

RECORDS OF THE FAITHFUL

GAMEMASTER'S JOURNAL



A RESOURCE FOR RUNNING THE SPLINTERS OF FAITH CAMPAIGN

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CAMPAIGN DETAILS

START DATE _____ END DATE _____

GM NAME _____

CHARACTER NAME

PLAYER NAME

CHARACTER CLASS

HIT POINTS

ARMOR CLASS

NOTES

CHARACTER NAME

PLAYER NAME

CHARACTER CLASS

HIT POINTS

ARMOR CLASS

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NOTES

ADVENTURE FLOWCHART

The following charts detail the characters' likely progression through the *Splinters of Faith Campaign*, with events they will likely accomplish during the individual adventures. They won't necessarily follow these events exactly, but this should provide a roadmap of sorts to follow.

CHAPTER 4: IT STARTED WITH A CHICKEN

Enter Lessef and meet the various villagers.

Learn of the missing chickens and possibly hunt for the fox that is supposedly responsible.

Meet Almerly Burgand in Poverty's Bethel.

Discover the ancient warning written in the temple.

Discover the bandit camp.

Enter Akruel's tomb and face the various undead within.

Discover verse on recreating the *scepter of faiths*.

Discover the broken *scepter of faiths*.

CHAPTER 5: BURNING DESIRES

Travel to Anvil Plunge.

Break through orc siege.

Talk with dwarves to recreate *scepter of faiths*.

Head into Sin Mire Swamp to recover *Flame of Dargath*.

Navigate Sin Mire to the mud tunnels of Trawla.

Recover and return the *Flame of Dargath*.

Complete the *Blessing of Joining Flame* to recreate the *scepter of faiths*.

CHAPTER 6: CULVERT OPERATIONS

Journey to Bargarsport.

Meet and possibly run afoul of the locals.

Contact the followers of Ayianna in Clandestine beneath the city's streets.

Wade through the sewers to discover the hidden Temple of Orcus.

Defeat the necromancers Occan and Kavali.

Return to Clandestine's priests for the *Guidance of Faith* ceremony.



CHAPTER 7: FOR THE LOVE OF CHAOS

Journey to the Hanging Gardens of Iseleine

Possibly explore the Upper Gardens.

Defeat the derro ambush during the *Anointing of Perfection Ceremony*.

Travel down the stairs to the Lower Gardens.

Defeat the derro and crazed beasts wandering the gardens.

Discover and stop the derros' plot to destroy the column upon which the Hanging Gardens sits.

Recover the oil of Iseleine for *Anointing of Perfection Ceremony*.

GM Decision: You can decide the next step in the campaign based on the party's abilities. They can travel to the haunted Du Vaine manor house in **Chapter 8: Soul of Glass** to gain more XP and other clues, or they can head into the Kanderi Desert in **Chapter 9: Eclipse of the Hearth** to continue with the quest to restore the scepter.



CHAPTER 8: SOUL OF GLASS

Visit the Covet and possibly accept an invitation to explore the Du Vaine manor house.

Investigate the Chateau du Vaine and encounter the numerous ghosts living within.

Uncover additional secrets about the *scepter of faiths* that are hidden inside the manor house.

Reunite a lost father and daughter.

Possibly clear the manor of its restless spirits and claim the building as their own.

CHAPTER 9: ECLIPSE OF THE HEARTH

Venture through the Shield Basilica, possibly stopping at Shieldfane to resupply.

Head deeper into the Kanderi Desert in search of the temple Seraph.

Infiltrate the gnoll-infested temple and explore down through its many levels.

Discover the lower level where the *Convocation of Radiance* rite must be performed.

Uncover the secrets of the temple as the past comes alive during the ceremony.

CHAPTER 10: MORNING OF TEARS

Explore the icy tundra around the Wailing Glacier.

Discover the Monastery of World Sundering and learn about the missing statue of Voard.

Discover the ice gnome village of Quawnot.

Venture into the Wailing Glacier to recover the missing statue of Voard.

Face the yetis who have taken the statue to the temple of the Destroyer.

Possibly discover the mage Cerulean's tower and his family buried in the ice.

Bless the *scepter of faiths* during the *Remembrance of Angst* ceremony.

CHAPTER 11: THE HEIR OF SIN

Return to the Shield Basilica of Muir to take part in the *Rite of Virtue*.

Gargoyles deliver the body parts of slain knights in a declaration of war.

Characters travel to the Pinnacle to stop the attacks and to prove themselves worthy of the *Rite of Virtue*.

Infiltrate the Pinnacle of Pazuzu and face the creatures of the air within.

Rescue Lord Romel's daughter from the Pinnacle.

Destroy Pazuzu's growing influence within the Pinnacle.

Return triumphant to the Shield Basilica and take part in the *Rite of Virtue*.





CHAPTER 12: PAINS OF SCALDED GLASS

Travel to Doan on the edge of a massive geyser field.

Venture into the geyser field surrounding the Lady of the Searing Waters temple.

Arrive at a time of tragedy as a glass panel inside the temple cracks and the priests are severely burned.

Speak with Chihule Evás the Scalded and learn that a new pane of glass is needed for the *Consecration of Water* ceremony.

Travel into the Mines of Honn to recover a new glass.

Uncover the hidden war going on in the mines between bugbears, demons, and other creatures.

Shut down the Pillar of Vermin and rescue the kidnapped workers.

Venture deeper into the mines and face the aboleth threat.

Recover the needed pane of glass for the *Consecration of Water*.

Return to the Lady of the Searing Waters temple to bless the *scepter of faiths*.

Receive a summons and teleportation disc from the Theurgist Seminary of Thasizier.

CHAPTER 13: DUEL OF MAGIC

Visit the Theurgist Seminary of Thasizier and meet with Ayire Jaysa.

Receive a vision from the crystal tomb of an angel.

Deal with an attack by the Brood of Hecate.

Teleport to the village of Crombleholme.

Rescue the villagers from a lamia controlling them.

Enter Abhor Brazier to face the Brood of Hecate. Smart characters might find a secret way into the deadly temple.

Rescue a trapped deva and return him to the seminary.

Participate in the *Enchantment of Power* ceremony where the deva sacrifices himself to power the *scepter of faiths*.

CHAPTER 14: REMORSE OF LIFE

Travel into the Seething Jungle to find Al-Sifon, the City of Beyond.

Deal with the dangers of the jungle.

Infiltrate Al-Sifon and face the undead horrors within the city.

Discover the location of the Nether Sepulcher and find possible ways inside.

Discover the Frore Heart and destroy it with the *scepter of faiths*.

So ends the *Splinters of Faith Campaign*, but one final adventure awaits, based on the tale told on the postcards characters might have received during the adventure.

CHAPTER 16: ACID SWAMP OF THE DEMON PRINCE

Follow the instructions on the postcards to locate the village of Rahuri.

Fight or negotiate with the villagers of Rahuri.

Travel through the acid swamp known as the Dedysh.

Enter the Quartzite Vault and face Exuviae and her son, the Krail.

Retrieve Shah Rasalt's *armor of benevolence*.

LOCATION GENERATOR

Plenty of villages, towns, and hamlets can be found throughout Libynos where the *Splinters of Faith Campaign* takes place. You can populate these places any way you like, but we wanted to offer you some help in doing so. This Location Generator is designed to help you quickly create names, descriptions, and details so you can move on with your game. In most cases, you'll simply need to use the designated dice.

BUSINESS NAMES

Roll 1d100 once on **Column 1**, again on **Column 2**, and then roll 1d10 on **Column 3** to generate a unique establishment's name. You can use these to quickly create businesses of many sorts, from a tavern to an inn to a random store selling unique memorabilia. Let the name guide you into what sort of trade is conducted within its walls.

1d100	Column 1	Column 2	Column 3
1	The Broken	Pumpkin	Pub
2	The Drowned	Elf	Inn
3	The Fiery	Skunk	Tavern
4	The Hidden	Knight	Bar
5	The Boiled	Silence	Mercantile
6	The Coldest	Forager	Forge
7	The Bitter	Forest	General Goods
8	The Nagging	Treant	Brewery
9	The Wild	Fox	Butcher
10	The Green	Horse	Farm
11	The Black	Pony	
12	The Craven	Sword	
13	The Dastardly	Imp	
14	The Hungover	Court	
15	The Drunken	Kobold	
16	The Angry	Pegasus	
17	The Polite	Princess	
18	The Covetous	Bard	
19	The Smoking	Hippogriff	
20	The Baleful	Medusa	
21	The Lumbering	Sailor	
22	The Brazen	Dreamer	
23	The Sparkling	Mirror	
24	The Wavering	Wizard	
25	The Callous	Gnome	
26	The Flying	Bulette	
27	The Prowling	Spyglass	
28	The Charred	Dragon	
29	The Pillow	Merchant	

1d100	Column 1	Column 2
30	The Vacant	Angel
31	The Clumsy	Dwarf
32	The Dirty	Fairy
33	The Hollow	Commander
34	The Gold	Bunny
35	The Red	Fist
36	The Weakened	Demon
37	The Spicy	Sahuagin
38	The Searching	Wyvern
39	The Frigid	Lizard
40	The Bone Break	Dancer
41	The Lost	Summoner
42	The Dancing	Washout
43	The Skulking	Skull
44	The Silver	Catapult
45	The Smelly	Ogre
46	The Prancing	Noble
47	The Gutter	Prince
48	The Colorful	Goblin
49	The Cursing	Elephant
50	The Smoldering	Hero
51	The Shocking	Kiln
52	The Blubbing	Backstabber
53	The Bumbling	Serpent
54	The Peppery	Porcupine
55	The Stingy	Monk
56	The Crying	Dolphin
57	The High-Stepping	Beer Stein

1d100	Column 1	Column 2
58	The Circling	Buzzard
59	The Crispy	Rattlesnake
60	The Diligent	Manticore
61	The Dingy	Lion
62	The Corpulent	Shambler
63	The Upstart	Harpy
64	The Conniving	Whaler
65	The Questing	Paladin
66	The Unwanted	Northman
67	The Cloistered	Cleric
68	The Screeching	Willow
69	The Sinking	Galleon
70	The Embroidered	Pillow
71	The Crystal	Pixie
72	The Penitent	Friar
73	The Succulent	Lily
74	The Cornered	Urchin
75	The Bubbling	Lighthouse
76	The Porous	Weevil
77	The Candid	Watcher
78	The Grand	Inquisitor
79	The Purple	Varmint

1d100	Column 1	Column 2
80	The Devilish	Standard
81	The Colorful	Buccaneer
82	The Haughty	Swordsman
83	The Passionate	Halfling
84	The Scruffy	Mongrel
85	The Poignant	Anchor
86	The Shattered	Island
87	The Lacy	Bugbear
88	The Drenched	Seagull
89	The Golden	Hammer
90	The Hooked	Lycanthrope
91	The Flatulent	Herder
92	The Dried	Eagle
93	The Sullen	Toad
94	The Morose	Storm
95	The Copper	Squirrel
96	The Ugly	Sphinx
97	The Cowardly	Roc
98	The Diseased	Mountain
99	The Waking	Goat
100	The Underground	Barman



RANDOM ESTABLISHMENTS

Are your heroes just wandering about town looking around? Roll 1d100 on the table to figure out what sorts of businesses they find. Of course, bigger towns and cities can have multiple businesses that serve the same clientele. Once you know the type of establishment, you can also roll on the name generator above if you so desire.

1d100	Type of Business or Structure
1	Abbey
2	Alchemist
3	Armorer
4	Apothecary
5	Appraiser
6	Artists' colony
7	Astrologer
8	Baker
9	Bandits' hideout
10	Banker
11	Barber
12	Barracks
13	Beggar's hovel
14	Blacksmith
15	Boatwright
16	Bookbinder
17	Book seller
18	Bowyer
19	Brewer
20	Bricklayer
21	Brothel
22	Butcher
23	Calligrapher
24	Candlemaker
25	Carpenter
26	Cartographer
27	Cheesemaker
28	Cobbler
29	Coin stamper
30	Constable
31	Cooper
32	Council hall
33	Cordwainer
34	Falconer's aerie

1d100	Type of Business or Structure
35	Farmer
36	Ferrier
37	Fisherman's shack
38	Fishmonger
39	Fletcher
40	Furniture maker
41	Gambling den
42	Gamekeeper's shack
43	Glassblower
44	Gravedigger's Shack
45	Groomer
46	Guard post
47	Guildhall
48	Hermit's hovel
49	Hunter's lodge
50	Inn
51	Jail
52	Jeweler
53	Leatherworker
54	Library
55	Locksmith
56	Mage tower
57	Mason
58	Merchant
59	Midwife
60	Music hall
61	Nunnery
62	Orphanage
63	Painter
64	Parish
65	Parsonage
66	Physician
67	Potter
68	Provisioner

1d100	Type of Business or Structure
69	Purse maker
70	Quilter
71	Rat catcher's shack
72	Ropemaker
73	Rug weaver
74	Saddler
75	Scabbard maker
76	School
77	Scribe
78	Sculptor
79	Shepherd's hut
80	Shipwright
81	Silversmith
82	Smith
83	Spice merchant
84	Stable
85	Swineherd
86	Swordsmith
87	Tailor
88	Tanner
89	Tavern
90	Tax collector
91	Temple
92	Theater
93	Thresher
94	Trading post
95	Trapper
96	Warehouse
97	Weaver
98	Wheelwright
99	Winemaker
100	Wizard's tower

FOOD ITEMS

Need a quick dish for your characters at the local pub or inn? Easy. Just roll once on **Column 1** and once on **Column 2** to get a truly memorable dish. Prices are up to you, but buttery lobster tail is likely to cost much more than strained chicken bits. Just saying.

1d20	Column 1	Column 2
1	Buttery	Beefsteak
2	Flaming	Corned beef
3	Watery	Radishes
4	Folded	Onions
5	Seared	Mutton
6	Condensed	Lamb
7	Flaked	Beets
8	Strained	Rhubarb
9	Pureed	Carrots
10	Minced	Salmon
11	Toasted	Cutlets
12	Grilled	Fish Fillets
13	Blistered	Lobster Tail
14	Chunky	Crawdads
15	Drizzled	Cucumbers and Tomatoes
16	Honeyed	Yams
17	Sour-mashed	Potatoes
18	Wine-drenched	Crown Filet
19	Lemony	Tenderloins
20	Scrambled	Chicken Bits

NPC ENCOUNTERS

Are your characters prone to asking every Percival, Nance, and Maggin questions as they wander through the town? Need a quick villager for them to encounter? Roll once on **Column 1** to determine the villager's mood, then once on **Column 2** to discover their occupation in town. Roll 1d8 on **Column 3** to determine their race. These NPCs can be any gender as you decide.

1d20	Mood	Occupation	Race (1d8)
1	Happy	Farmer	Human
2	Angry	Sailor	Halfling
3	Frustrated	Pastor	Elf
4	Flippant	Merchant	Half-elf
5	Sour	Barkeep	Half-orc
6	Drunk	Innkeeper	Dwarf
7	Upset	Shepherd	Gnome
8	Friendly	Weaponsmith	Orc
9	Sullen	Cooper	
10	Ecstatic	Brewer	
11	Despondent	Baker	
12	Cheerful	Thief	
13	Fearful	Fisherman	
14	Sleepy	Sheriff	
15	Condescending	Guard	
16	Crying	Noble	
17	Mourning	Priest	
18	Haughty	Mage	
19	Loud-mouthed	Farrier	
20	Childish	Thug	

WEATHER

Not every day is nice and sunny when characters go out to explore. Roll on the table below to determine the weather for any given day. If you want to vary things a bit, you could roll every 12 hours to see how the weather changes. These could change based on the seasons as well, with rain instead falling as snow. A clear day might still be cold during winter.

1d12	Weather
1	Light sprinkles
2	Steady rain
3	Downpour
4	Thunderstorm
5	Clear and mild
6	Hot and humid
7	Thick fog
8	Light fog
9	Chill in the air
10	Stifling heat/extreme cold
11	Windy
12	Cloudy

INTERESTING THINGS TO DISCOVER

Need a few interesting places in the town or city for the characters to discover? It's a fantastic fantasy world out there, after all. You never know what heroes might stumble upon on any given day. Roll a 1d100 on the following table to see what they turn up. You're free to run with the ideas if the players really want to investigate more. If something doesn't seem to fit the setting, ignore it or roll again.

1d100	Landmarks/Locations/Things/Events
1	Strange obelisk with unknown words carved on it.
2	A rundown cemetery where none of the markers have names on them.
3	A small stone dragon sculpture that breathes a small blast of different-colored fire every day at noon.
4	A garden of stones that move slowly throughout the day.
5	An angry rooster that follows the characters for the rest of the day, turning up at the worst moments.
6	A bell mounted on a pole that rings whenever it is foggy.
7	A hole in the ground that speaks different words and names.
8	A puddle of water that changes colors.
9	Sand sweeps in with the wind and covers the ground for an hour.
10	A large half-moon stone that stands 12 feet tall.
11	A 15-foot-tall wall of bleached stone that doesn't seem to have any openings. Nothing is within its boundary if the wall is climbed, however. (Or maybe there is ...)
12	A drunkard sits on the ground with a sign that has one of the characters' names on it.
13	A shadowy form stands in the darkness, watching the characters. It vanishes if they approach.
14	Animals run from the characters.
15	A rowboat sits in the middle of the path.
16	The characters find three statues. Each statue has a horrified expression on its face.
17	Three unseen bells begin chiming, and the overlapping peals seem to be saying a word.
18	A gnome sits on a carpet, selling blocks of cheese.
19	A small, black book is on the ground. If opened, it contains a list of names, is empty, or has some random clue from your campaign.
20	An ugly stork squawks annoyingly at the characters.

1d100	Landmarks/Locations/Things/Events
21	A jade sculpture of a leprechaun winks at a character.
22	A bull charges down the road. It passes by unless anyone is displaying red. That gets its attention.
23	The characters find a one-room, dilapidated outhouse. It seems to move each day if they go looking for it again.
24	An angry woman tosses a pail of dirty dishwater out toward the characters. She shouts angrily at the characters to "Never come back!"
25	A small group of people gathers around an orange turtle that is slowing making its way across the path.
26	A school of flying fish sweeps past the characters, even if they aren't near a body of water.
27	Random tattoos appear on the characters' bodies then vanish 24 hours later.
28	All of the characters' clothing and armor change colors randomly before returning to normal in 1d8 hours. (Roll on the Colors table or assign random colors.)
29	A large shadow crosses over the path, but no one sees anything in the sky.
30	A 20-foot-tall ladder stands by itself, with no visible support.
31	A small ball rolls after the characters for an hour, then rolls away on its own.
32	A swarm of bats flutters in the air around the characters then fly off.
33	Three small children blowing whistles race past the characters.
34	A tree falls near the characters.
35	A blue kite swoops above the characters then gets stuck in a tree or against a building.
36	The characters find a small spittoon containing 36 sp.
37	A dwarf is burning a small sapling, saying things like "Let's see you pull that again" or "That'll teach you." He glares at the characters if they interrupt him.
38	A thin layer of ice coats the ground, with icy tendrils appearing on the characters' armor and clothing. All except for one of them. Roll randomly to determine who doesn't find themselves covered in the thin rime of frost.
39	A bolt of lightning strikes within 10 feet of a character. It doesn't do any damage, but the word "Beware" is burned into the ground.
40	A man walks up and hands one of the characters a bouquet of flowers.

1d100	Landmarks/Locations/Things/Events
41	A well-dressed lady asks if the characters are going to the ball. She seems disappointed no matter how they answer.
42	An ostrich races past the characters.
43	A wagon of ladies headed to the temple wheels past the characters. The women sit on comfortable couches and hand out pamphlets denouncing the sins of liquor.
44	Someone throws a loaf of bread at the characters.
45	A pie smacks one of the characters in the head. It's delicious.
46	A roasting hog is suspended above a pit of coals.
47	The characters discover a two-story temple with boards blocking its windows and doors.
48	A small cave leads into darkness. Inside, local youths are celebrating with a riotous dance that their parents are unaware of.
49	A lighted candelabra sits on a large stone.
50	A large wagon sits along the road. Nothing odd about that. Except this one floats about three inches above the ground. The horse pulling it doesn't appear to care.
51	A fortune teller's striped tent is open but empty.
52	A gnome playing a lute — and playing it very badly at that — appears to be leading a hairless cat through the streets. Or maybe the cat is leading her.
53	A group of children are planting a tree.
54	Six cats stand along a fence, looking at the characters as if judging them. They hop down and stroll away with a haughty shake of their heads.
55	Six eggs thrown from random directions strike the characters.
56	An angry cow stands in the characters' path and refuses to move.
57	A kindly old woman is knitting a large blanket. If the characters ask about it, she unfurls a large flag with a skull in its center. She seems extremely proud of it.
58	Frogs and lizards fall from the sky around the characters. The creatures are all stunned but perfectly fine.
59	A large man carrying a harpoon saunters by the characters.
60	Someone else's reflection is looking back at a character in a mirror or window.
61	An owl speaks a random phrase and then flies off.

1d100	Landmarks/Locations/Things/Events
62	A gold miner strolls into town shouting that he's found the motherlode, and then he drops dead in the street.
63	A banner invites the residents to the circus at the next full moon.
64	A wanted poster for a pair of necromancers is found fluttering on a door.
65	A halfling inventor named Ollie Nematod walks by the characters wearing metallic clothing that sparks the more he shuffles his feet.
66	A shadow of a woman appears on the top of a nearby building. She waves then vanishes in a puff of smoke.
67	A dozen goblins riding large hyenas appear on a nearby hillside.
68	A section of the path or street beneath the characters collapses, dropping them into a smelly, cramped sewer tunnel that runs below the areas.
69	A small spark of fire appears in the air — and then jumps maliciously onto the nearest combustible material.
70	The perfect outline of a body lying on the ground can be seen in the dirt, or weeds, or new grass. If touched, there's nothing there.
71	A mighty roar is heard from nearby.
72	Villagers run toward the characters as if something is chasing them.
73	A bounty hunter walks up to a random character and holds up a poster. He checks the character's features against the information, then huffs and walks off. He might try tomorrow with another character. Eventually, he might walk up, look at the posted, and say, "Close enough," and attempt to take the character into custody.
74	A swarm of locusts descends from the sky to land on the characters and everything around them. They are walking on the husks of the insects. Within 1d4 rounds, the locusts all turn brown and shrivel up.
75	A young man or woman approaches the characters and asks to go on an adventure with them soon. Bodyguards soon approach to return the prince or princess to the family home. The guards glare at the characters for a long time.
76	A pair of dwarves wheel an eight-foot-diameter block of soap down the road. One dwarf is on each side to support and push the round pole they drove through the center of the soap wheel. They won't share what they intend to do with the soap.

1d100 Landmarks/Locations/Things/Events

- 77 A young woman skips and dances through the streets as she sings an enchanting melody.
- 78 A gnome calls out for help from a second-story balcony. If the characters help, it turns out that he just wants someone to talk to. Mainly about how this isn't his room or balcony.
- 79 An old geezer sits in a rocking chair watching the characters. He spits a stream of tobacco at their feet and tells them, "Just keep movin' right along thar."
- 80 A parrot lands on a character's shoulder and says, "Arrgghhh, I'm not goin' down with the ship!"
- 81 A small boy offers to sell the characters a treasure map he made. Turns out, the boy knows his stuff and the map does indeed lead somewhere interesting.
- 82 All of the shadows suddenly grow long and point in the same direction.
- 83 A falling star lights up the sky. Did it strike the ground somewhere?
- 84 A cold chill creeps down the characters' necks, as if someone had just spoken their name.
- 85 A round sinkhole opens in the ground and churns like a whirlpool for a few moments, before it collapses in on itself and closes up.
- 86 A large horse strides up to the characters and appears to be sizing them up. It snorts derisively at most, although it gladly accepts an apple from a paladin, a druid, or a beautiful maiden. All others get an upturned nose and tail.
- 87 A flash of [insert color here] lights up the sky.
- 88 Swarms of normal mosquitoes pester the town. Characters end up with dozens of itchy welts, but nothing more.
- 89 A woman is shouting loudly that someone keeps stealing her laundry when she hangs it up to dry. Characters start finding the missing garments in odd locations (like their backpacks, in containers, in their beds, etc.)
- 90 A dozen priests sit on the ground, creating beautiful mandalas using sticks, stones, and colored sand.
- 91 The sound of falling rain can be heard around the characters, even though it isn't raining.
- 92 The characters find their names written on paving stones set into the ground.
- 93 The characters find a spectral village where ghosts of long-dead residents go about their business without ever acknowledging the living beings in their presence.

1d100 Landmarks/Locations/Things/Events

- 94 The characters stumble upon an abandoned mine entrance. A woman's voice pleads with them to "Come help me."
- 95 A candymaker offers the characters sweet treats that might have been inadvertently mixed with some highly intoxicating substances.
- 96 A well made of jade is filled with cool, clear water. Anyone who drinks from it feels invigorated but also begins experiencing terrible nightmares.
- 97 The stars wink out for a couple of minutes before returning.
- 98 The characters find a large sand sculpture of a whale rising from splashing waves.
- 99 One moment, that old rock is just an old rock at the side of the road. The next, a dapper man dressed all in black sits on it, eyeing the characters with a malevolent sneer. Then he's gone just as quickly.
- 100 A full moon rises, even if it is not scheduled to be full until days later. Surely a bad sign.



OH, THE PLACES THEY'LL GO

Your heroes are walking through the forest (or jungle or desert or tundra) and just look what they happen to find. Roll 1d100 on the table below to find out. You are free to populate these places with whatever residents you desire. Nothing on the table is bigger than a small village, as anything larger is usually marked on a map. If something doesn't seem to fit the environment, roll again or choose another item.

1d100	Result
1	A small village of 2d20 residents.
2	A village of 4d40 residents.
3	An abandoned building, with many of the buildings put to the torch.
4	A village of round tents with walls made of hide and animal skin.
5	Ruins with large sculptures of various deities.
6	Ruins with large sculptures. All their faces have been cut or carved away.
7	A cave carved into a granite rock face.
8	A log cabin with a wraparound porch and comfortable benches sitting on it.
9	A series of lean-tos in the forest, each decorated with a series of red and blue banners tied to the upright poles.
10	Ten-foot-tall, spiked walls surrounding an empty space where a village might have been found. Smooth stone foundations mark where buildings might have once stood, but nothing remains besides the fence.
11	Ten-foot-tall, spiked walls surrounding a small, abandoned village of wooden huts.
12	Ten-foot-tall, spiked walls surrounding a small village of wooden huts. Residents walk about the streets, greeting strangers like they were old friends.
13	A large, gabled manor home with boarded-up windows and doors.
14	A collection of tents grouped in a circle around a large firepit.
15	A round building with a flat roof that contains a fire pit inside and a small hole in the roof. Benches are placed around the interior walls.
16	A small arena sunken into the ground with bench seating around an open fighting pit.
17	A group of four small pyramids, each no taller than 20 feet tall, spaced around a plaza of paving stones upon which a six-foot-tall statue of a sphinx sits.

1d100	Result
18	A series of one-person huts suspended on the side of a cliff, with vine ladders leading down to each one.
19	A pleasant-looking cabin with green shutters and smoke curling lazily from a stone chimney.
20	A four-story tower of cut stones, but without any obvious doors or windows.
21	A four-story tower with a wooden door and shuttered windows. A sign above the door reads, "Leave me alone."
22	A caravan of abandoned circus wagons sit on the edge of the forest.
23	A three-room building inside a large shell on the edge of the water.
24	A small red, wooden door set into a hillside, with a small round window beside it.
25	Twelve one-room huts raised on stilts and sitting just offshore. Each has a wooden ladder that descends from the center of each hut.
26	A small stone structure in the middle of a 30-foot-wide island in the middle of a lake.
27	A round yurt of yak skin stretched over a wooden frame.
28	A cabin built of bleached bones with skulls adorning the roofline like silent watchers.
29	A small building in a forest clearing with thousands of teeth affixed to its outer walls. Its windows are black squares that seem to ripple like thick oil.
30	A dais of silver ringed by gold steps that sits under a hanging bough of a massive oak.
31	A 30-foot-wide open pit dug into the ground.
32	A giant stone hand rising from the ground, the palm held open to the sky with the fingers slightly curled above it. The palm is 20 feet across.
33	A 20-foot-tall stone wall is all that remains of a once-grand dancehall.
34	A 50-foot-tall stone tower barely 40 feet in diameter rises among the trees. A small room is at the top, with an open window where birds land on a silver windowsill.
35	A 40-foot-tall stone tower that has been snapped in half by a massive blow. The top of the tower is crushed nearby.
36	A round well with precisely cut stones set around the circular opening.
37	A fire-blackened gazebo wrapped in ivy.
38	A stone silo containing dried corn.

1d100	Result
39	A series of stone aqueducts carved into a hillside, each one dry and filled with dirt.
40	A hammock made of animal hide is strung between two trees.
41	An oasis of verdant greenery and flowers surrounding a pool of clear, cool water.
42	An oasis of dry and brittle flowers surrounding a pool of stagnant water.
43	A massive figure or symbol is cut into the fields of corn and wheat, with the stalks pushed over in one direction. The image is visible only from high above.
44	The top of a staircase with marble flooring sits in the woods, although there's no evidence a building ever sat there. The stairs descend into darkness.
45	An arch of red and yellow flowers rises over a stone walkway.
46	A pirate ship is crashed in the middle of the trees (or into a sand dune), as if dropped from a great height. Its masts snapped and sails flutter around the broken wood. There's no evidence of life on the vessel.
47	The characters find a row of three outhouses sitting against a rock wall.
48	A pier made of gray wood sits over a small pond (or over a large empty basin).
49	Twenty-foot-tall standing stones are arranged in a circle around a small basalt altar.
50	A large red-and-white mushroom standing nearly 30 feet tall provides ample shade beneath its massive cap.
51	Live music can be heard playing inside a small roadside tavern. However, if the door is opened, the place is empty. From the layers of dust found inside, it has been empty for quite a long time.
52	A large chessboard with 10-foot-tall pieces sits inside a large wall of hedges. The pieces move easily across the board.
53	A stone arch swirls with purple and red colors that flash and spark. Occasional glimpses of other places are sometimes seen in the colors.
54	A sheet of stone so smooth that it could almost be a mirror is set into the side of a large rock or hillside. For some reason, it doesn't reflect living things.

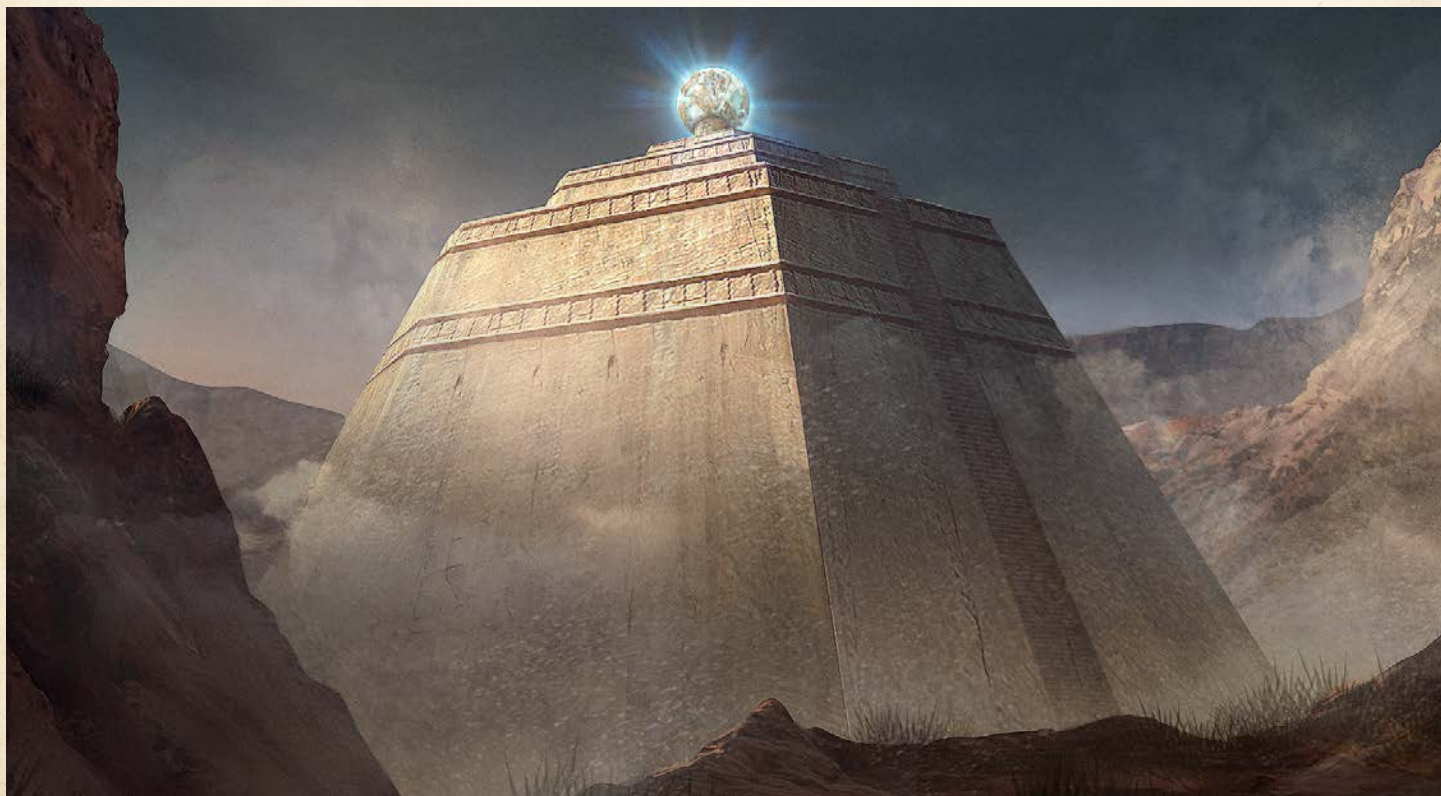
1d100	Result
55	The grasses or sand reveal that a 20-foot-wide by 10-foot-long square cube is sitting there, but nothing can be seen. However, its invisible walls reveal that it is indeed there.
56	A gnome stands inside a chariot on the side of the road, although no horses are hitched to the vehicle.
57	A 40-foot-wide fountain made of chipped jade spews jets of water high into the air. The water is clean and potable.
58	A 10-foot-wide fountain of white marble is streaked with blood that overflows from its basin. A statue of a leering demon stands in the middle of the coagulating pool.
59	Six marble statues of giant monkeys line the roadway.
60	A 30-foot-tall waterwheel sits in the middle of the sand dunes (or forest). There's no water to turn it.
61	A bridge with many missing planks crosses over a deep chasm.
62	A wide amphitheater with carved benches is built into the side of the hill. The stairs descend to an onyx stage.
63	A stone fireplace sits in the remains of a burned building. The walls are blackened, but the stones of the fireplace are clean.
64	A large galleon sits on the water, its sails furled, and its decks swabbed clean. The crew stands at the rail watching the characters.
65	A series of pillars lead into a chamber carved into a mountainside.
66	Ten-foot-tall tapestries depicting incredible battles and fantastic events hang from taut lines strung between the trees. Plush purple couches are set inside these tapestries.
67	A small cabin contains beautiful, handmade quilts that are each folded neatly or hung on racks.
68	A waterfall pours over the edge of a cliff. The water changes colors every 12 hours.
69	A large wagon with a broken axle sits on the side of the road. A forlorn old man sits beside it, weeping at the wreckage. Words painted on the side of the wagon read "The Wondrous Magic of the Ancient World."
70	A large orchard with ripe apples is found on the side of the road. The fruit is delicious and nourishing.

1d100	Result
71	An orchard is overgrown with weeds and briars. The apples are rotten and withered, although some look like shrunken heads.
72	The trailhead branches in three directions, with one heading under a natural stone arch, a second under an arch of intertwined tree branches, and the third under a glowing blue arc of lightning.
73	The river runs cold, with floating chunks of ice drifting lazily in the frigid current. One of the larger ice chunks contains a shadowy figure frozen inside it.
74	The open sea is still, with little wind to stir the ship's sails. Still, a massive swell approaches from the east, its waters cresting higher than the crow's nest.
75	The bottom of the large lake shimmers with a golden light, and the occasional explosion of strange, watery fireworks cause bubbles and geysers to erupt on the surface.
76	The cabin is locked, its doors and windows blocked with large timbers that have been propped against them from the outside. Something rummages within.
77	The small shrine is built on stacks of flat stones that elevate the structure about five feet off the ground. The space under the structure is full of dark recesses and stones blocking the characters' views. Could that be a staircase descending into the ground?
78	The old house contains numerous oddly built walls that twist and turn like a maze. But there's one part of the house where the walls all open into a room where there's a square of floor-to-ceiling stone with no openings.
79	A small bubbling hot spring has a sign beside it that reads, "Absolutely no swimming."
80	A large tree has fallen across the path. The jagged roots resemble the head and outstretched wings of a large black dragon roaring furiously at those on the path.
81	The sounds of a waterfall are evident for some distance. But once the characters are closer, they find that large walls have been put up to obstruct any view of the natural scenery.
82	Thick vines are coiled at the top of the cliff, with a heavy stake driven into the rock to secure them in place. One has been uncoiled and hangs over the edge of the cliff.

1d100	Result
83	A five-foot-wide beehive droops from a large limb off to the side of the road. The sounds of buzzing can be heard, but there are no signs of any bees. That's because the bees occasionally drink nectar from flowers around a mage's tower — flowers that contain the runoff of her experiments with various potions. The bees are invisible but still deliver some nasty stings if bothered.
84	An old barn is filled with small barrels that can contain any substance, from flour, to gunpowder, to oil or liquors.
85	A burning ring of fire surrounds a small wooden cabin in a wooded clearing. The fire never burns out, and the cabin remains unharmed despite the flickering flames.
86	A floating raft contains a small outhouse sized structure with a single wooden door. If entered, the interior of the outhouse more closely resembles a small manor home, complete with a butler who asks if the characters have an invitation.
87	Dozens of large barrels float six inches off the ground. Wooden floorboards are affixed atop them to form a floating dancefloor.
88	A barn made of blackened wood with silver woodgrain stands in the small clearing. The double barndoor is slightly ajar, and a flickering red light can be seen filtering through the opening and the slats around the front of the structure.
89	A 30-foot-diameter silver dome with a closed door sits on top of a slow-moving lava flow. The dome is nearly 40 feet tall at its peak and its bottom appears to be flat where it rides across the lava. Flames flicker around the edges of the metal, but the metal seems to absorb and repair any damage done to it.
90	A 100-foot-diameter quartz juts from the edge of a mountain range. Bright purple and green lights flash within the crystalline matrix.
91	A large hedge maze created from a mix of 20-foot-tall shrubs and flat razor-sharp silver walls covers a mile-square stretch of land. The center of the maze is covered with a silver-blue bubble of arcing lightning.
92	A cornfield of fully grown stalks fills a lush valley. However, the ears of corn are laced with metal and attract lightning like rods of metal. Is that a storm on the horizon as the characters are crossing the deadly field?

1d100	Result
93	A deep well is covered by a 20-foot-diameter glass disc. The disc weighs nearly 200 pounds. The well has handholds fitted into the side of the shaft. The shaft descends nearly 300 feet before it opens into a cavern carved jade.
94	Broken glass shards litter a rocky expanse. The shattered glass forms a massive picture that can be seen only when viewed from very high above.
95	Frozen spirals of ice support a ceiling of green fire in a natural cavern. The ice melts but reforms instantly. The water dripping off the ice forms thick layers of water that pool in natural depressions on the floor. Each pool shimmers and shows random locations within the region.
96	The chamber's walls, floor, and ceiling are a mustard-yellow color, and each seems to ripple as if breathing. If touched, the walls and floor seem to shrink away, and the ceiling flickers as if it were a large eyelid trying to open.
97	A rabbit hutch is filled with the furry bunnies — and something else that rattles a cage hidden in the middle of the harmless animals.

1d100	Result
98	A dark ooze ripples inside a 10-foot-wide gold frame attached to a granite wall fitted between two massive trees. When anyone stands in front of the “mirror,” the ooze flows and forms an image of the character.
99	A 30-foot-tall grain silo is smashed in the middle, as if struck by a giant's heavy club. The silo's top half is still half-filled with corn, but the bottom has been turned into a tavern that serves moonshine mash made from a still in the center of the silo. Dust from the corn drifts down on patrons who sit on wooden stools and benches.
100	Four large faces carved into the side of the mountain each have a permanent <i>magic mouth</i> on them that allows them to argue with each other. Each one can answer questions as if they were alive, although the others often chime in with contradictory nonsense.



COLORS

Need a random color for some odd reason? Don't pick one willy-nilly, roll for it like a gamer! You can even roll twice to get different, unique results, like copper-blue or coral-black.

1d20	Color
1	Red
2	Blue
3	Green
4	Yellow
5	Orange
6	Violet
7	Black
8	White
9	Pink
10	Brown
11	Copper
12	Silver
13	Gold
14	Peach
15	Gray
16	Lime
17	Tan
18	Turquoise
19	Purple
20	Coral

SMELLS

Smell that? If you don't, roll for it!

1d20	Smell
1	A lemony zest
2	An acrid, smoky scent
3	Pine needles
4	A coppery scent
5	Fresh-cut flowers
6	Cinnamon (or other spices)
7	Rot and decay
8	Burning peat moss
9	A rancid, stomach-churning odor
10	Wet fungus
11	Manure
12	An ocean breeze
13	Bales of hay
14	Burning food
15	Decaying fish
16	Fresh-cut wood
17	Pickles
18	Body odor
19	A thick, oily smell
20	Garlic



ODD SOUNDS

Everything is quiet for the night around the campfire, but what's that strange sound?

1d20	Sound
1	A tinkling of small bells
2	A chirping bird
3	Heavy footsteps
4	Laughter
5	Random shouting
6	Whispers in the darkness
7	The sounds of fighting
8	Rain falling
9	A fire crackling
10	A wild animal howling
11	A horse neighing
12	The rolling sound of thunder
13	Water lapping against the shore
14	A small explosion
15	A mechanical thumping
16	Scratching on wood or stone.
17	Rushing air
18	Snapping wood
19	Glass breaking
20	A door opening/closing

BUILDING MATERIALS

What's that dungeon door made of? What are the residents of the village using to build their homes? (Some of the stone descriptions below may be used inside homes instead of on outside walls.) Grab a 1d20 and find out.

1d20	Material
1	Red oak
2	Maple
3	Alder
4	Cedar
5	Poplar
6	Cherry
7	Hickory
8	Mahogany
9	Walnut
10	White oak
11	Birch
12	Pine
13	Limestone
14	Sandstone
15	Marble
16	Basalt
17	Granite
18	Serpentine
19	Chalk
20	Slate



ODD TRINKETS LIST

Need to know what's in that bandit's backpack? Curious what the old beggar keeps in that moth-eaten sack he refuses to let go of? Here's the answer. Roll 1d100 on the following list of odd trinkets to see what the heroes discover as they rummage for goodies. These are unusual or slightly odd things that don't always fall into the realm of "must-have magical items." The DC for any saving throws is 12, unless otherwise noted.

1d100 Items		1d100 Items	
1	A five-pound marble egg engraved with the dwarven symbol for "key." The smoothly polished egg floats when released. The egg acts as if under a permanent <i>mage hand</i> spell that you can control.	9	A glass eye that always looks to the north if placed on a smooth surface. If placed in an empty eye socket, it grants the use of a <i>dominate beast</i> spell once per day at your level. The eye always turns to the north, even when inserted into an eye socket. The eye must not be covered to use this ability, which means you must be facing north before invoking the spell.
2	A small bag of 2d4 beans. A magic bean sprouts 2d4 rounds after being planted and creates an <i>entangle</i> spell that lasts for 1d6 + 4 minutes. Each bean fills a 10-foot square with entangling plants. They can be planted individually.	10	An eight-inch-long, adamantite piton.
3	A five-inch-diameter locket of bronze attached to twine. A painted portrait of a beautiful woman wearing a wreath of flowers is found if you open the locket. The magical portrait reacts with exaggerated facial expressions to your appearance and actions. Her reactions include disgust, surprise, eye-rolling, joy, laughter, etc. ...	11	A magical papyrus airplane. Once thrown, it flies indefinitely until it hits something or is caught.
4	A single gold coin is found. If flipped into the air, it spins and rotates indefinitely in the air, hovering and refusing to drop to the ground until you or someone else calls out heads or tails. Only then does the suspense end as the coin falls to display a random side.	12	A pair of magical, six-sided dice. If the number 2 is rolled, a <i>conjure animals</i> (poisonous snake) spell is cast. The snake is not controlled or friendly, and it immediately attacks the nearest creature.
5	An animated, taxidermied puppy that only plays fetch.	13	Cursed tattoo ink and needle kit. The ink detects as magic, and if used, it immediately turns the recipient's body a fluorescent pink for 5d6 days. Divination magic does not reveal the ink's properties. Three doses of ink are in the bottle.
6	A five-inch, seemingly empty glass cube. The cube contains a miniscule, intelligent gelatinous cube (see Creatures) in suspended animation. While intelligent, the cube has no means of communicating with others. If freed, it grows into a full-sized cube within 10 months. It faithfully follows its liberator to the best of its ability.	14	A bag of 3d4 acorns. If thrown, the acorn transforms into a squirrel (as rat).
7	A brass cowbell. When rung, this bell calls a heifer or an angry bull (50% chance of either appearing) that is currently within five miles of the bell's location. You have no control over the animal that responds, but it follows you docilely for 1d4 days. It immediately attacks you if the bell is rung again in the bovine's presence.	15	A blue sodalite thumb worry stone. If you rub it while it is in your pocket, the stone acts a <i>calm emotions</i> spell on you. In addition, one random creature within 60 feet must succeed on a Wisdom saving throw or become subject to a <i>confusion</i> spell for 1d4 rounds. The stone can be used once every 24 hours.
8	A small guillotine with a one-inch-diameter hole that cuts and cauterizes any nonmagical material.	16	An animated wooden spider. The spider continuously crawls over your body until placed in a container. The spider has a 50% chance of scratching itchy parts of the body.
		17	A black candle. Once lit, this candle produces an unpleasant smell that makes creatures uncomfortable. Further, the candle has a 25% chance of creating a flatulent sound each round. Untrained beasts within 50 feet immediately flee the area.
		18	A red napkin. Once per day, this magical kerchief causes small objects that it completely covers (two-inch diameter or less) to turn invisible for 2d4 rounds.

1d100 Items

- 19 A magical leather bag made from a sheep's bladder. This bag produces a mutton, onion, and cheese sandwich once per day.
- 20 A chicken corpse. This headless "zombie" chicken sprints in circles, runs into things, and briefly flounders into the air. The chicken is difficult to catch and becomes dormant again if placed in a bag.
- 21 A very large, rusted iron key with an attached note on a string. If taken, the key gently pulls you toward any creature experiencing hunger. The inscription on the note says "Thadeus, my love, I hope this is the key you needed. I have started to chafe, and the beast is hungry."
- 22 A squishy ball. This rubbery, sponge-like ball bounces twice the distance each time until stopped by another creature. The ball causes no damage to living creatures but might shatter breakable objects it strikes. The ball can bounce vertically as well as horizontally.
- 23 A flatfish (flounder) that has been turned to stone. Upon inspection, a petrified ring can be seen in its gullet. The ring is magical (GM's choice).
- 24 Two chicken feathers. If you hold a feather in each hand and flap your arms, you levitate up to your Constitution modifier in rounds per day (for a maximum of five rounds). The feathers cease functioning for seven days after being used for five total rounds.
- 25 A wedding ring inscribed with the name "Muriel." This ring grants you the ability to use *clairvoyance* (vision) only on a lost companion ring. The companion ring is currently possessed by a particularly foul and disgusting ogre somewhere in the world.
- 26 A crusty tankard. Any liquid poured into the tankard turns into goat's milk (25% chance of being spoiled).
- 27 A small, mushroom-like creature (CR 0). The miniature humanoid emits spores that convey empathy. The creature desires friendship and nurturing.
- 28 A seed pod with 2d4 seeds. If a seed is planted, a vine immediately bursts forth from the ground. The vine has the consistency of a thick mooring line with an abundance of short offshoots (which allows it to be climbed like a knotted rope). The rigid vine grows 5d10 x 10 feet into the air. After 2d4 minutes, the vine develops stiletto-like thorns (dealing 1 piercing damage for each round of climbing). The vine withers and rots after 24 hours. If planted into an enclosure, the vine fills up to 30 cubic feet of space.

1d100 Items

- 29 A jar of oily goo and a wooden knife. This jar of preserved mimic sludge adheres to anything it touches (aside from the wooden applicator). A Huge or smaller creature adhered by the gunk becomes grappled to the object (escape DC 13). Ability checks made to escape adhesion have disadvantage. The jar has 10 applications.
- 30 A ring made of twine and gray hair. After the ring is worn for 24 hours, you can recall a snippet of information once per day (such as something you forgot about the current storyline.) There is 25% chance the ring recalls a random memory of a previous owner.
- 31 Lepus hat. The battered and patched woolen hat looks plain and at the end of its life. A frayed twine secures the black hat into a tight roll. Once per week, a rabbit can be pulled from the depths of the hat's interior. When a rabbit is pulled out, the hat immediately begins producing 1d4 + 1 rabbits each round. Rabbits leap from the hat and flee in fear for 10 rounds. As the rabbits spring forth, the hat violently jostles about, requiring a DC 11 Dexterity check to keep hold of it. The hat maybe closed and tied shut to stop the flood of rabbits. The rabbits remain for 24 hours.
- 32 A small, doorless brass cage. This five-inch-tall bird cage holds a tiny animated human skeleton. Due to its size, the skeleton cannot cause harm. It frantically attempts to speak and uses hand gestures without success to communicate. The skeleton and cage are conjoined, and both disintegrate if they are separated.
- 33 A gold quill pen with a peacock feather. This magical pen automatically creates extravagant calligraphy. By concentrating, you can also change the color of any ink on the nib, no matter the ink into which it was dipped. After 1d4 + 1 hours, anything written by the pen transforms into insults, profane language, and obscene drawings. The changed writing ruins any spells transferred onto scrolls or into spellbooks.
- 34 A bronze handbell. Once per day, this handbell can produce a gong-like sound that can be heard for miles around. The bell causes a constant ringing in your ears for 1d4 + 1 hours (disadvantage on Wisdom [Perception] checks involving hearing) but does no other harm.
- 35 An ivory chess piece of a king. Once per day, this chess piece grants advantage on one roll of your choosing. It also curses you with disadvantage at the most inopportune time (at the GM's discretion). If the disadvantage is not used, your dreams are filled with images of failure that cause a level of exhaustion.

1d100 Items

- 36 A toupee made from goat hide. After it is worn for 24 hours, the toupee can be thrown to the ground, where it transforms into a goat. The goat wears a bit and bridle and has a small saddle. It can carry a Small humanoid. The toupee remains in goat form for 12 hours. The goat faints if it becomes frightened or excited, at which point it returns to a wig on the next round. Wearing the toupee causes your hair to fall out, but it regrows normally with time.
- 37 A small bottle of oil. If the oil is applied to a character's fingers, it creates a small flame on the thumb with a snap. The flame does not harm the snapper, but it can be used to light candles, torches, and the like. The flame consumes the oil in 1d4 + 1 rounds. The bottle has five applications.
- 38 An ornate perfume bottle with a spray bulb. The bottle has six doses that can mask your scent. You can alter your scent by stating the intended aroma you want before you spray the cologne. After four hours, the fragrance emits a smell of fermented pork grease and spoiled cabbage. Once sprayed, the odor lasts for 24 hours and cannot be washed away by normal means.
- 39 A silk hair tie. Upon command, this short hair tie transforms into a 30-foot-long purple, silk rope. The rope brightly flashes pink and purple (as a torch) after two rounds of use.
- 40 A glabrezu tooth necklace that creates an aura of evil so that you detect as an evil fiend. In addition, the tooth necklace produces a Fetid Cloud (10-foot radius, 1/day as the dretch ability) from a random orifice at the most inopportune time. Creatures of evil alignment can control the timing of the cloud.
- 41 A brass bubble wand. This small metal wand has a thin loop on one end. By speaking into the loop, you can create a five-second message or sound that is contained within a bubble. The bubble bursts with any contact and releases the sound. The bubble travels at five feet per round in a meandering route as directed by you. The wand can create only one bubble per round, and the sound within cannot be used as a command word for magical items.
- 42 A shrunken kobold head on a string. The magical, mummified head loudly translates any spoken words into Draconic language (with a heavy kobold twang). The head jabbars everything it hears unless it is placed in a completely lightless place. Aside from translating, the head has no other properties.

1d100 Items

- 43 Face paint kit with a red wooden nose. When this garish paint and nose are worn, all creatures within line of sight either become frightened or fall into a fit of laughter as the spell *hideous laughter* for 1d4 rounds (50% chance of either occurring). A creature with an Intelligence score of 4 or less isn't affected. The Wisdom saving throw is 10 + the user's level. After a successful save or once the effects expire, viewers become immune to the effects for 24 hours. A creature can be affected only once per 24 hours. Furthermore, if you view your reflection while under the influence of the paint, you go into a temporary stupor (feeble-minded for 1d4 days, no save). The kit has 2d4 applications.
- 44 Bag of sunflower seeds. If a handful of these seeds are scattered on the ground, a patch of giant sunflowers erupts in a 10-foot-by-10-foot area. The 10-foot-tall sunflowers provide cover and difficult terrain within the area. The seeds cause discomfort if eaten and create the above effects when expelled.
- 45 Origami crane. The small paper crane can be used as the *animal messenger* spell once per week. The paper crane transforms into a real crane (see **Creatures**) upon command. There is a 50% chance that the crane becomes hostile for 2d4 rounds after delivering a message. It reverts to a paper crane once the message is delivered or if its time expires. Killing the crane destroys the magical abilities.
- 46 Jumping beans. These 3d4 beans wiggle and hop in warm environments (such as a closed hand). If devoured, the beans cause you to uncontrollably leap 1d4 x 5 feet in random directions each round for 1d4 + 1 rounds. Roll 1d6 to determine the direction: 1 = forward, 2 = backward, 3 = right, 4 = left, 5 = straight up, 6 = fall prone. Unless obstructed, you land safely after each leap. You take 2d6 bludgeoning damage from leaping into walls, ceilings, or other firm surfaces. While jumping, you cannot take any actions, reactions, or bonus actions, and your movement is used up in jumping. The jumping can be nullified by *feather falling*, *fly*, *levitate*, or *jump* spells, as well as grappling by others.
- 47 Sequined glove. This single, crystal-studded glove deals 1d2 bludgeoning damage if used to slap a creature's face. Furthermore, on a roll of 19 or 20, the slap knocks a Large or smaller creature prone (75% chance) or unconscious (25% chance) if it fails a Constitution saving throw.

1d100 Items

- 48 Small bag of dried mushrooms. These multicolored mushrooms convey magical properties if eaten. Their shape and color do not reflect their properties. The bag contains 3d4 mushrooms. Each mushroom causes a random effect (roll a d4: 1 = *haste*, 2 = *deep anger*, 3 = *confusion*, 4 = *deep slumber*). The spell effect lasts for 2d4 rounds. After the effect wears off, the imbiber becomes nauseated for 1d4 hours.
- 49 A pinecone. If planted, this pinecone grows into a 75-foot-tall blue spruce tree over the course of 1d4 hours. A rope ladder leads 50-foot from the ground to an enclosed, unfurnished treehouse that comfortably sleeps five Medium creatures. An identical pine grows from a branch near the hatch of the treehouse. The tree and house remain until the pinecone is harvested, at which point the tree withers and falls over in 1d4 hours. The harvested pinecone has the same properties of the original.
- 50 Minty hard candy. When consumed, each of these 2d4 pieces of tasty candy provide a +1 bonus to all Charisma checks for 2d4 rounds.
- 51 Ceramic mug. This mug can freeze, cool, warm, or boil any nonmagical liquid placed within while the exterior remains at room temperature. Magical liquids placed in the mug cause it to shatter.
- 52 Gold hoop earring. This earring allows you to eavesdrop on conversations within 100 feet by cupping your hand over your opposite ear. While mostly reliable, there is 20% chance that the ring distorts, jumbles, or alters languages.
- 53 Pomegranates. These 1d4 + 1 magical fruits provide a +1 bonus to Intelligence checks for one hour. If this fruit is not eaten within 2d4 days, it ferments and imposes a -2 penalty to Wisdom checks that lasts for 2d8 hours. The fruit is accompanied by a map with a red tree scrawled in a remote location.
- 54 An eight-inch-diameter wooden disc. This wooden platter can be unerringly thrown up to 100 feet. A small depression in its center can safely carry a Tiny object (such as a potion bottle).
- 55 A small marionette. A puppeteer who pins a small object from a humanoid (such as a lock of hair, a piece of cloth, etc.) can possibly control and alter the actions of the creature for one turn (as per a *command* spell). A successful DC 11 Wisdom save negates this effect. The marionette may be used up to three times every 24 hours.
- 56 Sea wool sponge. This magical sponge can absorb up to 10-cubic feet of water for one hour without changing size. After an hour, the water leaks out at a rate of one gallon per hour.

1d100 Items

- 57 Ivory false vampire teeth. This set of fake teeth (top and bottom) fit over a Medium humanoid's teeth. The set of teeth comes with two small doses of *sovereign glue* and a small vial of *universal solvent* (although the solvent expired months ago and lost its powers).
- 58 Sprite mannequin. The articulated mannequin wears tiny mithril chainmail and holds a +1 *longsword* that can do 1d3 + 1 slashing damage.
- 59 Campfire blanket. The embroidered image of a campfire decorates this three-foot-by-three-foot, silk blanket. This fireproof blanket can capture one campfire by placing it in suspended animation within its magical silk. The campfire (with fuel and a protective ring of rocks) can be released (still ablaze) by shaking out the blanket on level dirt or rock. Any normal campfire can be recaptured by again covering it with the blanket. The campfire consumes fuel normally. The blanket can hold only one normal campfire at a time.
- 60 A short rope. This is a three-foot-long *rope of climbing*.
- 61 A small silver whistle. Once per day, this silent dog whistle can conjure 1d4 + 1 fey spirits at a range of 60-foot that take the form of chihuahuas (see **Creatures**). They obey your verbal commands (no action required). If no command is given, they defend themselves from hostile creatures but otherwise take no actions. The summoned creatures are friendly but not considered companions. They remain until brought to 0 hit points or until the next sunset.
- 62 A lavender ascot. This necktie grants you magical protection from strangulation and garrote wire attacks. These attacks simply have no effect.
- 63 A debonair frog. This awakened animal has a passion for mischief, manipulation, and romance. It insists on being called Lord Farnsworth.
- 64 A brass doorknob embossed with a grinning jester. This magical doorknob adheres itself to any door and grants you proficiency with thieves' tools. If already proficient with thieves' tools, it grants a +1 bonus. After a failed attempt to unlock a door, the knob instead *arcane locks* (with no password or designated caster) the door. It can be removed from the door only with successful unlocking or by destroying the door completely.

1d100 Items

- 65 A small obsidian cat statue. You gain advantage on Dexterity checks. You also do not take damage from falling less than 20 feet if you are not incapacitated. You must also rest twice as long as normal to gain these benefits (short rests have a timeframe of two hours, and long rests have a timeframe of 16 hours). In addition, whenever you stand on or cross a rug, you must succeed on a DC 12 Constitution saving throw or suffer an awkward bout of coughing up hairballs for two rounds.
- 66 An ornate mother-of-pearl button carved with a six-pointed star. This is one of six companion buttons, each of which is attached to a different set of clothing. Once attached to nonmagical clothing, this button allows you to instantly summon one of the sets of clothing attached to a companion button by pressing a point of the star. The nonmagical clothing magically appears and adjusts to fit (switching out with a random set). The buttons are currently attached to the following clothing: 1) a wedding gown with sequined shoes; 2) a one-piece set of long underwear with trapdoor; 3) a petticoat embroidered with gold thread, pantaloons, feathered muffin hat, and high boots; 4) a dirty, burlap peasant's tunic; and 5) a tight-fitting whale-bone corset made of black lace.
- 67 A reference book titled *How to Tell if Your Familiar is Plotting to Kill You*. An indestructible strip of parchment serving as a bookmark bears magical phrases and sigils written in silver ink and blood. The strip of paper is the binding component of the phylactery of the infamous dwarven lich Barbikk of the Hollow Spires. He would like to have it back.
- 68 A tiny hunting trap (see **Creatures**). This semi-sentient animated jump trap hates beasts. It is loyal to you, but attacks beasts automatically. It can follow basic instructions.
- 69 A miniature bellows. The bellows blasts a line of strong wind 30 feet long and five feet wide from its nozzle. The bellows make a sound similar to a dragon belching but otherwise acts as a *gust of wind* for one round.
- 70 A tarot deck. This deck of ornate cards conjures an *unseen servant* when placed upon a flat surface. The servant spreads the cards in a cross layout. The cards have insignificant powers and have no purpose other than as entertainment. If the Tower card is drawn, the *unseen servant* violently flings the cards into the air.
- 71 A miniature boat anchor. This magical, six-inch-long iron anchor grows to more than six feet in length and weighs more than 5,000 pounds when exposed to any liquid. Once dry, it shrinks back to its miniature state.

1d100 Items

- 72 Large, taxidermized rabbit ears are attached to a headband. When worn, these ridiculously, oversized ears triple your jump distance. The ears work for one minute each day.
- 73 An adamantite fishhook. This hook automatically casts *enlarge/reduce* (enlarge version of the spell) on a living aquatic beast pierced by its point. This effect has a duration of 24 hours and may be used once per day.
- 74 Bag of flea powder. This bag of fine white power has seven applications of non-magical anti-parasite treatments. One treatment provides advantage on saving throws and provides disadvantage from attacks from parasites (such as rot grubs and stirges). This effect has a duration of 24 hours.
- 75 Mirrored spectacles. These magical, reflective spectacles do not prevent gaze effects, but the creature making the attack also receives its gaze attack. You and the attacker have advantage on any saving throw required due to the gaze being split in two.
- 76 A potato with small humanoid eyes. The skin of this root vegetable has a dozen blinking, moving eyes. The eyes seem to follow movements. If spoken to, the eyes blink in a pattern very similar to Thieves' Cant. The eyes seem to spell out, "Help me." The potato is otherwise just a normal, starchy tuber. It can be grown and cultivated to make more creepy-eyed potatoes that mature in 20 to 25 days.
- 77 A glass globe terrarium. A large cork stopper seals this spherical glass jar. A layer of compost fills the lower half. Clusters of colorful, tiny mushrooms grow within. These tiny shriekers emit a screech audible within 100 feet when exposed to light. The shriekers continue to make this sound for 1d4 + 1 x 10 minutes or until returned to darkness.
- 78 A folded handkerchief. This standard piece of 12-inch-square cloth can be unfolded countless times, all the while retaining the same thickness. With each unfolding, the surface area increases fourfold. The cloth does not have other magical properties and can be refolded but cannot be folded smaller than its original size. If damaged in any way, it loses its magical ability and deteriorates in 1d4 days.
- 79 A sealed bone scroll tube. A meticulously detailed and realistic painting of a satyr dressed in nobleman's garb is rolled up inside. The magical, nearly indestructible canvas responds only if an elf views the image. If an elf is within 30 feet of the painting's surface, the satyr's image animates and begins hurling vile insults. It has no other properties or powers.

1d100 Items

- 80 Breath spray bottle with bulb atomizer. This ornate crystal bottle contains five does of minty breath spray. The spray has the power to double a your voice to twice its normal level. This boon extends the area of effect of sonic magic and bardic singing.
- 81 Red lip balm (25 applications). When applied, this balm allows you to use a bonus action to blow a kiss to any creature within 100 feet. The harmless kiss can be felt as a mildly pleasurable tingle by any visible creature. Blowing a kiss transfers a red lip print to the intended target's cheek. The balm can be removed normally or wears off in 1d4 hours.
- 82 A folding hand fan. When unfolded and waved, this fan produces' a magical aura that masks your appearance to spells and magical effects that detect creature types. When you are targeted by such a spell, you can use your reaction to choose a creature type or alignment, and spells and magical effects treat you as if you were a creature of that type or of that alignment until the end of your next turn. The fan maybe used up to 10 times each day. Each time the fan is used, there is a 20% chance that the fan instead casts *disguise self*. It produces the illusion of a silk scarf-laden orc dancer or a tsathar dressed in a jester's costume. This unusual side effect lasts for one hour and you cannot dispel it.
- 83 A small porcelain beaded bag. A brass clasp adorns this coin purse, which can hold up to 25 coins. This small bag contains another bag of the same size, which contains another bag of the same size, and so forth. The additional bags disappear after 12 hours.
- 84 A diamond-encrusted, mithril nail file. While nonmagical, this four-inch-long file can cut through most material, albeit very slowly.
- 85 A five-inch-long metal rod. If scraped or struck against a metal object, this ferrous rod produces a massive shower of sparks. In addition, it shoots a *flame bolt* in a random direction within a 10-foot area around the rod. If a creature occupies the space, make a ranged spell attack against the target to see if the *flame bolt* hits its target.
- 86 A wooden toy top with a metal tip. This magical top carves a 75% accurate map into most surfaces. As an action, you spin the top while stating the desired destination. Over the course of 2d4 + 2 minutes, the top carves a quarter-inch-deep, grooved drawing of the terrain, roads, and dominant geographic features. It also notes a rudimentary legend and map scale. The top can be used once per day and regains its power at noon.

1d100 Items

- 87 A half-consumed candle. This small, yellow-and-red candle produces a life-sustaining 10-foot aura when lit. A living creature regains 1 hit point if it starts its turn in the aura with 0 hit points. The candle has 30 minutes of burn time left.
- 88 Crystal decanter with flame. This crystalline, teardrop flask contains a continually burning tongue of flame. The swirling flame burns a brilliant crimson hue and sheds bright light in a five-foot radius and dim light for an additional five feet. The decanter is warm to the touch but does not burn. When held, the flame guides the bearer via the movement of the flame toward your true love. But love is fallible, so the flame has a 50% chance of directing you to a doppelganger instead. If opened (via wax sealed stopper), the decanter expels a gout of flame that deals 4d6 fire damage to all within five feet, or half that on a successful DC 13 Dexterity saving throw. It is then useless.
- 89 A small sea conch horn. If blown over dry land, a hail of fist-sized sea snails and slime rains to the ground in a 20-foot-radius, 40-foot-high cylinder centered on you. Each creature in the cylinder must make a DC 12 Dexterity saving throw. A creature takes 1d4 bludgeoning damage on a failed save, or half as much damage on a successful one. The snails and slippery slime turn the 20-foot area into difficult terrain for 2d4 rounds. The snails do not survive the fall. If sounded over water, large-sized banana slugs instead fall. These do not cause damage, but the difficult terrain applies if applicable (such as on a ship's deck).
- 90 A miniature, violent clockwork knight. This four-inch-tall brass soldier with and attached sword viciously attacks the nearest creature (or object that resembles a creature). It must be wound by a key on its back. Its crazed attacks last for one minute until it needs to be rewound. It is too small to effectively cause any real damage to anything larger than a mouse. If by chance it happens to slay a creature (large insect or similarly sized creature), it expands to a full-size suit of animated armor under the possessor's control. It still needs winding every minute of movement or combat. If it happens to slay a creature while full-size, the animated armor reduces to its original size.
- 91 A pair of gold-plated scissors in the shape of a pair of dancing woman. These magical shears provide a proficiency bonus to any crafting using these scissor (such as sewing, weaving, or leatherworking) as well as cutting the crafting time in half. In addition, any clothing made with these automatically becomes of the highest quality. With a failed attempt by 5 or more, the garment, rug, or leather good instead behaves as a *rug of smothering* within 1d4 hours.

1d100 Items

- 92 A one-foot-diameter stone sphere. This highly polished stone sphere has three finger-sized holes in it. Dark gray with streaks of silver, this hefty ball weighs 50 pounds. The word for “insanity” is lightly carved in Terran upon its surface. The sphere is actually a Tiny, blackballed **galeb duhr** named Greywacke (see **Creatures**). Banished and branded, Greywacke fears the apocalypse and needs to spread the word of impending doom via the anger of the earth gods. His alien thought process makes it difficult for him to function socially, however. Greywacke often keeps his False Appearance up for a while, enjoying being handled by other beings.
- 93 Snowglobe. A gold and diamond stand holds this glass globe filled with tiny sparkling flakes. If shaken and placed on the ground, an image of the possessor appears within the globe. The glitter predicts what the weather will be at that location for the next 24 hours. The effect appears within the orb (such as bright clear skies, raining, falling snowflakes, and so on). This effect lasts for one round.
- 94 Unleavened, dry biscuits. These 12 grainy biscuits contain bits of raw hide, dried meats, and molasses. While edible, these crunchy biscuits have a starchy, pungent taste and have no special effects. If devoured by beasts or a wizard’s familiar, these biscuits give the beast the benefits of a *heroes’ feast* spell for 24 hours.
- 95 Spyglass. This brass and glass, extendable spyglass acts as a *ring of X-ray vision* but only on surfaces that are least 200 feet away. It acts as a normal spyglass in all other aspects.
- 96 Ball bearings and a horseshoe magnet. These magical, iron spheres can be directed by the powerful magnet. As an action, you direct this mass of ball bearings (which fill a 10-foot square) to move within a 60-foot radius. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn’t need to make the save. You can also use the magnet to command the ball bearings into a container. They must be on a flat, level surface to work.
- 97 A small squeezebox. This hexagonal concertina emits upbeat and slightly annoying sounds. With proficiency in accordions, you can cast *irresistible dance* once per day while playing this instrument. If you are not proficient, you create a 30-foot-radius area filled with painful sounds. Those within the area are subject to the effects of a *vicious mockery* spell. These effects can be used once every 24 hours.

1d100 Items

- 98 A magnifying glass. The brass handle and frame of this large glass are carved to resemble miniscule ants grasping one another. Any normal ant that is magnified under this glass transforms into a giant version of itself. The ant can understand and obey verbal commands. In combat, the ant acts on your turn each round. The ant remains giant-sized for 10 minutes or until it drops to 0 hit points. All other insects so magnified are affected as if by a *giant insect* spell but are uncontrollable and hostile. Regardless of the outcome, only one creature can be enlarged every 24 hours.
- 99 A bundle of sticks. Elastic twine holds this small bundle of sticks and cloth together. If thrown onto the ground as an action, the bundle magically transforms into a padded, wicker lounge chair with an attached parasol. If used during a short rest by a Medium or smaller creature, the chair increases the amount it heals by 1d6. The chair returns to the small jumble of sticks if picked up. Its powers can be used twice every 24 hours.
- 100 Charon’s obol. These two coins cannot be separated by a distance greater than five feet. If this happens, one of the coins (chosen randomly) simply teleports back to the other. The silver coins are nondescript discs. If placed over a dead Medium or smaller humanoid’s eyes, an embossed portrait of the creature appears on one coin and their skull on the other. After an hour, a random effect is triggered. Roll 1d4: 1 = *raise dead*; 2 = *create undead* (into a ghoul retaining all non-conflicting character class abilities and stats); or 3–4 = *gentle repose*. The coins can be used only once every 29 days.

TOME OF TREASURES

Want even more options of things characters could discover? Check out the **Tome of Treasures** from **Necromancer Games**. This book includes hundreds of different treasures and trinkets, broken down by low-level rewards to epic hoards. Find it at www.FrogGodGames.com.



CREATURES

BEARTRAP

Tiny construct, unaligned

Armor Class 18

Hit Points 20 (8d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	18 (+4)	10 (+0)	3 (–4)	3 (–4)	1 (–5)

Skills Perception +0, Stealth +6

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/2 (100XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) piercing damage.

CHIHUAHUA

Tiny fey, aligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	15 (+2)	10 (+0)	3 (–4)	10 (+0)	9 (–1)

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages understands Common but can't speak

Challenge 0 (10XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 3 piercing damage.



CRANE

Tine beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 10 ft., swim 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1(−5)	15 (+2)	14 (+2)	3 (−4)	10 (+0)	9 (−1)

Senses passive Perception 10

Languages —

Challenge 0 (10XP).

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 3 piercing damage.

GELATINOUS CUBE (FIVE-INCH CUBE)

Tiny ooze, unaligned

Armor Class 6

Hit Points 7 (1d4 + 5)

Speed 5 inches



STR	DEX	CON	INT	WIS	CHA
1 (−5)	1 (−5)	20 (+5)	14 (+2)	6 (−2)	1 (−5)

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 8

Challenge 0 (10XP)

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* −3 to hit, reach 0 ft., one target. *Hit:* 1 acid damage.

GREYWACKE (GALEB DUHR)

Tiny elemental, neutral

Armor Class 19 (natural armor)

Hit Points 22 (3d4 + 15)

Speed 15 ft., 30 ft. when rolling, 60 ft. rolling downhill

STR	DEX	CON	INT	WIS	CHA
6 (−2)	20 (+5)	20 (+5)	8 (−1)	5 (−3)	16 (+3)

Senses darkvision 60 ft., tremorsense 60 ft., passive perception 7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison,

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal bowling ball.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 4 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target, *Hit:* 1 (1d4 − 2) bludgeoning damage.

Animate Boulders (1/day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A small boulder animated by Greywacke has statistics like Greywacke's, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to one minute (as if concentrating on a spell).



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CREATURE TRACKER

The following tables are designed to help track creatures and NPCs the heroes defeat during the *Splinters of Faith* adventures. NPCs who are not intended to be combatants are not listed. Tables to write in additional wandering monster encounters are included to use as needed. Once the players finish an adventure, you can add up the XP earned to get a total for each adventure.

CHAPTER 4: IT STARTED WITH A CHICKEN

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area E	Sheriff Dreng	11		25	
Area F	Clud	4		10	
Area F	Dimburt	4		10	
Area I	Fox	11		50	
Area J	Gerlach	27		200	
Area J	Thugs (x4)	32		100	
Area K4	Shadow	16		100	
Area K5	Fulcyst	36		700	
Area K7	Ghouls (x2)	22		200	
Area K8	Swarm of Undead Bats	22		50	
Area K8	Swarm of Undead Rats	24		50	
Area K9	Gillespy (Ghoul)	22		200	
Area K10	Animated Armor	60		450	
Area K11	Zombies (x3)	22		50	
Area K15	Skeletons (x7)	13		50	
Area K15	Small Water Elementals (x2)	75		450	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

CHAPTER 5: BURNING DESIRES

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area OC-1	Umak Lungthrasher (black orc)	16		200	
Area OC-1	Orcs (x20)	15		100	
Area OC-2	Orcs (x20)	15		100	
Area OC-3	Orcs (x15)	15		100	
Area OC-4	Orcs (x15)	15		100	
Area A	Frogs (x3)	18		50	
Area B	Crocodiles (x8)	19		100	
Area C	Marmel (grig)	4		200	
Area D	Zombies (x2)	22		50	
Area E	Giant Spiders (x4)	26		200	
Area F	Anaconda	13		50	
Area G	Lacedons (ghoul) (x5)	22		200	
Area H	Snaw (aquatic ogre)	59		450	
Area J5	Wight	45		700	
Area K	Bonesnapper	104		700	
Area L	Black Dragon Wyrmling	33		450	
Area K	Kobolds (x8)	5		25	
Area M1	Monstrous Crayfish	45		450	
Area M3	Vingmort	52		450	
Area M4	Lizardfolk	22		100	
Area M5	Cottonmouth Vipers (x4)	2		25	
Area M6	Monstrous Crayfish	79		700	
Area M8	Skum (x2)	90		450	
Area M9	Monstrous Crayfish	45		450	
Area M11	Trawla	33		1,800	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

CHAPTER 6: CULVERT OPERATIONS

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area B1	Guards (varies)	11		25	
Area B6	Guards (1d6 + 2)	11		25	
Area B7	Guards (1d4)	11		25	
Area B10	Lady Ingrid Alantyr	51		1,800	
Area B10	Handmaiden	27		450	
Area B12	Handmaidens (1d4 – 1)	27		450	
Area B13	Guards (1d6)	11		25	
Area B17	Corvel Alantyr	27		450	
Area B18	Malik Alantyr	27		450	
Area B19	Vincio Alantyr	51		1,800	
Area B19	Ninx	27		450	
Area B22	Lady Elugin Alantyr	49		2,300	
Area B22	Crawling hands (2d6)	7		100	
Area B24	Ghoul	22		200	
Area E	Lykurgus	117		3,900	
Area L1	Blood Golem	102		1,800	
Area L2	Ghouls (x2)	22		200	
Area L2	Lacedons (x2)	22		200	
Area L3	Chuglirk (Vampire Spawn)	82		1,800	
Area L6	Otyugh	114		1,800	
Area M3	Hill Giant Zombie	105		1,800	
Area M7	Wraith	67		1,800	
Area Q1	Wererats (x3)	33		450	
Area Q2	Wererats (x5)	33		450	
Area Q4	Wererats (x4)	33		450	
Area Q5	Conorii Alantyr (Wererat)	33		450	
Area R	Giant Starfish	232		7,200	
Area R	Giant Clams (Varies)	30		450	
Area S	Giant Crabs (x18)	13		25	
Area T	Sahuagins (x5)	22		100	
Area T	Glorbgrewl (Sahuagin Lord)	76		1,800	
Area U1	Zombies (x8)	22		50	
Area U2	Giant Squid Zombie	78		1,800	
Area U3	Splintered Ghost	45		1,100	
Area U3	Zombie	22		50	
Area U4	Cadavers (x4)	22		200	
Area U6	Skeletal Hydra	172		3,900	
Area V1	Occan	117		3,900	
Area V1	Zombies (x12)	22		50	
Area V2	Huecuvas (x3)	39		450	
Area V2	Kavali	49		2,300	
Area V2	Sorgho (Death Dog)	39		200	
				TOTAL	

CHAPTER 7: FOR THE LOVE OF CHAOS

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
The Upper Gardens					
Area A	Caryatid Columns (x2)	45		450	
Area B	Assassin Vines (x2)	102		700	
Area F	Derro	13		50	
The Gardens Below					
Area A	Derro (x4)	13		50	
Area C-1	Stone Golem	178		5,900	
Area C-2	Derro (x3)	13		50	
Area D	Ettercap	44		450	
Area D	Giant Spiders (x6)	26		200	
Area E	Bugbears (x8)	27		200	
Area G	Rohroh Shuzlirk	82		1,800	
Area G	Giant Lizard	19		50	
Area H	Quid (Troll)	84		1,800	
Area M	Derro (x5)	13		50	
Area O	Ermu (Derro)	13		50	
Area P	Grore (Ogre)	85		700	
Area Q	Derro (x5)	13		50	
Area T-3	Achaierai	135		1,800	
Area T-5	Derro	13		50	
Area U-1	Ettin	85		1,100	
Area U-1	Hobgoblins (x4)	11		100	
Area U-1	Goblins (x2)	7		50	
Area U-2	Derro (x4)	13		50	
Area U-4	Derro (x5)	13		50	
Area U-4	Tarabulus	135		1,800	
Area V	Derro (x5)	13		50	
Area V-2	Derro Savants (x2)	49		700	
Area V-3	Elite Derro (x4)	36		450	
Area V-4	Violet Fungi (x4)	18		50	
Area V-4	Shaphaz' Ikthorn	49		700	
Area V-5	Davgarh	135		1,800	
Area V-5	Elite Derro (x2)	36		450	
Area V-5	Kalahastie (Succubus)	66		1,100	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

CHAPTER 8: SOUL OF GLASS

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
The Covet	Lady Averlyne Du Vaine	44		1,100	
The Covet	Owlbear	66		700	
The Covet	Hulman	112		1,800	
The Covet	Pitney	52		450	
The Covet	DeFiore	27		450	
The Covet	Harelson (Crimson Creeper Clone)	68		700	
Area A-3	Chauncey	112		1,800	
Area E	Shenirac (Devil Dog)	67		1,800	
Area E	Worgs (x6)	26		100	
Area F	Riptide Horror	95		2,900	
Area G-1	Ochre Jellies (x2)	45		450	
Area H	Dromgool (Bhuta)	90		1,100	
Area H	Garby	45		1,100	
Area H	Gorgi	36		700	
Area H	Loretto	45		1,100	
Area H	Mistress Evlyn Willard	45		1,100	
Area H	Raldrich	45		1,100	
Area J-1	Large Animated Objects (stone doors) (x2)	76		700	
Area J-7	Giant Constrictor Snake	60		450	
Area J-8	Giant Spiders (x24)	26		200	
Area J-9	Crimson Creeper Clone	68		700	
Area J-9	Crimson Creeper	138		3,900	
Area J-10	Valmont De Shade (Vampire)	144		10,000	
Area J-12	Olive Slime Zombies (x4)	26		100	
Area J-15	Yellow Mold	—		—	
Area J-16	Olive Slime	14		0	
Area J-17	Olive Slime Zombies (x6)	26		100	
Area J-18	Wights (x5)	45		700	
Area J-20	Leaching Eye	114		2,300	
Area J-21	Giant Leeches (x6)	26		200	
Area J-24	Clamor	37		450	
Area J-25	Bloody Bones	27		450	
Area J-27	Lord Arnsworth Du Vaine	115		10,000	
Area J-28	Caryatid Columns (x6)	45		450	
Area J-37	Roscella, Specter	22		200	
Area J-38	Eye of Ardor	88		2,300	
Area J-38	Large Animated Object (Scorpion)	76		700	
Area J-38	Large Animated Objects (Various) (x4)	76		700	
Area J-38	Medium Animated Objects (Various) (x4)	60		450	
Area J-38	Small Animated Objects (Various) (x4)	44		200	
Area J-42	Will-o'-wisp	22		450	
Area J-44	Glass golem	114		3,900	
Area J-47	Invisible stalker	104		2,300	
Area J-50	Monstrous Hunting Spider	145		5,000	
				TOTAL	

CHAPTER 9: ECLIPSE OF THE HEARTH

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area A	Flinds (x6)	90		450	
Area B	Lions (x9)	26		200	
Area C	Deadfall scorpion	147		3,900	
Area D	Dust Digger	38		700	
Area E	Phase spider (x2)	32		700	
Area F	Pyrolisk	21		100	
Area G	Gnolls (x10)	22		100	
Area H	Hyenas (x34)	5		10	
Area I	Giant lizards (x10)	19		50	
Area J	Giant poisonous snake	11		50	
Area K	Harpies (x2)	38		200	
Area K	Swarm of poisonous snakes	36		450	
Area L	Ruetul Ka' Mhet (vampire minotaur)	76		3,900	
Area N	Baboons (x21)	3		10	
Area N	Gargoyles (x5)	52		450	
Area P	Gnoll commander	49		450	
Area P	Gnolls (x13)	22		100	
Area P	Hyenas (x6)	5		10	
Area P	Giant Hyena	45		200	
Area Q	Sand stalker	45		700	
Area R	Crimson Creeper Clone	68		700	
Area 1-1	Gnolls (x4)	22		100	
Area 2-1	Gnolls (x4)	22		100	
Area 2-2	Gnolls (x12)	22		100	
Area 2-3	Gnolls (x8)	22		100	
Area 2-4	Gnolls (x6)	22		100	
Area 2-5	Gnolls (x6)	22		100	
Area 2-6	Gnolls (x12)	22		100	
Area 2-7	Gnoll Slaver	71		700	
Area 2-7	Gnoll consorts (x5)	22		100	
Area 2-7	Hyenas (x3)	5		10	
Area 3-1	Ettins (x2)	85		1,100	
Area 3-3	Gnoll youths (x25)	13		100	
Area 3-4	Flinds (x4)	90		450	
Area 3-4	Tungurictis (gnoll havoc runner)	58		700	
Area 3-5	Goblins (x37)	7		50	
Area 3-6	Ogres (x3)	59		450	
Area 3-7	Goblins (x10)	7		50	
Area 3-8	Hyenas (x12)	5		10	
Area 3-9	The Packmaster (gnoll havoc runner)	58		700	
Area 3-9	Flinds (x2)	90		450	
Area 3-10	Hyenas (rabid) (x2)	5		10	
				TOTAL	

CHAPTER 9: ECLIPSE OF THE HEARTH (CONTINUED)

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area 3-11	Giant hyenas (x4)	45		200	
Area 4-2	The cook (flind)	90		450	
Area 4-7	Leucrotta (x4)	39		450	
Area 4-8	Kruuk (flind)	90		450	
Area 4-9	Flinds (x5)	90		450	
Area 4-14	Crocuta (werehyena)	120		2,300	
Area 4-15	Flinds (x2)	90		450	
Area 4-18	Amdari (lamia)	97		1,100	
Area 4-19	Gragrel (gnoll slaver)	71		700	
Area 4-19	Elwren Kitchel (gladiator)	112		1,800	
Area 4-20	Bouda (flind tribal shaman)	78		700	
Area 4-20	Gnolls (x2)	22		100	
Area 4-20	Chacma (baboon familiar)	3		10	
Area 5-1	Fleshewn wall of eyes	210		5,000	
Area 5-6	Huge iron cobra	147		2,900	
Area 5-8	Shadows (x6)	16		100	
Area 5-10	Naleshwar (lich)	135		33,000	
Area 5-12	Zombies (x12)	22		50	
Area 5-12	Wraith	67		1,800	
Area 5-16	Anc-salmara (ancient specter)	78		2,300	
Area 5-17	Poltergeists (x6)	22		450	
Area 6-2	Kamarupa	170		2,900	
Area 6-3	Crypt thing	84		2,900	
Area 6-5	Giant spotted lion	136		1,800	
Area 6-6	Giant spotted lion	136		1,800	
Area 6-8	Stone golem	178		5,900	
Event 1	Giant shadow hyenas (x24)	39		450	
Event 2	Mummies (x5)	58		700	
Event 2	Swarm of poisonous snakes (x5)	36		450	
Event 3	Zombie shadow hunter	105		5,000	
Event 4	Demonic Knight	85		2,300	
Event 4	Vrock	104		2,300	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

CHAPTER 10: MORNING OF TEARS

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area B-1	Dire lions (x5)	52		200	
Area B-2	Grebru	90		450	
Area B-2	Bucky (saber-toothed tiger)	52		450	
Area B-3	Jenshra Lawryn (medusa)	127		2,300	
Area B-4	Gelid beetles (x12)	32		100	
Area C-1	Shambling mound	136		1,800	
Area C-2	Senid Frech (fen witch)	132		1,800	
Area C-2	White dragon zombie	133		2,300	
Area C-3	Ochre jelly	45		450	
Area C-4	Remhoraz	195		7,200	
Area D	Barbegazi (x37)	13		100	
Area D	King Waldron	66		3,900	
Area E-1	Hydra	172		3,900	
Area E-6	Gelatinous cubes (x5)	84		450	
Area E-7	Animated ice statues (x2)	157		2,900	
Area E-9	Spökvatten	78		1,800	
Area E-10	Remhoraz	195		7,200	
Area E-12	Frozen troll zombies	84k		1,800	
Area E-14	Katarrh (white dragon)	133		2,300	
Area E-17	Dire polar bear	85		1,100	
Area E-18	Yetis (x2)	51		700	
Area E-20	Yetis (x4)	51		700	
Area E-21	Winter wolves (x2)	75		700	
Area E-23	Yetis (x4)	51		700	
Area E-24	Yetis (x2)	51		700	
Area E-25	Crohgan (abominable yeti priest)	137		5,900	
Area E-25	Karathool (oni)	110		2,900	
Area F-1	Fire elemental	102		1,800	
Area F-2B	Yeti	51		700	
Area F-2C	Invisible stalker	104		2,300	
Area F-2D	Princess Sedalia (doppelganger)	52		700	
Area F-4	Chalfin Shackleford (veteran thief)	51		1,800	
Area F-7	Kercur the imp	10		200	
Area F-12	Alanya (fire nymph)	110		2,300	
Area F-14	Karsanti (fire nymph)	110		2,300	
Area F-15	Cerulean (simulacrum)	66		5,000	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

CHAPTER 11: THE HEIR OF SIN

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
The Knights Return	Gargoyles (x8 or x24)	52		450	
Area D-6	Cloakers (x5)	78		3,900	
Area D-7	Vrocks (x3)	104		2,300	
Area D-8	Four-armed gargoyles (x6)	55		1,100	
Area D-10	Pharenmesh (hieracosphinx)	120		1,800	
Area D-12	Cultists (x12)	9		25	
Area D-12	Possessed cultist (x12)	59		450	
Area D-13	Cultists (x30)	9		25	
Area D-14	Cloakers (x4)	78		3,900	
Area D-14A	Sabreteh (harpy priestess)	55		1,100	
Area D-15	Black pudding	85		1,100	
Area E-3	Glabrezu	157		5,000	
Area E-3	Vrocks (x3)	104		2,300	
Area E-5	Gargoyles (x10)	52		450	
Area E-6	Zoraster (ancient four-armed gargoyle)	110		2,300	
Area E-7	Wyverns (x2)	110		2,300	
Area E-8	Cloakers (x3)	78		3,900	
Area E-9	Claggett	135		5,900	
Area E-10	Cultists (x15)	9		25	
Area E-10	Vrocks (x3)	104		2,300	
Area E-12	Zirah' jani (succubus)	66		1,100	
Area E-12	Incubi (x2)	66		1,100	
Area E-13	Invisible stalker	104		2,300	
Area E-14	Air elemental	90		1,800	
Area E-16	Wraith	67		1,800	
Area E-17	Jurbarkus	101		7,200	
Area E-17	Pasha Kaltofen (djinni)	161		7,200	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

CHAPTER 12: PAINS OF SCALDED GLASS

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area E-5	Ilban	84		5,000	
Area E-5	Ilban (mantis form)	84		5,000	
Area E-5	Ethea	261		5,000	
Area E-5	Ethea (scorpion form)	27		5,000	
Area E-5	Ankheg	27		450	
Area E-8	Red bulette	84		8,400	
Chaos at the Temple	Sivad-Uj'	121		5,900	
Area F-2	Huge animated rope and bucket	135		1,100	
Area F-2	Bugbears (x4)	247		200	
Area F-4	Bugbears (x4)	202		200	
Area F-6	Gargantuan animated object	126		1,800	
Area F-7	Gray ooze	22		100	
Area F-10	Bugbears (x4)	27		200	
Area F-11	Injured bugbears	27 (2d6 hp currently)		200	
Area F-12	Vademn (half-orc barbarian)	120		5,000	
Area F-12	Stag beetle	165		450	
Area F-13	Driders (x3)	123		2,300	
Area F-14	Yeddo	39		2,300	
Area F-14	Draheim (quasit)	7		200	
Area F-14	Lord Dunraith	45		2,300	
Area F-14	Tunker (hobgoblin warlord)	97		2,300	
Area F-14	Ex-Shield Maidens (x3)	58		700	
Area F-14	Malden the Russet	55		2,900	
Area F-16	Hellwasp swarm	156		3,900	
Area F-17	Dying and wounded bugbears (x10)	27 (1d4 hp currently)		200	
Area F-18	Vormalguz (bugbear chieftess)	65		700	
Area F-19	Dungfie (bugbear shaman)	170		7,200	
Area F-21	Eris Militaris	102		5,900	
Area F-21	Eris Militaris (spider form)	153		5,900	
Area F-21	Giant spider	26		200	
Area F-23	Greruor	136		7,200	
Area F-24	Gloom crawler	136		5,900	
Area F-25	Ancient shadow demon	154		2,900	
Area F-30	Sympaltrist (behir)	168		7,200	
Area F-32	Phyllox, druid of Rachiss	72		8,400	
Area F-32	Giant scorpion	52		700	
Area F-32	Giant fire beetles (x16)	4		10	
Area F-33	Ssaracclak (derghodemon)	147		5,000	
Area F-33	Glabrezu	157		5,000	
Area G-1	Chuul-ttaen	170		5,000	
				TOTAL	

CHAPTER 12: PAINS OF SCALDED GLASS (CONTINUED)

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area G-4	Chasme demons (x2)	84		2,300	
Area G-5	Gelatinous cube	84		450	
Area G-6	Tatisst (drider commander)	261		3,900	
Area G-7	Bugbears (x6)	27		200	
Area G-7	Druids (x4)	27		450	
Area G-7	Troll	84		1,800	
Area G-7	Thiana (master martial artist)	121		5,900	
Area G-8	Aboleth	135		5,900	
Area G-9	Purple worm	247		13,000	
Area G-11	Elder aboleth	202		8,400	
Area G-11	Stone giants (x2)	126		2,900	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

ADDITIONAL CREATURES

[illegible]

CHAPTER 13: DUEL OF MAGIC

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
The Witching Hour	Akhilesh	120		10,000	
The Witching Hour	Andulasia	63		7,200	
The Witching Hour	Fire elementals (x2)	102		1,800	
Area CH-1	Governor Alcarascu (lamia cleric)	187		11,500	
Area CH-7	Will-o'-wisps (x12)	22		450	
Area CH-7	Two-headed guardian naga	127		5,900	
Area B-1	Obsidian minotaurs (x2)	76		3,900	
Area B-2	Iron golem hydra	253		11,500	
Area B-3	Hell hounds (x12)	45		700	
Area B-5	Akhilesh	120		10,000	
Area B-10	Obsidian minotaurs (x2)	76		3,900	
Area B-13	Sub-priestesses (x3)	27		450	
Area B-13	Hell hounds (x3)	45		700	
Area B-14	Andulasia	63		7,200	
Area B-14	Devarsi	135		8,400	
Area B-14	Marcrinus (winter wolf)	187		3,900	
Area B-16	Erinyes (x3)	153		8,400	
Area B-17	Gawadu (rust monster)	143		2,900	
Area B-17	Gawabla (rust monster)	143		2,900	
Area B-19	Kaluzhka	217		13,000	
Area B-19	Bartle (ancient hell hound)	91		1,800	
Area B-21	Liseldona	52		8,400	
Area B-22	Thanta	81		13,000	
Area B-22	Stone golem	178		5,900	
Area B-26	Dealyn Rhó	121		22,000	
Area B-26	Lyncinius (imp)	10		200	
Area B-26	Kan Bor (hell hound)	130		3,900	
Area B-27	Clay golem	133		5,000	
Area B-29	Bone devil	142		5,000	
Area B-29	Lemures (x14)	13		10	
Area B-30	Fire giants (x2)	162		5,000	
Area B-31	Quavalave (sea hag)	136		8,400	
Area B-32	Zombie	22		50	
Area B-32	Makabyr the Atrocious	135		10,000	
Area B-33	Juká Blausk	180		5,900	
Area B-34	Olchobhor (barbed devil)	110		1,800	
Area B-36	Barbed devil	110		1,800	
Area B-36	Chariska the Mystic	115		10,000	
Area B-36	Plud (dretch)	18		50	
Area B-39	Aliak Tal Ashon (ghost cleric)	99		11,500	
Area B-41A	Thurid Hrolf	99		13,000	
				TOTAL	

CHAPTER 14: REMORSE OF LIFE

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area B	Ghouls (x40)	22		200	
Area B	Ghasts (x15)	36		450	
Area B	Crimthann (ghost lord)	108		18,000	
Area C	Sudarsharn the Jaded (ancient green dragon)	385		41,000	
Area D	Farragut (fire giant)	162		5,000	
Area E	Brielle (debased dryad)	112		13,000	
Area E	Gundemar (rakshasa)	110		10,000	
Area E	Jabrow (leopard)	72		1,100	
Area E	Bravura (black tiger)	112		1,100	
Area F	Will-o'-wisps (x6)	22		450	
Area F	Tyrannosauruses (x3)	136		3,900	
Area G	Death nagas (x3)	127		5,900	
Area G	Zombies (x42)	22		50	
Area H	Bodaks (x2)	135		2,200	
Area H2	Fire giant	162		5,000	
Area H2	Fire giant skeleton champions (x2)	115		2,900	
Area H3	Leonidas (mohrg)	204		1,800	
Area H3	Creighton (mohrg)	204		1,800	
Area H4	Prithoma (death naga)	170		8,400	
Area H4	Bodaks (x4)	135		2,200	
Area H4	Ghoul (if needed)	22		200	
Area H4	Ghast (if needed)	36		450	
Area H6	Benjaldu (nightwalker)	247		15,000	
Area I1	Ogre zombies (x4)	85		450	
Area I1	Daznashal the Vicious	105		7,200	
Area I1	Galosc (glabrezu)	157		5,000	
Area I1	Vrocks (x2)	104		2,300	
Area I2	Ghouls (x40)	22		200	
Area I2	Ghasts (x10)	36		450	
Area I3	Galosc (glabrezu; if not used in Area I1)	157		5,000	
Area I4	Gargantuan animated objects (winch and chain) (x2)	210		7,200	
Area I4	Shadows (x8)	16		100	
Area I4	Greater shadows (x2)	88		2,300	
Area I5	Wights (x6)	45		700	
Area I5	Blood wights (x2)	95		3,900	
Area J1	Bleeding horror minotaurs (x4)	75		2,300	
Area J2	Zombies (x20)	22		50	
Area J2	Skeleton knights (x4)	37		450	
Area J2	Mohrgs (x4)	120		1,800	
Area J2	Avnahei (spirit naga lich)	212		13,000	
Area J6	Ghasts (x12)	36		450	
				TOTAL	

CHAPTER 14: REMORSE OF LIFE (CONTINUED)

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area J6	Swarms of insects (1d10)	22		100	
Area J7	Ghasts (x6)	36		450	
Area J7	Vrocks (x12)	104		2,300	
Area J8	Englut (chaos beast)	294		20,000	
Area J10	Thyca Bane (vampire priestess)	144		13,000	
Area J12	Moshorw (priest of Orcus)	90		5,000	
Area J12	Jerhorw (priest of Orcus)	112		5,900	
Area J12	Loufein (priest of Orcus)	112		5,900	
Area J12	Bloody skeletal dire tigers (x3)	135		2,300	
Area J13	Minotaur skeletons (x8)	67		450	
Area J13	Gunnvor (fire giant skeletal warrior)	230		15,000	
Area K1	Flesh golems (fire giants) (x2)	93		1,800	
Area K2	Vampiric gargoyles (x12)	135		2,300	
Area K3	Akruel Rathamon (possible location)	252		33,000	
Area K5	Priests of Orcus (x8)	27		450	
Area K6	Greater shadows (x4)	88		2,300	
Area K7	Fire giant skeleton champion (x2)	115		2,900	
Area K7	Rayne D'Anzeray (lich)	135		33,000	
Area K7	High Priestess Elizara	120		11,500	
Area K7	Sub-priest of Orcus (x6)	27		450	
Area K7	Dread wraith	198		10,000	
Area K8	Ghoul (as needed)	22		200	
Area K8	Ghast (as needed)	36		450	
Area K9	Dread wraiths (x2)	198		10,000	
Area K9	Akruel Rathamon (possible location)	252		33,000	
Area K12	Nalfeshnee	184		10,000	
Area K13	Sub-priests of Orcus (x4)	27		450	
Area K13	Vampire spawn (x4)	82		1,800	
Area K13	Knobloch the Cruciate	180		10,000	
Area K13-B	Advanced intellect devourer	108		3,900	
Area K17	Bodaks (x2)	135		2,200	
Area K17	Mummy lords (x4)	97		13,000	
Area K18	Zombies (x12)	22		50	
Area K18	Kamarupas (x2)	170		2,900	
Area K19	Sub-priests of Orcus (x6)	27		450	
Area K19	Vampire spawn (x4)	82		1,800	
Area K19	Chá Ookna (vampiric oni)	110		2,900	
Area K20	Vampire spawn (2d4)	82		1,800	
Area K23	Medium animated objects (x8)	60		450	
Area K23	Akruel Rathamon (possible location)	252		33,000	
Area K25	Zombies (x13)	22		50	
				TOTAL	

CHAPTER 16: ACID SWAMP OF THE DEMON PRINCE

LOCATION	CREATURE/NPC	HP	# DEFEATED	XP	XP EARNED
Area A1	Rahuri warriors (x4)	11		25	
Area A3	Rahuri warriors (1d4 + 1)	11		25	
Area A4	Mother Et' Yeb (Rahuri shaman)	77		7,200	
Area A6	Rahuri warriors (x2)	11		25	
Area A7	Rahuri warrior	11		25	
Area A9	Eifga (Rahuri chieftain)	75		2,900	
Area A10	Elite Rahuri guards (2d4 + 2)	11		25	
Area B2	Aynsliss (2-headed behir)	168		8,400	
Area B3	Fire giants (x5)	162		5,000	
Area B3	Thailah the Vengeful	99		8,400	
Area B4	Purple worm	247		13,000	
Area B5	Avastishh (adult black dragon)	195		11,500	
Area B5	Wyrmling black dragons (x6)	33		450	
Area B6	Melanthaha (swamp hag)	97		13,000	
Area B7	Large acid elementals (x2)	94		2,900	
Area B8	Manticores (x6)	68		700	
Area C7	Dao (x2)	187		7,200	
Area C7	Earth elementals (x2) (if summoned)	126		1,800	
Area C8	Crystal golems (x2)	114		3,900	
Area C11	Exigua (duergar skeletal warrior)	84		11,500	
Area C13	The Krail	300		18,000	
Area C14	Exuvia	189		15,000	
Area C15	Black pudding	85		1,100	
Area C18	Chan Ukah (iron golem)	210		15,000	
				TOTAL	

ADDITIONAL CREATURES

LOCATION	CREATURE	HP	# DEFEATED	XP	XP EARNED
				TOTAL	

