

FlexTaleTM

Encounter Generator Sample



A Fantasy Roleplaying Toolkit
by J. Evans Payne



FlexTale



Colophon

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More FlexTale

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A massive hardcover tome of dozens of magical items, artifacts, spells, and more, Artifacts & Artifice is this book's single example of a single weapon... expanded into a huge assortment of instantly-usable weapons, armor, devices, and other arcane trinkets.

Each entry will have the lavish detail demonstrated in the case of the *abhorrent naganata*: detailed description, background, mechanics, generalized game effects, history, NPC wielders, Rumors & Lore, and Quests related to the item.

As of this writing, you may support the **Kickstarter** here:

[Coming soon!](#)

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using FlexTale is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that FlexTale can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

“Dynamic content” is a FlexTable term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—FlexTale dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a FlexTable™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

“Table 1: Traditional Lookup Table” is a typical “what’s in the treasure chest” table that requires rolling a  d100. You roll a d100, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	Nothing	The treasure chest is empty.
31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A FlexTable is used to do the same thing a normal RPG lookup table does. What makes FlexTables different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- “**Scalable**” monsters and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards**, measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

“**Sample Treasure Chest Contents**” is the same table we saw earlier, modified to be a FlexTable.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a FlexTable like this one, you will have to figure out which Context you should refer to. In the above table, the leftmost column is Context “A” (D0%), the next one is “B”, and so on. Each Context also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each Context, but in some FlexTables, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a FlexTable:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the “Major Reward”. Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In Context D, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this Context: “Cursed Reward”.

Determining Context: When you are called upon to roll on this FlexTable, the adventure will use some description to make it clear which Context to use. In the above example, perhaps the Context is determined by how favorable the party’s relationship is with a local wizard... but if the party has fought or slain that wizard, then Context D is used to represent the soured atmosphere.

Typically, just prior to a FlexTable, adventure content will summarize which Context should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific Context even though the prerequisites aren’t met. She could also choose to simply ignore the table

FlexTable 1: Sample Treasure Chest Contents

D%A	D% B	D% C	D% D	Result	Description
01-30	01-20	01-10	01-30	Nothing	The treasure chest is empty.
31-40	21-50	21-30	31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	51-60	31-50	41-45	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	61-100	51-100	46-50	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).
n/a	n/a	n/a	51-100	Cursed Reward	6d6 cp, a rusted dagger (useless in combat), and whomever opens it is struck with a bestow curse spell (CL 8).

entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a FlexTable, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this:

Other treasure is “scaled”; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!

Secret Closet Chest

Brushgather genealogy book (a small book; value 6 gp)

19 gp; opal pendant on gold chain (value 31 gp)

8 pp; 42 gp; opal pendant on gold chain (value 72 gp)

19 pp; 37 gp; opal pendant on gold chain (value 180 gp)

52 pp; 84 gp; opal pendant on gold chain (value 428 gp)

“Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncore** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

 5" thick; **Hardness 5**; **hp 60**; **Perception DC 16**; **Break DC 20**; **Disable Device DC 18**

 5" thick; **Hardness 5**; **hp 60**; **Perception DC 20**; **Break DC 24**; **Disable Device DC 22**

 5" thick; **Hardness 5**; **hp 60**; **Perception DC 24**; **Break DC 26**; **Disable Device DC 24**

 5" thick; **Hardness 5**; **hp 60**; **Perception DC 24**; **Break DC 28**; **Disable Device DC 26**

What Is FlexContent?

Overview

Simply put, there's too much detail in the massive city and mines of **Mondaria**. Too much to spell out the content of every single treasure chest individually.

To remedy this, and to improve the flexibility, diversity, and enjoyment of playthroughs of the adventure, **FlexContent** is used to power treasure results throughout the book.

FlexContent is a set of **FlexTables** that allow for appropriate, compelling, and randomized treasure results. No run-through of this adventure will be identical; indeed, every single container in the adventure will produce a different result each time.

Note that although most uses of **FlexContent** are simply to provide treasure outcomes, in some cases, the results lead to plot points or other informational developments.

Sanity Check: GM Override

 You may of course choose to override all of these rules. FlexContent is a useful, creative, and infinitely flexible way of making things interesting and reusable, but it's certainly not necessary for your gaming group's enjoyment of the adventure. As the GM, use your best judgment as to how this approach might be received by your players, and adjust your use of this tool accordingly.

Quick Start: How to Use

Throughout the book, you will encounter this symbol: . This indicates that the content of a container, or the results of an encounter, are randomly determined.

Fisherman's Stash (example)

   **Fishing Supplies (Large; 2x  Context C)**

- 19 gp; dagger
- 8 pp; 42 gp; +1 dagger
- 14 pp; 111 gp; +2 dagger
- 52 pp; 84 gp; +3 dagger

The above treasure indicates that there will be some coins and a dagger, but the amount and quality will depend on the difficulty band the party is at.

In addition, the **Stash** contains some likely-mundane fishing supplies; no matter what the level of the PCs, they will roll twice on the “**Fishing Supplies**” **FlexContent** table, and they will use **Context C** to interpret the results.

Quadded Results

Just as a treasure block can describe multiple types of treasure depending on the difficulty band of the players, so too can the results of a **FlexContent** table dictate a similar

difference.

Results that do not have any difficulty band icons apply equally to all scenarios and player levels.

Results that are split out according to difficulty badges are just like normal treasure results: only consider the results that apply to your PCs' level and difficulty band.

Here's an example of a **FlexContent** table result:

 	Honey (2d4 lbs; 1 gp per)
 	Honey (3d12 lbs; 1 gp per); Chocolate (2d8 lbs; 10 gp per)

This means that for Low and Moderate levels, the result is only 2d4 pounds of Honey. Advanced and Elite levels receive 3d12 pounds of Honey, plus 2d8 pounds of Chocolate.

Zero Results

Some calculations apply a negative modifier, for example, “**Chocolate (1d6-1 lbs)**”.

If the result of this calculation would produce a number of zero or less, no treasure of that type results. In the example above, if you rolled a 1, there would be no Chocolate to be found in the container you were opening.

Parameters

Every time a **FlexContent** table is referenced, additional information is presented. This helps you understand how you should use, and interpret, the results of the table.

Table Name

This is always required, and gives you the name of the table you need to reference.

Size

Optional, and only used with **FlexContent** tables that have **Size** information in their listing.

Size listings are for container types that may have different scales of the quantities of their contents. For example, a single person's home may have foodstuffs of vastly smaller scale than, say, the Mayor's House.

Size information in a **FlexContent** table's listing is frequently a simple means of scaling up: for example “**Small**” results may simply roll once on the table, “**Medium**” results may roll three times, and “**Large**” results may roll 3 times, but multiply any numeric quantities by 5.

The exact mechanics of a particular **FlexContent** table's **Size** information is given in the introduction to that table's listing.

Quantity

Optional. If absent, assume **1x**.

The number of times you roll to produce results on the **FlexContent** table in question.

Note that the number here is the total number of times you produce results. This may mean that you roll more times

than the number listed!

For example, in the **Fisherman's Stash** scenario described earlier, it says to produce results "2x". However, the Size is listed as **Large**. Say the **Fishing Supplies** table shows that for **Large** results, you're supposed to roll 3 times on the table. This means that you would actually roll 6 times: 2 results to produce, and each of them rolling 3 times on the table.

This may sound quite complex, and it can be. But in practice, a seasoned GM can produce results very quickly and easily.

Context

Optional. If absent, assume **Context A**, or apply the appropriate **Context** to your rolls based on the description in the **FlexContent** table's listing.

This indicates the **Context** you should use in interpreting your results on the **FlexContent** table in question.

Typical Contexts

A **FlexTable** allows for four interpretations of each dice roll, based on the **Context** that applies to that roll.

Although each **FlexContent** table has its own introduction that specifies the **Contexts** that apply to it, the following circumstances may be used as a default.

-  **Use Context A:**

By **default**, or if no other Context described applies to the circumstances.

Wandering Monsters, Mines, Average

Contexts

-  **Use Context A:**

By **default**, or if no other set of prerequisites described below applies.

-  **Use Context B:**

Use during the **nighttime**. Note that although the concepts of day and night are somewhat irrelevant underground in the **Mines of Mondaria**, below-ground you may interpret this **Context** as simply one of greater difficulty than the PCs might normally encounter.

FlexTable 2: Wandering Monsters, Mines, Average
FlexContent

 A	 B	 C	 D	Result
01-04	01-02	01-09	-	Ankhg: <ul style="list-style-type: none">  1d4x  2d4x  2d6x  2d8x

-  **Use Context B:**

If the party has just happened across the treasure, or has defeated a challenge of low to **negligible difficulty** in order to win it.

-  **Use Context C:**

For circumstances of **great challenge**, or if the party has won the treasure as a result of a difficulty beyond their typical level.

-  **Use Context D:**

In scenarios in which the party shows disinterest, haste, or otherwise is **uninterested** in the contents of the treasure. Can also be used in situations where the GM or other players are under a time constraint, and you wish to simply produce a representative result as quickly as feasible.

Header Tables & Table Links

It's possible for the result of a die roll against one **FlexContent** table to be a roll on another **FlexContent** table. For example, you might roll on the "**General Items**" table, and get a result that asks you to roll twice on the "**Clothing**" table. This is perfectly normal. Treat the result as you would if it had been part of the original treasure description.

Some tables are composed entirely of results such as this. These are called "**Header Tables**", and they mainly serve to point you in the direction of one or more other randomizations.

-  **Use Context C:**

If the party is currently engaged in a **Quest**, or other focus, from which you would prefer they not be distracted.

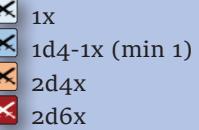
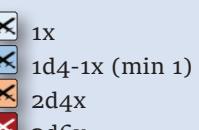
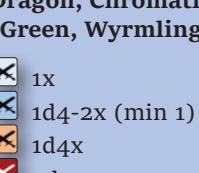
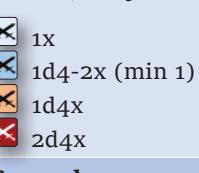
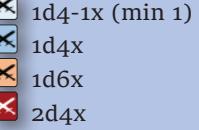
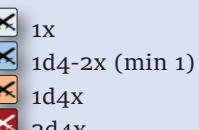
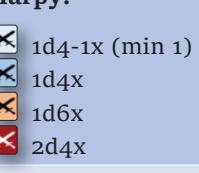
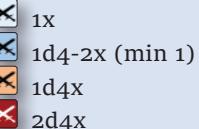
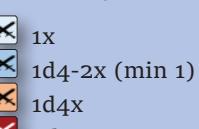
-  **Use Context D:**

If the PCs are actively flaunting the danger posed by the environment, or to encourage storytelling momentum.

 A	 B	 C	 D	Result
05	03	-	01-03	Doppelganger: <ul style="list-style-type: none">  1x  1d4-1x (min 1)  1d4+1  2d4x
06	04-05	-	04-07	Cockatrice: <ul style="list-style-type: none">  1x  1d4-1x  1d6x  2d6x

Ⓐ	Ⓑ	Ⓒ	Ⓓ	Result	Ⓐ	Ⓑ	Ⓒ	Ⓓ	Result
07-10	06-07	10-17	-	Ettercap: 1d4x 2d4x 2d6x 2d8x	34-35	25	50-52	-	Wasp, Giant: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x
11	08-09	-	08-10	Hell Hound: 1d4x 2d4x 2d6x 2d8x	36-37	26	53-55	-	Wolf, Dire: 1d4x 2d4x 2d6x 3d6x
12-14	10-11	18-22	11-13	Howler: 1d4x 2d4x 2d6x 2d8x	38-42	27-28	56-63	-	Beetle, Giant Stag: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x
15-18	12-13	23-30	-	Mantis, Giant: 1d4x 2d4x 2d6x 2d8x	43-44	29-32	64-65	25-27	Fungal Crawler: 1d4x 2d4x 2d6x 2d8x
19-23	14-15	31-38	-	Ogre: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x	45	33	-	-	Crab Swarm: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x
24	16-17	-	14-18	Rust Monster: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x	46	34-37	-	28-33	Dark Stalker: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x
25-28	18-19	39-43	-	Scorpion, Giant: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x	47	38-39	-	-	Mimic: 1d4-1x (min 1) 1d4+x 2d4x1 2d6x
29	20-21	-	19-23	Shadow: 1d4-1x (min 1) 1d4x 1d4+1x 2d4x	48-51	40-42	66-71	34-35	Minotaur: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x
30-33	22-24	44-49	24	Spriggan: 1d4-1x (min 1) 1d4+1x 2d4x 2d6x	52-55	43-45	72-76	36-37	Vulture, Giant: 1d4 1d6+2x 2d6x 3d8x

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87-89	85	91-92	84	Centipede Swarm:  1x 1d4-1x (min 1) 2d4x 2d6x
90	86	-	85-86	Dragon, Chromatic (Green, Wyrmling):  1x 1d4-2x (min 1) 1d4x 2d4x
91	87	-	87-88	Dragon, Chromatic (White, Very Young):  1x 1d4-2x (min 1) 1d4x 2d4x
92-95	88-91	93-98	89-91	Gargoyle:  1d4-1x (min 1) 1d4x 1d6x 2d4x
96	92	-	92	Hag, Sea:  1x 1d4-2x (min 1) 1d4x 2d4x
97	93-94	-	93-94	Harpy:  1d4-1x (min 1) 1d4x 1d6x 2d4x
98	95	-	95	Hydra:  1x 1d4-2x (min 1) 1d4x 2d4x
99-00	96-00	99-00	96-00	Ooze, Gray:  1x 1d4-2x (min 1) 1d4x 2d4x

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Version History

Table 2: Version History

Date	Version	Notes
09-Aug-2017	1.0	Initial draft

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