- 5) Giants who speculate about the stars and philosophy.
- 6) A large tome, 8 feet wide by 4 feet deep. Untold secrets are contained within.
- 7) A large chessboard complete with golems as pieces.
- 8) A magical lute that plays songs by itself, listening to it may cause good or harm.
- 9) Character doppelgangers, it's as if they are looking in the mirror, complete with repeating everything they characters say and do.
- 10) A black cat crosses the PC's path, and then another.
- 11) A group of evil nymph's playing in a small snow fort.
- 12) A grove of fifty foot tall mushrooms.
- 13) The forest path winds upwards, around, sideways and down.
- 14) A wonderful old lady who sings magical songs, they cheer up the PC's and are able to rest without interruption.
- 15) A Trans-dimensional door on the side of a tree. The issue, the door is 4 inches wide, and 6 inches tall.
- 16) A Treant that believe it is a comedian performing stand up.
- 17) A thunder shower of sorts, what falls is gumdrops.
- 18) A herd of woolly mammoths the size of house cats stampedes at the PCs.
- 19) A god trapped in the mists, believes he is the reincarnation of one of the PC's relatives.
- 20) A chariot made from a pumpkin lies in the middle of the road broken down.

D10 Adventure Ideas

- 1) Find a lost relic
- 2) Hunt down a great evil
- 3) Rescue a reclusive hermit
- 4) Prove an prisoner is innocent
- 5) Protect a small village
- 6) Make a trip into the wilderness in search of a lost individual or party
- 7) Find ingredients to create a Resurrection potion.
- 8) Protect the caravan
- 9) Find out why bodies are going missing from the grave yard.
- 10) Go on a pilgrimage for a forgotten god.

Twists (d6)

- 1) Race against time
- 2) A third party is involved
- 3) It's an illusion/someone might be lying
- 4) The bad guys are actually good guys.
- 5) Time rewinds/fast forwards
- 6) There is no reward

Dungeon Artwork Random Table

1D10 Type Of Artwork

- 1) Crudely hand painted
- 2) Fine art water color, framed
- 3) Ceramic pot/vase
- 4) Marble/Stone statue
- 5) Wall hanger (unusable shield, sword)
- 6) Hand woven tapestry
- 7) Figurine
- 8) Rug/blanket
- 9) Painted instrument
- 10) Engraved/carved in wall/ceiling/floor

1D20 Image On Artwork

- 1) Knights jousting
- 2) Dragon flying overhead destroying town
- 3) An old tentacled god
- 4) A religious symbol
- 5) Strange runes that tell a story
- 6) A maiden in a tower
- 7) The moon eclipsing the sun
- 8) An army upon a hill, lined up in rows
- 9) A old king with his crown tipped to one side
- 10) A devil with a trident forcing people into hell
- 11) A Orc beheading an opponent
- 12) A snake devouring another snake
- 13) Wizard with pipe smoking
- 14) A windmill
- 15) A farmstead with children playing
- 16) A vast ocean with ships upon it
- 17) Dragons fighting blowing fire at each other
- 18) A maiden and a beggar
- 19) Ancient structures rarely seen nowadays (pyramids)
- 20) Wolves chasing people

1D6 Artistic Motivation

- 1) Entertainment/parody
- 2) The mysterious
- 3) Religious
- 4) Propaganda
- 5) Self-healing/psychological
- 6) Subversion/Anarchy

D20 What The Monsters Are Doing

- 1) Sleeping
- 2) Eating
- 3) Gambling
- 4) Fighting another monster
- 5) Dead
- 6) Torturing a prisoner
- 7) With young monsters
- 8) Drunk & groggy
- 9) Cooking
- 10) Sharpening Weapons
- 11) Sparring with each other
- 12) Arguing with each other
- 13) Praying to a deity
- 14) Stricken with the plague, all monsters are dying. Adjust HP's
- 15) Monster treating their wounds
- 16) Disorientated/Lost
- 17) Trapped in a simple rope trap, if more than one monster the other ones are helping to release it.
- 18) Smithing new weapons
- 19) Mining
- 20) Building a new lair

D20 Random Traps

- 1) Covered pit trap, 10" hole 1D6 damage.
- 2) Noose trap rigged to a tripwire 1D4 damage.
- 3) Large wood log attached to ceiling, tripwire 1D6 Damage, Save VS Breath For Half Damage.
- 4) Poison Trap, spray from rigged canister in wall. Step on concealed piece of flooring to trigger. Save VS Poison or die.
- 5) Portcullis triggered by false floor. 1D6 Damage.
- 6) Illusion trap (looks like regular cavern). Save Vs Spell or fall into 20" pit with spikes 3D6 damage.
- 7) Fake door in wall. Save Vs Spell or suffer electrical damage 2D6.
- 8) Rigged Crossbow triggered by tripwire. 1D8 Damage.
- 9) Spikes embedded in cavern wall. Tripwire triggers. 2D6 Damage.
- 10) False plate in floor triggers thick mist covers 40" section of cavern. -4 attack penalty.
- 11) False plate in floor triggers 30 skeleton heads in bucket that rain down on PC's. 1D4 Damage.
- 12) Tripwire triggers large bell in ceiling. Roll for random monster.
- 13) Tripwire dumps a bucket of Oil on player. No damage unless carrying a torch. 2D6 in that case.
- 14) Beartrap on floor. 1D6 damage.
- 15) Magic Mouth spell triggers loud alarm. "Asks for password". Roll for random monsters.
- 16) Cave in! Save Vs Breath weapon for half damage 2D6 falling rocks.
- 17) Cavern fills up with water 15" by 10" deep. False plate triggers trap. Dexterity check at -2 to hold breath and swim out of cavern area. If failed Save Vs Spell or die.
- 18) Dead magic area, any spells cast in the 30" section of cavern will fail.
- 19) Floor covered in super sticky substance. -2 to attack rolls until cleaned/bathed off.
- 20) Cavern walls close in. Save VS Spell or risk crushing damage 2D6.

D20 Somewhat Unique Bad Guys

Tired of the typical bad guys? Here's a d20 table with some strange ones.

- 1) Vegetarian Ogre Tribe.
- 2) Three Eyed Skunk Man Hybrid with a penchant for nice perfumes.
- 3) An Honest Trader, with a dark secret.
- 4) Insane Cult Leader, believes the world is flat.
- 5) Crossbreed Dinosaur & Robot that is self-aware.
- 6) Punk Rock Minstrel Pixies.
- 7) Piranha Men that can breathe on land, and fly!
- 8) Enraged Princess stuck between two planes of existence, appears as a shimmer.
- 9) A demon who likes to spend time gardening.
- 10) Vampire with a lust for collecting rodents.
- 11) Old knight who was betrayed by his squire.
- 12) A monk who learned to bend time.
- 13) A balding sorceresses looking for a wig of Chimera hair.
- 14) A goblin tribe famous for their cheese, their herd of cows has been stolen by an unruly Minotaur.
- 15) A human thief who has had his arms magically replaced with tentacles.
- 16) A deposed lord with a major gambling addiction.
- 17) A witch who made a pact with an evil allicorn.
- 18) Giant who spends most of his time building a fort made entirely out of large trees from nearby forest.
- 19) Pirates trying to return an evil treasure
- 20) The ghost of murdered bride (her husband's father was the murderer!).

D20 Random Table Of Black Hole Worlds

- 1) A lost world complete with dinosaurs & Neanderthals.
- 2) An island that is in reality purgatory.
- 3) Ancient Mars complete with alien barbarian hordes.
- 4) A planet that is a huge city.
- 5) Post-apocalyptic medieval steam world.
- 6) A world in which everything is turned upside down. The internal structure is hollow.
- 7) The Fairy mists, a place in between worlds.
- 8) Jungle world
- 9) An extreme future world, similar to the world.
- 10) The inside of an alien mother ship heading towards a world they plan to destroy.
- 11) A colony planet, with extreme resources and unknown dangers.
- 12) The black pits, a world that is unbearable above ground, but filled with life underground.
- 13) The meridian, the centre point of the entire universe. Filled with clockwork machines
- 14) The Abyss.
- 15) 2040 Earth, Zombie apocalypse.
- 16) A desert world, filled with strange monsters and low intelligence life.
- 17) A moon base with alien competing factions.
- 18) The Labyrinth. A maze above ground, the centre of which contains a prophecy.
- 19) Ocean world
- 20) A fairy tale world with all the troupes from childhood stories.

D100 Northern Wasteland Junk

- 1) Tube of empty toothpaste.
- 2) An old polka dot tie.
- 3) Broken walkie talkie (or is it?).
- 4) Large solar panel.
- 5) Random plastic plumbing parts.
- 6) Half a bottle of whiskey.
- 7) Set of car keys.
- 8) Pocket knife.
- 9) Bag of old takeout food.
- 10) Human bones.
- 11) Pipe Wrench
- 12) Decent car tire.
- 13) A pair of shears.
- 14) Baseball bat with nail.
- 15) Old goalie equipment.
- 16) 2 packages of vegetable seeds.
- 17) Thermos
- 18) Backpack containing a pair of wool socks, glasses, local map, and a candle.
- 19) Tye dye t-shirt.
- 20) Paper to go coffee cup (it appears to be a winner of some long forgotten contest).
- 21) Nail file and compact.
- 22) Digital camera, with fully charged battery.
- 23) Decent Ukulele.
- 24) Fishing rod w/hook.
- 25) Love letter written in ink, in an old bottle.
- 26) Old lawnmower, blade is still good.
- 27) Burnt cellphone, unusable.
- 28) Toy action figure still in box!
- 29) Tin of coffee.
- 30) Jug of water 8 litres (unspoiled)
- 31) Working GPS (16 hours of battery life).
- 32) Working compass
- 33) Leather gun holster
- 34) A pair of snowshoes.
- 35) Gas can half full.
- 36) Milk crate with 25 Records (LPs)
- 37) Box of 10 prepackaged treats, cream filled.
- 38) Small shovel.
- 39) Old metal tool box, containing 12 various hand tools.
- 40) Tattered Hockey Jersey
- 41) Good box of shingles.
- 42) A framed picture of a female monarch.
- 43) Shopping cart, 5 canned goods in bottom, book with coupons. Missing a wheel.
- 44) Hockey stick
- 45) Fur lined parka
- 46) Medical book,
- 47) Bag of rusted tin cans.
- 48) Box of rat poison.
- 49) Old rusted axle with one decent tire.
- 50) Drum sticks
- 51) Universal solar charger
- 52) Deck of cards.
- 53) Pair of wool mitts
- 54) Construction worker helmet
- 55) Flashlight, good shape.
- 56) Pair of skates
- 57) Tire jack.
- 58) Old rusted work bench and stool.
- 59) Garage door opener.
- 60) Bag of concrete.
- 61) Cooler with six pack of beer.
- 62) Coiled up chain link fencing, 3 yards.
- 63) Ice cube tray.
- 64) Wooden Toboggan.
- 65) Laser pointer.
- 66) Plastic container of motor oil.
- 67) Old wooden stove
- 68) Tube TV
- 69) Dirty magazine.
- 70) BBQ Utensils.
- 71) Diary of a slave.
- 72) Coil for air conditioner
- 73) Elderly Satellite Dish
- 74) Jug of Anti-Freeze.
- 75) Car bumper.
- 76) Large spring.
- 77) Set of weathered speakers.
- 78) Quiver with 6 arrows.
- 79) Set of Moose antlers.
- 80) First aid kit
- 81) Bottle of sunscreen.
- 82) Spindle of blank DVDs.
- 83) Wooden duck call.
- 84) Bag of birdseed.
- 85) Pair of work boots.
- 86) Necklace with three teeth.
- 87) Car battery.
- 88) Tablet with broken screen.
- 89) Tire pressure gauge.
- 90) Umbrella
- 91) Crowbar
- 92) Scalpel
- 93) Orange hunting cap.
- 94) Can opener.
- 95) Mouse Trap
- 96) Mosquito Repellent.
- 97) Picnic Table
- 98) Set of polyhedral dice.
- 99) Catalog for department store
- 100) Straight Razor

1D12 Encounters In The Desert

- 1) A large tent off in the distance. Upon closer inspection, the tent is unoccupied, it was until recently however. The ground outside the tent is littered with bodies. Dead horses and camels lie rotting in the sun. There is nothing of value left in tent.
- 2) The sand storms have uncovered a large stone head, it appears to be a relic of a long forgotten time. Its weight is incredible.
- 3) An Assassin posing as a pilgrim is making his way towards the narrows, he is in search of someone specific, possibly a representative from the Merchants guild.
- 4) While asleep, the PC's hear the sounds of retching & howling. Upon waking up they find themselves surrounded by Hellhounds.
- 5) The remains of very large snakeskins
- 6) Circling above the group are a few large griffons.
- 7) A dusty trapdoor in the ground, one of the party trips over. When the door is opened, darkness and dust spew forth.
- 8) A rather strange site, a large chest half sunk into the sand. Has it fallen off a caravan? What lies inside?
- 9) A huge dust storm crops up, making it almost impossible to see where the PC's are going. An extreme chance of getting lost.
- 10) A rather disheveled looking maiden and lord travelling along the rode on the back of a camel. They look thirsty.
- 11) A small cave made from hardened sand. From within a low growl emerges.
- 12) Bandits! A large group of bandits posing as a merchant caravan are passing thru to a major city. Upon closer inspection the PC's may get into a fight, or become hired as protection.

D10 Whoops! Charisma Check Fails Table (when talking with NPCs).

- 1) The NPC is now under the impression that the player finds them attractive.
- 2) The NPC is going to tell this epic fail story to their grandchildren.
- 3) The NPC immediately attacks, they have had enough of this!
- 4) The NPC clearly speaks a different language, and has no way of comprehending the PC.
- 5) The NPC suggest that you might look elsewhere for a deal/quest.
- 6) The NPC thinks that the player was relaying a good recipe for chicken soup, gets excited!
- 7) The NPC decides to just walk away.
- 8) Turns out the NPC is mentally unstable.
- 9) The NPC misunderstands, thinks the PC's would like to marry the NPC's daughter/son.
- 10) The NPC is outright upset by any demands made by the PC. He/She throws a hissy fit in the street, complete with kicking and pounding on the ground like a toddler.

D10 Pestilence Table

- 1) Bedbugs keep you awake, lose one point of Constitution until you have a decent rest.
- 2) Provisions get rot from insects, they are inedible.
- 3) Stung by a wasp, and it turns out you're allergic! – 2 Constitution – 1 Strength, – 1D4 HP's
- 4) A large swarm of insects circles your head, making it difficult to sneak and remain hidden. – 15% on all sneak rolls. Chance of being seen becomes 3 in 6.
- 5) FIRE ANTS! Swarm the campsite, lighting anything remotely flammable on fire. AC 7, HD 2.
- 6) A butterfly appears out of nowhere, it leads you to a location where there is a small sack of gold.
- 7) Strange worm burrows into your sack/backpack, before you realize it all of your stuff has fallen out on the ground.
- 8) Insects lay eggs in your ear while you are asleep, in 1d6 days you will suffer from a delirious state, stumbling about. – 3 Intelligence, – 2 Dexterity.
- 9) Termites! Have struck, any chest/wooden object you are carrying has holes in it.
- 10) Luminescent moths fly around campsite, lighting up the surrounding area. – 15% on all sneak rolls. Chance of being seen becomes 3 in 6.

D20 Campaign U-Turns

Here's a table when you need to take a campaign U turn.

- 1) A beloved NPC turns up dead the next morning.
- 2) A God falls from the sky, dead. It rains ichor.
- 3) A strange magical portal appears on the side of a building or animal.
- 4) A note from a loved one is under a PC's pillow, a relative has died.
- 5) Dragons no longer have the ability to breathe fire.
- 6) The local town is taken over by mysterious travelers, on the outskirts is a large metallic craft.
- 7) A large vein of gold has been found, rendering the gold piece completely insignificant.
- 8) A famine has taken over, people are hungry, begging in the streets.
- 9) A tax collector has been strung up at the gates of the city.
- 10) Large holes in the ground have started appearing, someone claims they are really deep.
- 11) The night has come, the sun doesn't rise the next day or the day after.
- 12) Alcohol no longer has any effect on anyone.
- 13) Wishes come true, even the insignificant ones. But only for 2 days.
- 14) A herd of mechanical cows come stampeding across the local fields.
- 15) People are waking up from the dead, they are not undead and not zombies, they resemble themselves the day they died.
- 16) Locally grown mushrooms if ingested allow a person to time travel back one day.
- 17) An ingenious alchemist invented gun powder by accident and burnt half the town down.
- 18) A local militia have mysteriously fell ill. A barbarian tribe has encircled the town.
- 19) It has not stopped raining for days.
- 20) All forms of birds have been found dead. Sometimes falling from the sky.

D12 The Fields Of Death

The expanse of the wasteland drags on for miles in every direction. Large cracks & fissures make traversing the Fields difficult and dangerous. Nothing really grows, except small blackened plant life. Ghostly images of men walking in the distance make you raise your brow. What is this place?

- 1) An old man, shimmering between life and death walks across the fields. Leaning on his walking stick every few minutes, he looks tired.
- 2) A family of six holding hands travel together heading west.
- 3) A pack of hellhounds chasing ghostly warriors.
- 4) A giant does battle with a Cyclops.
- 5) Large pool of black tar stretches about a mile wide and a few miles long.
- 6) On the ground is an old text detailing the world beyond this one. It emits a darkness that makes most afraid of it.
- 7) Vultures the size of elephants swarm overhead.
- 8) An old chariot pulled by ghostly horse's tumbles along in the distance. There is no driver.
- 9) Standing in the middle of nothing is a large grey tree. Blood seeps from its bark, pooling at the base.
- 10) A extremely large cow is attempting to burrow itself underground.
- 11) An archaic monument made of hard packed sand in the shape of a thirty foot tall woman.
- 12) A set of ornamental stairs leading down into the darkness.

D12 Orc Deformity's/Personality Conflicts

- 1) Has a short tail
- 2) Has an actual pignose! It's even pink.
- 3) Was married once, and holds a secret grudge, (she left him for a much uglier orc)
- 4) Feels like an outsider, is a better gardener than a warrior
- 5) Really bad acne
- 6) Purple hair!
- 7) Son in law of a warlord, will do anything to make the "old man" happy
- 8) Prefers dwarven mead to Orcish Ale
- 9) A very skilled dancer
- 10) Crossbreed between an Orc and a horse (Orctaur)
- 11) Very small wings, that won't quite lift him off the ground
- 12) Missing An Eye

1D6 Curses From A Well Roll 1d6

- 1) Any gem touched by the player will curse the stone. Anyone touching a gem will have to save vs spell or permanently loose 1d4 strength (except the cursed player)
- 2) Any gold picked up by the player will turn to dust.
- 3) The weapons of the player melt before their eyes.
- 4) -2 Penalties to all saving throws for the balance of being in the dungeon.
- 5) Ghostly images appear in the peripheral vision of the player. They scream but make no sound.
- 6) Save vs gaze or become a stone statue

D10 Creative Ways To Keep Your PC's Poor.

- 1) Upon returning home the PC finds a group of 15 long lost relatives that have decided to make themselves perfectly at home in the PC's home! Provisions are needed!
- 2) Some spell has gone awry turning all the gold in the house into large pigeons.
- 3) All the PC's non magical armour has rusted away from lack of use. The PC must re-outfit his entire armoury.
- 4) The local government has outlawed older gold pieces as currency and has in turn created a new currency based on limestone. The exchange rates are horrible to the say the least.
- 5) Your horse not only needs new horse shoes, but basically a whole new horse, there are nags that can move faster than this guy.
- 6) A rather strange new holiday is coming up, "Turkey giblets and pie". You've been assigned by the local church to come up with enough gold to help pay for most of the parishioners meals. As well you must also find a turkey.
- 7) A very large animal, possibly a dragon has stomped down most of your garden and nice shrubbery, you must pay for a gnome landscaper to re plant everything and build a higher fence.
- 8) You receive a note demanding you pay back guild dues in the amount of 10,000 gold pieces including interest! The thing is you've never heard of this guild, yet the letter is addressed to you.
- 9) While you were away, a good portion of the town/city that you live in was burnt to the ground, with it your dwelling. All of your worldly possessions are gone. Chest of gold, melted to nothing. To bad you didn't take up the offer from that strange door to door wizard who wanted to sell you nothing for something. Insurance...
- 10) You currently owe 500 GP's for next year's subscription of "Medieval Babes In Chainmail" (alternatively for female PC's, the "Knights Of the Round Table").

Creepy Assed Monster Generator (Combo Table)

Crossbreed Monster Type (roll 1d10)

- 1) Hyena
- 2) Dog
- 3) Cow
- 4) Bull
- 5) Ape
- 6) Wolf
- 7) Rhino
- 8) Monkey
- 9) Cougar
- 10) Roll Twice On Table

Armour Class (roll 1d6)

- 1) AC 9
- 2) AC 8
- 3) AC 7
- 4) AC 6
- 5) AC 5
- 6) AC 4

Disposition (roll 1d8)

- 1) Attacks immediately
- 2) Curious/Inquisitive
- 3) Disgruntled
- 4) Unsure
- 5) Stands ground
- 6) Flees in terror
- 7) Helpful
- 8) Submissive

Intelligence (roll 1d4)

- 1) High (repeats the "law")
- 2) Average
- 3) Low Intelligence (slowly reverting to animal state)
- 4) Animal (normal animistic behavior)

Alignment (1d3)

- 1) Good
- 2) Neutral
- 3) Evil

Attacks (1d4)

- 1) 1d6 damage
- 2) 1d4 damage
- 3) 1d8 damage
- 4) 1d10 damage

D12 Interesting Henchmen NPC's

- 1) **Galwain** – Human Warrior, lost his leg in a freak farming accident, tells everyone the reason he has a peg leg is because of a alligator bite.
- 2) **Rain-ah** – Elf, After leaving her home in search of adventure, Rain-ah fell madly in love with Pies! She is still quite a capable warrior, albeit slower than most.
- 3) **Razoule** – Wizard, Razoule accidentally blew up his master when he was at school, even since then he has been a bit gun shy to use magic. He's attempted to learn how to fight like a warrior, but fails miserably.
- 4) **Fingle** – Halfling. Fingle spent most of his early life pick pocketing in major cities, His crimes eventually caught up with him. In a public display his left hand was cut off. Since then he has become a wanderer never staying in one town for any longer than a week.
- 5) **Ralgar** – Warrior. Ralgar is very inquisitive, so much so that she tends to act first before thinking.
- 6) **Hermonah** – Dwarf. Most people tend to believe that there are only Dwarven men, Hermonah likes to point out that there are in fact Dwarven women! If she's not out adventuring she can usually be found in a tavern spending her hard earned gold and participating (and usually winning!) drinking contests.
- 7) **Gurlarh** – Cleric. During Gurlarh's child hood his great uncle was killed in a freak accident. Ever since then Gurlarh believe's the ghost of his uncle haunts his every waking hour. While a perfectly capable cleric and healer, he tends to have minor freaks outs and talks to himself.
- 8) **Roolandh** – Warrior. The most pompous uppity twit you've ever met. If you have a story, he has one better, if you have a long sword, he has a gold long sword. He refuses to spend time in less than ideal locales. More often than not when he is faced with a situation that is not up to his standards he will just up and leave.
- 9) **Aleah** – Thief. Aleah is more of a swashbuckler than a thief, having grown up as the daughter of a Pirate captain. She's more comfortable hanging out with men. Always up for adventure, the more challenging the better!
- 10) **Berton** – Wizard. Berton is obsessed with nature and animals. When wandering the country side he will stop every half a mile to digest some interesting insect, or plant. A doddler. Berton is also a problem gambler.
- 11) **Selar** – Elf. Selar was a prince, before his family was shamed and booted from the Elven city. Selar has a brooding personality, and speaks very little.
- 12) **Zertey** – Halfling. Zertey is quite deaf, and blind in one eye. He is very short for a halfling, standing only two and a half feet tall. Although a bit old and shakey he is deadly in a fight, and his aim is almost unbeatable.

Random Wilderness Encounter Table

- | | |
|--|---|
| 1) Deer Carcass | 52) Bloody rags and blood trail |
| 2) Unmarked grave | 53) Wooden mallet |
| 3) Slaughtered kobolds | 54) Wandering beggar |
| 4) Abandoned farm | 55) Merchant caravan |
| 5) Old shrine to a god covered in moss | 56) Priest |
| 6) Chicken Eggs | 57) Adventuring party |
| 7) Cow | 58) Farmer |
| 8) Old scabbard for dagger (no dagger) | 59) Old shrine to a god |
| 9) Old wooden chest (a few sp's) | 60) Unmarked grave |
| 10) A few arrows in a tree | 61) Slaughtered kobolds |
| 11) Pool of fresh water | 62) Abandoned farm |
| 12) Dead hill giant | 63) Remains of a camp fire |
| 13) Letter from a lover | 64) Backpack with nothing in it |
| 14) Broken lute | 65) Horse tied to tree |
| 15) Broken wagon (nothing inside) | 66) Pouch of pipe weed |
| 16) Iron ore | 67) Battle axe stuck in wood |
| 17) Treasure map (DM's choice) | 68) Bones of animal |
| 18) Wandering beggar | 69) Cattle |
| 19) Merchant caravan | 70) Innkeepers daughter lost |
| 20) Priest | 71) Elf party |
| 21) Adventuring party | 72) Carriage with slaughter humans |
| 22) Farmer | 73) Mass grave |
| 23) Fruit tree | 74) Haystack |
| 24) Remains of a camp fire | 75) Bear |
| 25) Broken wand remnants | 76) Giant fly carcass |
| 26) Alchemical ingredients in satchel | 77) Old book |
| 27) Rusted axe in stump | 78) Stack of playing cards |
| 28) Farm equipment | 79) Quiver with 1d6 arrows |
| 29) Small sack | 80) 1d4 torches |
| 30) 15 feet of rope | 81) Dead Orc raiding party in burning pile |
| 31) Page torn from a book | 82) Small Halfling village |
| 32) Empty waterskin | 83) Dwarf miners |
| 33) Vial of acid | 84) Magical creature (leprechaun? fairy) |
| 34) Pouch of pipe weed | 85) Broken spear |
| 35) Ruined painting | 86) Large snake skin |
| 36) D4 wooden stakes | 87) Bag full of deer pelts |
| 37) Pair of boots | 88) Band of NPCs (maybe join them?) |
| 38) Fishing rod and line | 89) Bandits attacking a merchant caravan |
| 39) Cask of brandy | 90) Weather gets really bad! |
| 40) Small drum | 91) Stray cat that follows group |
| 41) 2 candles | 92) Dead adventurer doppelganger wearing same clothes as PC no head |
| 42) Magic ring | 93) Pit trap |
| 43) Wild deer (alive) | 94) Wandering beggar |
| 44) Sword (good quality) | 95) Merchant caravan |
| 45) Straw broom | 96) Priest |
| 46) Small bear cave | 97) Adventuring party |
| 47) Spell book with 2 first level spells | 98) Farmer |
| 48) Dead adventurer (with chain mail) some coins | 99) Treasure map (DM's choice) |
| 49) A small bag of uncut semi-precious stones | 100) Bear |
| 50) Scroll of sheet Music | |
| 51) Dice | |

Witch Twists

Appearance 1d8

- 1) Typical hag complete with warts and a pointed hat.
- 2) Beautiful woman.
- 3) Caught between a polymorph (Old hag and a frog).
- 4) Female warrior wearing plate mail.
- 5) Young child wearing a make shift frock.
- 6) Old withered man.
- 7) Homely 30 year old (male/female)
- 8) Two faced, one side of the body is a male, the other side female.

Male Names 1d10

- 1) Brody Morgan
- 2) Laris Digby
- 3) Regan Borges
- 4) Maddock Deamonne
- 5) Damek Tenebris
- 6) Orion Crow
- 7) Seth Stocker
- 8) Bardo Redwood
- 9) Lucian Cane
- 10) Bardo Highmore

Female Names 1d10

- 1) Tatiana Lovelace
- 2) Sophie Pickerin
- 3) Annika Shade
- 4) Raine Christian
- 5) Cloris Aimes
- 6) Beatrix Killoran
- 7) Sally Riddle
- 8) Rosina Addington
- 9) Gretchen Ripper
- 10) Olva Thornheart

Familiar 1d10

- 1) Large Tortoise
- 2) Donkey
- 3) Grey Owl
- 4) Mangy Dog
- 5) Frog
- 6) Black Cat
- 7) Bat
- 8) Dire Wolf
- 9) White Rabbit

Distinguishing Marks 1d6

- 1) Large scar on forearm.
- 2) Facial tattoos.
- 3) Enlarged teeth.
- 4) Leather wings.
- 5) Tail
- 6) Purple Skin

Intentions 1d6

- 1) To unleash a great evil upon the world.
- 2) To become their former self (be it beautiful, ugly, a toad)
- 3) To take vengeance on someone from the past.
- 4) To be the most beautiful person in the land.
- 5) To find their lost love.
- 6) To find a long lost relic of great power.

Character Traits 1d10

- 1) Liar
- 2) Grumpy
- 3) Inquisitive
- 4) Annoyed
- 5) Mellon Collie
- 6) Mute
- 7) Partially deaf (the PC's asre going to have to yell)
- 8) Genuinely happy about nothing.
- 9) Gambler
- 10) Clinically insane

1D20 Random Cavern Crawl Table #1

- 1) Drip of water from ceiling puts out Torch light
- 2) Stumble into 3 feet of slime
- 3) Wounded NPC/Monster leaning against a cavern wall
- 4) Screams off in the distance
- 5) Flooded section 8 feet deep, 15 foot section of tunnel
- 6) Magical lights dance in area illuminating the cavern
- 7) Rubble from fallen stalactite's - 1 attack penalty. Roll for wandering monster
- 8) Pouch of coins (20 CP's, 2 GP's, 10 SP's)
- 9) Burned clothing
- 10) Rusted dagger
- 11) A pile of old skulls
- 12) Snakeskin
- 13) Useable torch on ground
- 14) Old broken key
- 15) Burned book
- 16) Map to old underground city
- 17) Sprung Bear trap with a leg still attached
- 18) Sack of moldy provisions
- 19) A large bang off in the distant, as if something really heavy was dropped
- 20) Religious symbol

1d20 Random Cavern Crawl Table #2

- 1) An escaped prisoner stumbles on the party
- 2) Recent digging operation, left over pickaxes and a wheelbarrow
- 3) 4 Dead Orcs, all beheaded. No armour or weapons
- 4) A huge black spot on the floor and a smoking pair of boots
- 5) Trans dimensional door that ports the PC's to the beginning of the caverns
- 6) A purple mist covers the section of cavern making it difficult to see. -2 attack penalty
- 7) A pit trap with spikes. A dead adventurer lies at the bottom impaled. 10 feet down. Has armour/weapons.
- 8) Creaking from above, dust falls on PC's heads. 1-6 chance of cave in. 2D6 damage.
- 9) 6 feet of mud, -2 attack penalty.
- 10) Suit of rusted plate mail with a skeleton leaning against a wall
- 11) Scrawled on the wall is a warning of monsters ahead (GM give a hint)
- 12) Broken lockpicks
- 13) Mudslide! Slide 15 feet down cavern. Save VS Spell for half damage. 2D6 Damage.
- 14) Dark shadows start to follow the PC's
- 15) Screaming alarm is set off! Roll for random monster.
- 16) A empty broken treasure chest
- 17) Carcass of dead worm, chunks have been taken away.
- 18) Insect hive. (Insect swarm)
- 19) Strange large eggs, greenish in color. Possibly worth gold.
- 20) Ghost that flies thru the PC's and disappears into a wall behind them.

1D20 Random Cavern Crawl Table #3

- 1) Buried to the hilt in the ground is a silver sword +1. Strength Check at -2 to remove.
- 2) A broken wand (unusable)
- 3) A piece of parchment detailing a proposed raid on underground village
- 4) Stumble upon a merchant who lost his way trying to find underground village (has basic supplies)
- 5) A broken down cart, missing one wheel. The cart has provisions for one week, a suit of leather armour, 12 arrows, and 20 feet of rope.
- 6) An old book that details how to read an ancient language. Intelligence check at -2
- 7) Bag of jewels (1D10 x 10 SP's each)
- 8) A note from a lover "meet me at the usual place"
- 9) Runes written in Elvish - "A warning against disturbing the evil City"
- 10) Ground is quite rocky for 30". -1 attack penalty. Roll for wandering monster
- 11) A group of badly injured NPC's are camped out in the tunnel. (3 Fighters)
- 12) A dark mass of energy appears out of thin air. It rushes the PC's. Save vs spell for half damage. 1D6. It disappears afterwards.
- 13) A grappling hook and 20 feet of rope
- 14) A group of 1D6 beatloids fighting off a scouting party of 1D6 Dwarves
- 15) 3 half empty potion bottles (2 of which have nothing useable, 1 is a portion of healing that will heal 1D4 HP's)
- 16) Sprung trap, a dead goblin hanging upside down from ceiling. 1D6 X 10 SP's
- 17) A set of rusty keys
- 18) A keg of ale lying on its side, half full
- 19) Makeshift bloody bandages
- 20) A lost dwarven child who wandered away from underground village

1d20 Random Cavern Crawl Table #4

- 1) A group of 1D4 plague victims, all coughing and dying.
- 2) Section of tunnel is flooded, 3 feet high. -1 attack penalty. Roll for random monster
- 3) An old ripped painting. Worthless
- 4) Pieces of a broken wooden door.
- 5) Large growth of 3 foot tall mushrooms
- 6) An Axe with strange runes on the hilt. (Non-magical). Runes are in Dwarvish. "Slarrgh's Slayer".
- 7) Half eaten corpse of zombie.
- 8) Magical rune trap. Save vs spell for half damage. 1D6
- 9) Smashed porcelain vase
- 10) Strange altar in tunnel. There is a jug of what appears to be blood. 1D6 Gems worth 5 SP's each.
- 11) Hissing noises that are becoming increasingly louder.
- 12) A group of Dwarven scouts (1D6 fighters)
- 13) The ghost of a wild eyed child starts to follow the party.
- 14) Bard desperately trying to carry all of his instruments. Needs directions to a underground village. Has gotten lost.
- 15) Cave in, turn around find another way, or spend time digging out the tunnel.
- 16) A pile of smoking carcasses. Recently deceased.
- 17) A glowing purplish substance spots the ground, a trail of it leads into a dank tunnel.
- 18) Cavern is covered in blue moss. Edible, heals 1 HP only, no matter how much is ingested.
- 19) A very loud gong is sounded off in the distance.
- 20) The hilt of a rusted sword is stuck into a wall.

D100 Minor Magical Items

- 1) **Fishing Hook & Pole** – When the hook is dipped in any water, a large fish magically appears.
- 2) **Ring of Redemption** – Allows a player to re-roll any dice once.
- 3) **Gambling Dice** – When rolled this set of six sided dice will always roll 6's.
- 4) **Vial of Snake Venom** – This fast acting poison causes 1d12 damage.
- 5) **Hair Tie** – This intricately designed hair tie allows a character to have night vision for an hour.
- 6) **Wooden Stick** – This stick will cast mirror self for 1d6 rounds, when held up.
- 7) **Tunic Of Suaveness** – When worn this tunic changes the character's charisma to 18 for one hour.
- 8) **Monster Map** – This map when unfolded will show all monsters in general area, for up to one hour.
- 9) **Ale of Epicness** – When drank this ale will allow players a +4 on all saving throws for one hour. The player will not be drunk.
- 10) **Moldy Barrel** – This barrel contains a liquid, if anyone bathes in the barrel, they will receive 1d10 temporary hit points until they rest.
- 11) **Purple Candle** – When light the candle casts a darkness spell for 1d4 rounds.
- 12) **Orc Tooth** – If the tooth is put in a pocket it automatically casts Invisibility for 1d4 rounds.
- 13) **Censer Of Wisdom** – When worn the PC's Wisdom is 18 for one hour.
- 14) **Tome Of Remembering** – Allows a magic user or cleric to remember 4 extra spells lasts one day.
- 15) **Wooden Stake** – When placed into the ground, the stake creates a force field that nothing can penetrate for one day.
- 16) **Pocket Lint Of Bless** – This pocket lint when carried will add +2 to all saving throws for the balance of the day.
- 17) **Slime of polymorph Self** – when this slime is applied to someone's legs, they will automatically polymorph self. Lasts 1d4 rounds.
- 18) **Torch Of Web** – When this torch is lit, it casts the spell web. Lasts 1d4 rounds.
- 19) **Rusted Key Of Detect Evil** – This key will glow a very faint orange when evil is near. One use only.
- 20) **Miniscule Missiles Of Magical Mages Mysterious Mind** – One small dart, when thrown casts magic missile spell, however there are 1d12 magic missiles that do 1d4 damage each.
- 21) **Blue Cheese Of Cure Disease** – When eaten this cheese will cure any disease.
- 22) **Stew Of Haste** – As spell, lasts 1d2 rounds.
- 23) **Slippers Of Sneakiness** – When worn this slippers reduce armour class by 1, and add 15% to any sneaking. Lasts one day.
- 24) **Holy Flint** – When carried on person, allows characters to turn undead at 1 higher level than they currently are. Lasts for one day.
- 25) **Frog Leg Of Resist Fire** – When eaten this frog leg will casts resist fire on the PC. Lasts for 1d4 rounds.
- 26) **Alchemical Notepad** – When this notepad is read it will allow any character to identify a potion just by looking at it. Lasts one day.
- 27) **Goblin Artwork** – This strange drawing was done by a goblin using his opposite hand. When the artwork is laid on the ground it summons 1d6 goblins to the PC's aide. When the goblins die of natural causes (or violent), the spell is broken, or one day whichever comes first.
- 28) **Henchmen Mirror** – When a PC looks into this mirror, 1d4 henchmen will appear out of thin air. Lasts one day.
- 29) **Hobgoblin Toe jam** – When spread on a player's hands or toes, this toe jam will cast protection from normal missiles for 1d4 rounds.
- 30) **Axe handle Of Door Ajar** – If this axe handle is whacked against a door, it will automatically break it down. Then explode into a gazillion pieces causing no damage to anyone.
- 31) **Backpack Of Loud Mouth** – More of a curiosity than anything, when the back pack is worn anything that the players says is repeated VERY LOUDLY! Lasts one day.
- 32) **Giant Finger Nail Clippings** – A large sack containing Giant toenail clippings, adds a +1 to attack and damage rolls for a day.
- 33) **Old Paper Bookmark** – When carried this bookmark will increase a player's Dexterity to 18 for the day.
- 34) **Cotton Earplugs** – When worn these earplugs will automatically resist any charm spells, lasts for one day.

- 35) **Holey Tent** - When setup this tent will protect a PC or 2 from the elements, it is naturally warm, and has a small pool of water within, as well as rations for one day. The tent disappears after use.
- 36) **Sweet Treats** - When digested these treats will allow a player to re-roll any dice results once.
- 37) **Lock Of Medusa Hair** - When this lock is shown to a monster, it will have to make a save against paralysis. Has no effect on PC's. One use.
- 38) **Dragons Tooth** - While not incredibly valuable (it has extremely bad cavities!) This tooth will increase a player's constitution for day to 18.
- 39) **Leather Barf Bag** - this bag contains exactly what you think it does. When the contents is poured out, it will allow a character to fly for 1d4 rounds.
- 40) **Fingerless Gloves** - When worn these gloves will increase pick pocketing skill + 10% for the rest of the day.
- 41) **Scarf Of Confusion** -When worn this scarf will change the appearance of the player to whatever he/she likes. Lasts 1d4 rounds. (It just changes appearance, no extra game mechanic bonuses).
- 42) **Jar of hot sauce** - When digested the hot sauce will burn the esophagus of the player (1d4 internal damage), however it will allow the player to breath fire once. 2d6 damage.
- 43) **Rigged Relocation Nail** - When dropped on the ground this nail will relocate all of the players to a safe room/place.
- 44) **Re-roll twice** - the players get 2 items, if you get this number on one of the rolls the players get a whole lot of nothing. Sorry eh!
- 45) **Bat Of Random Death** - This bat will add +1 to attack and damage rolls for 1d4 rounds. It also has a 25% chance of creating a small fireball 1d6 damage every time it is used.
- 46) **Pitchfork Of Plenty** - This pitchfork will create 1 day of rations for all the players, when it is placed on the ground.
- 47) **2 Faced Coin** - This copper piece will cast the spell Charm when thrown at an opponent.
- 48) **Pebble Of Power** - When this pebble is rolled on the ground it will become a large boulder rolling out of control. Causes 2d6 damage to anything in the way.
- 49) **Well this is awkward** - This small piece of paper when shown to a monster will have them re-roll their reaction roll. The note contains a breakup letter.
- 50) **Dancing Dust** - When this dust is flung at a monster they will have to dance uncontrollably for 1d4 rounds. (I'm sorry games master but you are going to have to do the running man, and still roll dice for any other monsters).
- 51) **Stack of old pancakes on a plate** - Any PC's who eat this will regain 2 hit points, but will be forced to switch characters with another player for a half hour of game time. (To be determined by the games master).
- 52) **Incredibly stinky sausage** - This sausage smells terrible, but when digested the players receives a +1 to all saving throws for the rest of the day.
- 53) **Ring of true intention** - This ring will allow a player to know the true intentions of one NPC for the duration of the day. (Take player aside and tell them the nefarious plot). The ring disappears the next morning leaving a strange tattoo on the player's hand.
- 54) **Cracked Crystal Ball** - This crystal ball is cracked, when thrown at an opponent, it will transport them to a random location.
- 55) **Insightful Tankard** - When any liquid is drank from this tankard, the player will automatically know about the next trap the players will come across.
- 56) **Wooden Cube** - This hand carved wooden cube, will open a dimensional door allowing for a quick escape.
- 57) **Toothpick of incredible accuracy** - This tooth pick will allow a onetime ranged attack at +4 to attack & damage rolls.
- 58) **Helpful Gauze** - These blood stained gauze, when wrapped on a PC's leg or arm, will increase their armour class as of plate mail for the remainder of the day.
- 59) **Black Monocle** - When a player gazes thru this monocle they will be able to see any secret doors for 1d4 rounds. They will however not be able to see much of anything else.
- 60) **Elixir Of Spell Smoothness** - When digested, this will allow a magic user or cleric to cast a spell they have memorized twice, without penalty.

- 61) **Belt Of The Deceased** – When worn this belt will turn undead at cleric level 6, regardless of player level.
- 62) **Dog Bone** – This bone will automatically let a player know where treasure is buried, hidden, etc. Works once.
- 63) **Liniment of Gold** – When this liniment is poured on a silver piece, it will turn it into 50 gold pieces. It can only be used on 1 silver piece. No returns, no exceptions, no shirt, no shoes, no service.
- 64) **Battered Shield** – This shield acts as a regular shield, despite the fact that it looks terrible and almost unusable, it automatically adds 50 XPs to the characters total.
- 65) **Dagger Of Ghostly Tidings** – This dagger on a successful attack will create a ghost from the past of the monster. Allow a saving throw at -2, if failed the monster flees in terror. (Could be a relative come back to haunt them).
- 66) **Metal Flute** – When this flute is played, it will automatically play the heaviest metal music ever heard. Any monster in the vicinity must save vs spell, or be rendered charmed for 1d2 rounds.
- 67) **Wino Pail** – This old pail fills itself with wine, any player drinking it will regain 1 lost hit point (can only be used once per player). All players must dance around for a minute after drinking from the pail. (no exceptions)
- 68) **Stone of polymorph other** – When this stone is thrown at a monster, it will automatically turn it into a ½ HD Rodent.
- 69) **Plate Of Haggis** – When digested the player receives a kilt which acts as plate mail for 1d4 rounds.
- 70) **Pixie Finger** – When carried in a pocket, the player will receive a +5% bonus to experience for the rest of the day.
- 71) **Cow Tongue** – When placed in a player's shoe, this tongue will allow the player to understand, speak and read any language for a day.
- 72) **Sheet Music** – This demented sheet music will play a very odd pop hit, when the sheet music is unrolled. Any monster in the area must saving throw vs spell at a -2 penalty. If they fail they will run wildly from the room for 1d4 rounds.
- 73) **Apple Pie** – This apple pie tastes wonderful, and is still warm somehow? Any player ingesting this will receive +2 to all ranged attack damage rolls. (only once)
- 74) **Rusted Straight Razor** – If a player shaves their legs with this, it will allow them to swim and breathe underwater for an hour.
- 75) **Polka dot accordion** – when played this accordion will not only make your toes tap, it will cure one person of poisoning.
- 76) **Purple Gorgon Nipple** – if this nipple is put in a player's pocket the player receives an ability to remove curse. (once only)
- 77) **Writing ink** – using this ink you can copy one spell from a spell book onto your hand for safe keeping (don't wash your hands), and can use the spell once, after which it disappears. There is no extra roll required.
- 78) **Scroll case** – when opened the scroll will spit out a map showing a safe Haven within walking distance.
- 79) **Venus fly trap leaf** – this leaf will allow a player to speak with animals or plants for 1d4 rounds.
- 80) **2 string banjo** – non-musical instrument, however has a onetime fireball charge 1d6 damage.
- 81) **Weird gypsy plate** – when placed on the ground it enlarges into a floating disc, which can carry two characters. It lasts for 1d4 rounds.
- 82) **Jade thieves tools** – these tools have the ability to let a thief know what person in a room carries the most gold on their person. Other than that they are worthless as tools, and not worth much money.
- 83) **Wooden toy dragon** – when thrown this toy will create a illusion of a large pissed off dragon, -2 on saving throw to any creatures in the room.
- 84) **Bag o' beasties** – when you dump the bag out, 1d8 beasties appear. They are 1d4 hit dice creatures that do 1d2 damage.
- 85) **Icing for a cake** – unfortunately there is no cake, however if this is ingested it will cure blindness.
- 86) **Berserker's Axe** – This rather old looking hand axe is quite remarkable magically speaking. It does 1d12 damage for 1d6 rounds. After that it becomes an everyday hand axe most appropriately used for chopping kindling.
- 87) **Eldritch Sundial** – When held up to the sun (or just up if you find yourself in a dungeon) it will cast "locate object" once. Appearing on the face of the sundial is the correct direction you need to travel.

- 88) **Ice Pick** – When placed into the ground the Ice pick will cast Wall Of Ice. Creating a large ice shield in front of the character.
- 89) **Witches Wart** – This fairly odd wart has managed to stand the test of time, instead of deteriorating like most pieces of skin. If applied to the skin it will magically seal itself to the character, increases their constitution to 16 for a day. The wart must then be magically removed using a remove curse spell. It has no untoward side effects.
- 90) **Scroll of Random Silliness** – This scroll is completely illegible, however if a entertaining saying is said aloud in pig Latin the scroll will cast cure light wounds on the bearer. (GM discretion on the silly pig Latin statement)
- 91) **Bowl Of Fermented Cherries** – If these cherries are consumed, the player will receive 1 hit point as well as a – 2 Reaction Adjustment on the next encounter.
- 92) **Old Coin With Hole In It** –If a thief holds onto this, Hide in the Shadows is increased to 67% for the rest of the day.
- 93) **Inheritance Letter** – This letter contains the last will and testament of Hugo Underbrush, when read aloud 16 CP's, a small jewel worth 5 SP's and one sock show up out of the blue.
- 94) **Leather Hide Blanket** – When a player uses this sleeping, he will receive +5% on all experience gained the following day.
- 95) **Pick Axe Of Telling** – When this pick ax is held up, it will cast “speak to stones/stone tell” once, right at that very moment!
- 96) **Keying** – This key ring has no keys on it, it may have at one time. If any keys are added to the key ring it will cast “project image”.
- 97) **Elixir Of Barbarism** –This yellowish liquid will increase a player's strength to 14 for the next 1d6 rounds. (With all the extra added bonuses for attack & damage)
- 98) **Lucky Cap** – When worn this cap will allow a player to reroll any saving throw once. After that, it's just a very nice looking cap.
- 99) **Large Doll** – This doll looks like an almost exact duplicate of the person that picks it up! When a hand is placed in the back of the doll it will cast ventriloquism once.
- 100) **It's Raining Silver!** – One hundred silver pieces fall from the ceiling for absolutely no reason!

D20 NPCs

- 1) A merchant with a gold tooth
- 2) A pirate with 2 peg legs
- 3) Dwarf with an inferiority complex
- 4) A depressed prince
- 5) A nympho witch
- 6) A dishonoured (dishonorable) knight
- 7) A sage who researches really odd subjects
- 8) A flatulent princess
- 9) A blind archer
- 10) A Druid with a touch of OCD.
- 11) A jester with a lisp
- 12) Stuttering bard
- 13) A once famous general
- 14) A cured werewolf
- 15) Fairy cannibal
- 16) A one handed child
- 17) Suspicious priest
- 18) Briney Thief
- 19) Cultists with tattooed runes all over their faces
- 20) Vampire the loves swimming.

D100 Things Overheard In A Tavern

- 1) Dragon? What Dragon?
- 2) That lady over there, I wouldn't talk to her, one time she turned me into a rabbit.
- 3) Honestly I saw this strange ghost, nearly crapped my pants!
- 4) Yes everyone knows about that old hermit, he lives by himself. Oh? You've never heard of him, let me tell yah.
- 5) The ground shook last night! I thought for a heartbeat it might have been something I ate!
- 6) One time this bloke strolls up and tells me that he was marooned on an island! And that he rode some sea turtles or something, I figured he'd had a few too many.
- 7) Weirdest thing, the lights in the night sky. For the most part they look like a beautiful reflection, something the gods dreamed up, but the other night I swear I saw something moving up there.
- 8) The barley soup at the local tavern will cure just about any ailment, I had a wart on my foot the size of my big toe! It was gone the day after yesterday.
- 9) That old priestess I've see her walking at night, talking to herself.
- 10) Nah it's just a myth that most cemeteries are haunted. You know what is really haunted? My love life!
- 11) Normally I wouldn't tell you this, but you seem like decent folk.
- 12) There was a thief hanging around the market lately, I was the one who found him out. Caught him red handed, and told him to give me half, I did!
- 13) One time I danced with a sprite, at least I thought it was a sprite.... They are pretty big aren't they?
- 14) I swear to the gods! There was a little leprechaun behind the tavern having himself a piss. I said "Hey Buddy!"
- 15) That old horse of mine, she's been around for years, my grandfather gave it to me, it was his horse! Can you believe that?
- 16) I never gamble. Although.....
- 17) Saw some giant tracks the other day, right outside of my house!
- 18) Keep an eye out for those town guards, they'll shake you down!
- 19) Caught the biggest fish the other day, no word of a lie, it was this..... big!
- 20) I said "you know what, I don't believe your prophecies!" And all they did was dismiss me, and walked away. Can you believe that?
- 21) I wouldn't let anyone down, I've spent my life keeping people alive.
- 22) We are always looking for farmhands, all we ever get is henchmen around here, what is up with that?
- 23) I could do with a few less adventurer's in this town, they come in and drink all the good ale!
- 24) That blacksmith is making a suit of gold armour! Well at least I think it was gold anyways, it was really shiny!
- 25) You know what is weird, it's like there's a sense of something else going on, like we are all in the imagination of some mad genius, is it just me?
- 26) Never seen a mermaid, I saw a goat swim once though.
- 27) Are you so sure about everyone in your group?
- 28) Honestly this town needs an enema, or something like that, Is there a potion that we can get for those stuffy political types?
- 29) The only way to earn your keep around here is to get down to work, traipsing all over the countryside adventuring, that's not work! Plowing fields is work.
- 30) I don't have any silly superstitions about my gambling dice.
- 31) I was out hunting the other day, came across a bunch of deer south of the town.
- 32) Saw a bloke on the road, he was trying to sell me a bag of beans, told him to go the other way, i don't need any beans! I've got a whole field full of em.

- 33) Why is it that princess's always get kidnapped and dragged off? How come you never hear of some fancy pants prince getting kidnapped? You know if I was apt to it, I might try that.
Rewrite a bit o' history.
- 34) I heard about this old book, well my neighbour was talking about this old book. Sounded kind of interesting, but I can't read. Weird runes in it.
- 35) There was never anything to worry about, they made this big deal about what went down.
- 36) Maybe we ought to think this thru, you're telling me that you saw a bunch of werewolves the other night, and the guard doesn't want to do anything about it. And now you're saying you want to go out and kill them?
- 37) I'd like a snack, something cheesy.
- 38) I've got to get up early tomorrow, lots to do. Digging ditches, and graves.
- 39) I tend to wonder if all these shadowy guilds really exist. You've heard of the assassins & the thieves guilds, are they really that organized?
- 40) WHAT HO! That's what this guy always says every time he walks in, I don't even know what that means? Do you?
- 41) It seems like there is always someone begging the local priest to get healed. What are these people doing all the time?
- 42) You ever notice that one in every two pirates you meet has a peg leg or arm? That's odd isn't it?
- 43) It's really about the details, and the raspberry jam.
- 44) That old myth about trolls turning into stone from the sunshine is false
- 45) I kid you not, she had a head full of snakes!
- 46) You ever lit oil on fire and throw it? It's hilarious!
- 47) No I haven't seen your kids, you should really go out and find them. That's not the best parenting.
- 48) And I said "yeah it's one of a kind", hahahah.
- 49) So there I was mind my own business and all of a sudden this strange cat shows up in a tree.
- 50) Never underestimate a pissed off barbarian, or my wife for that matter!
- 51) You should probably spend some time fixing up your armour, it's barely holding together.
- 52) There is this river, that runs down from the mountains, amazing tasting water, but it's green.
Like lime green!
- 53) Nope I've never heard of that god, are you sure you have the spelling right?
- 54) Everything is possible within reason, it honestly depends on your outlook. Oh and what time it is.
- 55) You should have seen his face when I told him he was invisible. That mad hatter ran across the street to steal tomatoes.
- 56) I've never met a goblin with a sense of humour.
- 57) I swear every time I meet an adventurer, they tell me about falling into pit traps, who designed all these things? Why do you keep falling into them? You would think once is enough right?
- 58) Nope never mind... I think I just saw an illusion. Wait a second....
- 59) You know what's really stupid? Trying to sleep out in the wilderness.
- 60) That was the worst case of bedbugs I've ever had!
- 61) Pardon me? Yes do you know if there's any grey mustard at this tavern?
- 62) Why do all wizards have beards anyways? Is that some kind of ritualistic club thing that I don't know about? And why the moldy towers in the middle of nowhere?
- 63) Sure you saw a vampire, sure.
- 64) I think that guy over there has a tunic that says NPC, I'd talk to him.
- 65) Don't you find it odd that there's always a gent sitting in the corner with his hood up trying to not attract any attention to himself?
- 66) You're going to have to speak up, that damn bard was playing bagpipes again!

- 67) I think you're mistaking me for someone who cares.
- 68) It was an incredibly uplifting religious experience!
- 69) Why are you hopping on one foot? Or never mind, I think I've had too much to drink. What can I do for you?
- 70) You couldn't pay me enough to go into that cave, smelled like bad cheese!
- 71) My uncle hugged a bugbear once.
- 72) That lady serving the drinks, whatever you do don't call her by her first name. It's Shirley, don't do it though.
- 73) That is the absolute last time I drink in this establishment!
- 74) Hey you big lug, wanna arm wrestle?
- 75) Hold my beer while I kiss your elf.
- 76) Everyone knows there's no such thing as lizardmen, old ladies made that up to scare their grandkids.
- 77) I'm not saying that I'm the king, I'm just saying have you ever seen us both in a room at the same time?
- 78) I hear that Orc's dance when they beat up adventurers, is that true?
- 79) So there we were sitting in the "Green Dragon", our feet up on a stool, listening to some good music, and in walks this great big guy who's quite grumbly!
- 80) Most of the stories you will hear in here are unlikely and in some cases lies.
- 81) If you're ever on fire, stop, drop and roll. Well that is unless it's magical fire, then I have no idea.
- 82) The god's must seriously be crazy!
- 83) I like knitting, do you?
- 84) Ever drank whiskey with a dwarf? I have! And I still have a hangover.
- 85) There's this long story about a sword and a stone, I don't really want to get into it.
- 86) some days you're the knight, some days you're the dragon.
- 87) Never once did I say that. I did say...
- 88) Alright we've all heard the story about "breeyark", if you don't know what it means by now, you're an idgit.
- 89) But of course there's a merchant looking for a caravan guard, why do you ask?
- 90) See this here scar? I got that when I was running from a dire wolf. Good thing there was a tree I could climb up!
- 91) Remember to always have someone like an elf or a dwarf in your party, those types can see in the dark!
- 92) There's a local farmer, sells some pretty good rations, if you're going out on a hike.
- 93) Best sleep ever! No it wasn't in this Inn, I'm just saying I slept really well last night.
- 94) I've heard that some merchants will pay good gold for Minotaur horns.
- 95) <The patron is deaf> he signs something to you.
- 96) HICUP! Well that was well brought up.
- 97) Pretend I've never met you before. Alright now go away.
- 98) I was thinking about having a look around some old ruins. What do you say, want to come along?
- 99) If you ever find one of those bags of holding, don't ever put another bag of holding into it. Bad idea.
- 100) SCREAMING!!!!!!!!!!!!!!!!!!!!!!!!!!!! AHHHHHHK! "Can someone get this arrow out of my shoulder???"

D100 Things That Are In Pockets

- 1) 3 SPs
- 2) False teeth
- 3) Obscured treasure map
- 4) Love letter
- 5) Small silver dagger
- 6) A set of rusty keys
- 7) Pocket lint
- 8) A flint & steel
- 9) A tent peg
- 10) A set of strings for a lute
- 11) A few crushed herbs
- 12) Small change purse, no gold
- 13) A needle and thread
- 14) Small whetstone
- 15) 3 beans
- 16) Lyrics and music to a song
- 17) Small cracked mirror
- 18) Small finger trap (1d4 damage)
- 19) A few wooden puzzle pieces
- 20) Carved pipe
- 21) Contract for murder
- 22) A rabbits foot
- 23) Leather sling
- 24) six sided dice
- 25) A religious symbol
- 26) Small book with poems
- 27) Brass ring
- 28) playing cards
- 29) Bottle of poison
- 30) A children's toy top
- 31) Bits of leather straps
- 32) Small bone statue of an elk
- 33) Letter of acceptance into a mage's school
- 34) Blue crystal
- 35) Arrow head
- 36) Purple ladies gloves
- 37) A spell book containing 3 - 1st level spells
- 38) 10 CPs
- 39) A tooth from a large cat
- 40) Leather key chain with no keys
- 41) A letter from a local lord
- 42) A jar of mysterious salve
- 43) A few chicken bones
- 44) The eye of a monster
- 45) A note about taxes being overdue
- 46) Wine cork
- 47) Small telescope/sextant
- 48) Nail file
- 49) Comb
- 50) Folded piece of cloth with a wolf embroidered on it.
- 51) Small petrified head
- 52) Feather from rare bird
- 53) A couple of small round stones
- 54) Loose tea in a leather pouch
- 55) Gold bracelet (30 GPs)
- 56) Brass lock picks
- 57) A wool cap
- 58) A piece of moldy cheese
- 59) A note regarding a merchant caravan needing guards
- 60) A four leafed clover
- 61) A pair of smelly socks with holes in them
- 62) Small bottle containing yellow liquid
- 63) The bill of a duck
- 64) A morbid shopping list (random body parts)
- 65) A sash with a skull embroidered on it.
- 66) A book detailing the rise and fall of an old empire
- 67) A set of glowing large stones
- 68) A bloodied rag
- 69) Hair clip
- 70) A fishing hook and some line
- 71) Small hand tools
- 72) A severed finger
- 73) Necklace with green stone
- 74) A bag of seeds
- 75) A small rolled up tapestry depicting a battle scene
- 76) A small rodent (1d4 damage bite)
- 77) A vial containing slime that is moving
- 78) Belt buckle
- 79) A promissory note for gold
- 80) A handkerchief
- 81) A letter detailing a plot to overthrow the local government
- 82) A gold piece with a hole drilled thru it
- 83) A recipe for mead
- 84) A knuckle bone
- 85) Bits of gold thread (5 SPs)
- 86) Hand paper fan
- 87) A potion of healing
- 88) Small water pouch
- 89) A pair of rose coloured glasses
- 90) A torn parchment
- 91) Dagger +1
- 92) A ring of invisibility
- 93) A broken hilt from a sword
- 94) A map to a city underground
- 95) Tobacco rolled in a large leaf
- 96) A scroll containing a 1st level spell
- 97) A small metal sundial
- 98) Hand drawn picture of a lonely cave entrance
- 99) Keys to a local tavern
- 100) Vial of oil for a lantern

D100 Mildly Plausible Background Stories For Old School Characters

- 1) Mentor was killed in an explosion
- 2) Swindled a high ranking mage/thief
- 3) Father was beheaded
- 4) Grew up on an island far from civilization
- 5) Sister kidnapped by Demon
- 6) Bandit, refused to participate in a raid
- 7) Home town destroyed
- 8) Drowned a family member
- 9) Lost all gold in bad bet
- 10) Warlord
- 11) Wanted for murder
- 12) Found a long forgotten sword in a stone
- 13) Twin sibling taken at birth
- 14) Court jester
- 15) Empath, had to leave society
- 16) Grew up in a monastery in the outskirts
- 17) Left barbarian tribe wanted more
- 18) Family were witch hunters
- 19) Father was a notorious thief
- 20) Re-roll twice and add both together
- 21) Shunned by the gods
- 22) Sworn to keep an important secret
- 23) Miner, caused accident
- 24) Reincarnated fortune teller
- 25) Horrible hunter, nearly starved
- 26) Mother was killed by large beast
- 27) Parents killed by a thug
- 28) Escaped a prison
- 29) The last of an order (religious, thieves)
- 30) Borrowed a large spell book didn't return
- 31) False prophet
- 32) Designed war machines
- 33) Made pact with witch
- 34) Parents killed by pirates
- 35) Grew up an orphan begging on streets
- 36) Prince/Princess of noble house
- 37) Teleported from a different world/time
- 38) Trained by a master in their class
- 39) Father was a renowned mercenary
- 40) Brewer of fine ales & wines
- 41) Locked in a tower for years
- 42) Tasked with cleanup of disease
- 43) Apprentice to a trade
- 44) An assassin
- 45) Father sold out traitors to lord
- 46) Town hero destroyed an evil threat
- 47) Wizard's experimental subject
- 48) Survived dragon attack, with scars
- 49) Veteran of a war
- 50) Slave
- 51) Runaway
- 52) Skilled Artist
- 53) Story collector & teller
- 54) Sailor who caused a mutiny
- 55) Travelling merchant
- 56) Squire to evil knight
- 57) Humble villager, didn't cause much trouble, and never went on any adventures.
- 58) Previously a merman/woman, turned by wizard
- 59) Re-roll twice and add both together
- 60) Plagued by ghosts
- 61) Caught someone doing something bad
- 62) Amnesia, don't remember a thing
- 63) Remembers all past lives
- 64) Exiled because of previous mistakes
- 65) Set on a religious pilgrimage
- 66) Grew up in nature with only animals
- 67) Ransomed as a prisoner of war
- 68) Born with wings
- 69) Famer
- 70) Ran an illegal gambling den/bawdy house
- 71) Born with facial scarring and a tail, shunned
- 72) Woke up in a different reality
- 73) Stole a large sum of gold
- 74) Fisherman/woman
- 75) Temple from hometown burned, did nothing
- 76) Hung for treason, brought back from the dead
- 77) Started a riot
- 78) Arsonist
- 79) Guard/Soldier AWOL from post
- 80) Debts from addiction
- 81) Family were prospectors, lost map to mine
- 82) Kidnapped a high lord/lady, ransomed.
- 83) Barkeep
- 84) The bastard son/daughter of a lord
- 85) Smuggler
- 86) Deposed king
- 87) Immigrant from a foreign land
- 88) Dreams of the "end of days"
- 89) Concubine to the king/queen
- 90) Led rebellion against local government
- 91) Born from a union with a vampire
- 92) Arm's dealer
- 93) Family were cavemen, smartest of the bunch
- 94) Betrothed to a ugly noble
- 95) Lewd painter
- 96) Born blind, other sense heightened
- 97) Scribe for a local priest/wizard
- 98) Wandering minstrel
- 99) Alchemist's apprentice
- 100) Cartographer

1D12 Resurrection Table

- 1) 1 STR
- 2) Lose 1 Level
- 3) 1 DEX
- 4) Loose 1D4 HP's permanently
- 5) 1 WIS
- 6) Lose 1 limb (Roll 1D4 - 1 Left Leg, 2 Left Arm, 3 Right Arm, 4 Right Leg)
- 7) 1 CON
- 8) Loss of night vision (Specific to races)
- 9) 1 CHA
- 10) Permanent scaring from Resurrection
- 11) 1 INT
- 12) Change of Alignment (opposite of current Alignment)

Underworld Effects

- 1) PC's savings throws are affected +1 for the rest of the day.
- 2) Wake up feeling exhausted, incomplete sleep, -1 CON for the rest of the day
- 3) - 1 saving throws for the rest of the day.
- 4) The stars have aligned, +2 extra HP today
- 5) Fell asleep on your hand, woke up with numb hand - 1 DEX
- 6) Nothing happens
- 7) extra wizard spell can be remembered today,
- 8) Clerics god grants 1 extra spell today
- 9) Nothing happens
- 10) Can see further in darkness today +20 extra feet
- 11) Fighters gain +1 to all attack and damage rolls
- 12) 1 wizard spell can be remembered today.
- 13) -5% on all thief rolls
- 14) All PC's wake up with one level more abilities and HP's - one day only
- 15) Turning all undead successful for one day.
- 16) All players attack rolls suffer by one point, uneasy sleep
- 17) The gods are smiling + 1 WIS
- 18) - 2 HP's for everyone, slept on uncomfortable floor
- 19) - 1 INT all PC's, nightmares thru the night
- 20) Clerics god takes away 1 spell today, - 1 on attack rolls for Clerics

The Weird & Wondrous Pudding/Ooze Creator

1D8 Colour Of Slime

- 1) Translucent
- 2) Black
- 3) Orange
- 4) White
- 5) Neon Green
- 6) Blood Red
- 7) Grey
- 8) Polka Dot

1D8 Where?

- 1) Ceiling
- 2) Floor
- 3) Bottom of a pit
- 4) Attached to a dead body
- 5) Seeping thru cracks in the wall
- 6) Attacking another wandering monster
- 7) In a sack/treasure chest
- 8) Stuck in a barrel

1D12 What's in it?

- 1) Treasure map
- 2) Silver pieces
- 3) Garbage
- 4) Nothing
- 5) Magic Ring
- 6) 1st level spell scroll
- 7) Magical Armour
- 8) Skulls and bones
- 9) GOLD!
- 10) Silver weapon
- 11) Wolfsbane
- 12) Vial of holy water

1D6 Special Powers

- 1) Drains Level
- 2) Drains Con
- 3) Become Slime
- 4) Immune to (1d4 Cold, Fire, Magic, Normal Weapons)
- 5) Breaks into 2 parts
- 6) Emits loud noises (save vs poison or take 1d6 damage every round)

D30 Random Fantasy Encounters

- 1) Giant with sprained ankle.
- 2) Broken down caravan.
- 3) Sprites dancing in a circle.
- 4) A tax collector.
- 5) An Elf maiden who appears to be lost.
- 6) A coven of witches, around a large cauldron.
- 7) An old mine shaft.
- 8) The skull of a long dead dragon.
- 9) Old treasure chest with nothing inside but a note.
- 10) Large spikes in the ground near a hole.
- 11) A jester attempting to hide.
- 12) Ten statues of Elves all in combat poses.
- 13) Old watering hole with bucket.
- 14) A group of soldiers travelling to the nearest town.
- 15) Giant ant colony.
- 16) A group of gnomes building a shrine.
- 17) A flesh golem tied up to a tree.
- 18) Recently deceased corpses with a swarm of insects.
- 19) The wrappings from a mummy, the trail is 25 feet long
- 20) A magic user surrounded by Earth Elementals (1d6).
- 21) A rather large rock in the shape of a face.
- 22) A river of lava, running from a large hole in the ground.
- 23) You can hear the howl of wolves behind you.
- 24) Wandering wizard, selling minor magical items for extremely expensive prices.
- 25) You may have just interrupted a mating ritual (GM discretion).
- 26) Elven war party searching for escaped slaves.
- 27) Small cottage off in the distance with smoke coming from the chimney.
- 28) Caravan of upper class lords & ladies.
- 29) Beartrap with human foot, cut off from leg.
- 30) Old rain soaked map shows location of ancient temple.

1D6 Vampire Personality Quirks & Intrigue

- 1) Instead of seeking a cure for vampirism, the vampire enjoys reading stories of other vampires. Currently writing a book.
- 2) Enjoys finding new swimming holes.
- 3) Likes to communicate with the dead (even recently deceased victims). Holds séances with the local goblinoid populace.
- 4) Has a flair for the theatrical, and puts on one man musicals.
- 5) Has resigned itself to being immortal, however its bride wants to die, or find a cure.
- 6) Has a pet medusa that it uses to create a wonderful maze filled with the deceased.

Random Artifact Generator

*Roll 1d20 for type. Roll 1d8 for the amount of charges. Roll 1d20 for the type of magical effect
Alignment of object (roll 1d6), on a roll of 1-2 good, 3-4 neutral, 5-6 chaotic*

TYPE

- 1) throne
- 2) chest
- 3) painting
- 4) large rock
- 5) shackles
- 6) bucket
- 7) forge
- 8) decorative sack
- 9) wall mirror
- 10) horn
- 11) animal pelt
- 12) skeleton key
- 13) skull
- 14) awl
- 15) gem
- 16) sandals
- 17) stone doorway
- 18) pool
- 19) grindstone
- 20) overly large book

1D20 Magical Effect Type

- 1) resurrection
- 2) esp
- 3) darkness
- 4) cure light wounds
- 5) protection from good /evil
- 6) purify food /water
- 7) summon monster (roll 1d6 for hit dice of monster)
- 8) cures lycanthropy
- 9) silence
- 10) minor illusion
- 11) creates minor potions
- 12) recharges wands
- 13) increases one attribute to 18 for a month
- 14) returns one level that was drained
- 15) gigantism
- 16) polymorph into an animal
- 17) all spent spells are remembered
- 18) a loved one returns and haunts the players
- 19) fireball centred on the party
- 20) the artifact becomes unstable.

D20 Post-Apocalyptic Side Quests

- 1) Local furrier needs giant rabbit fur for clothing.
- 2) Travelling book salesman wants to complete his set of encyclopedias.
- 3) Solar panels are needed for water treatment plant.
- 4) Gang of motorcycle bandits has taken over community gas station and claimed it as their own.
- 5) Sinkhole opened up outside of village, revealed a series of complex hallways underground.
- 6) The annual mushroom growing contest is happening! And you have been selected as a judge!
- 7) The population of a small town has been entirely replaced by clones, the originals are nowhere to be found.
- 8) Local cartographer needs an escort, will pay well. (Cartographer has anterior motives)
- 9) Small clinic has been burned to the ground. Investigate.
- 10) River dam was destroyed flooding a nearby village. Find culprit and repair dam.
- 11) Rumours that an ancient flying machine was located in the forest.
- 12) New religious cult has appeared and become quite popular, find out why.
- 13) Locals have started glowing in the dark recently.
- 14) Corpses of villagers have been found early in the morning, with their throats ripped out by teeth.
- 15) Five black helicopters flew over the local village, they went in a westerly direction and were slowly descending.
- 16) A good source of water is needed for crops.
- 17) A strange monument is being built outside of town, no one knows anything about it.
- 18) An expedition has been planned to locate other towns to trade with.
- 19) A courier is needed to sign a peace treaty with another local community.
- 20) Strange lights appear in the sky every Wednesday.

Epic Failure Tables

1D6 Critical Miss During Melee Attack

- 1) Miss enemy, hit floor with weapon, weapon damaged -2 penalty to further attack/damage rolls
- 2) Weapon flies out of hand and hits nearest PC. Roll damage
- 3) Weapon wedged into floor/wall - takes 1D4 Turns to remove
- 4) Weapon falls out of hand hits foot. Lose 1D4 damage
- 5) Swung off balance, enemy gets a free damage roll
- 6) Weapon hits enemies weapon, bent slightly - 1 penalty to all further attack/damage rolls

1D4 Critical Miss During Missile Attack

- 1) Bow/crossbow string snaps
- 2) Missile fails to launch properly falls to floor
- 3) Distracted, hit nearest PC. Roll for damage
- 4) Weapon clatters to floor, slightly damaged. -1 penalty to damage/attack rolls

1D20 Oh Crap! Spell Failure Table.

- 1) A goblin (1HD) appears from out of nowhere
- 2) The casters legs grow twice their size
- 3) All gold on the caster turns to dust
- 4) All weapons in the immediate area turn to roast pork, magical weapons return to normal after 15 minutes.
- 5) A large pool of hot oil falls on the casters head doing 1D6 damage
- 6) The caster forgets all the spells he/she memorized for that day.
- 7) The caster turns into a ghost for 2D4 turns
- 8) The casters lips are magically sealed, a remove curse will be needed
- 9) A portal opens leading to somewhere of the GM's devising.
- 10) All enemies in the immediate area turn into large edible grapefruits for 2D4 turns
- 11) The room fills up with water extremely fast. Any combat is at a -2 to attack rolls
- 12) The casters spell book lights on fire. find some water!
- 13) The spells cancels itself out, nothing happens.
- 14) The whole room spins upside down.
- 15) The caster permanently loses 1 intelligence point.
- 16) The casters spellbook grows to 5 feet by 5 feet
- 17) A surprised looking maiden appears out of thin air.
- 18) A pile of 50 GP's appears on the floor in front of the caster
- 19) The casters hands turn to jellyfish, -4 penalty on all attack rolls and damage.
- 20) A rather curious looking whale appears above a random PC/Enemy. 4D6 Damage.

D30 Post-Apocalyptic Prophecies

- 1) The barrier between worlds has grown weaker.
- 2) Sea creatures will fall from the sky.
- 3) The Lizard King will arrive again.
- 4) A great ruler will be resurrected, war will follow.
- 5) The dead will walk.
- 6) The Gods have turned their attention to other matters.
- 7) In order to restore balance, one must sacrifice something they believe in.
- 8) The death of the king will bring about great change.
- 9) The armies of darkness will invade the forgotten lands.
- 10) All forms of Magic will fail.
- 11) A Evil God will be re born in humanoid form.
- 12) Comets will fall from the sky causing untold destruction.
- 13) The forests will wither and die.
- 14) A total solar eclipse will last forever.
- 15) When the desert of the dead becomes a forest, ancient lizards will walk the earth again.
- 16) The world will pass very close by the sun, whole continents will burn.
- 17) A vampire coven will arise, they will dominate all corners of the political landscape.
- 18) An intra-dimensional door will open, spilling forth an Alien race.
- 19) You will receive a vision of a maiden being tortured. By killing her the Torturer will bring about the beginning of the end of the world.
- 20) A sign will appear in the jungle, it will point to an ancient evil tablet.
- 21) Travelers from a different time will appear out of thin air.
- 22) A plague will envelope the lands, causing crippling injuries to all races.
- 23) Poison gas will be released from huge fissures in the earth, causing everyone to laugh hysterically.
- 24) Fire & Ash will fall from the sky, rivers will boil.
- 25) Chickens will mutate into giant bloodthirsty birds, chasing villagers out of their fields.
- 26) A evil sorcerers guild will start experimenting on people, causing a virus to be created. The virus will spread causing mass chaos.
- 27) An Evil cult intending to create peace has installed puppet doppelgangers into any position of power
- 28) A un-wise mage will release a hoard of demons.
- 29) A city will burn, its refugees will call another God, although he will be unworthy.
- 30) A strange aura will be emitted from the earth, causing the population to deform. You can neither smell nor see it.

Biography



Shane started out playing Fighting Fantasy (TM) books when he was 13. Around the same time he played his first game of D&D (TM) with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game (TM) and played many hilarious adventures with his friends.

Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition (TM). As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face).

A few years ago, his wife kindly asked "Hey do you wanna play some D&D?" Out came the 2nd edition books! The creative spark was light!

Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent "gronards" that played this game called OSR. What the heck is that? Shane found all these cool clones of the original set of rules and fell in love with RPG's all over again! (Do yourself a favor if you don't know about the OSR go on and google it).

Shane has drawn a pile of maps, released a bunch of adventures, and collaborated on a variety of cool and interesting projects.

Check out www.3toadstools.blogspot.ca to read Shane's rambling about RPG's

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