

OBJECTS of INTRIGUE



**Quest starters, monster encounters, and exciting trinkets abound!
Discover limitless possibilities in your 5th Edition games.**

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Instructions

Creating interesting objects for players to discover during their journey can be a challenge. Simply roll a d10 and d6 to select a table, and then roll the die indicated by the lefthand column to add intriguing objects to any adventure. Tables can lead to good, neutral, or bad outcomes for the party, depending on the situation.

Good outcomes typically reward the players with items, useful information, or new opportunities. Neutral outcomes are mostly story and roleplay oriented, providing an opportunity to temporarily divert the story, or take it in a totally new direction entirely. Bad outcomes are designed to be challenging, and result in the party facing terrible foes, deadly traps, foul curses, or dangerous situations disguised as inconsequential encounters.

How much? When an outcome leaves an amount undefined, such as the number of gold pieces, potions, or magical items found, it is up to you as the Game Master to decide on a number appropriate to your adventure setting and the party's level.

Pre-Game vs In Game. These tables are designed to be used both while preparing for your game, or on the fly during it. Using the tables to build out your adventure in advance gives you more time to determine what happens with roll outcomes such as, 'Open a portal to another dimension.' Consider - what dimension? Who lives there? How does one leave? Not all results require this level of preparation and/or improvisation, but those that do are left purposefully undefined so they can be tailored to individual games. These tables are only one of many tools available to help craft your adventures.

To roll or not to roll? Tables display either a d4 or d12 roll; d4s show four equally-weighted options, while d12s have skewed percentage distributions that render some options more or less likely. You may choose to roll for your outcomes for an element of surprise or, if a particular outcome fits your adventure or the current narrative best, feel free to forgo rolling and select that one.

A jumping-off point. Many of the outcomes in these tables are designed to be used as a 'jumping-off point' for a larger storyline or quest. It is up to you to choose how to take it further to its logical conclusion, in the context of your adventure.

Challenge and Saves. As these tables are designed to be used for parties of any level, challenge ratings and saving throws are left purposefully ambiguous, to be decided by the GM, though the type of saving throw is suggested in parentheses. Keep them appropriate to the party's level according to guidance in the core rulebooks.



-Dungeon-

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Burned-Out Fire Pit

The stale scent of woodsmoke makes its way to your nostrils as you move through the halls. As you follow the smell, you notice a small circle of broken stones surrounding charred wood.

The ash is undisturbed, but an object can be seen under the debris.

D12	RESULT
1–6	A cracked earthenware jug has been tossed into the fire (alchemy jug).
7–9	A golden amulet is covered by the ash as if hastily hidden (<i>amulet of health</i>).
10–11	A blackened metal bar lies amongst the ashes (<i>chime of opening</i>).
12	A gold-plated lead ring lies on a cracked stone (<i>ring of three wishes</i> ; one wish remaining).

Old Fire Pit

In the corner, covered in cobwebs, is a recessed, square fire pit. Within the fire pit, you find some charred paper, gray soot, and a lump of what you assume, at first glance, is coal.

Closer examination of the piece of coal reveals it is something much more precious.

D12	RESULT
1–6	A large piece of black onyx worth 50gp.
7–9	A blackened glass bottle filled with a congealed liquid (<i>potion of healing</i>).
10–11	A piece of jewelry, blackened by soot (<i>brooch of shielding</i>).
12	A charred, 1-inch metal cube (<i>instant fortress</i>).

Warm Fire Pit

A pile of burned wood and ash lies on the floor. The smell of smoke lingers around what looks to be an impromptu fire pit, the burned-out remains radiating diminishing heat.

Closer investigation reveals...

D4	RESULT
1	...multiple sets of footprints in the ash, heading off away from the site.
2	...embers still aglow in the haphazard pile of logs, illuminating splashes of blood around the fire pit.
3	...scuff marks from boots that hastily kicked dirt over the flames. The air is eerily still.
4	...glowing embers, easily seen in the dim light. The sound of laughter hangs in the stale air.

Smoldering Fire Pit

Several large stones encircle the remains of a fire pit. At the bottom of the pit are smoldering chunks of wood and blackened bones. A humanoid skull engraved with an unknown rune rests amidst the burned detritus.

Closely investigating the skull causes...

D12	RESULT
1–6	...severe pain for 1 minute, and incapacitates the investigator for 1 hour (Wis save).
7–9	...the rune to explode in a 10-foot radius, dealing 3d8 acid damage to anyone in the area (Dex save).
10–11	...the rune to explode in a 20-foot radius, dealing 6d6 fire damage to anyone in the area (Dex save).
12	...the skull to awaken. It is actually a slumbering flameskull.

Skull-Ringed Fire Pit

A circle of blackened bones and skulls defines the remains of a fire pit. Amid the bones, a few burnt logs rest in a mixed pile of ash and charcoal. The pit itself feels ice cold, though smoke pools at the bottom.

In the center of the pit, a small wooden rod stands up from the ground.

D12	RESULT
1–6	Touching the rod summons two barlguras .
7–9	Anyone who touches the rod is transported to the very same location one hour in the future (Cha save).
10–11	The rod creates a 5-foot <i>antimagic field</i> that only activates when carried by a non-evil being.
12	The rod is a cursed <i>immovable rod</i> . Once touched, it cannot be removed from the skin of the person touching it.

Web Cocoon

Stuck to the wall is a cocoon of white and gray webs. Bones and sticks cling to the outside, tiny spiders crawl in and out of it, and a geometric solid bulges from one side.

Cutting the cocoon open...

D12	RESULT
1–6	...releases a waterfall of 500 gold coins onto the floor with a jangling crash, that echoes throughout the area.
7–9	...results in a crystalline cube tumbling to the floor (<i>cube of force</i>).
10–11	...reveals a skeleton wearing exquisitely crafted armor (+1 armor of GM's choosing).
12	...reveals a rune-inscribed box (<i>cubic gate</i>).

Orb Cocoon

A fist-sized, irregularly-shaped, webbed sphere hangs from the ceiling by a single strand of silk. It slowly rotates back and forth. Looking closer, you can see a small slash in the cocoon and a faint glimmer catches your eye.

Cutting the ball down and looking inside reveals...

D12	RESULT
1–6	...a small tiger's eye gem, worth 100gp.
7–9	...a diamond ring on a platinum chain, worth 750gp.
10–11	...a set of fine leather bracers, slightly rumped from being bundled so tightly (<i>bracers of archery</i>).
12	...a set of bright, metal chimes (<i>chime of opening</i>).

Slime Cocoon

Ahead is a large cocoon made of hardened chitin and covered in slime. The haft of a half-melted greataxe sticks out the side of it, and green ichor drips from the opening. All is quiet in the area.

The axehead slowly continues to melt. The cocoon detaches from the wall, falling to the ground.

D4	RESULT
1	As the cocoon is approached, it shifts and trembles. A hand flops limply out of the hole, clutching a royal pendant.
2	A character recognizes a symbol on the haft of the axe.
3	A note tied to the axe reads, 'Beware the fluid in the cocoons, but beware more their makers.'
4	The pooling ichor corrodes the floor, revealing a passageway beneath.

Orange Cocoon

A halfling-sized, orange cocoon lies on the middle of the floor. The cocoon appears organic, and exudes a sweet-smelling liquid that bubbles and pops as it oozes out the top and slides down the sides.

Inside you find...

D12	RESULT
1-6	...acrid slop. The smell alone makes all creatures in the vicinity gag and retch, becoming poisoned for one minute (Con save).
7-9	...the half-eaten and foul-smelling body of a kobold. Creatures in the vicinity are poisoned for one hour (Con save).
10-11	...a chunk of raw obsidian encasing the soul of a child. Whoever possesses the stone finds that their items have been misplaced throughout the day.
12	...a leather bag, slightly stained from the liquid (<i>bag of devouring</i>).

Pulsating Cocoon

A pulsating sack coated with webs, slime, and ichor is stuck to the floor. The stench is overwhelming as you approach, and your eyes begin to water from the fumes.

The sack jerks a few times then stops as you watch.

Investigating it...

D12	RESULT
1-6	...CAUSES IT TO EXPLODE IN A 10-FOOT RADIUS, DEALING 3D12 POISON DAMAGE TO ANYONE IN THE AREA (DEX SAVE).
7-9	...causes it to explode in a 20-foot radius, dealing 6d6 acid damage to anyone in the area (Dex save).
10-11	...prompts two phase spiders to shift into view and attack.
12	...reveals the sack is actually a yochlol that attacks as soon as anyone is close enough to strike.

Cold Iron Cage

A large, cold iron cage rests in the corner of the room, secured to the wall. Inside the cage floats a small, elven humanoid, unmoving and downcast. The cage is locked from the outside.

Releasing the creature...

D12	RESULT
1-6	...restores all party members as if they had taken a long rest.
7-9	...prompts the creature to gift a small bag of pebbles. If turned out onto the ground, the pebbles form a 10-foot-cube stone building. The building is not otherwise magical in nature.
10-11	...grants the benefits of the <i>bless</i> spell to all creatures present who are non-hostile to the previously imprisoned creature.
12	...prompts the creature to offer the party that released it a single boon. The boon is open-ended (at the discretion of the GM) and the party is encouraged not to use it lightly and, when they do, to choose wisely.

Bird Cage

A small bird cage, made from bone, sits on a wooden stool. Gentle chirping can be heard from within, but you are unable to see hide, hair, nor feather of any inhabitant.

If the cage is opened, the sound of flapping wings whizzes past. Left inside the cage is...

D12	RESULT
1-6	...a belt pouch with several silver rings in it, worth 15gp.
7-9	...a bottle with a label that reads, 'Healing. With my thanks' (<i>potion of healing</i>).
10-11	...a small orb made of thick, blue glass (<i>driftglobe</i>).
12	...a dagger, the blade glowing with soft, green light, illuminating its carved serpent pommel (<i>dagger of venom</i>).

Enormous Cage

An enormous cage dominates this area. Each of the bars is as thick as a dwarf, the separation wide enough to fit a medium-sized creature. In the middle of the cage sits a fist-sized ruby.

Retrieving the ruby requires entering the cage and walking 15 feet to the middle. If any attempt to do so...

D4	RESULT
1	...the ruby flickers slightly in the light, as if it is not really there.
2	... they are transported to the other side of the cage.
3	...the spaces between the bars are immediately blocked by some sort of invisible barrier, trapping all creatures within.
4	... they see flashes of unimaginable horrors and utter despair. After a minute, they awaken on the ground outside of the cage.

Hanging Cage

A large, black, iron cage sways back and forth, hanging from a wooden beam ten feet off the ground. Chains dangling from the sides of the cage eerily scrape across the ground.

The smell of metal and blood permeates the air.

D12	RESULT
1-6	Anyone that touches the cage is teleported inside (Cha save) and takes 1d4 damage from bleeding each round until they can escape. The high-quality lock sealing the cage requires a difficult ability check to open.
7-9	In the cage, a harpy sings her song.
10-11	A canvas pouch filled with coins sits in the cage. Taking it alerts a powerful, evil creature to the party's presence.
12	The cage is a mimic and attacks any creature that touches it.

Glass Cage

A small, glass cage sits on a stone pedestal, its bars glinting brightly in the light. A golden pomegranate rests within. The cage has no visible opening, but looks extremely fragile.

Breaking the cage allows retrieval of the pomegranate but...

D12	RESULT
1-6	...the pomegranate vanishes in a cloud of dust. Inhaling the dust causes one level of exhaustion (Con save).
7-9	...exposes the breaker to mummy rot (Con save).
10-11	...millions of copper pieces begin to rain down from the roof. After two turns, movement speeds are halved in the room. After four, the room is full and anyone within begins to suffocate.
12	...the breaker is knocked unconscious (Con save).

Slain Warrior

Before you lies the lifeless body of a recently slain warrior. Their hand clutches their stomach, indicating where they sustained their final, and fatal, wound.

Apart from their standard armor, weapons, and gear they also carry...

D12	RESULT
1-6	...a leather flask of red fluid (<i>potion of healing</i>).
7-9	...a hand-drawn map of the area with some secrets and traps marked.
10-11	...a +1 weapon, shield, or piece of armor.
12	...a collection of 1d4 + 4 potions of various types, rarities, and effects.

Slain Thief

This poor, unfortunate soul perished alone in this place; their body lies still and silent on the cold floor. What a sad way to die.

The adventurer has been dead for 1d4 days. Their corpse was looted, but the looters missed...

D12	RESULT
1-6	...a collection of well-crafted daggers.
7-9	...a pouch containing several shimmering gems.
10-11	...a set of mastercraft thieves' tools that give a +1 bonus to Dexterity checks when used to pick locks or disarm traps.
12	...a small, well-hidden ancient relic of incredible value.

Slain Explorer

The air is still. A faint smell of decay wafts through the musty air of this chilling place, leading to the still and silent body of a slain explorer.

The corpse itself has been stripped of all items of value but, in a nearby pack, you find...

D4	RESULT
1	...a note asking to return their body to their home in the event of 'the worst'.
2	...a letter from a loved one, wishing them safe travels on their journey.
3	...a journal containing sporadic notes about their adventures, frustratingly without dates.
4	...a uniquely crafted wedding ring, wrapped tightly within a piece of stained parchment.

Slain Adventurer

The putrid smell of death leads you to the corpse of an unfortunate humanoid, deformed by rot.

The corpse has been here for 1d4 weeks and has nothing of value. If the corpse is disturbed...

D12	RESULT
1-6	...a cloud of noxious fumes belches forth; all living creatures in the vicinity are poisoned (Con save).
7-9	...a swarm of parasitic creatures bursts forth.
10-11	...a trap is triggered.
12	...the corpse suddenly reanimates and attacks.

Slain Adventurers

This place is rank with death. You see one corpse after another sprawled on the floor or propped up against the wall. Something horrible happened here, but whatever was responsible is long gone.

There are 1d4 + 4 slain adventurers in the vicinity who may still have some fight left in them.

D12	RESULT
1-6	If a corpse is disturbed, it reanimates and attacks.
7-9	If a creature gets within 10 feet of a corpse, it reanimates and attacks.
10-11	1d4 + 1 of the corpses suddenly reanimate and attack.
12	All exits are suddenly blocked by falling slabs of stone, and all corpses reanimate and attack.

Angelic Shrine

A beautifully decorated shrine, depicting several angels with wings outstretched, dominates the scene. A fine script is engraved along its base.

The shrine bears an inscription in Celestial which bestows a blessing, which lasts an hour, upon all who read the inscription for the first time.

D12	RESULT
1–6	'My flesh is as stone' (resistance to bludgeoning , piercing , and slashing damage).
7–9	'One with the elements' (resistance to cold, fire, and lightning damage).
10–11	'Magic does not impede me' (resistance to damage from spells and magical effects).
12	'I am divine' (resistance to all damage types).

Shrine of Heroes

Against one wall stands a finely-crafted shrine with a relief sculpture depicting battle and victorious heroes.

Written across the base, in a dozen scripts, is the proclamation, 'We are the chosen, we are the righteous, we are victorious!'

The inscription bestows a blessing, which lasts for one hour, upon all who read the inscription for the first time.

D12	RESULT
1–6	Temporary hit points equal to a quarter of their maximum hit points.
7–9	Temporary hit points equal to half of their maximum hit points.
10–11	Temporary hit points equal to their maximum hit points.
12	Temporary hit points equal to twice their maximum hit points.

Ruined Shrine

You find a once-beautiful shrine crafted by a long-forgotten people in admiration of a long-forgotten god. Now, its features are dull and rough from the ravages of time.

The magical powers of the shrine are extinguished, but there may still be something to discover.

D4	RESULT
1	An Intelligence (Arcana) check reveals the intended magical use for the shrine. Perhaps it can be restored.
2	An Intelligence (History) check reveals the shrine's origins and the people who built it.
3	An Intelligence (Investigation) check reveals a hidden feature, such as a compartment or passageway.
4	An Intelligence (Religion) check reveals the deity the shrine is dedicated to.

Stone Shrine

This massive stone shrine is carved in the image of a scowling face, though the lines are so worn and abstract you could not say how you know that. It gives off a strange aura, which those who are wise to such powers can detect.

The shrine bestows a curse upon any creature that gets too close and fails a Wisdom saving throw.

D12	RESULT
1–6	Slow. The creature's movement speed is reduced by half.
7–9	Weaken. The creature deals half damage with physical attacks.
10–11	Diminish. The creature has disadvantage on Strength, Dexterity, and Constitution-based ability and skill checks.
12	Enfeeble. The creature suffers the effects of the previous outcomes, and ages 5d10 years.

Onyx Shrine

This smooth, black shrine bears a relief sculpture of demonic creatures gathered in some sort of unholy ritual.

If approached by a good-aligned creature, the shrine summons...

D12	RESULT
1-6	...a fiend, or group of fiends, with a CR comparable to the party's level.
7-9	...a fiend, or group of fiends, with a CR 1-2 levels greater than the party's level.
10-11	...a fiend, or group of fiends, with a CR 3-4 levels greater than the party's level.
12	...a fiend, or group of fiends, with a CR 5 or more levels greater than the party's level.

Marble Altar

A solid-marble altar shines brightly, the flecks of minerals within the stone twinkling like gold and silver stars. This is truly the work of divine arcana.

The altar begins to glow if any creature gets within five feet of it, and grants them a blessing.

D12	RESULT
1-6	All creatures within 20 feet of the altar are healed for up to one quarter of their maximum hit points.
7-9	All creatures within 20 feet of the altar are granted the benefits of a short rest.
10-11	All creatures within 20 feet of the altar are granted the benefits of a long rest.
12	The altar can bring creatures back to life. In order to be raised from the dead, the creature cannot have been revived in this way before, must have been dead for less than 24 hours, its spirit must be willing to be revived, and its alignment must not be one that the deity connected to the altar would oppose. The altar may also demand some form of sacrifice or payment (at the GM's discretion). The creature must be laid atop the altar for 1 hour, after which it is revived with a quarter of its maximum hit points restored.

Granite Altar

A finely crafted, granite altar stands sturdy, cold, and silent. Its edges bear no mark of chisel, pick, or hammer, and its top is smooth and level.

A non-magical weapon placed on the altar becomes magical for the next hour, as well as gaining...

D12	RESULT
1-6	...+1 to attack, +2 to damage.
7-9	...+2 to attack, +4 to damage.
10-11	...+3 to attack, +6 to damage.
12	...+4 to attack, +8 to damage.

Splintered Altar

The wood from this once-glorious altar has started to rot and splinter. Its once-ornate decoration has faded and can barely be perceived.

The altar was used...

D4	RESULT
1	...in the worship of a deity.
2	...for the sacrifice of animals and/or humanoids.
3	...for the magical enchantment of items.
4	...to heal mortal creatures.

Obsidian Altar

A faint wisp of gray smoke puffs from this angular, black, and vaguely-translucent altar. It was crafted for a dark purpose.

The altar bestows a curse upon any creature that gets too close and fails a Wisdom saving throw.

D12	RESULT
1–6	Fade. When the creature receives this curse—and at dawn each day thereafter until the curse is removed—roll 1d4. The creature treats an amount of spell slots equal to the result rolled as spent. The slots to be treated as spent must be the highest usable slots available to the creature when the roll is made.
7–9	Dwindle. Damage dealt by the cursed creature's spells is halved. Additionally, the maximum durations of the creature's <i>concentration</i> spells are halved.
10–11	Wane. The cursed creature has disadvantage on Wisdom, Intelligence, and Charisma-based ability checks.
12	Unravel. Something snaps within the cursed creature's mind and it succumbs to madness. Upon receiving this curse, roll 1d20 (1–10: short-term madness ; 11–19: long-term madness ; 20: indefinite madness).

Sacrificial Altar

An altar, fashioned from several dozen humanoid skulls, stands waist high. The large, stone slab on top is splattered with droplets of dried blood, a chilling reminder of the wicked deeds that some are driven to.

If approached by a good-aligned creature, the shrine resurrects...

D12	RESULT
1–6	An undead creature, or group of undead, with a total CR comparable to the party's level.
7–9	An undead creature, or group of undead, with a total CR 1–2 levels greater than the party's level.
10–11	An undead creature, or group of undead, with a total CR 3–4 levels greater than the party's level.
12	An undead, or group of undead, with a total CR 5 or more levels greater than the party's level.

Silver Pedestal

A wonderfully-crafted and richly-carved pedestal looks to be solid silver. Atop the pedestal, illuminated by a shaft of light lies an intriguing object.

Atop the pedestal is...

D12	RESULT
1–6	A common magic item.
7–9	An uncommon magic item.
10–11	A rare magic item.
12	A very rare magic item.

Octagonal Pedestal

A tall, octagonal pedestal stands alone and silent. A magnificent, golden statue of an angel, with outstretched wings and a readied sword, is poised stoically upon its pinnacle.

The statue bestows a one-hour blessing to any good-aligned creature that touches it.

D12	RESULT
1–6	A translucent breastplate slowly materializes (+1 AC).
7–9	A translucent shield slowly materializes (+2 AC).
10–11	A translucent breastplate and shield slowly materialize (+3 AC).
12	A celestial is summoned that protects the creature for 1 hour.

Stone Pedestal

There is evidence something was once displayed atop this beautiful pedestal carved from rough stone. Nearby is a battered, leather backpack.

The pack contains many well-worn thieves' tools, as well as...

D4	RESULT
1	...a note that reads, 'recover the artifact and meet me in the usual spot for payment'.
2	...a collection of precisely-crafted scale weights, ranging in size and shape.
3	...a book of lore pertaining to artifacts, their origins, uses, and values.
4	...a tattered journal with a detailed map of the dungeon and the area nearby on its most recently-used pages.

Gilded Pedestal

The ornate decorations on this pedestal can be seen from a ways off. Upon closer inspection, there is a single object balanced atop it.

Atop the pedestal is...

D12	RESULT
1-6	A common, cursed magic item.
7-9	An uncommon, cursed magic item.
10-11	A rare, cursed magic item.
12	A very rare, cursed magic item.

Onyx Pedestal

A glowing orb pulses slowly and rhythmically, its color shifting from blue, to purple, to black, and back to blue. It floats in a basin carved into the top of a black stone pedestal.

The orb bestows a curse upon anyone who touches it and fails a Charisma saving throw.

D12	RESULT
1-6	Weak. The creature's physical power diminishes. Until the curse is removed, it has disadvantage Strength-based ability checks and saving throws.
7-9	Lethargic. While cursed, the creature slows down. Until the curse is removed, its movement speed is reduced by 10 feet, and it has disadvantage on Dexterity saving throws.
10-11	Frail. While cursed, the creature sickens. Until the curse is removed, it has disadvantage on Constitution saving throws, and any magical healing received is reduced by half.
12	The creature's type becomes undead until the curse is removed. While undead, the creature begins to show signs of rot and decay (skin discoloration, unpleasant odor, sores, flesh wounds, etc.). When and how these signs manifest is at the GM's discretion. Upon removal of the curse, all physical damage caused by the rot and decay of undeath is restored, but visible scarring remains.

Sturdy Chest

A riveted, metal-strapped, barrel-topped chest sits in a corner. The inside is lined with fine cloth; several padded compartments contain stoppered glass bottles.

The chest is specifically designed to safely transport potions and contains...

D12	RESULT
1-6	...1d10 potions of healing.
7-9	...1d8 potions of greater healing.
10-11	...1d6 potions of superior healing.
12	...1d4 potions of supreme healing.

Heavy Chest

A solid, heavyweight chest stands before you. Given its construction, and no sign of it having been moved recently, it seems obvious that it was constructed to reside here permanently.

Without its key, the chest can only be prized open with superhuman force, an exceptionally deft hand, or specialized magic. Inside is...

D12	RESULT
1-6	...a slim, hardwood coin box containing neat rows of silver, gold, and platinum coins with a total value of 10d10 pp.
7-9	...(as above), as well as a single piece of magical jewelry in its own custom box.
10-11	...(as above), as well as a velvet-lined case containing 1d4 diamonds worth 1,000gp each.
12	...(as above), as well as one magical item; very rare or rarer.

Simple Chest

Here sits a simple, rectangular chest, each corner reinforced with metal. The top is engraved with a monogram, but the individual letters are hard to make out.

Roll 1d6. On a 5 or 6, the chest is locked. The chest contains...

D4	RESULT
1	...several accounting ledgers. The notes within are cryptic, but their meaning could be deduced given enough time.
2	...a collection of scrolls penned on the topic of religion.
3	...a collection of tomes containing historical records, complete with dates.
4	...a collection of hand-written notebooks detailing a magic-practitioner's personal, deep study into a specific school or type of magic.

Breached Chest

The chest is damaged, and there are clear signs of warping and strain. It appears to have been forced open; broken lock components litter the ground.

The chest opens easily, aside from the complaining creak of its hinges. Once open, however, it becomes apparent that it was broken open from within.

D4	RESULT
1	The bottom of the chest is a mess of small bones and chewed flesh, all bearing marks from many sets of tiny teeth.
2	The bottom of the chest is littered with some form of thin, papery, organic matter that appears to have been shed by whatever was inside before it escaped.
3	The chest's inside is scorched and covered with, what seem to be, gouges made by teeth or claws.
4	An empty weapon case lies in the bottom of the chest, along with a note declaring that the former contents contain the soul of a dark, malicious being.

Runic Chest

Here sits a finely-crafted, wooden chest decorated with runes, the front of which has three separate keyholes.

The chest requires three successful Dexterity checks, using thieves' tools, to open. It contains...

D12	RESULT
1-6	...a single gold coin. The coin is a mimic that consumes gems and precious metals at a rate of one coin or gem per hour.
7-9	...a trapped evil spirit.
10-11	...150 (10d20 + 40) cursed gold pieces.
12	...a strange portal to a different dimension.

Bullseye Lantern

An exquisitely carved, stone pillar rises up from the floor. On top rests a large, rather plain-looking bullseye lantern, mounted to a rotating platform. On the floor around the pillar is a circle, with the primary and secondary compass positions marked upon it.

The lantern can be lit once per day and spun. When the lantern stops spinning, a creature standing on the lit compass position on the floor is granted a random blessing...

D12	RESULT
1–6	...darkvision for 24 hours.
7–9	...the effects of the <i>enhance ability</i> spell (owl's wisdom).
10–11	...the effects of the <i>aid</i> spell.
12	...the effects of the <i>invisibility</i> spell.

Shattered Lantern

A lantern lies on its side, on the floor. The glass has been shattered, but the wick still burns. Pieces of scorched parchment drift and float down through the air. Near the lantern is an unburnt scroll.

Someone seems to have been trying to combine scroll effects. Whatever their fate, they left behind...

D12	RESULT
1–6	...a spell scroll of <i>chill touch</i> .
7–9	...a spell scroll of <i>expeditious retreat</i> .
10–11	...a spell scroll of <i>spider climb</i> .
12	...a spell scroll of <i>counterspell</i> .

Cartographic Lantern

Before you is an old, wooden table. The thick dust has been hurriedly swept away from the middle to clear an appropriate resting place for what now resides there: a lantern and a small chest.

The lantern's panes have a map etched into them, and project the map when lit. The chest contains...

D4	RESULT
1	...a key. The map marks the location of a treasure chest, which the key opens.
2	...a finger wearing a signet ring. A local noble has been kidnapped, and the map etched in the lantern is the location for the ransom exchange.
3	...a contract of assassination. The lantern's map is the target's location.
4	...a small, gold statue of a bird. The map marks an ancient temple, and the statue is the key to gaining entry.

Malfunctioning Lantern

Hanging from a chain in the ceiling, a fizzing and popping lantern sways back and forth gently, its light sporadic and inconsistent.

If a creature gets within 5 feet of it, the malfunctioning lantern erupts into bright light.

D12	RESULT
1–6	All creatures within 20 feet are blinded for 1 minute (Con save).
7–9	Burning oil sprays onto the creature, dealing 1d6 fire damage per round until extinguished (Dex save).
10–11	All creatures within 10 feet of the lantern take 4d10 fire damage (Dex save).
12	The lantern was inhabited by a ghost . Now that it has been released, is it angry or grateful?

Bone Lantern

A lantern has been haphazardly constructed with random bones. An upside down skull stares at you, unseeing, and a wick protrudes from the roof of its mouth. The crude lantern now sits cold and dark.

The bones belong to a long dead wizard. Anyone who lights the lantern is cursed with...

D12	RESULT
1-6	...blindness in one eye. Until the curse is ended, the creature has disadvantage on ranged attacks.
7-9	...stress-caused blindness. Until the curse is ended, when placed in a stressful situation (determined by the GM), the creature must make a Constitution saving throw or be blinded .
10-11	...fear of the dark. Until the curse is ended, the creature is unable to sleep unless it is next to an active light source. Additionally, when the creature is in darkness, it has disadvantage on Dexterity ability checks and attack rolls.
12	...a baleful glow. Until the curse is ended, the creature is constantly under the effects of the <i>faerie fire</i> spell.

Crude Mattress

While it is not much more than a pile of rags covered with worn animal skins, this makeshift mattress appears to have been used many times in the past.

A wooden panel under the bed covers a small alcove which contains...

D12	RESULT
1-6	...a treasure hoard of gold coins and gems.
7-9	...a beautifully crafted weapon (+1 <i>weapon</i>).
10-11	...a superlative set of armor (+2 <i>armor</i>).
12	...a pristine book of anatomy (<i>manual of bodily health</i>).

Marvelous Mattress

A mass of hay, cloth, and pelts forms a primitive-yet-functional mattress. The bed seems to have been well-maintained and looks surprisingly comfortable, despite its rough construction.

A creature who spends a short rest on this bed gains one of the following effects. A creature can only gain the benefits of this bed once in a 24 hour period.

D12	RESULT
1-6	Well-Rested. The creature gains advantage on its next d20 roll.
7-9	Prophetic Dream. The creature gains a +2 bonus to its next saving throw or attack roll, whichever comes first.
10-11	Power Nap. The creature gains the benefits of a long rest.
12	Restorative Sleep. The creature gains the benefits of a long rest, and regains all expended hit dice. Additionally, it gains the benefits of its choice of either the <i>lesser restoration</i> spell, or the <i>greater restoration</i> spell.

Lumpy Mattress

A large sack is on the floor, disproportionately stuffed to create a lumpy mattress. Incongruously, folded clothing and a pair of boots seem to have been placed neatly next to the mattress.

An investigation of the scene reveals...

D4	RESULT
1	...an open letter and a ring contained in one of the boots: a confession of betrayal and infidelity.
2	...an envelope bearing the wax seal of a powerful family.
3	...a bone flute, inside of which is a rolled parchment map, annotated with curious notes.
4	...an unusually large gold coin, bearing the design of a well.

Stinking Mattress

A mass of mildewed hay, rags, and rodent skins forms a primitive mattress. The bed seems to have been created by some foul creature which has thankfully left, though its odor lingers.

Any creature who investigates the bed must make a Constitution saving throw or contract...

D12	RESULT
1-6	...sewer plague.
7-9	...cackle fever.
10-11	...sight rot.
12	...grub tongue (the creature's tongue swells and whitens over the course of 1d4 days, obstructing the mouth and removing the ability to speak).

Bloody Mattress

A simple pile of furs lays over a raised, stone platform with a long, flattened pillow at one end. Blood saturates the area, clumping much of the fur, and staining the stone a rich crimson.

This place has been tainted with sacrifices to nameless gods. When a creature comes within 5 feet of the mattress...

D12	RESULT
1-6	...the blood of all creatures within 50 feet of the platform grows thin. For 24 hours, creatures with thinned blood are vulnerable to slashing damage (Con save).
7-9	...eldritch tentacles emerge to grapple and restrain it. While restrained, the creature's hit point maximum is reduced by 5 per round until they escape (Dex save).
10-11	...it hears a voice that beckons it to touch the platform (Wis save). If it does so, it becomes cursed and cannot spend hit dice to regain hit points (Cha save).
12	...the creature's hit point maximum is reduced by 5 per round, whether or not it remains on the platform. A voice demands a shared blood sacrifice totaling 100 hit points; once sacrificed, the affected creature's hit point maximum is restored, but it is not healed.

Refreshing Pool

You find a once-grand fountain that has all but disintegrated. From the top, water still bubbles from cracks and crevices, but the only shapes left discernible of the original sculpture are two outstretched hands, chiseled from marble.

The first time a creature drinks from the pool, it gains one of the following benefits.

D12	RESULT
1-6	Refreshment. The drink grants the benefits of a short rest.
7-9	Respite. The drink grants the benefits of a long rest.
10-11	Clarity. The drink grants proficiency in a random untrained skill (determined by the GM).
12	Fortitude. The drinker's hit point maximum is increased by 1d6.

Blessed Pool

Before you, a large, stone basin sits atop a sturdy-looking, wooden footing. The basin is filled to the brim with clear water. Several cups litter a small table nearby.

The first time a creature drinks from the pool, it gains the benefits of a spell.

D12	RESULT
1-6	<i>Resistance</i> (select the affected attribute at random)
7-9	<i>Animal friendship</i>
10-11	<i>Spider climb</i>
12	<i>Heal</i>

Hidden Pool

The air is damp and cool here. A small puddle has formed in a depression of the floor, and the water's reflections dance and flicker on the walls.

Beneath the surface of the puddle can be found...

D4	RESULT
1	...a dagger, bearing a royal crest on the hilt.
2	...a waterlogged spellbook. The pages run with smeared ink, and are all but illegible save for one word - the name of an ancient mage.
3	...a locket containing a tightly-folded letter proclaiming undying devotion (presumably from or to the figure depicted in the crude portrait).
4	...a corked vial of milky fluid.

Dark Pool

Water bubbles up from cracks between worn, broken blocks of etched obsidian that once formed the base of a fountain.

The first time a creature drinks from the pool...

D12	RESULT
1-6	...it is poisoned for 1d6 hours by fouled water (Con save).
7-9	...it feels a churning sensation in its stomach, as if something is alive (GM discretion).
10-11	...one of its arms (determined at random) is paralyzed (Con save).
12	...it experiences ongoing headaches, making it hard to focus and rest. Until the headaches are cured (Con save), the creature regains half the normal amount of hit points from spending hit dice or completing a long rest. Additionally, the creature has disadvantage on saving throws to maintain concentration.

Pool of Madness

A plain, wooden drinking ladle hangs from the lip of an old water barrel. The water within is roughly a handspan lower than the barrel's rim, and appears cool, dark, refreshing, and depthless.

Any creature that drinks must make a Constitution saving throw. Each creature that fails develops a delusion for 24 hours that makes it believe...

D12	RESULT
1-6	...it can communicate with the spirits of the dead. It also seems to them that these unseen spirits can be found just about everywhere.
7-9	...that something nearby is burning.
10-11	...it hears barely-perceptible noises made by threats that must be lurking nearby.
12	...it is being followed and watched by someone (or something) it cannot see.

Brilliant Throne

A seat of otherworldly beauty rests atop a dais, its design a perfect balance of elegance and power. Clean, simple, and pure, its presence exudes something palpable that defies corruption and even the ravages of time.

Any who approach feel compelled to kneel. When they do, a voice of power and calm speaks in their mind, urging a vow to serve true Good and renounce Evil. A newly-avowed creature sees a brilliant figure on the throne...

D12	RESULT
1-6	...and is rejuvenated, as if benefitting from the effects of a long rest.
7-9	(as above), and is granted the effect of the <i>bleed</i> spell until their next long rest.
10-11	(as above), and can now cast <i>detect evil and good</i> for free, once per day.
12	(as above), and is granted the answer to a single question (as if using the <i>commune</i> spell).

Fine Throne

Dominating this space is a throne made of dark, lacquered wood, upholstered in fine silk. It shows signs of age, but is no less impressive for that. Once upon a time this was certainly a seat of great power and authority.

The throne itself has great value in its own right, but closer inspection reveals...

D4	RESULT
1	...that the upholstery studs around the seat cushions bear small gems which are collectively worth 10d10 pp.
2	...a hidden compartment in an armrest. It contains a preserved document with a large, intact seal, obscure or unheard of in the local area.
3	...a hidden compartment under the seat containing a crown of exquisite craftsmanship.
4	...a removable panel on the rear of the throne's backrest. Inside is the prized weapon of the seat's last occupant.

Ancient Throne

Time has had its way with this once-magnificent seat of power. Settings and grooves that may once have held ornamentation, baubles, gilding, or other finery, now yawn vacant like empty, toothless gums in the mouth of a desiccated corpse.

Though old and neglected, inspection of this throne reveals...

D4	RESULT
1	...a few overlooked gems with a collective value of 1d4 pp.
2	...an inscription naming the throne's craftsman, as well as who the throne was created for.
3	...a hidden compartment under the seat with a cushion for a crown. Instead of a crown, it holds a petrified hand that bears an ancient signet ring.
4	...a hollow inside an armrest with a parchment note rolled around an empty, glass vial, and its discarded cap. The wax on it shows a vague impression of a skull.

Gaudy Throne

The throne was clearly intended to display the wealth of its occupant. Its design lacks elegance, restraint, or subtlety, and instead stands as a crass monument to avarice and material obsession.

Closer inspection reveals...

D4	RESULT
1	...that the gems which festoon the seat are, in fact, glass, one and all, fakes to the very last.
2	...that the dripping gold of the throne is just several layers of metallic paint.
3	...bones beneath the golden surface, as if those who once sat the chair were absorbed by it, perhaps literally consumed by greed.
4	...that the throne is not as heavy as it ought to be. When knocked over, the surface cracks to reveal a corpse tied to a simple, high-backed dining chair.

Abhorrent Throne

Perched atop a dais looms a seat of black marble laced with veins of pulsing, infernal light. A tangible, persistent wave of raw, dominating will emanates from the throne, and the very environment around it seems to cower.

Any that approach the throne are driven to their knees. Once kneeling, a sonorous voice speaks in their mind, urging them to renounce Good and pledge their soul to Evil. A newly-avowed creature sees a figure on the throne, alluring and terrible. The avowed...

D12	RESULT
1-6	...is commanded by the figure via the <i>geas</i> spell.
7-9	(as above)...and is rejuvenated, as if benefitting from the effects of a long rest.
10-11	(as above), and can now cast <i>detect evil and good</i> for free, once per day.
12	(as above), and is granted the answer to a single question (as if using the <i>commune</i> spell).



-Underground-

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Sealed Circle

A set of rings, made of light, sluggishly spin on the ground while arcane symbols trace themselves inside.

Sitting cross-legged amidst the rings is a beautiful figure with glowing, red hair. "Release me, and I shall reward you handsomely," it implores you.

The trapped figure is a disguised genie. If it is freed, it rewards its saviors with...

D12	RESULT
1-6	...an uncommon magic item for each character.
7-9	...one artifact for the party.
10-11	...one use of the <i>wish</i> spell, limited to the examples listed in the spell's description.
12	...one use of the <i>wish</i> spell.

Fae Circle

Before you lies an intricate circle of wood and vines, three feet in diameter and radiating a soft glow. Within floats a tiny humanoid figure; closer inspection reveals the creature is a pixie gesturing to be let out.

Breaking the circle releases the pixie and...

D12	RESULT
1-6	...she quickly kisses all party members on the cheek and zips away. Everyone's coin pouches contain an extra 30gp.
7-9	...she makes a few high-pitched squeaks and darts away. In the circle is an <i>alchemy jug</i> .
10-11	...she disappears in a flash of light. In her place is a sword, stuck in the ground (<i>dragon slayer</i>).
12	...once she vanishes, an animal statue stands in her place (<i>figurine of wondrous power: obsidian steed</i>).

Broken Circle

Drawn on a large stone in chalk is a very simple square, within a circle. The chalk has been smeared and you can see blood dripping from the stone. On the other side, a human in arcane robes sits slumped against the stone.

They look up at you and say...

D4	RESULT
1	"It has been released...please...stop it..." They exhale their final breath. Enormous bloody footprints lead away from the circle and into the darkness.
2	"Mortals! Your time has come <i>It has come!</i> " In the far distance, an unearthly roar sends tremors through the earth.
3	"The spell...the circle was...how...?" Their final expression is one of confusion.
4	"We weren't trying to summon anything! Run! Hide!" The figure falls silent but breathes shallowly.

Elemental Circle

You can see four square patterns on the ground, arranged equidistantly around a carved circle. One square is charred, the next is a small pool of water, the third is a dirt mound, and the fourth is a metal cage that seems to be crackling with electricity.

In the center lies a small, glowing gem. Stepping into the circle breaks the spell, and...

D12	RESULT
1-6	...the gem explodes in a 20-foot radius, dealing 4d6 fire damage (Dex save).
7-9	...the gem glows and bursts, throwing shrapnel in a 40-foot radius, dealing 3d6 piercing and 3d6 thunder damage (Dex save).
10-11	...the gem transports any who enter to a random elemental plane (Cha save).
12	...releases four elementals , one of each type, all of which attack.

Magic Circle

Concentric rings of precious metal—silver, adamantine, gold, copper, and platinum—decorate the floor. Intricate, glowing shapes are embedded in each. In the center of the rings, an enormous demon with wings, horns, whip, and sword paces back and forth.

Within the first ring, rooted to the ground, is a staff glowing with runes.

D12	RESULT
1–6	Touching the staff allows the balor to speak telepathically with the creature. The balor seeks to make a deal, for a price.
7–9	Retrieving the staff teleports the party into the center of the circle, and the balor to the outside. It is not able to get in, and teleports away to wreak havoc.
10–11	Touching the staff allows the balor 's fire aura to extend out of the circle.
12	Taking the staff releases the balor pacing inside.

Stitched Skin Bag

Amongst a pile of boulders in the corner of this area, you find a roughly-stitched bag the size of a backpack. It is pieced together with greenish-gray-hued skins. The bag is drawn closed with woven cord made of hair.

Opening the bag reveals...

D12	RESULT
1–6	...a pair of leather and steel gauntlets (<i>gauntlets of ogre power</i>).
7–9	...an axe of magnificent quality with the image of a giant on the blade (<i>giant slayer axe</i>).
10–11	...a jet-black arrow with smoke pouring off it (<i>arrow of slaying</i>).
12	...a gold and silver longsword of amazing quality, with a wing-shaped crossguard (<i>defender longsword</i>).

Blue Skin Bag

A steady pitter-patter can be heard just ahead, as moisture from the ceiling drips down. A patch of mushrooms grows on the ground in a damp puddle. On closer inspection, you find a palm-sized bag made from stitched-together patches of blue skin.

Opening the bag reveals...

D12	RESULT
1–6	...a tarnished collection of coins worth 60gp.
7–9	...a metal bottle that smells of lavender and earth (<i>potion of climbing</i>).
10–11	...a glass vial with clear, oily liquid inside (<i>oil of slipperiness</i>).
12	...a metal vial of red liquid (<i>elixir of health</i>).

Large Skin Bag

A large bag, made of human flesh and tied shut with a rope of human hair, sits on the ground in the middle of the rocky, soil floor. Its sides bulge grotesquely and fluid puddles underneath, soaking the dirt around it.

Opening the bag reveals...

D4	RESULT
1	...a soup of purple fluid and body parts.
2	...a greenish liquid, within which insects of a type never seen before move.
3	...a mess of ribcage bones and organs as if the bag was made from someone's torso.
4	...crumpled up parchment, trinkets of little value, genuine trash, and a piece of parchment that says, 'Charnchurn's thingz. leeve be.'

Scaly Skin Bag

A rough-looking, piecemeal bag sits in a corner. Upon closer inspection, you can tell that the bag is made from the scaly skin of a lizard. The top is tied shut with twine and pieces of bone.

Opening the bag and looking inside...

D12	RESULT
1-6	...triggers bones and gore to pour out at an unstoppable rate. The chamber begins to fill, enough to completely bury anyone in the area, given time. After 1 hour, the bag disintegrates.
7-9	...expels a miasma that causes anyone who breathes it to suffer one level of exhaustion (Con save).
10-11	...produces a swarm of scarabs .
12	...reveals it to be a cursed <i>bag of holding</i> . After a week, all its contents are teleported to another plane of existence.

Flesh Bag

Your attention is drawn by a sack that appears to be made of blotchy, pink and red leather, though the supple material's rosy hue is sporadically interrupted by web-like patches of stark-black veins.

Opening the bag...

D12	RESULT
1-6	...releases red tentacles that grapple anyone within 10 feet (Dex save). Once restrained , victims take 3d6 fire damage at the start of every turn.
7-9	...releases noxious, red vapor that begins to suffocate anyone in the room.
10-11	...causes it to burst open, and a large wet creature flops to the ground, dripping ichor and gore. A glabrezu stands before those that released it.
12	...releases a sentient flesh golem that demands an explanation for the disturbance.

Mound of Rat Skulls

Hundreds of rat skulls, covered in dust, are piled haphazardly on the floor. The ground rumbles and the mound of skulls vibrates, loosening enough of them to reveal a humanoid skull. Its eye sockets each have a large emerald resting in them.

Taking the emeralds you notice...

D12	RESULT
1-6	...that both are of exceptional quality and very valuable: the pair is worth 500gp.
7-9	...they work as a <i>ring of x-ray vision</i> but must both be held up to the eyes in order to work.
10-11	...they each work as a <i>ring of spell storing</i> .
12	...they each work as a <i>talisman of pure good</i> .

Altar of Skulls

A large altar stands in front of you, topped with a pyramid of human skulls. The mound resembles polished ivory; all of the skulls appear to be bleached white. A soft glow emanates from the eyes of the topmost skull.

Two beams shoot from the skull's eyes, directly into those of the closest humanoid creature.

D12	RESULT
1-6	The creature gains darkvision (or, if they have darkvision, its range is increased by 60 feet) for 1 week.
7-9	The creature gains tremorsense for 1 day.
10-11	The creature gains blindsight for 12 hours.
12	The creature gains truesight for 6 hours.

Mound of Crystal Skulls

In the center of this area rests a mound of crystal skulls, held together with molten rock. The heat coming from the mound is intense, and getting within 10 feet causes skin to redden and blister.

The skull on top of the mound looks down at you and says...

D4	RESULT
1	"Begone from this place. All who enter will be burned for eternity. Turn back."
2	"The lair of the great lava dragon resides nearby. Proceed, if you dare."
3	"Welcome, travelers of flesh. The mistress of fire and bone watches you. Beware her interest or, worse, her displeasure."
4	"Those who seek the path must first burn away their doubt to find truth."

Mound of Skulls

The smell is overwhelming. Through watery eyes, you can make out the shape of something roughly human-sized. On closer inspection, you can make out a mound of decaying, humanoid skulls.

One skull opens its insect-filled mouth and lets out a horrifying screech.

D12	RESULT
1-6	Creatures that can hear the screech are deafened for 1 hour (Con save).
7-9	The ears and eyes of creatures that can hear the screech bleed as the sound continues. Each suffers one level of exhaustion (Con save).
10-11	The sound summons a barbed devil to attack.
12	The screech shakes the very souls of those that hear it, and each creature takes damage equal to half their maximum hit points (Cha save).

Mound of Dragon Skulls

A mound of enormous dragon skulls crowds this room. The mound is so high it touches the ceiling, and stalactites pierce the eye sockets of the topmost skulls. The air is foul, and a sense of dread washes over you.

If a creature gets within 10 feet of the skulls...

D12	RESULT
1-6	...the ground vibrates, and the mound of skulls starts to collapse. All creatures within 10 feet take 10d6 bludgeoning damage (Dex save).
7-9	...it alerts a cloak that is hanging around the top of the cavern.
10-11	...it alerts a dracolich that attacks.
12	...the topmost skull starts to rise, revealing itself to be a demilich , which attacks.

Flickering Campfire

A dim flicker of light down the passage causes you to stop in your tracks. Muted whispers can be heard coming from a chamber ahead.

The strangers are intrigued by the party's quest, and will join them if they can be of help. They are...

D12	RESULT
1-6	...five dwarven miners, adept at navigating underground passageways and identifying precious gems and metals.
7-9	...a halfling and three humans, all amateur treasure hunters adept at setting and disarming traps.
10-11	...three elven hunters, adept at tracking big game.
12	...three gnomish tinkerers, each with their own clockwork golem for protection.

Smoldering Campfire

The faint smell of smoke lingers in the area, the fading light from the coals illuminating many figures sitting cross-legged on the floor. They speak to one another in hushed tones.

The group around the campfire are friendly to the party, if approached without hostility. They offer the party...

D12	RESULT
1-6	...protection while in the area.
7-9	...secret information that will aid them.
10-11	...potions of healing equal to the number of party members +1.
12	...an important, historic relic that the party may be able to make better use of, for a price.

Campfire

You see shadows dancing along the wall of the tunnel up ahead. As you approach, you can hear the murmurs of common speech.

A small group of people have made camp in an alcove just ahead. They are...

D4	RESULT
1	...bandits, hiding out after a big score.
2	...travelers, seeking shelter for a short rest.
3	...guards, tasked with protecting the area from unwanted invaders.
4	...acting as a distraction while their allies sneak up on the party.

Extinguished Campfire

There was once a makeshift camp here - many bedrolls surround an ash pile, but something is not quite right. Signs of an attack and struggle are obvious, as most of the bedrolls are scattered and torn.

Successful investigation of the scene reveals that the chaos was caused by...

D12	RESULT
1-6	...a group of skeletal creatures.
7-9	...a large, insectoid monstrosity.
10-11	...a basilisk . Two of its victims' petrified bodies are partially smashed on the floor.
12	...an adolescent behir , Medium or Large in size.

Scattered Campfire

Partially burnt pieces of wood lay scattered around the area. A central, blackened patch surrounded by cooking implements, bedrolls, and a few personal items marks the epicenter of some terrible event.

The events are hard to piece together, but whatever did this is likely to still be in the area. It was...

D12	RESULT
1-6	...a patrolling flameskull , shooting fireballs.
7-9	...a warband of marauding orcs , with steel and fire.
10-11	...a small group of deep gnomes , with combustibles and bombs.
12	...a slender, fire-breathing dragon .

Reptile Carcass

The partially decomposed carcass of a huge, reptilian creature blocks the way. It appears to have died of natural causes, but a strange energy permeates the area.

The creature may well have died after consuming non-edible material, as its stomach contains...

D12	RESULT
1-6	...4d6 magic gems.
7-9	...a complete set of plate mail, entirely covered in fetid slime and gunk.
10-11	...three magic orbs that cling to one another, as if they are magnetic.
12	...1d6 + 3 magic items, ranging in rarity.

Troll Carcass

The body of a recently slain troll can be seen lying motionless on the floor, one hand still clutching the massive club it once wielded. Nearby are many crates, barrels, and other objects stolen from more civilized folk.

The treasure has been picked through already, but a few choice items have been overlooked.

D12	RESULT
1-6	Several sets of armor and weapons of various quality and value.
7-9	A crate containing 4d4 <i>potions of healing</i> .
10-11	Two rare magic items.
12	One very rare magic item.

Creature Carcass

This place evokes an unsettling mood. The air is stagnant and reeks of decay.

There are many possible creature carcasses to find in this area, each with their own stories.

D4	RESULT
1	Several dozen stirges litter the floor, but none have any visible wounds.
2	Goblin corpses lie where they fell, bearing sharp, precise slashing wounds.
3	A giant spider lies off to one side of the tunnel. Its fangs and venom sacks have been removed quite expertly.
4	The body of a lone deep gnome lies face up near a small pool of water. Its forehead has been branded with some crudely-drawn letters.

Ogre Carcass

The massive body of a dead ogre lies on its side. Its blood pools on the floor of the cave, seeping from several wounds.

The ogre might have been slain by any number of possible foes. Further investigation reveals that it was...

D12	RESULT
1-6	...a warband of goblinoids.
7-9	...another ogre , obviously more powerful or vicious than this one.
10-11	...a large, reptilian creature, based on the wounds it inflicted and the scales littering the floor of the cave.
12	...a group of highly-trained dark elves .

Drake Carcass

The once-mighty beast lies dead and yet is still an intimidating sight: hard, jagged scales; thick, pointed horns; and a long, serpentine tail.

Whether the carcass is investigated or not, something is bound to happen.

D12	RESULT
1–6	The decaying carcass gives off a smell that attracts other monsters.
7–9	The body is covered in tiny, parasitic creatures that attempt to infest any creature that touches it.
10–11	The drake is feigning death, waiting for the opportune moment to strike.
12	The body is reanimated after the party leaves the area. It follows them, just out of sight, puppeteered by some sinister master.

Gnomish Mining Tools

Tiny workbenches line the walls of the tunnel, each around a foot high. Equally tiny buckets, picks, and crates litter the various passageways.

A keen observer may be able to find what the gnomes left behind.

D12	RESULT
1–6	A chest with a false floor, hiding 2d6 × 10 platinum pieces.
7–9	Three crystal shards that glow brighter the closer they are to one another.
10–11	A pouch containing 2d6 brilliantly glowing opals, hidden far back in a drawer of one of the workbenches.
12	A broken clockwork golem, used for labor, which could be repaired with the right parts and skill.

Dwarven Mining Tools

The complex network of tunnels gives way to a massive cavern. Within it are many large platforms and hanging seats, designed for mining on the cavern walls.

Dwarves mined for precious gems here, until the conditions became unbearable. They left behind...

D12	RESULT
1–6	...a red, acorn-sized gem, used to enhance the effects of fire spells.
7–9	...a green, walnut-sized gem, used to enhance the effects of poison spells.
10–11	...a yellow, fist-sized gem, used to enhance the effects of lightning spells.
12	...a large diamond that emanates a very faint, white glow, used to enhance the effects of healing spells.

Mining Tools

The area you have stumbled upon was once used for mining. Railways, carts, picks, lanterns, and other equipment litter the area.

The mines are long abandoned. The rails are still operable, and offer quick and easy access to...

D4	RESULT
1	...a drastically deeper portion of the mine.
2	...the previously used—and reasonably well-fortified—location of an old mining camp.
3	...a series of deep tunnels that appear to have been abandoned before mining began. However, there are signs that something, or someone, has been here much more recently.
4	...a distant settlement inhabited by those that initially created the mine (or their descendents).

Goblin Mining Tools

A mix of finely-crafted and crudely-forged mining tools litters the floor. Bent and broken pick heads are thick with rust in the damp dirt. It seems these goblins were eager to steal tools, but were not good at replicating them, or keeping their work area tidy.

Attracted by the large number of broken tools, rust monsters now infest the area.

D12	RESULT
1-6	1 rust monster .
7-9	1d4 rust monsters.
10-11	1d4+1 rust monsters.
12	1d6+2 rust monsters .

Duergar Mining Tools

This place looks like a typical dwarven mine at first glance but, given a second look, you see subtle differences. Mining tools are scattered about carelessly, seemingly abandoned in a hurry.

This place has been carefully staged and the trap has been set. It is triggered by...

D12	RESULT
1-6	...proceeding carelessly, which sets off a loud alarm signal in the form of a bell, gong, or drum.
7-9	...investigating, setting off a trap that grapples the target.
10-11	...opening chests in search of valuables, triggering explosives.
12	...standing too close together for too long without noticing the unstable ground, triggering the floor to collapse.

Alluring Chest

This finely-crafted, wooden chest appears to be enchanted, giving off a very faint, blue light. No lock or latch can be seen, and the lid will not open.

The chest will not open at all for non-elves, but one of elven descent can press hidden buttons to open it and reveal...

D12	RESULT
1-6	...an uncommon magic ring that is part of a set.
7-9	...a rare magic bracelet that is part of a set.
10-11	...a very rare magic amulet that is part of a set.
12	...a legendary magic circlet that is part of a set.

Dazzling Chest

The brilliance of this gilded chest has not lessened with age. A layer of dust barely dulls the luster from the gems set into the face, back, and sides, while a stoic, dwarven face adorns the top.

This chest was made for a dwarven king, but was lost eons ago. A sturdy, multi-stage lock protects...

D12	RESULT
1-6	...a collection of enchanted jeweler's tools.
7-9	...three massive diamonds that seem to produce their own light.
10-11	...a pair of finely-crafted axes that magically return to the wielder's hand after being thrown.
12	...a golden scepter, decorated with gems in a similar fashion to the chest. It glows with a faint, white light.

Rugged Chest

Haphazardly tucked in a corner, a thick, flat-topped chest sticks out from a small alcove. Years of dust covers the lid and the crude lock on the front.

Picking or breaking the lock is fairly easy. The chest contains...

D4	RESULT
1	...documents related to mining operations, commissions for precious gems, metals, and the like.
2	...exquisitely drawn, lavishly detailed maps of the surrounding area, with many points of interest marked.
3	...dozens of rolled pieces of parchment which, upon inspection, are revealed to be deeds and land claims.
4	...journals chronicling the life of a hermit who once lived nearby.

Armored Chest

A rather heavy-looking, barrel-topped chest sits amongst four dead adventurers. Their skeletal remains suggest they have been like this for some time. One of their hands still clutches one of the chest's handles.

The chest is of gnomish make and does not give up its wondrous treasure easily. It contains a trap.

D12	RESULT
1-6	Each of the four handles injects its gripper with a lethal dose of poison (Con save).
7-9	A deadly lightning blast strikes a few moments after the chest is lifted off the ground (Dex save).
10-11	The chest casts <i>finger of death</i> a few moments after it is lifted off the ground.
12	The trunk itself is a formidable, transforming construct.

Modest Chest

The area is littered with the corpses of slain heroes and villains alike. At the center of it all is a well-adored, but unassuming, chest.

The chest is cursed. Creatures that spend more than one minute within 60 feet of it are compelled to...

D12	RESULT
1-6	...fight over the chest, claiming that they are its rightful owner (Wis save).
7-9	...attack anyone who might try to take the chest from them (Wis save).
10-11	...snatch the chest and run away to find a secluded spot to open it (Wis save).
12	...plot and scheme on how to secretly escape with the chest (Cha save).

Gilded Cage

You see a cage of matte, blackened metal, the structure of which is shaped to resemble subterranean roots entwining around each other. The metal contrasts strikingly with a complex, weaving inlay of golden strands that sparkle with mesmerizing detail.

Concealed within the tangle, a few of the roots form a locking mechanism. Once found and unhooked, these curl back to reveal...

D12	RESULT
1-6	...a luminous pile of emeralds, black opals, and gold, with a total value of 1d10 x 1,000 gp.
7-9	...a large, spiny, egg nestled in a mound of loose soil (a dormant bulette egg).
10-11	...a two-foot tall pedestal, atop which is a tiny, metal statuette of a stony, subterranean tower (<i>instant fortress</i>).
12	...a complete and artfully displayed collection of <i>figurines of wondrous power</i> .

Sturdy Cage

In the middle of a large cavern stands a sturdy cage, assembled from various scraps of metal and thick timbers, finished off with a steel, slatted door. Inside, a single figure sits on a crate in silence.

The cage was assembled by goblins to hold important prisoners. It currently contains...

D12	RESULT
1-6	...a wandering druid, who is of a similar level to the party.
7-9	...a fearsome barbarian, who is a slightly higher level than the party.
10-11	...a renegade ranger, who is a much higher level than the party.
12	...a powerful wizard who is a significantly higher level than the party.

Crude Cage

Large, sharpened stakes create a circle to pen in prisoners. Each stake is bound tightly to the next one with a thick rope. The door is made of up more stakes lashed together in similar fashion, with horizontal planks for stability.

The cage could have been crafted by many types of primitive humanoids. The cage contains...

D4	RESULT
1	...several terrified children.
2	...a weary traveler who appears unharmed, though very hungry.
3	...five gnomes, who were trying out a new shortcut through this tunnel network.
4	...three dwarven miners, whose explorations brought them more than they had bargained for.

Animal Cage

Heavy breathing can be heard as you approach, emanating from a primitive looking cage. Whatever the case, they do not appear to enjoy being in captivity.

The creatures within are used for guarding or baiting by the local inhabitants. The cage contains...

D12	RESULT
1-6	...1d6+3 worgs .
7-9	... two cave bears .
10-11	...dozens of giant rats .
12	...a cave troll .

Bone Cage

A large, macabre cage of red-brown sinew and bleached bones stands on clawed feet. Inside, a corpse is covetously bent around something it hides in its hands. The cage door is bound by a heavy padlock through two thick loops of sinew.

If a creature comes within arm's reach of the cage without its magically-linked bone key in their possession, the cage...

D12	RESULT
1	...scampers away, staying just out of reach until the creature backs off.
2	...strikes with a clawed foot, infecting the target with sewer rot , the symptoms of which manifest <i>immediately</i> (Con save).
3	...lunges in an attempt to imprison the creature (Dex save). Any imprisoned creatures suffer effects as if stuck in a <i>wall of thorns</i> (Dex save).
4	...attempts to grapple the creature with tendrils of sinew. If successful, the sinew restrains the creature, and tries to remove its limbs (escape check).

Vibrant Mushroom

Growing from a clump of earth before you is a mushroom, its curved stalk around three feet tall. The colors of its cap, which is about the size of an average shield, are mottled and vibrant—oddly out of place in such a dark scene.

Any creature that eats a piece of the mushroom's cap gains a benefit.

D12	RESULT
1–6	Neural network. All of the mushrooms in the area are connected. Creatures who eat a piece of the mushroom's cap can communicate telepathically with all other creatures who have also done so, provided that they are touching the same, or another, unpicked mushroom in the area.
7–9	Regenerate. For the next 24 hours, the creature regains 1 hit point at the start of each round. If the creature reaches 0 hit points, the effect ends.
10–11	Antibiotic. For the next 24 hours, the creature has advantage on all Constitution saving throws, and immunity to disease.
12	Higher self. The mushroom expands the consciousness of any that consume it, granting +1 to their Wisdom score (up to a maximum of 20) for the next 24 hours.

Skinny Mushroom

The skinny stalk of the mushroom grows straight upwards, almost to eye level. At the top is a rounded cap the size of a dinner plate.

Anyone eating a piece of the mushroom's cap gains the effects of...

D12	RESULT
1–6	...a <i>potion of healing</i> .
7–9	...a <i>potion of resistance</i> .
10–11	...a <i>potion of heroism</i> .
12	...all the above.

Forest Mushroom

Amongst a cluster of smaller mushrooms, a giant fungus dominates the scene. The patterns decorating the hairy cap of the craggy fungus are reminiscent of the pelt of a wild cat. A faint odor of forest air can be barely detected upon the lazy air currents.

Anyone eating a piece of the mushroom's cap receives a message in the form of a vision.

D4	RESULT
1	Elven prince. A glade full of wood elves. A prince is abducted and dragged underground.
2	Grotto. An underground grotto. The sun beams down through cracks in the ceiling.
3	Druid circle. A group of druids form a circle around a large mushroom.
4	Wizard. A tower covered in fungus. A wizard sits before a glowing mushroom. Magic swirls in a storm.

Stone Mushroom

The low-slung mushroom is so broad a child could comfortably sleep upon it. Its mottled patterning blends perfectly with the surrounding rock.

Any creature that eats a piece of the mushroom's cap suffers a deleterious effect.

D12	RESULT
1–6	The creature, along with everything it is wearing and holding, shrinks by one size category for 24 hours (Con save). Shrunk weapons deal half damage (minimum 1).
7–9	The creature cannot regulate their voice, and is only able to speak at full volume for the next 2d4 hours (Wis save).
10–11	The creature's speed is reduced by 10 feet for the next 1d4 hours (Dex save).
12	The creature has disadvantage on Constitution saving throws for the next 24 hours (Con save).

Glowing Mushroom

A large, luminous mushroom stands in the center of many smaller mushrooms, growing from a large stone. Its soft glow creates an almost angelic scene, bringing comfort in such a dark location.

The mushroom is a lure to attract prey. If a creature touches the mushroom or stone, it triggers...

D12	RESULT
1-6	...a tongue, which erupts from the earth and adheres to whatever it touches, before dragging it into the earth (Dex save).
7-9	...the surrounding cave or tunnel, which is itself the mouth of a giant beast, that rumbles like an earthquake and begins to close.
10-11	...poison gas, set up by subterranean cannibals, to fill the area. Creatures in the area of the gas are poisoned for 10 minutes (Con save).
12	...a 15 foot radius sphere of disorienting spores. Creatures in the area must make a Wisdom saving throw, or come under the effects of the <i>confusion</i> spell for 1 minute (Wis save).

Robed Statue

The top portion of a magnificent, bronze statue, its arm outstretched, rises out of the soil. The robed figure appears to have been recently uncovered, its hooded face having maintained the same stoic expression over centuries of burial.

With some minor investigation it becomes clear that the statue is loosely holding...

D12	RESULT
1-6	...a stone of good luck.
7-9	...a gem of seeing.
10-11	...a stone of controlling earth elementals.
12	...an ioun stone of absorption.

Rabbit Statue

Your foot happens to catch on a small protrusion with a sharp clink. You quickly look down to see, half buried in the earth, a porcelain rabbit.

The statue is hollow and acts as a hidden cache for...

D12	RESULT
1-6	...a gold bar, worth 250 gp.
7-9	...a gem, worth 340 gp.
10-11	...a silver recorder, crusted with jewels, worth 400 gp.
12	...an elemental gem (blue sapphire).

Fallen Statue

A small statue of a man, that probably once stood on the pedestal nearby, has begun to sink into the ground where it landed. With only its lower portion exposed, its head and upper torso are buried in the earth.

The statue was enchanted with the magic mouth spell. If excavated, it says...

D12	RESULT
1	"Turn back! The way ahead holds nothing for you but death."
2	"Crack me open." Within the statue is a pouch of powder and a parchment of instructions for a ritual.
3	"Your deeds have proven you worthy." The statue relates the directions to a wizard's study.
4	"Free me! Take me with you and release me from this prison of stone!"

Aquiline Statue

A massive statue of an eagle lies on its side, with one of its great wings reaching up almost 10 feet in an elegant curve. The other, presumably, lies buried in the earth. While the form is graceful, the workmanship is crude and unskilled.

The poor craftsmanship, coupled with age, has made the statue unstable. If disturbed, it causes...

D12	RESULT
1-6	...the wing to break off and fall on the closest creature. They take 2d6 bludgeoning damage (Dex save).
7-9	...a rockfall. All creatures in the area take 2d6 bludgeoning damage (Dex save).
10-11	...a steam vent to erupt. All creatures within 20 feet take 3d6 fire damage (Dex save).
12	...the statue to crumble into a toxic dust cloud. All creatures in the area take 2d4 poison damage and are poisoned for 1 minute (Con save).

Ringed Statue

Before you, half-buried but still upright, is a statue of a woman, one hand extended demurely, palm down. Upon each finger is a slender ring of precious metal, each bearing a single exquisite gemstone (ruby, yellow garnet, emerald, sapphire, and diamond).

Each gem is tied to a different element or damage type (GM choice). If a creature kisses or touches a ring, it gains resistance to the damage type of that gem. However, should a creature attempt to take a ring or gem...

D12	RESULT
1-6	...the open hand turns over and grabs the creature's wrist in an unyielding, stone grasp (Dex save). Its other hand extends, palm up, as if demanding payment.
7-9	...the statue's other arm lashes out, dealing a backhanded blow to the creature's face (+10 to hit), dealing 8d6 bludgeoning damage on a hit, and throwing the creature up to 30 feet back. Its arm then returns to a rest at its side.
10-11	..., they are blasted for 5d6 damage of that ring's element or damage type (cold and poison use Con save, all others use Dex save).
12	...a portal opens, and a dragon of the type most akin to the ring's gem color or element comes through. It seems confused and irritated.

Twisted Roots

Massive roots hang down from the ceiling, tendrils reaching out, seeking moisture and nutrients. Many of the smaller offshoots hang limp and lifeless.

The remains of a warrior can be found amongst the roots, still clinging to their possessions.

D12	RESULT
1-6	Most have decayed beyond any point of usefulness, but their armor looks to be almost new (+2 half plate).
7-9	Around their neck is a shield-shaped brooch (animated shield).
10-11	Perched on their head is a gaudy, gem-encrusted kettle helm (helm of brilliance).
12	Sheathed at their side is a shining sword with a citrine pommel (luck blade (Luck)).

Jeweled Roots

A tangle of roots winds through the earth ahead of you. A large clump of dirt, caught in a fork, catches your eye.

During their travels, the roots dislodged a rough gemstone and carried it down with them. It is...

D12	RESULT
1-6	...a sapphire, worth 140 gp.
7-9	...an emerald, worth 200 gp.
10-11	...a diamond, worth 350 gp.
12	...a phosphorous stone, which produces dim light in a 20-foot radius for 10 minutes when rubbed.

Lattice Roots

One large root hangs from the ceiling before you and continues into the ground, creating a natural support column. Several smaller roots follow suit all around in a twisting construction, forming an uneven lattice-work.

This is old druidic magic. When a creature approaches, the roots snake open, revealing...

D4	RESULT
1	...a sending stone. From the stone, a voice says, "Thank goodness! I've been trapped for so long!"
2	...the remains of a young woman, her essence consumed by the roots. A new offering is now required.
3	...a spiral staircase of roots and stone, leading to a small pocket dimension.
4	...a large humanoid-shaped seed. When planted, it sprouts into the leader of an ancient druid circle.

Hungry Roots

Before you, upon a stone shrine, kneels a skeletal figure, its hands together in worship. Great roots twist around and through the pious remains. They seem to now act as support, holding the creature ever vigilant in eternal prayer.

This is the resting place of an evil druid who died long ago, but not before corrupting the area.

D12	RESULT
1-6	More roots extend from the ceiling to grab and strangle any creature within 30 feet of the shrine (Dex save).
7-9	Thorned roots begin to ensnare all creatures within 20 feet of the shrine (Dex save). Ensnared creatures take 3d6 poison damage, and are poisoned (Con save).
10-11	The roots shift and undulate, collapsing the ceiling and raining down 10d10 bludgeoning damage (Dex save).
12	Any creature that touches the remains ages 1d10 years every round, as their life essence restores the evil druid back to life (Cha save).

Spore Roots

Roots of all shapes and sizes dangle from the ceiling, all spotted with the same spores, which float lazily in the air around them.

If disturbed, the roots release a cloud of spores and retract. A creature exposed to the spores...

D12	RESULT
1-6	...is blinded for 1 hour (Con save).
7-9	...feels its joints stiffen, causing it to suffer disadvantage on Strength and Dexterity-based ability checks, and halving their speed for 1 hour (Con save).
10-11	...suffers from unbearable itching, causing them to suffer disadvantage on all Dexterity-based ability checks, as well as saving throws to maintain concentration, for 1 hour (Wis save).
12	...is poisoned . While poisoned, the creature experiences vivid and frightening hallucinations that cause it to fall unconscious for 1 hour (Con save).

Unexpected Delights

You come upon the site of a considerable collapse or cave-in. Something amidst the dust and rubble catches your eye.

Digging through the rubble reveals...

D12	RESULT
1-6	...nothing. But, from the hole in the ceiling above the collapse, a rope ladder dangles. At its top, a torchlight-silhouetted figure waves down.
7-9	...a well-muscled, well-bearded dwarf, decked out in high-tech mining gear. They groan and stir, mumbling something about digging too deep.
10-11	...a tiny, hard-shelled creature with chubby, hooked arms, and a cute, round beak that seems too big for its face. Huge, bright, guileless eyes open, it squawks excitedly, and it nuzzles against you. The baby hook horror makes more super-sweet, but-super-weird squawking sounds as you wonder what to do.
12	...a single enormous diamond, worth 25,000 gp.

Revealed Passage

An exposed opening can be seen in a nearby wall, beneath which lies a pile of rubble: presumably, former pieces of wall. The pile has created something of a makeshift staircase that allows you to investigate further.

Upon nearing the opening, you can see...

D4	RESULT
1	...scraped, physical remains of a tunneling beast, such as skin, scales, or pieces of shell.
2	...a pouch, tied to a broken belt-loop, that contains a handful of raw gems with a collective value of 10d10 pp.
3	...an injured tunneller, trapped under more rubble inside the passage. They ask for help, and offer compensation in return.
4	...a long tunnel leading away from you. In the distance, you can make out a faint, flickering light, like that of a torch or other flame.

Vulnerable Terrain

Ahead of you is a scattering of heavy, collapsed rubble. Some of it has started to be cleared or moved, perhaps by others passing through, but the ground around the rubble seems unstable.

When nearing the damaged ground, you...

D4	RESULT
1	...hear the sound of rushing water, or other liquid, coming from below.
2	...feel subtle movement; small bits of rubble start bouncing, rattling, or rolling on the floor, and the stability of the ground seems much more uncertain.
3	...hear a crack, as some of the nearby rubble disappears through what previously seemed to be solid—albeit damaged—earthen floor.
4	...notice signs that the ground has been tampered with, such as by excavation or demolitions. You also see written notices dotting the area, partly obscured by dirt and dust, that display various warning phrases.

Difficult Obstacle

A serious environmental obstacle or hazard occupies the path forward.

A variety of obstacles might impede the way forward.

D4	RESULT
1-5	A collapse or slide has caused a massive pile of stone and earth to block the way.
6-8	A breach in the earth is filling the immediate area with rapidly rising water.
9-11	A breach in the earth has released a spreading, bubbling pool of magma.
12	A rift between the prime material plane and the plane of earth itself has opened, and it sounds like something is about to come through.

Revealed Threat

A pile of collapsed, earthen rubble has given way, revealing a dark hollow.

If a creature approaches the hollow...

D4	RESULT
1	...4d4 disturbed members of a stirge colony burst forth.
2	...the gleaming, plated head of a bulette comes into view.
3	...a deep gnome recon squad sounds an alarm and rushes off into the darkness.
4	...whip-like tentacles lash out from the darkness as a roper attempts to pull in fresh food.



-Urban-

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Sovereign Banner

A banner stands proudly, displaying the symbol of a ruler known to value goodness and justice.

If a creature approaches the banner, they notice...

D12	RESULT
1-6	...a runner approaching. Breathlessly, they report that the ruler seeks a meeting, and offer to guide the way.
7-9	...a figure sitting beneath it. They call out a greeting, introducing themselves as a representative of the ruler. They have orders to look for individuals matching the party's description, and are to offer aid.
10-11	...an aura of light and purity. When a creature approaches, they feel any negative conditions they suffer from melt away. Additionally, their hit points are restored.
12	...an individual standing beside it, eyes sharp, dressed in regalia that matches the banner: the ruler themselves. The ruler asks questions of any travelers and, if they are pleased with the answers, offers aid in present or future endeavors.

Hero's Banner

An impressive, weathered banner, displaying the emblem of a well-known hero in the area, drifts lazily before you.

A creature who approaches the banner...

D4	RESULT
1-5	...hears those around speaking of the hero, mentioning that they are currently in the local area and where they can be found.
6-9	...hears talk of a competition being organized by the hero, the winner of which will receive a grand prize.
10-11	...hears a nearby bard, a known dear friend and ally of the hero, belting out a song, regaling any listeners with the deeds of their friend. It may be that, for someone who appreciates the arts, they could arrange an audience.
12	...notices an area beyond, where a crowd of people gather around a figure who resembles the one on the banner. The figure is giving a rousing speech and meets the creature's gaze.

Watch Banner

A banner hangs from a wall, displaying the arms of the local watch. Beneath it are several notices and messages.

If a creature gets close, one of the notices catches their eye. It says...

D4	RESULT
1	...that the watch is seeking new recruits. The pay is unimpressive, but it promises excitement and the chance to make a difference.
2	...that certain crimes have been on the rise, that the watch needs help, and to report any suspicious activities. It denotes a location where information can be reported if a local watchperson is not immediately available.
3	...that, due to some recent trouble, a curfew has been put into effect. It also mentions penalties for breaking curfew which seem serious and rather extreme, despite the understandable reasoning.
4	...that the watch is paying good coin for adventurers, or other capable individuals, who are willing to take on some dangerous tasks in service to the local populace.

Gang Banner

A boldly-colored, weather-worn banner hangs in plain view. After posing a question or two to some locals, it is revealed that it belongs to a local gang.

Asking the right questions allows you to learn...

D4	RESULT
1	...that the gang has claimed control of the area as a territory 'under their protection'. All locals are to report to a specific location to pay tribute.
2	...that the gang has been employed by a local lord or other powerful figure. The gang has replaced the local watch, and are patrolling the area as if they own it, more or less doing as they please.
3	...that the gang is looking for new recruits.
4	...that the gang is at war with the watch, and that the streets are not safe. More worryingly, the watch is losing.

Tyrant Banner

A banner depicting a symbol of dominion and power hangs in plain view, meant to inspire fear in any who look upon it.

Beneath the banner, you can see...

D12	RESULT
1-6	...two sentinels standing in matching livery. They beckon anyone who approaches, and instruct them to register their presence and purpose with a representative of local law enforcement.
7-9	...a badly beaten, unconscious figure is strung up with a sign around their neck that reads, 'The price of defiance'.
10-11	...a table, flanked by two formidable guards. A middle-aged individual with graying hair, spectacles, and an official demeanor sits at a table topped with a large ledger book, a disorganized pile of coins to its left, and a box of organized rows of coins to its right. A sign affixed to the table simply says, 'Taxes'.
12	...a figure, whose eyes light up with recognition. With a distraught, regretful expression, they point and then look away. A contingent of heavily-armed soldiers approach.

Personal Account

The volume is a stack of paper in a custom binding which appears to be a journal, diary, or other record of experiences or observations.

Opening it, and perusing the contents, reveals...

D12	RESULT
1-6	...intimate details of the writer's personal life, close connections, current goals, struggles, and their thoughts and plans for the future.
7-9	...financial accounts and notes detailing past, ongoing, and future investments. Most have granular notes on their performance, though future investment notes regard potential risk, rewards, and contingencies. The notes also list individuals and banks that manage their funds.
10-11	...a plan, concocted by the writer, to execute a serious crime with potentially wide-reaching consequences.
12	...the writer's encounters with the supernatural, as well as their thoughts on what caused these situations to occur, and even how they might attempt to recreate some of them.

Instruction Book

This book contains guidance on how to do a certain job or activity.

Inside the book is information (including diagrams, if needed) that detail the basics, finer points, and nuanced elements of a certain pursuit. The topic is...

D12	RESULT
1-6	...Craft: how to create something (GM choice: carpentry, cooking, leatherworking, smithing, tailoring, etc.).
7-9	...Performance: how to act a certain way, perhaps in a specific environment (GM choice: acting, high society, public speaking, etc.).
10-11	...Protocol & Procedure: how to execute the ceremonies, rituals, and/or practices of a certain group, sect or culture (GM choice: government, religion, society, etc.).
12	...a mystery, masked by a cypher: an encoded text detailing something secret, and possibly dangerous (GM choice: cult, secret research, thievery, exploration, etc.).

Lore Book

This book contains writings meant to inform or entertain. If it is non-fiction, it is likely to be well-researched, and probably fairly accurate.

The book is...

D4	RESULT
1	...a tome of history, recording and detailing past events and the author's musings about them (GM choice: local, national, global, specific event/war, specific figure/family/group, etc.).
2	...one of popular fiction, a well-known and often-told story understood to be pure fantasy (GM choice: heroic legend, cautionary tale, inspirational, etc.).
3	...a children's story, likely short and full of lighthearted, juvenile humor, gentle scares, or lovable, talking animals (GM choice: adventure, cautionary tale, fable, etc.).
4	...religious in nature, either scripture, or a more informational text denoting the practices or tenets of an organized faith (GM choice: holy text, ceremonial, instructional, outreach, etc.).

Dubious Book

This book's topic inspires curiosity, but the reader might be forgiven for questioning what is written within.

The book says...

D4	RESULT
1-6	...that the author experienced something that, if true, could turn the world upside down.
7-9	...that the existing, popular understanding of a certain person, group, or event (current or historical) is incorrect, untrue, and/or harmful.
10-11	...that something thought not to exist (such as certain capabilities, creatures, a certain place, form of magic, etc.) does, in fact, exist.
12	...details a prophecy of impending doom. The author points out ways that the prophecy has been (or is being) fulfilled.

Dark Tome

The book is old, time-worn, and weathered, the edges of its pages tattered by both hands and years. It seems to bear a strange allure, a mystique created simply by its very existence.

The book...

D4	RESULT
1-6	...is a journal. In horrifying detail, it narrates the journey of someone pursuing a dark path, and how their life fell to ruin. As the tension builds to breaking point, the text comes to an abrupt end.
7-9	...contains evil spells. Their methods of invocation are morally questionable, their effects horrific; casting, or even studying them too closely, could bring the forces of evil upon the reader.
10-11	...reveals the existence of beings beyond mortal understanding. Even the knowledge disturbs the soul, and readers immediately attract the notice of the beings detailed on the pages.
12	...provides directions to a forgotten place beyond known reality, and a glimpse of true darkness. The knowledge is inscribed into the mind of the reader, unforgettable and consuming, haunting them forevermore.

Blessed Remains

A pure, lingering aura can be felt around what remains of a deceased, holy being.

If a creature ventures near to the remains...

D4	RESULT
1	...a voice speaks in their mind. If deemed righteous, the voice offers guidance relating to the creature's purpose. If deemed selfish, evil, or even just uncommitted, the creature is encouraged and reminded of everyone's ability to choose, change, make a difference. The creature is told that it is never too late, and that they are worthwhile.
2	...it feels a cleansing aura that removes all disease, curses, and conditions of <i>blinded, charmed, deafened, frightened, or poisoned</i> .
3	...the creature feels a guiding instinct. It can concentrate on a yes-or-no question, and it is likely to be answered (similar to the <i>commune</i> spell).
4	...the being's spirit materializes, willing to talk and advise any way that it sees fit.

Famous Remains

Before you are the remains of a figure of incredible renown and reputation, someone renowned as a great moral authority, a paragon and an example.

If a creature approaches the remains, they see...

D4	RESULT
1-5	...coins and a few valuables. A plaque encourages those in need to take what they require.
6-9	...a nearby inscription mentioning something about the deceased which is relevant to the approaching creature's goal.
10-11	...a figure, deep in thought. They introduce themselves as someone who held the deceased in high regard, and that has studied their life for quite some time.
12	...someone, head bowed, dressed in mourning attire (even if the deceased is long-dead). After paying their respects, they introduce themselves as a blood relation of the deceased, and ask if they can be of help.

Unmarked Remains

It is not immediately clear to whom these remains belonged.

Upon closer investigation, you find...

D4	RESULT
1	...evidence of the deceased's occupation.
2	...an item linked to the deceased's surprisingly significant societal status.
3	...a note hidden beneath the remains, clearly intended for someone to retrieve.
4	...an item placed as a symbol of disrespect or disdain for the deceased.

Exhumed Burial

The burial site is in disarray, and there is evidence that the grave has been disturbed.

As you investigate more closely, you find...

D12	RESULT
1-6	...it is utterly vacant. Whoever was buried here, and whatever may have been buried with them, has been taken. Perhaps there are clues nearby.
7-9	...a piece of scrawled-on paper, which reads like a ransom note, stating that if the reader has any interest in what was buried here, they will cooperate. It mentions a location, and what must be done upon arriving. If the instructions are heeded to the letter, further instructions will follow.
10-11	...scratches and furrows in the dirt around the burial site - evidence of someone, or something, struggling across the ground.
12	...a body, but not the one that should have been here. The body seems extremely fresh, and shows signs of brutal injury. Whatever did this could easily still be nearby.

Disturbed Remains

The remains that are interred here have been abused, tampered with, or defiled.

Upon further inspection, you find...

D12	RESULT
1-6	...the remains have been rearranged for a bizarre ritual, with various items placed at specific locations.
7-9	...thick, black, pulsing vines have grown from the remains; they are writhing as if alive, burying themselves deep into the ground.
10-11	...a viscous miasma of yellow-green mist lingering around the remains. The mist billows, and begins to spread, rotting whatever it touches.
12	...mismatched pieces of various dead creatures affixed to the original bones, as if someone was attempting to 'fill in the gaps' to create a living body. The grotesque figure suddenly spasms, cries in agony, and fixes its empty eye sockets on the nearest creature.

Extravagant House

This home, though abandoned, remains impressive, even intimidating, built to be extremely strong and secure. Someone very wealthy, and likely powerful, used to live here.

The residence features...

D12	RESULT
1-6	...luxurious accommodations, plenty of high-quality, expertly-prepared and preserved food, and closets of exquisite clothing.
7-9	...(as above), and a magnificent library, filled with various books on all manner of interesting subjects.
10-11	...(as above), and quarters to accommodate a large number of servants, plus workshops loaded with top-quality tools and equipment.
12	...(as above), and a vault with multiple layers of security. If the rest of the home is any indication, the vault might conceivably contain a massive wealth, not to mention other valuables (heirlooms, documents, etc.).

Fine House

This abandoned home is still of exceptional build-quality, designed with a refined, tasteful eye. Someone very well-off used to live here.

The residence features...

D4	RESULT
1	...comfortable accommodations, a fair amount of decently preserved food, and a closet of fine clothing.
2	...(as above), and a well-appointed study, filled with many books, though a fair portion of them skew towards specific areas of interest that the owner likely had.
3	...(as above), and a locked safe. The wealth contained within could be considerable, potentially enough to make a family very comfortable for years, or (if it contained particular coins, gems, and such) even generations.
4	(as above), and a heavy, locked door leading down to a basement.

Simple House

This abandoned house is average for the area, though solid and sturdy.

The residence features...

D4	RESULT
1	...one or two bedrooms, a dresser with some functional clothing, and a main living room area.
2	...(as above), and a decently-sized kitchen, as well as a pantry with a small amount of preserved food.
3	...(as above), and a basement.
4	...(as above), and a secret compartment hidden in an item of furniture in the house.

Neglected House

This abandoned house is in very rough condition. Resting here provides some shelter, but presents its own hazards.

The house is...

D4	RESULT
1	...unstable. Staying in the house provides shelter from the elements, but moving around on the upper levels, or taking refuge during a particularly difficult storm risks some, or all, of the structure collapsing.
2	...infested. The house is a home to some kind of pest. Staying here provides moderate shelter but, the longer it is lived in, the more the pests bother any guests.
3	...a secret meeting place. The awful condition of the house makes it ideal for clandestine, criminal activity. Staying here presents a chance of being descended upon by dangerous people.
4	...trapped. Whoever lived here before was quite paranoid and set up the house with several traps... one of which may have been their undoing.

Haunted House

No one lives here, but that does not necessarily mean it is empty.

Within the house is...

D4	RESULT
1-6	...a poltergeist . The invisible presence suffuses the house with an aura of fear, and causes mayhem for those within by disturbing any physical objects.
7-9	...a lone ghost , who owned or lived in the house in life. They experienced repeated trauma that eventually caused their death, and their extreme, emotional pain bound their spirit to this place.
10-11	...a single shadow that killed the family that formerly lived here. Since then, tales have spread that the darkest corners of the house should be avoided at all cost.
12	...a group of 1d6+1 wraiths . The first wraith came here long ago, and set about drinking the life of those residing here, and turning them into wraiths as well.

Master Instrument

This instrument is one of a kind; its maker's name elicits reactions of awe and reverence to those in the know.

Roll a d4 to determine if the instrument is - 1: brass, 2: percussion, 3: stringed, 4: woodwind.

This instrument is incredibly rare, and nearly priceless to collectors or professional performers. A creature proficient with this instrument, that attunes to it, is granted:

D4	RESULT
1	...advantage on Charisma (Performance) checks made while playing the instrument.
2	...(as above), and the creature can double their proficiency bonus when making the Charisma (Performance) checks using this instrument.
3	...(as above), and, if the creature is able to use this musical instrument as a spellcasting focus, they have a +3 bonus to attack and damage rolls made with this instrument (does not apply to using the instrument as an improvised weapon).
4	...(as above), and the spell-save DC of spells cast through this instrument are increased by 1.

Pro Instrument

This instrument is one of exceptional quality, made to be reliable and sturdy for professional performers.

Instruments like this are very expensive, and are doggedly protected by their owners. Roll a d4 to determine if the instrument is - 1: brass, 2: percussion, 3: stringed, 4: woodwind.

Finding an instrument like this in good condition is rare.

A creature that is proficient with this instrument, and attunes to it, is granted:

D4	RESULT
1	...advantage on any Charisma (Performance) checks made while playing the instrument.
2	...double their proficiency bonus when making the Charisma (Performance) checks using this instrument.
3	...a +1 bonus to attack and damage rolls made with this instrument if the creature is able to use this musical instrument as a spellcasting focus (does not apply to using the instrument as an improvised weapon).
4	...(as above), and the spell-save DC of spells cast through this instrument are increased by 1.

Standard Instrument

This instrument is of usable, fair quality, but it certainly does not turn any heads. While its materials may not be top-of-the-range, skilled hands can get a good sound out of it. Instruments such as these are more readily available, and are popular with beginners and casual players.

The instrument type is:

D4	RESULT
1	Brass
2	Percussion
3	Stringed
4	Woodwind

Out-of-Tune Instrument

An instrument that is unable to stay in tune for long is the bane of any performer's life, and one that cannot maintain it at all is little more than junk. Still, an impoverished musician might just about be able to scrape by and make a living - provided that they have the skill to tune on the fly.

Before performing with this instrument, make an ability check, using your proficiency with this instrument type. If you fail, your performance check with it is at disadvantage.

The instrument type is:

D4	RESULT
1	Brass
2	Percussion
3	Stringed
4	Woodwind

Broken Instrument

A broken instrument is a sad thing: something once beautiful and full of potential, now battered and discarded. This instrument has serious issues, perhaps structural problems or important components missing. To fully function again, it requires significant investment and professional repair.

If attempting to perform with the broken instrument, roll an initial ability check with your instrument proficiency at disadvantage to see if you can make it at all usable. If you succeed, proceed with your Charisma (Performance) check, but at disadvantage.

D4	RESULT
1	Brass
2	Percussion
3	Stringed
4	Woodwind

Illusory Stash

Those with keen senses may feel something strange while standing in this space; there is something off that makes their hairs stand on end.

Illusion magic conceals a hiding place, which is...

D4	RESULT
1	...in plain sight. The hidden item or items are disguised with magic in order to make them appear mundane and uninteresting.
2	...part of a structure (fireplace, stairs, wall, etc.). The illusion is enhanced with actual, material objects, like furniture. Dispelling or passing through the illusion reveals what is hidden.
3	...an entire structure, likely placed near other structures to make the illusion more convincing.
4	...an outdoor space, magically disguised as an uninviting area (condemned building, thicket of brambles, a pile of rubble, etc.).

Engineered Stash

Those with a knack for building things can often create excellent hiding places.

With enough determination, one might find...

D4	RESULT
1	...a drawer with a false bottom.
2	...a seamlessly integrated, removable wall panel.
3	...a bookcase that opens inwards.
4	...a hidden trapdoor in the floor or ceiling.

Obscured Stash

There are clever, subtle ways to hide things; one does not always require specialist locations or objects.

Whatever is being sought is hidden...

D4	RESULT
1	...amongst other, similar objects (such as an important document tucked into a pile of uninteresting ones).
2	...behind an object (or objects) that do not draw attention (such as a small item placed behind books on a bookshelf).
3	...beneath a loose, structural element (such as a floorboard, brick, or flagstone).
4	...within another object (such as inside a hollowed-out book, a decorative bowl or vase, etc.).

Tricky Stash

There is something unexpected in store for whomever discovers this secret stash.

If the stash is found or opened, a component within it...

D4	RESULT
1	...attempts to mark whoever sets it off (such as staining a thief with ink).
2	...attempts to capture whoever sets it off (such as with a snare, net, or cage).
3	...attempts to create something that can be tracked (such as somehow capturing the thief's image, or inflicting a wound that would leave a blood trail).
4	...attempts to incapacitate whoever set it off (such as with gas, an injected poison, or concussive force).

Plain Stash

It is a wonder that the contents of this stash were discovered at all; its outer appearance is unremarkable, and gives no sign of what lies within. There is more than meets the eye, however.

If the stash is found or opened, a component within it...

D4	RESULT
1	...attempts to inflict major injury (such as a broken limb or grievous wound).
2	...attempts to inflict a life-threatening condition (such as a hemorrhaging wound, or a lethal poison).
3	...attempts to inflict immediate, lethal harm (such as with blunt-force trauma, or fast-acting poison).
4	...triggers a setup or sting operation: the 'hidden' stash is actually bait, and authorities (or enemies) lie in wait.

Quest Notice

The notice details a quest: a unique opportunity that, surely, is only achievable by those made of valor, bravery, razor-sharp wit, and a unique set of skills.

The quest upon the poster is...

D4	RESULT
1	...a rescue operation, to extract one or more persons from an extremely dangerous situation and return them to a specified location, safe and sound.
2	...a retrieval operation, to track down a specified object that is currently either in a dangerous place, or in the hands of a dangerous person/group (or all of the above).
3	...a reconnaissance operation, to seek out sensitive intelligence and return (ideally without being caught or even noticed).
4	...a strike operation, to track down and eliminate a dangerous target (or group of targets).

Announcement

The notice details a special event, and all are invited to attend.

The event the poster is advertising is a...

D4	RESULT
1	...festival. It could be for the changing of the seasons, the harvest, a wedding or birthday, or just an excuse for merry-making.
2	...town meeting or public gathering, to discuss matters of import to the populace. Powerful, local figures may speak and campaign, and discussions about public policies take place.
3	...spectacle. Someone (an inventor, traveling merchant, performance troupe, etc.) has something interesting or entertaining to show, and the bigger the audience, the better.
4	...public punishment. Someone is about to receive their due for committing a major crime, and their penalty is to be used to make an example to the general populace.

Advertisement

The notice is promoting the availability of certain items for sale. It encourages all who read to visit and splurge.

The advertisement has been placed here by...

D4	RESULT
1	...a traveling merchant, who has a variety of exotic goods not typically available in this region (such as food, drink, clothing, fabrics, books, toys, etc.).
2	...a salesperson, who is peddling a miracle elixir or cure for an issue that many local people regularly struggle with (hair growth, weight loss, building muscle, etc.).
3	...the proprietor of a new shop or service that has opened nearby, who is trying to drum up business. There are promises of promotional items and special discounts for early bird shoppers.
4	...a merchant, who is selling strange or mystical curios: these items have a degree of mystique about them, or possibly even connections to the occult.

Decree

A new law has been put into effect. The notice makes it very clear to the public what the new expectation is.

The decree states that...

D4	RESULT
1	...taxes are changing, and not for the better, either the way they are collected, or the amount due.
2	...a curfew is being put into effect, 'for the protection of all'.
3	...something has been outlawed (such as a certain behavior, association, or activity).
4	...some demand, other than a standard monetary tax, is being levied against the general populace.

Wanted

A poster bearing a crude sketch of someone (or something) declares the depicted as an enemy of the general populace. It may even offer a reward, as well as any recommended precautions.

The wanted poster shows...

D4	RESULT
1	...a single humanoid person, such as a gang leader or villainous individual.
2	...a gang of individuals, such as a known bandit gang.
3	...a single creature or monster, such as a large wolf, or a violent ogre.
4	...a group of creatures or monsters, such as a pack of wolves or troop of goblins.

Serendipitous Prisoner

A being, held in restraints, appears uncomfortable and understandably none-too-pleased with their predicament. However, as it happens, this prisoner may prove useful indeed.

The prisoner is special because...

D4	RESULT
1	...they know valuable information pertaining to the party's goal.
2	...they have access to a place or group of people the party needs (or wants) access to.
3	...they possess specialized expertise and/or abilities that can go a long way toward helping the party achieve their current goal.
4	...the prisoner is exactly who the party is looking for. If the party is not seeking a person, the prisoner is directly connected to what the party's current goal is.

Contained Danger

Someone (or something) that posed a threat to the general area or populace is held in restraints. Their capture is a great relief to all.

The threat posed by the prisoner was...

D4	RESULT
1	...violence. The prisoner was intent on harm and/or destruction.
2	...crime. The prisoner was involved in serious criminal activity.
3	...magical. The prisoner performed (or planned on performing) some form of magic that would negatively affect the area and/or those within the area.
4	...political. The prisoner is connected to a political entity or group. Their actions or plans were causing turmoil, but creating an advantageous situation for their associates.

Empty Restraints

The restraints currently hold no one, but there may still be something useful here.

Looking closely at the restraints, and around the immediate area, reveals...

D4	RESULT
1	...a notice that states who the most recent prisoner was, and the reason for their release.
2	...signs of impact upon the restraints' hardware, to break them or reduce their effectiveness. It is impossible to tell whether this was to facilitate an escape, or to render the device unusable in the future.
3	...missing parts, or other signs of disrepair or disuse.
4	...a notice which states various law-breaking behaviors that might get someone locked up in said restraints.

Escaped

A set of restraints lie or hang open and empty, but something does not seem right. It looks like there was recently a prisoner here, in chains, but they are nowhere to be seen. They have not been unlocked by anyone in an official capacity.

If you look closer, you see...

D4	RESULT
1	...blood on and around the restraints, or other signs that the prisoner may have injured themselves getting out of the restraints.
2	...damaged hardware, perhaps the lock was forced open or broken apart.
3	...missing main components. The mounts for the restraints remain, but the restraints themselves (such as manacles, chain, etc.) are missing, indicating that the escapee may still be wearing them.
4	...witnesses nearby, some with differing accounts of what they saw. None of the accounts are complete, but some overlap could lead to the truth.

Escape in Progress

Whoever, or whatever, was being held prisoner has escaped their bindings, but has not yet left the area.

Now unshackled, the prisoner...

D4	RESULT
1	...is an extremely large figure, muscles rippling, remnants of the restraints still trailing in its wake. It appears quite angry.
2	...strikes in a blur of motion from a dark corner.
3	...makes a sound, or speaks an incantation or word of power, directed at the party.
4	...whispers in a quiet, sinister voice to the party from outside their field of view.

Special Vendor

The sign before you directs your attention towards a very unique or specialized kind of vendor.

The vendor in question specializes in...

D4	RESULT
1	...alchemical substances, as well as their component reagents.
2	...armor and weaponry of surpassing quality.
3	...the resale of ancient, odd, or unique artifacts.
4	...rare books, documents, and research services.

Reputable Business

The sign before you directs your attention towards a well-regarded place of business.

The shop or service specializes in...

D4	RESULT
1	...an important craft, such as blacksmithing or tailoring.
2	...transporting or breeding animals for specialized tasks.
3	...personal services, such as spa, bathing or grooming treatments.
4	...entertainment, such as live performances or gambling.

Food & Lodging

The sign before you directs your attention towards an establishment where you can find food and lodging.

The location is...

D4	RESULT
1	...rundown and in need of serious upkeep. The food and drink is barely tolerable, and the beds are no more comfortable than a cold floor
2	...what would be considered 'typical' for this kind of place, intended to meet the needs of average folks with good (if unremarkable) offerings.
3	...in fine shape, and offers food and drink that generates repeat customers, even if it means going out of their way or paying a higher price than other available options.
4	...exceptional and unique. Customers enjoy food and drink of extremely high quality, and an overall experience that is unlikely to be found anywhere else (perhaps it has famous live music, themed rooms, etc.).

Disreputable Vendor

The sign before you directs your attention towards a vendor, though you have heard tell that they may actually be involved in less-than-reputable business practices.

The vendor is rumored to deal in...

D4	RESULT
1	...buying and selling stolen goods, no questions asked.
2	...acquisition of sensitive information.
3	...dark, alchemical concoctions and poisons.
4	...facilitating the contract hiring of criminals.

Ruined Sign

The sign that was here once delivered pertinent information, but its usefulness has long since passed.

The problem with the sign is that...

D4	RESULT
1	...the names of the destinations it points towards have been weathered away and are no longer legible.
2	...the destination markers have been removed, leaving only a blank post.
3	...it is no longer there; where it stood is an empty post-hole.
4	...the post, or the writing upon it, was burnt away; what remains is nothing but charred wood.

Good Deity Statue

A statue of a deity known to represent virtue and righteousness stands as a symbol to all. Some say that meditating in its presence bestows great blessings.

If a creature meditates upon the deity's tenets in the statue's presence, it...

D12	RESULT
1-5	...comes away with a renewed sense of purpose, and is granted a helpful idea relating to a current, non-evil goal.
6-9	...is approached by someone who can be of great help.
10-11	...is granted the benefits of a long rest.
12	...is offered a one-time request for help. The deity (or someone in their service) appears and renders any help within their power, so long as it does not violate their principles.

Good Demigod Statue

Before you is a statue of a being known to serve a greater god of Good. This demigod embodies one of that greater god's virtues, and has authority to bestow gifts relating to it.

Those who pay homage (genuine prayer and devotion, meaningful sacrifice that the demigod/deity would approve of, etc.), hear the deity's voice granting a blessing.

D4	RESULT
1	Defense. "When those with darkness in their hearts mean you ill, seek help and it will come."
2	Generosity. "When in true need, look to those of kind heart and what is sought will be found."
3	Guidance. "When the mind and heart are clouded, call out for vision, and the path of light will be revealed."
4	Hope. "When all seems lost, call out in one voice, and your heart will be emboldened."

Famous Figure Statue

The stone figure before you is in the likeness of someone of renown, created to commemorate something they represented, achieved, or valued.

A small plaque on the statue details how the figure was well-regarded for their...

D4	RESULT
1	...contribution to society. Their efforts made life better for others, such as fighting for freedoms, introducing innovations, etc.
2	...creativity. They were some kind of performer (actor, musician, orator, visual artist, etc.) whose work was impactful, or simply well-loved.
3	...leadership. They provided guidance and vision in a time when it was sorely needed, and it made a great difference.
4	...uniqueness and innovation. They were one-of-a-kind, and did (or made) something that put their home on the map.

Evil Demigod Statue

Before you is a statue of a being known to serve a greater god of Evil. This demigod embodies one of that greater god's vices, and has authority to bestow gifts relating to it.

Those who pay homage (genuine prayer and devotion, meaningful sacrifice that the demigod/deity would approve of, etc.), hear the deity's voice granting a blessing, but likely at a cost.

D4	RESULT
1	Power. "When the goal is domination, the tyrant will find support."
2	Greed. "When the goal is worth any sacrifice, an opportunity will present itself."
3	Wrath. "When the goal is retribution, the wrathful will be assisted."
4	Hopelessness. "When the goal is the breaking of wills, a vulnerability will reveal itself."

Evil Deity Statue

A statue of a deity known to represent vice and evil stands before you. It is said that meditating in its presence has yielded dark gifts

If a creature meditates upon the deity's tenets in the statue's presence, it...

D12	RESULT
1-5	...feels reassured about doing something that others might say is wrong.
6-9	...is approached by someone who can help get something the creature needs, though their methods might be questionable.
10-11	...is visited by an otherworldly servant of the deity, sent to observe and accompany the devoted. The being may or may not be forthcoming with its own directives or goals.
12	...is offered a one-time request for help. The deity (or someone in their service) appears and renders any help within their power, so long as it does not violate their principles.

Incredible Tool

This specialist, or utterly unique, tool can perform a task that is otherwise very difficult, or even impossible. If it is possible to be bought with gold, the cost is astonishing.

The work this tool was intended for is...

D12	RESULT
1-5	...labor. It can perform a physical task, like moving vast weights, reaching great heights, working with otherwise unworkable materials, or doing extremely delicate work.
6-9	...healing. It is used to mend or treat the body. It may allow something inoperable to be operated on, or make a very difficult procedure very easy.
10-11	...the storing of knowledge. It catalogs vast information on a single subject, which can be accessed via the device itself.
12	...transportation. It either greatly improves a normal form of travel, or allows for an entirely new one (i.e. air, underwater, outer space, inter-dimensional, etc.).

Complex Tool

This tool is not in common-usage, and cannot be wielded without specialist training. When used properly, it can make something very difficult much easier.

The tool is...

D4	RESULT
1	...heavy machinery. It is used for tasks like construction or excavation.
2	...used for craft, to create art or objects from a particular material with greater precision and speed.
3	Manipulation. It is used for a task which requires very delicate, precise movements and adjustments (such as working with clockwork mechanisms or picking complex locks).
4	...for medical use, to aid with specific procedures that are otherwise difficult. It makes them faster, minimizes complications, or even eliminates the risk of death.

Simple Tool

This tool is basic and useful, allowing its wielder to accomplish a task that cannot be done with bare hands.

The tool is used for...

D4	RESULT
1	...blunt impact. The tool is used to apply force to another object to achieve its result (i.e. hammer, screwdriver, etc.).
2	...cutting. The tool is used to divide objects into smaller pieces or remove portions of material (i.e. knife, saw, scissors, hand-drill, etc.).
3	...measuring. The tool is used to determine precise distances or positioning (i.e. ruler/measuring tape, measuring cup, level, plumb line, compass, sextant, etc.).
4	...some other purpose. The tool serves a basic function, but does not fall into any of the above categories (i.e. anvil, needle, pulley, rope, etc.).

Fragile Tool

This tool or kit has seen better days and is on the brink of functionality. When making a check using one of these tools, roll a d6. On a result of 2-6, proceed with the check as normal. However, on a 1, the tool or kit breaks and the check automatically fails.

The tool or kit is for...

D4	RESULT
1	...hard goods crafting. Roll a d6 - 1: Carpentry, 2: Glassblowing, 3: Jewelfcraft, 4: Masonry, 5: Pottery, 6: Smithing
2	...soft goods crafting. Roll a d6 - 1: Cobbling, 2: Leatherworking, 3: Weaving, 4: Tailoring, 5: Needlepoint, 6: Paper crafts
3	...cooking or chemistry. Roll a d6 - 1-2: Alchemy, 3-4: Brewing, 5-6: Cooking
4	...a miscellaneous purpose. Roll a d6 - 1-2: Calligraphy, 3-4: Painting, 5-6: Tinkering

Fake Toolkit

On the outside, this toolkit seems like a normal one of its kind, but it is just a facade used to hide something.

The kit contains...

D12	RESULT
1-5	...a note, written in a neat, precise hand. It reads, 'You are being watched. I will be in contact soon with further instructions'.
6-9	...a severed, non-vital body part, accompanied by a ransom note.
10-11	...rows of gnashing teeth that immediately try to latch on to the nearest appendage; the bag is a mimic .
12	...a bomb which goes off when the kit is opened, dealing 4d6 fire and 8d6 force damage to all creatures, objects, and structures within a 40-foot radius (Dex save for half damage).

Sentient Gear

You discover that this item, when equipped and attuned-to, has developed a personality all of its own. Roll a d6 to determine if the item is - 1-2: a piece of armor, 3-4: clothing, 5-6: a weapon.

The item's dominant personality trait is...

D4	RESULT
1	...cultured. This item is thoughtful, polite, and refined. It prefers an owner who shows an interest in high society and the finer things in life.
2	...studious. The item is curious, and thirsts for knowledge. It enjoys holding intellectually stimulating conversation and helping its owner expand their mind.
3	...enthusiastic. This item thrills at taking in what life has to offer, exulting in good company and exciting action. It happily encourages its owner to seize opportunities.
4	...social. This item revels in building relationships, both platonic and romantic. It loves to gossip about issues of the heart, and is fascinated by the way others interact.

Fine Gear

This item is an exquisite example of its kind. Roll a d6 to determine if the item is - 1-2: a piece of armor, 3-4: clothing, 5-6: a weapon.

The item is special because it is...

D4	RESULT
1	...vintage. It is from a bygone age where such things were made with an attention to detail and an eye for quality that many believe to be less prevalent nowadays.
2	...cutting-edge. It is made with the latest innovations and materials. An expert in items like this can tell that this is among the very best.
3	...beautiful. It is a flawless work of art and an example of its maker's finest work. Any collector of such items would display it in pride of place.
4	...strange. It is constructed in a way that is atypical and/or is made from bizarre materials. Despite its oddity, to those in the know, it is fascinating.

Functional Gear

This item is a standard, functional representation of its kind.

The item is...

D4	RESULT
1	...an accessory or item of jewelry. Roll a d6 - 1: Ring, 2: Bracelet/Bangle 3: Amulet/Neckwear, 4: Hat/Headwear, 5: Gloves, 6: Belt
2	...an item of clothing or armor. Roll a d6 - 1-2: Light, 3-4: Medium, 5-6: Heavy
3	.. a melee weapon. Roll a d6 - 1-2: Bludgeoning, 3-4: Piercing, 5-6: Slashing
4	...a ranged weapon. Roll a d6 - 1: Sling, 2: Blowgun, 3: Dart, 4: Net, 5: Bow, 6: Crossbow

Damaged Gear

This item is a worn, used, battered example of its kind. Roll a d6 to determine if the item is - 1-2: a piece of armor, 3-4: clothing, 5-6: a weapon.

The item is...

D4	RESULT
1	...dented or thin. The material is worn in certain places and it is clear that it could break or tear without much trouble.
2	...stained or rusted. The material's surface is marred by an unsightly stain. If cloth, it needs to be cut out and patched. If metal, the rust creates a vulnerability that a smith needs to fix.
3	...missing parts. Certain components of the item (such as padding, buttons, ties, buckles, straps, etc.) are absent, possibly scavenged to use for something else.
4	...incomplete. The item is only partially whole, missing a significant portion that it needs to function (such as a sleeve, a blade, etc.).

Tainted Gear

This item has something very wrong with it. Roll a d6 to determine if the item is - 1-2: a piece of armor, 3-4: clothing, 5-6: a weapon.

The item is...

D4	RESULT
1	...haunted. The owner died horribly while using or wearing the item. Their soul inhabits it and bothers new owners.
2	...counterfeit. Though it initially appears to be of good quality, those in the know can see it is a fake. It performs less well than its genuine counterpart (lower AC bonus if armor, lower damage if weapon).
3	...soiled. It functions, but something or someone left it in a nasty state, and it now smells awful. It penalizes social and stealth checks against individuals who can smell.
4	...stolen. This item was recently taken from its rightful owner. Its distinctive features (color, design, etc.) could draw unwanted attention, and big trouble.



-Waterways-

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Brilliant Meteor Fragment

As you walk along the water's edge, the hair on the back of your neck begins to stand on end. On the bank, in a steaming, water-filled crater, lies a glowing, blue rock which emanates an otherworldly sensation and an unearthly sound.

Blinding, blue light erupts from the fragment, before it crumbles to dust. The first creature to touch the dust...

D12	RESULT
1-6	...has one non-magical weapon or piece of armor transformed into a +1 weapon or piece of armor.
7-9	...gains proficiency in a randomly determined untrained skill as some new understanding unlocks within their mind.
10-11	...has one random weapon on their person transformed into an intelligent item.
12	...permanently increases one of their ability scores by 1 point, up to a maximum of 20.

Glowing Meteor Fragment

Just beneath the surface of the water, a steady, green glow catches your attention. Brushing aside the sand, and digging into the clay beneath the water, you are able to dislodge a glowing green stone.

Touching the stone gives you the feeling that it is not from this world. In addition, creatures that do so...

D12	RESULT
1-6	...feel a calming energy wash over them, allowing them to regain 20 hit points.
7-9	...feel invigorated in mind and body, granting them advantage on their next skill check.
10-11	...feel a small static shock shoot through their arm, gaining advantage on their next attack roll.
12	...feel benign green energy crackle over their body, giving them advantage on their next two d20 rolls.

Crystal Meteor Fragment

A purple streak passes overhead, then something slams into the water just a few hundred yards away. The stone left in the crater looks unremarkable from a distance.

Touching the stone imparts a message...

D4	RESULT
1	"Destruction is coming to all from beyond the stars!"
2	"I am but part of an artifact, created by a guild of evil wizards."
3	"A great evil has come upon our land! To any who receive this message, please come to our aid!"
4	The senses of all in the vicinity are overwhelmed with the smell of ozone, a metallic taste, whispers, shivers, and wordless images of cyclopean structures.

Pulsing Meteor Fragment

A hazy, red light shines through the water. The light is too dim to make out an exact source. It is not until you are practically on top of it that you see a pulsating, red stone.

The stone draws you in the longer you stare at it. Any creature that touches it feels...

D12	RESULT
1-6	...painful energy wash over them, dealing psychic damage (Cha save).
7-9	...drained in mind and body, causing them to suffer disadvantage on their next ability check (Cha save).
10-11	...a small, debilitating shock shoot up their arm, causing them to suffer disadvantage on their next attack roll (Con save).
12	...red energy crackle painfully over their body, causing them to suffer disadvantage on their next two d20 rolls (Con save).

Dark Meteor Fragment

You notice a dark, swirling vortex in the water. Your mind has trouble comprehending what you see as light and water swirl into a black void. As you approach, the vortex calms, and you see a black stone resting just below the surface of the water.

Any creature that touches the stone feels...

D12	RESULT
1-6	...black electricity crackle over its body. One piece of non-magical equipment it is wearing or carrying turns to dust (Dex save).
7-9	...their body glow with dark energy, causing them to suffer disadvantage on their next two ability checks (Cha save).
10-11	...black light erupt from the fragment. One random weapon on their person is now cursed.
12	...a mental pressure as the personality of a dark, ancient presence from the depths takes up residence within their mind alongside their own (Cha save - appropriate methods for banishing the presence are at GM's discretion).

Large Strongbox

A large, metal box floats in a dingy offshore. There is no sign of anyone nearby, and no sign of foul play can be seen. The box's lid is sealed tight with a heavy lock.

Opening the strongbox reveals...

D12	RESULT
1-6	...a glowing stone sitting at the bottom (<i>gem of brightness</i>).
7-9	...the hilt of an oversized weapon (<i>giant slayer</i>).
10-11	...a horse statue, covered in soot, rearing up from the darkness (<i>figurine of wondrous power: obsidian steed</i>).
12	...a silver blade with gold inlay rests at the bottom of the chest. None of the muck seems to touch the sword (<i>luck blade</i> (wish)).

Broken Strongbox

The glint of metal catches your attention as you walk along the water's edge. Sticking halfway out of the water is a large, iron box, its lid partially open. Stray parchment sheets float out towards you.

The strongbox contains an assortment of sodden parchment. A character who searches it finds...

D12	RESULT
1-6	...a small, sealed satchel, containing the bottles and vials of a poisoner's kit.
7-9	...a silvered dagger in an ornate sheath.
10-11	...a bottle of maroon liquid attached to the lid, with an unreadable, water-soaked label (<i>potion of healing</i>).
12	...an unbroken, fluid-filled vial (<i>potion of resistance</i>).

Floating Strongbox

You see something metallic barely breaking the surface of the water a few feet away. On closer inspection, you find a submerged strongbox sitting on some rocks.

Opening the box reveals a soupy mess of ruined parchment and a metal ring.

D4	RESULT
1	It is a gold signet ring with ancient, royal heraldry inscribed upon it.
2	The ring's markings are symbols of a dead empire. Perhaps a ruin is hidden nearby.
3	The ring bears the family symbol of a wealthy merchant who runs a smuggling operation.
4	The ring bears the symbol of a well-known wizard's guild.

Iron Strongbox

Water sloshes against a large, iron box lodged at the base of a tree overhanging the water's edge.

Opening the strongbox reveals...

D12	RESULT
1-6	...a red, fist-sized stone (<i>stone of the fool</i> -1d4 penalty on next ability check).
7-9	...a dark, fist-sized stone (<i>stone of bad luck</i> -1d4 to attack rolls until the stone is discarded).
10-11	...grayish slime and muck sloshing back and forth slightly. Exposed to the light, a gray ooze rises to attack.
12	...a finely crafted, black-bladed sword (<i>sword of vengeance</i>).

Rusted Strongbox

A large, rusted iron box sits in the water just offshore, firmly stuck in the sediment. The lid is rusted shut, but it looks as if the hinges on the back of the box are thoroughly corroded and fragile.

Within the box, you find...

D12	RESULT
1-6	...thick, swirling mud, concealing an attacking mud mephit until it is too late.
7-9	...a bottle of blue, swirling liquid labeled, 'HEALING' (<i>potion of poison</i>).
10-11	...a pearl which, when touched by an arcane spellcaster, emits darkness in a 5-foot radius. Any spellcaster in the darkness forgets a random spell they have prepared.
12	...a magnificently crafted battle axe, inscribed with dwarven runes (<i>berserker's axe</i>).

Burning Boat

Smoke rises from a small sailing ship as it slips beneath the waves. A halfling clings to a wooden chest with one arm and the mast with the other. She is severely burned, and blood flows freely from many wounds.

She shoves the chest towards you as she slides under the water, her eyes closing. It contains...

D12	RESULT
1-6	...a trove of gold and platinum coins, part of a shipment long thought lost.
7-9	...five <i>spell scrolls</i> (two 2nd level & three 1st level) and two potions of unknown nature.
10-11	...an electrum-coated amulet (<i>amulet of proof against detection and location</i>).
12	...a shining, white sword (<i>moonblade</i>).

Capsized Boat

Floating lazily on the water, a capsized rowboat drifts closer to you. The small craft looks undamaged but is turned over. It rocks gently back and forth as the water pushes it slowly towards you.

Turning it over reveals an item latched to the side of the hull.

D12	RESULT
1-6	A large coin pouch filled with silver and gold coins.
7-9	A dry bag containing three <i>spell scrolls</i> (1st level) and a potion.
10-11	A plain looking backpack, hooked on a bent nail (<i>bag of holding</i>).
12	A shield in pristine condition (<i>animated shield</i>).

Sinking Boat

A battle-worn longboat lies half-submerged in the water. Arrows are lodged in its scorched and marred hull. Several bodies can be seen floating downstream as you approach.

You can see an armor-clad arm sticking out from under the boat. Creatures that investigate find...

D4	RESULT
1	...that the scorch marks are still warm. The sound of drums can be heard nearby.
2	...the bodies floating downriver are orcs and dwarves, but the arrows are elven-made.
3	...that the arm twitches - whoever it is must still be alive!
4	...the longboat and its occupants were victims of a gnoll raid on a local fishing village.

Abandoned Boat

Wind blows steadily across the surface of the water as clouds roll in, heralding a coming storm. The water soon becomes choppy and, as you look over the waves, you see an overturned boat.

A taut rope, tied to the side of the boat, leads beneath the water. Attached to the other end is...

D12	RESULT
1-6	...a bag of rocks. One of the bigger rocks slips and pinches the fingers of those searching, dealing minor bludgeoning damage.
7-9	...a bottle. Opening the bottle increases gravity in a 15-foot radius for 1 minute, rendering everyone in the area prone .
10-11	...a sea hag , clinging with spindly fingers.
12	...a heavy, pockmarked, gray, steel shield (<i>shield of missile attraction</i>).

Empty Boat

As you watch a nearby boat, a fierce storm materializes from nowhere. Hail and rain pelt at you, the fury of the wind knocking you off your feet. The storm vanishes suddenly, once more revealing the boat, but no sign of the sailors. The deserted vessel drifts close to you.

If the party attempts to retrieve the boat...

D12	RESULT
1-6	...they find a pearl, which painfully shocks any that touch it for 3d8 lightning damage (Dex save).
7-9	...the water begins to churn as the watery, serpentine form of a water weird erupts.
10-11	...the water suddenly explodes, revealing a large, crab-like chuul that attacks.
12	...they find a skull talisman with green stones in the eyes and mouth (<i>talisman of ultimate evil</i>).

Child's Doll

Floating in the water on a piece of broken wood, a child's doll lies surrounded by garbage, red hair dangling limply in the water. As it gets closer, you notice that none of the detritus seems to cling to the doll.

Picking up the doll fills you with calm.

D12	RESULT
1-6	The creature holding the doll adds 1d6 to their next skill check.
7-9	The creature holding the doll gains advantage on their next two d20 rolls.
10-11	The creature holding the doll increases one ability score by 1 point, up to a maximum of 20.
12	The creature holding the doll increases two ability scores by 1 point each, up to a maximum of 20.

Jeweled Doll

A child's doll tumbles in the slow, rolling waves at the water's edge. Its light-blue dress is studded with small, dark stones. The doll makes you feel as if everything will work out just fine.

Holding the doll fills you with happiness and joy.

D12	RESULT
1-6	Everyone within 10 feet gains advantage on their next d20 roll.
7-9	The creature holding the doll adds 1d6 to their next saving throw.
10-11	The creature holding the doll adds 1d8 to their next attack roll.
12	The creature holding the doll automatically succeeds on their next saving throw.

Rag Doll

A black-haired child's doll, in a blue dress, sits in a toy wooden boat floating lazily downstream. Its black, button eyes stare off into the clear, blue sky as a light wind fills the boat's tiny sails.

Inspecting the doll, you find...

D4	RESULT
1	...a note pinned to its back that reads, 'Help... Trapped... Upstream... Cave...'
2	...the doll is a living object. It is unable to talk, but communicates through body movement. It tags along for as long as it can.
3	...the name, 'Selene, Lady of Sails' is written in a child's handwriting on its stomach.
4	...a small, arcane rune is burned into the doll's head, and constantly drips glowing green slime.

Pristine Doll

A pristine, porcelain doll stands, stuck in the sand at the water's edge, its golden hair waving in the breeze. Although it is clearly a child's toy, the longer you stare at it, the more it looks to be alive.

When the doll is picked up...

D12	RESULT
1-6	...its face cracks as its mouth opens, releasing a black vapor dealing 1d6 necrotic damage (Con save).
7-9	...the creature holding it instantly feels fatigued, and suffers disadvantage on their next ability check (Con save).
10-11	...it falls to dust, coalescing on and covering the hands of the one holding it, before hardening, into solid, white porcelain (Con save).
12	...the creature holding it has its body transformed into that of a different race (as per the <i>reincarnate</i> spell).

Patchwork Doll

A patchwork doll with green stitching, multicolored buttons, and purple, yarn hair floats in the water with a folded piece of parchment pinned to its back.

Unfolded, the parchment reads, 'Fool!'

D12	RESULT
1-6	Everyone in a 10-foot radius takes 5d6 fire damage (Dex save).
7-9	All in the vicinity receive a mind-splitting migraine, reducing their Intelligence score by 1d4 until they finish a long rest (Con save).
10-11	Every material spell component in a 30-foot radius is destroyed.
12	The doll attunes to the first creature that touches it, and moves closer to that creature whenever it is unobserved. The doll brings bad luck to the creature it is attuned to, and causes one minor detrimental effect every day (GM decides the effect, or may allow a roll to determine whether the effect takes place each day).

Crystal Bottle

This bottle gleams clear and bright, its many-faceted sides refracting rainbows across its contents.

The bottle's contents can be seen through the crystal. Removing its equally impressive stopper allows access to...

D12	RESULT
1	...a mass of tiny gems, all of absolute purity, in a rainbow of colors. Their collective worth is 1d8 x 5,000 gp.
2	...a liquor of incredibly rare vintage, worth a king's ransom and suitable for the most special of occasions.
3	...a tightly rolled sheet of aged, but exquisite, vellum tied with a small ribbon. Unrolling the vellum reveals a seemingly authentic treasure map
4	...a roiling mass of color-tinged smoke. It drifts up in a billowing plume before taking the form of a genie which can grant 1d3 wishes.

Metal Bottle

A dented, metal bottle sits in the muck on the bank.

Water rolls over it, slowly covering it with more sediment. The worn label at the front of the bottle is hard to make out from where you are.

As you get closer you can see the writing reads, 'For Internal Use Only!' Those that drink from it...

D12	RESULT
1-6	...feel immediately better (<i>potion of healing</i>).
7-9	...get a bad bout of indigestion (<i>potion of fire breath</i>).
10-11	...see their limbs—and then the rest of them—start to disappear (<i>potion of invisibility</i>).
12	...feel their muscles bulge immensely (<i>potion of storm giant strength</i>).

Glass Bottle

A stained glass bottle floats on the water's current.

Inside, you can just make out a rolled piece of parchment. The top of the bottle is sealed with red wax, keeping the water at bay.

Opening the bottle and reading the parchment reveals...

D4	RESULT
1	...a map. A large 'X' marks a spot at the foot of a large tree.
2	...the words, 'I am the last survivor. Know that we fought to the last at Kilan's Crossing.'
3	...the glowing, blue sigil of a long-forgotten god.
4	...a love letter from a noble in a far away kingdom to local royalty.

Cast Iron Bottle

This heavy, black, pitted-iron bottle is sealed with an airtight, metal cap, lacking any visual sign of what is inside.

Opening the seal...

D4	RESULT
1	...releases a gas that incapacitates any breathing creatures within 30 ft (Con save).
2	...does not seem to have any effect. Assign the 6 (or fewer) closest creatures a number on a d6 and roll (reroll if necessary). Whoever has their number rolled hears a chilling voice inside their head.
3	...releases an indistinct form which disappears in an instant. A dark, gleeful word of gratitude lingers in the air.
4	...pulls any living creature within 10 feet of the bottle into a pocket dimension. It appears to be the inside of the bottle, but furnished like a wealthy noble's study. The creatures see the back of an armchair facing a fireplace; from it comes a menacing chuckle.

Clay Bottle

A sealed, dark-brown bottle lies on a pile of garbage floating on the water. Scavenger birds fly overhead and occasionally land to pick pieces of rotten food from the pile. The bottle appears to have something inside.

Opening the bottle reveals...

D12	RESULT
1-6	...a small amount of blood. Any that touch it have nightmares for a week and suffer one level of exhaustion for the duration.
7-9	...a platinum ring. Once placed on a finger, the ring will not come off, and gets smaller everyday, eventually severing the finger at the end of the seventh day.
10-11	...the ghost of a pirate trapped within.
12	...danger. The invisible stalker that was also reaching for it attacks.

Abandoned Skiff

A small, abandoned boat drifts aimlessly. No oars, sails, or crew can be seen, but the vessel does appear to be heavily laden with a cargo of chests and crates.

*The boat was abandoned, or went missing some time ago.
The chests and crates contain...*

D12	RESULT
1-6	...many sets of armor, and a wide range of weapons.
7-9	...gold bars equal to 4d4 × 100 gold pieces in value.
10-11	...several stone spheres, each weighing many hundreds of pounds and contained within its own chest.
12	...2d6 × 1,000gp worth of silver, gold, and platinum, and a single wondrous artifact.

Pristine Ship

A three-masted ship drifts into sight through a fog bank. All of its sails are furled neatly, though no captain or crew can be seen or heard.

*This ship is in suspiciously good shape for having no crew.
The ship is...*

D12	RESULT
1-6	...an accidental gift from the careless crew, who failed to securely moor the vessel when they last put into port.
7-9	...empty due to a magic spell that sent the entire crew to another dimension.
10-11	...a gift from the gods, who seek to aid the party.
12	...an enchanted object which follows the commands of anyone who wields the captain's sword.

Deserted Boat

A small rowboat sits high in the water, small waves lapping against its hull with a hollow, rhythmic slapping. One oar is still resting in an oarlock, while the other is missing.

Some items remaining in the boat give illustrative evidence of its former crew. These items include...

D4	RESULT
1	...a collection of fishing tackle and a woven wicker basket, in which a dozen or so small fish lay dead.
2	...a scholar's pack and an adventurer's pack, both completely out of rations.
3	...a badly damaged sailor's journal, the last page of which simply reads, 'I must make it.'
4	...a single gold coin, thicker than most, with unfamiliar designs on both the obverse and reverse.

Small Ship

A single-masted ship, large enough for a small crew, appears to have been deserted. Although slightly the worse for wear, it is nonetheless seaworthy and floats high in the water.

A cursed object is still aboard, and waits for its next victims. A creature who boards the ship finds...

D12	RESULT
1-6	...several dead sailors. One among them has a precious item which their dead hands cling to tightly.
7-9	...an emaciated crew member babbling nonsense, holding a strange coin.
10-11	...evidence of a fight, but no bodies or weapons - just a broken cutlass in the ship's wheel to keep it on course.
12	...small piles of ash scattered here and there below deck. In the cargo hold, a stone sphere floats in silence.

Silent Ship

A ship, with tall masts and black sails, cuts through the surf silently. Its menacing appearance raises the hair on the neck of even the most stoic of sailors.

Most who look upon this ship never live to tell the tale. It is crewed by...

D12	RESULT
1-6	...the most ruthless gang of pirates in these waters. They overwhelm their targets with sheer numbers.
7-9	...a merciless group of cutthroats and thieves, captained by a man who they say cannot be killed by normal weapons.
10-11	...undead buccaneers with no purpose or ambition but to kill.
12	...the spectral remnants of its former crew, captained by a powerful wraith .

Floating Crates

Several crates of various sizes smash into one another as they float along, most of them jostling together under a large, weed-trailing cargo net.

The crates were part of a larger shipment, lost due to mishap or foul play. They contain...

D12	RESULT
1-6	...finely crafted weapons and armor of elven make.
7-9	...small, humanoid constructs that look to be of gnomish craft.
10-11	...weapons and armor enchanted to help aid in the slaying of dragons.
12	...mostly fine silk clothing, but one crate hides a lamp locked within a small, ornate chest. The lamp contains a genie .

Floating Barrels

At the mercy of the shifting waters, a collection of barrels bobs and rolls. Some of the barrels float high and unsteady, but a few are obviously heavily laden.

The barrels were once cargo, but now they are so much flotsam. They contain...

D12	RESULT
1-6	...many months' worth of preserved food for an ocean voyage.
7-9	...rare beverages such as nordic mead, elven wine, or dwarven ale.
10-11	...alchemical ingredients necessary for creating potions and elixirs.
12	...several valuable artifacts and one wondrous Relic, all packed tightly in straw.

Floating Wreckage

Wrecked sections of a ship's hull, splintered wood, crates, and barrels are scattered in the calm water. Pitiful figures can be seen desperately clinging to the detritus.

The folk in the water were crew or passengers aboard a ship that...

D4	RESULT
1	...sailed into a sudden and powerful storm that tore their ship apart.
2	...encountered a monstrous creature that ate many who were aboard and capsized their boat.
3	...suddenly exploded while underway, as if the many barrels of gunpowder had all gone off at once.
4	...was transporting a magical artifact that gave off a strange hum. None of them remember what happened.

Barrel Barge

A strange mist lingers right at the surface of the water. From the mist, croaks, shouts, and howls from brutish creatures issue forth. As the harsh voices rise to a fevered pitch, the prow of a barge breaks through the mist.

The horde of goblinoids ride a massive barge made of barrels, crates, and discarded wood. Aboard is...

D12	RESULT
1-6	...a warband with a total CR comparable to the party's level.
7-9	...a warband with a total CR 1-2 levels greater than the party's level.
10-11	...a warband with a total CR 3-4 levels greater than the party's level.
12	...a warband with a total CR 5 or more levels greater than the party's level.

Wayward Barrel

A single large barrel bobs and rolls in the shifting water. A lone figure in tattered clothes can be seen lashed to it, seemingly resigned to his fate.

The man was set adrift by folk brave enough to capture him, but too scared to kill him. He is...

D12	RESULT
1-6	...a powerful sorcerer, both evil and charismatic.
7-9	...a tyrannical leader, imbued with dark powers, who now suffers from amnesia.
10-11	...a vagabond, cursed with a power he does not yet understand.
12	...a physical manifestation of an ancient evil, though he may or may not know it.

Luminous Object

Deep in the water, a wondrous glow gives off a soothing, white light. The object starts to approach, and you feel suddenly calm. A vaguely-defined hand, composed of blinding light, rises out of the water in a symbol of benediction, and is gone.

The spirit bestows a blessing upon any good creatures within 60 feet. The GM randomly selects an ability score.

D12	RESULT
1-6	All blessed creatures have advantage on their next 3 saving throws with the selected ability score.
7-9	All blessed creatures have advantage on their next 3 saving throws and 3 ability checks with the selected ability score.
10-11	All blessed creatures have advantage on all saving throws and ability checks with the selected ability score for the next 24 hours.
12	All blessed creatures gain a permanent +1 to the selected ability score, up to a maximum of 20.

Brilliant Object

Deep below the surface of the water, a blue glow emanates. The water is not clear enough to see what the glow is emanating from, or even its exact location.

The object is 2d6 × 10 feet below the surface of the water. A creature that can reach the glow finds...

D12	RESULT
1–6	...an uncommon magic item.
7–9	...a rare magic item.
10–11	...a very rare magic item.
12	...a legendary magic item.

Gleaming Object

A golden flicker catches your eye. A ring glints on the finger of a roughly severed hand, caught in a loop of rope.

The ring is easily recognizable as...

D4	RESULT
1	...the signet ring of a noble house.
2	...a thieves' guild leader's ring.
3	...the ring of a famous hero from this area.
4	...the ring of a notorious ship's captain.

Shining Object

In a shallow spot is a bright light, purple and gold. The light does not fade; instead, it glows brighter as you approach, revealing an irresistibly gorgeous, golden bracelet, set with a shining opal.

The bracelet is wonderful to behold, but hides a dark secret.

D12	RESULT
1–6	It was once the source of power for an evil overlord.
7–9	It contains thousands of souls.
10–11	Putting it on transports the wearer to a tiny sub-dimension.
12	The bracelet prevents the wearer from removing it until the tomb of the one who crafted it is found, and its maker resurrected. The bracelet telepathically compels the wearer to find the tomb.

Twinkling Object

A small, glowing object twinkles a few feet under the surface. The light dims and brightens randomly.

The object is clearly magical, but its true nature is difficult to determine.

D12	RESULT
1–6	It is a priceless gem with untold properties that once brought ruin to an entire realm through induced lust and greed.
7–9	It is the soul stone of an aggressive water elemental , getting ready to strike.
10–11	It is a powerful evil entity, trapped within a crystal shard.
12	It is the eye-catching lure of an aquatic monster.

Cork Buoy

A large cork buoy, about a foot across, bobs up and down in the shallows. An old rope is fastened securely, pulled taut by something lying beneath the waves.

The buoy was left here as a marker. On the other end of the rope is...

D12	RESULT
1-6	...a chest containing treasure worth 750 gp, a <i>cloak of elvenkind</i> and a <i>+1 bow</i> .
7-9	...a stone flask in the shape of an elf maiden, containing eight servings of water which acts as a <i>potion of healing</i> .
10-11	...a bejeweled trident (<i>+1 weapon</i> with the same properties as a <i>ring of water elemental command</i>).
12	...a large, sealed, clay jar containing the essence of a quasi-deity. Once released, it bestows its blessing.

Golden Buoy

A buoy can be seen just poking above the surface only a few feet away. Through the shifting water, you see the glinting reflection of metal along the rope itself. It appears there is a gold coin hanging from the rope every foot or so.

There are 12 gold coins on the rope itself, and at the end of the rope is a large trunk containing...

D12	RESULT
1-6	...waterlogged papers and books, most of which are ruined except for three <i>spell scrolls</i> (one <i>cantrip</i> and two 1st level).
7-9	...gems and jewels worth a total of 340 gp.
10-11	...a gold statue of a griffon, worth 475 gp.
12	...a ring of slick, blue stone (<i>ring of water walking</i>).

Buoyed Corpse

A large, wooden buoy bobs upright in the water. A violent swell reveals the remains of a body secured to its far side.

Whoever they were, they have certainly been dead for a week or more. Further inspection reveals...

D4	RESULT
1	...a letter, clutched in one hand, detailing a location, and the words, 'Finish what I could not. I have swallowed the key.'
2	...a scroll case around their neck, containing a request for aid from a town being plagued by a hill giant.
3	...a backpack containing maps detailing the location of a wizard's tower.
4	...the inner pocket of their vest contains a list with several names scrawled on, including those of the party.

Copper Buoy

The buoy bobs around jerkily, its tether preventing it from moving freely. Beneath the surface, there is a faint glimmer of coins attached to its anchoring rope, guiding the way into the depths.

There are a total of 12 copper coins on the rope. At the end of the rope is a large trunk that contains...

D12	RESULT
1-6	...a poison dart trap. A leak has ruined the contents, but the trap still works.
7-9	...a stinking cloud. The decomposition of the contents has created a vile miasma (as per the <i>spell stinking cloud</i>).
10-11	...several broken potion vials, creating a solution that explodes when exposed to air, dealing 3d6 force damage (Dex save).
12	...rust monster dust. When the trunk is opened, a plume of metal-eating, corrosive dust spreads from it.

Old Buoy

The cork buoy looks to have borne the brunt of the elements for some time but has remained afloat, marking the location of something lying below the surface.

The buoy was left here as a marker. On the other end of the anchoring rope is...

D12	RESULT
1-6	...a chest containing a <i>sphere of annihilation</i> trap, and enchanted with the <i>sympathy</i> spell effect.
7-9	...a flask in the shape of a drake, which explodes when opened, dealing 4d10 force damage (Dex save).
10-11	...a cursed trident, the wielder of which can only breathe water (can breathe normally if wielder unattunes).
12	...a clay jar containing a demonic entity, which threatens a terrible curse on any that refuse to make a deal with it.

Fishing Net

Drifting across the surface of the water, a lost fishing net floats aimlessly. Its tangled mass is riddled with weed and other flotsam. It is then you notice a soft melody being carried across the water's surface.

The net has been blessed by a local god of the water.

D12	RESULT
1-6	Once per day, when used as a mundane fishing net, the net attracts enough fish to feed six Medium creatures for a day. This ability recharges every day at dawn, and only functions if there are fish present where the net is used.
7-9	The first 1d6 creatures that touch the net gain proficiency with navigator's tools.
10-11	A single creature that touches the net can transform into a merfolk for 1 hour, gaining water breathing and a swim speed equal to their normal movement speed. Any that turn into a merfolk this way cannot do so again until the following dawn.
12	The first willing creature to touch the net permanently gains water breathing.

Snagged Net

A large bubble rises to the surface of the water, and then soon after another, then another, building to an eruption of foam and froth. As the disturbance clears, an old fishing net is revealed. The net seems to be tangled in spots, and wrapped around an object.

The old net has drifted haphazardly for some time. During its travels, at some point it has collected...

D12	RESULT
1-6	...a boot, inside of which is a stash of coins: 34 silver and 43 gold.
7-9	...a large oyster, inside of which is an exquisite pearl, worth 250 gp.
10-11	...a silver flute. It has 4 charges, and regains 1d4 expended charges daily at dawn. Creatures proficient with flutes can expend 1 charge to play it and cast the <i>gust</i> cantrip.
12	...a spell book containing four 1st level spells and two 2nd level spells.

Crabbing Net

A large stone juts from the water; its slick surface, darkened by moisture, is a sharp contrast to the ragged net caught on its highest point. As the breeze lightens, a faint voice can now be heard, seemingly from a fold in the net.

There is a small crab stuck in the net, enchanted by an animal messenger spell. The crab says...

D4	RESULT
1	"I am under siege further along the water's edge. Please come to my aid!"
2	"Beware! These waters are infested with aquatic goblins who have been attacking ships from below."
3	"Your great uncle is dead. You are summoned at once to his estate."
4	"Head west! It is the only safe way!" A seagull swoops down cawing, "Ignore the crab! Go east!"

Tangled Net

Bubbling up from the depths is a vast mat of tangled flotsam. A tangle of discarded fishing nets, rotting weeds, and fish carcasses surrounds a solid lump in the center.

The old net has drifted haphazardly for some time. During its travels, at some point it has collected...

D12	RESULT
1-6	...a boot with a foot still in it. Anyone touching the foot has a chance of contracting a disease.
7-9	...an oyster containing a pearl. Touching it causes the shell to close, dealing 2d4 bludgeoning damage.
10-11	...a silver flute with a poison needle trap in its mouthpiece.
12	...a 1st level <i>spell scroll</i> . The symbols have bled on the paper, causing the scroll to malfunction if used.

Floating Net

The net looks normal enough, floating lazily where the current wills it. However, something at the back of your mind prickles that there is more to it than meets the eye.

The net has been corrupted by a local water cult.

D12	RESULT
1-6	The net requires 'feeding' every day: one fish from every creature within 10 feet of it. If it is not fed for 24 hours, it attacks any that have not fed it (net has the stats and abilities of a black pudding).
7-9	A creature that touches the net for the first time loses proficiency with one set of tools (Wis save). This proficiency can be regained with a week of deliberate practice or training.
10-11	The first creature to touch the net permanently gains water breathing, but must submerge its head in clean water (salt or fresh) for at least 1 minute every 24 hours; if it does not, it is considered poisoned until it does so.
12	The first creature to touch the net is transformed into a fish (Cha save). While a fish, the creature can still understand the languages it knew prior to transformation.

Impaled Carcass

Not much is left of this once-great beast: it is little more than part of a torso and barely-recognizable head. This animal did not die of natural causes; a shining harpoon is lodged deep into its flesh.

The harpoon (a +1 spear) has a unique quality.

D12	RESULT
1-6	True Strike: 4 charges. As a bonus action, the wielder can expend one charge to gain the benefits of the <i>true strike</i> spell.
7-9	As per the <i>giantslayer</i> magic item, but applying to Large and larger beasts. This feature is only usable once a day, when the weapon is thrown.
10-11	The weapon gains additional +1 bonuses in the following situations: when used in water, against a Large or larger creature, and when thrown.
12	All of the above qualities.

Explosive Carcass

An enormous, stinking carcass, little more than a misshapen glob of flesh, floats on the surface, buoyed up by decay. With a sudden, revolting pop, the bloated beast bursts, and a chunk lands mere feet from your location.

The chunk is a satchel the beast once swallowed. It contains...

D12	RESULT
1-6	...navigator's tools, rope, a spyglass, and a coffer of 30 gp.
7-9	...a quiver of seven +1 arrows.
10-11	...gems and jewels, worth 450 gp.
12	...a chain shirt of <i>adamantine armor</i> .

Giant Carcass

Floating in the water is the incongruous corpse of a hill giant. Arms outstretched and face down, the great carcass bobs in the water with surprising grace—much more, possibly, than it had in life.

The giant corpse is interesting for some reason.

D12	RESULT
1	In its hand is a wanted poster, promising 500 gp for the head of a hill giant that has been plaguing the land.
2	In its belt pouch are three living children, recently kidnapped from a nearby fishing village.
3	It died from bites inflicted by some enormous sea beast. The bites seem fresh.
4	It floats amongst large planks, splinters, and other ship debris.

Rotting Carcass

The water stirs not far from you, swirling and frothing until a hulking carcass emerges in the midst of clouded, fetid water. This once great animal is now no more than a mound of rotting flesh, a feast for the gathering gulls.

Any creature that touches the carcass and fails a Constitution saving throw contracts...

D12	RESULT
1–6	...worm-like parasites that reduce their host's Strength and Constitution scores by 1 for 1 week. Afflicted creatures can repeat the save once per day, expelling the parasites and their effects on a success.
7–9	...brain weevils that cause their host's vision to blur, incurring disadvantage on Wisdom (Perception) checks for 1 week. Afflicted creatures can repeat the save once per day, expelling the weevils and their effects on a success.
10–11	...ghoul ticks that cause their host to insatiably hunger for flesh—putrid, fresh, or living. Afflicted creatures can repeat the save once per day, expelling the ticks and their effects on a success.
12	...doppelganger parasites that cause a new body part to grow out of the host [roll 1d6: 1–3: Arm, 4–5: Leg, 6: Head]. The limb acts on its own, has a personality, and can be communicated with in some fashion.

Festering Carcass

The carcass of a large creature surfaces not far from you. The body is far too decomposed to be identified easily, but the stench makes it apparent that it has been dead for quite some time.

The lump of flesh holds a dangerous secret. It is, in fact...

D12	RESULT
1–6	...the bloated remains of a kraken , which explode, dealing 3d10 poison damage and causing sight rot (Con save).
7–9	...an aboleth , which yet clings to life and attempts to enslave a character with its last remnants of strength.
10–11	...the head of a dragon turtle , which unleashes its last breath weapon.
12	...bait for something even larger and more terrible.

Top-Secret Stash

This space is expertly sealed and is deliberately disguised within its surroundings. The only way to find it is to learn of its existence and location.

Opening the stash reveals...

D4	RESULT
1	...two changes of practical clothing, several sets of—likely false—identification, 1d6 purses of coin, each worth 1d6 x 100 gold pieces (but each in a different currency).
2	...(as above) and a small, wax-sealed vial of green liquid.
3	...(as above) and a small, locked, lacquered wooden box containing a journal. Its entries either do not make sense, are in gibberish, or are written in symbols unlike any known language.
4	...(as above), and a wax-sealed envelope tucked inside the journal's back cover. It bears someone's first name, written in a precise, practiced hand.

Survival Stash

This stash is buried in an out-of-the-way, nondescript location, but near to something which serves as a subtle reminder for whoever stashed it.

This stash contains a weather-resistant bundle of survival goods, including...

D4	RESULT
1	...1d4 weeks of rations, traveling clothes, and a pouch with copper and silver pieces (1d10 gold pieces in value).
2	...(as above), and a heavy hunting knife, on top of an oilcloth wrapped around flint, steel, and a tinderbox.
3	...(as above), and a long, hardened-leather tube. Inside is a detailed, hand-made region map.
4	...(as above), and a journal. The first entry, 'If When Things Go Bad' is a numbered action plan (in priority order), people to connect with, and several places with notated degrees of safety.

Old Stash

This stash has clearly been here a long time, but perhaps not long enough to outlive the individual that hid it. It was doubtless placed here for a reason.

A clue as to the stash's purpose could be gleaned from what it contains, which is...

D4	RESULT
1	...an old, black cloak and cloth mask, wrapped around a long stiletto dagger. Closer inspection of the dagger reveals small traces of a dried, dark substance.
2	...a tar-sealed, wooden box that holds an iron skeleton key, and a slightly stained envelope which contains a property deed.
3	...a burlap sack with the rotted remains and bones of a human body. The skull bears a massive, cracked hole.
4	...a rusty-padlocked trap door, covering a tunnel, with an old ladder that descends into pitch darkness.

Strange Stash

Whoever hid this stash must not have known what they were doing. Its location is obvious, and its contents easy to access.

Inspection reveals...

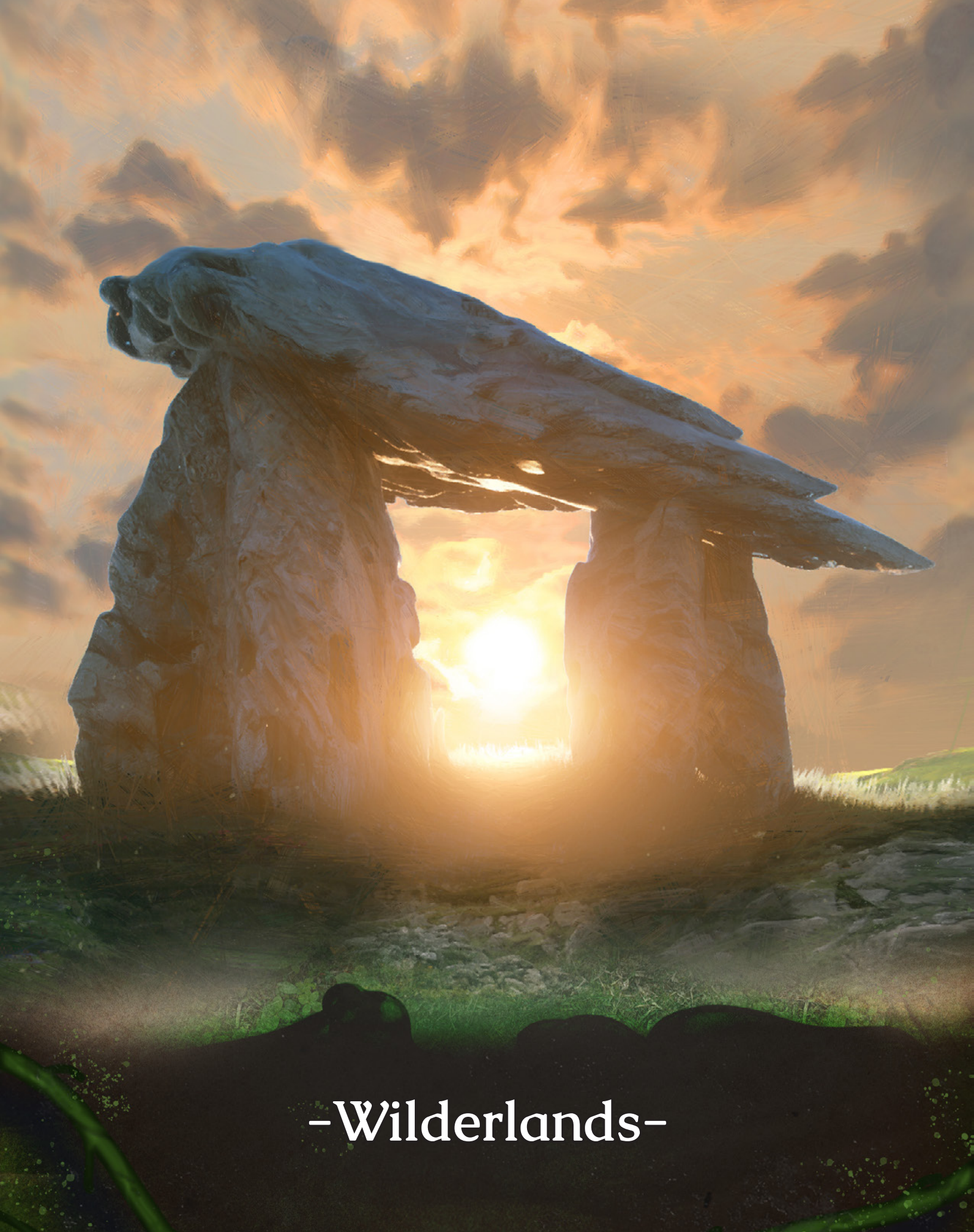
D4	RESULT
1	...an oilcloth wrapped around a rusted cleaver and rotted chunks of meat.
2	...a shrine with a vaguely humanoid statuette. It seems as if it was being honored as a deity... but not a well-known one.
3	...a miniature living space, complete with miniature furnishings. There is a tiny bed with rumpled sheets, a scattering of tiny, dirty clothes, and a tiny table littered with tiny scraps of food.
4	...a container that has been tipped over. Where it lays, something shifts as a black, viscous fluid creeps and slithers out of the stash hole and away.

Hidden Stash

Without a keen eye, one would miss the subtle imperfections in the space which give the lie to the stash's otherwise expertly hidden location.

Opening the stash...

D4	RESULT
1	...releases an unbroken tide of miniscule, black creatures that rush out, seemingly without end. Some of them carry clusters of pale, pulsating eggs.
2	...triggers a hail of darts, tipped with slick, black slime, that fly out (Con save).
3	...reveals a simple note which lists the names of everyone in the party.
4	...reveals a mound of fist-sized, wax-sealed clay pots. On the seal of the top pot lies a slack length of string tied to a now-broken glass vial. The wax bubbles and hisses as acid leaking from the vial eats through, dripping into the pot below.



-Wilderlands-

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Functional Stone Well

The branches of the tree just ahead part in the wind, revealing a small clearing. Overgrown with vines and moss, a stone well sits in the center, otherwise in pristine condition. Beside it are a coiled rope and bucket.

Using the rope and bucket you draw water and...

D12	RESULT
1-6	...any that drink it gain advantage on their next 3 ability checks.
7-9	...any that drink it gain the benefit of a long rest.
10-11	...a leather sack, which stays dry even when submerged (<i>bag of beans</i>).
12	...a glass bottle, strangely warm to the touch (<i>efreeti bottle</i>).

Abandoned Stone Well

A small, stone well sits nestled in a copse of trees. A wooden lid leans against the well. Dry leaves and soil have accumulated under the well cover.

Investigating the well reveals...

D12	RESULT
1-6	...the well is shallow and almost dry, but the scant supply of water is crystal clear and looks refreshing. There is enough water for two creatures to drink; those that do restore half of their maximum hit points.
7-9	...two moss-green potions (two <i>potions of hill giant strength</i>).
10-11	...a pair of crystalline lenses (<i>eyes of minute seeing</i>).
12	...a black insect statuette (<i>ebony fly figurine of wondrous power</i>).

Eerie Stone Well

A ten-foot wide, five-foot high, solid, stone well sits in the open, its depths cloaked in shadow. A light mist rolls up and over its walls from within, flowing down and creeping across the ground for several feet in every direction, before dissipating into the air.

A low rumble can be felt underfoot as you approach.

D4	RESULT
1	The well seems to hold an unearthly chill, and its edges are crusted in frost.
2	Within, a faint, flickering light dances far below in the darkness, and the smell of roasted meat drifts upwards.
3	Inside the well, a pair can be heard arguing. Their voices start to become fainter and more distant, until they can no longer be heard.
4	A booming voice echoes from the well, "Peer ye not into the depths of yon well, for 'tis little and less to be seen! Indeed, if thou dost value thyself and thy soul, get thee hence!"

Dilapidated Stone Well

A large pile of rocks defines a crude well covered in moss and fungi. The well smells of roses, and you note a slight chill in the air.

A feeling of desperate thirst washes over any creature that approaches the well but, if a creature drinks...

D12	RESULT
1-6	...it suffers disadvantage on its next ability check (Con save).
7-9	...it is poisoned until it completes a long rest (Con save).
10-11	...a water weird emerges and attacks.
12	...a banshee emerges and attacks.

Natural Stone Well

The ground becomes increasingly stony, and eventually leads to a solid rock surface with a hole at its center.

Above the hole, a bucket and rope are suspended by block and tackle on a crude, wooden tripod, dangling over the aquifer below.

If a creature attempts to raise the rope and its payload...

D12	RESULT
1-6	...the ground around the hole shakes, cracks, and falls away. Any creature within 30 feet of the tripod drops 120 feet to the bottom (Dex save).
7-9	...the rope shakes and sways as a lurking grick alpha climbs up it and out of the hole. It attacks the nearest creature.
10-11	...a young halfling cries, "Help! I stumbled into the well!" They feign thanks, but plan to rob the adventurers later.
12	...the tripod snaps, its pieces falling into the hole. A moment later, a grouchy, echoing voice calls up, "For cryin' out loud, Sorka, I told you not to touch! Now I'm stuck down here! ...Sorka? I'm gettin' real sick of your pranks! ... Hello?"

Deserted Campsite

A small tent is pitched on the side of a clearing. A cooking fire smolders a few feet away and the smell of bacon lingers in the air. The morning sun pleasantly warms the quiet and deserted campsite.

Investigation of the site reveals...

D12	RESULT
1-6	...an abandoned pan of crispy bacon, a pack with basic traveling gear, and a few personal mementos... Why would someone leave all this behind?
7-9	(as 1-6 entry, plus...) Inside the pack is a soft, carefully-wrapped package. Unwrapping the package reveals a new set of elven-made boots (<i>boots of elvenkind</i>).
10-11	(as 1-6 entry, plus...) Rolled up in a sleeping mat is a high-quality short sword (<i>dancing sword</i>).
12	(as 1-6 entry, plus...) Past the edge of the clearing, near some chaotic-looking footprints, is a sling strap connected to a maul with a dwarf-shaped head. The strap looks like it was cut by something quite sharp (<i>hammer of thunderbolts</i>).

Destroyed Campsite

Two tents lay torn on the ground by the roadside, collapsed in on themselves, and clothing is strewn across the ground. Coals and pieces of burnt wood lie scattered, seemingly knocked out of the fire pit.

Only a single item remains under a torn pack a few feet from the tents, which is...

D12	RESULT
1-6	...a small bag of 50 rough, silver coins and a bottle of red liquid (<i>potion of healing</i>).
7-9	...a black, steel rod (<i>immovable rod</i>).
10-11	...an ivory horn with brass banding (<i>brass horn of Valhalla</i>).
12	...a silver horn with bronze inlays etched with valkyries (<i>bronze horn of Valhalla</i>).

Caravan Campsite

Six tents and two wagons encircle a campfire. Six figures sit around the fire, drinking and making merry, but they grow quiet as they notice you. One of them stands and waves you over.

They greet you with a warm welcome and offer you their hospitality, as long as you mean them no harm.

D4	RESULT
1	Five wear guard uniforms. The one who spoke wears merchant's garb.
2	All wear adventuring gear and each has a weapon of some description at their side.
3	The figures all wear robes. The one who spoke wears a pendant around their neck.
4	They all look strong and tough, with simple, practical clothing, calloused hands and weathered, sun-darkened skin.

Makeshift Campsite

Four areas of bare, flattened ground betray their former occupation by bedrolls or mats of some kind. These spots surround what remains of a cold fire pit circled by rocks. Tucked under a small rock a piece of parchment flaps in the wind.

Any creature that reads the parchment...

D12	RESULT
1-6	...feels immediate, intense pain, and takes 3d12 psychic damage (Cha save).
7-9	...is encased, along with any other creatures within 10 feet, in a sphere of ice (escape DC 20).
10-11	...is cursed with the pauper's touch. Every piece of currency the creature touches turns into the next lowest unit of currency (Wis save).
12	...is cursed with lethargy. The creature's speed is reduced by 10 feet (Con save).

Swamp Campsite

Ahead, amidst the flat, damp, miserable stretches of swamp, is a small hill: a rare bit of high, dry ground, bearing the remains of an old camp. Stepping onto dry earth for the first time all day is a welcome relief.

In the center of the area, where a campfire would likely have been, is a bag.

D12	RESULT
1-6	Any creature that sleeps at the site after dark is plagued with the same nightmare, about a small, hilltop camp in the midst of a swamp that is overrun by ghoulish terrors. Sleepers are unable to complete a long rest before the night's silence is broken by inhuman howls and snarling in the dark.
7-9	The campsite is unhallowed and, as camp is made, a horde of undead creatures attacks the site.
10-11	The bag contains rotten food. The foul smell appears to be bait; the smell attracts a very hungry bulette .
12	The site is a trap set by a large group of trolls that dwell nearby.

Crow's Nest

A crow in a nearby nest caws harshly before ascending into the sky. A gust of wind parts the leaves of the vacated tree, allowing a ray of sun to illuminate the empty nest. A glint catches your attention.

Investigating the nest reveals...

D12	RESULT
1-6	...a small, white pearl amongst old egg shells (<i>pearl of power</i>).
7-9	...a shimmering, green, iridescent orb on a thin chain (<i>periapt of proof against poison</i>).
10-11	...a glass bottle of silvery oil (<i>oil of sharpness</i>).
12	...a reddish-gold ring that is woven into the twigs of the nest (<i>ring of djinni summoning</i>).

Rat Nest

Within some nearby bushes is a small area of flattened grass, covered with bits of torn cloth and twigs. It gives off a musty smell and, around it, tiny animal footprints lead to and from. Amidst the scraps and debris is a small, leather pouch.

The pouch contains...

D12	RESULT
1-6	...50 gold pieces.
7-9	...two bottles of purplish-red liquid (<i>potions of healing</i>).
10-11	...a hardened, glass ring with swirls of blue (<i>ring of mind shielding</i>).
12	...a platinum ring engraved with a panther (<i>ring of evasion</i>).

Wasp Nest

Nearby is what appears to be a giant wasps' nest. You can just make out that the entrance is blocked with a fist-sized piece of black rock.

Inspecting the nest reveals...

D4	RESULT
1	...a faint whimpering coming from inside.
2	...a skull, carved into the rock. The rock itself is slick with some sort of fluid that is seeping from the nest.
3	...a buzzing sound, but coming from the stone itself.
4	...nothing in particular, unless the rock is pulled free. Doing so reveals a small note with a vaguely-worded message, stating that the writer is 'ready for the next phase', and to 'meet at the usual spot at midnight'.

Termite Nest

An earthen pillar stands in front of you, lumpy and misshapen, pocked with indentations and crevices. At roughly sixteen feet high, this termite mound is gigantic.

The ground begins to shake, the mound starts to crumble, and...

D12	RESULT
1-6	...a huge swarm of insects bursts out of the mound and attacks.
7-9	...a bulette breaks through the ground and attacks.
10-11	...the ground gives way, depositing all creatures within 20 feet into a cavern, 40 feet below (Dex save). As the cloud of sand clears, the waiting behir reveals itself.
12	...an enormous cloud of noxious gas and putrid fumes starts billowing out, growing in size and drifting and rolling toward a settlement nearby. Anyone within the cloud is poisoned (Con save).

Animal Nest

A large depression in the ground, surrounded by rocks, forms what appears to be a nest. A giant, clawed footprint can be seen in the ground nearby. The area stinks of rot.

A humanoid corpse, clutching something in its rigid hand, lies in the nest and...

D12	RESULT
1-6	...as the clouds part, the sunlight glints off a gemstone, clutched between their fingers. Any creature that touches it is teleported 20 miles in a random direction.
7-9	...upon investigation of the corpse or nest, a shambling mound erupts from beneath the corpse and attacks.
10-11	...two allosaurus squat near it. The corpse is clutching an eggshell fragment.
12	...it appears to be missing some limbs, which would explain the blood on the nearby tyrannosaurus' mouth.

Trader's Wagon

A sturdy-looking, covered wagon is parked by the side of the trail, while a well-dressed merchant tends to four horses nearby.

The trader deals in many standard wares, but also has a collection of oddities, including...

D12	RESULT
1-6	...maps of, and information about, points of interest in the nearby area.
7-9	...common and uncommon magic items.
10-11	...rare and very rare magic items.
12	...legendary magic items and relics.

Settler's Wagon

A collection of commoners, many of them children, are all piled into a rather cramped covered wagon. Two hardy-looking oxen pull the wagon at a slow pace, while many other commoners walk alongside and scout ahead.

The folk on and around the wagon do not have much, but do know a few things...

D12	RESULT
1-6	...vaguely related to the party's current objective.
7-9	...firmly related to the party's current objective.
10-11	...extremely valuable concerning the party's current objective.
12	...serendipitously perfect regarding the party's current objective.

Sturdy Wagon

Two robust horses pull a heavily-laden wagon. The driver skilfully handles the horses from their seat atop the wagon as it bounces along.

The driver...

D4	RESULT
1	...is taking a load of provisions to a dig site nearby.
2	...is up to something nefarious, perhaps smuggling stolen goods.
3	...is a powerful mage, disguised as a commoner to avoid unwanted attention.
4	...is transporting a shipment of much-needed supplies from one settlement to another.

Parked Wagon

A rather well-adorned covered wagon sits still and silent alongside the trail. Two beautiful horses stand at its front, still hitched up, but the reins are tied to a peg near the driver's seat.

The driver of the wagon is hiding inside. When a creature gets close to the wagon, the driver...

D12	RESULT
1-6	...gives a signal, prompting bandits to emerge from their hiding spots and surround the party.
7-9	...emerges to greet them. They are a charismatic conartist.
10-11	...comes out and greets them enthusiastically, asking for help, explaining that their partner was kidnapped.
12	...hides inside, doing their best to stay quiet and unseen, hoping the party will just pass by and not discover the illegal goods they are transporting.

Broken Wagon

A damaged, abandoned wagon is nearby. One wheel is missing, along with whatever beasts once pulled it.

Investigation reveals that the wagon has not been here very long, and the damage appears to have been the result of an attack. The perpetrators might still be in the area. The wagon was attacked by...

D12	RESULT
1-6	...a group of bugbears that move swiftly and silently to ambush the party at an opportune moment.
7-9	...a hungry ogre (or group of ogres), waiting nearby for more food to come their way.
10-11	...a giant (or group of giants), eager to capture more passers-by.
12	a massive dragon , that rests nearby, munching on what is left of the wagon's horses, driver, and passengers.

Ramshackle House

This house seems out of place: there are no other structures nearby. Strange or not, though, there are some signs of life, such as small wisps of smoke coming from the chimney.

The resident(s) may be home, or returning very soon. They are...

D12	RESULT
1-6	...a trader that specializes in the most commonly needed adventuring gear.
7-9	...twin warlock alchemists that brew and sell all manner of simple and exotic potions.
10-11	...a guild of gnome engineers that make many fascinating devices.
12	...a powerful sorcerer -turned-merchant who has the ability to procure just about any item - for the right price.

Dilapidated House

The smell of smoke leads to an old house. From within comes the sound of music and merry-making.

The house is home to a friendly group of homesteaders who offer the party...

D12	RESULT
1-6	...food and shelter.
7-9	...food, shelter, and information.
10-11	...food, shelter, information, and provisions for their journey.
12	...food, shelter, information, provisions, and a guide to any location in the nearby area.

Damaged House

The house has been mostly crushed by a fallen tree. Strangely, the front door remains intact in its frame, closed tight.

The house contains a secret.

D4	RESULT
1	A collection of woodland creatures, enchanted to speak Common, inhabits the house.
2	The interior walls are covered in scraps of parchment with mad, unintelligible ramblings and runic symbols.
3	The entrance to a small, underground lair can be accessed through the cellar.
4	A permanent gate or portal to another dimension is hidden under the floorboards of the main living space.

Crude House

A small village once stood here. Now there are only ruins, but a single crude house still stands.

Within the house is...

D12	RESULT
1-6	...a gang of bandits, using the house as a hideout.
7-9	...a guild of thieves, planning their next heist.
10-11	...the raiding party responsible for ransacking the village, currently sorting their plunder.
12	...a persuasive swindler, eager to appear inviting.

Rickety House

An uninviting and poorly maintained house stands alone. The surrounding area is nearly silent, save for the whispering of the wind.

The residents of the house are either inside or nearby. They are...

D12	RESULT
1-6	...a large group of goblins , gnolls , or orcs , ready to ambush anyone who seeks refuge in the house.
7-9	...an unseen, spiritual entity that haunts the area.
10-11	...a powerful hermit who appears friendly, but has sinister intent.
12	...a hag (or group of hags), with minions who plague the countryside.

Cairn Stones

A haphazard cluster of pillars, built of carefully-stacked stones, dot the landscape, some short, some far taller than a full-grown man.

The stones were erected...

D12	RESULT
1-6	...to heal a land once scorched by war. All creatures take the maximum value when rolling hit dice to restore hit points while in the area.
7-9	...for worship and contemplation. Creatures gain advantage on Intelligence (Religion) checks while in the area.
10-11	...to mark the location of an ancient, elemental creature, resting, and waiting to emerge.
12	...to summon the aspect of a powerful, benevolent deity.

Standing Stones

Several huge, stone blocks have been arranged in a large circle. Among them are many humanoid figures in white robes, some talking, some appearing to meditate.

Any creature that meditates within the stone circle for one hour is granted...

D12	RESULT
1-6	...advantage on Wisdom-based ability checks for 1 hour.
7-9	...advantage on Wisdom saving throws and ability checks for 1 hour.
10-11	...advantage on Wisdom saving throws and ability checks for 1 day.
12	...a permanent +1 to their Wisdom ability score, up to a maximum of 20.

Stone Columns

Several enormous, stone columns stand in two parallel lines. Their weather-worn faces once displayed intricate carvings, but little can be read under the moss, ivy, and years of exposure.

The standing stones were once...

D4	RESULT
1	...columns lining the way to an ancient temple, the catacombs of which might still be accessible.
2	...alignment markers for celestial bodies.
3	...the location for important ceremonies.
4	...markers to identify the location of a powerful leader's tomb.

Ancient Stones

Five large stones stand chest-high in a semicircle. While standing near them, a strange energy can be felt, like a low rumbling from deep within the earth.

The semicircle is roughly 15 feet in diameter. If any creature steps amongst the stones...

D12	RESULT
1-6	...the ground gives way and the creature falls deep underground (Dex save).
7-9	...five more stones erupt from the ground to complete the circle. All ten stones rise until their sides and tops touch, forming a sealed dome.
10-11	...each of the stones animates and begins moving inward.
12	...the stones reveal themselves to be the fingers of a gargantuan earth elemental .

Ritual Stones

On a flattened area nearby, there stands a collection of massive stones. Among the stones are several cloaked figures, chanting in low, guttural tones.

The figures are members of a cult, currently engaged in a dark ritual intended to...

D12	RESULT
1-6	...open a portal to another dimension.
7-9	...summon a fiend .
10-11	...bring a long-dead cult leader back to life (or undeath).
12	...summon an ancient dragon .

Hanged Thief

A burst of movement comes from a nearby tree. A man yelps as he falls from the shaking branches. Before he can reach the ground, his neck catches in the fork of two sturdy boughs, breaking instantly. The satchel he was holding falls to the ground with a weighty thud.

The man, a local criminal, was hiding after stealing some valuable items. The satchel contains...

D12	RESULT
1-6	...2000 gp in coins and gems.
7-9	...two mundane gems worth 200 gp each and an <i>elemental gem</i> .
10-11	...a <i>gem of brightness</i> .
12	...200 gp and a <i>gem of seeing</i> .

Hanged Pilgrim

A robed figure hangs mournfully from a sagging bough, their face hidden in a deep cowl, their hands bound.

The figure was a traveling pilgrim, slain by bandits. If their body is properly laid to rest, their spirit blesses the party with...

D12	RESULT
1-6	...the benefits of a long rest.
7-9	...a single-use luck point (per the Lucky feat) for each party member.
10-11	...speedy travel, doubling the party's travel speed until their next long rest.
12	...3d6 temporary hit points per party member.

Hanged Figure

An old tree stands alone on the top of a small knoll. A lone figure hangs by the neck from its sturdiest bough.

Closer investigation reveals...

D4	RESULT
1	...a note, pinned to the tree, that reads, 'There is little left for me to do but this one final act.'
2	...the figure is dressed in fine clothes and is easily identified as the heir of someone important in this region.
3	...a wooden sign, nailed to the figure's torso. It reads, 'Trespasser'.
4	...the figure is dressed in the robes of a druid initiate. What initially looked like a noose is actually a loop of living vine.

Hanged Bloater

The branch creaks with protest as the noisome corpse twists in the wind. The air is thick with swarming flies.

If the corpse is disturbed, it erupts with noxious fumes. All creatures in the immediate area...

D12	RESULT
1-6	...are poisoned until they finish a long rest (Con save).
7-9	...are afflicted with sight rot (Con save).
10-11	...take 1d4 acid damage, and any exposed non-magical items are corroded and become less effective (Dex save)
12	...suffer from hallucinations until they finish a long rest (Con save).

Hanging Harbinger

One of the tree's limbs strains from the weight of a body hanging lifeless from a length of rope. A hood wraps the figure's head.

If the body is disturbed, the bag starts twitching and the limbs start flailing. From inside the bag comes a strangled, rasping voice...

D12	RESULT
1-6	...which prophecies a coming plague.
7-9	...that tries to laugh, proclaiming that their work is done, and that their master will surely be pleased.
10-11	...that is cut short by an arrow that sprouts from the bag.
12	...that changes into a howl of glee, then to an unearthly roar as the body collapses in on itself. A small, glowing spot in its stomach grows, slowly burning the body away until nothing is left but the echoes of screams, and a burning portal, hovering in mid-air.

Old Coach

Plant growth has almost entirely overtaken an old coach that now rests among a tangle of vines and young saplings. A large trunk takes up most of the interior space.

This coach was, at one time, transporting a tribute to a now-forgotten king. Within the trunk is...

D12	RESULT
1-6	...a suit of gleaming armor fit for a redoubtable warrior (<i>adamantine armor</i>).
7-9	...an incongruously small, rough, hide bag (<i>rust bag of tricks</i>).
10-11	...a luxuriant half-cape (<i>cape of the mountebank</i>).
12	...a wide, leather belt, set with earthy, brown gems (<i>belt of hill giant strength</i>).

Abandoned Coach

A small coach with a splintered axle lies abandoned just off the beaten path. Its wooden structure shows signs of rot, and it has seen a fair amount of inclement weather, as if it has lain here for quite some time.

A dealer of antiquities abandoned the cart long ago, but left behind...

D12	RESULT
1-6	...an iron strongbox containing 200 gp.
7-9	...four rose-colored potions in a leather bandolier (<i>potions of healing</i>).
10-11	...three dogeared pieces of parchment tied with twine (two 1st level <i>spell scrolls</i> , one <i>cantrip spell scroll</i>).
12	...a ring bearing the device of a flea (<i>ring of jumping</i>).

Crashed Coach

A carriage bursts into view, its horses in a panicked, uncontrolled gallop. The driver—head slumped, body bouncing lifelessly—is not holding the reins. The vehicle jostles wildly, tips, and is dragged at full speed, finally smashing into a tree. The horses break free of the wreck and run off.

The coach is all but destroyed, but within the wreckage is a locked strongbox which contains...

D4	RESULT
1	...a court document demanding the arrest of a dangerous outlaw.
2	...a pouch of ashes and a notebook detailing where and how to disperse the remains of a once-powerful wizard.
3	...a gold coin with an 'X' carved over the face: the practice of a well-known assassins guild. Whoever's face is on the coin is in grave danger.
4	...a corked vial and a note - 'Make haste - it is vital the antidote be administered within three days.'

Vandalized Coach

A small, windowless coach sits crookedly off to the side of the trail, seemingly abandoned. At some point in the intervening years, thieves have made off with the wheels, but the interior, visible through the window of the single, locked door, seems untouched. Faded paint on the outer walls advertise 'Talismans and Charms'.

A traveling mystic abandoned their makeshift shop, but they left behind...

D12	RESULT
1-6	...a poison dart trap connected to the door, triggered by forced entry.
7-9	...two vials of congealed, red fluid (<i>potions of poison</i>).
10-11	...a ring concealing a poisoned barb. Any creature that puts on the ring takes 3d6 poison damage (Con save).
12	...a curse. Any creature that enters without the key (or before dispelling the lingering magic on the door) develops a short term madness effect (Wis save).

Overgrown Coach

Ivy has almost entirely overtaken the wreckage of a carriage. It has been stripped down to its wheel nuts, however, shunned by the overgrowth, a large trunk sits in a cleared circle, untouched by the passage of time.

This coach was once transporting a cursed item to be cleansed. Inside the trunk is...

D12	RESULT
1–6	...a spiked crown of blackened iron. The inside of the circlet is engraved with glowing, red script written in some strange, obscure language.
7–9	...a simple, silver bracelet, too small for an adult wrist. It rests on a white, silk pillow, pristine but for the blackened scorch mark where the bracelet sits.
10–11	...a very old, thick tome. Its cover—locked with a built-in silver lock—is dyed, hardened leather, and its pages are ancient, but exquisite, vellum. Though the cover has its own lock, it is also wrapped multiple times over with black, cast-iron chain, bearing an identical padlock.
12	...a skull with bone of a white more brilliant than freshly fallen snow. Its grin seems to leer, and an unseen presence can be sensed from within its hollow sockets.

Weathered Shrine

Before you sits an ancient travelers' shrine. A few tokens, coins, and other humble trinkets lay in small clay and metal bowls surrounding a group of small, unlit candles.

When a creature leaves an offering and lights a candle at this shrine for the first time, their journey will be blessed with...

D12	RESULT
1–6	...acuity. The creature has advantage on Wisdom (Perception) checks for the next 24 hours.
7–9	...ease of movement. Each creature within 30 feet of the blessed creature is unhindered by nonmagical difficult terrain for the next 24 hours.
10–11	...good fortune. The creature receives some boon, reward, or windfall that is similar, but exponentially greater (GM's discretion) than their own offering.
12	...luck in a tight spot. The creature has advantage on its next 1d4+2 saving throws.

Runic Stone

A twisted elm tree stands in a clearing, its distorted trunk having grown around a large stone. The stone is riddled with breaks and cracks which, upon closer inspection, spell the word, 'Ceol.'

You recognise it as an ancient word for music; if any creature produces music nearby, the stone crumbles, revealing...

D12	RESULT
1–6	...rare, druidic material spell components with a value of 400 gp.
7–9	...a collection of druidic accouterments, including three sealed clay jars (three <i>potions of healing</i>).
10–11	...three large leaves which have been inscribed with runes (three 1st level druid <i>spell scrolls</i>).
12	...a club formed from a tree branch with still-living, green sprouts (+1 <i>weapon</i>).

Bright Stone

There is something odd within the dense brush nearby: a large, bright-white stone that used to stick straight up out of the earth, but that has long since been toppled. A carving on the stone reads, 'Here is the truth you seek'.

This marker stone has long been forgotten, hidden by time.

D4	RESULT
1	A creature that touches the stone for the first time hears a voice in their mind, offering guidance regarding a single question.
2	Beneath a caked layer of dirt, the stone's base—which would have been in the ground, were it standing—has a small door or cover built into it, suggesting that something is locked inside the stone itself. The door bears an inscription in an ancient language.
3	A key rests near the stone's original footing. A few feet away is a locked trap door.
4	Most of a humanoid skeleton sticks out from under the stone. It carries a satchel containing an oilcloth-wrapped set of documents and instructions relating to the stone.

Earth Stone

The air is heavy with moisture; a thick mist swirls in the breeze. The shape of a stone monument can barely be made out through the fog. Raised symbols decorate the stone, and trinkets lay scattered around the base.

This was once an old cult's site of worship.

D12	RESULT
1-6	A strange, old hermit in a tattered robe asks passers-by if they seek the stone's knowledge, and offers to show those who have eyes to see.
7-9	Dark-robed figures approach, asking—not unkindly—what travelers seek with the holy stone.
10-11	If a creature attempts to read the symbols, they rearrange themselves to spell messages of personal import to the reader. Each reader sees their own messages, but casual onlookers see no movement at all.
12	If a creature approaches within 10 feet of the stone, the symbols flare brightly and, as an otherworldly voice speaks, the symbols pulse.

Tribute Stone

Two large, stone columns have stood the test of time but, before passing between them, something strange leaning against the back of one attracts your notice.

Leaning against the back of one of these weathered stones is...

D12	RESULT
1-6	...a sign—which appears to have been removed from its original location and deposited here—that reads, 'Travelers, beware. Bandits spotted on road ahead.'
7-9	...a skeleton, with arms wrapped lovingly around a gnarled quarterstaff. The top of the staff, however, appears to have wrapped itself around the skeleton's neck.
10-11	...a sitting, sleeping giant that wakes with a start, and demands travelers pay a toll.
12	...a gigantic pile of explosives; some have chemicals leaking through their casings that are beginning to pool on the earthen ground.

Ancient Stump

The stump of a tree felled in ages past sits in a small, sunlit area of an idyllic clearing. Wildflowers carpet the ground, filling the air with sweet fragrances, creating a tempting spot to sit and rest.

It is said that a deity once sat upon this stump. A creature who sits on the stump for the first time gains....

D12	RESULT
1-6	...one expended use of an ability, or one expended spell slot of level 5 or lower.
7-9	...2d6 temporary hit points, and the benefits of a short rest.
10-11	...a heightened sense of smell, and advantage when making smell-based Wisdom (Perception) checks.
12	...the ability to cast the <i>speak with animals</i> spell a number of times per day equal to half their Wisdom modifier (minimum 1). Casting the spell in this way does not use a spell slot.

Hollow Stump

You notice a frog hop into a hollow tree stump, accompanied by the incongruous 'thunk' of an object striking metal. Peering inside, you spy a hidden lockbox - underneath a dazed-looking frog.

Stolen away from a trading caravan by mischievous fairy folk and then quickly forgotten, the box contains...

D12	RESULT
1-6	...an exquisite, jade toad, worth 200 gp.
7-9	...three corked vials, sealed with wax (three doses of <i>serpent venom</i>).
10-11	...a viciously sharp dagger with a handle of entangled vines (+1 <i>weapon</i>).
12	...50 platinum coins stamped with a fey coat of arms.

Tree Stump

The boot and hoof prints are obvious signs that travelers passed through here very recently. Some lead to a nearby stump, where a small object lies on the ground.

Someone that sat on the stump must have dropped a pouch. Inside are 53 gold pieces and...

D4	RESULT
1	...a shopping list of items intending to be purchased from, 'Wendil Warren, the apothecary'.
2	...a note with directions on how to deliver a 60gp ransom.
3	...a letter detailing how Verrendi is so excited that her love, Jareth, has finally earned enough money for them to start their life together.
4	...a contract of obligation to repay a debt of 53 gp, three days from now, or else...

Fungal Stump

The air is musty and stale. On the side of a hill squats a damp, old stump. Mushrooms and lichen have made their home amongst the decaying wood, adding to the heavy odor of the area.

Spores from the fungus-riddled stump explode if a creature gets within 5 feet, causing...

D12	RESULT
1-6	...blurred vision. The creature suffers disadvantage on sight-based Wisdom (Perception) checks for 1 hour (Con save).
7-9	...their head to swell with buoyant gas that makes them float 1d6 feet above the ground for 1 hour (Con save).
10-11	...random hallucinations (GM's discretion) which persist for 1 hour (Con save).
12	...the creature to pass out, rendering them unconscious for 1 hour (Con save).

Chopped Stump

An old tree stump stands out like an island in a sea of tall grass. A rusty axe is embedded in it, sunk deep into the old wood.

The axe was cursed long ago. A creature that removes the axe...

D12	RESULT
1-6	...is compelled to cut down one tree each day, and may not gain the benefit of a long rest until their daily task is completed (Cha save).
7-9	...ages 1 month per day, while the old stump is rejuvenated at the same rate into the mighty tree it once was (Cha save).
10-11	...is compelled to hunt down and exterminate all lumberjacks (Cha save).
12	...is compelled to act as a bound champion of the fey (Cha save).

Buried Trove

Next to a fresh mound of earth leans a sturdy-looking shovel. The smell of newly turned soil hangs in the air.

Many footprints are clearly visible in the disturbed ground; little care has been taken to conceal any recent activity.

A local gang hurriedly buried their loot. Their takings include...

D12	RESULT
1-6	...a painting of the local duchess, and gems and coins totaling 400 gp.
7-9	...several gold bars marked with a royal insignia. They are worth 2000 gp, but would need to be fenced or melted to be sold without raising suspicion.
10-11	...a pair of fingerless gloves that grant a +2 bonus to ability checks using thieves' tools, and 500 gp of additional treasure.
12	...a bag of holding containing 127 gp worth of individual copper pieces.

Buried Passage

A spot on the ground is disguised to look like the rest of its surroundings but, underneath, a locked trapdoor awaits.

When the trapdoor is opened, you see...

D4	RESULT
1	...an earthen tunnel leading to what appears to be a massive vault door that fills the entire passage, held shut by multiple built-in locks.
2	...a ladder descending so far down into darkness that the bottom cannot be viewed with mundane light sources.
3	...a short ladder leading into a room with several floor-standing racks, and walls covered in shelves. Everything is heavily laden with obsessively organized valuable items and special equipment.
4	...leaves; the door opens onto the topmost branches of an underground tree in a lush, magically-sunlit cavern. At its base, a lounging figure with flowers in their hair rises to greet visitors.

Buried Secret

A piece of parchment has been nailed to the handle of a shovel that stands in a small area of recently-disturbed earth.

The note reads...

D4	RESULT
1	...'I couldn't bring myself to kill it, but something had to be done.' Faint pounding can be heard from the earth.
2	...'I give up! Maybe you'll be luckier.' A map is drawn on the back.
3	...'One down. Five to go.' The head of a stone golem is buried in the earth.
4	...'If you wish to see him alive again, you will deliver the package.' A recently-severed hand is buried in the earth.

Used Shovel

A shovel lies on the ground, its handle exquisitely carved and decorated with silver inlay but retaining its functionality. The earth beneath it and its dirtied blade are obvious signs that someone recently used and abandoned the tool.

The shovel is actually a cursed item. A creature that picks it up...

D12	RESULT
1-6	...always seems to find dirt smudges on themselves, their clothing and other possessions, no matter how much they clean.
7-9	...develops an insatiable—and possibly unhealthy—thirst for knowledge pertaining to mining, soil, and any other digging-related subjects.
10-11	...hears a voice in their mind as the shovel greets its new host. The shovel charismatically encourages the creature to look for any good opportunity to dig (Cha save).
12	...is sought out by the disturbed and restless spirits belonging to the desecrated graves this shovel was used to dig up (Cha save).

Loose Earth

A sizable mound of earth is nearby. Its mere existence is its only notable feature.

Upon investigating the mound...

D4	RESULT
1	...some of the earth falls away, revealing a skeletal hand, then arm, then skull. Suddenly, the skull twists, the skeleton's desiccated sinew creaking, as it grabs at the investigator
2	...the ground around it begins to rumble and, from its center, bursts an ankheg .
3	...the ground around it begins to rumble and rapidly sink, pulling anyone within 5 ft. down a long, winding, tunnel-slide into the bowels of the earth (Dex save).
4	...the body of someone the investigator's group knew (and liked) lies dead beneath it.

Elegant Lodge

This beautiful, well-built lodge fits gracefully into its surroundings, its subtle decor and embellishments only increasing its loveliness.

Upon approaching the lodge...

D4	RESULT
1	...a tall, robed figure emerges, regarding visitors calmly, asking their business. If the answers suffice, visitors are invited into their magical inn.
2	...a voice speaks in the visitors' minds; it soon becomes apparent that it is the voice of the lodge itself. It decrees that whomever it finds favor in shall be granted a boon, and the privilege of rest inside.
3	...a small sign near the front door comes into view, which reads, 'The Dreamer's Crossroads'.
4	...a huge bear opens the door and steps out, followed by its moderately sized mate, and their cub. The bear speaks excited words of welcome, asking what help their humble family might offer.

Sturdy Lodge

This lodge has been here for generations, and is as solid as ever. It has withstood the ravages of nature and mankind alike, and remains a place of peace and respite amidst the wilderness.

Upon entering, visitors see that the lodge is...

D4	RESULT
1	...comfortable and warm. The proprietor greets guests in a kind, pleasant tone, offering some simple refreshments 'on the house'. Patrons enjoy very reasonable prices, and an atmosphere of relaxation.
2	...in the middle of a lively party, complete with games, dancing, and live music. High-quality drinks of all kinds are on offer, and new guests are welcomed enthusiastically.
3	...quaint, lovely, and... empty? Most of the furnishings and homewares (chairs, dishes, etc.) are in sets of three: a large, moderate, and tiny version. There are trace amounts of what appears to be fur all over the place, perhaps from a large pet.
4	...occupied by an individual with twinkling eyes and a wry smile. Upon entry, the group is informed that they are expected, and that they have come at precisely the right time.

Hunter's Lodge

This weathered, patched lodge has been here for quite some time, perhaps even longer than its current owner: a grizzled man of middle years. He sits in an old rocking chair, watching visitors as they approach.

If a creature approaches...

D4	RESULT
1	...he picks up an old crossbow, cocks it, and, in a casual tone, tells them they had best get going.
2	...he takes a swig from an unmarked jug, wipes his mouth with his sleeve, and eyes the visitors with heavy-lidded eyes.
3	...he stands and calls out, asking the visitors to declare themselves.
4	...he leaps out of his chair with a whoop and he calls to someone inside, joyfully declaring that they have company.

Ruined Lodge

This lodge is a wreck. The roof is slumped, it leans drunkenly to one side, and its door hangs open, like a gaping, toothless mouth.

If a creature inspects the lodge...

D4	RESULT
1	...a loud creak reverberates, and the structure promptly collapses, dealing 2d8 bludgeoning damage to anyone inside or adjacent to it (Dex save if outside).
2	...1d4 giant spiders rush out.
3	...1d4 bandits emerge, weapons drawn, asking what the visitors want, while 3d4 bandits emerge from the surrounding area, forming as much of a perimeter around the visitors as possible.
4	...a hoarse cough comes from within, followed by a labored call for help. Following their source reveals a lone figure, huddled on the ground, shaking, covered in hideous signs of a virulent plague.

Old Lodge

This small cottage may have been fine in its day, but that was long ago. Now, it appears half-rotted, decrepit, and foul.

Upon nearing the lodge...

D4	RESULT
1	...an old, scratchy voice calls, "Hello? Who's there?" The door opens to reveal a haggard, old woman, and the strange scent of her cooking.
2	...its front windows flicker into glowing eyes. Black, 60-foot tentacles burst from the rotted walls and roof, and the front door bangs open, revealing a gaping, fanged maw.
3	...the front door flies open and an elderly gentleman with wide, wild eyes roars, "That's IT! I told you kids! GET! OFF! MY! LAWN!". He casts <i>fireball</i> .
4	...it lurches up on two massive chicken legs, and a shrieking laugh from inside declares that guests are here for dinner. The lodge turns towards the visitors as red light glows from within.

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