The Solo Adventurer's Toolbox

Part 2: The Toolbox Expanded

By Paul Bimler

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Dedicated to my Dad, Kenneth Robert Bimler (1932-2019), one of the greatest storytellers ever

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PART 1: SYSTEMS & CONCEPTS





Chapter 1-1
Principles of Solo Adventuring

A couple of years ago I wrote a book aimed at people who wanted to play solo Dungeons & Dragons, titled *The Solo Adventurer's Toolbox*. That book, as is stated in the intro, was "written with the intention of providing a comprehensive method for playing D&D without a dungeon master." Based on the testimonials of those who have purchased the product through the Dungeon Master's Guild website, it does a fair job of achieving this, offering up if not all then most of the tools required to run a solo game.

So, what about this book then? Well, the idea with this is to provide a broader experience. Within these pages you will find tables and tools to provide a more detail-rich game of solo D&D. This book simply builds on the first, providing more generators, whole new random non-combat encounter tables, new systems for playing solo, and many other resources.

Unlike group D&D, there is no accepted "way" to do solo adventuring. You discover what system works best for you through playing a solo game, and then you build on that. Part of the beauty of it really… *you* determine the flow of the game based on what appeals to you.

This book is 5e specific, but can be used as an agnostic tool also. If you are familiar with solo gaming, it offers some alternate systems to try (such as the Battlemap Crawl and Realm Crawl systems) and other tools such as a highly-detailed Urban Settlement generator, Natural Cavern generator and Combat Monster AI.

It is important to note that TSAT1, the first *Solo Adventurer's Toolbox*, is a completely self-contained product and can be used on its own to conduct solo adventures. Implementing the systems in this book will add more complexity, but also more richness to your game. There are *a lot* of tables in TSAT2.

Also note that this book, TSAT2, is a self-contained solo adventuring resource. You can use just this book to run solo adventures as well.

Some Principles of Solo Adventuring

- The degree to which you invest your attention and creativity in the game is the degree to which your game will return enjoyment to you.
- If you're having fun, you're doing it right.
- An oracle is essential. You need a mechanic that can answer questions framed in a yes/no answer model.
- It's better for the gaming experience if something happens, rather than something not happening. If nothing is happening, *make something happen.*
- The more you have to interact with, the better. Use multiple resources to generate detail. Or, if you're only using one resource, then use your oracle to generate answers to the many questions you come up with.
- Anything you can do to speed things up, such as using cards (NPC, Monster etc) to reduce tabletop clutter, is good and keeps immersion high. Rolling damage dice at the same time as your d20 attack. Physical tokens to represent spell slots that you put aside as you use them. Printing out certain tables that you're referring to regularly and pinning them somewhere they can always be seen.
- Always read monster stat blocks thoroughly. When running monsters during combat, put yourself in the monster's shoes and imagine what they would do, given their motives. Play them *mean.*
- Get your hands on lots of cool tables. I've tried to provide a good selection in TSAT1 & TSAT2, but as every DM knows, *you can never have enough tables.* Several of the tables in this book reference other products such as *Tome of Adventure Design* and Raging Swan's *Dungeon Dressing* and *Wilderness Dressing* books.
- Journaling is very useful, especially when it comes to recording ideas related to solo gaming. The "threads" concept in Mythic GM Emulator is ideal for this purpose. However, don't feel like you need to document every twist and turn of a dungeon. You could, for example, clear a dungeon and then write a summary in your journal.
- Give your quest some background. It's not just the immediate events that are going on, there are other larger events happening in your current realm, no doubt, that will shape and flavour your quest. Bringing such elements into your game can give it depth and richness, and help you with building your campaign setting.
- Before you begin a solo RPG session, read back in your journal to refresh your memory about recent events. Reviewing your journal and seeing where your characters are at, and how far they've come, is a good way to immerse you in the quest before you've even rolled a single die! You can even rewrite/edit parts of your journal, fleshing out events. This helps to consolidate your party's journey so far.
- Get deep into character creation, especially background. It's great for providing starting points for quests. Generate your first quests using your characters' backgrounds.
- If a particular result that you roll does not make sense given the context, roll again.
- Use your imagination. Visualise your characters. Put on some inspiring music and actively imagine them, what they look like, what they sound like, and every other trait you can picture. Imagine them walking through the world you are creating for them, beholding awe-inspiring landscapes, imposing fortresses and forbidding caverns deep beneath the earth where crystals glitter in high rock ceilings. Get deep into it. This is another reason to move away from computer screens. They tend not to encourage things like imagination and visualisation.
- A distraction-free space where you can game free from intrusion is essential for quality RPG experiences of any kind. Attempting to sneak a bit of gaming in while at work, or trying to do it in a busy place, and other such things, are all well and good but might provide an inferior experience to when you are in your own space, with your own resources, and able to game without interruption. But obviously, you must work with what you've got.

TABLES INDEX (TSAT1 & 2)

For your reference and convenience, here is a complete alphabetic index of tables from *The Solo Adventurers Toolbox*, and *The Solo Adventurer's Toolbox Part 2: The Toolbox Expanded)*. This is also provided as an extra pdf document with your download. Exploring this table can also serve as a good starting point for your solo quest.

TABLE	APPLICATION	REF.
100 Quick Random Citizens table	Table to quickly generate NPCs within an urban settlement	TSAT2, p.88
1000 Random Quest Names table	A table of 1000 random quest names to be interpreted by the player	TSAT2, p.191
6d12 Element Roll	Table for generating adventure elements using a 6d12 roll	TSAT2, p.22-23
Active area discovery table	A table to roll on when you reach the location your rumours were concerning (see rumours tables)	TSAT1, p.75
Alleyway table	Generates a random alleyway within a settlement	TSAT2, p.87
Animal trainer, DC for finding	A table that determines how easy it is to find an animal trainer in a settlement	TSAT1, p.94
Arctic terrain table	Generates terrain in an arctic wilderness environment	TSAT1, p.59
Bane table	Generates random banes for your character	TSAT2, p.157
BBEG table	Used to generate a BBEG (Big Bad Evil Guy or Final Boss Monster) when using the battlemap crawl system	TSAT2, p.39
BBEG clues table	Interprets a possible BBEG monster type based on clues found so far	TSAT2 p.211
BBEG disposition table	Randomly determines the disposition of a BBEG / Final boss	TSAT2, p.214
BBEG distinctive features table	Generates some distinctive features of a BBEG / Final boss	TSAT2, p.215
BBEG flaws table	Generates flaws and weaknesses in a BBEG / Final boss	TSAT2, p.217
BBEG lair generator	Generates details of a lair for a BBEG / Final boss	TSAT2, p.219
BBEG likeable traits table	Generates likeable traits in a BBEG / Final boss	TSAT2, p.218
BBEG methods table	Randomly determines the methods of a BBEG / Final boss	TSAT2, p.215
BBEG Motivations table	Randomly determines the villainous motivations of a BBEG / Final boss	TSAT2, p.213
Boon table	Generates random boons for your character	TSAT2, p.152
Boss difficulty table	Basic table to determine final boss difficulty level	TSAT1, p.116
Camping, disturbances while	Determines how likely it is you are disturbed while camping	TSAT1. p17, TSAT2, p.62-63
Campsite, DC to find	Determines the DC of a Survival check to find a campsite	TSAT1. p16, TSAT2 p.62
Castle condition table	Determines the current state of a castle	TSAT2, p.104
Castle exploration tables	This set of tables generate locations within a castle's bailey and keep based on Castle size value	TSAT2, p.105
Castle location table	Determines a random location for a castle	TSAT2, p.103
Castle size value (CSV) table	Generates a Castle size value which is then used to determine other aspects of castle generation	TSAT2, p.103
Cataclysm table	Determines the nature of a negative life event for a character	TSAT2, p.174
Cavern table	Determines a random cavern within a cavern system	TSAT2, p.97

Cavern features table	Generates random features within a natural cavern	TSAT2, p.98
Chasm table	Generates a random chasm within a natural cavern system	TSAT2, p.100
Clearfelled area table	A minor feature table that provides dressing for a clearfelled forest area	TSAT1, p.63
Clearing area table	A minor feature table that provides dressing for a forest clearing	TSAT1, p64
Clue tables	See "Dungeon clue table" and "Wilderness clue table"	-
Coastal terrain table	Generates terrain in a coastal wilderness environment	TSAT1, p.60
Combat encounter tables	Solo combat encounters for PCs (read chapter intro first). Levels 1-15.	TSAT1, pp.118-151
Combat encounter tables	Solo combat encounters for PCs (read chapter intro first). Levels 16-20.	TSAT2, pp.226-260
Combat encounter - 2 PC conversion	Converts solo encounters for 2 PCs	TSAT1, p.117
Creatures table	Generates random creatures (beasts)	TSAT1, p.107
Desert terrain table	Generates terrain in a desert wilderness environment	TSAT1, p.61
Door table	Generates a random door within a dungeon	TSAT1, p.45
Downtime activities table	A table that lists various downtime activities	TSAT1, p.87
Dungeon clue table	D100 table of random dungeon clues	TSAT1, p.52
Dungeon encounters	D100 tables of random dungeon encounters	TSAT1. p31, TSAT2, p.133
Dungeon encounters, table to generate number of	Determines number of times to roll for random dungeon encounters.	TSAT1. p41
Dungeon Features Table	Huge dressing table for dungeon features	TSAT2, p.26
Dungeon passage contents	Generates the contents of a dungeon passage	TSAT1, p.45
Dungeon passage table	Generates a random dungeon passage	TSAT1, p.44
Dungeon random architecture / feature table	Generates random architecture or feature within a dungeon	TSAT1, p.50
Dungeon room contents	Generates the contents of a dungeon room	TSAT1, p.48
Dungeon room table	Generates a random dungeon room	TSAT1, p.47
Dungeon size	Determines the size of a random dungeon	TSAT1. p42
Dungeon stairs table	Generates random stairs within a dungeon	TSAT1, p.47
Dungeon starting area	Determines the first area of your dungeon, from which point you will generate the rest	TSAT1, p.43
Dungeon trap table	Generates a random trap within a dungeon	TSAT1, p.51
Dungeon type	Randomly determines dungeon type (these types align with the lists of rooms in the dungeon generation section of DMG)	TSAT1. p42
Emotions table	Generates random emotions for an NPC	TSAT1, p.96
Encounter generation table	A table to help generate infinite random non-combat encounters	TSAT2, p.125
Encounter difficulty table, random	Randomly determines the difficulty of a combat encounter	TSAT 2, p.13
Encounter terrain features table	Generates some random terrain features for an encounter area. Can be used for BBEG encounter, or any encounter really	TSAT2, p.223
Event budgets	Table that lists various budgets for events that you might host	TSAT1, p.94

Event result table	Table that lists what contacts and renown you might gain from hosting events during downtime	TSAT1, p.94
Event roll table	Used to make rolls during the event roll stage in the battlemap crawl system	TSAT2, p.42
Fate roll table	Determines whether a life event happens to a player	TSAT2, p.173
Finding items by merchant quality table	Determines likelihood of finding items within a shop	TSAT2, p.91
Forest / Jungle terrain table	Generates terrain in a forest wilderness environment	TSAT1, p.61
Grassland terrain table	Generates terrain in a grassland wilderness environment	TSAT1, p.61
Gully table	A minor feature table that provides dressing for a gully	TSAT1, p.64
Hills table (minor feature)	A minor feature table that provides dressing for a small area of hills	TSAT1, p.65
Hills terrain table	Generates terrain in a hilly wilderness environment	TSAT1, p.62
Humanoid table	Randomly determines humanoid type	TSAT2, p.209
Interesting landscape feature table	A minor feature table that provides dressing for an interesting landscape feature	TSAT1, p.66
Item table	Generates random items to provide dressing for any environment	TSAT2, p.163
Keywords table	Keywords tables used to generate suggestive detail that needs to be interpreted by the solo player	TSAT1, pp.107-111, TSAT2, p.167
Lake table	A minor feature table that provides dressing for a lake	TSAT1, p.67
Life event table, neutral	Generates neutral life events as a result of fate rolls	TSAT2, p.175
Loot tables	Treasure tables	TSAT1, pp.152-156
Magic item tables	Allows you to randomly determine a magic item from the sourcebooks	TSAT2, p.178
Market Square table	Generates a random market square within a settlement	TSAT2, p.86
Merchants, DC for occurrence	A table to determine the presence of particular merchants in settlements	TSAT1, p.82
Merchant, quality of	Determines the quality of a merchant	TSAT2, p.91
Merchants by district tables	Randomly determines merchant types in a district within a settlement	TSAT2, p.92
Miracle table	Generates positive life events as the result of a fate roll	TSAT2, p.176
Modes of travel	Describes different modes of travel for adventurers, speed and cost	TSAT1. p.14
Monster intentions/tactics	Randomly determines what a monster might do during combat	TSAT1, p.112
Monster reaction table	Determines monster reactions during combat	TSAT1, p.113
Monster roll table	Used to make rolls during the monster roll phase of the battlemap crawl system	TSAT2, p.44
Monster type table	Used to randomly determine monster types	TSAT2, p.208
Monument table	A minor feature table that provides dressing for a monument in the wilderness	TSAT1, p.67
Mountain range, small, terrain table	Generates a small mountain range or foothills wilderness environment	TSAT1, p.70
Mountain terrain table	Generates terrain in a mountainous wilderness environment	TSAT1, p.62

Move table / What found table	The move table which is used every time your character moves when using the battlemap crawl system	TSAT2, p.33
NPC tables	Various tables to determine many different aspects of an NPC	TSAT1, pp.98-103
Oasis table	A minor feature table that provides dressing for an oasis	TSAT1, p.69
Oracle, Alternate	Provides an alternate oracle to the standard improved one. This ramps up the action slightly by including combat encounters and random events.	TSAT2, p.67
Oracle, Improved	An oracle which improves on that provided in TSAT1	TSAT2, p.66
Oracle Likelihood modifier	Provides likelihood modifiers for use with the improved oracle	TSAT2, p.66
Public Square table	Generates a random public square within a settlement	TSAT2, p.86
Quest generation table	Randomly determines basic quest themes and possible seeds	TSAT1. p36
Quest name table	Generates a random quest name table which can then be interpreted by the player	TSAT2, p.191
Quest source table	Randomly determines the source of a quest	TSAT1, p.38
Quest types table	Contains four basic quest types for use with the battlemap crawl system.	TSAT2, p.29
Random Item / Relic Name table	Generates a random relic name, which can then be interpreted by the player	TSAT2, p.203
Random Monster AI table	Randomly determines monster actions	TSAT2, p.206
Ranked monster table	Contains CRs for Minion, Soldier and Leader creatures, for use with the battlemap crawl system	TSAT2, p.30
Renown, ways to gain	A table that lists different ways to gain renown during downtime	TSAT1, p.92
Rocky outcrop table	A minor feature table that provides dressing for a rocky outcrop	TSAT1, p.69
Room contents table	Used optionally to generate room contents when using the battlemap crawl system, but can be used for any system.	TSAT2, p.37
Rumours, location of	Determining which area a rumour concerns	TSAT1. p20
Rumours, subject of	Determining the subject of any rumours, if present	TSAT1. p19
Secret door table	Generates a random secret door in a dungeon	TSAT1, p.50
Settlement demographic table	Randomly determines the demographic make-up of a settlement	TSAT2, p.71
Settlement district table	Randomly determines districts within a settlement, populating blocks with merchants, military outposts etc.	TSAT2, p.73
Settlement, district disturbance tables	Determines whether there are disturbances within particular districts of a settlement, and what those disturbances are	TSAT2, pp.74-81
Settlement, number of districts by	Determines how many mercantile and other districts are within a particular settlement	TSAT2, p.72
Settlement population table	Determines the size of a settlement and its population	TSAT2, p.71
Settlement strictness of rule table	Determines how strict the rule is within a settlement. Includes type of ruler, type of law enforcement and disorder modifier	TSAT2, p.72
Skill challenge table	100 skill challenges for your character	TSAT2, p.139
Skill check DCs	Estimating DCs for skill checks	TSAT1 p.7
Skill check result / likelihood modifier converter table	Provides a likelihood modifier for use with an oracle from the result of your skill check	TSAT2, p.14
Standard encounter table	Used to generate standard encounters when using the battlemap crawl system	TSAT2, p.38

Story Points table	Inserts generic story points when using the battlemap crawl system	TSAT2, p.36
Street table	Generates random street layout within a settlement	TSAT2, p.82
Street activity table, general	Generates random activity within a street	TSAT2, p.83
Street details table	Generates some interesting features of a street within a settlement	TSAT2, p.83
Street event table	Generates random events on a street within a settlement	TSAT2, p.84
Street description table	Gives some basic description for a street within a settlement	TSAT2, p.83
Structure table	Generates a random structure in a wilderness environment	TSAT1, p.71
Swamp table (minor feature)	Generates a small swamp within a larger wilderness environment	TSAT1, p.73
Swamp terrain table	Generates terrain in a swampy wilderness environment	TSAT1, p.63
Tavern name generator	Generates tavern names (rather bawdy at times!)	TSAT1. p18
Tavern quality	Determines various quality factors about a tavern and its service	TSAT1. p19
Tier table	Allows you to see your character's tier	TSAT2, p.13
Trap table, standard (dungeon)	Used to generate a variety of traps	TSAT2, p.40
Trap table, wilderness	Used to generate a variety of wilderness traps	TSAT2, p.41
Tunnel table	Determines random tunnels within a cavern system	TSAT2, p.96
Typical DCs table	Gives DCs for skill checks	TSAT2, p.13
Unmarked settlement, possibility of finding	Determines likelihood of finding an unmarked settlement	TSAT1, p.15
Unmarked settlement table	Generates a random unmarked settlement	TSAT1, p.73
Unmarked settlement, type of	Determines type of unmarked settlement	TSAT1. p16
Urban encounters	D100 tables of random urban encounters	TSAT1. p26, TSAT2, p.126
Urban events table	Table of random generic urban events	TSAT1, p.105
Urban encounters, table to generate number of	Determines number of times to roll for random urban encounters based on time of day and size of settlement	TSAT1. p21
Urban landmark table	Generates random urban landmarks within a settlement	TSAT2, p.85
Waterway table	Generates a random waterway in a wilderness environment	TSAT1, p.74
Weather	Determining weather conditions while outdoors	TSAT1. p14
What's on the Map (Wilderness)	A table to generate a lot of detail for wilderness elements.	TSAT2, p.24
What's on the Map (Dungeon)	A table to generate a lot of detail for dungeon elements.	TSAT2, p.26
Wilderness clue table	Generates random clues in a wilderness environment	TSAT1, p.77
Wilderness encounters	d100 tables of random wilderness encounters	TSAT1, p22, TSAT2, p.119
Wilderness encounters, table to generate number of	An easy table to generate the number of random wilderness encounters to roll while travelling	TSAT1.p15
Wilderness events table	Table of random generic urban events	TSAT1, p.106
Wilderness feature table	Huge dressing table for wilderness features	TSAT2, p.25
Wood, small, terrain table (minor feature)	Generates a small wood in a wilderness environment	TSAT1, p.71

Solo Adventuring

This book is based on the idea of generating the story as the characters move through the adventure. There are other ways to play solo D&D, such as running published modules and using specially-written solo adventures. Read more about these systems in *Methods of Solo Adventuring, Chapter 1-2* of this book.

This book was written as an accompaniment to the first volume of *The Solo Adventurer's Toolbox* and contains a wealth of additional material designed to augment what is in that book. However, there is also enough information *within just this book* to facilitate an immersive solo gaming session. If you are new to solo gaming, go and read *Chapter 1-8: How Do I…? A Reference Table.*

If you're already well-acquainted with solo D&D, then the best thing for you is to freely explore the book, skimming through the chapters to get an idea of what this contains. The chapter titles are designed to be as informative as possible and will give you a good idea of what to expect. Or perhaps, you'd like to read through one of the solo playthroughs in the Appendix.

The table of contents in this document is the only section that is hyperlinked. However, more useful is the detailed pdf bookmarks / contents menu. Find that now, and spend a few minutes navigating around the different chapters.

Oracles

An oracle is a dice-driven tool that a solo player uses to replace the adjudicating role of the DM. Whenever a yes/no answer is needed, an oracle can provide it. Solo players get used to discerning the various twists and turns of a story by posing yes/no questions to an oracle, answers to which are furnished with dice rolls. A well-constructed oracle system can also provide nuance, with caveats to the yes/no answers generated, and likelihood modifiers.

Check out *Chapter 1-8* for an oracle that you can easily use to run your solo game. This is a modified (improved) version of the oracle provided in TSAT1 (the first *Solo Adventurer's Toolbox*).

There is also an alternate oracle in *Chapter 1-8* which produces random events and combat encounters.

Mythic GM Emulator is another widely-used oracle worthy of your attention.

TSAT1 & TSAT2

TSAT1 refers to the first volume of *The Solo Adventurer's Toolbox*. What you're reading now, then, is TSAT2. These abbreviations will be used from now on to denote those two volumes.

Keyword Tables

Keyword tables are collections of random words, organized into a rollable table or tables. Mythic has an event meaning table, which is a combination of 100 adverbs and 100 adjectives. It can be very effective.

TSAT1 provides a list of 400 words, rolled with a d4 and a d100. In this book (*Chapter 4-4*) yet another keyword list is provided - an additional 800 words. These are not simply random words. They are gleaned from huge lists of words, and culled to only include the more fantasy RPG focused ones.

You can roll any number of combinations from a keyword table. For example, from the current book.

Let's examine four example keywords.

Undead
Foliage
Candidate
Identity

How would you interpret that combination of words? Take thirty seconds and think about it. Undead, foliage, candidate, identity.

Ok, the first three are pretty easy to create a story around. Undead are hiding in the trees, or maybe if you're in a dungeon, they're in a chamber concealed with overgrown fungi. Or maybe the fungi themselves are undead?

What about the word candidate? Well, obviously that's you, as a victim of these monsters. Or, if we're dealing with classic undead (a circle of vampires for example) perhaps a sacrificial victim is required to unlock a rite that dates back millennia.

Identity? That's a little harder to crowbar into this narrative. You could, of course, just ignore this word, or you could push your imagination a little further to figure out a way to incorporate it. Perhaps, the vampire knows your identity. Perhaps even, you yourself…

With creative thinking, it is possible to quickly extrapolate this stuff into quest-level events. Use these keywords and oracle rolls as if they were ideas occurring to you as a DM during an improvised session. Your only limitation is

your creativity. Freeform solo gaming benefits from a good imagination, but this is not essential as tables can do a lot of this work for you. An ability to visualise different situations is also helpful. What is essential is a range of tools to help you generate adventure elements. That's what this book (and the one before it) hopes to provide.

Sometimes it can be best to let the story itself suggest directions. You don't want to get too wild.

ADVANCEMENT

What system should you follow for advancing your solo characters? That's up to you, and it's the same decision that a DM makes before beginning a campaign: XP or milestone?

I like milestone personally, and I generally advance my PCs a level after every major quest is completed. Even in my group games, I like quite rapid advancement. Every major scenario completed is another level. You don't want to make your players work too hard.

But then, there's a nice feeling when you win a combat encounter and earn XP. If you're doing this, perhaps also consider awarding XP for loot gained as well, or adventures completed, otherwise advancement could be a little slow.

Reward yourself well, and often (within reason). It keeps you engaged. I've started so many different solo campaigns since I started going down this road of solo D&D. The PCs I'm the most invested in are my most recent ones, where I'm advancing levels quickly and giving them pretty high magic campaigns. After all, during solo play, there's only one player to cater to - yourself. Make your backstory and the campaign rich and connected to your character. That way you'll be invested, and the more things you have to interact with, the better.

LEVEL-APPROPRIATE

You will find the term *level-appropriate encounter* used throughout this book. What this means is that if your characters are level 1, you should use their level to generate your encounters. You might have an idea of what difficulty level that encounter needs to be. If not, use this table to randomly determine a difficulty level.

Random Encounter Difficulty Table

d20	Difficulty
1-10	*Easy*
11-15	*Medium*
16-18	*Hard*
19-20	*Deadly*

TIERS

You'll also find the term *tier* used occasionally to calculate certain rolls. You might see the direction, roll (tier) d4. This means that you take your character's tier and roll that many d4. Consult the table below to discover your tier.

Tier Table

PC Level	Tier
1-4	1
5-10	2
11-16	3
17-20	4

SKILL CHALLENGES & SETTING DCS

The question of skill challenges often arises in solo gameplay. How to handle them? How to set DCs and the like? The *Dungeon Master's Guide* provides the following table for guidance. In a solo game, can you discern how hard a particular challenge is? For example, how hard is it to decipher the cipher to open an ancient sealed door when there is masonry falling down all around you, and a pitched battle raging nearby?

Typical DCs Table (DMG p.238)

Task	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30

Another approach, however, suggested by a member of the Dungeons & Dragons Solo Adventures Facebook page, James Aeryksson, goes as follows: have your character make the necessary skill check, and use the result of that to set a likelihood modifier for an oracle question. Use the table below for guidance.

Skill check result / Likelihood modifier converter table

Skill check result	Likelihood	Mod
1-2	Impossible	-8
3-6	Highly unlikely	-5
7-10	Unlikely	-3
11-13	50/50	0
14-16	Likely	+3
17-19	Highly Likely	+5
20+	A certainty	+8

Example: A rogue is trying to disarm a trap with thieves' tools, with which they have proficiency. But there is no way of knowing how difficult the trap is to disarm, as there is no DM to decide this (unless you set the DC yourself).
They make the thieves' tools check, which turns out as an 18. This produces a likelihood modifier of highly likely, which they then use to ask the following oracle question.
Oracle: Can my rogue disarm the trap? (Highly likely +5): d20+5=8: No! That must have been one hell of a trap.
Obviously, this is a unique approach and not for everyone, but it does increase the unpredictability of the game, which is always interesting.

Not Too Prescriptive

Part of the beauty of solo adventuring is its freeform nature, and solo play does rely on the player being open, creative, and willing to make judgment calls on things. Even in the crawl systems I've provided here (*Chapters 1-5* and *1-6*) it's not designed to be completely rigid. Perhaps it's not necessary to find a rule set to cover everything. unless that's your thing in which case absolutely do so. Perhaps tracking of resources and that level of play appeals to you. Get whatever it is you want out of your solo game.
So, if for example you are exploring a city according to the rules in *Chapter 2-1*, and you want to find out how many merchants are in each city block, perhaps just decide that there's fifteen merchants. Or roll a d20. Or create your own rule!
There is no way that a solo system can possibly account for every single decision that a DM might make while running a session. Such a book would never get written, as there are just too many variables to cover! So, be prepared to make some on-the-fly decisions.

Cover: Jeremy Adams

The inspiration for the cover image comes from a location within the adventure *Lost Laboratory of Kwalish*, which I ran as DM for my regular Thursday night group: The Monastery of the Distressed Body. The party had the idea of turning it into a personal stronghold. That led to me imagining a solo adventurer arriving at a floating city, and overlooking it, wondering what adventures it held...

RESOURCES USED

- *Dungeon Master's Guide* by Wizards of the Coast
- *Rime of the Frostmaiden* by Wizards of the Coast
- *The Solo Adventurer's Toolbox* by Paul Bimler
- *Tome of Adventure Design* by Frog God Games
- *GM's Miscellany Dungeon Dressing* by Raging Swan Press
- *GM's Miscellany Wilderness Dressing* by Raging Swan Press
- *Mythic GM Emulator* by Wordmill Games
- *Sidekicks Essentials* by Paul Metzger
- *Spinning Fate: Heroic Boons & Banes* by Gary Milakovic
- *Codex Augustus: 262 Feats and Boons* by Peter Wheeler

Chapter 1-2
Methods of Solo Adventuring

If you are just embarking on the solo D&D journey, you may be wondering where to start. On the other hand, perhaps you have been indulging in solo gameplay for a while and are aware of a few different methods. Whatever point you're starting from, this chapter should provide you with a few ideas about different methods and options for indulging your hobby.

Gamebook Method

A popular method of solo adventuring is to take advantage of the gamebook-style adventures available on Dungeon Master's Guild. These are a good first port-of-call for those just getting into solo D&D, and introduce you to many of the underlying concepts. We won't take up too much space commenting on these adventures here, as if you are reading this you are likely already aware of their existence. If you are interested in discovering more about these adventures, simply search "Solo Adventures" on the Dungeon Master's Guild website. Also, under *Theme* on the sidebar of that website, you can select *Solo/Single Player*. The thing to remember about this style of adventure, however, is that they can only resolve with one of a set of different outcomes. Unlike a freeform solo adventure (see below) a gamebook-style RPG module is necessarily restricted in its playable options.



The Freeform Method

Quite a few players choose this route, which is generally a combination of an oracle such as *Mythic GM Emulator*, and a variety of tables and generators to provide random content. It might also involve a bit of journaling (i.e., you writing things down as they happen) which replaces the narration of the DM to an extent. TSAT1 is based on this method (as is this book) and it is a good idea for anyone interested in solo play to try this method at least once, in order to get a grasp on what aspects of this system might work for you. TSAT1 also provided a basic oracle, and TSAT2 improves on that oracle, and adds an alternate oracle if you really want to ramp things up!

This system differs from the gamebook method hugely, in that the player is acting as DM and generating, on the fly, all the detail for the character's quests. It requires that you have access to a wide variety of tables (the *Dungeon Master's Guide* and/or *The Solo Adventurer's Toolbox* both provide a huge selection) and requires you to think on your feet.

For this method, you can either choose a pre-existing setting (Such as Eberron or Ravnica), or you can use this method to flesh out your own world as you journey through it. Make sure you keep track of worldbuilding notes if this is the case.

Running Published Modules

Rather than generating everything themselves, many players prefer to work with already published materials, such as the modules issued by Wizards of the Coast, or the many adventures available on DM's Guild, and older modules from earlier editions of D&D. The challenge here, of course, is in maintaining surprise. With the freeform method mentioned above, all content is generated as the adventure unfolds, so player vs character knowledge is not an issue. With a published module, how do you deal with the issue of surprise and revelation of knowledge?

There are a few supplements that deal with this. An excellent work by Tom Scutt, entitled *DM Yourself* takes a very detailed and thoughtful approach to this area and is highly recommended and widely-used by many players who prefer this method. It's available from Drivethrurpg. My own product *The Dungeon Oracle* takes the approach of mixing up the elements of the story and creating new twists. TSAT1 and TSAT2 can also still be used to augment published modules in a variety of ways.

Start with Backstory

This is a method that I personally love, as it gets your adventure started quickly, gets you quickly invested in your characters and what happens to them. It can be used in conjunction with the classic freeform method detailed above.

Everyone loves creating characters, and for solo adventurers this can form the start of their adventure. You can use the tools in the *Player's Handbook* to generate the bonds, ideals, flaws and traits of your character, and you can even go a step further and use the collection of tables from *This Is Your Life* (p.61-73) from *Xanathar's Guide to Everything* to provide your character with a detailed backstory.

Once that is formed, you begin your quest based on this backstory, and what your character would presumably be doing as a result of that backstory. The beauty of this is that you don't need to generate some disconnected adventure seed in order to start adventuring - you simply take advantage of your character's pre-existing motivations.

This works even better if you are adventuring with two PCs. The interplay between their backstories can produce some fascinating results.

Card-based Adventuring

A method that has become very popular recently, card-based adventuring appeals hugely due to the beautiful printed resources available, the ease of generation of quest elements, and the built-in randomness of drawing from a deck of cards. There are card decks available for the generation of just about anything you can think of, and cards can be incorporated in a variety of ways. For example, you could be using *TSAT* to generate a dungeon, but drawing randomly from an oracle deck and a trap deck. Or conversely, you could be using a card-based dungeon generator, and then using the Battlemap Crawl Method (*Chapter 1-5*) to provide details of what you discover. Nothing is set in stone. Take what you want from each system and develop your own system of solo gaming that suits your style.

Incorporating universal accessories like the monster/spell/item/npc etc card packs also enables you to maximise tabletop space which speeds up the gaming experience. When the game flows more easily, it increases immersion. Here is a list of outstanding card decks that can easily be incorporated into solo adventuring (I apologise to your wallet in advance!)

Wizards of the Coast Magic Item, Spell, & Monster Cards
Deck of Beasts / Creature Card Codex (based on the excellent books from Kobold Press).
Lone Wilderlands Print & Play Card System
Pocketlands Geomorph Cards
Game Master's Apprentice Decks
Nord Games Dungeon Discoveries Decks
Encounter Building Cards (Location, Trap, Combat, Decision)
Mythic GM Emulator Deck
Inkwell Ideas NPC deck
Inkwell Ideas Sidequest Decks
Dungeon Dealer: Undead Village Deck
Dungeon Dealer: Maze Decks
Axebane's Deck of Many Dungeons
Deck of Tales by Larcenous Designs
Pathfinder Flip Tiles (Not really a deck, but can easily be used to generate just about any kind of adventure environment).
D&D Dungeon Tiles Reincarnated

The 6d12 Method

This is a system devised and developed by the author to quickly generate adventure elements, and works in conjunction with the freeform solo method detailed above. It works best when you already know what you are journeying through. So, a realm-level map or a premade battlemap are desirable for this system.

For the purposes of this system, you use 6 differently-coloured d12s, each representing a different element. For example, red might represent NPCs, gold could represent treasure, purple for monsters, and so on.

You can assign your own colours to those elements. There are six elements to account for: Monsters, Clues, Environment Features, NPC, Treasure, and Random Event.

When d12s hit particular numbers (refer to the table) then the element represented by that d12 is triggered. Thus, a single 6d12 roll can generate a large amount of adventure elements. This is a quick and simple way to provide detail within a solo adventure.

For a more thorough explanation of the 6d12 Method, see *Chapter 1-4*.

Battlemap Crawl Method (1-5)

Chapter 1-5 provides a solo adventuring method that attempts to emulate a boardgame-like experience, with battlemaps and minis/tokens. The rules re-imagine 5e and add a couple of new mechanics. It's an interesting experience if you want to try something tactical and a bit different from a standard roleplay-driven solo adventure.

In *Chapter 1-5a*, the same method is presented again in a simplified format, more suitable for standard freeform solo adventuring.

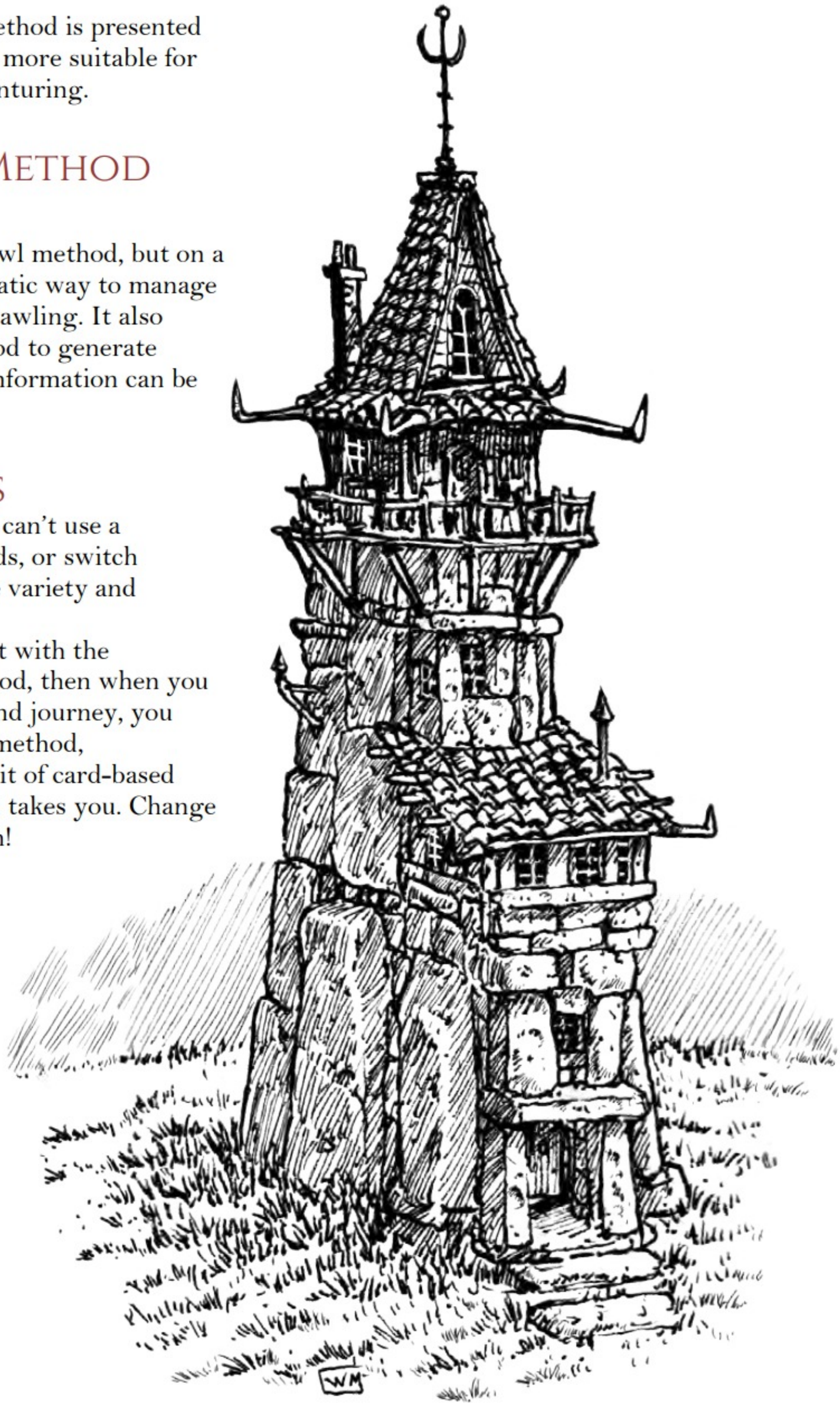
Realm Crawl Method (1-6)

Similar to the battlemap crawl method, but on a larger scale, this is a systematic way to manage realm-level travel and hexcrawling. It also incorporates the 6d12 method to generate adventure elements. More information can be found in *Chapter 1-6*.

Many Methods

There is no reason why you can't use a combination of these methods, or switch between methods to provide variety and excitement.

For example, you could start with the Backstory / Character method, then when you are ready to make an overland journey, you could use the Realm Crawl method, occasionally throwing in a bit of card-based adventuring when the mood takes you. Change up methods and keep it fresh!



Chapter 1-3
How Do I...?
Frequently asked questions.

The two books, *The Solo Adventurer's Toolbox* and *The Solo Adventurer's Toolbox Part 2*, contain a wealth of resources related to solo adventuring. However, it can be a tad confusing sometimes as to how it all fits together. The table below contains guidance as to how to use these resources, as well as ideas for other resources and how they could potentially fit into this picture.
As always, TSAT 1 is an abbreviation for the first product entitled *The Solo Adventurer's Toolbox*.

QUESTION	ANSWER
I'm just starting with solo D&D. What do I do?	Immediately go and read *1-2: Methods of Solo Adventuring*. Figure out what playstyle appeals to you the most (freeform, gamebook, running modules) and try out the suggestions given in that chapter. You could also check Chapter 18 of TSAT1 and the Appendix of this book which contain solo playthroughs using many of the tools described in this book. This will show you in detail how to run a solo session.
How do I generate a solo quest for my characters?	Chapter 7 of TSAT 1 provides tools for the generation of quests. Alternatively, check out p9.73-74 of the *Dungeon Master's Guide*, the tables entitled *Dungeon Goals*, *Wilderness Goals* and *Other Goals*. The *Other Goals* table has some quests that would be suitable for a city location. Also, you could use any of the random encounter tables in either TSAT1 or TSAT2 to provide you with a starting point for a quest. Your character's background may also provide a starting point. See *1-2: Methods of Solo Adventuring*, under the heading *Start With Backstory*. Use keywords. Use the *Random Quest Name Generator* for something a little out of the ordinary (*Chapter 4-7*). There's lots of tools to generate a quest. But once you've selected one you like, stick with it until it's completed.
How do I go on a solo dungeon crawl?	Use either Chapter 8 of TSAT 1 (Random Dungeon Generation) or the Battlemap Crawl system provided in *Chapter 1-5* of this book. A simplified Battlemap Crawl system is provided in *Chapter 1-5a*. You can also use the random dungeon generator in the *Dungeon Master's Guide* (pp.290-301) to provide you with a nice dungeon crawl.
How do I go on a solo wilderness crawl / manage overland travel for my characters?	For this purpose, you can use Chapter 3 of TSAT1 which provides simple rules for overland travel, possibly in conjunction with Chapter 9 of TSAT1: *Random Wilderness Generation*. Or alternatively, try out the *Realm Crawl System* detailed in *Chapter 1-6* of this book. There is also the *6d12 Method* detailed in *Chapter 1-4* which works with wilderness adventures.
How do I manage urban activities for my characters?	Use Chapter 10 of TSAT1, or *Chapter 2-1* of this book, which is a highly detailed urban generator. Also, have a look at Chapter 11 of TSAT1 which deals with downtime activities. And don't forget the random urban encounter tables in both books!

How do I get an answer to a question I have about my character's adventure?	Either frame it as a yes or no question to be answered by the included oracle (*Chapter 1-8* of this book) or else use a keywords table (Chapter 14 of TSAT1, *Chapter 4-4* of this book) to generate a set of words that can suggest an answer.
How do I create an NPC?	Check out Chapter 13 of TSAT1 or pp.89-92 of *Dungeon Master's Guide*. You could also try searching online for a string of words such as *generate fast 5e character* or *generate 5e NPC*. That should turn up some excellent generators fit for purpose.
How do I generate a combat encounter for my solo characters?	Chapter 16 of TSAT1 provides all the tools you need to generate encounters for solo characters. That chapter deals with encounters for solo PCs of up to level 15, and duo parties up to level 10. For solo encounters of level 16-20 and duo encounters of levels 11-20, check out *Chapter 5-4* of TSAT2.
How do I run combat in a solo adventure?	First of all, be aware that you as a solo player will need to make all the rolls, both for your PCs and for any monsters they are facing. After that, the next question is monster tactics. What do the monsters do? Generally speaking, when the monsters are in play, you should ideally roleplay them. Figure out what they would do, based on their motives, and have them do that, whether it's good for your characters or not. Sometimes, those monsters might figure out they're outnumbered and flee, only to return later and in greater numbers. Have a look at Chapter 5-1 of this book, which contains an AI to help you run monsters during combat.
How do I generate a villain / BBEG?	The acronym BBEG refers to Big Bad Evil Guy, the villain or final boss of your quest. *Chapter 5-2* and *5-3* of TSAT2 contain all the tools you need to generate a BBEG/villain and their lair. Or, calculate what would be a hard or deadly encounter for your characters, and choose a monster that fits the theme of your adventure.
How can I generate a town or village?	*Dungeon Master's Guide*. Pages 112-116 contain excellent tables for settlement generation. Chapter 2-1 of TSAT2 also contains an urban generator 25 pages long, that I have put a lot of time into devising.
How do I generate loot for my characters?	Chapter 17 of TSAT1, or Chapter 7 of *Dungeon Master's Guide*. You could also use an online loot generator.
How do I manage downtime for my solo characters?	Chapter 11 of TSAT1. Also, the downtime section in *Xanathar's Guide To Everything*.
My characters are finding it tough! What do I do?	Have a look at *Chapter 1-7: House Rules Options / Character Buffs*. This will provide you with a few ideas to make soloing a bit more achievable for your characters, such as max HP and healing surges. When calculating encounters, a common error is to not account for small party size. Occasionally a house rule or buff is useful for circumventing this situation. Using the monster encounter generators in TSAT1 (Chapter 16) will also obviate this occurrence. Also read p.83 of *Dungeon Master's Guide*.
How do I deal with secret doors and traps?	The *Standard Trap* table (p.40) allows you to make 4d100 rolls to determine trap type, notice DC, save DC, and potential damage. There is also a *Wilderness Traps* table on p.41. Sometimes in solo gaming we

	need to act as "pseudo-DM" and have a bit more knowledge than our characters. A similar situation arises with secret doors. The heading *Traps and Secret Doors* in *Chapter 1-5* (p.53) sheds some light on this.
Should I keep a journal? How detailed do I need to be?	Absolutely keep a journal if you feel the need. However, there's no need to go detailing every passage and room of your dungeon crawl. You can map the dungeon as you journey through it on paper, and encounter things as you go. Then, when you have cleared the dungeon, you could write a brief summary in your journal. It is useful to take note of important quest-related developments, NPCs, any clues or information related to your quest, but summaries are a good way to journal your adventures. Have your characters encounter things, move through environments, gain loot etc, and then summarise as you complete each stage of your adventure, taking note of important developments. Mythic's concept of threads works well for this. The level of detail you record is up to you. Sometimes you might want to try running an adventure without journaling as well. But journaling is one way to replace the role of the DM as narrator.
How do I determine the DC for my solo skill challenges?	Page 13 of this book contains a table which gives you a good guide related to setting DCs for skill challenges. James Aeryksson suggests: *Personally, my method is to just use the result of my skill check to define the likelihood of success modifier in my oracle. For example, if I roll a 5, a success is unlikely, a 10 it is 50/50 and a 15 it is likely. This avoids me having to arbitrarily pick a DC and also keeps me in the dark somewhat about the nature of the challenge if I fail.*
How do I add exciting challenges that don't involve combat?	Check out *Chapter 3-4: Skill Challenges* (p.139)
How do I roleplay discussions with NPCs?	This is a somewhat trickier area. Chapter 12 of TSAT 1 attempts to address this with a system involving Charisma checks and "Emotion Modifiers". As time has gone on, I have simply used oracles and keywords to run NPC interactions. A lot of how *your characters* will act is determined by their background, so keep that in mind. Say for example that your character is trying to get information out of a citizen. That could be accomplished with a couple of oracle questions. The first might be *Is this NPC friendly towards my character?* And the second might be *Do they know the information my character is seeking?* Both answers can be supplied by oracle rolls. *DM Yourself* by Tom Scutt also has some good thoughts on this. Check out *Towns & NPCs* on p.41 that book.
Where can I get free adventures to start?	Track down a Facebook group named "Dungeons & Dragons Solo Adventures." There are some free solo adventures available on that page.
How can I see an example of solo adventuring?	Chapter 18 of TSAT1 and the Appendix of this book both provide example gameplay using the solo systems contained in these books.

Chapter 1-4
The 6d12 Method

I devised the 6d12 method as a quick way of generating adventure elements on the fly. The 6d12 system makes use of different-coloured d12s to generate content. Within the tables in this chapter, I reference several resources (such as *Tome of Adventure Design* and the *GM's Miscellany* series) to provide content for the 6d12 system, with the permission of their respective authors. If you are not already familiar with these resources, I highly recommend picking one or two up.

- *Dungeon Master's Guide*
- *GM's Miscellany: Dungeon Dressing*
- *GM's Miscellany: Wilderness Dressing*
- *Tome of Adventure Design (TOAD)*

One thing you might choose to have for this system is a hexcrawl map, or large realm-level map with scalable distance. In place of a detailed campaign map, another thing that would work is a way of revealing wilderness as you travel through it, such as terrain tiles. In the past I have used this system with the hex-based terrain tiles from the boardgame *Mage Knight*, but you could use this with a resource like *Pocketlands Geomorph Cards*, or even the wilderness generation tools included in TSAT1.

If dungeon crawling, you can use a whole dungeon map, or something like *Pathfinder Flip Tiles Dungeon Starter Set* to provide you with a gradually-revealed map. The first *Solo Adventurer's Toolbox* and *Dungeon Master's Guide* also provide dungeon generation tools.

You may also choose to not use a map, and simply rely on theatre of the mind, with the 6d12 roll providing all detail. If you have an idea of the general terrain, then this method is totally feasible.

Use the tables below to furnish details for everything you see on the map, and what you don't see. For example, you might enter an area where there is a small forest. Go to "What's On The Map" and reference where you can find tables that will provide you with extra detail. I have referenced two other commonly-used resources in this table: *GM's Miscellany Wilderness Dressing* and *Tome of Adventure Design*. I've also included references for TSAT1 and the *Dungeon Master's Guide*. You could also simply use oracle or keyword tools to provide detail. You may reference these other resources if you wish, but don't feel that you have to. They are referenced here for those who like to use them, for the sake of convenience. Their inclusion or non-inclusion will not affect the system.

The 6d12 system works fine on its own for wilderness or dungeon exploration. If this system appeals to you, then proceed with adventuring! Be aware that the next chapter provides another system for exploration, which you may want to explore later. Or, you may want to get a handle on the different systems this book provides and then make your decision about which one to use.

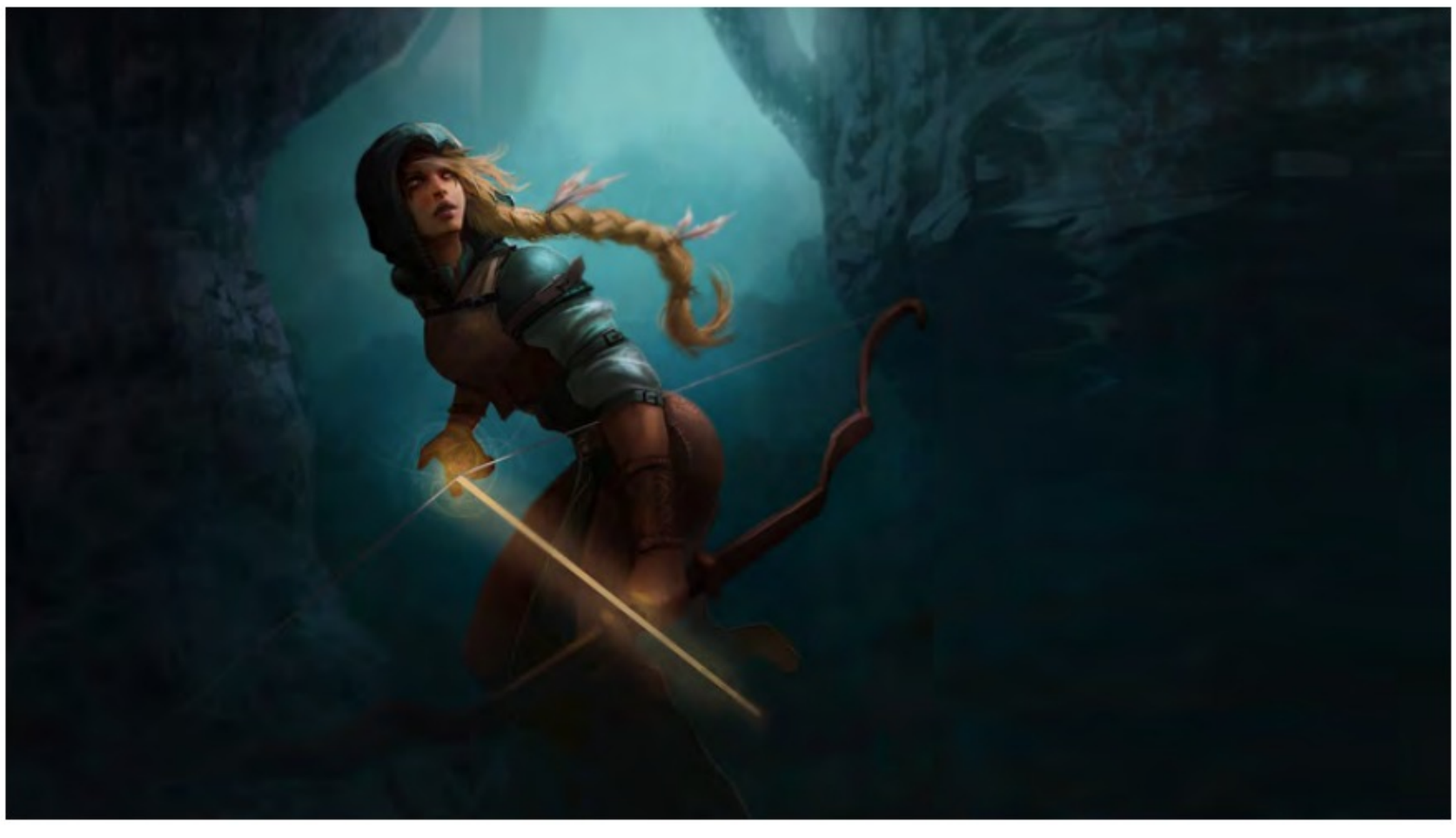
At the heart of the 6d12 system is a dice roll using 6d12s. When entering a new area, I use different coloured d12s as per the table on the following page.



6d12 Element Roll

d12 Colour Examples	Element	TRIGGER VALUES				
		Standard Wilderness	Special Wilderness	Standard Room	Special Room	Passage
Purple	Monsters	10+	9+	9+	9+	11+
Blue	Clues (Use Mythic or clues tables TSAT 1)	10+	9+	9+	7+	11+
Green	Environment Features	7-10: Feature 11: Roll for 2 features 12: Trap	5-10: Feature 11-12: Trap	10: Feature 11: Two Features 12: Trap	8-9: Feature 10: Two Features 11-12: Trap	9-10: Feature 11: Two Features 12: Trap
Red	NPC	12+	11+	12+	11+	12
Gold	Treasure	9-10: Mundane Item *If enemies* 11+ Individual Treasure	6-8: Mundane Item *If enemies:* 9+: Individual Treasure 12: Hoard	*No enemies*: 12 Hoard (CR last monster) *If enemies:* 10+ Individual 12 Hoard	*If enemies:* 9+Individual 11+Hoard	*If enemies:* 11-12 Individual
Multicolour	Event	7: Bane 8: Boon 9-10: Random Event 11-12: Skill Challenge	6: Bane 7: Boon 8-9: Random Event 10-12: Skill Challenge	7: Bane 8: Boon 9-10: Random Event 11-12: Skill Challenge	6: Bane 7: Boon 8-9: Random Event 10-12: Skill Challenge	11: Random Event 12: Skill Challenge

The trigger values are the minimum number that needs to be rolled in order for that element to be present. Roll all 6 coloured d12s at once and see what is triggered! Use whatever coloured dice you like to trigger your elements. Combine that with various table rolls and an oracle, and you have an action-packed solo adventuring method.
See over the page for the same table but with the colour column empty. This is for you to print so you can enter your own colours, based on what d12s you own



6d12 Element Roll

d12 Colour (enter)	Element	TRIGGER VALUES				
		Standard Wilderness	Special Wilderness	Standard Room	Special Room	Passage
	Monsters	10+	9+	9+	9+	11+
	Clues (Use Mythic or clues tables TSAT 1)	10+	9+	9+	7+	11+
	Environment Features	7-10: Feature 11: Roll for 2 features 12: Trap	5-10: Feature 11-12: Trap	10: Feature 11: Two Features 12: Trap	8-9: Feature 10: Two Features 11-12: Trap	9-10: Feature 11: Two Features 12: Trap
	NPC	12+	11	12+	11+	12
	Treasure	9-10: Mundane Item *If enemies* 11+ Individual Treasure	6-8: Mundane Item *If enemies:* 9+: Individual Treasure 12: Hoard	*No enemies*: 12 Hoard (CR last monster) *If enemies:* 10+ Individual 12 Hoard	*If enemies:* 9+Individual 11+Hoard	*If enemies:* 11-12 Individual
	Random Event	7: Bane 8: Boon 9-10: Random Event 11-12: Skill Challenge	6: Bane 7: Boon 8-9: Random Event 10-12: Skill Challenge	7: Bane 8: Boon 9-10: Random Event 11-12: Skill Challenge	6: Bane 7: Boon 8-9: Random Event 10-12: Skill Challenge	11: Random Event 12: Skill Challenge

HOW TO PROCEED

Have your characters move into a new map area. Then...

First, look at what is on the realm map that you are using. Is it forest, hills, mountains, swamp? Is there a settlement marked? Based on this, find the relevant feature on the *What's On The Map* table and roll for details using the table references provided. This will generate details and dressing for this area. There is also a What's On The Map table for dungeon features visible on the map, found later in this chapter, if you happen to be using this system for a dungeon crawl.

Now, make the 6d12 roll.

Roll 6d12s of different colours. A printable table is provided above so that you can enter your own colours, based on what d12s you have available. Then, cross reference what those rolls mean. The trigger value for each d12 is listed. If your value is below what is listed, that means that the element was not triggered. For example, I use a red d12 as my NPC die. If I am in Standard Wilderness (see below for a definition) then the die must be 11 or 12 in order for an NPC to be present. If the NPC is triggered, then use whatever NPC generation tool you prefer.

What's on the Map? (Wilderness)

See later for the dungeon version of this table.

TERRAIN	GM's Miscellany Wilderness Dressing	Tome of Adventure Design	TSAT1	DMG
Borderlands	pp.56-62			
Desert	pp.64-69	pp.295-297	p.60	
Farmland	pp.70-74			
Forest	pp.74-93	pp.297-298	p.61, p.71	p.87
Frozen Lands	pp.94-99		p.59	
Hills	pp.98-103	pp.298-299	p.62, p.65	
Mountains	pp.106-111	pp.298-299	p.62, p.70	
Plains	pp.112-117		p.61	
Swamps	p.118-123	p.300	p.73	
Waterway		p.155	p.74	
Lake			p.67	
Ocean	pp.134-144			pp.116-119
Coast	pp.123-133		p.60	
Settlement		pp.267-282	p.73	pp.15-19. pp.112-116

STANDARD VS SPECIAL

When you are rolling in a **Special** column, the chance of elements appearing is increased. You may be wondering when to roll for Standard vs Special wilderness or rooms. The simplest way is to determine this with a d6 dice roll (1-4: Standard 5-6: Special). Or, perhaps when in wilderness, areas near settlements are standard wilderness, and more wild areas are special wilderness. In a dungeon, you could decide which rooms are special based on what other features are present in that room. For example, if you roll a room with an altar, you could immediately decide that room is special and use the appropriate column. Special also refers to quest-based rooms, for example the room where you're pretty sure you're going to be encountering the main villain of your quest. Basically, if the area you are in has a "quest" like feel, then it is special and you should roll in the relevant column. It will probably make it go worse for you, if anything!

NPCS

When an NPC result is triggered, use whatever resource you prefer to provide details for that NPC. TSAT1 has a whole chapter dedicated to NPC generation, and the Urban Generator in TSAT2 has a table called *100 Quick Citizens* which is also perfect for quick NPC generation.

BANES & BOONS

Sometimes certain areas are bound by magic curses or blessings which your PCs stumble into, triggering the effects. When you roll a Boon or Bane result, roll on the corresponding table (Chapter 4-1 or 4-2) to discover the effect.

SKILL CHALLENGES

Occasionally, a roll on the d12 controlling random events will instead produce a skill challenge, a test of your character's prowess. In this case, roll on the *Skill Challenges* table (p.139) to discover the nature of this challenge.

Wilderness Features

When you trigger a *feature* in a wilderness setting, you may use the table below to provide some dressing for that feature. If you don't need this extra detail, then simply decide, for example, "The party finds a campsite" and leave it at that. *This extra detail is optional.* You can use the *GM's Miscellany Wilderness Dressing*, *Tome of Adventure Design*, *TSAT1* or the *DMG* to provide details regarding this feature.

The page details given for the *GM's Miscellany Wilderness Dressing* resource are the printed page numbers at the bottom of that book. If searching within a pdf, you may need to scroll forward a couple of pages. Keep in mind that these extra resources are simply meant to provide you with extra detail and dressing, not encounters or anything mechanical/5e related.

d100	FEATURE	GM's Miscellany Wilderness Dressing	Tome of Adventure Design	TSAT1	DMG
1-5	*Campsite*	pp.4-7			
6-11	*Small castle*	pp.8-15	pp.264-266		
12-16	*Large castle*	pp.10-15	pp.264-266		
17-22	*Small ruins*	pp.16-21	pp.264-265		
23-27	*Large ruins*	pp.18-21	pp.264-265		
28-33	*Haunts*	p.24			
34-38	*Cave*	pp.24-30			
39-44	*Extreme weather*	pp.32-41			
45-50	*Interesting natural feature*			p.66	
51-55	*Bandits*	p.44-48			
56-61	*Unmarked settlement*	pp.267-282		p.73	p.112-116
62-66	*Unusual flora and fauna*	pp.290-291			
67-72	*Structure*		8-12	p.71	
73-77	*Caravan*		p.292		
78-83	*Weird Terrain Feature*		p.291		p.109
84-88	*Farmlands*	pp.70-74			
89-94	*Monument*			p.67	p.108
95-100	*Travellers*	pp.50-55			pp.89-92

Dungeon Features / What's on the Map?

This table has two possible uses. It allows you to find table reference for things you can already see on a map of a dungeon. It also facilitates rolling a d100 to randomly determine dungeon features.
The page details given for the *GM's Miscellany Dungeon Dressing* resource are the printed page numbers at the bottom of that book. If searching within a pdf, you may need to scroll forward a couple of pages. Keep in mind that these extra resources are simply meant to provide you with extra detail and dressing, not encounters or anything mechanical/5e related.
Do not feel you have to use these references. Their use is *strictly optional*, and their inclusion is merely for convenience, for those players who like to generate lots of detail.
You might notice a dash (-) for some results. That's because certain elements (passage, room, trap) aren't things you generally want to *roll* when you're populating a dungeon. They form the backdrop, and are generally established by other means (such as random dungeon generators). However, I did want to include them here as there are some nice tables to give those basic elements a bit of flavour.

d100	TERRAIN	GM's Miscellany Dungeon Dressing	Tome of Adventure Design	TSAT1	DMG
1-3	*Altar*	pp.22-26	p.167-168		
4-5	*Archway*	pp.26-31	p.151		
6-7	*Bridge*	pp.32-37	p.151		
8-10	*Captives/Prison*	pp.38-43	pp.274-275		
11-12	*Carpet/Rug*	pp.166-167			
13-15	*(Interesting) Ceiling*	pp.44-49			
16-18	*Chest*	pp.50-55 pp.182-187 (contents)			
19-21	*Concealed Door (check required?)*	pp.56-61			
22-24	*Corpse*	pp.62-67	p.232		
25	*Doom Painting*	pp.68-73			
26-27	*Door*	pp.74-87	pp.152-155	pp.45-46	p.291
28-30	*Evidence of Explorers*	pp.168-169		Clue Table (pp.52-56)	
31-32	*(Interesting) Floor*	pp.120-125			
33-35	*Fountain*	pp.126-131			
36-38	*Furniture*		pp.170-171, p.234		
39-41	*Gate/Portal*	pp.132-138			
42-43	*Graffiti*	pp.170-171			
44-45	*Illumination*	pp.144-153	pp.171-172, p.234		
46-47	*Junk & Rubbish*	pp.172-173			
48-49	*Landmark*		pp.162-164		

50	*Mirror*	p.176			
-	*Passage*			pp.44-45	p.290
51-52	*Pit*	pp.188-193	p.221		
53-54	*Pool*	pp.194-199			
55-56	*Portcullis*	pp.200-205			
57-62	*Random Architecture / Feature*			p.50	
63-67	*Random Item*		p.231-232	*Clue* table (TSAT 1 pp.52-56) *Item* table (p.163)	pp.299-301
-	*Room*		pp.158-159	pp.47-49	pp.291-296
68	*Sarcophagus*	pp.206-211			
69-70	*Secret Door*	pp.212-217		p.50	
71-73	*Stairs*	pp.224-229	p.164	p.47	p.291
74-76	*Statue*	pp.230-235	pp.176-177		
77-78	*Strange Atmosphere*	pp.17			
79-80	*Strange Growths*	pp.236-239			p.296
81-82	*Strange Magical Effect*	pp.178-179			
83-84	*Strange Smell*	p.180	p.235		p.299
85-86	*Strange Sound*	p.181			p.298
87-88	*Strange Thing*		p.165, p.232		
89-90	*Tapestry*	pp.240-245			
91-92	*Throne*	pp.246-251			
93-94	*Trapdoor*	pp.252-257			
-	*Trap*	Presence determined by feature roll (usually 11 or 12) pp.218-223	pp.217-230	p.51	p.297
95-96	*Trick*				p.298
97-98	*(Interesting) Wall*	pp.258-262			
99-100	*Well*	pp.264-269			

Chapter 1-5
Battlemap Crawl System

This chapter contains a rules system for a boardgame-style skirmish quest, with 5e rules as the base system. It's designed to be light on roleplay and fast on action, perfect if you're in the mood to roll some dice and kill some bad guys with a bit of story thrown in for flavour. This method uses battlemaps / fliptiles / any map with a 5 ft. grid on which miniatures (real or virtual) can be placed. You complete these quests with 2 PCs. It also involves you setting Story Points and a BBEG (big bad evil guy) location within the map, which you progress towards, triggering numbered Story Points along the way. You can also run wilderness adventures using this system, treating your wilderness map like a dungeon map.
This system also uses a different kind of initiative and gameplay sequence, described below.
It is inspired by my own *Solo Skirmish* system, and the idea here is rapid levelling. You advance your character's level after each completed quest. This keeps the interest high. A third-party resource that works extremely well with this system is the series of *Sidequest Decks* by Inkwell Ideas. They have a map, a quest goal and story points already provided. Read this chapter thoroughly before beginning your quest.

Step 1: Print Tables

It is necessary for the running of this system to have a printed copy of the **Event Table**, the **Monster Table** and the **Standard Encounter Table**. This is so that already-rolled events can be tracked. Mark them in pencil so they can be erased and the tables re-used.
You will find these tables later in this chapter. You may also find it useful to copy out or print the **Move Table** and **Quick Reference Sheet**, and have them somewhere visible.

Step 2: Character Creation

Create 2 PCs at any level you desire. Two buffs are recommended for this system: *max HP* (take your maximum hit points + Con mod at every level) and *healing surges* (see *Dungeon Master's Guide*, p.266). In brief, a *healing surge* is an optional rule that allows you to use an action, at any time (including in combat) to roll up to half your hit dice and regain hp of that value, (including your Constitution modifier per hit die rolled). In the battlemap crawl system, both PCs and enemies can use *healing surge*. PCs use it at will, enemies use it when triggered. Both PCs and monsters can only use *healing surge* once per day.
From *Dungeon Master's Guide* (p.267):

Under this optional rule, a character regains all spent Hit Dice at the end of a long rest. With a short rest, a character regains Hit Dice equal to his or her level divided by four (minimum of one die). For a more super heroic feel, you can let a character use a healing surge as a bonus action, rather than as an action.

Step 3: Determine Quest

Determine a goal for your quest, or use another source to provide a quest (such as the *Sidequest Decks* by Inkwell Ideas, or Chapter 7 of TSAT1). You could also use the table below to provide a basic quest, and then determine the specifics using keywords and oracle rolls to give it some story and context. Alternately, there is a fantastic table on p.73 of the *Dungeon Master's Guide* named "Dungeon Goals" which contains great generic quest ideas. You might want to spice these up by adding a few keywords for flavour.

Basic Quest Types

D4	QUEST	BBEG	REWARD
1	*Fetch Quest (obtain item, lost or otherwise)*	Optional BBEG. Place item in last room, roll on trap table when retrieving it (adding 20 to the roll), or encounter BBEG (p.39, p.210)	Roll on level appropriate hoard table, adding 40 to the roll (DMG loot tables, pp.137-139), or automatically succeeding on the magic item roll (TSAT1 loot tables, pp.155-156). Advance 1 level.
2	*Kill Tyrant (Destroy dangerous villain or monster)*	The simplest kind of quest using this system. Roll for BBEG in final room (p.39, p.210). A good starting point can be reading monster descriptions for flavour ideas. Roll on standard monster encounter tables up until the BBEG encounter.	Roll on level appropriate hoard table (DMG pp.137-139 or TSAT1 pp.155-156). Advance 1 level.
3	*Rescue Quest (Save kidnap victim)*	Kill a BBEG and rescue a hostage. This quest provides an extra gp award on top of any loot you might discover during the quest. Determine BBEG with the *BBEG* table (p.39), and also the *Villain Generator* (p.210).	Roll on level appropriate hoard table (DMG pp.137-139 or TSAT1 pp.155-156), take PC level x 200 gp reward. Advance 1 level.
4	*Clear Dungeon*	Another nice simple quest for this system. Decide on monster theme/type, then set out.	Roll on level appropriate hoard table (DMG pp.137-139 or TSAT1 pp.155-156). Advance 1 level.

Step 4: Battlemap

Find or make a battlemap to use for your quest, or plan a battlemap to lay out as you move through it (if tabletop space is an issue). Try to make it visually appealing, possibly with a few features that your characters can interact with. Most importantly, ensure it has a 5 ft. per square grid.

Use a map that's not too big, ideally a 5-6 room dungeon, 40x40 squares or thereabouts (these are just rough guidelines, and you should go with whatever you've got available). You may find that flip tiles, a large flipmat you can draw on, or a succession of battlemaps is ideal for this purpose.

Determine the starting point for your heroes, and the location of the final BBEG. When you reach this final location, go to *Determining the BBEG*.

Step 5: Enemy Setup

Choose at least 3 theme-appropriate monsters to appear during random encounters, each with a different CR. These are your Minion, Soldier and Leader monsters, based on their rank. Consult the *Ranked Monster* table below to discover what CR your various ranked monsters need to be. Choose at least one for each category. Come up with some story as to why these particular monsters have banded together. Or, perhaps your quest already provides this story.

List them on a separate piece of paper. E.g., for a party of 2 x level 2 PCs, you might have:

Minion (CR 0): Cranium Rat, Crawling Claw
Soldier (CR ⅛): Kobold, Stirge, Giant Rat
Leader (CR ¼): Goblin, Grimlock

When it comes time to roll for monsters, you will use these ranked monsters to form your encounters (See *Standard Encounter* table, below). The system aims to give the game a bit more thematic story, and speed things along. You can also choose to ignore this system, and just use random monsters, but do stick to the suggested CR if you want your characters to have a chance of surviving.

Later on, you may be directed to encounter different combinations of these ranked monsters, when you roll on the *Standard Encounter* table. These encounter rolls are triggered by a couple of different means.

Ranked Monster Table

Level of party (2 PCs)	Minion CR	Soldier CR	Leader CR
1	0	0	1/8
2	0	1/8	1/4
3	1/8	1/4	1/2
4	1/8	1/4	1
5	1/4	1/2	1
6	1/2	1	2
7	1/2	1	3
8	1/2	2	3
9	1/2	3	4
10	1/2	3	4
11	1	3	4
12	1	3	5
13	1	4	5
14	1	4	6
15	1	4	7
16	2	4	7
17	2	4	8
18	2	4	9
19	2	5	9
20	2	6	10

Step 6: Story Points

We mentioned Story Points before, which are events to be triggered within the quest. Simply wandering into a dungeon and slaying bad guys is a bit two-dimensional. This step is about creating some pivotal Story Points that will give your quest some context to underpin all the combat.
What you want to do is create 3 or more Story Points that can be triggered within your map. You could go up to 7 or 8, but be aware that the more Story Points you place, the longer your quest. And with this system, the design is aimed at short, compact games rather than epic dungeon crawls (although there's no reason why you can't do epic dungeon crawls, with a few long rests included).
At first, these Story Points can simply be numbered points spaced evenly out across the map. Draw them on your physical battlemap, or use the text layer in your VTT to place them on the map. When your characters arrive at these points, that is when you will determine the nature of these Story Points. You may already have an idea of what you want these to be, or you may want to leave them completely open so you can determine them with oracle rolls and/or keywords. There is a table later which provides some generic events also, to give you a basic suggested direction.
You might simply use the method of placing a Story Point into each room/cavern space in the dungeon (just like room key numbers in a module), then use the Story Points to determine what you find in each.
When your characters reach these locations, consult the heading *Story Points*, below.

Step 7: Initiative

Roll initiative for your characters. They will take turns in this order for the entirety of the quest. At the bottom of the turn order, at Initiative 0, put an entry named **Event Roll / Monster Roll**. This turn order number will trigger the Event Roll, *which takes place at the end of each round*, and also a possible Monster Roll (made after the Event Roll), which is a roll that is made *only if enemies are in play.*
Keep this initiative order the same throughout the entire game.
A sample initiative order might look like this:

INITIATIVE	
12	*Marble (warforged barbarian)*
4	*Abulu (bugbear druid)*
0	*Event Roll / Monster Roll*

When monsters are in play, they take their action *after the* Monster *table roll.* That roll will sometimes direct only certain enemies to act (i.e.: Only Soldiers, or Leaders, or unwounded enemies).
At all times, your two PCs take turns in sequence. Just like in regular D&D, a single turn, in or out of combat, can consist of the following:

Move up to allowance.
Take one action (Any action allowed by 5e rules), or
move again.

The *Quick Reference Sheet* provides a compact summary of gameplay that happens over a round using this system.



QUICK REFERENCE SHEET
Once setup is done, this is how gameplay progresses. You'll find that one round using this sequence will go quite quickly, so aim to increase your speed as you play.
HERO PHASE: On your initiative turn, take a standard 5e D&D action for each PC. That is, move each character's miniature and/or take your character action (if desired), and any bonus action. Or take double movement etc, or any other allowable action(s) that a character can take in one turn, according to 5e rules, including free actions. If you are out of combat when moving, roll a d20 on the *Move* table (below). Resolve any result.
EVENT ROLL: Once both your PCs have taken their Hero Phase turn, roll on the *Event* table (printed) and resolve the result.
MONSTER ROLL: Skip this if there are no monsters in play. If there *are* enemies in play, roll on the *Monster* table. Monsters take their combat turn directly after the *Monster* table roll, as specified by the result of the *Monster* table roll. If the BBEG is in play, the BBEG attacks during this phase, but *do not roll on the* Monster *table during the BBEG encounter!*
END OF ROUND: Return to the top of the initiative order, repeat from Step 1.

Oracles

You can also use oracles within this system, to ask and answer questions, and to provide extra detail, if you so desire. You determine whether or not they trigger events that affect balance, such as traps and combat encounters. The provided system should give you enough of that, but if you want to make life really tough for your adventurers, by all means have an oracle triggering traps and encounters as well!

Resting

The party may take one short rest during the quest. Each PC may also use healing surge once per day.

Moving

Outside of combat, whenever your PC moves, they roll a d20. As per 5e rules, If this is at the end of a double movement action, they will not be able to take an action to deal with whatever they find. However, they still roll on the *Move* table regardless. You can also just make one move roll for your party. If you get the result *Something found*, then roll on the *What Found* table.



Move Table

d20	Result
1-9	Something found.
10-18	No result
19-20	Combat encounter triggered. *Roll on Standard Encounter* table (p.38).

What Found Table

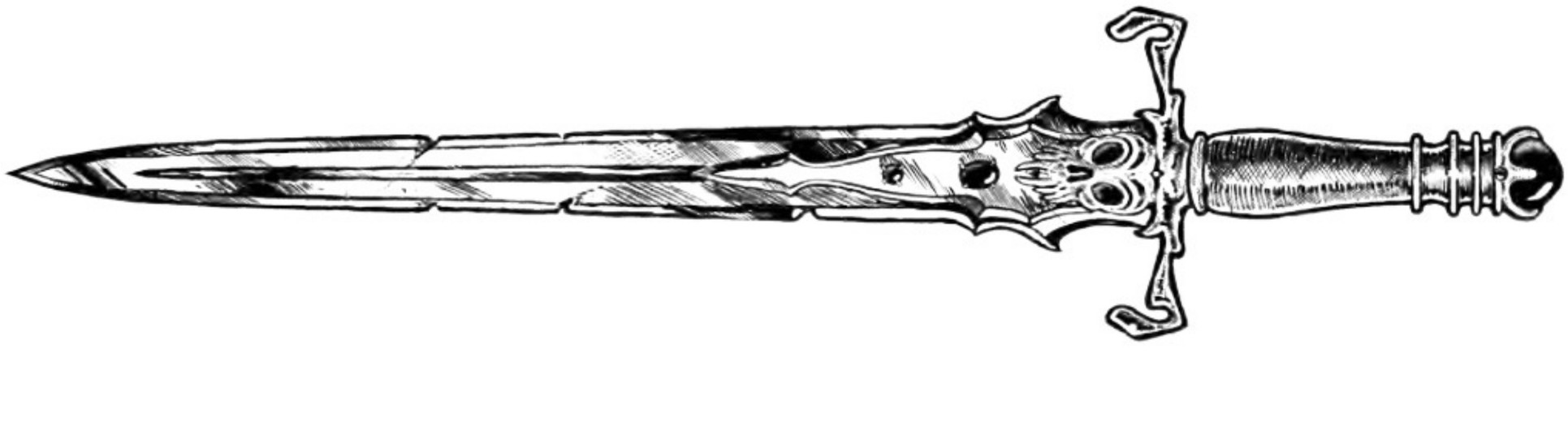
d20	What Found
1	Combat Encounter Triggered. *Roll on Standard Encounter* table (p.38).
2-8	Mundane Item Found. Roll on *Item* table (p.163).
9	Trap found. Roll on *Trap* table (Standard or Wilderness, pp.40-41) then react to the trap.
10-11	Skill Challenge triggered: Roll on the *Skill Challenge* Table (p.139).
12-19	Clue found. Roll on *Item* table (p.163) and gain 1 Clue Point. If necessary, reroll on *Item* table until you get something that makes sense given the context. Add this detail to the narrative of your text. It will influence future events. You could also use the clue tables in Chapters 8 and 9 of TSAT1.
20	Loot Found. Roll on [d6] (1-5) individual treasure table (6) hoard table, based on CR of most recent monster encountered. This could be on a corpse or a container of some kind (like a chest). Determine with oracle rolls.

Clue Points

Clue points are tradable for inspiration, at a rate of 1 CP = 1 inspiration. It is recommended that you use these inspirations when you get the opportunity so that more can be awarded. Also, Clue points can be used to increase your "What Found" roll. Trade 1 CP to increase or decrease your roll by 5. You can do this after you have seen the result of the roll.
And a final use for Clue points: they can be subtracted from Standard Encounter rolls when determining difficulty (d4).

Interacting with Stuff on the Map

If you have taken the time to select a battlemap that has a few interesting features on it, then you may want to furnish details for those features. Use the following table to locate tables that can provide these details. This table is also found in the 6d12 system, Chapter 1-4. There is a similar table for wilderness features in the Realm Crawl System, *Chapter 1-5.*



Dungeon Features / What's on the Map?

This table has two purposes. It allows you to find table references for things you can already see on a map of a dungeon. It is also rollable, so if you need to determine what dungeon feature you have found, you easily can. The amount of detail you generate is up to you. If you find an altar, you could simply leave it at that, an altar, without any extra detail. However, if you like a little extra flavour, the references below should point you towards several resources where this can be generated. Use of these is *strictly optional*, purely for flavour, and will not affect the system at all if used / not used.
You might notice a dash (-) for some results. That's because certain elements (passage, room, trap) aren't things you generally want to *roll* when you're populating a dungeon. They form the backdrop, and are generally established by other means (such as random dungeon generators). However, I did want to include them here as there are some nice tables to give those basic elements a bit of flavour.

d100	TERRAIN	GM's Miscellany Dungeon Dressing	Tome of Adventure Design	TSAT1	DMG
1-3	*Altar*	pp.22-26	p.167-168		
4-5	*Archway*	pp.26-31	p.151		
6-7	*Bridge*	pp.32-37	p.151		
8-10	*Captives/Prison*	pp.38-43	pp.274-275		
11-12	*Carpet/Rug*	pp.166-167			
13-15	*(Interesting) Ceiling*	pp.44-49			
16-18	*Chest*	pp.50-55 pp.182-187 (contents)			
19-21	*Concealed Door (check required?)*	pp.56-61			
22-24	*Corpse*	pp.62-67	p.232		
25	*Doom Painting*	pp.68-73			
26-27	*Door*	pp.74-87	pp.152-155	pp.45-46	p.291
28-30	*Evidence of Explorers*	pp.168-169		Clue Table (pp.52-56)	
31-32	*(Interesting) Floor*	pp.120-125			
33-35	*Fountain*	pp.126-131			
36-38	*Furniture*		pp.170-171, p.234		
39-41	*Gate/Portal*	pp.132-138			
42-43	*Graffiti*	pp.170-171			
44-45	*Illumination*	pp.144-153	pp.171-172, p.234		
46-47	*Junk & Rubbish*	pp.172-173			
48-49	*Landmark*		pp.162-164		
50	*Mirror*	p.176			
-	*Passage*			pp.44-45	p.290

51-52	*Pit*	pp.188-193	p.221		
53-54	*Pool*	pp.194-199			
55-56	*Portcullis*	pp.200-205			
57-62	*Random Architecture / Feature*			p.50	
63-67	*Random Item*		p.231-232	Clue Table (pp.52-56) Item Table (TSAT2 p.163)	pp.299-301
-	*Room*		pp.158-159	pp.47-49	pp.291-296
68	*Sarcophagus*	pp.206-211			
69-70	*Secret Door*	pp.212-217		p.50	
71-73	*Stairs*	pp.224-229	p.164	p.47	p.291
74-76	*Statue*	pp.230-235	pp.176-177		
77-78	*Strange Atmosphere*	pp.17			
79-80	*Strange Growths*	pp.236-239			p.296
81-82	*Strange Magical Effect*	pp.178-179			
83-84	*Strange Smell*	p.180	p.235		p.299
85-86	*Strange Sound*	p.181			p.298
87-88	*Strange Thing*		p.165, p.232		
89-90	*Tapestry*	pp.240-245			
91-92	*Throne*	pp.246-251			
93-94	*Trapdoor*	pp.252-257			
-	*Trap*	*Presence determined by feature roll (usually 11 or 12)* pp.218-223	pp.217-230	p.51	p.297
95-96	*Trick*				p.298
97-98	*(Interesting) Wall*	pp.258-262			
99-100	*Well*	pp.264-269			

Story Points

When one of your characters is present for the first time in a space that triggers a Story Point, follow these two steps:

1. Roll on the *Story Point Table* below.
2. Use any combination of keyword tables and oracles required to give this story point some context and detail.

Story Point Table

d100	Story Point
1-4	**Encounter** Roll on *Standard Encounter* table (p.38).
5-24	**Bane** Roll on *Bane* table (p.157). The character who first triggered the Story Point suffers the effect of this bane.
24-27	**Noticed** BBEG becomes aware of your presence. During the next monster encounter, monsters have advantage on checks to surprise, and heroes have disadvantage on checks to surprise.
28-31	**Trap** Roll either the Standard or Wilderness Trap table (pp.40-41)
32-35	**Puzzle** You are presented with a puzzle. Make a DC 14 + tier Intelligence check. If successful, gain 1 Clue Point. If unsuccessful, lose 1 Clue Point. Alternatively, you may want to generate a puzzle by using a riddle tool.
36-39	**Lost** You've taken a wrong turn somewhere and have lost your way. During the next 3 rounds, you cannot gain a Clue Point.
40-59	**Challenge** You encounter an obstacle of some sort. Roll on *Skill Challenges* table (p.139).
60-63	**Insight** You discover something, a clue or insight of some sort. Gain a ⌊d6⌋ (1-2) Inspiration (3-4) Clue Point (5-6) Roll on a loot table (Individual, CR=highest monster CR from your last combat encounter).
64-67	**Secret door/Portal** Take two move actions for free.
68-71	**Clue** Roll on Item Table and gain 1 Clue Point.
72-75	**Loot** Roll on Individual Treasure Table for the CR of the highest CR monster you defeated during the last encounter.
76-79	**Random** Roll on the Encounter table appropriate for your location. (e.g.: 3-3 Dungeon Encounters).
80-95	**Boon** Roll on *Boon* table (p.152).
96-100	**NPC** Introduce NPC/sidekick, who will help PCs for the remainder of the quest. Make them the same tier as the heroes.

Entering Rooms

In addition to rolling Story Points, you might also want to make a roll on the table below when entering rooms, in order to find out what each room contains. Have the character who moves into the room first finish their move action to get in the room, then roll on the table below (if desired). If there is no monster, then they continue with rolling on the *Move* table. Other tables will produce monster encounters, but if you are keen to kick things along (perhaps the action has stalled somewhat) then this can provide another layer of detail and possible combat encounters. Perhaps the map you are using provides some details, but the table below will also provide quick contents for any chamber or cavern.

Alternately, if you want a higher level of detail, use the *Chamber Contents* tables from *Dungeon Master's Guide* (p.296-301) which provide detailed contents, furnishings and everything else you could think of. You could even roll on both if you like.

Room Contents Table (optional)

d100	CONTENTS	NOTES
1-12	Empty Room	Roll 1d4 random items from *Chapter 4-3: Item* table (p.163).
13-25	Empty Room with feature	Roll on *Random Architecture/Feature* table (TSAT1, p.50). Also roll 1d4 random items from *Chapter 4-3: Item* table (p.163).
26-37	Empty Room with treasure	Roll a d8. (1-7) Individual treasure (8) Hoard (use CR of highest CR monster in last encounter). Also roll 1d4 random items from *Items* table (p.163).
38-50	Trap	Roll on *Standard Trap* table (p.40).
51-62	Monster	Roll for a combat encounter.
63-75	Monster with treasure (individual)	Roll for a combat encounter. Use monster CR to generate treasure (individual rather than hoard).
76-87	Monster with treasure (hoard)	Roll for a combat encounter. Use monster CR to generate treasure (hoard).
88-100	Random Event	Roll on the table in *Chapter 3-3: Dungeon Encounters* (p.133).

Flavour Rolls

You may also make rolls for any features you see on the map, anything you want to provide detail for. In this regard, the *What's On The Map* table earlier in this chapter (or, for the wilderness version, p.24) might be quite useful.

Standard Encounters

Roll on the below table when determining standard encounters during the course of the game. Use your ranked creatures to populate your encounters (Leader, Soldier, Minion). This table is based on the presumption that you are adventuring with 2 PCs. You may wish to roll keywords with your encounter as well, to give it some flavour and story, and fit it within the tale of your current quest.

You may spend Clue Points to subtract d4 from the d20 dice roll if desired The ratio is 1:1. (Minimum result 1).

Roll a d12 to determine how many squares each monster is from your party/hero.

Print or copy out this table. After each encounter, mark X in the box below the encounter category. This is so that hard and deadly encounters do not recur too often. A roll of 10 resets this. You could also simply note down what encounter categories you have encountered as you go. If you roll an already marked result, reroll.

Roll on the *Individual Treasure* table for every monster you defeat, according to their CR (TSAT1, pp.152-154). You will roll on the *Hoard* table after the BBEG encounter. Remember, as directed in that chapter, you can always substitute the treasure tables in the *Dungeon Master's Guide* (pp.136-139).

Standard Encounter Table (reroll already marked results)

Difficulty (d10)	1 -3 Easy	4-6 Medium	7-8 Hard	9 Deadly	10
Monsters	1 Soldier 2 Minions	1 Leader 1 Minion	1 Leader 1 Soldier	1 Leader 1 Soldier 2 Minions	Erase marks from bottom row. If no marks, roll again.
Mark X when encountered					

Determining Surprise

Play this out in the context of the story. The way that monsters appear suddenly in this system means that, once they are on the map, have the players retrospectively determine if they were able to sneak up on them. Have them make Dexterity (Stealth) checks, measured against the monsters' passive Perception. If they succeed, then the monsters will be surprised.
If they fail, then make the same check for the monsters.

Another Method

If you wish the monster selection to be more random, check out the heading *Combat Encounters* found in the *Realm Crawl System* chapter (p.61) or use a combat encounter generator of your choice.

Determining Monster Targets

A simple method for determining which of your characters a given monster attacks is to roll a d4. 1-2, it attacks the first character, 3-4 it attacks the second. This little roll can provide a lot of suspense! If there's a sidekick then make it a d6 and divide accordingly. Alternately, you can divide the attacks evenly between characters. You can also use die rolls to determine which attack a monster uses. Either count the number of attacks and make a dice roll to determine it, or else create a customised table for that monster.

Monster Loot

Unless it is specifically generated by the system, standard encounters do not generate loot, although the BBEG does. Roll a hoard according to CR once the BBEG is defeated.

Determining the BBEG

Roll a d4 to determine how many monsters you are facing in your final encounter, or simply decide. The theme/story of the dungeon should provide you with the monster type. Alternately, use an encounter calculator or generator of your choice to determine this final encounter. Make the encounter hard or deadly.
Also, take note of whether the encounter is Hard or Deadly and make your decision based on that. 5e is pretty forgiving, so my opinion is the harder the better. If it is hard and you want to make it deadly (or if your PCs are finding things too easy), increase the CR by 1. But be warned, this could result in character death!
Use character actions to sneak up on the BBEG,

Playing the BBEG

As mentioned before, you do not make Monster Rolls during the BBEG encounter. When the BEEG encounter starts, reroll initiative for monsters and characters, just like in a regular D&D game. Simply try to play the BBEG as true to form as possible, activating attacks and other traits that make sense given the creature's motives and the circumstances. Read the BBEG stat block in detail and think about what you think the final boss's demeanour would be towards the heroes, based on how the story has developed. You could also use oracle rolls to determine whether the BBEG makes certain attacks, changing the likelihood modifier as you see fit. There is also a *Random Monster Combat AI* (p.206) that you could use to determine the BBEG's behaviour.
The BBEG takes their turn after the Event Roll, every round. If your party acquires a sidekick, or you gain a magic item that you can use in combat, perhaps recalculate the boss fight accordingly.

BBEG Table (Hard / Deadly Encounters for 2 PCs)

PC Level	1 Monster CR	2 Monsters CR	3 Monsters CR	4 Monsters CR
2 Level 1 PCs	½ (Hard)	¼ (Deadly)	⅛ (Hard)	⅛ (Deadly)
2 Level 2 PCs	1 (Hard)	½ (Deadly)	¼ (Hard)	¼ (Deadly)
2 Level 3 PCs	2 (Hard)	1 (Deadly)	½ (Hard)	¼ (Hard)
2 Level 4 PCs	3 (Deadly)	1 (Hard)	½ (Hard)	½ (Deadly)
2 Level 5 PCs	4 (Hard)	2 (Hard)	1 (Hard)	1 (Hard)
2 Level 6 PCs	5 (Hard)	3 (Deadly)	2 (Very Deadly!)	1 (Hard)
2 Level 7 PCs	6 (Deadly)	3 (Hard)	2 (Deadly)	2 (Very Deadly!)
2 Level 8 PCs	7 (Deadly)	4 (Deadly)	2 (Hard)	2 (Deadly)
2 Level 9 PCs	7 (Hard)	4 (Hard)	3 (Very Deadly!)	2 (Hard)
2 Level 10 PCs	8 (Deadly)	4 (Hard)	3 (Hard)	2 (Hard)
2 Level 11 PCs	9 (Deadly)	5 (Deadly)	3 (Hard)	3 (Hard)
2 Level 12 PCs	10 (Hard)	6 (Deadly)	4 (Hard)	3 (Hard)
2 Level 13 PCs	11 (Deadly)	6 (Hard)	4 (Hard)	4 (Deadly)
2 Level 14 PCs	12 (Very Deadly!)	7 (Deadly)	4 (Medium /Hard)	4 (Hard)
2 Level 15 PCs	12 (Hard)	7 (Hard)	5 (Deadly)	4 (Hard)
2 Level 16 PCs	13 (Deadly)	8 (Deadly)	5 (Hard)	4 (Hard)
2 Level 17 PCs	14 (Hard)	8 (Hard)	6 (Hard)	5 (Deadly)
2 Level 18 PCs	15 (Deadly)	9 (Deadly)	6 (Hard)	5 (Hard)
2 Level 19 PCs	16 (Deadly)	9 (Hard)	7 (Hard)	5 (Hard)
2 Level 20 PCs	17 (Deadly)	10 (Hard)	7 (Hard)	6 (Hard)

Between Quests

When your characters complete a quest, level them up. This keeps interest high, but also means that the system will present them with more challenging enemies.

Perhaps your heroes are based in a town. This is a desirable situation, as they can stock up on equipment between quests, change money and do other downtime activities in preparation for the next quest. Use the opportunity to stock up on healing potions for the next quest, if you feel the need is there.

You can use an oracle to run their downtime, and their travel to new quest locations. You may even decide to throw in the odd combat encounter on their way to the next quest location, or use the Wilderness Generator in TSAT1 to run their journey to the location. There is no reason you can't switch between systems as you go. Whatever provides the most fun for you. You could even use the 6d12 system for your overland travel, or the *Realm Crawl* system provided in the next chapter.

Traps & Secret Doors

There are situations that arise in solo play where you need to have more knowledge than your characters. Two examples of this are traps and secret doors. The table below requires 4 x d100 rolls to determine trap type, notice DC, save DC and potential damage.

Once you have determined notice DC, roll Perception roll for your characters (or match it against their passive Perception based on circumstance). If they succeed, then you could rule that they see the trap and subsequently avoid it (if they fail, then have them make the appropriate check against the save DC you determined with a d100 roll. This would be a Constitution save for poison, Dexterity for a spear trap, possibly Strength to run away from a rolling sphere… use your best judgment.

With secret doors, once again the pseudo-DM role is required. A secret door might appear through dungeon generation, or perhaps through a feature roll using the Battlemap Crawl system (this chapter). First, determine how hard the secret door is to spot, perhaps through an oracle question, or even just a straight d20 roll. Perhaps the secret door was used recently and did not close properly, or perhaps it is broken and easily noticeable. If in perfect working order, set the DC high. Use the *Typical DCs* table (p.13) to give you an idea. Then, your PCs make a Perception or Investigation check to see whether they notice it. If not, then they proceed as if they were not aware of its existence.

Standard Trap Table (Make 4 rolls)

This table is reprinted from TSAT1, p.51.

(Optional: Add the crafter's wisdom mod to the notice DC. If you are rolling to see what trap type someone is caught in, roll until you get an appropriate trap type result.)

d100	Trap Type	NOTICE DC	SAVE / DISARM DC	Damage
1-6	Poison darts	11	10	(PC level -3) d6 (min 1d6)
7-12	Collapsing Roof	11	10	(PC level -2) d6 (min 1d6)
13-19	Simple Pit	11	11	(PC level -1) d6 (min 1d6)
20-26	Hidden pit	11	12	(PC level -1) d6 (min 1d6)
27-32	Locking pit	11	12	(PC level) d6
33-38	Spiked pit	12	13	(PC level) d6
39-44	Rolling sphere	12	14	(PC level) d6
45-50	Scything blade	13	14	(PC level + 1) d6
51-56	Glyph trap (1d6: fire / cold / force / lightning) Appropriate attack spell	14	15	(PC level + 1) d6
57-63	Magic missile spell	14	15	(PC level + 1) d6
64-69	Poison gas released / Acid Spray	15	16	(PC level + 1) d6
70-76	Room fills with water	15	16	(PC level + 2) d6
77-82	Walls begin closing	16	17	(PC level + 2) d6
83-88	Spears come out of floor	17	18	(PC level + 2) d6
89-93	Spiked grate drops	17	19	(PC level x 1.5 rounded up) d6
94-100	Trapdoor (snakes / acid below?)	18	20	(PC level x 2) d6

Wilderness Traps Table

If you are running this system with a wilderness or urban battle map use the following trap table.

d10	TRAP	Perception check DC *(Stop here if success)*	Dex save DC	Damage
1	Deadfall	DC 11+Tier	DC 13+Tier	Tier x 1d6 bludgeoning. Ranged attacks on PC are at advantage until they succeed on a DC13+Tier Athletics or Acrobatics check on their turn.
2	Log Trap	DC 11+Tier	DC 11+Tier	Tier x 1d8 bludgeoning
3	Spiked Pit	DC 11+Tier	DC 13+Tier	Tier x 1d8 piercing. Ranged attacks on PC are at advantage until they succeed on a DC13+Tier Athletics or Acrobatics check on their turn (one check per turn, at the start of their turn).
4	Glyph Spell Trap	DC 13+Tier	DC 15+Tier	Tier x 2d6 fire
5	Bear Trap	DC 12+Tier	DC 12+Tier	Tier x 2d6 piercing
6	Tripwire	DC 13+Tier	DC 12+Tier	Become prone
7	Whipping Tree	DC 11+Tier	DC 13+Tier	Tier x 1d8 bludgeoning
8	Fey Illusion	DC 11+Tier	DC 14+Tier Wisdom save	Tier x 1d8 psychic
9	Quicksand	DC 11+Tier	DC 12+Tier Athletics check	Ranged attacks on PC are at advantage until they succeed on the Athletics check on their turn
10	Net Trap	DC 11+Tier	DC 12+Tier Dexterity save or Acrobatics check	All attacks on PC are at advantage until they succeed on the save or check on their turn



Event Roll

(Print this sheet)

Every round, when it comes up in initiative, roll on this table. Even if the event doesn't seem to do much, or anything, resolve it by placing a pencil tick in the box to the right of the result and reacting to any effects. You will need to erase these marks, so pencil is ideal. If on subsequent Event Rolls, you get an already marked result, roll a d20. After you have seen the result of this roll, you may spend a Clue Point (or more) to add to the result of the d20 roll. 1 Clue Point is worth +10 to the result. You cannot achieve the 100: Lost Relic result through any method except a crit on a d100. If you roll an already marked result, roll a d20. (1-10) Resolve the next lowest unticked result. (11-20) Resolve the next highest unticked result. Don't forget to X this result too.

d100	RESULT	X when rolled
1-5	**Ambush** If not engaged: Roll on *Standard Encounter* table (p.38), and enemies make a Stealth check vs the highest passive Perception in the party. If the check exceeds your passive Perception, heroes are surprised during the next round. If engaged, all enemies attack.	
6-10	**Monster Ally** Spawn 1 extra monster of the same CR as the lowest CR monster you are currently fighting (unless you are fighting the BBEG, in which case spawn a minion). Otherwise, spawn 1 monster of the same CR as the last monster you defeated.	
11-15	**Necromancy** Whether engaged or not, reanimate the last enemy you killed with a quarter of its hit points (unless you roll this during the BBEG stage).	
16-20	**Dark Boon** The next two enemy attacks are at advantage. This effect lasts one round.	
21-23	**Trap** Roll on *Trap* table for one random hero., or decide which (p.40 for dungeon, p.41 for wilderness).	
24-27	**Anti-Magic Field** During the next round, no spells or cantrips may be cast by any creature.	
28-31	**Anti-Spell Field** During the next round, only cantrips may be cast.	
32-36	**Cursed Ground** Each hero makes a Constitution or Wisdom saving throw, DC 15. If any hero fails the save, attack rolls and saving throws by that hero are made at disadvantage until the next Event roll.	
37-40	**Earthquake** Every creature makes a DC 15 Dexterity saving throw. If unsuccessful, that creature immediately becomes prone.	
41-45	**Shuffle** Erase all ticks from the right-hand column. If none, roll again. Once all ticks are erased, roll again.	
46-50	**Cursed Fog** All ranged attacks have their range reduced by half.	
51-55	**Dark Quickening** If monsters are present: 1d4-1 random enemies get one free attack (minimum 1).	
56-60	**Winds of Darkness** Hero movement is reduced by 5 ft. for the next round.	

61-65	**Back Foot** Until the next round, no creature can take the Disengage, Dash, Hide or Dodge actions.
66-70	**Fickle Wind** Roll a d6. (1-3) All enemies heal half their hit dice for free. (4-6) All heroes heal half their hit dice free.
71-75	**Carnage** Until the next round, the first attack of each character and enemy who attacks is made with advantage.
76-80	**Blessed Quickening** Heroes' movement is increased by 5 ft. for this round.
81-85	**Lost Merchant/Discovered Stores** If unengaged: All heroes may purchase equipment from the PHB equipment list.
86-90	**Inspiration** Each hero gains 1 inspiration.
91-95	**Honed Boon** For the next round, one character of your choice has their weapon function as a +(d4) magic weapon.
96-100	**Divine Winds** Roll a d6. (1-3) One hero heals half their hit dice. (4-6) One enemy suffers half their hit dice in wounds.
100 *(d100 crit)*	**Lost Relic** You discover a magic item. Roll a d20. Add your character's tier to this roll, then roll on one of the following Magic Item tables in *Chapter 4-6* (p.178). *1-9: Common* *10-18: Uncommon* *19-20: Rare* *21-22: Very Rare* *23: Legendary*



Monster Roll

(Print this sheet)

NOTES: *Do not roll on this table during the BBEG encounter!*
Every round, when it comes up in initiative, roll on this table. After rolling, place a pencil mark in the box to the right of the result. You will need to erase these marks, so pencil is ideal. If on subsequent Monster Rolls, you get an already marked result, roll a d20. Enemies get to use healing surges in this system - keep track of this as each enemy only gets one healing surge.
If you roll an already marked result, roll a d20. (1-10) Resolve the next lowest unticked result. (11-20) Resolve the next highest unticked result. Don't forget to X this result too.

d10	RESULT	X when rolled
1	**Hold** No enemies move or attack. Enemies use healing or tactical ability if they have it available, or else they use *healing surge*. Each monster may only use *healing surge* once per day.	
2	**Berserker** 1 enemy attacks the closest hero twice. That enemy is a [d8] (1-4) Minion (5-7) Soldier (8) Leader. If the rank isn't in play, reroll. If only one rank is in play, one enemy attacks.	
3	**Defense** All enemies take one of the following actions (roll for each enemy separately): [d4] (1) H*ealing surge* (2) *Shove* (3) *Dodge* if they are in melee, or *Hide* if they are not in melee (4) *Hide*, or *Disengage* and move if they are in melee, getting as far away from heroes as they can (but still keeping an action). If possible, they move to an area where they can't be flanked. Next round, skip the monster roll and have all enemies attack (using a ranged attack if not in melee).	
4	**Move** Unless flanking, one enemy who has ranged attacks moves to their allowance as far away from all heroes as possible, incurring attacks of opportunity if necessary. That enemy will continue to make ranged attacks for the rest of the encounter, unless a hero engages it in melee, in which case it will switch to melee attacks. If no enemies have ranged attacks, then one enemy attacks. All enemies make ranged or melee attacks according to their position relative to the party.	
5	**Random** 2 random enemies attack. Count the enemies and make a dice roll to determine which ones attack. For example, if there are 5 enemies in play, roll a d10 twice and divide each result by 2 to determine which 2 of the 5 attack (reroll for repeats). If there is only one or two enemies in play, they all attack.	
6	**Rally** Only unwounded enemies attack. Wounded enemies use healing ability if they have it available, or use *healing surge* (unless they are the only remaining enemy in combat, in which case they only attack, but do not use *healing surge* or any other ability).	
7	**Shuffle** Erase all marks from the right-hand column, then roll again. If there are no marks, roll again.	
8	**Enforcers** Only Soldiers attack, or if no Soldiers, the second most powerful enemy. Otherwise, all enemies attack.	
9	**Stoush** All enemies who are within 5 ft. of heroes attack (spreading their attacks evenly among heroes), or use ranged attacks. Skip monster roll in next round and have all enemies attack. Then all enemies who cannot attack this round use their full move allowance to allow them to attack next round, getting into flanking positions if possible. Skip monster roll in next round and have all enemies attack.	
10	**Boss** Only Leaders attack, or if no Leaders, 1 Soldier and one Minion. If no Soldiers or Leaders, all enemies attack.	

Chapter 1-5a
Simplified Battlemap Crawl System

This version of the battlemap crawl system is more stripped down and designed for a more standard 5e experience. You use whatever combat encounter generation tools you normally use, but also incorporate the story point system and other features. It is designed for players who want a system to help them undertake a boardgame-like crawl on a battlemap, but with a bit more flexibility to incorporate other aspects of solo gaming, such as freeform gameplay.
You will find text from *Chapter 1-5* recurring in this chapter for ease of reference and gameplay.

Step 1: Character Creation

You may already have PCs that you are adventuring with, in which case use these. Otherwise, create 2 solo-optimized PCs at any level you desire. Check out *Chapter 1-7* for some ideas about character buffs and other ways to make your solo PCs a bit more resilient.

Step 2: Determine Quest

Determine a goal for your quest, or use another source to provide a quest (such as the *Sidequest Decks* by Inkwell Ideas or Chapter 7 of TSAT1). You could also use the tool below to provide a basic quest, and then determine the specifics using keywords and oracle rolls to give it some story and context. Alternately, there is a fantastic table on p.73 of the *Dungeon Master's Guide* named "Dungeon Goals" which contains great generic quest ideas. You might want to spice these up by adding a few keywords for flavour.

Basic Quest Types

D4	QUEST	BBEG	REWARD
1	*Fetch Quest (obtain item, lost or otherwise)*	Optional BBEG. Place item in last room, roll on trap table when retrieving it (adding 20 to the roll), or encounter BBEG (p.39, p.210)	Roll on level appropriate hoard table, adding 40 to the roll (DMG loot tables, pp.137-139), or automatically succeeding on the magic item roll (TSAT1 loot tables, pp.155-156). Advance 1 level.
2	*Kill Tyrant (Destroy dangerous villain or monster)*	The simplest kind of quest using this system. Roll for BBEG in final room (p.39, p.210). A good starting point can be reading monster descriptions for flavour ideas. Roll on standard monster encounter tables up until the BBEG encounter.	Roll on level appropriate hoard table (DMG pp.137-139 or TSAT1 pp.155-156). Advance 1 level.
3	*Rescue Quest (Save kidnap victim)*	Kill a BBEG and rescue a hostage. This quest provides an extra gp award on top of any loot you might discover during the quest. Determine BBEG with the *BBEG* table (p.39), and also the *Villain Generator* (p.210).	Roll on level appropriate hoard table (DMG pp.137-139 or TSAT1 pp.155-156), take PC level x 200 gp reward. Advance 1 level.
4	*Clear Dungeon*	Another nice simple quest for this system. Decide on monster theme/type, then set out.	Roll on level appropriate hoard table (DMG pp.137-139 or TSAT1 pp.155-156). Advance 1 level.

Step 3: Battlemap

Find or make a battlemap to use for your quest, or plan a battlemap to lay out as you move through it (if tabletop space is an issue). Try to make it visually appealing, possibly with a few features that your characters can interact with. Most importantly, ensure it has a 5 ft. per square grid.

Use a map that's not too big, ideally a 5-6 room dungeon, 40x40 squares or thereabouts (these are just rough guidelines, and you should go with whatever you've got available). You may find that flip tiles, a large flipmat you can draw on, or a succession of smaller battlemaps is ideal for this purpose.

Determine the starting point for your heroes, and the location of the final BBEG. When you reach this final location, go to *Determining the BBEG*.

Step 4: Story Points

Create 3 or more story points that can be triggered within your map. You could probably go up to 7 or 8, but be aware that the more story points you place, the longer your quest. And with this system, the design is aimed at short, compact games rather than epic dungeon crawls (although there's no reason why you can't do this. Be a bit more generous with resting though). Story points aim to provide a bit of narrative context to your battlemap crawl.

At first, these story points can simply be numbered points spaced evenly out across the map. Draw them on your physical battlemap, or use the text layer in your VTT to place them on the map. When your characters arrive at these points, that is when you will determine their nature. You may already have an idea of what you want these to be, or you may want to leave them completely open so you can determine them with Oracle rolls. There is a table later which provides some generic events also.

You might simply decide to place a story point into each room/cavern space in the dungeon (like a map key in a module). When your characters reach these locations, consult the heading **Story Points**, below.

GAMEPLAY SEQUENCE

Once setup is done, begin the adventure!

Every round, your heroes each move, and make a roll on the *Move* Table. After they have done this, they can use their action to react to any events. If they wish, they can also stay still and take other actions, but in general the emphasis here is on motion and moving through the battlemap. Whenever a combat encounter is triggered, roll initiative, and run the encounter through to completion. Then resume moving and rolling on the *Move* Table.

Oracles

You can also use oracles within this system, to ask and answer questions, and to provide extra detail, if you so desire. You determine whether or not they trigger events that affect balance, such as traps and combat encounters. The provided system should give you enough of that, but if you want to make life really tough for your adventurers, by all means have an oracle triggering traps and encounters as well!

Moving

Outside of combat, whenever your PC moves, they roll a d20. As per 5e rules, If this is at the end of a double movement action, they will not be able to take an action to deal with whatever they find. However, they still roll on the *Move* table regardless. You can also just make one move roll for your party. If you get the result *Something found*, then roll on the *What Found* table.

Resting

The party may take one short rest during the quest.

Move Table

d20	Result
1-9	Something found.
10-18	No result
19-20	Combat encounter triggered. Use an encounter generator of your preference.

What Found Table

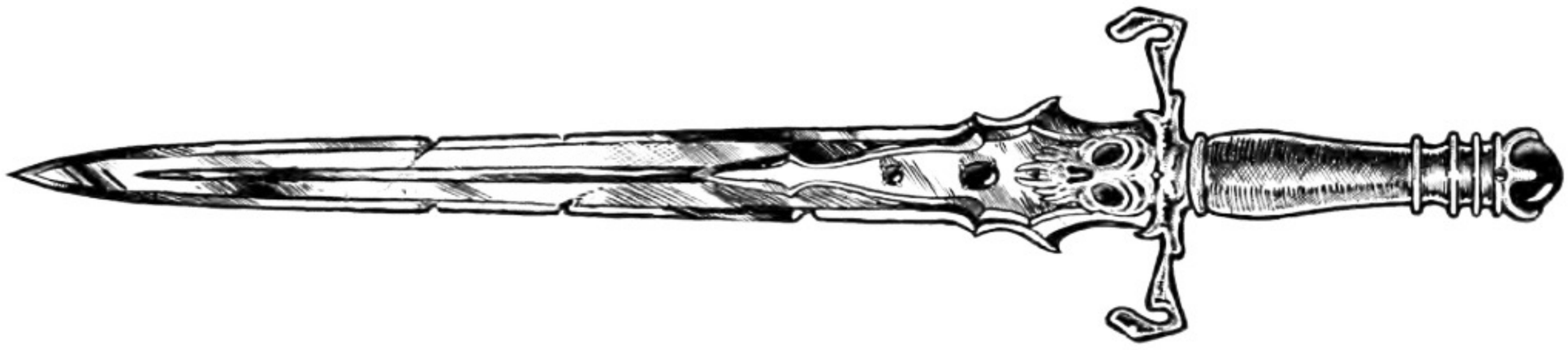
d20	What Found
1	Combat Encounter Triggered. Use an encounter generator of your preference.
2-8	Mundane Item Found. Roll on *Item* table (p.163).
9	Trap found. Roll on *Trap* table (Standard or Wilderness, pp.40-41) then react to the trap.
10-11	Skill Challenge triggered: Roll on the *Skill Challenge* Table (p.139).
12-19	Clue found. Roll on *Item* table (p.163) and gain 1 Clue Point. If necessary, reroll on *Item* table until you get something that makes sense given the context. Add this detail to the narrative of your text. It will influence future events. You could also use the clue tables in Chapters 8 and 9 of TSAT1.
20	Loot Found. Roll on [d6] (1-5) individual treasure table (6) hoard table, based on CR of most recent monster encountered. This could be on a corpse or a container of some kind (like a chest). Determine with oracle rolls.

Clue Points

Clue points are tradable for inspiration, at a rate of 1 CP = 1 Inspiration. It is recommended that you use these inspirations when you get the opportunity so that more can be awarded. Also, Clue points can be used to increase your "What Found" roll. Trade 1 CP to increase or decrease your roll by 5. You can do this after you have seen the result of the roll.

Interacting with Stuff on the Map

If you have taken the time to select a battlemap that has a few interesting features on it, then you may want to furnish details for those features. Use the following table to locate tables that can provide these details. This table is also found in the 6d12 system, *Chapter 1-4*. There is a similar table for wilderness features in the Realm Crawl System, *Chapter 1-6*.



Dungeon Features / What's on the Map?

This table has two purposes. It allows you to find table references for things you can already see on a map of a dungeon. It is also rollable, so if you need to determine what dungeon feature you have found, you easily can. The amount of detail you generate is up to you. If you find an altar, you could simply leave it at that, an altar, without any extra detail. However, if you like a little extra flavour, the references below should point you towards several resources where this can be generated. Use of these is *strictly optional*, purely for flavour, and will not affect the system at all if used / not used.

d100	TERRAIN	GM's Miscellany Dungeon Dressing	Tome of Adventure Design	TSAT1	DMG
1-3	*Altar*	pp.22-26	p.167-168		
4-5	*Archway*	pp.26-31	p.151		
6-7	*Bridge*	pp.32-37	p.151		
8-10	*Captives/Prison*	pp.38-43	pp.274-275		
11-12	*Carpet/Rug*	pp.166-167			
13-15	*(Interesting) Ceiling*	pp.44-49			
16-18	*Chest*	pp.50-55 pp.182-187 (contents)			
19-21	*Concealed Door (check required?)*	pp.56-61			
22-24	*Corpse*	pp.62-67	p.232		
25	*Doom Painting*	pp.68-73			
26-27	*Door*	pp.74-87	pp.152-155	pp.45-46	p.291
28-30	*Evidence of Explorers*	pp.168-169		Clue Table (pp.52-56)	
31-32	*(Interesting) Floor*	pp.120-125			
33-35	*Fountain*	pp.126-131			
36-38	*Furniture*		pp.170-171, p.234		
39-41	*Gate/Portal*	pp.132-138			
42-43	*Graffiti*	pp.170-171			
44-45	*Illumination*	pp.144-153	pp.171-172, p.234		
46-47	*Junk & Rubbish*	pp.172-173			
48-49	*Landmark*		pp.162-164		
50	*Mirror*	p.176			
x	*Passage*			pp.44-45	p.290
51-52	*Pit*	pp.188-193	p.221		
53-54	*Pool*	pp.194-199			

55-56	*Portcullis*	pp.200-205			
57-62	*Random Architecture / Feature*			p.50	
63-67	*Random Item*		p.231-232	Clue Table (pp.52-56) Item Table (p.163)	pp.299-301
x	*Room*		pp.158-159	pp.47-49	pp.291-296
68	*Sarcophagus*	pp.206-211			
69-70	*Secret Door*	pp.212-217		p.50	
71-73	*Stairs*	pp.224-229	p.164	p.47	p.291
74-76	*Statue*	pp.230-235	pp.176-177		
77-78	*Strange Atmosphere*	pp.17			
79-80	*Strange Growths*	pp.236-239			p.296
81-82	*Strange Magical Effect*	pp.178-179			
83-84	*Strange Smell*	p.180	p.235		p.299
85-86	*Strange Sound*	p.181			p.298
87-88	*Strange Thing*		p.165, p.232		
89-90	*Tapestry*	pp.240-245			
91-92	*Throne*	pp.246-251			
93-94	*Trapdoor*	pp.252-257			
x	*Trap*	*Presence determined by feature roll (usually 11 or 12)* pp.218-223	pp.217-230	p.51	p.297
95-96	*Trick*				p.298
97-98	*(Interesting) Wall*	pp.258-262			
99-100	*Well*	pp.264-269			

Story Points

When one of your characters is present for the first time in a space that triggers a Story Point, follow these two steps:
Roll on the *Story Point* table below.
Use any combination of keyword tables, event meaning tables and oracles that you need to give the event context, flavour and detail.

Story Point Table

d100	Story Point
1-4	**Encounter** Roll for a combat encounter using any generator you prefer.
5-24	**Bane** Roll on *Bane* table (p.157). The character who first triggered the Story Point suffers the effect of this bane.
24-27	**Noticed** BBEG becomes aware of your presence. During the next monster encounter, monsters have advantage on checks to surprise, and heroes have disadvantage on checks to surprise.
28-31	**Trap** Roll either the Standard or Wilderness Trap table (pp.53-54)
32-35	**Puzzle** You are presented with a puzzle. Make a DC 15 + tier Intelligence check. If successful, gain 1 Clue Point. If unsuccessful, lose 1 Clue Point. Alternatively, you may want to generate a puzzle by using a riddle tool.
36-39	**Lost** You've taken a wrong turn somewhere and have lost your way. During the next 3 rounds, you cannot gain a Clue Point.
40-59	**Challenge** You encounter an obstacle of some sort. Roll on *Skill Challenges* table (p.139).
60-63	**Insight** You discover something, a clue or insight of some sort. Gain a ⌊d6⌋ (1-2) Inspiration (3-4) Clue Point (5-6) Roll on a loot table (Individual, CR=highest monster CR from your last combat encounter).
64-67	**Secret door/Portal** Take two move actions for free.
68-71	**Clue** Roll on *Item* table (p.163) and gain 1 Clue Point.
72-75	**Loot** Roll on Individual Treasure Table for the CR of the highest CR monster you defeated during the last encounter.
76-79	**Random** Roll on the random encounter table appropriate for your location. (e.g.: 3-3 Dungeon Encounters).
80-95	**Boon** Roll on *Boon* table (p.152).
96-100	**NPC** Introduce NPC/sidekick, who will help PCs for the remainder of the quest. Make them the same tier as the heroes.

Entering Rooms

In addition to rolling Story Points, you might also want to make a roll on the table below when entering rooms, in order to find out what each room contains. Have the character who moves into the room first finish their move action to get in the room, then roll on the table below (if desired). If there is no monster, then they continue with rolling on the *Move* table. Other tables will produce monster encounters, but if you are keen to kick things along (perhaps the action has stalled somewhat) then this can provide another layer of detail and possible combat encounters. Perhaps the map you are using provides some details, but the table below will also provide quick contents for any chamber or cavern.

Alternately, if you want a higher level of detail, use the Chamber Contents tables from *Dungeon Master's Guide* (p.296-301) which provide detailed contents, furnishings and everything else you could think. You could even roll on both if you like.

Room Contents Table (optional)

d100	CONTENTS	NOTES
1-12	Empty Room	Roll 1d4 random items from *Chapter 4-3: Item* table (p.163).
13-25	Empty Room with feature	Roll on *Random Architecture/Feature* table (TSAT1, p.50). Also roll 1d4 random items from *Chapter 4-3: Item* table (p.163).
26-37	Empty Room with treasure	Roll a d8. (1-7) Individual treasure (8) Hoard (use CR of highest CR monster in last encounter). Also roll 1d4 random items from *Items* table (p.163).
38-50	Trap	Roll on *Standard Trap* table (p.40).
51-62	Monster	Roll for a combat encounter.
63-75	Monster with treasure (individual)	Roll for a combat encounter. Use monster CR to generate treasure (individual rather than hoard).
76-87	Monster with treasure (hoard)	Roll for a combat encounter. Use monster CR to generate treasure (hoard).
88-100	Random Event	Roll on the table in *Chapter 3-3: Dungeon Encounters* (p.133).

Flavour Rolls

You may also make rolls for any features you see on the map, anything you want to provide detail for. In this regard, the *What's On The Map* table earlier in this chapter (or, for the wilderness version, p.24) might be quite useful.

Determining the BBEG

Roll a d4 to determine how many monsters you are facing in your final encounter, or simply decide. The theme/story of the dungeon should provide you with the monster type. Alternately, use an encounter calculator or generator of your choice to determine this final encounter. Make the encounter hard or deadly.

Also, take note of whether the encounter is hard or deadly and make your decision based on that. 5e is pretty forgiving, so my opinion is the harder the better. If it is hard and you want to make it deadly (or if your PCs are finding things too easy), increase the CR by 1. But be warned, this could result in character death! Use character actions to sneak up on the BBEG,

Playing the BBEG

When you reach the BBEG encounter, roll initiative and encounter the BBEG (big bad evil guy). Try to play the BBEG as true to form as possible, activating attacks and other traits that make sense given the creature's motives and the circumstances. Read the BBEG stat block in detail and think about what you think the final boss's demeanour would be towards the heroes, based on how the story has developed. You could also use oracle rolls to determine whether the BBEG makes certain attacks, changing the likelihood modifier as you see fit. There is also

a *Random Monster Combat AI* (p.206) that you could use to determine the BBEG's behaviour. The BBEG takes their turn after the Event Roll, every round. If your party acquires a sidekick, or you gain a magic item that you can use in combat, perhaps recalculate the boss fight accordingly.

BBEG Table

PC Level	1 Monster CR	2 Monsters CR	3 Monsters CR	4 Monsters CR
2 Level 1 PCs	½ (Hard)	¼ (Deadly)	⅛ (Hard)	⅛ (Deadly)
2 Level 2 PCs	1 (Hard)	½ (Deadly)	¼ (Hard)	¼ (Deadly)
2 Level 3 PCs	2 (Hard)	1 (Deadly)	½ (Hard)	¼ (Hard)
2 Level 4 PCs	3 (Deadly)	1 (Hard)	½ (Hard)	½ (Deadly)
2 Level 5 PCs	4 (Hard)	2 (Hard)	1 (Hard)	1 (Hard)
2 Level 6 PCs	5 (Hard)	3 (Deadly)	2 (Very Deadly!)	1 (Hard)
2 Level 7 PCs	6 (Deadly)	3 (Hard)	2 (Deadly)	2 (Very Deadly!)
2 Level 8 PCs	7 (Deadly)	4 (Deadly)	2 (Hard)	2 (Deadly)
2 Level 9 PCs	7 (Hard)	4 (Hard)	3 (Very Deadly!)	2 (Hard)
2 Level 10 PCs	8 (Deadly)	4 (Hard)	3 (Hard)	2 (Hard)
2 Level 11 PCs	9 (Deadly)	5 (Deadly)	3 (Hard)	3 (Hard)
2 Level 12 PCs	10 (Hard)	6 (Deadly)	4 (Hard)	3 (Hard)
2 Level 13 PCs	11 (Deadly)	6 (Hard)	4 (Hard)	4 (Deadly)
2 Level 14 PCs	12 (Very Deadly!)	7 (Deadly)	4 (Medium /Hard)	4 (Hard)
2 Level 15 PCs	12 (Hard)	7 (Hard)	5 (Deadly)	4 (Hard)
2 Level 16 PCs	13 (Deadly)	8 (Deadly)	5 (Hard)	4 (Hard)
2 Level 17 PCs	14 (Hard)	8 (Hard)	6 (Hard)	5 (Deadly)
2 Level 18 PCs	15 (Deadly)	9 (Deadly)	6 (Hard)	5 (Hard)
2 Level 19 PCs	16 (Deadly)	9 (Hard)	7 (Hard)	5 (Hard)
2 Level 20 PCs	17 (Deadly)	10 (Hard)	7 (Hard)	6 (Hard)

Between Quests

When your characters complete a quest, level them up. This keeps interest high, but also means that the system will present them with more challenging enemies.

Perhaps your heroes are based in a town. If this is the case, they can stock up on equipment, change money and do other downtime activities in preparation for the next quest. Use the opportunity to stock up on healing potions for the next quest, if you feel the need is there. You can use an oracle to run their downtime, and their travel to new quest locations. You may even decide to throw in the odd combat encounter on their way to the next quest location, or use the Wilderness Generator in TSAT1 to run their journey to the location. There is no reason you can't switch between systems as you go. Whatever provides the most

fun for you. You could even use the 6d12 system for your overland travel.

Traps & Secret Doors

There are situations that arise in solo play where you need to have more knowledge than your characters. Two examples of this are traps and secret doors. The table below requires 4 x d100 rolls to determine trap type, notice DC, save DC and potential damage.

Once you have determined notice DC, make a Perception roll for your characters (or match it against their passive Perception based on circumstance). If they succeed, then you could rule that they see the trap and subsequently avoid it. If they fail, then you have them make the appropriate check against the save DC you determined with a d100 roll. This would be a Constitution save for poison gas, Dexterity for a spear trap, possibly Strength to run away from a rolling sphere… use your best judgment.

With secret doors, once again the pseudo-DM role is required. A secret door might appear through dungeon generation, or perhaps through a feature roll using the Battlemap Crawl system (this chapter). First, determine how hard the secret door is to spot, perhaps through an oracle question, or even just a straight d20 roll. Perhaps the secret door was used recently and did not close properly, or perhaps it is broken and easily noticeable. If in perfect working order, set the DC high. Use the DCs table from p.238 of *Dungeon Master's Guide* to give you an idea. Then, your PCs make a Perception or Investigation check to see whether they notice it. If not, then they proceed as if they were not aware of its existence.

Standard Trap Table (Make 4 rolls)

This table is reprinted from TSAT1, p.51.

(Optional: Add the crafter's wisdom mod to the notice DC. If you are rolling to see what trap type someone is caught in, roll until you get an appropriate trap type result.)

d100	Trap Type	NOTICE DC	SAVE / DISARM DC	Damage
1-6	Poison darts	11	10	(PC level -3) d6 (min 1d6)
7-12	Collapsing Roof	11	10	(PC level -2) d6 (min 1d6)
13-19	Simple Pit	11	11	(PC level -1) d6 (min 1d6)
20-26	Hidden pit	11	12	(PC level -1) d6 (min 1d6)
27-32	Locking pit	11	12	(PC level) d6
33-38	Spiked pit	12	13	(PC level) d6
39-44	Rolling sphere	12	14	(PC level) d6
45-50	Scything blade	13	14	(PC level + 1) d6
51-56	Glyph trap (1d6: fire / cold / force / lightning) Appropriate attack spell	14	15	(PC level + 1) d6
57-63	Magic missile spell	14	15	(PC level + 1) d6
64-69	Poison gas released / Acid Spray	15	16	(PC level + 1) d6
70-76	Room fills with water	15	16	(PC level + 2) d6
77-82	Walls begin closing	16	17	(PC level + 2) d6

83-88	Spears come out of floor	17	18	(PC level + 2) d6
89-93	Spiked grate drops	17	19	(PC level x 1.5 rounded up) d6
94-100	Trapdoor (snakes / acid below?)	18	20	(PC level x 2) d6

Wilderness Traps Table

If you are running this system with a wilderness or urban battle map use the following trap table.

d10	TRAP	Perception check DC *(Stop here if success)*	Dex save DC	Damage
1	Deadfall	DC 11+Tier	DC 13+Tier	Tier x 1d6 bludgeoning. Ranged attacks on PC are at advantage until they succeed on a DC13+Tier Athletics or Acrobatics check on their turn.
2	Log Trap	DC 11+Tier	DC 11+Tier	Tier x 1d8 bludgeoning
3	Spiked Pit	DC 11+Tier	DC 13+Tier	Tier x 1d8 piercing. Ranged attacks on PC are at advantage until they succeed on a DC13+Tier Athletics or Acrobatics check on their turn (one check per turn, at the start of their turn).
4	Glyph Spell Trap	DC 13+Tier	DC 15+Tier	Tier x 2d6 fire
5	Bear Trap	DC 12+Tier	DC 12+Tier	Tier x 2d6 piercing
6	Tripwire	DC 13+Tier	DC 12+Tier	Become prone
7	Whipping Tree	DC 11+Tier	DC 13+Tier	Tier x 1d8 bludgeoning
8	Fey Illusion	DC 11+Tier	DC 14+Tier Wisdom save	Tier x 1d8 psychic
9	Quicksand	DC 11+Tier	DC 12+Tier Athletics check	Ranged attacks on PC are at advantage until they succeed on the Athletics check on their turn
10	Net Trap	DC 11+Tier	DC 12+Tier Dexterity save or Acrobatics check	All attacks on PC are at advantage until they succeed on the save or check on their turn

Monster Tactics

When an encounter is triggered, determine monsters using a combination of your dungeon's theme, and whatever encounter generator you prefer. Then, to determine what they do each round, use the *Random Encounter AI* (p.206).

Chapter 1-6
Realm Crawl System

When moving between quests or travelling overland you need a system that can support realm-level travel. A system for this was given in Chapters 3 and 9 of TSAT1. In this chapter, we present an alternate system for overland travel that takes a bit of inspiration from boardgame-like mechanics.

It is presumed that this realm travel is your party travelling towards an active area in your quest. During this, you may pick up clues etc, but your actual quest begins in earnest when you arrive at what you consider to be your destination. More or less. Sometimes, as you will see, the dice quickly get you involved in events that seem pretty quest-like!

What we want to do here is establish a set of mechanics and sequence of gameplay that deal with this level of travel.

Step 1: Find Realm Map

You need a map that addresses world-level geography, or a resource that will automatically generate said geography. If you are adventuring in the Forgotten Realms, there is a map (downloadable in various resolutions) available on the Wizards of the Coast website. In general, you need a map that shows towns, forests, bodies of water etc.

You'll need to get an idea of scale. Imposing a hex or square grid over the top is useful, and making each hex or square a *factor of 30* is a good idea, as 30 miles is what an adventuring party generally covers a day (according to 5e rules). 10 or 5 miles per square seems like a good scale, so that during your realm-level travel you are entering 3 or 6 squares a day respectively. Keep in mind that the smaller the scale your map is, the more events your PCs will have during the course of a day using this system. For example, 1 mile per square would require 30 different rolls per day, which could become burdensome. Try to find a scale that works for you.

You may also be adventuring in previously uncharted realms, and for this purpose there are a number of resources you can use to generate wilderness terrain automatically. TSAT1 Chapter 9, contains a full system for generating wilderness terrain as you move through it.

There are also a number of card-based systems for generating maps. The outstanding card deck *Pocketlands Geomorph Kingdom Cards*, provide realm-level terrain which can be randomly drawn to provide detail for your wilderness maps. *Lone Wilderlands* is another excellent resource in this regard, although this is more of a complete game system than a dedicated mapping tool. Perhaps you even want to make your own cards to generate wilderness terrain randomly.

Once you have a map resource ready, determine where your adventurers are starting, and go from there.



Example of a realm-level map with story points inserted.

STEP 2: INSERT STORY POINTS

Just like in the Battlemap Crawl method, take time to insert some story points on your map. Decide where you want these to be - you're the DM after all! - and make them numbered points on your map that trigger events, the nature of which will be determined as you play. One guiding principle I follow in solo gaming is this: it's better for the gaming experience if something happens, rather than something not happening. Placing story points on your realm map ensures that something happens.
When your characters reach these locations, consult the heading *Story Points*, below.

BEFORE SETTING OUT

Before you leave a town or settlement, think about prepping for the journey. Some healing potions, weapon and armour upgrades and other things might be wise. Also, perhaps your characters might spend time in the city and get a quest before departing, which will provide them with some context to the different clues and events that might transpire once they set out. You could use TSAT1, Chapter 7 to generate a quest. Or, perhaps your characters just leave to go on a pure exploration trip.

ORACLES

As always, you can also use oracles within this system, to ask and answer questions, and to provide extra detail, if you so desire. For an extra level of action, try the Alternate Oracle detailed in *Chapter 1-8*.

REALM CRAWL SEQUENCE: TRAVELLING / ENTERING NEW AREAS (EG HEXES)

When your party travels and enters a new hex or square on your realm map, follow the sequence below.

STEP 1: TERRAIN DRESSING

If using a premade map:
Provide/roll details for things already on the map (*What's On The Map?* table, below).

If generating terrain as you go:

- Generate terrain (TSAT1 Chapter 9). Or use some other resource, such as *Pocketlands Geomorph* cards
- Provide details of that terrain (*What's On The Map?* table, below).

What's on the Map? (Wilderness)

If you already have a mapped resource, you can use this for extra dressing, or ignore it if you wish.

TERRAIN	GM's Miscellany Wilderness Dressing	Tome of Adventure Design	TSAT1	DMG
Borderlands	pp.56-62			
Desert	pp.64-69	pp.295-297	p.60	
Farmland	pp.70-74			
Forest	pp.74-93	pp.297-298	p.61, p.71	p.87
Frozen Lands	pp.94-99		p.59	
Hills	pp.98-103	pp.298-299	p.62, p.65	
Mountains	pp.106-111	pp.298-299	p.62, p.70	
Plains	pp.112-117		p.61	
Swamps	p.118-123	p.300	p.73	
Waterway		p.155	p.74	

Lake			p.67	
Ocean	pp.134-144			pp.116-119
Coast	pp.123-133		p.60	
Settlement		pp.267-282	p.73	pp.15-19. pp.112-116

STEP 2: ROLL FOR ADVENTURE ELEMENTS

Next, roll to see if anything else is noticed that is not marked on the map. Use the 6d12 table (found below).

Whenever the party travels to a new hex or square on your realm map, make a 6d12 roll on the table below. For more information on the 6d12 system, see *Chapter 1-4*. In brief, you assemble 6 d12s of different colours, and use these to trigger various elements.

Use the Special Wilderness column whenever you are rolling in a hex that contains a numbered Story Point. Or, whenever you feel like it. Sometimes things will be present that are obviously related to your adventure, and make that space significant without there being a Story Point present.

6d12 Element Roll (Wilderness)

d12 Colour	**Element**	**TRIGGER VALUE**	
		Standard Wilderness	**Special Wilderness**
Purple	Monsters	10+	9+
Blue	Clues (Use Mythic or Clues tables TSAT 1)	10+	9+
Green	Environment Features	7-10: Feature 11: Roll for 2 features 12: Trap	5-10: Feature 11-12: Trap
Red	NPC	12	11+
Gold	Item	9-10: Mundane Item *If enemies* 11+ Individual Treasure	6-8: Mundane Item *If enemies:* 9+: Individual Treasure 12: Hoard
Multicolour	Event	7: Bane 8: Boon 9-10: Random Event 11-12: Skill Challenge	6: Bane 7: Boon 8-9: Random Event 10-12: Skill Challenge

MUNDANE ITEMS

If the mundane item you discover is clearly related to your quest, then it is a clue. Likewise, if you gain vital information through an encounter or some other source. In such cases, gain a Clue Point.

BANES & BOONS

Sometimes certain areas are bound by magic curses or blessings which your PCs stumble into, triggering the effects. When you roll a Boon or Bane result, roll on the corresponding table (p.152 or p.157) to discover the effect.

SKILL CHALLENGES

Occasionally, a roll on the d12 controlling random events will instead produce a skill challenge, a test of your character's prowess. In this case, roll on the *Skill Challenge* table (p.139) to discover the nature of this challenge.

RANDOM EVENT

When you get this result from a roll in the Standard or Special Wilderness column, roll on the *Wilderness Encounters* table, p.119.

CLUES & CLUE POINTS

You may find it useful to list your clues on a separate piece of paper, or separate document. Having them all in the same place makes them easier to piece together into a coherent whole, enabling you to uncover the mystery of your quest.

The optional *Clue points* are tradable for inspiration, at a rate of 1 CP = 1 Inspiration. It is recommended that you use these inspirations when you get the opportunity so that more can be awarded.

Also, Clue points can be used to increase your roll on the Story Event Table. Trade 1 CP to increase or decrease your roll by 10. You can do this after you have seen the result of the roll.

WILDERNESS FEATURES

When you trigger a *feature* and you are in the wilderness, use the *Wilderness Features* table to determine what that feature is. Then you could use *TSAT1*, *Tome of Adventure Design* or *GM's Miscellany Wilderness Dressing* resource to furnish details about that feature. If you do not have these, just use a keywords resource or oracle to furnish details.



Wilderness Features Table

d100	FEATURE	GM's Miscellany Wilderness Dressing	Tome of Adventure Design	TSAT1	DMG
1–5	*Campsite*	pp.4–7			
6–11	*Small castle*	pp.8–15	pp.264–266		
12–16	*Large castle*	pp.10–15	pp.264–266		
17–22	*Small ruins*	pp.16–21	pp.264–265		
23–27	*Large ruins*	pp.18–21	pp.264–265		
28–33	*Haunts*	p.24			
34–38	*Cave*	pp.24–30			
39–44	*Extreme weather*	pp.32–41			
45–50	*Interesting natural feature*			p.66	
51–55	*Bandits*	p.44–48			
56–61	*Unmarked settlement*		pp.267–282	p.73	p.112–116
62–66	*Unusual flora and fauna*		pp.290–291		
67–72	*Structure*		8–12	p.71	
73–77	*Caravan*		p.292		
78–83	*Weird Terrain Feature*		p.291		p.109
84–88	*Farmlands*	pp.70–74			
89–94	*Monument*			p.67	p.108
95–100	*Travellers*	pp.50–55			pp.89–92

Story Points

When you arrive in a square that triggers a story event, follow these two steps:

1. Roll on the *Story Point* table below.
2. Use whatever **keyword tables, event meaning tables** and **oracles** you need to give the event context, flavour and detail.

Story Point Table

d100	STORY POINT
1-4	**Encounter** Roll for a combat encounter (p.61 for some basic determining factors).
5-23	**Bane** Roll on *Bane* table (p.157). The character who first triggered the Story Point suffers the effect of this bane.
24-29	**Feature** You discover a feature that has direct relevance to your quest. Roll on *Wilderness Features* table (p.59) and gain 1 Clue Point.
30-34	**Trap** Roll on *Wilderness Traps* table (p.41).
35-55	**Challenge** You encounter a challenge of some sort. Roll on *Skill Challenges* table (p.139).
56-59	**Insight** You discover something, a clue or insight of some sort. Gain a [d6] (1-2) Inspiration (3-4) Clue Point (5-6) Roll on a loot table (Individual, CR=highest monster CR from your last combat encounter).
60-65	**Clue** Roll on *Item* table (p.163) and gain 1 Clue Point.
66-79	**Random** Roll on the Encounter table appropriate for your location. (e.g.: *Chapter 3-1 Wilderness Encounters*, or Chapter 9 of TSAT1). This encounter has direct relevance to your quest. Add 1 Clue Point.
80-95	**Boon** Roll on *Boon* table (p.152).
96-100	**NPC** Introduce good NPC/sidekick, who will help PCs for the remainder of the quest. Make them the same tier as the heroes.

Combat Encounters

Start with the following table:

Encounter Difficulty Table

d20	Difficulty
1-8	*Easy*
9-14	*Medium*
15-18	*Hard*
19-20	*Deadly*

Then, depending on level, go to either *Chapter 16* of TSAT1 (Level 1-15) or *Chapter 5-4* of TSAT2 (Level 16-20) to generate your encounters. Roll on the appropriate table according to terrain and difficulty. You may wish to roll keywords with your encounter as well, to give it some flavour and story, and fit it within the tale of your current quest. Use the *Monster AI* (p.206) to determine what the monsters do.

If you wish to determine a theme for your monster encounter, then instead of rolling in Chapter 16 you could use the following table to provide you with your monster type. Or, simply decide.



Monster Type Table

d100	Type	d100	Type
01-07	*Aberration*	51-57	*Fiend*
08-14	*Beast*	58-64	*Giant*
15-21	*Celestial*	65-71	*Humanoid*
22-28	*Construct*	72-78	*Monstrosity*
29-35	*Dragon*	79-85	*Ooze*
36-42	*Elemental*	86-91	*Plant*
43-50	*Fey*	93-100	*Undead*

Roll on the *Individual Treasure* table for every monster you defeat, according to their CR (TSAT1, pp.152-154). You will roll on the *Hoard* table after encountering any boss monsters (BBEGs). Remember that, as directed in that chapter, you can always substitute the treasure tables in the *Dungeon Master's Guide* (pp.136-139).

Determining Surprise

Play this out in the context of the story. The way that monsters appear suddenly in this system means that, once they are on the map, have the players retrospectively determine if they were able to sneak up on them. Have them make Dexterity (Stealth) checks, measured against the monsters' passive Perception. If they succeed, then the monsters will be surprised.

If they fail, then make the same check for the monsters.

Wilderness Traps Table

Use the following table for traps in a wilderness setting.

d10	TRAP	Perception check DC *(Stop here if success)*	Dex save DC	Damage
1	*Deadfall*	*DC 11+Tier*	*DC 13+Tier*	*Tier x 1d6 bludgeoning. Ranged attacks on PC are at advantage until they succeed on a DC13+Tier Athletics or Acrobatics check on their turn.*
2	*Log Trap*	*DC 11+Tier*	*DC 11+Tier*	*Tier x 1d8 bludgeoning*
3	*Spiked Pit*	*DC 11+Tier*	*DC 13+Tier*	*Tier x 1d8 piercing. Ranged attacks on PC are at advantage until they succeed on a DC13+Tier Athletics or Acrobatics check on their turn (one check per turn, at the start of their turn).*
4	*Glyph Spell Trap*	*DC 13+Tier*	*DC 15+Tier*	*Tier x 2d6 fire*
5	*Bear Trap*	*DC 12+Tier*	*DC 12+Tier*	*Tier x 2d6 piercing*
6	*Tripwire*	*DC 13+Tier*	*DC 12+Tier*	*Become prone*
7	*Whipping tree*	*DC 11+Tier*	*DC 13+Tier*	*Tier x 1d8 bludgeoning*
8	*Fey Illusion*	*DC 11+Tier*	*DC 14+Tier Wisdom save*	*Tier x 1d8 psychic*
9	*Quicksand*	*DC 11+Tier*	*DC 12+Tier Athletics check*	*Ranged attacks on PC are at advantage until they succeed on the Athletics check on their turn*
10	*Net trap*	*DC 11+Tier*	*DC 12+Tier Dexterity save or Acrobatics check*	*All attacks on PC are at advantage until they succeed on the save or check on their turn*

Resting

Survival Check to find Campsite

TERRAIN	DC
Coastal	8
Desert	8
Forest	6
Grassland	7
Hills	6
Mountain / Ice Steppe	14
Subterranean / Structure	12
Swamp	14

When doing a realm crawl, rest whenever you like, but remember that you can always be disturbed while resting. First, use the table above to find a suitable campsite, then roll for disturbance on the table below. Keep track of how much you succeeded on the first roll by. Next, make an oracle roll to see whether you are disturbed while resting. Use the table below to determine likelihood modifier. **Amount over DC** is how far you exceeded the earlier Survival check to find a campsite by.

Disturbed While Resting Table

Amount over DC	Likelihood Modifier
0-1	+3
3-5	+1
6 and above	+0

QUESTION: Is the party disturbed while resting?

Simple Oracle

d20	Result
1-10	*No*
11-20	*Yes*

Nature of Disturbance

d100	Disturbance
1-20	*Loud Noise*
21-35	*Animal (Indifferent)*
36-50	*Animal (Hostile)* *Creatures Table, TSAT Chapter 14*
51-60	*Disturbing dream / vision (quest-related)*
61-80	*NPC*
81-85	*Bandit/Thief*
86-90	*Monster (Roll for Monster by Terrain, TSAT1 Chapter 16)*
91	*Natural Disaster*
92-100	*Storm/Weather Change*



Chapter 1-7
House Rule Options / Character Buffs

Usually in Dungeons & Dragons, a group of players bands together to face the challenges that the DM throws at them. In solo D&D, however, there is sometimes only a single PC to face these perils. The combat encounter tables given in TSAT1 & 2 take this into account and follow the small party encounter rules given in the *Dungeon Master's Guide*. Sometimes, however, even this is not enough and since our characters don't always have allies to fall back on, it can be useful to give them a buff or two to make them not so squishy. Have a look at the options below and choose 1 or 2 (maximum) that you think would suit your character.

Max Hit points

One option that I introduced with my solo adventure *Death Knight's Squire* (although I probably wasn't the first to do it) was the rule of granting your PCs maximum hit points. This means that, for every level of your PC, you take the maximum possible hit points as well as your Constitution modifier. It's an easy to remember buff and makes your character significantly less squishy.
For example, a Level 3 barbarian with a Constitution of 16 (+3) would have 45 hp.
3 x 12 (a barbarian's hit die is a d12) = 36.
3 (Con mod) x 3 = 9.
36+9=45 hp.



Healing Surges & Potions

A healing surge (see *Dungeon Master's Guide*, p.266) is an optional rule that allows you to use an action, at any time (including in combat) to roll up to half your hit dice and regain hit points to that value, (including your Constitution modifier per hit die rolled).
From *Dungeon Master's Guide* (p.267):

Under this optional rule, a character regains all spent Hit Dice at the end of a long rest. With a short rest, a character regains Hit Dice equal to his or her level divided by four (minimum of one die). For a more super heroic feel, you can let a character use a healing surge as a bonus action, rather than as an action.

Another similar option in this regard would be to allow the drinking of healing potions as a bonus action. This would be another way of replenishing hit points during combat.

Bennies

The *Savage Worlds* RPG, which many solo RPG-ists enjoy, has a system called bennies which some players have said they transfer to D&D. It seems to me that a sound approach would be to award yourself 1d4 bennies per major quest. These can be used in much the same way as inspiration, but must be discarded at the end of the quest. Combining a house rule this powerful with something like the *Max Hit points* rule given above might be a bit game-breaking, but some people like an easy game and are more interested in the story. In the case of bennies, perhaps a roleplay-invested player might use one to reroll a Charisma (Performance) check to have their bard pull off a fantastic performance to an adoring crowd. A paladin might use a benny to reroll a lay on hands roll that turned out a bit low.
Basically, I see bennies as awarding rerolls for failed skill checks, attack rolls, saving throws etc.

Clue Points

A system included in TSAT2, Clue Points are a way for story development to grant your characters inspiration, giving them a little more effectiveness in the course of gameplay. These are explained in *Chapter 1-5: Battlemap Crawl* and are part of this system, but you may decide to incorporate this idea into your solo system however you play it.

Respawning

If you just cannot part with a favourite character, you could take a video-game-like approach and have them respawn after death, with an experience penalty and any gear not attuned lost as a result.

Restricting Monster Damage

An easy way to buff your PC is to restrict the amount of damage that enemies can inflict. One way to do this would be to make the *average* damage output of a monster its *max output*. So, for example, a worg's *bite* attack, which deals an average of 10 (2d6+3) damage, has its damage restricted to a *maximum* of 10. This means you would still roll for damage, and if the result was 6, then only take 6 piercing damage. If, however the result was 13, then you would restrict that damage to 10 piercing.

Save Points

Some players do not buff their character, but instead treat events such as long rests as save points that can be returned to later. If you do this, it is worth keeping a journal so that you can keep track of any items or other things picked up by your character that they would lose by returning to such a save point.

Sidekicks

The sidekicks rule is a fantastic way to introduce an easily-manageable NPC to your game who can significantly lighten the load on your PC. Or, perhaps you use their hit dice to provide their level and add them to your encounter calculations, in which case you could have a sidekick as well as two of the buffs detailed here.
The rules for creating and running sidekicks are found within the *Unearthed Arcana* resources on the Wizards of the Coast Website. Another great resource is *Sidekicks Essentials* by Paul Metzger, available on DM's Guild.

LEVELLING UP

Be consistent about how you level up your characters. For example, if you use milestone levelling, then decide at what point this happens. After every 2-3 quests perhaps, or when they finish a particularly difficult quest. Or, if they advance via XP, then keep a close track of monsters defeated, and perhaps grant them XP per quest as well. Level x 400 XP is a nice round number to grant as a quest reward, and alongside monster XP, should have your PCs advancing fairly quickly.



Chapter 1-8
Improved Oracle & Alternate Oracle

INTRODUCTION

The oracle presented herein is a more nuanced version than that provided in TSAT1. How is this different to Mythic? No chaos factor keeps the oracle simple and easy to manage. With some systems included herein, the necessity of making oracle rolls might be greatly reduced, due to tables providing a lot of the inspiration. It is when we come to interact with, and seek more information on the elements within those tables, that an oracle becomes necessary. For this purpose, the oracle that follows should be simple and easy to memorise.

Step 1: Frame a Yes/No Question

The first stage is to come up with a question. This question needs to be framed in such a way that it can be answered with one of the following three words: yes, no, maybe. Example: Can I see any buildings ahead?

Step 2: Determine Modifier

Given the circumstances, how likely is it that the answer will be yes?

Likelihood Modifier

Likelihood	Mod
Impossible	-8
Highly Unlikely	-5
Unlikely	-3
Possible	0
Likely	+3
Highly Likely	+5
A Certainty	+8

Oracle

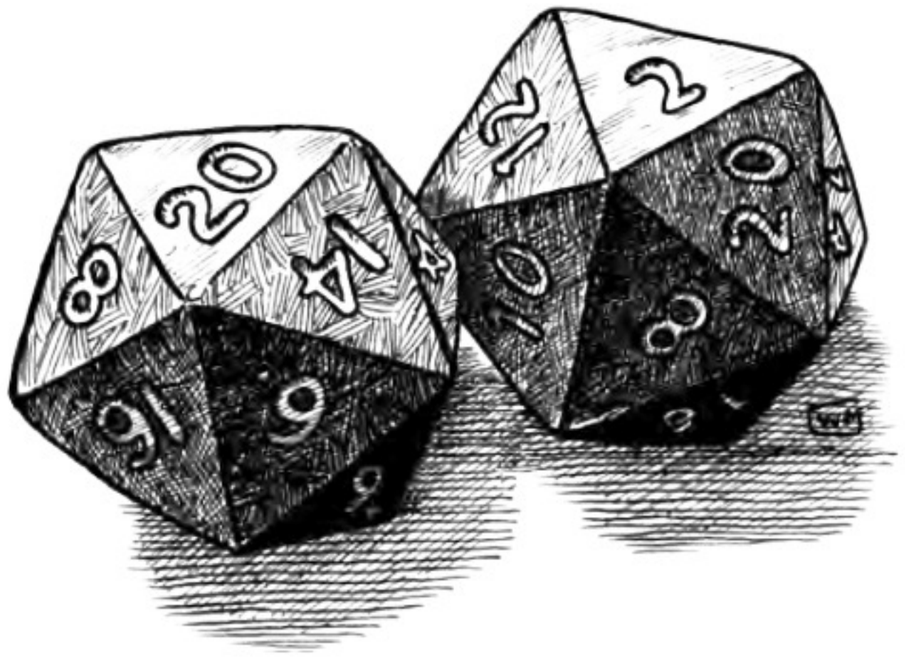
d20	Result
1-2	*No, and*
3-7	*No*
8-9	*No, but*
10	*Maybe (skill check or reroll)*
11-12	*Yes, but*
13-18	*Yes*
19-20	*Yes, and*

But…

When you get a *No, but* or a *Yes, but* result, that means something else is going on, which you will need to interpret based on the circumstances. Example:

Q: Is the door locked? (Likelihood=Possible, 0 modifier)
d20 roll, 8. No, but…
A: No, but it is trapped. (Or, no, but it *might be* trapped. The interpretation would require another roll, a skill check possibly).

This might lead to further Q/A rolls.



Alternate Oracle

If you are playing the Battlemap Crawl system, then avoid this alternative oracle, unless you want your party to die quickly!
But just to mix things up a bit and get the action moving, try this alternate oracle for a different flavour. Combine with the 6d12 system to truly up the ante.

Likelihood Modifier

Likelihood	Mod
Impossible	-6
Highly Unlikely	-3
Unlikely	-2
Possible	0
Likely	+3
Highly Likely	+5
A Certainty	+7

Alternate Oracle

d20	Result
Nat 1	*Interrupt: Combat Encounter*
1-3	*No, and*
4-7	*No*
8-9	*No, but*
10	*Maybe (skill check or reroll)*
11-12	*Yes, but*
13-17	*Yes*
18-20	*Yes, and*
Nat 20	*Interrupt: Random Event*

Interrupt

The interrupt events are just that. Whatever question you just asked is disregarded, and either combat or a random event is triggered. After the combat/random encounter is resolved, you can ask again if you still need to know the answer.

Questions Worth Asking

Do I notice anything else in this area?
If the answer to this question is yes, roll on the following optional table.

d20	What noticed	Then roll on
1-9	*Item*	*Item* table (p.163)
10-18	*Feature*	*Dungeon Feature* table (p.26) *Wilderness Feature* table (p.25)
19-20	*Random Event*	Random Encounter table appropriate for area (e.g., *Chapter 3-3: Dungeon Encounters*)

Do I notice anything interesting about ….
Good for revealing a bit of extra detail.

Can I discover anything about my quest here?
Has the potential to un-stall a quest that has ground to a halt. Combine with keywords.

Does this NPC have any information on…
Similarly, designed to find detail where there might not have been any before.

Do I recognize anyone in this tavern/town/shop?
Good for activating stuff to do with your background.

Do my characters investigate/try the door/flee…?
Sometimes it's fun to let the oracle decide what your characters do. It adds another aspect of unpredictability and surprise to the game.

PART 2: GENERATORS



Chapter 2-1
Urban Generator / Building Settlements

Visiting and Generating Settlements

If you are in town to simply shop or experience downtime between quests, then you may want to use Chapter 10 of TSAT1, which provides easy tools related to finding merchants and inns, picking up rumours etc. The chapter you are reading currently is for more detailed exploration / fleshing out of urban settlements.
To generate general information about a settlement (size, demographic makeup, strictness of rule etc) start with *Section One: Building a Settlement From Scratch*. Once you have determined basic information about the settlement, you can then use *Section Two: Street by Street Method* to explore it, as you might explore a dungeon, generating districts and businesses as you move through it. Or, you can operate more broadly, using oracle questions such as *can we find an inn?*
It is also worth mentioning that the tables on pp.112-116 of *Dungeon Master's Guide* are exceptional and could also be a possible first port of call (replacing the *Section One* tables, or used in conjunction with them). If you don't possess the DMG, think about a way that your settlement could be special, some quirk about it. Is it, like the image on the cover of this book, on a floating island? Within a giant tree? Underground? Or just a normal, sprawling metropolis featuring many races and cultures? Another resource worth mentioning is the Raging Swan Press resource *GM's Miscellany: Urban Dressing*.

Street-By-Street Method

Sometimes, your characters will enter a new settlement, and you just want them to discover it as they walk through it, as if exploring a dungeon. That is where the following tables come into effect. Use the *Street-by-Street Method* tables like a dungeon generator, having your characters follow the twists and turns of streets until the natural limits of the town's dimensions are reached.

Finding Specific Merchants / Using Oracles

There are two approaches to searching for a particular type of establishment. The first is to ask an oracle question, e.g.: *Is there a blacksmith in this town?* Or *can my cleric find a temple to Lathander?* Now, depending on the *size* of your settlement, you could determine this without the need for an oracle roll. For example, in a city or metropolis, or even a town, a blacksmith is essential and is just something that is going to be there. Similarly, an inn, general store, town hall and local militia are all going to be there.
Then, it becomes a simple method of using an Intelligence (Investigation) roll to determine whether your adventurers can find said blacksmith, inn or whatever. Determine the DC based on the size of the city, friendliness of locals etc.

Self-Made District Table

The second method is to randomly determine what district you are in by constructing a District Table for your settlement. The table to consult to do this is *Setup Table 4: Number of Districts By Settlement*. You use this to construct the districts that are present in your town. First, determine what size of settlement you are dealing with. Let's say you've got a *town* that you want to populate with businesses. So, under town on *Setup Table 4* we have the direction that a town should include *6-13 districts including Artisan, Commodities, Government, Home & Hospitality, Military, Residential.*
If you are dealing with a town with only 6 districts, then those are already provided for you, as listed above. But that's a bit boring, we want to roll on some tables! So, let's say that there are 10 districts in this town (I'm making it 10 so that the districts can be easily determined with a d10 roll). That means we need to roll 4 more times to determine what other districts are present in addition to the

compulsory ones (as listed on *Setup Table 4*). And the table on which to make these rolls is *Setup Table 5: District Table*.
So, I create a table with 10 rows, and 6 of those I fill with the compulsory districts that must be present in a *town* settlement: *Artisan*, *Commodities*, *Government*, *Home & Hospitality*, *Military*, *Residential*. Now, rolling on *Setup Table 5: District Table* (ignoring the rolls that produce districts already present) I get the following extra districts: *Adventurer's*, *Divine*, *Smith's*, *Personal Services*. If you find this too cumbersome, simply choose what extra districts to include on your table.
Here's how my town district table looks now. I've arranged it alphabetically; you can arrange yours however you like.

Example Self-Made District Table (Town-sized settlement)

d10	DISTRICT
1	Adventurer's
2	Artisan
3	Commodities
4	Divine
5	Government
6	Home & Hospitality
7	Military
8	Personal Services
9	Residential
10	Smiths

Now, when I want to determine where I am in a town, I can simply roll on this table. The size of each district is listed in the right column of *Setup Table 4*. For a town-sized settlement, it's at least two blocks for each district, larger for residential. I'm just going with an even two blocks per district.

Then, once I know what district I'm in, I can determine what each business in that block is by rolling on the *Merchants By District* tables. Keep in mind that there are only 14 different districts, so if the number of districts in your settlement exceeds this, then simply use *Setup Table 5* to determine what district you are in.

Entering New Districts: Roll for Disturbance!

Note the *Disorder Modifier* and *Disturbance DC* which together determine the chance that there will be a disturbance happening in a particular district. The *Disorder Modifier* (found on the *Strictness of Rule Table*) helps to determine whether there are disturbances in a particular area of the city. You use the *Disorder Modifier* when rolling for the *Disturbance DC* (see *District Table*) for a particular district.
When rolling for the *Disturbance DC*, it is a straight D20 roll with the Disorder Modifier added or subtracted. If the roll is equal to or higher than the given DC on the *District Table*, then a disturbance exists in that area. Roll for a disturbance on that district's disturbance table (found below). Solving disturbances may often result in PCs gaining renown. Use your judgement in this regard.

Number of Merchants in a District

Setup Table 4: Number of Districts by Settlement gives the average block size for a district within a given settlement. A Smith's District within a Metropolis is going to be bigger than a Smith's District within a town. However, I've left the number of merchants per block up to the player to decide. I don't want this system to be too prescriptive. If you really want to determine it, just decide on a number, or make a dice roll (d10+10?)

Size of Shops

When drawing your urban map, think about how big you want each shop to be? I go with a default size of a 15 ft shopfront that goes 30 ft back (3 x 6 squares). Some merchants might be larger, but this is my default. You choose what works for you.

Section One: Building A Settlement From Scratch

Setup Table 1: Settlement Population Table

An encampment could be a trading post, caravan, workers camp, any number of things. Consult TSAT1, p73 Unmarked Settlement Table for some possible versions of this result. Either choose or roll.

D6	Settlement Type	Population
1	Encampment	1-200
2	Hamlet	200-500
3	Village	500-1500
4	Town	1500-6000
5	City	6000-25000
6	Metropolis	25000+

Setup Table 2: Settlement Demographic Table

d6	Demographic Makeup (if not known)	NOTES
1	Main humanoid race 75%, 20% second races, 5% other races (assorted)	25% certain races excluded from governmental positions
2	An even mix of all races	Certain races concentrated in certain areas, or nicely mixed?
3	Main humanoid race 50%, 50% a mixture of all other races	
4	Main humanoid race 40%, Second humanoid race 30% remaining 30% mixture of other races.	40% two main races are at odds with each other
5	Main humanoid race 90%, 10% mixture of all other races	70% minority races concentrated in certain areas
6	Roll d100. This percentage is the mix of all races, the remainder out of 100 is one main race.	A melting pot of different cultures.



Setup Table 3: Strictness of Rule Table

Usually roll once, but roll twice if desired for contrasting results. Note the Disorder Modifier. Add or subtract this when rolling for the Disturbance DC on the District Table below.

d20	TYPE OF RULER	Type of law enforcement	Disorder Mod
1-2	Lawless, order barely maintained. A figurehead leader who barely makes his presence felt	Corrupt guard or constabulary force	+4
3-5	Relaxed, benign leader	Laid back, perhaps ineffectual town guard. Chance that the leader is seen as a laughing stock.	+2
6-8	Functional leader	Normal guard force. Will stop the most heinous crimes but let populace sort most of their problems out	+1
9-13	Pragmatic leader. Gets the job done	Town guard that does their job properly, if occasionally begrudgingly	0
14-17	Reasonably strict, strong leader. Passionate about maintaining order in the city	Well-paid, committed town guard who are always vigilant and on the lookout for trouble	-1
18-19	Very strict leader. Will not tolerate anyone stepping out of line in their town. Imprisonment is the order of the day for even minor offences.	Town guard who do their job very well, perhaps out of fear of retribution	-3
20	Despotic leader. Rules with a ruthless iron fist. Executions for small offenses. Draconian to the extreme.	Town guard who operate vengefully, beat first and ask questions later. Ruthless animals given license by a corrupt tyrant.	-5

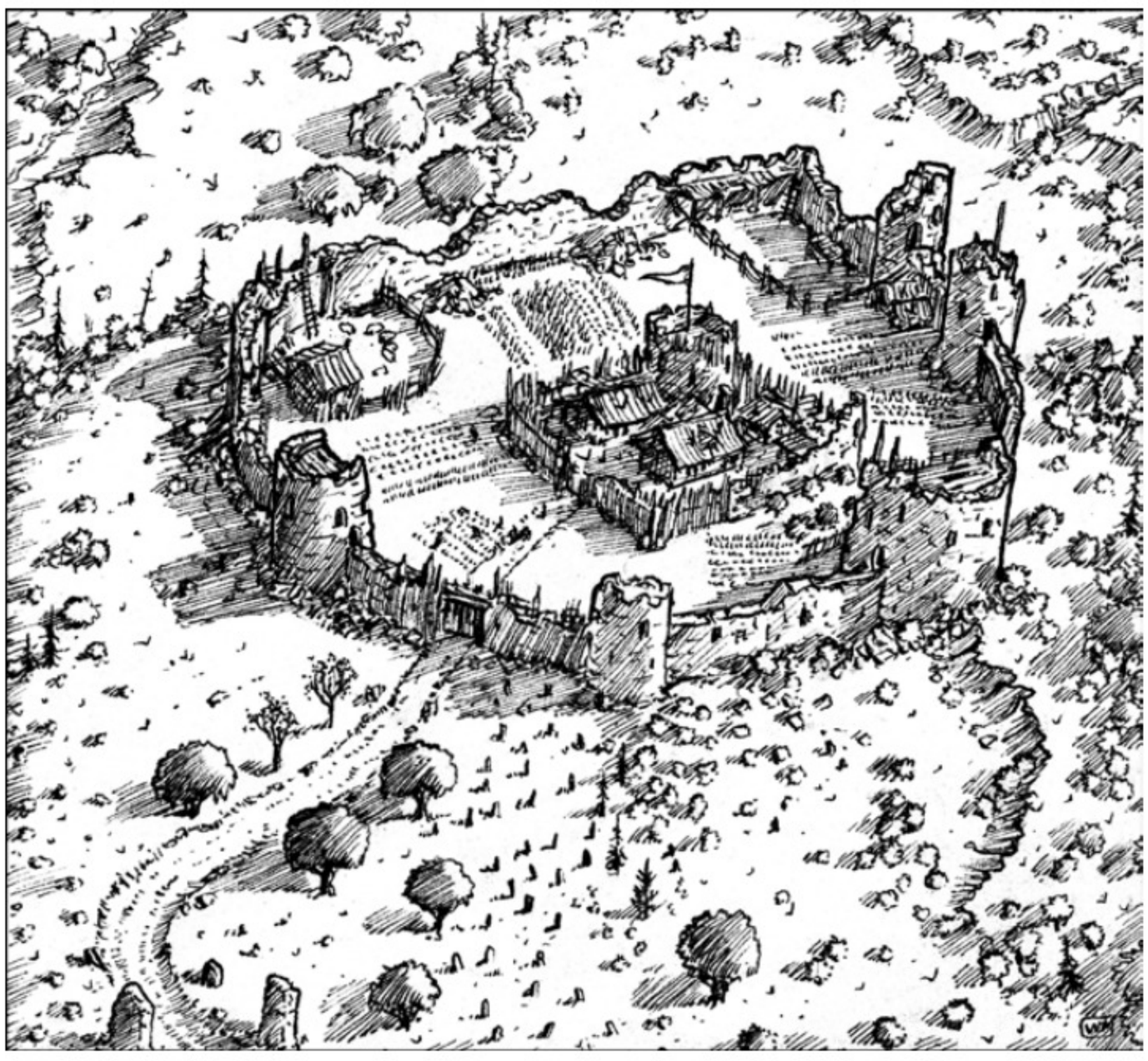
Setup Table 4: Number of Districts by Settlement

Settlement Type	Districts	District Size
Encampment	Just basic amenities	N/A
Hamlet	3 districts: Commodities, Home & Hospitality, Residential	½ a block each
Village	3-5 districts including Residential, Home & Hospitality, Commodities	1 block each, larger for residential
Town	6-13 districts including Artisan, Commodities, Government, Home & Hospitality, Military, Residential	At least 2 blocks each, larger for residential
City	14-24 districts including at least 1 of each.	At least 3 blocks each, larger for residential
Metropolis	25+ districts including at least 1 of each	At least 4 blocks each, larger for residential

Setup Table 5: District Table (Re-roll for already present results)

Rolling for disturbance: Whenever you roll for a district, make a d20 roll against the Disturbance DC. If the roll is equal to or higher than the DC given for that district, then there is a disturbance in that district. Make a roll on the District Disturbance table for that district (see the tables below).

d100	DISTRICT	Disturbance DC (+/- Disorder Mod)
1-7	Adventurer's District	12
8-14	Arcane District	12
15-21	Artisan District	15
22-28	Commerce District	16
29-35	Commodities District	15
36-42	Divine District	15
43-49	Entertainment / Illicit Industries District	10
50-56	Government District	18
57-63	Home & Hospitality District	14
64-70	Military District	18
71-77	Personal Services District	14
78-84	Scribes District	14
85-91	Smith's District	13
92-100	Residential District [d4] (1) Poor (2) Average (3) Thriving (4) Wealthy.	DC 12 + the result of the d4 roll (left)



District Disturbance Tables

Adventurer's District Disturbance Table

d10	disturbance	Possible Outcomes / Seeds
1	Shortage of commodities such as metals is hampering weapons and armour trade. Possible deliberate sabotage.	PCs take a contract to locate new source of commodities.
2	Local militia have bought out all stock and many shops are empty. They demanded the weapons at a reduced price.	Perhaps there is a war on? Anyway, merchants are not doing well.
3	A mysterious rust has affected many weapons.	Many weapons are useless. Is this normal rust, or some other cause?
4	Organized crime collecting levies.	Merchants are hurting. If someone could sort this particular disturbance out for them, they would be rewarded.
5	Merchant unions are causing strife, demanding better pay for labour working in smiths' etc.	Production of goods has halted until a solution can be found.
6	Adventurer's Guild favouring one particular weapons merchant. Others are suffering.	Possibly not much to be done, unless the party has some affiliation with the weapons merchant.
7	Adventurers buying everything out, none left for militia.	Militia looking down on / harassing adventurers.
8	Local militia are on the lookout for a band of particularly troublesome adventurers.	Due to some poorly-behaved individuals visiting the area recently! Or… is it you, perhaps?
9	A wild magic field has sprung up in the area, causing havoc in various businesses, and occasionally, out on the streets!	PCs to investigate and quell the disturbance?
10	Fire in a shop is causing havoc.	PCs help to put it out, get possible discount!

Arcane District Disturbance Table

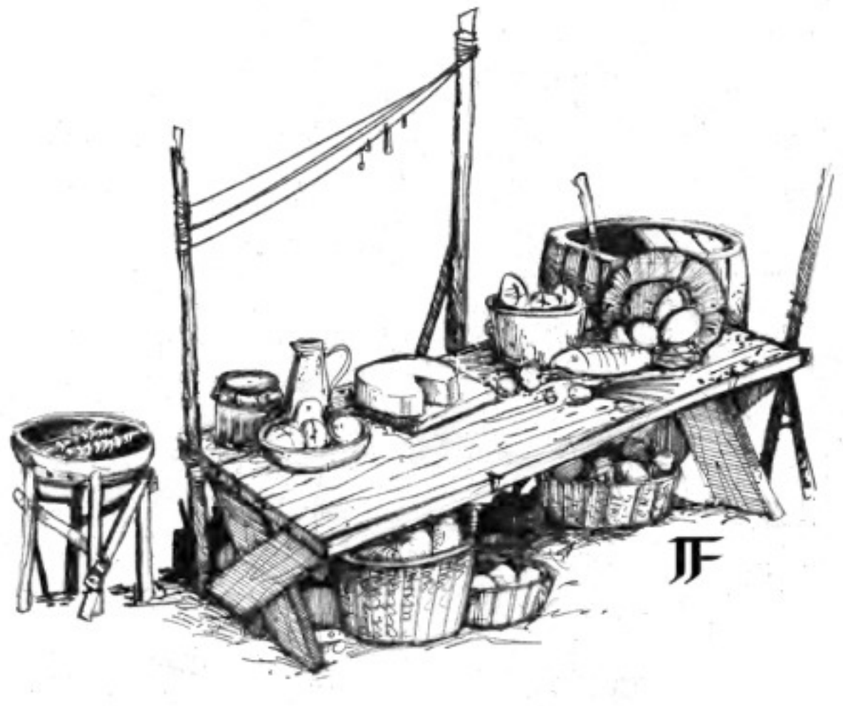
d8	Disturbance	Possible outcomes / Seeds
1	A mage meddling with planar spells has unwittingly opened a portal into another plane.	What plane? And perhaps adventurers are hired to rescue someone who has gone missing within the plane, or to figure out a way to close it.
2	Wild magic field has sprung up.	All sorts of craziness going on, disrupting business. Use keywords, or Wild Magic Surge table (DMG) to provide flavour.
3	Supply issues with rare magic spell components.	Adventurers hired to travel to distant lands / interesting locations to procure strange spell components.
4	A huge arcane explosion in a wizard's laboratory has set several adjacent buildings on fire. Possibly started by an apprentice.	Party might gain some renown by putting out fire and rescuing wizard's apprentice.
5	An evil faction practicing secret magic has moved into the neighbourhood, so the rumours go.	Adventurers hired to gather information.
6	People are being driven mad by a particular spell that was cast a few weeks ago and has taken on a life of its own. It is some form of illusion or enchantment, and it has people losing their minds.	Party hired to investigate or perhaps procure an item that will bring an end to this spell. Or, figure out some other solution.
7	Creatures from below are attracted to the arcane energy in the area.	Adventurers hired to quell these creatures and uncover exactly what it is that is attracting them.
8	A prominent local mage has died and a huge ceremony is in progress.	The festivities are very interesting for all and may lead to some interesting leads / adventure seeds.

Artisan District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	Shortage of raw materials due to repeated hijackings of supply trains en route to the city.	PCs offer services to escort / remove obstacles?
2	Workers striking.	PCs mistaken for "scabs" and mobbed by angry workers
3	Shopkeepers harassed by local thugs.	PCs offer to remove thug disturbance.
4	Major organized crime disturbance.	Local thieves' guild responsible? Adventurers hired to investigate.
5	Different smiths are arguing about water supply and how particular businesses are taking more than their fair share.	Who is going to sort out this dispute? Could erupt into violence.
6	Someone has adopted a controversial hiring policy. Competitors are not pleased.	One group being discriminated against? Or perhaps the method of interview is controversial.
7	Bound elementals causing havoc.	Adventurers hired to fix the problem.
8	Prices are hugely inflated due to scarcity of resources	Can new resources be sourced elsewhere?

Commerce District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	District in an uproar after a recent heist relieved one bank of most of its gold and gems!	Adventurers hired to track down the thieves.
2	Security extra tight after a huge shipment of treasure is scheduled to be transported here from a dead noble's estate.	Possibility of a heist? Or, adventurers hired as security, and for good money too.
3	A prominent local financier or other moneyed person has been murdered. There are a few suspects.	What was this person doing that caused them to become a target?
4	Poverty-stricken citizens are protesting outside a large merchant bank, saying that the bank has been acting unscrupulously.	It looks like it could kick off into a riot at any stage!
5	There is an exhibition of extremely valuable art on right now at a gallery in this district, although some of the paintings are… evocative to say the least.	Several people have reported having strange hallucinations after viewing the exhibition. The artist themself has not been seen in a number of days.
6	Authorities have just discovered a network of tunnels running underneath the financial district, although their purpose is unknown.	Someone needs to get to the bottom of this!
7	A religious group has stored an ancient artifact in a bank here, made of a pure precious mineral. It was recently discovered and they are unsure where to house it. Perhaps a new temple must be built.	There are strange goings-on around this idol. The bank itself is exhibiting some strange phenomena, as are the staff who work there.
8	High ranking financial dignitaries are visiting from out of town. There are rumours that some of them make their money in less than scrupulous ways.	Adventurers hired for protection? Or assassination perhaps?



Commodities District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	Workers are striking and demanding better pay.	Rioting in streets, general unrest.
2	There is a trade issue with a neighbouring realm who supplies a basic material (such as iron or timber) to this realm. Ambassadors from that nation are in town, but will they ever be able to get along?	What is the issue at heart here? This could form an interesting background to your current quest.
3	A warrant is out for a particularly brazen thief who is conducting robberies against transports to and from the commodities district. This thief has been at large for months now.	A large bounty is being offered for their capture and/or death.
4	A vacant building has become infested with all kinds of vermin. Rumour suggests that the basement is connected to some catacombs beneath.	Adventurers could be hired to go in and investigate, possibly venturing into the catacombs below.
5	An engineer resident in this area is known for his remarkable buildings, all of which seem to planar anomalies. Is it the design of these buildings that causes this?	Adventurers to interview this man and get to the bottom of why he is doing this.
6	There is a condemned, boarded-up building that no-one seems to know anything about, but that everyone avoids. No-one even knows who owns the place.	Adventurers to investigate city records to find out the building's history, and/or explore the building.
7	A boatbuilder is restoring an historically significant ship and has discovered hidden treasure, including a map which shows directions to an island previously thought undiscovered!	The boatbuilder is looking for an adventuring party to follow up on these leads.
8	Building supplies are short due to a newly-landed noble constructing a castle just outside of town. The thing is, no-one has ever met this noble, or even seen them about. He seems to be a recluse. However, they are monopolising and building materials in town!	Look into this lord's background perhaps, or find another source where timber and stone can be sourced from.

Divine District Disturbance Table

d8	Disturbance	Possible Outcomes/Seeds
1	Rival religious factions are warring here. Violent clashes are frequent.	Mediate between factions.
2	Aggressive recruitment drive by a particular cult.	Violence / Clashes
3	The worshippers of a particular god are the target of religious hate crimes.	Find out what the perpetrators are.
4	Hardship in a particular part of the city (or area outside the city) has drawn many refugees and impoverished people to the area.	Petition local government to act on this situation.
5	Temples have been vandalised and idols destroyed.	Who is behind this?
6	Supplies for worship and offerings are in scant supply and devotees are worried their god or gods will become displeased.	Where can these supplies be sourced from?
7	Disease is causing hospitals and poor-houses to be overwhelmed	What is causing the disease?
8	A miracle of some sort is happening in one of the temples. Perhaps an idol is crying blood or a planar rift has opened beneath a temple.	Adventurers to investigate



Entertainment / Illicit Industries District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	A playwright has written a new work that a rival claims steals ideas from a tome of black magic.	Where did this writer find this tome? They shouldn't possess such a book! `
2	Visitors to dens of iniquity are waking up groggy, with all their belongings gone - and sometimes other things - vital organs perhaps, or their sanity...	Who is trapping these hapless wretches and stealing their most precious belongings?
3	A noted gangster's family has been kidnapped. The kidnappers are demanding a ransom. His foot soldiers don't have the finesse required to deal with this situation.	Adventurers hired to track down the kidnappers and rescue the family.
4	A local rogue has been training street urchins as pickpockets. By all reports their efforts have been very fruitful!	Either stop this miscreant or maybe join forces!
5	A potent new drug is doing the rounds and is turning addicts into zombies… literally!	Adventurers to look into this. Who is behind it?
6	A local tavern is hosting a drinking contest of epic proportions. Those who can take their ale are encouraged to enter!	Sounds like the beginnings of a great night's entertainment!
7	There is a warrant out for the arrest of a notorious criminal who is said to be hiding amongst the taverns, theatres, brothels and drug dens in this area.	A large bounty is at stake! But beware - this criminal is said to have many accomplices.
8	A notable musician and composer has invited the public to come witness the premier of his latest piece, which he promises will be "unlike anything you've seen before!"	Dare you attend?

Government District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	Common folk picketing for better living conditions / change of something	PCs join their cause? Or, PCs are paid by governmental officials to move the peasants on?
2	Election of some sort (major / minor) is causing chaos and violent exchanges in the street.	PCs caught in the middle.
3	Visiting dignitary has the place in a tight security lockdown.	PCs hired for security / PCs questioned as to their presence there.
4	Corrupt officials are hampering proper running of government. Tampering with judicial / electoral / other administrative processes.	PCs hired to investigate.
5	A coup by a powerful cult has ousted / killed the previous ruling body and is now holding possession of major administrative buildings / Town Hall etc.	PCs hired to rout out these revolutionaries. But who here fights the good fight?
6	Sectors of the government are being mismanaged and it shows. Corrupt local politicians accepting bribes etc.	Corruption is rife, from the town guard up.
7	Government is preparing for potential war with another nation and have no time for any other concerns.	Military are massing, officers are consulting with higher dignitaries - things are heating up. Where do you stand in this fight?
8	A high-ranking politician/noble/public figure has been kidnapped. Revolutionaries are suspected.	Who is in the right here? Party hired to investigate.

Home & Hospitality District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	A plague of rats is decimating many warehouses, causing grains and many other food sources to become spoiled.	Where are these vermin coming from?
2	A local trap merchant is rushed off his feet making traps for a mage who lives somewhere out of town. It is said that this mage is constructing a deathtrap dungeon to test worthy champions.	Sounds intriguing! When will the mage announce the contest?
3	A fishmonger has returned from his most recent catch with disturbing tales of monsters terrorizing the harbour.	What foul denizens of the deep are out there?
4	People will pay anything for this particular rare ingredient, and a local rare edibles specialist will reward anyone who can find the source of this delicacy well.	What is this strange food and where can it be found?
5	It's said that this restaurant was once the best in the city, but now something has made their dishes taste awful, and the chefs can't discover what it is. Has someone cursed them?	Adventurers hired to investigate.
6	A local noble is planning a huge banquet to honour a local retired adventurer, and the food businesses are rushed off their feet.	How hard would it be to get an invite to this banquet? You're sure to pick up some interesting information if you attend.
7	A seller of rare wines and liquors has been robbed, cleaned out of all their stock. Amongst their vaults were also some vintages said to possess magical properties. The owner seems very perturbed by the disappearance of these bottles.	What is the owner not telling you? There's something about these bottles...
8	Strange noises have been coming from beneath the streets here. Possibly all the rich food has created a 'fatberg' in the sewers? Or perhaps it is something even more disgusting than that...	Adventurers with strong stomachs hired to investigate. Hopefully this problem is only *wafer-thin*, as they say.

Military District Disturbance Table

d8	Disturbance	Possible Outcomes/ Seeds
1	A drunken soldier tells you that revolution is in the air. The local militia are tired of the poor treatment and are planning on staging a coup.	Adventurers either sit back and watch it happen, or alert the authorities.
2	Combat drills are taking place in the streets, putting local vendors on edge. What is all the fuss about?	Is there an invasion coming that the locals don't know about?
3	A shortage of steel means that many local weaponsmiths are struggling to produce stock. This has made the local militia tetchy and on edge. Tensions are high.	Might be best to move on quickly.
4	The militia has their sights set on a local bandit camp. Anyone looking vaguely suspicious is stopped and interrogated without warning.	Adventurers could be hired to go and rout the bandits and retrieve stolen booty.
5	The guards are nervous, due to a spate of troll/giant/ogre (pick your monster) attacks that have happened in the last few months. It seems that with every assault, the creatures are becoming more co-ordinated in their efforts.	Who knows when the next attack on the gates of this settlement will come?
6	The militia are down to a skeleton crew. Several garrisons have left to take care of a nearby incursion threatening the town, inadvertently leaving the town vulnerable to other threats.	The remaining guards are nervous, and will probably welcome any help the adventurers can offer.
7	The local militia have had numbers bolstered by a visiting army allied with the ruler of the city / realm. However, this has meant there are a lot more professional soldiers out and about, which is stretching the town's resources, and the tempers of the local townsfolk, to breaking point.	Anything could kick off!
8	A tournament of knights and warriors, aiming to test martial ability, is currently in progress, attracting all comers.	The adventurers could try their hand in these tests of martial prowess.

Personal Services District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	There has been a spate of disappearances in this area. Many people suspect the local barber, but regardless, the undertaker doesn't seem too concerned.	Adventurers hired to investigate.
2	A local dealer in pets has just come into possession of the most bizarre creature. Word has spread, and crowds have gathered outside the pet-dealer's shop, hoping to get a glimpse of the strange creature.	This merchant might have bitten off a bit more than she can chew… or maybe it's the creature that's going to be doing some chewing.
3	A bounty hunter who has his offices in this area has gone missing. It is uncertain what his last job was, but someone is certain to know.	A bounty for those who can find the missing bounty hunter?
4	A local doctor cannot explain a spate of strange illnesses that she has seen recently. Patients come in with strange markings on their bodies, then a matter of days later are speaking absolute gibberish and exhibiting extremely violent behaviour.	Perhaps the good doctor has some theories about what is causing this illness.
5	An urban mage is said to be trapped in his tower. Something has imprisoned him in there. Passers-by say that it is something he summoned, or perhaps his arcane patron. Others say that his magic trinkets have taken on a life of their own.	Adventurers hired to investigate.
6	Someone has been convicted of a crime they did not commit and is sentenced to be executed. A lawyer in this area is appealing for help in uncovering the truth.	This lawyer has a theory about who did it and needs the investigators to check it out.
7	The local undertaker is swamped with recently deceased clients and their families. Where are all these corpses coming from? Most of them he doesn't even recognize and they all have one strange trait in common...	Are these people even from this town?
8	A local guide is recruiting adventurers to help with an expedition into nearby dangerous territory. A noble is convinced that a map he inherited leads to treasure, and has hired the guide to help him look for it.	Is the party interested? The reward is quite good!

Residential District Disturbance Table

d20	Disturbance	Possible Outcomes / Seeds
1	Slum lords hiking rents sky high. Residents are on the verge of rioting!	PCs take the disturbance to the local slum lord, who is potentially connected with organized crime.
2	Giant rat (or other nastier) infestation!	PCs investigate. Probably originating from the sewers or catacombs. What else is down there?
3	A particular group (religious/cult?) has moved into the area. Certain narrow-minded residents are not happy.	PCs move in to mediate? Surely we can all get along.
4	Brothel setting up shop. Certain narrow-minded residents are not happy.	Frequent spats between residents and brothel employees / managers. Also organized crime may be involved, strong-arming residents.
5	Tavern moving into the area. The resident's association is worried about this attracting "the wrong sort of people".	Residents picketing outside tavern, sometimes violence erupts.
6	Town planning has determined that a new street or road needs to run right through this area. They are compulsorily acquiring houses.	Residents in an uproar. Perhaps PCs can take this to city hall, acting as representatives? Will definitely increase renown in the settlement.
7	Burglaries have been happening in various houses around here.	PCs apprehend the villain? Might take some staking out.
8	Lively block party getting a little *too* lively.	The town guard is trying to disband it but it looks like a nasty confrontation is imminent.
9	A fire has ravaged / is ravaging several houses.	Does anyone need saving?

10	Major graffiti / vandalism disturbance.	Who is perpetrating this, and what does the graffiti say?
11	Squatters in abandoned houses. And they may not be humanoid!	Adventurers hired to get to the bottom of this situation.
12	A sorcerer moved into the area recently, and the smells and sounds coming from his house have been alarming residents. He hasn't been seen for several days.	What is he up to in there?
13	A team of archaeologists has found something in the middle of someone's courtyard and are now digging large holes, to the dismay of residents. They have the permission of the local ruler. What have they found?	Some sort of ancient tomb, or perhaps something that should perhaps be left buried?
14	Natural gas, under the streets, is causing explosions.	PCs investigate cause? Does an explosion happen as they are passing through?
15	Bodies found in the wall of a particular house, or buried in the garden. Historical, or recent? Investigators looking into it.	This could be the result of an ancient crime.
16	A local group of bards is practicing their songs till all hours, annoying local residents	OK guys, we know you love to jam, but this is getting ridiculous!
17	Gangs of armed thugs, roaming the streets at night, terrorising local residents.	These thugs need to be taught a lesson.
18	Local authorities believe that a large building housing many tenants in fact connects to a system of tunnels below and is being used to ferry criminals and possibly other more dangerous individuals to and from the city.	Adventurers hired to investigate.
19	Bizarre smells are coming from a local restaurant.	What are they cooking in there? Smells nasty!
20	A wealthy noble has just purchased the entire district from its slum-lord owners and is the process of evicting everyone.	Who does this noble think she is?

Scribes District Disturbance Table

d8	Disturbance	Possible outcomes / Seeds
1	Shortage of ink is making doing business difficult!	Adventurers contracted to go and search for giant squid.
2	A map vendor has come into possession of a rare map. He can't really understand it as the markings are rather strange.	Adventurers hired to look into it.
3	A scribe is offering a reward of 500 gold pieces to the brave soul who can pluck a feather from a living roc. They are said to live in a nearby mountain range, and he needs a roc feather to serve as a quill in drafting a magical contract.	Adventurers hired to quest into the mountains and retrieve a roc feather.
4	A local bookseller has come into possession of a disturbing occult tome. Many believe it to prophesize a coming doom, and this merchant has cultists protesting outside the bookshop. The book is being kept under lock and key, but it's obvious that it is attracting a lot of attention.	Can you aid this poor merchant? They appear to be in way over their head.
5	Carts carrying wood to the town/city for conversion into paper have been waylaid by an army of angry treants. As a result, there is a paper shortage.	Adventurers asked to mediate.
6	There is a huge dispute between government officials, the militia and local townsfolk. Due to military activity, the armed forces have said they need all available paper for the purpose of sending dispatches between encampments. This has everyone else who uses paper (government officials, mages, scribes etc) up in arms. A black market in paper has emerged.	Adventurers to look into securing another source of paper?
7	A fanatic local religion is advocating the burning of what they call "profane texts." Certain booksellers are being targeted, and there are mass book burnings taking place. A lot of valuable knowledge is being lost, and tensions are high.	What can the adventurers do to quell this fanaticism and stop this madness?
8	A fire has broken out and threatens to consume several well-loved bookstores.	If the party can help rescue these stores, then they may be rewarded with a valuable tome or two.

Smith's District Disturbance Table

d8	Disturbance	Possible Outcomes
1	Shortage of commodities such as metals is halting local industry and causing strife amongst workers and businesses.	PCs take on contract to locate new source of commodities.
2	Oversupply / harsh taxes / disturbances with military funding and local economy have caused quite a few smiths to close.	Adventurers asked to mediate.
3	Organized crime is trying to muscle their way into the area, offering "protection" and trying to control various blacksmithing businesses.	Sounds like some thugs need a beatdown! Or at least a stern talking-to.
4	The creation of a large dwarven artifact is causing one forge to emit a huge amount of heat from its forges. This is causing inconvenience to other businesses, but the owners of this forge are never visible, and no-one has been able to even get inside this smithing operation to complain.	Adventurers asked to investigate.
5	Workers are being mistreated in several smiths and smelting factories. You hear rumours that there might be some worker exploitation going on.	Some particularly vulnerable people are being mistreated. What are you going to do about it?
6	One industry (weaponry? transport) is taking all the metal products and other industries are suffering and unable to operate business. This is causing anger which could bubble over into street violence.	This conflict is impinging on peaceful life within this settlement!
7	Fire has broken out, started from one of the forges. If not controlled, there could be huge damage, but what is it specifically that was being forged at the time?	Adventurers to the rescue!
8	A bound elemental controlling a forge has escaped and is causing havoc.	You may encounter this elemental on the street, or you may hear about it and be asked to help.



Section Two: Street-by-Street Tables

The tables in Section Two are for journeying through streets as you explore them, much as you would in a dungeon. When you want to determine what type of business a particular building is, then you need to roll on your *Self-Made District Table* (see above as to how to construct this) and the *Merchants by District* tables.
Once you've entered the town, start with the *Street Table*, below.

Street Table

When rolling on the Street Table, also roll on Street Description and General Street Activity tables. Every now and then you might also like to roll on the Street Details table to provide a little extra flavour.

d10	STREET	NOTES
1	Street continues (d4+2) x 10 metres	30% chance of an alleyway on (d4) 1-2: left, 3-4: right side of street. Roll on *Street Description*, *General Street Activity*, then again on this table. Roll on *Alleyway Table* if present.
2	Street continues (d4+2) x 10 metres and comes to a 4-way junction	30% chance of an alleyway on (d4) 1-2: left, 3-4: right side of street. Roll on *Street Description*, *General Street Activity*, then again on this table. Roll on *Alleyway Table* if present.
3	Street continues (d4+1) x 10 metres and you see a side street on the left	50% chance of a street event. If successful, roll on *Street Event Table*. Roll on *Street Description*, *General Street Activity*, then again on this table.
4	Street continues (d4+1) x 10 metres and you see a side street on the right	50% change of a street event. If successful, roll on *Street Event Table*. Roll on *Street Description*, *General Street Activity*, then again on this table.
5	Street continues (d6+2) x 10 metres and comes to a T-junction	50% chance of a street event. If successful, roll on *Street Event Table*. Roll on *Street Description*, *General Street Activity*, then again on this table. 10% chance of a roll on *Random Urban Encounter Table (p.126)*.
6	Street continues another d4 x 10 metres and bends left (anywhere between a slight bend to a 90-degree turn).	40% chance of a street Event. If successful, roll on *Street Event Table*. Roll on *Street Description*, *General Street Activity*, then again on this table.
7	Street continues another d4 x 10 metres and bends right (anywhere between a slight bend to a 90-degree turn).	40% chance of a street Event. If successful, roll on *Street Event Table*. Roll on *Street Description*, *General Street Activity*, then again on this table.
8	Street continues another d10 x 10 metres and comes upon a landmark	Roll on *Street Description Table*, *General Street Activity*, then on *Urban Landmark Table*.
9	Street dead-ends	30% chance of a landmark at the end of the street. If so, roll on *Landmark Table*. If not, then simply (d6) to determine what's at the end of the street. 1-2: City wall, 3-4: Residence or 5-6: Merchant.
10	Street opens into a gathering area	d4: 1-2: Market Square, 3-4: Public Square. 80% chance this area contains an urban landmark. Go to appropriate tables (Market Square, Urban Landmark). 50% chance of a street event.

Street Description / Area Prosperity Table

d6	Street description	NOTES
1	Continuation of the same sort of street. (Roll again if this is the first street)	Same level of prosperity
2	Tight, cramped cobbled street, barely wide enough for a cart to get through.	Average prosperity
3	Narrow dirt streets, possibly raw sewage, cramped businesses or residences. Slumlike.	Impoverished
4	Clean, well-swept dirt streets. Dirty in places but mainly in good order	Above average prosperity
5	Wider dirt streets, but quite dirty and chaotic	Slightly below average prosperity
6	Wider cobbled streets, well-maintained.	Wealthy area

General Street Activity Table

d20	ACTIVITY	NOTES
1-2	Mysteriously quiet. Where is everyone?	What is causing this abandonment?
3-7	Quiet, laid back.	Nothing to worry about. Just a relaxed town. Apparently.
8-14	Normal pace of life. Merchants, a few pedestrians.	25% chance of a street event, unless you've already rolled for one on this street.
15-17	Lively. Quite a few people in the street, lots of trade, a minstrel or two.	30% chance of a street event, unless you've already rolled for one on this street.
18-19	Very busy, lots of trade and activity.	40% chance of a street event, 15% chance of a random encounter, unless you've already rolled for one of these on this street.
20	Insanely busy, as if something is wrong. Crash or obstruction holding people up, or some kind of panic?	60% chance of a street event, 25% chance of a random encounter, unless you've already rolled for one of these on this street.

Street Details Table

d100	Interesting Aspect of Street (d100)
01-10	Buildings taller, shorter, wider, or narrower than is normal in the rest of the city.
11-20	Connected balconies from building to building create two "walkway streets" on the sides of the road. Bridges might also span the road from balcony to balcony.
21-30	Flower gardens (either in front of buildings, in window gardens, or on a median down the middle of the street).
31-40	Hanging decorations (dead animals, streamers, banners, real or fake heads, weapons, etc.)
41-50	Limited access street: guards request certain credentials in order to permit passage
51-60	Predominant colour of paint (blue, red, etc)
61-70	Similar businesses clustered together (see Table 4-26 for ideas)
71-80	Statues, either with or without a predominant type, theme, or material
81-90	Street is on a very steep slope, up or down
91-00	Street on a bridge (many medieval city-bridges were quite built up with houses and shops).

Street Event Table

d100	STREET EVENT	NOTES
1-3	Auction taking place. A house being auctioned, or something even more valuable?	Feel like buying a house?
4-6	Large gathering for some reason, in the middle of the street. Protest? Religious event? Exhibition? Execution?	Keywords to add flavour?
7-9	Parade / Procession / Funeral procession / Religious festival	Which deity is this for? Any rival factions around?
10-12	Traffic jam / Gridlock	What is causing this?
13-15	Street Preacher (Manic?)	What nonsense is this fanatic spouting?
16-18	Animal going wild / stampeding	Animal handling check to control?
19-21	Official proclamation	How strict is the rule here?
22-24	Musical / dramatic performance	Myths, stories of famous adventurers
25-27	New building being opened	Keywords to add flavour, or roll merchant
28-30	Traffic accident	Keywords to add flavour
31-33	Small localised fire	What merchant is suffering this fate?
34-36	Public duel	Between nobles? Wizards?
37-39	Thief grabs purse and runs	Get him!
40-42	Emptying slop bucket from second story window	The old classic. Dex check?
43-45	Mob of rampaging children causing mischief	Where are their parents?
46-48	Drunk shouting nonsense at people	All nonsense?
49-51	Notorious criminal being led through streets	Possibly on the way to their execution
52-54	Two merchants (or other people) having heated exchange. Drawing quite a crowd.	Is a fight about to erupt?
55-57	Woman turning out her husband (or vice versa) for being a naughty boy. Full-on domestic spat.	Everyone loves a bit of drama
58-60	Spirited group of minstrels	If you're a bard, join in!
61-63	Dice game	Feel like gambling?
64-66	Public beating. Street justice.	Innocent or guilty?
67-69	A pursuit rushes past you. Could be on horseback or on foot. Someone chasing someone else. Reason unclear.	
70-72	Individual being persecuted (possibly unfairly) by town guard	Time for a saviour to step in, perhaps.
73-75	Town guard trying to break up gathering	Fun police!
76-78	Cart moving through the street, its cargo falling off.	Magical supplies = Arcane chaos? Or something more mundane.
79-81	Person on top of building threatening to jump.	Why are they so upset?
82-84	New business, just opened, is attracting a queue / large crowds	What would draw such a crowd?
85-87	Family of squatters being evicted	
88-100	Roll on Urban Encounter Table	

Urban Landmark Table

d100	LANDMARK
1-4	Market Square
5-8	Town square / place of local gatherings
9-12	Statue
13-16	Other monument such as a sculpture, children's park,
17-20	Major religious temple / Cathedral
21-24	City Hall / Major administrative building
25-28	Fountain
29-32	Important / Historical building. Choose a building from this list, but add the characteristic that it is ancient and historically significant. What event happened here? Use keywords.
33-36	Significant bridge
37-40	Historical great wall
41-44	Historical ruins / Ancient temple
45-48	Unknown relic or monument from ancient civilization
49-52	Huge natural monument. Could be a sacred hill that has been left intact in the middle of the city. A giant tree. A sinkhole. Perhaps the city has a massive lake in the centre of it. Let keywords or oracle questions decide.
53-56	Grand palace / Opulent house / Castle
57-60	Botanic gardens / Sculpted gardens
61-64	Coliseum
65-68	Ancient / Famous House
69-72	Beautiful man-made canal
73-76	Monument of religious prophet / Deity
77-80	Place of religious pilgrimage / touchstone / blessed relic or place. Massively important historical monument or site.
81-84	Trade Academy / University / Library. You choose. Or roll a d6.
85-88	Mausoleum
89-92	Prison
93-96	Graveyard / Tomb
97-100	Observatory

Market Square Table

d8	MARKET SQUARE DESCRIPTION	NOTES
1	Standard peasants' market, with an added feature: this area is inhabited by a travelling circus / troupe of actors who are entertaining the locals with a performance	30% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
2	Market is set up and in full swing, this is a mixture of artisanal wares and basic goods for peasants	35% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
3	Farmer's market. Lots of fresh produce, possibly a good place to pick up rumours about activity in the surrounding countryside.	Generate 1d4 rumours (see Chapter 10, Chapter 3 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
4	Artisanal market - high quality goods at quite respectable prices.	10% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
5	A market has been set up here, but local businesses are not happy. This area is not sanctioned as a market space and they are taking away customers.	40% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
6	This market is shabby. The goods are second rate and the whole place is messy, littered with garbage, with animals roaming free. It's a wonder it hasn't been shut down.	40% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
7	This area is very busy - the press of people is intense in this market. Keep a close eye on your belongings here!	50% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).
8	This market is in a state of (d4) 1-2: Just setting up, 3-4: Just packing down.	30% of a Random Urban encounter (Chapter 3-2 of this book or Chapter 5 of TSAT1). 50% chance of an urban landmark (roll on *Urban Landmark* table).

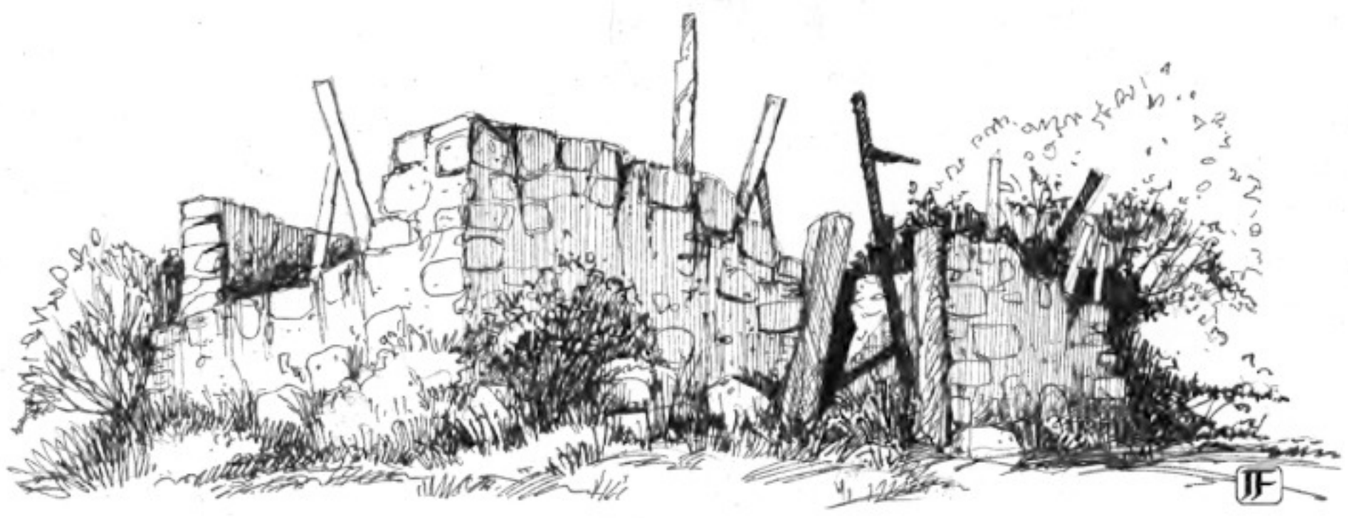
Public Square Table

d12	PUBLIC SQUARE DESCRIPTION	NOTES
1	An expansive, neatly-paved square serves as the entrance point to a grand building (possibly a temple?) Several other impressive buildings surround this area, and there are notable other features present.	Roll twice on *Urban Landmark* table.
2	This green square is a peaceful oasis, where trees provide shade and shelter from the elements. Citizens laze about on the grass, conversing, eating, playing music or reading tomes.	Roll once on *Urban Landmark* table.
3	This windswept square is rather bleak, and people hurry to and fro with heads down. A garrison of soldiers is practicing forming ranks over one side, and several brutal-looking buildings surround this public square.	Roll once on *Urban Landmark* table.
4	This busy, chaotic square seems to be a point of departure and arrival for the town. Many carriages are arrayed, all displaying different destinations across the realm on hand-painted signs. Various deals are being struck with farmers, miners and other new arrivals to the city.	Roll once on *Street Event* table.
5	This square serves as a large courtyard for a royal or administrative building of some kind. There is a large podium set up with chairs arrayed. Is there a festival or something similar going on right now perhaps?	Roll once on *Street Event* table, once on *Urban Landmark* table.
6	This square is stepped, as in there are different levels, and beautiful water features decorate each area. The engineering of these is interesting. There are many other features here too. It almost forms a kind of outdoor art exhibition.	Roll once on *Urban Landmark* table.
7	This old square is in disrepair. Several ruined buildings stand around its edge, and the square itself has many places where the rubble is crumbling	What's lurking in those ruined buildings? Some of them might even be condemned.

	and potholes have appeared. Perhaps this was the scene of a disaster of some kind.	
8	There is a street that runs around the outside of this square, but the middle is a garden/common where creatures roam. It is [d4] (1-2) Overgrown (3-4) Neatly kept.	What's lurking in that garden?
9	This large square features a sunken amphitheatre at its centre where dramas are performed, night and day.	What play is currently being performed? Some local legend, or perhaps a mythological tale of gods and fearsome beasts!
10	This large grassy square has a sizable pond at its centre. People throw coins in and make wishes. Some say that it's quite deep and opens to a system of catacombs through a hidden cave.	Roll once on *Urban Landmark* table.
11	A large, vast square with a temple, government buildings, and numerous prominent merchants. Adjust size according to settlement. If this is a metropolis, it could be massive, whereas if it's a town it could measure four square blocks.	Roll four times on *Urban Landmark Table*. For the businesses around the edge of this square, roll twice for each result and choose your preference.
12	A major, historically and culturally significant memorial / structure / landmark.	Roll on *Urban Landmark Table*, but when generating results for this site keep in mind that it is a place of huge cultural importance. Perhaps use keywords and oracle rolls to determine the exact nature.

Alleyway Table

d8	ALLEYWAY DESCRIPTION	NOTES
1	A back entrance to a den of illicit activity.	Roll on the Entertainment / Illicit industries table to find out the nature of this establishment.10% chance of a combat encounter with humanoids
2	This alleyway is a haven for thieves, pickpockets and assassins. It's very likely there is a thieves' guild nearby.	30% chance of being pickpocketed, 20% chance of a random encounter with humanoids.
3	This is the back of a business selling food or meat, or a restaurant.	You might be able to scavenge some food if you're hungry.
4	Adjacent to residences.	Reasonably well-kept. You see laundry strung out between porches and other domestic scenes.
5	Adjacent to a tavern	Stumbling drunks, the occasional fight, people sleeping in the shadows.
6	Dilapidated, dark and wet.	Is something sinister going on down here? Something hiding that's escaped from the sewers? 10% chance of a combat encounter with a monstrosity or aberration.
7	Well-paved and maintained, a simple throughway between two streets.	Possibly leading to a Commerce, Divine, Government or Scribes District.
8	A beautiful alleyway, architecturally constructed.	Possibly with a notable feature such as a statue, fountain, shrine etc.



100 Quick Random Citizens Table

Use these characters to quickly populate taverns, market squares and the like. Roll repeatedly for different results if you like, or just roll once and read straight across. Reroll if you don't like a particular result or if it doesn't make sense (a 256-year-old human, for example. Or, if you want to get really, deep, make some oracle rolls about why this human is so old. Vampire?). Also, roll a few keywords for a bit of flavour, if you like. It could produce a side quest or adventure seed!

d100	NAME	AGE	GENDER	COMMUNITY	OCCUPATION
1	Blade	52	Female	Human	Smuggler
2	Aldaviel	286	Male	High-elf	Paladin
3	Seraphina	15	Female	Half-elf	Sailor
4	Dougal	56	Male	Human	Actor
5	Merre	90	Female	Halfling	Storyteller
6	Bertha	38	Female	Half-elf	Squire
7	Errando	63	Male	Tiefling	Peddler
8	Romina	65	Female	Human	Philosopher
9	Harley	18	Male	Aasimar	Bandit
10	Daina	26	Female	Human	Bodyguard
11	Janek	70	Male	Human	Herbalist
12	Anjali	53	Female	Half-orc	Innkeeper
13	Durz	53	Male	Orc	Cleric
14	Karenna	15	Male	Half-elf	Artist
15	Verthica	26	Female	Dragonborn	Acrobat
16	Palimar	28	Female	Human	Procurer
17	Grakilm	205	Male	Dwarf	Finesmith
18	Enwinen	181	Female	Elf	Priest
19	Numah	25	Male	Kenku	Jeweler
20	Lielo	47	Female	Lizardfolk	Entertainer
21	Quailen	93	Female	Tabaxi	Teacher
22	Vivica	72	Female	Genasi	Cook
23	Thurston	22	Female	Gnome	Armourer
24	Olesya	36	Female	Bugbear	Tailor
25	Lockwood	41	Female	Warforged	Ropemaker
26	Gurtak	286	Male	High-elf	Fletcher
27	Helm	55	Female	Half-elf	Engineer
28	Flannery	56	Male	Human	Scribe
29	Magnus	90	Female	Halfling	Soldier
30	Nerys	38	Female	Half-elf	Banker
31	Dialla	63	Male	Tiefling	Apothecary
32	Raffen	65	Female	Human	Tax Collector
33	Ariana	18	Male	Aasimar	Prostitute
34	Forian	26	Female	Human	Cooper
35	Marise	70	Male	Human	Cartwright
36	Broderic	53	Female	Half-orc	Carpenter

37	Melchior	53	Male	Orc	Gravedigger
38	Ariel	15	Male	Half-elf	Winemaker
39	Samwell	26	Female	Dragonborn	Ferryman
40	Horden	28	Female	Human	Boatbuilder
41	Riyad	205	Male	Dwarf	Ship's Captain
42	Trina	181	Female	Elf	Handmaiden
43	Stefan	25	Male	Kenku	Conman
44	Quickfinger	47	Female	Lizardfolk	Petty Thief
45	Baris	93	Female	Tabaxi	Healer
46	Ragnar	72	Male	Genasi	Butler
47	Thoren	22	Female	Gnome	Clerk
48	Cyrax	36	Male	Bugbear	Baker
49	Heidrum	41	Female	Warforged	Courier
50	Hrogar	212	Male	High-elf	Drunkard
51	Alanna	15	Female	Half-elf	Farmer
52	Skellan	56	Male	Human	Trapper
53	Aron	90	Female	Halfling	Fisher
54	Dreyor	38	Female	Half-elf	Servant
55	Gudrun	63	Male	Tiefling	Pilgrim
56	Ridley	65	Female	Human	Enchanter
57	Varen	18	Male	Aasimar	Conjurer
58	Andirra	26	Female	Human	Scout
59	Ivor	70	Male	Human	Swashbuckler
60	Cyric	53	Female	Half-orc	Barbarian
61	Adlin	53	Male	Orc	Necromancer
62	Eshe	15	Male	Half-elf	Warlock
63	Evetta	26	Female	Dragonborn	Assassin
64	Rondell	28	Female	Human	War Cleric
65	Tindra	205	Male	Dwarf	Berserker
66	Ebberly	181	Female	Elf	Acolyte
67	Hasna	25	Male	Kenku	Apprentice Mage
68	Krish	47	Female	Lizardfolk	Archdruid
69	Ornetta	93	Female	Tabaxi	Gladiator
70	Odette	72	Female	Genasi	Bandit Captain
71	Salina	22	Female	Gnome	Noble
72	Kioni	36	Male	Bugbear	Spy
73	Jackard	41	Female	Warforged	Pirate
74	Col	197	Male	High-elf	Bard
75	Fubaun	15	Female	Half-elf	Oathbreaker
76	Marble	56	Male	Human	Champion
77	Raykhred	90	Female	Halfling	Cult Fanatic

78	Quill	38	Female	Half-elf	Cultist
79	Rayaun	63	Male	Tiefling	Druid
80	Thrym	65	Female	Human	Thug
81	Thrayn	18	Male	Aasimar	Warlord
82	Thalgar	26	Male	Human	Tribal Warrior
83	Nykia	70	Male	Human	Hermit
84	Kehlani	53	Female	Half-orc	Monk
85	Tevin	53	Male	Orc	Martial Artist
86	Xisidal	15	Male	Half-elf	Master Bard
87	Darius	26	Female	Dragonborn	Master Rogue
88	Joules	28	Female	Human	Transmuter
89	Ukrim	110	Male	Dwarf	Abjurer
90	Bammaeg	229	Female	Elf	Evoker
91	Ivy	25	Male	Kenku	Mage
92	Zeaz	47	Female	Lizardfolk	Archmage
93	Cadwyn	93	Male	Tabaxi	Knight
94	Lakme	72	Female	Genasi	Ambassador
95	Bina	22	Female	Gnome	Guard
96	Ingul	36	Male	Bugbear	Veteran
97	Crandall	41	Male	Warforged	Archer
98	Xhosi	26	Female	Dragonborn	Diviner
99	Veridian	28	Female	Human	Commoner
100	Isha	245	Male	Dwarf	Sorcerer



Finding Items In Shops

The two tables below allow you to determine, first of all, the quality of any given merchant, and second, whether you can find a particular item within their shop. A d20 roll on the *Quality of Merchant Table* will determine the quality of the merchant. Find your settlement (encampment, hamlet, village, town etc) in the top row, then roll a d20 in that column to determine their quality. Let's say that you are in a city, trying to determine the quality of a weaponsmith's shop. You roll a 10 on a d20, which determines that this merchant is of *Fair* quality.

Now, let's say you're looking for a greatsword. Make a judgment here. A longsword is common, let's say that a greatsword is uncommon. So, for a *Fair* merchant, the DC for finding an uncommon item is a 15 (on a d20). Your character's skills don't enter into the equation here, the merchant either has the item or they don't. A 13 on a d20 determines they don't have a greatsword! Perhaps they have a greataxe though. Repeat the roll for each item you're looking for. And don't get discouraged… maybe your quest to find a greatsword will lead you to meet an interesting NPC… perhaps go to a blacksmith's and get them to forge you one with some special details in the crafting, to make it unique to your character. Just like a group game, small things like this can provide flavour within a solo quest.

Quality of Merchant Table *(d20 to determine)*

Encampment	Hamlet	Village	Town	City	Metrop.	Quality
1-7	1-6	1-5	1-4	1-3	1-2	*Atrocious*
8-11	7-10	6-9	5-8	4-7	3-6	*Poor*
12-15	11-15	10-14	9-13	8-12	7-11	*Fair*
16-19	16-18	15-17	14-16	13-15	12-14	*Good*
20	19-20	18-20	17-20	16-20	15-20	*Excellent*

DC for Finding Items by Merchant Quality Table *(d20 to determine)*

Merchant Quality	Common Item	Uncommon Item	Rare Item	Legendary Item
Atrocious	14	18	20	-
Poor	12	17	19	-
Medium	10	15	18	20
Good	8	13	17	19
Excellent	6	12	16	18



Merchants By District

When rolling to determine businesses in a district, you may choose to leave a certain amount (say 20%) as residences. You may also decide that most of the residences are in their own residential area.

Adventurer's District Merchants

d20	Merchant
1-2	Adventurer's Guild / Guildhall
3-4	Tavern / Inn
5	Weaponry Shop
6	Horse trader / Mounts
7	Bowyer / Fletcher
8	General goods store
9	Weapons made to order
10	Exotic / Foreign or Tribal Weapons
11	Complex / Exotic Weapons
12	Concealable Weapons
13	Magic Item Dealer
14	Magic Weapon / Armour Dealer
15	General Goods Store
16	Ritual Dealer (Scrolls & Tomes)
17	Arcane Supplies (Simple Spells & Rituals)
18	Arcane Supplies (Spell Components)
19	Wand Dealer
20	Potion Dealer

Arcane District Merchants

d12	Merchant
1	Spell components supplier
2	Magical Items - Common & Uncommon
3	Magical Items - Rare & Wondrous
4	Magical Weapons shop
5	Ritual spellcasting service
6	Magician's Guild
7	Tavern / Inn
8	Residence
9	General goods store
10	Hedge Mage / Domestic Mage
11	Mage's Guild
12	Arcane Library

Artisan's District Merchants

d100	Merchant
1-3	Book Binder / Seller
4-6	Sculptor
7-9	Clock Maker / Timepieces
10-12	Furrier
13-15	General Goods Store
16-18	Soap Maker
19-21	Fine Clothier / Costume Tailor
22-24	Glass Blower
25-27	Carpenter or Wood Carver
28-30	Boat Builder
31-33	Glassier
34-36	Perfume Maker
37-39	Net Maker
40-42	Furrier
43-45	Cabinetmaker / Joiner
46-48	Candlemaker
49-51	Carpet makers / sellers
52-55	Residence
56-61	Tavern / Inn
62-64	Toy Maker / Dice Maker
65-67	Jeweller
68-70	Cobbler
71-73	Coffin Maker
74-76	Dyer
77-79	Carpet Weavers
80-82	Wagon Maker
83-85	Tanner
85-87	Sail Maker
88-90	Rope Maker
91-93	Musical instrument Maker
93-95	Potter
95-97	Limner (Sign Maker) / or Portrait Painter
98-100	Glass Blower

Commerce District Merchants

d20	Merchant
1-2	Bank
3	Money Changer
4	Money Lender
5	Military Antiques
6	Curio shop: Rare Trinkets Specialist
7	Curio Shop: Rare Large Item specialist
8	Antique Furniture / Collectable old coins
9	Art Dealer
10	Gem Cutter / Merchant
11	General Good Store
12	Tavern / Inn
13	Bounty Hunter
14	Land broker
15	Lawyer
16	Town Guard Barracks
17	Urban manor
18	Scribe / Document preparer
19	Governmental Ministry of Commerce
20	Noble's Leisure Club

Commodities District Merchants

d12	Merchant
1	Building Supplies
2	Tavern
3	Boating and fishing supplies
4	Teamster
5	Blacksmith (Provides for local business)
6	Warehouse
7	Engineer (buildings) / Construction Firm
8	Millers
9	Grain Merchant
10	Boatbuilder / Shipbuilder
11	Chandler (Ships outfitter)
12	General Goods Store

Divine District Merchants

d100	Divine District Businesses
1-20	Temple
21-24	Seller of Shrine Idols and Supplies for Worship
25-28	Monastery / Convent
29-32	Orb Dealer & Religious Lore Scholar
33-36	Religious Scribe / Maker of sacred (non-magical) scrolls
37-40	Cleric's / Paladin's Supplies
41-44	Place of pilgrimage / Holy site
45-48	Religious lore museum / University
49-52	Charity House / Shelter for the downtrodden
53-56	Incense maker
57-60	Scriptorium
61-64	Hospital
65-68	General Goods Store
69-72	Tavern / Inn
73-76	Alchemist
77-80	Healer (alchemical remedies and general complaints)
81-84	Saw bones and Dentist
85-88	Clairvoyant / Mystic arts supplies
89-92	Sage. General Knowledge consultant.
93-96	Sage: History
97-100	Sage: Theology

Entertainment / Illicit Industries District Merchants

d12	Merchant
1	Drug Den
2	General Goods Store
3	Black Market Trader
4	Minstrel /Bards for Hire
5	Bathhouse
6	Brothel
7	Theatre / Playhouse
8	Casino
9	Residence
10	Tavern / Inn
11	Tattooist
12	Barber

Government District Merchants

d12	Merchant
1	City Hall / Ministry of Works (or other department)
2	Lawyer
3	Citizen's Guild
4	Town Guard Barracks
5	Polling Booth
6	Court
7	Senate / Parliament type building
8	Embassy of Foreign Nation
9	Land Broker
10	Mayoral office
11	Messenger Service / Courier
12	Tavern

Home & Hospitality District Merchants

d20	Merchant
1	Candy Maker
2	Exotic Foods
3	Bulk Foods
4	Rare Edibles Specialist
5	Wine Merchant / Vintner
6	Distiller / Liquors / Special Beverages
7	Trap Smith (Security Expert)
8	Spice Trader
9	Baker
10	Green Grocer
11	Fishmonger
12	Brewery
13	Kitchen Supplies and Weapon Sharpening Service
14	Butcher
15	Cheese Merchant
16	Fishmonger
17	Tea Merchant
18	Tea Shop
19	Restaurant
20	Inn / Tavern

Military District Merchants / Buildings

d12	Merchant / Building
1-3	Tavern
4	Horse Trader
5	Navigator/Guide/Military courier service
6	Engineer (siege)
7	Stables
8	Barracks
9	Officers' Quarters
10	Recruitment / Conscription Office
11	General Goods Store
12	Ambassador

Personal Services Merchants

d20	Merchant
1	Undertaker
2	Cosmetic Supplies & Beautician
3	Tailor
4	Pet Dealer
5	Barber & Bloodletter
6	Veterinarian
7	Undertaker
8	Mage
9	Lawyer
10	Messenger Service / Courier
11	Guide
12	Investigator
13	Interpreter
14	Bounty Hunter
15	Doctor or Physician
16	Landlord's offices
17	Laundry
18	Hostel
19	Pawnshop
20	Inn or Restaurant

Scribes District Merchants

d12	Merchant
1	Calligrapher
2	Scroll Merchant (exotic languages)
3	Ink Maker
4	Map Vendor
5	Cartographer (& legal documents)
6	Parchment / Paper maker
7	Seal Maker
8	Tutor
9	Illuminator
10	Scribe / Transcriber
11	Bookshop (Exotic)
12	Bookshop and Scrolls (Local / National)

Smith's / Tradesman District Merchants

d20	Merchant
1	Blacksmith
2	Silversmith
3	Leather worker
4	Goldsmith
5	Locksmith
6	Pewter Smith
7	Wire & Chain maker
8	Vehicle maker / Machine engineer
9	Engraver
10	Finesmith / tinkerer
11	Saddler
12	Bronze Worker (Brazier)
13	General Goods Store
14	Tavern / Inn
15	Wood Carver / Carpenter
16	Cart / Vehicle Maker
17	Restaurant
18	Locksmith
19	Stonemason
20	Weaponsmith



Chapter 2-2
Natural Cavern Generator

This chapter contains a simple generator for the creation of natural caverns (as opposed to constructed dungeons), ideally as your PC or PCs journey through them.

Starting Area Table

d6	STARTING AREA	NOTES
1-2	A cave on a low hill has a tunnel leading off it.	10% combat encounter. 15% clue. Go to *Tunnel* table
3-4	A sinkhole leads down to a Cavern	Descend, then go to *Cavern* table
5-6	A tunnel wends its way into the earth	Go to *Tunnel* table

Tunnel Table

(Feel free to decide that "turn left" means "turn right" and vice versa). When making these tunnels, make them rough and irregular.

d20	TUNNEL DESCRIPTION	NOTES
1	Tunnel winds back and forth for 40 ft, snakelike	20% chance ambush encounter
2	Cave-in ahead. Go back to last branching tunnel, or begin moving rocks.	What's under the rocks? Corpses? Clues?
3	Continue 30 ft., branching tunnel to right, forward another 10 ft.	Roll again on this table. 50% chance of a *Features* table roll.
4	Huge sinkhole gapes open in tunnel, then forward another 10 ft. DC 15 Athletics or Acrobatics check to traverse, or go back to last branching tunnel.	If fail - take d6+1 x d6 fall damage. You land in a (roll d4) 1-2: Tunnel; 3-4: Cavern. Go to either *Tunnel* or *Cavern* table.
5	Continue straight 20 ft. Opens into a cavern.	Roll on *Cavern* table. 50% chance of a *Features* table roll.
6	Continue 30 ft., branching tunnel to left, forward another 10 ft.	Roll again on this table. 50% chance of a *Features* table roll.
7	Continue ahead 20 ft. Tunnel slopes downward.	Roll again this table. 50% chance of a *Features* table roll.
8	An underground river crosses / runs beside the tunnel.	What lurks within? 35% chance encounter. Then roll again *Tunnel* table.
9	An underground lava flow crosses / runs beside the tunnel.	What lurks within? 25% chance encounter. Then roll again *Tunnel* table.
10	Continue roughly straight 20 ft. Tunnel turns left 45 degrees and continues another 10 ft.	Roll again on this table. 50% chance of a *Features* table roll.
11	Continue roughly straight 20 ft. Tunnel turns right 45 degrees and continues another 10 ft.	Roll again on this table. 50% chance of a *Features* table roll.
12	Tunnel hairpins to left or right (roll d4)	Roll again on this table. 50% chance of a *Features* table roll.
13	Continue roughly straight 20 ft. Tunnel turns left roughly 90 degrees and continues another 10 ft.	Roll again on this table. 50% chance of a *Features* table roll.
14	Continue roughly straight 20 ft. Tunnel turns right 90 degrees and continues another 10 ft.	Roll again on this table. 50% chance of a *Features* table roll.
15	Tunnel is bisected by a chasm.	Roll on *Chasm* table.
16-19	Cavern	Roll on *Cavern* Table.
20	Natural stairs going down to a (roll d4) 1-2: Tunnel, 3-4: Cavern.	Roll on appropriate table. 50% chance of a *Features* table roll.

Cavern Table

d20	DETAIL	NOTES
1	Roughly circular, (d4+1) x 10 diameter	Roll once on *Features* table
2	Roughly square, (d4+1) x 10 diameter	Roll once on *Features* table
3	Roughly trapezoidal, (d4+1) x 10 diameter	Roll once on *Features* table
4	Irregular, (d4+1) x 10 rough diameter	Roll once on *Features* table
5	Roughly circular, (d4+2) x 10 diameter	Roll once on *Features* table
6	Roughly square, (d4+2) x 10 diameter	Roll once on *Features* table
7	Roughly trapezoidal, (d4+2) x 10 diameter	Roll once on *Features* table
8	Irregular, (d4+2) x 10 rough diameter	Roll once on *Features* table
9	Roughly circular, (d6+1) x 10 diameter	Roll twice on *Features* table
10	Roughly square, (d6+1) x 10 diameter	Roll twice on *Features* table
11	Roughly trapezoidal, (d6+1) x 10 diameter	Roll twice on *Features* table
12	Irregular, (d6+1) x 10 rough diameter	Roll twice on *Features* table
13	Roughly circular, (d8+1) x 10 diameter	Roll twice on *Features* table
14	Roughly square, (d8+1) x 10 diameter	Roll twice on *Features* table
15	Roughly trapezoidal, (d8+1) x 10 diameter	Roll twice on *Features* table
16	Irregular, (d8+1) x 10 rough diameter	Roll twice on *Features* table
17	Roughly circular, (d10+2) x 10 diameter	Roll thrice on *Features* table
18	Roughly square, (d10+2) x 10 diameter	Roll thrice on *Features* table
19	Roughly trapezoidal, (d10+2) x 10 diameter	Roll thrice on *Features* table
20	Irregular, (d10+2) x 10 rough diameter	Roll thrice on *Features* table

Exits Table

Roll twice, one for number of exits, another for what each unexplored exit leads to. Exits includes the point your PC entered by.

d100	EXITS	EXIT LEADS TO
1-13	2	Tunnel (go to *Tunnel* table)
14-24	2	Cavern (go to *Cavern* table)
25	2	Chasm (go to *Chasm* table)
26-38	3	Tunnel (go to *Tunnel* table)
39-49	3	Cavern (go to *Cavern* table)
50	3	Chasm (go to *Chasm* table)
51-63	3	Tunnel (go to *Tunnel* table)
64-74	4	Cavern (go to *Cavern* table)
75	4	Chasm (go to *Chasm* table)
76-88	5	Tunnel (go to *Tunnel* table)
89-99	5	Cavern (go to *Cavern* table)
100	5	Chasm (go to *Chasm* table)

Features Table

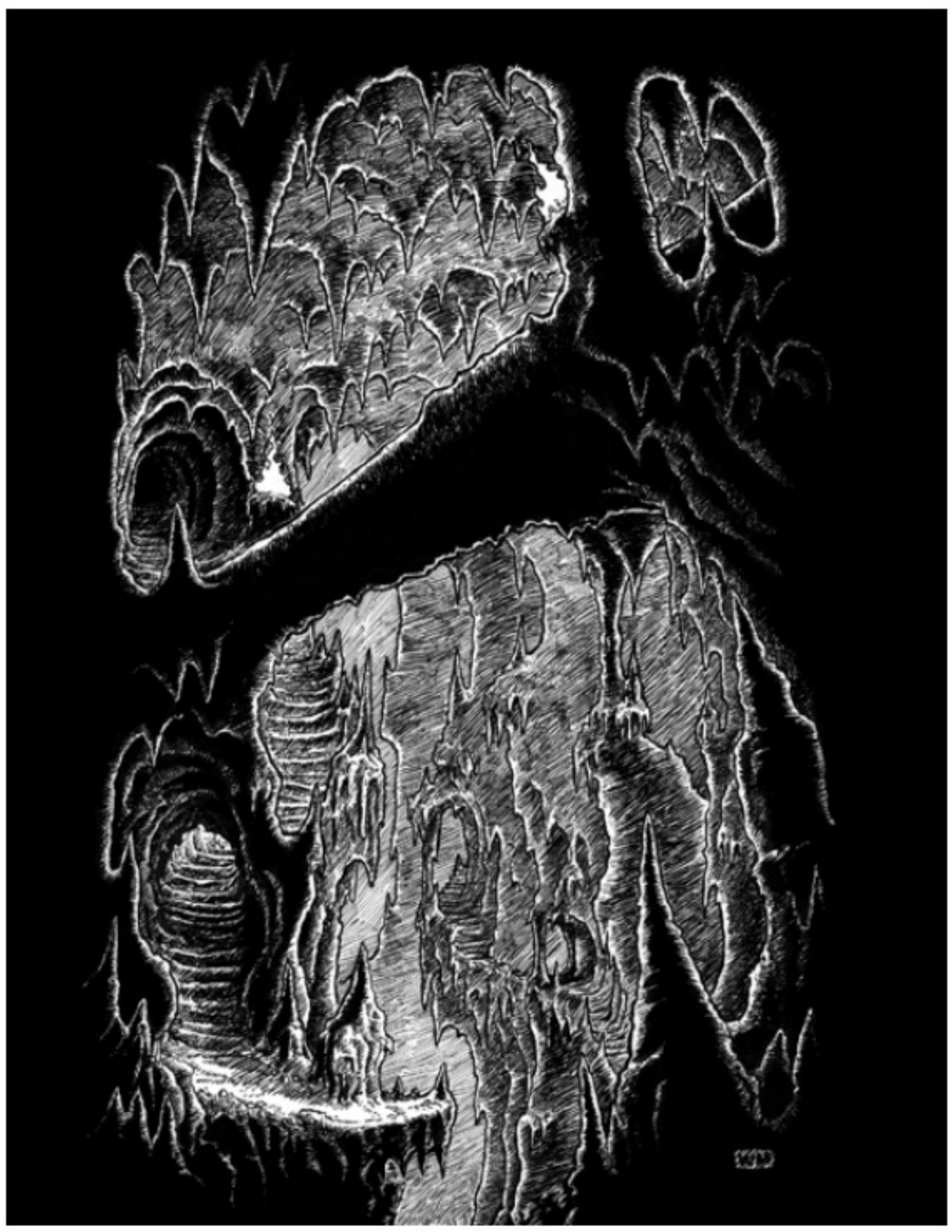
d100	DETAIL	NOTES
1-5	Rubble & Debris	
6-10	Roll on DMG *Noises* table	DMG p.298. Roll again if desired.
11-15	Roll on DMG *Air* table	DMG p.299. Roll again if desired.
16-20	Roll on DMG *Odors* table	DMG p.299. Roll again if desired.
21-22	Walls show signs of being worked by humanoid hands	History check to find out what. Underground settlement nearby? Roll on *Humanoid* table (p.209).
23-24	Underground pool / hot springs	How deep does it go, what lurks within… does it link to caverns inaccessible except by swimming?
25-26	Strange fungi grow on the walls here.	DC 15 Nature check. If successful, roll a d12. 1-9: Harmless. 10-11: Healing properties (1d4+1 hp regained). 12: Poisonous. Harvest for one vial of basic poison (see PHB).
27	Geysers spout forth... water?	Acidic? DC 15 Nature check. If successful, 10% chance acid can be gathered.
28-29	Campsite. Something has been through here, and recently.	DC 15 Survival check to find out what. Roll on Humanoid table (p.209). Discover 1d4-1 clues (minimum 1).
30-31	This cavern, and the tunnels nearby, have been the site of recent mining activity.	History or Survival to find out what was mining, what was being mined, and are any humanoids still nearby. Roll on *Humanoid* table (p.209).
32-33	Some sort of natural shrine / monument. Underground temple, using crystals / obelisks / other naturally-formed phenomena, but also partially worked to enhance the effect.	To a God? Or perhaps a natural force. Who made it? DC 15 History check to discern. Use keywords, oracles to generate detail.
34-35	Moisture runs down the walls.	Is it water? Or something else?
36-45	Monster lair	35% chance creature is present.
46-47	Multiple levels within this cavern.	Mezzanine-type formations. 25% Ambush encounter
48-49	This huge cavern (ignore room measurements from Cavern table) houses an Underground settlement.	Roll on *Unmarked Settlement* table from TSAT 1 (p.73).
50-51	Huge stalactites and stalagmites.	Anything hiding amongst these formations?
52-53	Graveyard / Boneyard. The skeletons of many dead creatures lie here.	What happened to them? And are any scavengers lurking?
54-55	In the wall, a natural archway is emitting an arcane glow...	A portal of some kind? Or perhaps a wild magic field...
56-57	An open-air shaft, leading upwards, looks like it might lead out of here.	DC 20 Athletics check to climb out. Or use some other feat.
58-59	Storage. Someone has been storing things here. There are crates, barrels...	What's inside? Discover 1 clue. DC 15 Perception check to discern out who stored these. Roll on Humanoid table (p.209).
60-61	Pools of strange liquid.	Roll for keywords to determine nature of these liquids.
62-63	The ruins of an ancient underground structure / temple / tower.	Who dwelt here, and who dwells here now. DC 15 Perception or History check to discern details. Roll on *Humanoid* table (p.209).
64-65	Runes are carved into the walls of this underground temple	DC 15 History check to discern language. Roll on *Humanoid* table (p.209).
66	Monster hive	Creatures are massed here in a colony. Best be stealthy!

67-68	An underground river runs through this cavern, possibly cascading over a waterfall or gathering in a large pool, or simply continuing out the other side.	A boat on one side of a large pool? Or, a cavern behind the waterfall, waiting to be discovered. 10% combat encounter.
69-70	Underground forest.	This huge cavern (ignore room measurements) holds a forest of surprising size. Explore at your peril! 50% combat encounter.
71-72	A massive sinkhole in the centre of this cavern leads down to… what?	Dare you descend? Will probably lead into a deep, forbidden part of this cavern system. Could use oracle and a Perception check to determine if you can see / hear / smell anything down there. DC 15.
73-74	A massive mining operation lies quiet. Scaffolding line the walls. Crude elevators, rail carts, buckets, conveyer belts to sort ore… it's all going on.	DC 15 Nature check to discern what is being mined. Gold? Gems? Something else? DC 15 Perception or history check to discern who is mining. Roll on *Humanoid* table (p.209).
75-76	An open rift of lava warms the air in this subterranean cavern.	Elementals? Hot springs? A settlement, feeding off the power?
77-78	A stone bridge across a wide chasm.	Something has constructed this. But what?
79-80	Multiple burrow-like holes pepper the walls and floor	What lives in here? 40% combat encounter.
81-82	This cavern is lined with crystals of all colours and descriptions. Some huge, some tiny, a myriad of colours.	Effects of these crystals? Perhaps they have some worth? Or perhaps they hide a Crystal Golem or Earth Elemental.
83-84	A staircase has been carved into the wall and spirals up to upper levels	Who constructed this?
85-86	Interesting wall paintings have been made here by humanoids of some description	Roll on *Humanoid* table (p.209).
87-88	A large stone pedestal or table is in the centre of this room.	Purpose? Discover 1 clue. 10% it is currently being used for something!
89-90	This cavern is flooded. It will be difficult to traverse.	Either climb around walls, or chance swimming across. 25% combat encounter.
91-92	Noxious natural gasses are leaking in from somewhere	DC 12 Con save or take 2d8 poison damage.
93-94	Cobwebs festoon the walls	Spiders!
95-96	Blood is spattered throughout this cavern.	The scene of a recent battle. Discover 1d4-1 clues (minimum 1).
97-98	Moulds or Oozes or Slimes	50% encounter with an Ooze.
99-100	Cave-in	Ceiling of this cavern partially destroyed.

Chasm Table

If you get the result that the tunnel continues on the other side, then you will have to figure out how to get across.
To calculate Chasm width, use the following roll: 1d10 x 10 ft.

d10	CHASM	NOTES
1-2	Chasm drops down 1d6 x 10 feet.	Drops into a [d10] (1-4) Tunnel (5-8) Cavern (9-10) Underground lake. Roll 1d4 times on the features table. 50% chance the tunnel continues on the other side.
3-4	Chasm drops down 1d10 x 10 feet.	Drops into a [d10] (1-4) Tunnel (5-8) Cavern (9-10) Underground lake. Roll 1d4 times on the *Features* table. 50% chance the tunnel continues on the other side.
5-6	Chasm drops down 1d20 x 10 feet.	Drops into a [d10] (1-4) Tunnel (5-8) Cavern (9-10) Underground lake. Roll 1d4 times on the *Features* table. 50% chance the tunnel continues on the other side.
7-8	Chasm disappears out of sight	Who knows what's down there? You cannot see the bottom. Even for characters with darkvision, it is beyond your sight. Roll 1d2 times on the *Features* table for your immediate surroundings. Reroll if the result is not appropriate. 50% chance the tunnel continues on the other side.
9	You are about halfway down the chasm. Looking up, you see that it reaches up 1d10 x 10 feet and is possibly climbable (Athletics check?). It also drops 1d10 x 10 feet.	Above, you can see [d10] (1-3) Open sky (4-6) Ledges, off of which run tunnels (7-8) Not much, just a chasm rising up, but there might be something up there (9-10) Some sort of colony, burrows or even structures on the chasm walls. Roll 1d4 times on the *Features* table. 50% chance the tunnel continues on the other side.
10	You are at the bottom of the chasm, the floor of which forms a tunnel that seems to go a long way into the earth. Looking up, you see that it reaches up 1d20 x 10 feet and is possibly climbable (Athletics check?).	Treat this chasm floor as a tunnel, and roll on the *Tunnel* table.



Chapter 2-3
Castle Generator

Introduction
Often we find ourselves, in the course of overland adventuring, coming across a castle or stronghold which must be explored. Use the tables in this chapter to flesh out your random castle. This generator is organized a little bit differently, as will be explained below.

How to Proceed
To use this generator, do these things, in order.

1. Roll on all the tables in *Part One: Approaching the Castle.*
2. Then, find the appropriate set of tables for your *Castle Size Value* (determined below). These are what you will roll on as you move through the castle.

CSV: Castle Size Value
This is a numeric value, generated by a d4 roll on a table below, that will determine various aspects of the locations you encounter within the castle.

Encounters While in the Castle
The nature of any encounters that occur while you are present in the castle very much depends on whether the castle is in use or abandoned. If the castle is in use (as in, the lord of the castle is present, along with his family, retainers, servants, guards etc) then you will probably be escorted through the castle, rather than being allowed to roam freely (unless you have entered by stealth and are trying to not be detected). If, however, the castle is abandoned, then it has probably been re-populated by monsters.
So, take one of the following approaches:

- If the castle is in use: use oracle rolls to determine who is in which rooms and who you encounter.
- If the castle is abandoned: use the 6d12 system to determine what you find in each room (see *Chapter 1-4*).

Random & Set Locations
You will notice a column entitled *Set Locations* on many of the tables in this chapter. *Set Locations* are features that are *definitely present* and is based on your *Castle Size Value*. When you roll on the appropriate tables, you will have a choice of encountering a *Random Location*, or choosing a *Set Location*. Make a note of locations as you encounter them. Remember that, for things like bedrooms, latrines etc, there will usually be more than one, especially in a large castle.

Mapping
Mapping your castle will help you to remember the locations of different areas as you move through, so you can return to them later if need be, and so you can see which locations you have already encountered.

Inside the Bailey / Inside the Castle
Once you enter through the gates of a castle, the first table you will roll on will be the *Inside the Bailey* table for your particular CSV. When you progress into the keep proper, you will roll on the *Inside the Castle* (tiers 1-3) tables.

Tiers
The rooms within the castle are organized by tiers. Tiers do not represent levels of the castle, but rather a hierarchical structure. For example, *Tier 1* rooms include things like the throne room and banquet hall.
Tier 2 rooms are the "behind-the-scenes" type rooms and include the kitchen, pantry, storeroom and other things that assist in the everyday running of the castle.
Tier 3 rooms are the private rooms of the inhabitants of the castle and may include bedrooms, bathrooms, latrine, study, servant's quarters etc.
When leaving certain rooms, there is sometimes an opportunity given to move to a different tier, usually via a staircase. Keep an eye out for these rolls.

Number of Towers

To determine the number of towers, roll a d4 and add your *Castle Size value.*

Starting Area

What is your entry point to the keep? Choose or roll.

d10	You enter through...	Progress to
1-2	Main door / Foyer	Tier 1 Table. Encounter Antechamber first, then roll.
3-4	Side door / Footman's entrance	Tier 2 Table
5-6	Back door / Servant's entrance	Tier 2 Table
7-8	Hidden entrance, lower levels	Tier 3 Table
9-10	Hidden entrance, higher levels	Tower Table

Progressing through rooms

The following rooms may connect directly to each other via doors, or they may be linked via straight hallways. I've taken the approach here of having the different tiers separated by floors, but they don't need to be.

Number of Rooms per Level

The bottom level of the castle, which we will call level 1, will usually have more rooms than the upper levels, which generally consist of towers and thus less rooms.
The basement level might have quite a few levels, however.

Number of Rooms per Level

Level	Number of rooms
Basement	Castle Size value x d6
Ground floor (throne room etc)	Castle Size value x d8
Upper level 1	Castle Size value x d4
Upper level 2	Castle Size value x d3
Upper level 3	Castle Size value x d2



Part One: Approaching the Castle

Castle Location

Obviously, the castle's location will depend on the environment you are currently travelling through, but here is a bit of localised flavour to give your castle come character.

The castle is situated...

d10	CASTLE LOCATION
1	On a slight rise, surrounded by boulders.
2	On the side of a river, with trees nearby.
3	At the edge of a forest.
4	In the middle of a wetland, reached by a causeway.
5	On the far side of a ravine, reached by a bridge.
6	Near an open area where you can see burial mounds.
7	Beside a picturesque lake surrounded by forest.
8	At the base of a towering cliff or mountain.
9	Atop a high, rocky outcrop or hill, and perhaps surrounded by forest.
10	Just outside a town, and surrounded by farmland.

Castle Size Value (CSV)

Approaching the castle, you see that it is…

In addition to the description given on the table below, check the *GM's Miscellany Wilderness Dressing* resource (pp.8-15) for some fantastic castle dressing resources.

This roll is important as the d4 result is now your **CSV or Castle Size Value**. This will determine many aspects of your castle moving forward. Take note of this value.

d4 / CSV	CASTLE SIZE	NOTES
1	Small castle	1d2 watchtowers. Keep and bailey.
2	Medium castle	Keep and bailey, 1d4+1 watchtowers, 50% chance of a moat (if appropriate).
3	Large castle	Keep and bailey, 1d4+4 watchtowers, 75% chance of a moat (if appropriate).
4	Very large castle	Keep and bailey, 1d8+4 watchtowers, moat if appropriate. 25% chance of an inner bailey.

Castle Condition

d8	CASTLE CONDITION	NOTES
1	Utterly ruined	This ancient structure (hundreds or thousands of years old) is in ruins. As you roll on these tables, keep in mind that each room will be partially destroyed, covered with dust etc.
2	Partially ruined but still inhabited	This ancient keep or castle is hundreds, perhaps even a thousand or more years old, but is still in use and inhabited. Many signs of wear, crumbling walls, structures fallen down etc.
3	In use, but dilapidated	Possibly as a result of a recent battle, or an older battle, but the inhabitants cannot afford or cannot be bothered to fix it.
4	In the process of being repaired	Roll a d100. On a 50 or less, there are workmen currently at work on the building. Regardless, there is scaffolding erected and work is going on. Quarried stone and timber sit ready to be used for repairs.
5	In good condition, but loosely guarded	This castle or keep is well maintained, but you can't see many guards on the battlement, perhaps just a few
6	In good condition, well-guarded	This castle or keep is in good condition and patrols and guards seem diligent, happening regularly. Stealth checks or some kind of Charisma check (DC 17) will be required to sneak past the guards
7	In excellent condition, loosely guarded	This castle or keep is impressive to behold, but you can't see many guards on the battlement, perhaps just a few. Should be fairly easy to get in (DC 12 Stealth or Charisma-based checks)
8	In excellent condition, well-guarded	This castle or keep is in outstanding condition and guards / patrols are diligent and regular. DC 18 Stealth or Charisma-based checks to sneak or talk your way in.



Castle Exploration Tables (Organized by CSV)

Castle Size Value 1 Tables

CSV 1 (Small castle): *Inside the Bailey* Location Table

Use these tables if your CSV = 1. Every time you move to a new area within the outer bailey of the castle, follow this procedure: First, roll a d4. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d4	Random Loc.	NOTES	Set Loc.	NOTES
1	*Servant's quarters*	Cooks, kitchenhands, handmaidens, cleaners, footmen, pageboys and other staff live here. If not here, then perhaps they live in the lower or basement levels of the keep itself.	*Stables*	If the castle is inhabited, there is a 90% chance that the stables will be stocked with (*Castle Size value*) x (d6+2) mounts. Mounts could be horses, warhorses, mastiffs for halflings or other smaller humanoids to ride, whatever fits with the local flavour. Adjust stable size according to number of mounts.
2	*Combat Practice Area*	If the castle is inhabited, and it is daytime, there is a 60% chance that soldiers and other castle inhabitants will be present and practicing their combat skills.	*Well*	A place to draw water for soldiers and horses.
3	*Barracks*	This is a building where the lord of the keep's militia is housed. If inhabited, there will be (*Castle Size value*) x d10 men who live here. If it is night-time, they will be asleep in this building (apart from those on sentry duty). If it is daytime, they will probably be on other duties, unless a meal is being served If uninhabited, remnants of the militia, old weapons, maybe corpses, might be found.	*Inner courtyard*	This area would be perhaps opened to townsfolk from a nearby settlement for a market day where they could display their wares.
4	*Storeroom*	A place for storing food for castle inhabitants, militia and livestock.	*Guardhouse*	Usually stationed by the gate, this is a small structure where guards can monitor comings and goings, organize sentry rosters, and generally manage castle security.

CSV 1 (Small castle): *Inside the Castle* Tier 1 Location Table

Use these tables if your CSV = 1. Every time you move to a new area within tier 1 of the castle, follow this procedure: First, roll a d4. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d4	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Audience Chamber*	Used by the lord/lady of the castle to receive visitors. Roll on this table again when leaving.	*Throne Room*	When leaving, roll for a random location on this table.
3-4	*Banquet Hall / Great Hall*	Where grand dinners are held, and sometimes just everyday meals as well. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. When leaving, there is a 70% chance of changing to *Tier 2 table.*	*Antechamber*	A small chamber where visitors/petitioners wait until the lord of the castle is ready to receive them. Roll again on this table when leaving.

CSV 1 (Small castle): *Inside the Castle* Tier 2 Location Table

Use these tables if your CSV = 1. Every time you move to a new area within tier 2 of the castle, follow this procedure: First, roll a d8. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*. Reroll for repeats.

d6	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Barracks*	Used by elite guards. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table.*	*Kitchen*	For preparation of meals for castle inhabitants and guests. This room connects directly to the banquet room, dining room (*Tier 1 table*) and pantry *(this table)*. When leaving, you can choose to go to any of those locations, or to roll again on this table (ignoring the kitchen.
3-4	*Games Room*	For entertainment of visitors. When leaving, roll again on this table.	*Pantry*	Including cellar for wine or spirits. This room connects directly to the kitchen. When leaving, you can choose to go there, or to roll again on this table.
5-6	*Armory*	This room connects directly to either the barracks or guardroom (this table). When leaving, either go to one of those rooms, or roll again on this table. 50% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table.*	*Guardroom*	50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*

CSV 1 (Small castle): *Inside the Castle* Tier 3 Location Table

Use these tables if your CSV = 1. Every time you move to a new area within tier 3 of the castle, follow this procedure: First, roll a d6. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*. Reroll for repeats.

d6	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Servants' / Footmen's quarters*	50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table.*	*Bedroom*	For use of the lord/lady of the castle, or important guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table.*
3-4	*Dressing room*	Featuring a number of wardrobes. When leaving, roll again on this table	*Extra bedroom*	For use by the master's / mistress's family or other important guests. Extra rooms for the lord / lady of the castle's children, other relatives.
5-6	*Latrine or bath*	When leaving, roll again on this table.	*Bathroom*	Outfitted with a marble floor and other luxurious accoutrements. When leaving, roll again on this table



Castle Size Value 2 Tables

CSV 2 (Medium castle): *Inside the Bailey* Location Table

Use these tables if your CSV = 2. Every time you move to a new area within the outer bailey of the castle, follow this procedure: First, roll a d6. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d6	Random Loc.	NOTES	Set Loc.	NOTES
1	*Servant's quarters*	Cooks, kitchenhands, handmaidens, cleaners, footmen, pageboys and other staff live here. If not here, then perhaps they live in the lower or basement levels of the keep itself.	*Stables*	If the castle is inhabited, there is a 90% chance that the stables will be stocked with (*Castle Size value*) x (d6+2) mounts. Mounts could be horses, warhorses, mastiffs for halflings or other smaller humanoids to ride, whatever fits with the local flavour. Adjust stable size according to number of mounts.
2	*Storeroom*	A place for storing food for castle inhabitants, militia and livestock.	*Well*	A place to draw water for soldiers and horses.
3	*Smithy*	Here weapons, horseshoes, tools and other implements essential in the maintenance of the castle and its assets are repaired.	*Inner courtyard*	This area would be perhaps opened to townsfolk from a nearby settlement for a market day where they could display their wares.
4	*Barbican*	This is an alleyway connected to the gatehouse, and funnels attackers through a deadly obstacle course, where they can be fired upon by archers through murder holes and the like.	*Guardhouse*	Usually stationed by the gate, this is a small structure where guards can monitor comings and goings, organize sentry rosters, and generally manage castle security.
5	*Temple*	Temple to the god or gods worshipped by the inhabitants of the castle.	*Barracks*	This is a building where the lord of the keep's militia is housed. If inhabited, there will be (*Castle Size value*) x d10 men who live here. If it is night-time, they will be asleep in this building (apart from those on sentry duty). If it is daytime, they will probably be on other duties, unless a meal is being served If uninhabited, remnants of the militia, old weapons, maybe corpses, might be found. .
6	*Casemates*	There are 1d4 + (*Castle Size value*) casemates visible. A casemate is a small room in the wall of a castle, with holes from which missiles can be fired on enemies outside.	*Combat Practice Area*	If the castle is inhabited, and it is daytime, there is a 60% chance that soldiers and other castle inhabitants will be present and practicing their combat skills.

CSV 2 (Medium castle): *Inside the Castle* Tier 1 Location Table

Use these tables if your CSV = 2. Every time you move to a new area within tier 1 of the castle, follow this procedure: First, roll a d6. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*. Reroll for repeats.

d6	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Banquet Hall / Great Hall*	Where grand dinners are held, and sometimes just everyday meals as well. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to *Tier 2 table*.	*Throne Room*	When leaving, roll for a random location on this table.
3-4	*Chapel*	Dedicated to a deity associated with the stronghold's master. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to *Tier 2 table*.	*Antechamber*	A small chamber where visitors/petitioners wait until the lord of the castle is ready to receive them. Roll again on this table when leaving.
5-6	*Gallery*	For the display of expensive works of art and trophies. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 50% chance of changing to *Tier 2 table*.	*Audience Chamber*	Used by the lord/lady of the castle to receive visitors. Roll on this table again when leaving.

CSV 2 (Medium castle): *Inside the Castle* Tier 2 Location Table

Use these tables if your CSV = 2. Every time you move to a new area within tier 2 of the castle, follow this procedure: First, roll a d8. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d8	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Strong room*	Vault for protecting important treasures. 75% chance of being hidden behind a secret door. When leaving, roll again on this table. 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*	*Kitchen*	For preparation of meals for castle inhabitants and guests. This room connects directly to the banquet room, dining room (*Tier 1 table*) and pantry *(this table)*. When leaving, you can choose to go to any of those locations, or to roll again on this table (ignoring the kitchen.
3-4	*Armory*	This room connects directly to either the barracks or guardroom (this table). When leaving, either go to one of those rooms, or roll again on this table. 50% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*.	*Pantry*	Including cellar for wine or spirits. This room connects directly to the kitchen. When leaving, you can choose to go there, or to roll again on this table.
5-6	*Games Room*	For entertainment of visitors. When leaving, roll again on this table.	*Guardroom*	50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*
7-8	*Larder*	For cooling food.	*Barracks*	Used by elite guards. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*.

CSV 2 (Medium castle): *Inside the Castle* Tier 3 Location Table

Use these tables if your CSV = 2. Every time you move to a new area within tier 3 of the castle, follow this procedure: First, roll a d8. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d8	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Dressing room*	Featuring a number of wardrobes. When leaving, roll again on this table	*Bedroom*	For use of the lord/lady of the castle, or important guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table.*
3-4	*Latrine or bath*	When leaving, roll again on this table.	*Extra bedroom*	For use by the master's / mistress's family or other important guests. Extra rooms for the lord / lady of the castle's children, other relatives.
5-6	*Sitting room*	For family or intimate guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table.*	*Bathroom*	Outfitted with a marble floor and other luxurious accoutrements. When leaving, roll again on this table
7-8	*Study, including a writing desk*	Includes a writing desk and some books. When leaving, roll again on this table.	*Servants' / Footmen's' quarters*	50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table.*



Castle Size Value 3 Tables

CSV *3* (Large castle): *Inside the Bailey* Location Table

Use these tables if your CSV = 3. Every time you move to a new area within the outer bailey of the castle, follow this procedure: First, roll a d8. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d8	Random Loc.	NOTES	Set Loc.	NOTES
1	*Smithy*	Here weapons, horseshoes, tools and other implements essential in the maintenance of the castle and its assets are repaired.	*Stables*	If the castle is inhabited, there is a 90% chance that the stables will be stocked with (*Castle Size value*) x (d6+2) mounts. Mounts could be horses, warhorses, mastiffs for halflings or other smaller humanoids to ride, whatever fits with the local flavour. Adjust stable size according to number of mounts.
2	*Barbican*	This is an alleyway connected to the gatehouse, and funnels attackers through a deadly obstacle course, where they can be fired upon by archers through murder holes and the like.	*Well*	A place to draw water for soldiers and horses.
3	*Temple*	Temple to the god or gods worshipped by the inhabitants of the castle.	*Inner courtyard*	This area would be perhaps opened to townsfolk from a nearby settlement for a market day where they could display their wares.
4	*Casemates*	There are 1d4 + (*Castle Size value*) casemates visible. A casemate is a small room in the wall of a castle, with holes from which missiles can be fired on enemies outside.	*Guardhouse*	Usually stationed by the gate, this is a small structure where guards can monitor comings and goings, organize sentry rosters, and generally manage castle security.
5	*Dungeon / Jail*	Accessed via a stair in the courtyard, this is where misbehaving soldiers, captured spies and other hostiles are kept.	*Barracks*	This is a building where the lord of the keep's militia is housed. If inhabited, there will be (*Castle Size value*) x d10 men who live here. If it is night-time, they will be asleep in this building (apart from those on sentry duty). If it is daytime, they will probably be on other duties, unless a meal is being served If uninhabited, remnants of the militia, old weapons, maybe corpses, might be found. .
6	*Livestock pens*	For keeping livestock such as pigs, cows, sheep etc.	*Combat Practice Area*	If the castle is inhabited, and it is daytime, there is a 60% chance that soldiers and other castle inhabitants will be present and practicing their combat skills.
7	*Kennels*	Where monsters or trained animals that protect the stronghold are kept. There may be wolves, hawks, crows for sending messages, any kind of creature that fits with the flavour of the castle.	*Servant's quarters*	Cooks, kitchenhands, handmaidens, cleaners, footmen, pageboys and other staff live here. If not here, then perhaps they live in the lower or basement levels of the keep itself.
8	*Undercroft*	Cellar or storage room, often vaulted. Sometimes hired out as a shop to a local merchant.	*Storeroom*	A place for storing food for castle inhabitants, militia and livestock.

CSV 3 (Large castle): *Inside the Castle* Tier 1 Location Table

Use these tables if your CSV = 3. Every time you move to a new area within tier 1 of the castle, follow this procedure: First, roll a d8. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*. Reroll for repeats.

d8	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Chapel*	Dedicated to a deity associated with the stronghold's master. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to *Tier 2 table*.	*Throne Room*	When leaving, roll for a random location on this table.
3-4	*Gallery*	For the display of expensive works of art and trophies. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 50% chance of changing to *Tier 2 table*.	*Antechamber*	A small chamber where visitors/petitioners wait until the lord of the castle is ready to receive them. Roll again on this table when leaving.
5-6	*Library*	With an extensive collection of rare books. When leaving, roll again on this table	*Audience Chamber*	Used by the lord/lady of the castle to receive visitors. Roll on this table again when leaving.
7-8	*Lounge*	Used to entertain guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down (switch to Tier 2 if going up, Tier 3 if going down). If you stay on this floor, roll again on this table, or 50% chance of changing to *Tier 2 table*.	*Banquet Hall / Great Hall*	Where grand dinners are held, and sometimes just everyday meals as well. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to *Tier 2 table*.

CSV 3 (Large castle): *Inside the Castle* Tier 2 Location Table

Use these tables if your CSV = 3. Every time you move to a new area within tier 2 of the castle, follow this procedure: First, roll a d10. Then, either choose the *random location* that your die roll produces, or if you prefer choose one of the *set locations,* all of which are definitely present. Reroll for repeats.

d10	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Strong room*	Vault for protecting important treasures. 75% chance of being hidden behind a secret door. When leaving, roll again on this table. 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*	*Kitchen*	For preparation of meals for castle inhabitants and guests. This room connects directly to the banquet room, dining room (*Tier 1 table*) and pantry *(this table)*. When leaving, you can choose to go to any of those locations, or to roll again on this table (ignoring the kitchen.
3-4	*Games Room*	For entertainment of visitors. When leaving, roll again on this table.	*Pantry*	Including cellar for wine or spirits. This room connects directly to the kitchen. When leaving, you can choose to go there, or to roll again on this table.
5-6	*Larder*	For cooling food.	*Guardroom*	50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*
7-8	*Laundry*	For washing clothes of all inhabitants of the castle. Occupied by staff more or less all day.	*Barracks*	Used by elite guards. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table.* *(table continues over page)*

9-10	*Buttery*	Part of the kitchen. Close to the Banquet Hall and traditionally the place from which the yeoman of the buttery served beer and candles to those lower members of the household not entitled to drink wine. The room takes its name from the beer butts (barrels) stored there. When leaving, roll again on this table.	*Armory*	This room connects directly to either the barracks or guardroom (this table). When leaving, either go to one of those rooms, or roll again on this table. 50% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 3 table*.

CSV 3 (Large castle): *Inside the Castle* Tier 3 Location Table

Use these tables if your CSV = 3. Every time you move to a new area within tier 3 of the castle, follow this procedure: First, roll a d10. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d10	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Latrine or bath*	When leaving, roll again on this table.	*Bedroom*	For use of the lord/lady of the castle, or important guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table*.
3-4	*Sitting room*	For family or intimate guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table*.	*Extra bedroom*	For use by the master's / mistress's family or other important guests. Extra rooms for the lord / lady of the castle's children, other relatives.
5-6	*Study, including a writing desk*	Includes a writing desk and some books. When leaving, roll again on this table.	*Bathroom*	Outfitted with a marble floor and other luxurious accoutrements. When leaving, roll again on this table
7-8	*Small Library*	Featuring tomes, some perhaps rare, on the local area or on the family history of the owner of the castle.	*Servants' / Footmen's' quarters*	50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to [d4] (1-2) *Tier 1 table* (3-4) *Tier 2 table*.
9-10	*Cistern*	Provides drinking water. When leaving, roll again on this table.	*Dressing room*	Featuring a number of wardrobes. When leaving, roll again on this table

Castle Size Value 4 Tables

CSV 4 (Very large castle): *Inside the Bailey* Location Table

Use these tables if your CSV = 4. Every time you move to a new area within the outer bailey of the castle, follow this procedure: First, roll a d12. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations,* all of which are definitely present. Reroll for repeats.

d12	Random Loc.	NOTES	Set Loc.	NOTES
1	*Brewery*	Ales and meads brewed here for the enjoyment of the lord of the castle and the soldiers.	*Stables*	If the castle is inhabited, there is a 90% chance that the stables will be stocked with (*Castle Size value*) x (d6+2) mounts. Mounts could be horses, warhorses, mastiffs for halflings or other smaller humanoids to ride, whatever fits with the local flavour. Adjust stable size according to number of mounts.
2	*Bakehouse*	Breads and other delights are baked here.	*Well*	A place to draw water for soldiers and horses.
3	*Fountain*	Purely decorative, this feature might show a famous former or current inhabitant of the castle or perhaps a scene from local myth.	*Inner courtyard*	This area would be perhaps opened to townsfolk from a nearby settlement for a market day where they could display their wares.
4	*Troop Muster Area*	In times of battle, this is where troops gather to await orders from their superior offers.	*Guardhouse*	Usually stationed by the gate, this is a small structure where guards can monitor comings and goings, organize sentry rosters, and generally manage castle security.
5	*Dungeon / Jail*	Accessed via a stair in the courtyard, this is where misbehaving soldiers, captured spies and other hostiles are kept.	*Barracks*	This is a building where the lord of the keep's militia is housed. If inhabited, there will be (*Castle Size value*) x d10 men who live here. If it is night-time, they will be asleep in this building (apart from those on sentry duty). If it is daytime, they will probably be on other duties, unless a meal is being served If uninhabited, remnants of the militia, old weapons, maybe corpses, might be found. .
6	*Livestock pens*	For keeping livestock such as pigs, cows, sheep etc.	*Combat Practice Area*	If the castle is inhabited, and it is daytime, there is a 60% chance that soldiers and other castle inhabitants will be present and practicing their combat skills.
7	*Kennels*	Where monsters or trained animals that protect the stronghold are kept. There may be wolves, hawks, crows for sending messages, any kind of creature that fits with the flavour of the castle.	*Servant's quarters*	Cooks, kitchenhands, handmaidens, cleaners, footmen, pageboys and other staff live here. If not here, then perhaps they live in the lower or basement levels of the keep itself.
8	*Undercroft*	Cellar or storage room, often vaulted. Sometimes hired out as a shop to a local merchant.	*Storeroom*	A place for storing food for castle inhabitants, militia and livestock.
9	*Dovecote*	A building to house carrier pigeons and other necessary birds	*Smithy*	Here weapons, horseshoes, tools and other implements essential in the maintenance of the castle and its assets are repaired.

10	*Statue*	A statue of the lord of the castle, or one of his ancestors (the founder of the castle perhaps). Perhaps there is more than one statue.	*Barbican*	This is an alleyway connected to the gatehouse, and funnels attackers through a deadly obstacle course, where they can be fired upon by archers through murder holes and the like.
11	*Ornamental gardens*	Surrounding the outside of the keep. The gardens may include small courtyards where castle inhabitants can relax.	*Temple*	Temple to the god or gods worshipped by the inhabitants of the castle.
12	*Aviary or zoo for keeping exotic creatures*	You can get quite creative here with what creatures are present. Perhaps a monster or two, brought back to the castle by an intrepid warrior who went on a dangerous expedition!	*Casemates*	There are 1d4 + (*Castle Size value*) casemates visible. A casemate is a small room in the wall of a castle, with holes from which missiles can be fired on enemies outside.

CSV 4 (Large castle): *Inside the Castle* Tier 1 Location Table

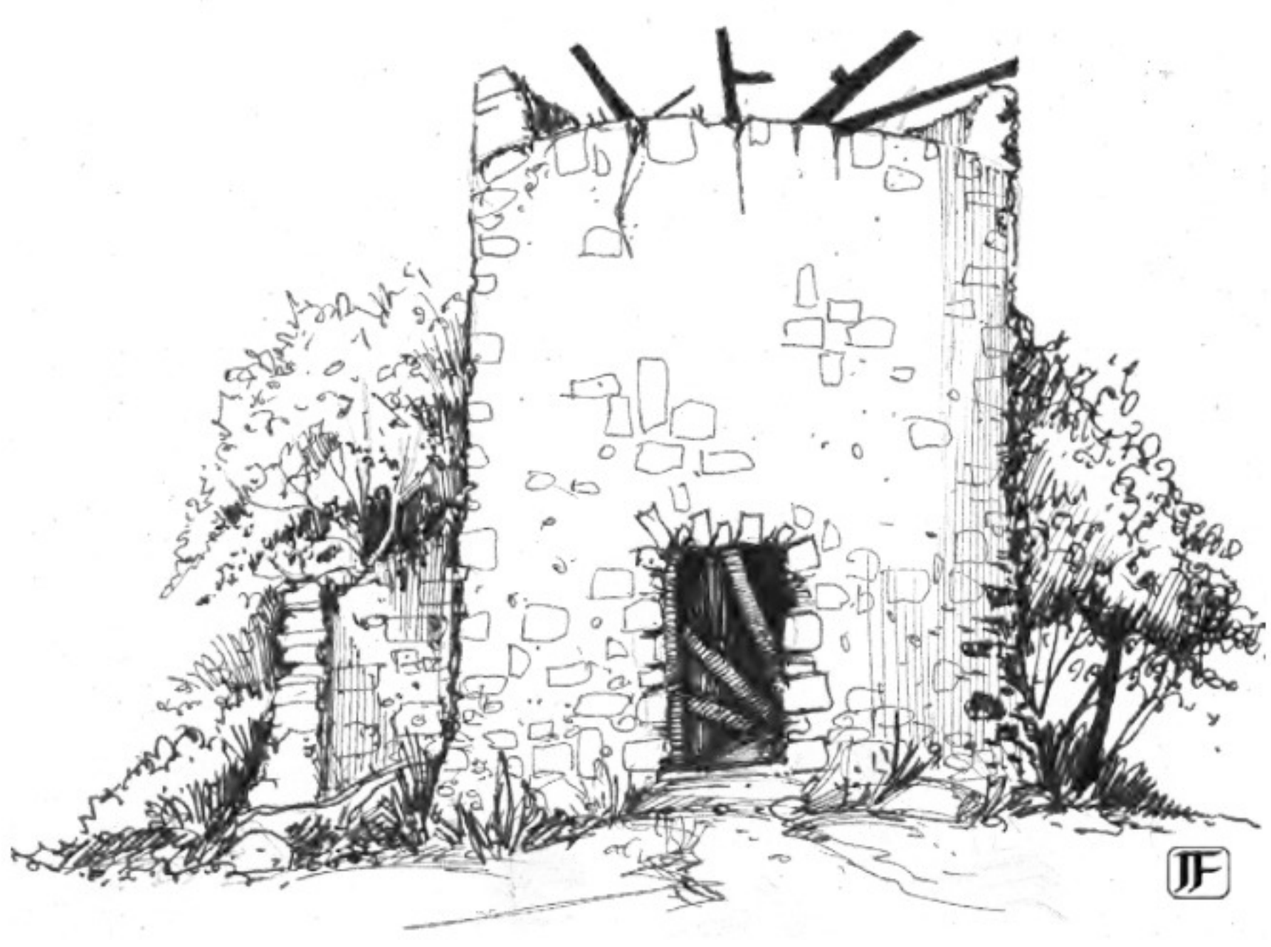
Use these tables if your CSV = 4. Every time you move to a new area within tier 1 of the castle, follow this procedure: First, roll a d10. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*. Reroll for repeats.

d10	Random Loc.	NOTES	Set Loc.	NOTES
1-2	*Gallery*	For the display of expensive works of art and trophies. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 50% chance of changing to *Tier 2 table*.	*Throne Room*	When leaving, roll for a random location on this table.
3-4	*Library*	With an extensive collection of rare books. When leaving, roll again on this table	*Antechamber*	A small chamber where visitors/petitioners wait until the lord of the castle is ready to receive them. Roll again on this table when leaving.
5-6	*Lounge*	Used to entertain guests. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down (switch to Tier 2 if going up, Tier 3 if going down). If you stay on this floor, roll again on this table, or 50% chance of changing to *Tier 2 table*.	*Audience Chamber*	Used by the lord/lady of the castle to receive visitors. Roll on this table again when leaving.
7-8	*Oratory*	A private chapel for use of the master of the castle.	*Banquet Hall*	Where grand dinners are held, and sometimes just everyday meals as well. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to *Tier 2 table*.
9-10	*Hidden Chamber*	Who knows what it's for? It's a secret.	*Chapel*	Dedicated to a deity associated with the stronghold's master. 50% chance of a staircase leading [d4] (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to *Tier 2 table*.

CSV 4 (Very large castle): *Inside the Castle* Tier 2 Location Table

Use these tables if your CSV = 4. Every time you move to a new area within tier 2 of the castle, follow this procedure: First, roll a d6. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*, all of which are definitely present. Reroll for repeats.

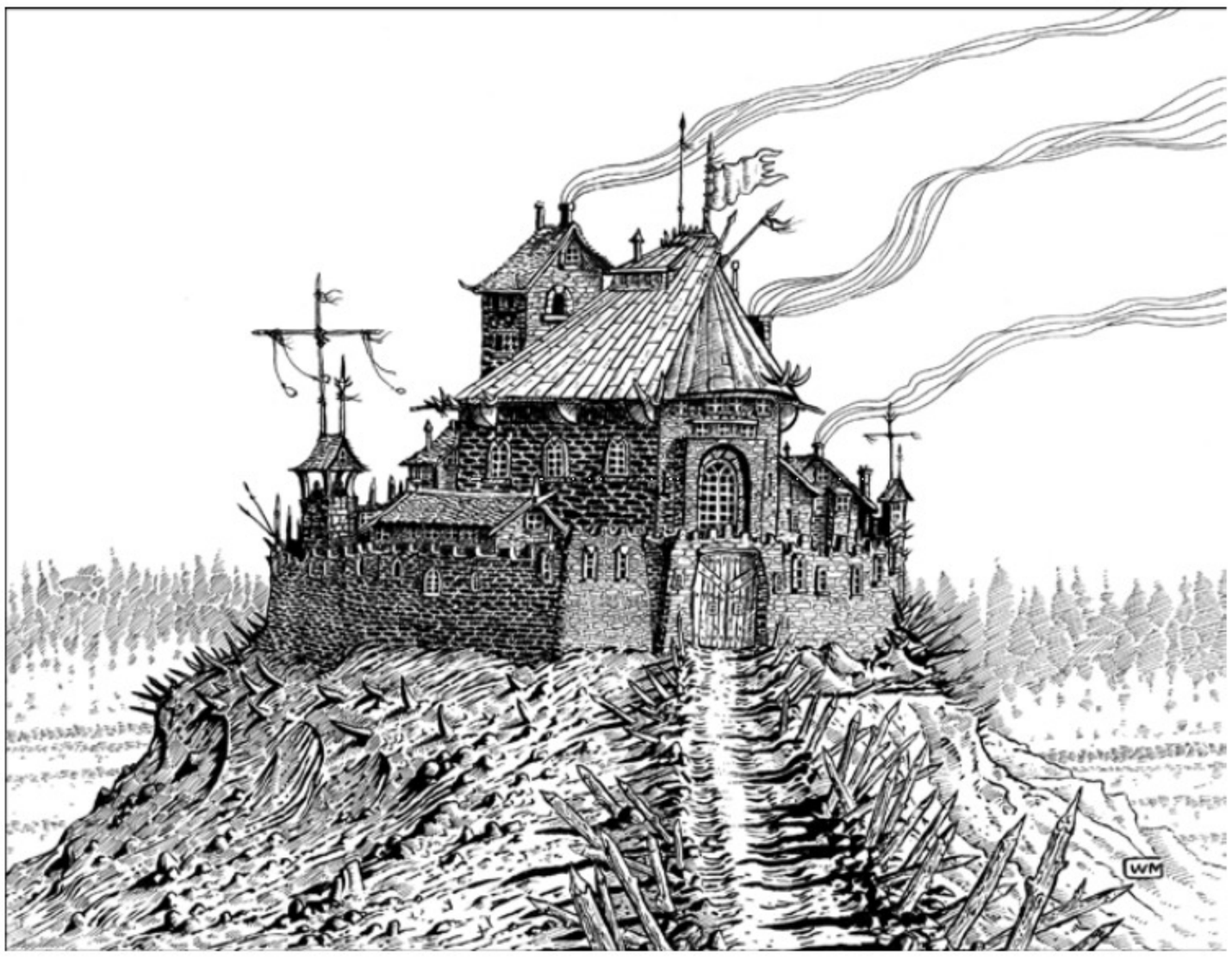
d6	Random Loc.	NOTES	Set Loc.	NOTES
1	*Games Room*	For entertainment of visitors. When leaving, roll again on this table.	*Kitchen*	For preparation of meals for castle inhabitants and guests. This room connects directly to the banquet room, dining room (*Tier 1 table*) and pantry *(this table)*. When leaving, you can choose to go to any of those locations, or to roll again on this table (ignoring the kitchen.
2	*Larder*	For cooling food.	*Pantry*	Including cellar for wine or spirits. This room connects directly to the kitchen. When leaving, you can choose to go there, or to roll again on this table.
3	*Laundry*	For washing clothes of all inhabitants of the castle. Occupied by staff more or less all day.	*Guardroom*	50% chance of a staircase leading ⌈d4⌉ (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 3 table*
4	*Buttery*	Part of the kitchen. Close to the Banquet Hall and traditionally the place from which the yeoman of the buttery served beer and candles to those lower members of the household not entitled to drink wine. The room takes its name from the beer butts (barrels) stored there. When leaving, roll again on this table.	*Barracks*	Used by elite guards. 50% chance of a staircase leading ⌈d4⌉ (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 3 table.*
5	*Cellar*	Storing food, liquor, water, grains, anything necessary for the sustenance of the castle's inhabitants. Generally accessed by a stair from above.	*Armory*	This room connects directly to either the barracks or guardroom (this table). When leaving, either go to one of those rooms, or roll again on this table. 50% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 3 table.*
6	*Storage*	A miscellaneous room used for the storing of supplies.	*Strong room*	Vault for protecting important treasures. 75% chance of being hidden behind a secret door. When leaving, roll again on this table. 70% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 3 table*



CSV 4 (Very large castle): *Inside the Castle* Tier 3 Location Table

Use these tables if your CSV = 4. Every time you move to a new area within tier 3 of the castle, follow this procedure: First, roll a d6. Then, either choose the *random location* that your die roll produces, or if you prefer choose any one of the *set locations*, all of which are definitely present. Reroll for repeats.

d6	Random Loc.	NOTES	Set Loc.	NOTES
1	*Sitting room*	For family or intimate guests. 50% chance of a staircase leading ⌈d4⌉ (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 2 table.*	*Bedroom*	For use of the lord/lady of the castle, or important guests. 50% chance of a staircase leading ⌈d4⌉ (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 2 table.*
2	*Study, including a writing desk*	Includes a writing desk and some books. When leaving, roll again on this table.	*Extra bedroom*	For use by the master's / mistress's family or other important guests. Extra rooms for the lord / lady of the castle's children, other relatives.
3	*Small Library*	Featuring tomes, some perhaps rare, on the local area or on the family history of the owner of the castle.	*Bathroom*	Outfitted with a marble floor and other luxurious accoutrements. When leaving, roll again on this table
4	*Cistern*	Provides drinking water. When leaving, roll again on this table.	*Servants' / Footmen's' quarters*	50% chance of a staircase leading ⌈d4⌉ (1-2) Up (3-4) Down. If you stay on this floor, roll again on this table, or 70% chance of changing to ⌈d4⌉ (1-2) *Tier 1 table* (3-4) *Tier 2 table.*
5	*Children's play room*	Where the lord of the castle's children while away the hours on rainy days.	*Dressing room*	Featuring a number of wardrobes. When leaving, roll again on this table
6	*Hidden chamber*	Who knows what its use is? Use keywords perhaps?	*Latrine or bath*	When leaving, roll again on this table.



PART 3:
ENCOUNTERS



Chapter 3-1
Wilderness Encounters

This chapter contains an all-new list of random non-combat wilderness encounters for you to use in your solo adventures. Many of these can function as adventure seeds also.

When to use these?

- As an alternative to the tables in TSAT 1
- When an oracle triggers it (such as when you roll doubles in Mythic).
- When your adventure has stalled and you need something to get it going again.
- When you're in the wilderness and a system tells you to roll a random encounter

Never let the rules of a solo system stand in the way of creating engaging action. If nothing is happening, *make* something happen (unless your characters want downtime).
If you do not like the result you have rolled, simply roll again. These are adventuring aids, not rules.

d100	RESULT
1	You find an assortment of personal possessions in this area. Roll 5 times on the *Items* table (p.163), ignoring natural results such as rubble, leaves etc. Only things that would have reasonably been possessions.
2	A large number of birds have amassed in an area ahead. Enough to make you wonder why they are all there, filling every tree branch, perched on every boulder and available surface...
3	You meet a local hunter setting traps in the area. She has some interesting information to relate regarding things she has seen in her travels.
4	A malevolent, treacherous energy lurks in this area. The god of trickery is worming his way into the minds of all. If you have any sidekicks with you, or if there is more than one PC in your party, then have either a sidekick, PC or NPC make a Wisdom saving throw. If they fail, they turn on your main character, attacking them with their most powerful attack. The effect ceases as soon as this sidekick, PC or NPC either takes damage, or has a spell such as *remove curse* cast on them. You could also play it like this: have your main PC make a Wisdom save, and if they fail, they attack the NPC/sidekick.
5	An NPC (roll on NPC tables if you desire, or simply decide their characteristics) catches up with you and begins asking all sorts of questions. "Where are you coming from? Have you any tales to tell? What is your profession?" They come across as very eager and interested. You're not sure if they have any motives… perhaps they have just been without company for some time.
6	You come across a section of forest that has been destroyed. A druid is in the process of casting *plant growth* on various small plants to re-vegetate the area.
7	You come across an abandoned cabin, its door hanging off the hinges. Belongings are scattered everywhere. There are traces of blood to be found, but no creatures in sight.
8	You pass a small inn. A wealthy noblewoman, just passing through, has stopped here and is buying everyone drinks. It seems she has had great luck in business recently.

9	A local wizard is accepting visitors to his tower - a group of apprentices from a local alchemy school, who have come to hear a lecture from him on the creation of exotic potions.
10	A cart passes, being driven by a figure in a hood who does not address you in any way or even look up from the reins. In the back are various cages and crates. Two of them are covered with thick canvasses, and from within you hear a strange, feral barking and yowling. There are creatures of some kind in there, but you don't know exactly what species.
11	A group of pilgrims are on a walking journey towards a temple no-one in the party has heard of. They have been walking for some months already, picking up people along the way.
12	You see a wanted poster. A notorious criminal is in the area. 10% chance it is someone you know (NPC or even someone in the party).
13	You come across an ancient fortress that has been inhabited by a group of opportunistic humanoids. They are currently practicing combat manoeuvres and preparing for something. You are a little way off and they have not seen you (yet) but it appears preparations are underway for some kind of combat action.
14	Roll a d4. (1) The air crackles with some unknown energy (2) The ground shakes (3) An ominous peal of thunder resounds in the sky (4) The sun turns a dark shade of red. Ominous portents all point towards some cataclysmic event. You don't know what it is, but in your soul, you feel as if something momentous has just happened or is about to happen.
15	Make a DC 16 Wisdom (Perception) check. If unsuccessful, you fail to notice a [d6] (1-2) Rope trap (3-4) Net trap (5-6) Pit trap which you blunder into. Moments later, cultists emerge from the undergrowth and secure you in ropes. They will try to convert you to their beliefs as part of an aggressive recruitment drive! They have already captured a dozen or so people in this way. You will be subject to enchantment spells and may actually succumb to believing their philosophy, at least for a while.
16	You see [d4] rangers who look like they are hot on the trial of something or someone. They stop, crouching to the ground and examining signs in the dirt.
17	The smell of yeast and hops is heavy in the air. You emerge in a smallish open area where a neatly-kept building stands beside a babbling brook. Dwarves and halflings are hard at work, milling about this building and performing various jobs. A sign on the outside reads "Stoutfolk Brewery." (Or perhaps you'd rather come up with your own name!)
18	A shooting pain stabs through your head, nay, your very soul! You feel as though someone is trying to control your mind with magic, or targeting you with some kind of psychic attack.
19	You come across a merchant who is deep in haggling with a nobleman. The nobleman is demanding that the merchant sell him some rare item the merchant has in their possession, but the merchant is not budging, insisting that it is not for sale. The nobleman is getting rather hot under the collar. What is this item that has them so fired up?
20	You enter an area where a gallows has been erected. A small crowd has gathered to witness the execution of a monk who has been accused of spying on the local authorities for some rival nation or faction.
21	A robbery has been foiled! Highwaymen are lying prone and bound at the side of the road, and a group of passengers have disembarked from an ornate-looking carriage and are

	preparing to dispense some brutal justice to these unfortunate criminals. The carriage driver and a slightly-dishevelled looking nobleman, bearing cudgels, have somehow got the upper hand.
22	Something is approaching. You hear [d6] (1-2) The tread of many feet, as of an army (3-4) A heavy tread, as of a large creature (5-6) The patter of many tiny feet, a large group of smaller creatures. You will have time to hide and watch them go by with a successful DC 10 Dexterity (Stealth) check.
23	You chance upon a network of caves that look like they could have once been inhabited by a tribe of humanoids.
24	You come across two carts which have collided badly. One of the carts overturned and spilled its contents across the road, and now the owner of the goods is having a tantrum and demanding the other cart driver pay for the ruined goods. However, as this is happening, their argument is interrupted by a dull roar from something nearby...
25	A ruined hut is here, with its roof partially caved in.
26-30	Roll a d4. (1-2) Roll on *Skill Challenge* table (p.139) (3-4) Level-appropriate easy encounter
31	A piece of parchment is stuck into a tree with a dagger. The parchment is scrawled with messy writing that looks like it was written by a child. It reads: "You are entering the republic of the Forsaken Ones. All who wander in here without proper consent are trespassing and will be dealt with harshly."
32	You come across an ancient cemetery. All the gravestones are neglected bar one which has had the weeds cleared from around it and fresh flowers placed before it.
33	Perched on the edge of a cliff overlooking a small lake, a dilapidated castle, its walls crumbling in places, lies ahead.
34	A patrol from a nearby town is halted by the road, their cart having gotten stuck in a muddy rut. They impolitely demand that you assist them in getting the stuck vehicle free. "As a citizen of this realm, it is your civic duty to assist us!"
35	A rustle in some bushes ahead and some easily overheard conversation gives away the position of some juvenile criminals (from a nearby village/town?) planning to ambush a passing cart.
36	You come to the top of a gully, thick with vegetation. The sound of drums drifts up to you and smoke from numerous fires rises in plumes above the forest canopy below. Every now and then you hear chanting, different songs, sometimes a dozen or so voices joined as one.
37	Making your way through a patch of dense undergrowth, you find a concealed tomb, covered in vines and creepers. Nature has begun reclaiming this forgotten structure, and all signs of who previously inhabited it are gone. Ripping away foliage, you find a stone door.
38	You are approaching a grove of trees (or a clearing if you are in a forest) and can see a group of people assembled there. One figure in robes stands before them, and appears to be chanting a litany of some kind. The others repeat the words in a ritualistic fashion.
39	Several wizards are here, surrounding a swirling field of energy, attempting to control it. They do not notice your presence, too busy are they with this desperate work! This is some sort of extra-dimensional energy, trying to enter this world...

40	You are approaching a large castle or fortress of some kind. It appears a small military force is arrayed outside its walls, laying siege to the place.
41	A band of clerics and monks is tending to what appears to be a huge throng of displaced refugees. Food is being served from huge pots to an endless queue of people. What is their story, how were they forced out of their home, and where will they go from here?
42	High above you see a flying craft, either magical or created using some unknown technology, pass overhead. Where is it heading?
43	Suddenly a group of humanoids passes you. Halflings or gnomes, intent on something and all bearing weapons, are marching purposefully towards some unknown destination. Every now and then, one particularly angry one at the head of the party yells "Come on boys, time for some payback eh?" To which the others all roar in approval.
44	You are approached by a group of fey creatures. "Please, we need your help, we're at our wits end! Our village is being attacked!"
45	A patch of large fungi is ahead. These strange growths appear to be dripping with a violet sap. Looking closer, you see that where this sap has landed on the ground, it has killed everything growing there. It appears to be a virulent poison.
46	You come across an enchanted glade, an oasis of some kind. Clear blue water falls from above into a serene pond with a sound like the tinkling of crystals, and trees bearing sweet-smelling flowers arc out over the water, occasionally dropping delicate blooms onto the water's surface. It is almost too beautiful to be believed...
47	A huge boom, like an explosion, comes from somewhere ahead, perhaps a few miles. It is so massive that you feel the vibration through the earth. What is it? A meteor? A volcano? A powerful spell? The only way to find out is to go and investigate.
48	A mansion, the estate of some noble who apparently likes to be away from civilisation, lies ahead. The gates to the place are guarded.
49	The moon is high in the sky (whether day or night) but does not appear as normal. Roll a d4. (1) It is a different colour (2) A huge chunk has been blasted off by a comet or something similar, which looks epic but is rather worrying (3) It appears closer than normal (4) It is in a phase that it shouldn't be.
50	A group of soldiers and nobles are supervising a book burning.
51-55	Roll a d4. (1-2) Roll on *Boon* table (p.152) (3-4) Level-appropriate medium encounter
56	You enter a copse of trees. Then, in the midst of this small, dense wood, you come across several carved symbols of various gods, some festooned with cobwebs, others kept clean and orderly with fresh offerings before them.
57	You come across a travelling salesman who deals exclusively in exotic beasts that he keeps in cages. His cart is loaded with them! Perhaps you think him cruel, and no doubt there is an element of cruelty here. But more worrying is the fact that he has gathered all these strange animals together in one place. What would happen if one or more of them were to somehow get free?
58	"Friend!" a voice addresses you from somewhere. "Want to make some money? I need a hand with something. I promise it will be worth your while..." This ragged-looking individual has a story to tell. Use random keywords or event meaning tables (or both) to determine what work he is proposing.

59	A pair of warriors, utterly spent and bloodied, lie panting after a ferocious duel. They appear to have been fighting each other all day but are too evenly matched, and neither can get the upper hand. Perhaps you can mediate in this situation. But first, you'll need to understand their dispute. Keywords!
60	A wide river is ahead, and a large band of workers (probably from a nearby settlement) are creating a dam wall.
61	A garishly-coloured bird alights in a nearby tree and regards you with a gaze that is distinctly un-birdlike. "Hmm," it says, looking you up and down. "Intriguing."
62	You arrive at a rope bridge which extends over a narrow but deep canyon. However, you are hesitant. The rope looks old and frayed, and you are unsure if it will hold.
63	A lone figure is slumped against a tree sobbing. "My master is dead," they sob.
64	You reach the top of a low cliff where you are looking down into what appears to be a quarry. Several ogres are here, bearing whips and other weapons, and are putting a variety of humanoids to work, using them as slaves to mine this area.
65	You hear a chorus of soft, melodious voices calling to you from nearby, beckoning you to come closer. The words are almost formed as a song.
66	You meet an adventurer, on their way to explore a famed local ruins. Roll on NPC tables (or choose a random, level-appropriate sidekick) and generate a dungeon-based quest using either Chapter 7 of TSAT 1 or any of the quest generation tools in this book. If you wish to pursue this thread, you must take this NPC with you as they are the one who is on this quest. You are accompanying *them*.
67	The foliage suddenly becomes lush and thick in this area. It is a little out of place, and seems to have sprung up unnaturally, as if the result of some kind of natural magic.
68	You pass a cave in a low cliff. Someone has fitted a door over the entrance. Has it been turned into a dwelling of some sort? Or, perhaps they merely wanted to restrict entrance.
69	You pass rocks that have strange markings on them, that look to be from the earliest humanoid civilization that populated these lands. A DC 14 History check will enable you to determine their basic meaning. Otherwise, who knows what they speak of...
70	A storm approaches from the [d4] (1) Northern (2) Southern (3) Eastern (4) Western horizon. You fancy you can see the shapes of various creatures within it. Ominous, dark grey and laced with lightning, it is approaching fast!
71	The sound of fighting nearby, the vibration of heavy footfalls felt through the ground - it seems like two huge creatures of some description are going at it, fighting to the death!
72	A disembodied voice speaks to you directly. Roll on event meaning tables or keywords list to discover what this supernatural voice says to you.
73	An absolutely vile smell reaches your nostrils, coming from the [d4] (1) North (2) South (3) East (4) West. It smells like [d4] (1) Rotting corpses (2) Unwashed bodies (3) Spoiled Food (4) Excrement.
74	As you watch, you see something shimmer into view, as if teleported from somewhere else. What is it that you see? [d10] (1-2) Interesting natural landscape feature (3-4) NPC (5-6) Structure (7-8) Vehicle (9-10) Something else (roll on *Keywords* table, p.167).

75	Ancient, ruined fortifications lie ahead, although what is behind them is anyone's guess.
76-80	Roll a d4. (1-2) Roll on *Bane* table. p.157 (3-4) level-appropriate hard encounter
81	A marked change in elevation is causing the land to slope upwards towards a plateau. Several tracks wind their way up towards the summit of this elevation, which should afford a good view of the surrounding terrain.
82	A travelling apothecary is offering strange herbal remedies with a variety of outlandish effects. Use keywords to determine the nature of these effects.
83	The landscape on the side of a gently-sloping hill has been marked with white chalk to resemble the outline of a beast. This land carving may have been here for millennia.
84	Steam is rising from a hot springs ahead. You hear conversation also. (Roll for 1d4+1 NPCs relaxing here, using the NPC tables in TSAT 1).
85	More and more, you notice that the wildlife in this area - birds, deer, insects, small creatures of all descriptions - appear to have been magically altered. At first it starts with differences in colouration, but then progresses to mismatched body parts and then totally hybrid creatures. What is causing this anomaly?
86	You reach a low hill - or is it a structure of some kind - which appears to be entirely formed of [d4] (1) Glass (2) Steel (3) Gemstone (too hard to mine) (4) Some other non-precious mineral.
87	These rocks look strange here, out of place, and not fitting with the geology of the area. Not only that, there is a curious pattern of spirals covering them which you cannot initially see the purpose of.
88	A geyser is erupting clouds of poisonous steam into the air. You may want to avoid this area. However, you see activity going on there… are there creatures living here, even subsisting off these fumes?
89	A patrol from a nearby town is set up here in a roadside booth. Several carts are pulled up and are being inspected for stolen or smuggled goods and contraband.
90	You meet a lone NPC on your route. They are a bit confused and keep repeating the same phrase over and over again. "It must never be allowed to happen. It must never be allowed to happen." Over and over.
91	Overhead, you see some sort of astronomical portent. [d4] (1) Comet (2) Meteor shower (3) Eclipse (4) Day or night suddenly appears, no matter what the time. The scriptures/prophecies of old spoke of this, and what it signified...
92	Ahead, you see what appears to be a large walled garden of some kind. A construct stands guard outside it, unmoving. What type of construct is it? [d6] (1) Animated armour (2) Stone defender (3) Shield guardian (4) Clay golem (5) Stone golem (6) Iron golem.
93	A crow flies overhead, and drops a scroll in your path, then turns and departs in an eastern direction. The scroll bears a different message relevant to the quest you are on. Or, if you prefer, the scroll reads as follows: *Adventurer! Heed my call! I am in need of your services. Head east, until you see a great tower, with a sigil marking in its door. That is where I reside. I have a proposition for you.*
94	You come across a large rock. The top half of this rock has been carved into the likeness of a local renowned deity, but the carving is only half-finished and the bottom half of the rock

	is still in its natural state. It appears this work was abandoned halfway through. Coming closer, you notice that the carver's tools are still there, scattered on the ground amidst rock chippings.
95	You encounter an open-air forge in the middle of this wilderness. There is a hut nearby, and 1d4 burly blacksmiths are forging weapons, domestic items, building materials, smelting iron, copper, many different metals, and generally just doing blacksmith stuff.
96-100	Level-appropriate deadly encounter

GENERATING MORE ENCOUNTERS

Use the table below to generate more random encounters for your character or characters. Roll a d20 twice, and then consult the keywords table for more detail

d20	OCCURENCE	SUBJECT
1	Something happens	To you
2		To someone else
3		To the environment
4		To a creature
5		Supernatural / Metaphysical
6	You sense something	Mentally/psychically
7		Physically (heat/cold/vibration)
8		Supernatural / Metaphysical
9	You smell something	Horrific
10		Pleasant
11		Weird
12	You see an occurrence	Involving the environment
13		Involving other creatures
14		Supernatural
15	You hear something	Involving the environment
16		Involving other creatures
17		Supernatural
18	You find something	Architecture / Feature
19		Item / NPC
20		Clue / trail / monster sign/ writing

Chapter 3-2
Urban Encounters

This chapter contains an all-new list of random non-combat urban encounters for you to use in your solo adventures. Many of these can function as adventure seeds also.

When to use these?

- As an alternative to the tables in TSAT 1
- When an oracle triggers it (such as when you roll doubles in Mythic).
- When your adventure has stalled and you need something to get it going again.
- When you're in a city or other settlement and a system tells you to roll a random encounter

Never let the rules of a solo system stand in the way of creating engaging action. If nothing is happening, *make* something happen (unless your characters want downtime).
If you do not like the result you have rolled, simply roll again. These are adventuring aids, not rules.

d100	RESULT
1	You hear rumours of a nomadic cult that has taken up residence in an abandoned building in a deserted part of town. Who knows what they are planning, but there are strange sounds and lights coming from that area.
2	A strongman is exhibiting a show of strength at the side of the street, and has drawn a large crowd. However, this burly character looks dejected, exhausted, and the announcer who is narrating his feats appears to be the one in control. Does he have the poor brute magically enslaved? Or is some other form of duress going on here?
3	A guard patrol suddenly runs past you. "To the gates, to the gates!" they are yelling. "We are being attacked!"
4	You pass a market stall. The stallholder is being harassed by someone in a loud voice. "I know you have it, you liar! Give it to me now!"
5	Looking down an alleyway, you can see a figure being set upon by three larger individuals - this definitely does not *seem* to be a fair fight...
6	Some sort of coloured smoke is billowing out of the windows of a nearby building! Some sort of alchemical chaos perhaps? Or something else...
7	"Accepting all comers!" a huge bugbear yells as he walks down the street, ringing a hand bell. "Tonight, at the Ancient Chalice! Pit fights, only the dirtiest, meanest fighters will survive. 500 gold prize money! We'll take anyone!"
8	You pass a row of abandoned multi-storey buildings, each one with parchment nailed to the front door. They all read the same: Condemned. Do not enter.
9	A large, walled urban garden is here. The sign outside informs you that the garden holds some extremely rare and exotic species.
10	An old man telling a story has gathered a large group of children and adults around him, entranced by his narration. It seems he was a former adventurer and has some enthralling tales to tell.

11	A streetside merchant is selling baubles, inside which strange colours and scenes are swirling. He tells you that at the right phase of the moon, you can enter one of these baubles as a small pocket dimension, which you can shape to your liking. He's asking 500gp for each of them. But there is an element of shadiness to this merchant and you perhaps don't trust him...
12	A local artist is exhibiting works in a gallery. Visitors have reported that his images are so dark and evocative that he must have had some horrific experiences. It's even said that some descend into madness after viewing these works. Whatever the case, the exhibition seems to be attracting a lot of attention.
13	A cart passes by, built of wood and metal, with bars over the windows. Passers-by remark that it is an infamous criminal, finally caught, who is being transported to the town jail. "They never thought they'd catch him," someone says. "He's been eluding them for years!"
14	Someone is tolling the alarm bell nearby. Has a fire broken out? Magical chaos? Some sort of catastrophe has occurred that is serious enough to call the town guard over.
15	You pass a huge, sprawling graveyard, covering a large area. All the town's dead are buried here, and it's said that some tombs connect to a deeper network of catacombs. Currently, however, a crowd is gathered around a freshly-dug grave where a recently-deceased local identity is being interred. This person, you hear someone nearby remark, died in extremely mysterious circumstances. There are many unanswered questions...
16	You pass a magician's guildhall. It is very active at the moment - a steady stream of mages is coming and going from the door. Inquiring of one of them, you are informed that this guildhall is currently hosting the annual general meeting to discuss the state of magic in the realm.
17	A royal procession is about to begin. The Queen/King/Emperor/Empress is due to pass along the street you are on with their entourage very shortly. You see the town guard doing a preliminary sweep of buildings, checking for potential assassins or evil-doers. "Make way!" someone shouts. "Make way for our glorious ruler!" Adults and children alike are beginning to throng either side of the street in anticipation of the regal parade.
18	Striking up a conversation with a local, you are told of the old town, a deserted, partially ruined quarter that was recently overrun by monsters. Much slaughter and devastation happened there. "No-one ventures there now," the local informs you. "It's said that there are still horrors lurking there, waiting for the foolish to venture in."
19	You catch a snatch of conversation from two passing locals. "I overheard them talking about it in The Gobbling Gander. Yes, a heist, planned for tonight! The Guild of Scoundrels has never been so daring as to attempt something like this!"
20	A small temple is having a festival which involves a bizarre tradition. [d4] (1) Feeding all passers-by, regardless of religion, until they are so full, they can barely move (2) Treating all visitors to the temple like royalty, washing their feet, massaging their shoulders and generally pampering them (3) Hurling insults at people passing by the temple (4) Allowing the children to order the adults about and treat them like slaves for a day. After this tradition is observed, it is customary for a high-ranking priest to tell a story about their god or goddess's mythology.
21	You pass a grand building under construction. Teams of dwarven stonemasons are crafting this building, working many intricate details into the masonry. Each of the carvings has a story behind it, as the foreman is only too eager to inform you. This building is going to be [d4] (1) An embassy for the dwarven kingdom of _____ (2) An urban residence for a

	dwarven ruler (3) a temple to a prominent dwarven god (4) A grand tomb, commissioned by the devoted followers of a noted dwarven priest or mage.
22	You begin seeing a poster issuing a reward for a notorious criminal. The thing is, this criminal bears a striking resemblance to a member of your adventuring party!
23	A duel is about to take place, in the middle of the street / town square / market between two rival mages. By all indications, it's going to get ugly!
24	There is a commodity shortage in this part of town (e.g., food/water/building supplies). Perhaps the local government has placed restrictions on this area because of perceived unlawful behaviour, but whatever the case, the citizenry is on the brink of rioting.
25	Since you've been in this town, you've noticed quite a few suspicious-looking individuals all sporting the same tattoo. You wonder what it could signify.
26-30	Roll a d4. (1-2) Roll on *Skill Challenge* table, p.139 (3-4) Level-appropriate easy encounter
31	A noble passes in a litter carried by servants. "Get out of the way, filthy peasants!" the noble rudely shouts as the litter jostles past.
32	You hear that a huge ship has just arrived in port from a foreign land. No-one has ever encountered these peoples before, and they are looking to make contact with locals to learn more about local customs and culture. They also brought some fascinating items with them to trade.
33	A violent gang conflict (perhaps between two rival thieves' guilds or other factions) has spilled out into the streets. It's open warfare out here, with abductions and assassinations happening in broad daylight.
34	From a second-story window, you hear a halfling woman singing a pretty song about an ancient hero and their conquests. The story is very descriptive, and you are perhaps overcome with a desire to know more about this legend.
35	A worried-looking novice mage is making their way down the street carrying an armful of scrolls. "Can't be late!" she is saying to herself. "Mistress will kill me if I'm late! If only I had someone to help me with these scrolls!"
36	You see an agile figure bounding across rooftops, carrying something. From quite a way behind, pursuers are yelling at them to stop.
37	An eviction is in progress. You see the town guard forcibly removing a family and their grandfather from their house. A woman is screaming: "This is a disgrace! Do you know who my father is? You have no respect! Wait till the duke hears about this, he'll have your heads!"
38	There is a crack of thunder and rain begins falling very heavily. Stall holders and other vendors begin packing up, and citizens doing their business about town begin running for cover. It is an absolute downpour. You see a nearby tavern which looks cosy and inviting.
39	This area of the town is deserted… every house barred, condemned. Then you see them, piled up in the middle of a square. Bodies. A tolling bell catches your attention. "Bring out yer dead!"
40	You see a man running, looking terrified, clutching a relic of some kind. Then, some distance behind him, a mob of well-armed female priests.

41	A desperate-looking half-elf peasant clutching a pitchfork asks you if you've seen anyone who looks like him pass by recently. He refuses to explain or give his name.
42	A guard checkpoint stops everyone except a noble and his entourage.
43	You hear word that a ship's captain is sitting in a nearby tavern, looking for adventurers to accompany him as protection on his next expedition to the outer islands. The pay is terrible and the food worse, but he promises one thing: it won't be boring.
44	An exhibition is in town featuring artifacts from far-flung countries that most people have never heard of.
45	Passing an open doorway, you catch a strange scent, and cannot help but glimpse several drowsy-looking people stumbling between rooms. A female, seated by the door, notices your interest. "Fancy a taste?" she asks. "Go see Delren in the back room, he'll sort you out."
46	A warrior stumbles out of an alleyway into the middle of the street, a sword impaling him from front to back. "Stop… him…" he manages to say before collapsing onto his knees. He is alive, but only barely.
47	A wizard is casting divination spells at passers-by and then tossing off idle remarks about the person's future.
48	"Be on the lookout," a small company of guards is announcing loudly as they patrol the streets. "Prisoners escaped from the tower!"
49	You see a poster. The local library is getting overstocked and is having a sale of some of its books. Some old books of redundant maps that no-one uses anymore (as they refer to the ancient kingdom, not the current one) and other potentially interesting but obscure tomes are being sold for a fairly reasonable price (100-300 gp per book. depending on rarity).
50	You spy a large building ahead which is subject to some strange metaphysical anomaly. ⌈d4⌋ (1) The building floats (2) The building is covered by a dark shroud resembling night-time (3) The building is surrounded by light patterns (4) The building is partially spectral (transparent) and you can see its interior.
51-55	Roll a d4. (1-2) Roll on *Boon* table, p.152 (3-4) Level-appropriate medium encounter.
56	A young woman is passing out wooden tokens for a free drink at a local tavern.
57	A boat is passing in a nearby canal. It is ⌈d4⌋ (1) A royal barge (2) A goods freighter (3) A pirate or explorer vessel of some description (4) A mage's ship. If the city is landlocked, make it an airship instead.
58	If you have an NPC or sidekick, they are potentially kidnapped by a group of thugs while you are distracted. You could choose this to happen to your PC instead, or your party could witness a kidnapping.
59	You see workers loading a huge shipment into boats, or into carts if your settlement is landlocked. You wonder what this shipment is, where it might be going, what it is, who it's for and whether they have protection on the journey.
60	A section of street has fallen into a sinkhole deep below, taking several houses with it. Who knows why this happened, but it is unlikely that the inhabitants of the houses survived.

61	You pass a place of business where many vehicles are parked outside. (These could be any sort of vehicle that fits with the lore of your world, from an oxcart to an airship). They are offering passage to most major settlements in the realm. Fares start at 50 gp.
62	The panicked news comes to you through the city grapevine, and people are fleeing to safety as a result. A famous local wizard, finally driven insane through his dabblings in obscure subject areas, is on a rampage through the city, destroying everything in his path. Authorities are unsure how to deal with him.
63	A stranger runs quickly past you, dropping a random item in your path. [d4] (1) Mundane Item (Roll on *Item* table, p.163, until you get something that fits context) [2] Weapon [3] Gems and money (roll on CR 1 hoard table, DMG or TSAT) [4] Common magic item.
64	The street suddenly goes empty but for one or two people, and in the next moment even they are gone. You are alone… Where did everyone go? Then you hear it...
65	A poster announces the public reading of an obscure and arcane scroll recently discovered by an eminent archaeologist in a forgotten tomb near to the city.
66	A huge team of workers is busy fixing this part of town. It turns out that this area of the city houses catacombs which connect to the Underdark, through long networks of twisting passages. Somehow, a purple worm found its way up here and burst through the surface, destroying huge amounts of masonry, businesses, residences, ploughing through several blocks of buildings. The damage was immeasurable and will take months to repair. Also, a small company of men-at-arms is stationed there in case any other nasties come up from below...
67	News comes to you of beggars and homeless being killed by some unknown terror...
68	A creature begins following you. [d10] (1-8) Beast, (9) Construct (10) Other. Choose a level-appropriate creature familiar from SRD Monsters, Monster Manual or other resource.
69	A large government building has a crowd protesting outside of it. They could be from a peoples who have been mistreated by the ruling elite. But this is a situation that you know of and has been going on in the realm for years. Decades, even.
70	This part of town bears some interesting ancient hieroglyphs etched on various historical walls. Some of them are in a language that no-one has been able to decipher.
71	To their great surprise, one of your PCs sees someone from their old home town. This NPC shares news of their hometown, as well as gibing access to some local networks.
72	You run into an NPC from a previous adventure. Perhaps they were evil and mended their ways (or perhaps not), but anyway they have some interesting stories to tell.
73	You see an artisan sitting outside their workshop, finishing off some incredibly detailed work while an apprentice looks on.
74	Two expert swordmasters are duelling it out in a public place. The exhibition has drawn a crowd, but no mistake - this is a fight to the death, as evidenced by the expressions of determination on the faces of the competitors.
75	You hear a voice in your head. "Do not be alarmed. I speak to you because I can, and because I have seen you before. I do so through magic, but also because I need your services. Come to me at the Inn of the Three Wands. It is hard to find, but you shall know the way. If you do not wish to, forget I have spoken to you and continue on your way. I shall not bother you again. But I promise you, it will be worth your while."

76-80	Roll a d4. (1-2) Roll on Bane table, p.157 (3-4) level-appropriate hard encounter
81	You encounter a circus performing in a large plaza. Acrobats, jesters, storytellers, puppeteers, illusionists, all manner of entertainers are here, and many interesting market stalls to boot.
82	A trio of interesting-looking individuals - adventurers perhaps - blinks into view right in front of you. "What… where are we?" one of them stammers.
83	Two halfling women, one old and one young, are walking past you. "It's all right mother," the young one says. "It's only for a little while. The locket should get us a nice purse of gold, then we can be back under a roof before nightfall." The older one sobs. "That heartless wretch! Casting us out on the street like stray dogs! That locket belonged to my grandmother!"
84	The local botanic gardens are a fascinating place. There is a section of the garden where the foliage grows exceptionally thick, and some of the plants there are known to be quite dangerous to walk near. The supposed reason is that there is a series of tunnels beneath the gardens, and a powerful relic is hidden under that spot. No-one has ever been able to find the entrance to this alleged dungeon however, and no-one knows if it is a relic that is causing this verdant growth, or some other cause.
85	You notice guards stationed on the battlements around the city walls. Asking a passing citizen why they are so vigilant, the citizen replies, "There were rumours that a nearby giant colony was planning an attack… so, naturally, that's got everyone worried."
86	You pass a building which bears a plaque: "Alyssa Ibold, Scholar of the Realms. Detailed knowledge on all countries and settlements within the known world. Consultations 10 sp per hour."
87	If one of your PCs worships a god, they see a festival in progress honouring their god. This might be weird if their god is a rare one, but in that case, this is a rare sighting of public practice of that religion. If it is a major religion, then this is a festival holiday. If this doesn't fit with your character, reroll.
88	Many guards are stationed on street corners, preventing access to several city blocks. "Don't go in there," one of them tells you. "Trust me, you don't want to go in there."
89	You pass a high wall, overrun with creepers. Reaching the gate of this large compound, you peer in to see a huge, dilapidated building, probably once glorious. A sign on the gate reads *Compassionate Asylum for Victims of Mind Magic.*
90	There is a loud crack, and lightning strikes the ground mere feet away from you, filling the air with a strange, burnt smell. Looking up, you see that it is a clear sky, not a cloud. So where did that come from? Does someone powerful have designs on you?
91	Two friendly old wizards are using *mage hand* to put on a puppet show for local children. The story, however, seems almost too fantastical to be true, and you find yourself drawn in. Does this outlandish tale come from the wizards' own experience?
92	A gnarled old streetside merchant, who looks like he's seen some things in his time, is selling pieces of monster anatomy and items made from said anatomy.
93	Some young apprentice mages are being bullied by some young warriors-in-training. A classic jocks vs nerds scenario. As you watch, you see that one of the young mages is quietly forming a spell between his hands… You have to see how this turns out!

94	A cartload of prisoners rumbles past. You see all sorts of faces in there, male and female, human, orc, elf, halfling, but all having the look of professional soldiers. "Heading to the prisoner of war camp, three miles out of town," a passer-by remarks, noticing your interest. "Enemy soldiers transported back here after the latest conflict. A rebellion which the Empire just stamped out. Why they don't just put them out of their misery is beyond me."
95	Camped out on the steps of city hall, a tribe of nomadic warriors has erected tents, including a chief's tent, has made campfires and are roasting a large dead animal on a spit. The town guard are standing around, hesitant to ask these rugged-looking barbarians to move on. Why have they travelled here, you wonder, so far from their homelands? Do they have some issue with the ruling power?
96-100	Level-appropriate deadly encounter



Chapter 3-3
Dungeon Encounters

This chapter contains an all-new list of random non-combat dungeon encounters for you to use in your solo adventures. Many of these can function as adventure seeds also.

When to use these?

- As an alternative to the tables in TSAT 1
- When an oracle triggers it (such as when you roll doubles in Mythic).
- When your adventure has stalled and you need something to get it going again.
- When you're in a dungeon and a system tells you to roll a random encounter

Never let the rules of a solo system stand in the way of creating engaging action. If nothing is happening, *make* something happen (unless your characters want downtime).
If you do not like the result you have rolled, simply roll again. These are adventuring aids, not rules.

d100	RESULT
1	You find a stricken individual, slumped against the wall of the room/passage and raving to themselves incoherently. They have obviously been involved in something highly traumatic which has robbed them of their wits.
2	This area of the dungeon has fallen into disrepair. The passage ahead looks dangerous, like it could cave in at any moment. You will need to proceed with extreme caution.
3	An almighty roar fills the passages, echoing around you. It seems to be coming from [d4] (1-2) Nearby (3-4) Far away.
4	A drunk dwarf is staggering down the passage towards you, arm in arm with a similarly drunk halfling. They are regaling each other with outlandish stories of their adventures, and do not initially notice you.
5	You find an adventurer's corpse (roll on NPC tables to discover details). They have an interesting [d6] (1-2) Note (3-4) Bounty (5-6) Map on their person.
6	You find a humanoid child, hiding behind a pillar. They do not speak your language and you have no idea what they are doing here.
7	Within a room, a floating orb sits atop a plinth. You approach… the orb is translucent, and many colours swirl within it… what do you see?
8	You see what looks like a portal ahead. The air is stale here, however, and the walls drip with some foul contagion...
9	A magical darkness permeates this area, originating from a point you cannot see. Suddenly, a priest comes into view, smiling and holding forth a holy symbol. "Ah!" he cries. "You've come, at last!"
10	You discover a sinkhole in the floor of the passage. Peering down, you see several levels of dungeon passages below you, but the sinkhole (natural?) descends out of sight.
11	There is a celebration going on somewhere nearby… the sound of goblets being clinked, wine being poured, even a band of minstrels… but there is a smell hanging heavy in the air… the smell of rotting flesh. Of death… or undeath?

12	A notice is tacked onto a wall. "The fight for the prize begins soon. The victor will claim the symbol of our deity! You will be witness to a great contest…"
13	You come across a creature, which has been wounded. Roll a d8 to find out what type of wounded creature you have come across: (1) aberration (2) beast (3) elemental (4) fiend (5) humanoid (6) monstrosity (7) undead (8) dragon. It is not combative. Perhaps an intelligent creature capable of communication might negotiate with you if you can help to heal it. However, do so with care!
14	Huge fungi grow in this area, standing as tall as an ogre! Moving through, you must be careful not to bump them or they will release spores. Make a DC 13 Dexterity (Stealth) check. If you fail, roll three times on the Keywords table (p.167) to discover the nature of the effect the spores have on you.
15	A sprite, or some sort of small creature, is down the end of a passageway, beckoning to you. "This way! Yes, come, follow!"
16	You feel imbued with a heroic spirit. The god of courage has smiled on you, granting you a boon. Roll on the *Boon* table (p.152).
17	You happen upon an underground settlement of some kind. If this is in an established dungeon, perhaps it is a colony of tiny creatures, or an enclave of hermits. If in caverns, or the Underdark, it could be svirfneblin or duergar or drow perhaps. They are not initially aware of your presence and you have the opportunity of observing from afar until you decide to interact.
18	The ground begins to shudder, and dust falls from the roof. Perhaps even a chunk of masonry or two falls to the floor. Is this an earthquake, or some huge creature approaching? Either way, it's seismic.
19	You meet a friendly NPC who immediately engages you in conversation. However, they are accompanied by a powerful stench which almost has you gagging. Make a DC 12 Constitution saving throw. If you fail, you are violently ill.
20	An adventuring party is ahead, you think. You can hear conversation, several different voices, and they speak in a mixture of Common, Dwarvish and Elvish.
21	Small alcoves in either wall house icons to a range of deities you have never seen before. The workmanship looks ancient.
22	Within a room, atop a table, you find a fascinating object: an intricately crafted miniature version of a dungeon. This dungeon? Who crafted this and for what purpose?
23	Rows of sarcophagi line either side of this room. Their plaques bear fascinating, and very old inscriptions.
24	You stop in your tracks. Ahead (in a room or passage, generate next bit of the dungeon to find out what) you see a mage of some kind deep in the performance of a ritual. But you have no way of knowing their nature, or the nature of the ritual.
25	The sound of rushing water comes from nearby. An underground river?
26-30	Roll a d4. (1-2) Roll on *Skill Challenge* table, p.139 (3-4) Level-appropriate easy encounter
31	A trio of gnome artificers are here, hard at work studying some phenomenon, device, construct or other thing. They are escorted by two hulking mercenary warriors. A scientific expedition, it would seem. Stealth roll, DC 14, to see if you are noticed, initially.

32	A noxious, yellowish slime covers the walls and floor here. Moving through is going to require agility, and who knows what the effect could be if any of the stuff lands on you… (Use keywords to determine)
33	A small humanoid runs past and tosses an item into your hands. It is a [d6] (1) Ring (2) Rod (3) Scroll (4) Staff (5) Wand (6) Weapon. They are gone before you can respond, calling these words back over their shoulder. "Your problem now!" Is something pursuing them? Or have they just offloaded a potentially cursed item on you?
34	There is a lot of noise and hubbub coming from ahead. The clank of steel-shod boots, the shouting of commands. You appear to be approaching a barracks of some kind, and it sounds like they are mobilising for battle!
35	You find a room filled with cages. 1d6 of these cages have captives inside them. You find any combination of the following: [1d20] (1) Rich Noble (2) Charming thief (3) Talkative explorer (4) Whiny scientist (5) Gruff admiral (6) Innocent shapeshifter (7) Dishevelled navigator (8) Greedy priest (9) Apathetic immortal (10) Ignorant royal (11) Distracted artificer (12) Impatient engineer (13) Xenophobic artist (14) Sympathetic monk (15) Agitated cultist (16) Angry town guard (17) Affectionate merchant (18) Cursed aberration (19) Shrewd judge (20) Gloomy assassin.
36	Ahead, you see the passage seemingly dissolve into nothingness. A void opens up before you. Where a passage was before, now is a swirling, nondescript energy… a portal of some kind? You are hesitant to continue, but also intrigued… Should you back away and try another path, or throw yourself into this strange energy and see where it leads you?
37	At the side of the passage, a beautiful little font, ornately crafted with figures of benevolent, childlike gods, receives silvery water into its stone basin. It radiates a soft, healing energy. Drinking from this font will restore 4d4+8 hp to your character, but you can gain this benefit only once.
38	A magical darkness descends. And in this darkness, a voice starts whispering to you, about something from your past that no-one could possibly know about. When the darkness finally lifts, no-one is there… Is someone playing mind games with you, or are you going insane?
39	If you have an NPC with you, they begin acting strangely… as if this place is getting to them, affecting them in some way.
40	An offensive smell reaches your nostrils… You come across a pit where all sorts of refuse have been dumped. There must be a humanoid settlement nearby that has seen fit to fill this area with their trash, with no consideration for the other inhabitants of this dungeon. Or, perhaps this is ancient refuse, left here by a group of creatures who have since departed. Either way, it smells utterly repulsive, and you suspect some foul rot-dweller may be lurking in there...
41	You find a collection of items in a bag which you are trying hard to make sense of. Roll five times on the *Items* table (p.163). Who did this belong to?
42	Rounding a corner, you see a door hanging off its hinges, and a procession of creatures running in and out of a room carrying various looted items. A stash of some kind has been discovered, and it is a free-for-all. The stash consists of one of the following items [d10] (1-2) Food (3-4) Alcohol (5-6) Weapons (7-8) Wood for burning (9-10) Random assortment of all of the above.
43	A fresh smell comes to you, as if there was an opening to the outside somewhere near, a vent of fresh air. Then, you round a corner, and see a tree, somehow magically growing in

	the middle of a widened section of passage. It is suffused with magical light, as if suspended in a bubble, and sits in the middle of a richly-carved dark stone circle which contains the soil it grows in.
44	Whoever your quarry is that you are stalking, the reason you entered this dungeon, you find a valuable clue relating to them. You receive this information in one of the following forms [d6] (1) Graffiti (2) Carved inscription (3) Note (4) Disembodied Voice (5) NPC (6) Overheard conversation.
45	A small pebble hits you on the back of the head. Turning around, you cannot see who threw it.
46	Entering a natural cavern, you happen upon a pile of gore and dead bodies. This looks like the food stash of some creature, but the smell coming off it is horrific. What lurks nearby?
47	Strange runes glow with an arcane energy, painted on the floor in this area. Make a DC 18 Intelligence (Arcana) or Intelligence (Wisdom) check. If successful, you have seen these runes somewhere before and know something of their meaning.
48	A statue in the middle of this area looms high over you. Then, it opens its mouth and speaks to you! Roll on a keywords table or whatever tool you deem appropriate to determine its message.
49	An abyss runs across the passageway, dropping down out of sight. Looking down, you see the entrances to various other tunnels, as if peering down through the middle of a colony of insects. The only way across this expanse is a series of floating discs…
50	Entering a chamber, you see a machine or contraption of some sort at its centre, whirring and clicking away. What is this device and what is its purpose?
51-55	Roll a d4. (1-2) Roll on *Boon* table, p.152 (3-4) level-appropriate medium encounter
56	Blood is pooled through this area, along with arrows, broken weapons, broken crates and other detritus. A pitched battle has gone on here, but you see no bodies… very strange.
57	A lone humanoid is wandering the corridors, muttering to themself about how they have been exiled, and how they will get revenge on those that cast them out.
58	Water drips from the ceiling above, forming pools here and there. Where is this water coming from… and is it indeed water at all?
59	You hear the sound of a waterfall from somewhere nearby, and also a mechanical noise of some kind, a machine-like sound… Then, above that, the chatter of voices, although due to the sound of the water you can't make out what language they are speaking. What is going on up ahead?
60	This area contains ancient frescoes, some of them ruined, but some remarkably well-preserved. They reveal important lore about the quest you are on, specifically in relation to important people related to that quest, and their history.
61	You find a mirror, a small hand-held mirror on the floor. Picking it up, you see that it appears some creature (monster? NPC?) is trapped inside it. How did they come to be here, and why was this artifact simply left lying on the floor?
62	A lever is in the left wall. There is no indication of what it controls, or that it controls anything at all. Perhaps it is defunct. But there is only one way to find out…

	[d6] Pulling the lever (1) Opens a trapdoor (2) Releases acid rain into the corridor (3) Opens a dimensional portal (4) Opens a previously locked door in a nearby part of the dungeon (5) Triggers a spear trap (6) Opens a secret door nearby.
63	You suddenly emerge on a mezzanine-type floor overlooking a large chamber below. Something is going on down there. Creatures are congregating, but they haven't seen you yet. [d6] (1) Gladiatorial battle (2) Summoning ritual (3) Court trial (4) Meeting of cultists or other group around a large table (5) Battle between monster factions (6) Leader addressing a large group.
64	The relentless rhythmic thud of large drums is vibrating from somewhere distant. Is it coming from underneath you? You can feel the pounding through the floor.
65	A broken construct lies wrecked in this area. It has been partially, but not wholly, looted for parts. [d6] (1) Retriever (2) Iron Golem (3) d4 Iron Cobras (4) Oaken Bolter (5) Animated Armour (6) Hellfire Engine.
66	You enter a chamber which appears to be a wizard's or artificer's laboratory. Plenty of interesting artifacts, and quite a few blueprints and other things as well. Roll a d100. If under 20, you find a common magic item. If under 10, you find an uncommon magic item.
67	Several boiling cauldrons are in this area, giving off bizarre fumes.
68	You emerge in a chamber which is split into two levels, lower and higher. Two groups of humanoids are battling each other, one on the lower ground and one on the higher ground. Neither have noticed you as yet.
69	A strange field of coloured light is ahead, dancing hypnotically. Make a DC 14 Wisdom save or you are entranced by this. Who set up this magical trap, and why?
70	You come across several humanoid (or possibly giant) creatures, rolling around on the floor laughing. Something has amused them, but what? Perhaps this is some magic, and you are in danger of falling under it also…
71	A series of huge pillars line both sides of this corridor, which is good as you can hear a creature of quite some size approaching! Might be time to hide…
72	Make a DC 16 Wisdom (Perception) check. If unsuccessful, you fail to notice a skulk deftly relieving you of wealth. Choose either a random item or 2d100 gp to remove from your inventory. If successful, you catch him in the act, and he immediately flees. Make one opportunity attack and then pursue if you wish, encountering 1 skulk.
73	There are shallow channels in the floor here, in an interesting, symmetrical pattern. You can find no clue as to their purpose, but a DC 14 Intelligence (Investigation) check might reveal something. If successful, roll on *Keywords* table (p.167).
74	A room containing chests full of mundane items. Roll ad20 times on the *Items* table (p.163), discarding inappropriate results like rubble, broken wood etc. All results should be things that have reasonably belonged to someone at some stage.
75	The smell of food cooking comes to you, making your mouth water.
76-80	Roll a d4. (1-2) Roll on *Bane* table, p.157 (3-4) level-appropriate hard encounter
81	A group of creatures is ahead, working on renovating a section of the tunnel. What are they doing, and what are their motivations? [d6] (1) Clearing an obstruction (2)

	Constructing a trap (3) Tunnelling a new passage into the rock (4) Decorating this area of the tunnel with a mural or runes (5) Mining for minerals (6) Forcing slaves to do their work (roll again to determine what that work is).
82	You hear the sound of musical instruments, many playing together, but discordant, and well out-of-tune with each other.
83	Within a pool, a flawless gem shimmers.
84	A burning energy begins to take hold of everything… flammable objects nearby burst into flame, metal objects like torch sconces and doorknobs begin to glow red hot, and everything is suffused with heat. What creature or curse is causing this?
85	Concealed from prying eyes, you stumble somehow across a small library of rare tomes. What strange volumes do you find in here?
86	Conscription patrol. A band of humanoids is approaching. They are searching for recruits for their army in an upcoming battle against an enemy force. Are you allied with their cause?
87	A haunting moan, as of many tormented voices together, begins to come to you, quietly, on the air. It is impossible to determine the source of this disturbing noise.
88	A bridge extends over (1) Natural geysers (2) Acid pools (3) Lava (4) Dimensional rift.
89	In the middle of a room, a pendulum swings from side to side, accompanied by a loud ticking noise. Runes are inscribed around all the walls; every surface is covered with writing in... ⌈d6⌉ (1) Dwarvish (2) Abyssal (3) Infernal (4) Undercommon (5-6) Whatever is most relevant to your adventure. What is the purpose of this device?
90	An idol on a pedestal speaks to you as you pass. "You have forgotten something of your past, traveller. I know all secrets… do you wish me to tell it to you?" If your PC has wishes, this Idol of Memory will reveal a hidden fact about their past.
91	As you progress through this area, a succession of ghostly apparitions appear on either side of you, telling you to turn back, that you are entering an area of ancient evil.
92	A huge, beautifully-crafted fountain depicts a magical beast and a greenish water spouts from its mouth, filling the pool below the fountain. 50% chance this area is inhabited by humanoids.
93	A portal, swirling with planar energy, stands in this area. On the steps leading up to it, you see a note held in place by a stone. It reads. "I waited, but you did not come. Now I go to do the deed. Come find me if you have the courage."
94	A huge cage, like a birdcage, is suspended from the roof in this area. However, several of the bars are bent open as if what was in it has escaped.
95	Ahead, a group of humanoids is towing a large cart carrying ⌈d6⌉ (1) Junk (2) Minerals (3) Prisoners (4) Military supplies (5) Food supplies (6) A captive and angry monster.
96-100	Level appropriate deadly encounter

Chapter 3-4
100 Skill Challenges

When to use these? You can use these at any time, when an oracle determines you have encountered an obstacle, or when some other game effect triggers a skill challenge. They are included as a rollable result on the random encounter tables. They are also included as a rollable result in the battlemap crawl system (*Chapter 1-5*), and in the 6d12 table (*Chapter 1-4*).
Depending on the check and the context of your quest, you might have all of your characters attempting, or just one. You should judge what is appropriate in the moment. You may decide to allow other characters may help if they have some knowledge with the relevant skill. Use your discretion.
I have tried to write these to be appropriate for any environment. But here and there a tweak to the flavour/narrative may be required to make these fit in the context of your quest. Feel free to do so.
Tiers & scaling: You will notice that every skill check includes a direction to add your tier. This is so that difficulty scales upwards as you advance in levels. Check p.13 for an explanation of tiers within 5e.
Several of these skill challenges were suggested by members of the Dungeons & Dragons Solo Adventures Facebook page. A huge thanks to those members for their contribution.

d100	RESULT
1	Crack in the ground. You encounter a wide gap, with an abyss below, and no way over except jumping. Make a DC 13 + tier Strength (Athletics) check to get across, or find some other method. (Fly spells, or use of a rope, tree log etc).
2	You slip on a section of slippery ground. Make a DC 11 + tier Dexterity (Acrobatics) check or take 1d4-1 bludgeoning damage.
3	You come across a humanoid who has been wounded in battle. Make a DC 15 + tier Wisdom (Medicine) check to get them up and moving. If successful, you may gain 1 sidekick who has a maximum of (tier) hd. For more information on tiers, see p.13.
4	**Dungeon:** You are passing through a huge colony of bats, which are all currently sleeping. Make a DC 13 + tier Dexterity (Stealth) check. If you fail, they all awaken and flap around you. Make a DC 18 + tier Dexterity saving throw. If you fail, take 2d6 piercing damage, half on a successful save. **Wilderness:** A herd of animals is crossing your path. Make a DC 13 + tier Wisdom (Animal Handling) check to successfully navigate your way through. If you fail, the panicked animals start a stampede, and you must make a DC 20 + tier Dexterity saving throw. If you fail, take 2d6 bludgeoning damage, half on a successful save.
5	Something is tracking you! Make a DC 14 + tier Wisdom (Nature) check, a DC 17 + tier Dexterity (Stealth) check or a DC 17 + tier Intelligence (Investigation) check. If you fail, you are surprised during the first round of your next combat encounter, and you cannot gain surprise at the start of this encounter either.
6	The path here is blocked by some fallen obstacle. Make a DC 15 + tier Strength (Athletics) check to clear the obstacle, or choose a different path.
7	There is some sort of wild magic field here. Make a DC 15 + tier Intelligence (Arcana) check to determine the nature of it, otherwise any spells you cast in this area are subject to rolls on the wild magic table (PHB, p.104).

8	You come across a historical account of the happenings here, either a mural or markings etched on rock. Make a DC 14 + tier Intelligence (History) check. If successful, you have advantage on all Intelligence- and Wisdom-based checks for the remainder of this quest.
9	Some kind of slaughter or battle has gone on in this area. Make a DC 14 + tier Intelligence (Investigation) or Wisdom (Perception) check to discern the nature of past events. If successful, gain an inspiration.
10	You find a shrine to a deity, although the statue is partially disfigured and it is hard to identify. Make a DC 14 + tier Intelligence (Religion) check. If successful, roll once on the *Boon* table (p.152).
11	A short pillar bears an interesting relic, but it appears that it is resting on a pressure plate. Nearby is a stone or similar object that looks like it could be roughly the same weight. Make a DC 17 + tier Dexterity (Sleight of Hand) check to replace the item. If successful, gain one common magic item.
12	A group of potentially hostile humanoids are resting in this area. They appear quite drunk and demand you regale them with song! Make a DC 11 + tier Charisma (Performance) check. If successful, they throw a bit of gold at you! Gain 1d20 gp. If unsuccessful, encounter 1d4+1 thugs (or other low-level humanoid of your choice, minimum CR ¼). Due to their drunkenness, their attack rolls are all -2.
13	A spectral figure appears before you. "You shall not pass this point, traveler! I invoke the power of an ancient curse and forbid your passage! Only the mightiest may pass beyond me." Make a DC 14 + tier Charisma (Intimidation) check, or a DC 19 + tier Charisma (Persuasion) check. If successful, you may proceed, and you gain an inspiration. If you fail, you must find another way around, or encounter 1 undead creature of hard difficulty.
14	Markings on a wall or a nearby rock read: "No-one bearing weapons may enter here." If anyone in your party is carrying weapons, perhaps you can try to hide them from whatever force is at work here. Make a DC 14 + tier Charisma (Deception) check. If successful, you may proceed with your weapons. Otherwise, you may find another way around. If you choose to ignore this warning, make a DC 17 + tier Wisdom save, otherwise you are afflicted by an ancient curse which causes 3d8 psychic damage!
15	You find strange tracks on the floor/ground, which leads you to think there may be enemies nearby. Make a DC 11 + tier Wisdom (Survival) check. If successful, your enemies are surprised during the first round of your next combat encounter.
16	You find evidence of the evil handiwork of your enemy (roll keywords to discern the nature of it). This reveals something about your enemy's persona. Make a DC 14 + tier Wisdom (Insight) check. If successful, you gain the following boon. **Enemy Insight:** During the next BBEG encounter, when an attack from that BBEG would hit, you can choose to have it miss instead. You can only use this boon once.
17	You come across a large patch of fungi growing here. There are all kinds of colours and shapes here, and some of them seem almost to glow with a kind of volatile fluorescence. Make a DC 12 + tier Wisdom (Survival), or Intelligence (Nature) check. If successful, you are able to gather the equivalent of two vials of basic poison (PHB, p.153).
18	You find some ancient architecture which appears strange. But it reminds you of something you have seen before. Make a DC 11 + tier Intelligence (History) check. If successful, you have advantage on saving throws to avoid the next trap you encounter.

19	You feel a hint of a magical aura coming from somewhere nearby. If you have any affiliation with magic (i.e., you are a caster or a being for whom magic has played a part in their life) make a DC 17 + tier Intelligence (Arcana) check. If you succeed, you have advantage on saving throws against spells for the rest of this quest.
20	**Dungeon:** A nearby door is locked, with no latch or apparent way to open it (if there is no door in your current area, you suddenly notice one). However, it appears that the lever to open it is high up on the wall, near the ceiling. By using the walls as springboards, a dexterous character might be able to propel themselves up to the lever to activate it. Make a DC 15 + tier Dexterity (Acrobatics) check. If successful, you make it to the lever and get the door open. Roll on Chamber Contents (DMG p.296 or TSAT2 p.36) to see what is behind this secret door. **Wilderness:** Storm Winds. A gust of powerful wind catches you by surprise, sending nearby objects into the air like missiles. Make a DC 12 +1d4 Dexterity saving throw to avoid the debris. On a failure you take 3d8 bludgeoning damage and are knocked prone. To continue you must succeed on a DC 12 + 1d4 Strength (Athletics) check or take shelter and wait out the storm winds.
21	You find a series of small niches in the wall where caskets could have been stowed. Some of them are broken open. Make a DC 17 + tier Intelligence (Religion) check. If successful, you sense the presence of undead creatures in the area, and your next combat encounter will feature undead creatures. If unsuccessful, the next combat encounter will feature undead, but your party will be surprised in the first round of combat.
22	Suddenly, from nowhere, a glowing, spectral blue rope appears, and begins wrapping around your hands and feet. Make a DC 14 + tier Dexterity (Sleight of Hand) check to attempt to get your hands free, and then your feet. If unsuccessful you are restrained for the next turn. You can use an action every turn to repeat this check, ending the effect as soon as you succeed on the check.
23	You encounter some low-level minions in the service of the BBEG. “Hello there,” they say, looking you up and down. “What brings you to our master’s domain, then?” There’s a chance you could get out of this situation. Make a DC 11 + tier Charisma (Deception) check. If successful, you may go on your way. If unsuccessful, roll a level-appropriate easy encounter featuring humanoids.
24	You find markings possibly left by henchmen of the enemy you pursue. They speak of their leader’s power, stating that “All who come near our master shall be destroyed!” But something seems a little off about these boasts. Make a DC 14 + tier Wisdom (Insight) check to discern the deeper meanings behind these. If successful, you have advantage on saving throws against being charmed or frightened during your next BBEG encounter.
25	An animal, trapped in a cage, is immediately friendly towards you. You may be able take it on as a companion, if your class allows it. What is required is a DC 12 + tier Dexterity (Sleight of Hand) or Thieves’ Tools check to unlock the cage and then a DC 13 Wisdom + tier (Animal Handling) check. If successful, you gain a beast companion up to the allowance for your class. For example, rangers have a limit on the CR of the beast they can choose to be their companion, which increases with their ranger level.
26	A far-off sound catches your attention. Make a DC 15 + tier Wisdom (Perception) check. If successful, you gain an insight into enemy movements. Take one inspiration or one Clue Point if playing the battlemap crawl/realm crawl method.
27	A pool is before you, shimmering like silver, and within you fancy you can see images, moving, beyond your reflection.

	Make a DC 15 + tier Wisdom (Perception) check. If successful, you gain an insight into what is happening in another nearby area. During this quest, you have advantage on Dexterity (Stealth) checks to sneak up on enemies and surprise them.
28	You notice a swarm of tiny, gnat-like creatures swarming in one area. Make a DC 14 + tier Wisdom (Animal Handling) check. If successful, and you have an empty glass vial or other breakable vessel, you are able to capture some of these creatures. As a bonus action, you can throw these at a creature so that the vessel shatters on impact (or, alternately, you can open a vessel beside the creature and then disengage and move away as an action). The gnats will buzz around the nearest creature, imposing disadvantage on its attacks for 1d4 rounds.
29	A nearby architectural wall has strange contours, leading you to think there might be a hidden door here. Make a DC 16 + tier Intelligence (Investigation) check. If successful, you discover a hidden room. Roll for a new room using dungeon generation tools (or any tools you want). If the rolls produce a monster encounter, you can ignore this if you wish to (as the room was hidden for a long time).
30	If an NPC or sidekick is present, all of a sudden, they take offence at something you've done, either recently or sometime in the past. They are threatening to leave the party. Or, perhaps, if there are two members in this party, one disagrees with the other. Make a DC 15 + tier Charisma (Persuasion) or Charisma (Intimidation) check. If unsuccessful, the NPC or sidekick leaves the party. If the disagreement involves two characters, then for the remainder of this quest neither character can take advantage of traits that rely on having an ally present. Take note whether you used Persuasion or Intimidation, as this will colour future interactions. If you feel this check is unfair and will affect balance adversely, feel free to reroll.
31	You find the satchel of an apothecary. Perhaps you have no idea what many of these items do, but you might be willing to experiment. Make a DC 14 + tier Wisdom (Medicine) check. If successful, you gain 1 Healer's Kit.
32	Nearby, you see a high rock ledge which seems to have an object placed on it. You can only see part of the object, and can't really tell what it is, but it looks to be man-made. Perhaps someone placed it up there for safe-keeping. Reaching it is going to take some brute strength or agility. Make a DC 17 + tier Dexterity (Acrobatics) or Strength (Athletics) check to reach this item. If successful, roll on the *Items* table (p.163). Reroll until you find something that makes sense given the context. If using the battlemap crawl method, gain 1 Clue Point.
33	You see large, looming statues ahead, that stand like sentinels, on either side of a narrow throughway. Their eyes glow red, and you sense a trap of some sort. Perhaps they simply act as alarms, letting nearby enemies know of the presence of trespassers. Make a DC 14 + tier Dexterity (Stealth) check to creep by these silent sentinels, or find another way around. If you fail the check, roll a d4. (1-2) The statues emit lightning from their eyes. Make a DC 17 + tier Dexterity saving throw or take (tier) d6 lightning damage. (3-4) The statues begin to howl in an otherworldly dirge. You cannot gain surprise on enemies. Immediately initiate a medium-difficulty encounter.
34	You find evidence of a nearby small mining operation. Make a DC 14 + tier Intelligence (History) check. If successful, you know who was mining here, and what they were mining for. Make a DC 19 + tier Intelligence (Investigation) check. If successful, gain 1d4 x 100 gp gems.
35	You find a small natural rock alcove where slime covers every surface. Even coming near it causes you to gag and your breath to catch in your throat. It is clearly poisonous. Make a DC 11 + tier Intelligence (Nature) check. If successful, you have advantage on saving throws against poison while in this dungeon / wilderness area. Additionally, if you

	have something to gather it in, you can attempt a DC 18 + tier Dexterity (Sleight of Hand) check. Also gain 2 vials of basic poison (PHB p.153). If unsuccessful, make a DC 13 + tier Constitution save or take 3d6 poison damage.
36	You find evidence of cult-like, ritualistic activity. At some point in the recent past, it appears a cult has worshipped here. Make a DC 14 + tier Intelligence (Religion) check. If successful, gain your choice of an inspiration or 1 Clue Point.
37	Someone has erected a barrier here, to try and hamper the progress of anyone approaching. Make a DC 15 + tier Wisdom (Insight) check to try and discern who built this, and what their intentions might have been. If successful, roll a d4. (1-2) A possible ally erected this, who is still somewhere nearby. Make a DC 14 + tier Intelligence (Investigation) check. If successful, gain 1 sidekick. (3-4) An enemy erected this. Gain either an inspiration or 1 Clue Point.
38	You find a dead creature which died in a bizarre way, as a result of some magically inflicted disease, or possibly by poison. Make a DC 14 + tier Wisdom (Medicine) check. If successful, you are able to gain knowledge of how this creature died. For the rest of this quest, you have advantage on saving throws against one of the following (choose, based on what is most appropriate for your current quest and the monsters you have encountered): poison, acid or necrotic damage. If none of these are appropriate, gain an inspiration or a Clue Point instead.
39	You are aware that at some stage you are going to need to rest, and as you move through this area you begin scouting for potential campsites. Make a DC 11 + tier Wisdom (Survival) check. If successful, you find a campsite and will not be disturbed during your next rest. If unsuccessful, there is a 50% chance that you rest will be disturbed by a creature during your next rest. The next time you choose to rest, roll a d100. If 50 or under, roll for a monster encounter. Unless someone was on watch, the monster has advantage on Dexterity (Stealth) checks to surprise you.
40	You find a piece of graffiti on a wall. It reads "A message for my fellow travelers: The creatures in these parts love a song and dance. It saved my life when I was wandering through these parts. May it save yours too." Save this for your next combat encounter. When you next encounter monsters, make a DC 13 + tier Charisma (Performance) check. If successful, the creatures do not attack, and you may leave the area without further mishap. However, this effect will end if you cause damage to any of these creatures.
41	You encounter a fountain. An ancient plaque proclaims it to be a place of arcane restoration, for those who can discern its secrets. Any caster or character who possesses some sort of innate spellcasting ability, can make a DC 13 + tier Intelligence (Arcana) check. On a success, regain spell slots equivalent to your level divided by half. For example, if you are level 10, you gain 5 levels of spell slots. This could be a level 2 spells slot and a level 3 spell slot, or a level 2 slot and three level 1 slots, or any combination. If you are level 1, regain a level 1 spell slot. This boon cannot be used to gain extra spell slots. If all your spell slots are unused, restore your hp to max instead.
42	A strange series of runes painted on the floor (or a rock, if outdoors) are glowing, and represent symbols that have an evil look to them. Make a DC 14 + tier Intelligence (Religion) check. If successful, you sense the presence of fiends in the area. Fiends have been summoned to this area, and are possibly roaming nearby. Your next combat encounter will feature fiends. If your Religion check was unsuccessful, make a DC 13 + tier Wisdom (Perception) check at the start of the fiend encounter. If unsuccessful, you are surprised in the first round of combat.

43	You suddenly get the feeling you are being watched, as if your enemy has eyes everywhere, magical or otherwise. Make a DC 14 + tier Dexterity (Stealth) check. If successful, gain either an inspiration or 1 Clue Point.
44	You suddenly remember hearing something in the last settlement about this place, a detail that has only just come back to you. Make a DC 11 + tier Intelligence (History) check. If successful, your character immediately learns the location of the BBEG, and their monster type. They have advantage on Stealth rolls to determine surprise at the start of the BBEG encounter.
45	After spending some time in this area, you are starting to get a feel for the lay of the place and your senses are heightened. Make a DC 11 + tier Wisdom (Survival) check. If successful, enemies have disadvantage on Dexterity (Stealth) checks to creep up on you.
46	You suspect you might have picked up a tail. It feels as if you are being followed. Nothing you can pin down, just a feeling of being watched. Make a DC 13 + tier Wisdom (Perception) or Wisdom (Survival) check. If successful, you sense the location of the tail and are able to lose them. If unsuccessful, encounter 1 monster of the type that fits with the theme of your current quest.
47	All of a sudden, the floor is flooded with a slippery substance that you think is oil. Make a DC 13 + tier Strength (Athletics) check or Dexterity saving throw to stay on your feet or become prone and take 1d4 bludgeoning from the fall. Perhaps this is the beginning of an ambush? If in wilderness, some other disorienting force has come into play, such as a log/pit trap or even the area being flooded with tar or something crazy like that.
48	The plant life in here is familiar to you, you think. Make a DC 11 + tier Wisdom (Nature) check. If successful, you find 1d6 healing berries. Each heals 3 hp and may be consumed as a bonus action.
49	"Traveler!" a disembodied voice suddenly addresses you. "The ancient goddess of mischief demands you entertain her with a song. Sing, little one! I have been bored for so long in this place. Entertain me!" Make a DC 14 + tier Charisma (Performance) check. If successful, you gain the *Charm of Heroism* (10 temporary hit points) for the remainder of your current quest. If you fail, make a roll on the [d4] (1-3) Bane table, p.157 (4) Boon table, p.152.
50	A tormented spirit appears to you, accusing you of trespassing here. "All who come here want only one thing: to raid the treasures within this sanctum. You shall not do the same!" Make a DC 14 + tier Charisma (Persuasion) check. If unsuccessful, the spirit will let you go on your way. If you fail, encounter one hard spectral undead creature (such as a ghost or a specter).
51	You come across a secret door which has jammed on opening. There is enough of a gap that you can see through, but not enough that you can fit. Make a DC 15 + tier Strength (Athletics) check to get it open wide enough, and then you can move through to the other side. Make a 6d12 table roll in either the Special Room Column or the Passage column, adding 2 to every d12.
52	There is an area here that is blocked by a huge portcullis, secured by a sturdy lock. If in wilderness, treat this as a tomb or some kind of gatehouse. If proficient with thieves' tools, you may attempt a DC 15 + tier Dexterity (Sleight of Hand) or thieves' tools check to get the door open. Otherwise, a DC 19 + tier Strength (Athletics) check will allow you to bash this portcullis in, but the noise might attract enemies!
53	From some way ahead you hear voices! Make a DC 15 + tier Wisdom (Perception) or Intelligence (Investigation) check to discern who is speaking, and whether they are friendly

	or hostile (use oracle rolls). If hostile, make a Dexterity (Stealth) check (using their passive Perception as the DC) to sneak up on them.
54	An inquisitive beast is lurking nearby, and seems agitated, almost as if it is trying to tell you something, or warn you of something. Its behaviour seems odd. Make a DC 15 + tier Wisdom (Animal Handling) check. If successful gain one of the following boons of your choice: (1) Gain a clue point (2) Gain an inspiration (3) You cannot be surprised for the remainder of the quest (4) When the next combat encounter is triggered, treat it that your character already knew the location. Give them advantage on a Dexterity (Stealth) check vs the enemy's passive Perception. If successful, the enemy is surprised in the first round of combat.
55	You discover a piece of arcane war machinery, but it is poised on the brink of self-destruction. The only thing stopping it from going off is a bladed weapon, which has been stuck in the mechanism to jam it. The weapon is ornate and appears enchanted. The weapon type is one of the following [d4] (1) Shortsword (2) Longsword (3) Rapier (4) Greatsword. To retrieve this rare-looking weapon, make a DC 17 + tier Dexterity (Sleight of Hand) or thieves' tools check to disable the war machine. If successful, gain a *Vicious Weapon* (DMG p.209). If unsuccessful, you inadvertently trigger the device, which explodes! Take (tier x 5) d6 bludgeoning damage from the explosion.
56	You see a door in a wall, with three bells positioned above the door. Each has a rope hanging from it. A plaque reads *Play for me a tune to hear, and the way before you will be clear.* Make a DC 13 + tier Charisma (Performance) check. If successful, you gain entry to this mysterious door. If unsuccessful, there is no extra effect. The door could open onto a previously undiscovered chamber, or one already present in your quest. Use standard generation tools to populate this chamber. If you are outdoors, treat it as a small shrine or wilderness tomb.
57	You are extremely on edge. Did you just hear something? A flicker of movement in the corner of your eye? Make a DC 13 + tier Wisdom (Survival) check. If successful, you have advantage on Dexterity saving throws to avoid traps while in this area.
58	From seemingly nowhere, a bolt of lightning streaks towards you! Make a DC 15 + tier Dexterity saving throw to avoid this arcane trap, taking 2d10 lightning damage on a failed save. Once you recover yourself, you see that up in a high spot is a relic of some sort which has been enchanted to fire lightning bolts at any who attempt to pass below (If outside, it is positioned up in a tree, if in a dungeon it is ensconced in the wall). However, vines lead up to where it is, making it possible to reach. Make a DC 14 + tier Dexterity (Acrobatics) check to get to the relic which is causing all this havoc, then remove it from its sconce, which will stop it functioning as a trap. Then, make a roll on one of the magic item tables to determine what the relic is (Chapter 4-6) [d10] (1-7) Common (8-9) Uncommon (10) Rare.
59	You think back to your last combat encounter, and it occurs to you that there was some design in how you and your allies were targeted. The creature which you seek has nefarious designs of some description on you, but you can't discern exactly what those designs are. Make a DC 15 + tier Wisdom (Insight) check. If successful, gain your choice of one of the following (1) Inspiration for all party members (2) Roll once on the *Boon* table (p.152) and apply that to the character who rolled this result.
60	You come across a semi-conscious PC, on the brink of death. They seem eager to tell you something… Make a DC 15 + tier Wisdom (Medicine) check. If successful, you gain important knowledge regarding your quest. Use keywords and/or oracles to determine the nature of this knowledge. Also, if successful, gain your choice of one of the following (1) Inspiration for all party members (2) Roll once on the *Boon* table (p.152) and apply that to a

	character of your choice. From here, it is up to here whether you let this character peacefully depart or whether you nurse him back to health and gain a sidekick/NPC.
61	Your sidekick or NPC, if they are with the group, refuses to continue. "Something's not right about this… I won't walk willingly to my own demise!" You try your best to convince them to continue. Make a DC 11 + tier Charisma (Persuasion) check. If unsuccessful, choose one of the following: (1) Lose a Clue Point (Battlemap Crawl System) (2) Lose your sidekick or NPC (3) While you waste time conversing, a wandering monster or monsters discovers your location and attacks! Roll for 1 Medium encounter.
62	Pick (or roll for) a random member of your party. They start to feel queasy, possibly as a result of something they ingested lately. Eventually they can't go on and have to sit down. Trying to help them with this digestive ailment is going to require a DC 11 + tier Wisdom (Medicine) check. Alternatively, have them make a DC 14 + tier Constitution saving throw. If you fail either roll, that character takes the Poisoned condition.
63	Your adventuring partner (if you have one, or an NPC) begins insisting on a course of action that you thoroughly disagree with (roll keywords for details). Make a Charisma (Persuasion) check equal or above their Wisdom score to talk them out of it. Alternately, (or if the Persuasion check does not work) make a Charisma (Deception) check equal or above their Wisdom score to make it look like you are going along with their suggested course of action, when in truth you have no intention of doing so. If you choose the Deception route, be aware that this will have consequences later on when they discover your true intentions!
64	A monster appears and forbids you from proceeding. Consult your monster lists and make this a Medium - Hard level encounter, appropriate to your current environment. Make a Charisma (Intimidation) check equal or above this monster's Wisdom score to avoid the encounter and pass unheeded. Otherwise, either backtrack or encounter the monster!
65	From out of nowhere, objects begin raining from the sky! These could be small rocks, hailstones, or any other object (perhaps this is the result of some magical effect). Make it appropriate to your story. Make a DC 14 + tier Dexterity (Acrobatics) check, or take (tier x 2) d10 damage of a type appropriate to the objects (e.g., bludgeoning damage for rocks).
66	You pass a wall that is decorated with a mural, but the humanoid and animal figures in it seem to be moving. Make a DC 14 + tier Intelligence (History) or Intelligence (Arcana) check to learn more about the nature of this mural, what it depicts and how it came to be here. Generate story using keywords.
67	You find a musical instrument on the ground. Roll a d6 to find out what it is. (1-2) Flute (3-4) Lute (5-6) Hand drum. Make a DC 17 + tier Charisma (Performance) check to play this instrument. If successful, you activate its arcane nature. This instrument transforms into an animal familiar which will be loyal to you for the remainder of this quest, and will appear whenever you use a bonus action to play a note or two on the instrument. You can dismiss the creature and have it transform back into an instrument as an action. The creature is a [d6] (1) Wolf (2) Boar (3) Giant Badger (4) Black Bear (5) Brown Bear (6) Dire Wolf. What you have in fact found, is a *familiar instrument* (homebrew magic item).
68	A strange sound is coming from somewhere (roll on the table found on DMG p.298 for details). To discover its origin, make a DC 11 + tier Intelligence (Investigation) check. If successful, roll a d4. The sound is (1) Near (2) Far (3-4) Wherever *you* are.

69	This area is littered with the corpses of a particular type of animal. But what killed them all? Make a DC 13 + tier Wisdom (Nature) check to discover what caused the death of these poor creatures. If successful, use keywords or Mythic event meaning tables to generate details.
70	A holy (or unholy) symbol is marked on the wall in blood. Make a DC 13 + tier Intelligence (Religion) check to see if you can determine what deity this symbol represents. If successful, decide what the deity is based on the current quest context, or devise a dice roll to come up with a random god. This god will now form one of the threads of your solo adventure. The next time you roll for monsters with any system, roll twice and choose the result.
71	You see a potential mount nearby, roaming wild, complete with saddle. Obviously, this creature has lost its former master. The mount is a (1) Mastiff (2) Donkey (3) Pony (4) Draft Horse (5) Riding Horse (6) Warhorse. Make a Wisdom (Animal Handling) check. The DC is 10 + the result of the d6 roll. If successful, you gain this mount.
72	A random member of your adventuring party slips on some loose rubble and rolls their ankle! Make a DC 11 + tier Wisdom (Medicine) check to treat this sprain or the character's move speed is reduced by half until they complete a long rest.
73	One character in the party seems very preoccupied, distracted by some thought. They are certainly not themselves, and you get the feeling that they may be wrestling with some internal struggle. Will this affect their ability to cope with stressful situations? Make a DC 13 + tier Wisdom (Insight) check. If unsuccessful, the character makes their next 3 d20 rolls with disadvantage. If successful, you talk with the character and attempt to get to the bottom of the problem. Make a DC 11 + tier Charisma (Persuasion) check. If successful, they are able to get over the problem and focus on the task at hand (use keywords to determine what the problem was, or roll on an event meaning or threads table if you have one). If unsuccessful, the character makes their next 2 d20 rolls at disadvantage.
74	A strong, rushing body of water courses through this area. You can see some object at the midway point, a statue or some other heavy object which the water cannot move. To inspect this object, make a DC 15 + tier Strength (Athletics) check. If successful, you successfully inspect the object. Roll on an event meaning or keywords table to provide you with some detail as to what it is and whether it appears to be connected to your quest (add a clue point if it does).
75	Strange plants grow here that appear to bear spores on their flowers. You have no idea what effect these spores will have if disturbed and dispersed into the air. Make a DC 15 + tier Dexterity (Stealth) check to move through this area. If you fail, you inadvertently knock one or more of the plants and disperse these spores into the air. Make a DC 15 + tier Constitution saving throw. If unsuccessful, take (tier x 2) d8 poison damage.
76	You arrive at a strange monument. It is a robed female who holds a priceless-looking gem in her hand, balanced on her fingertips. Examining the statue closely, you see that the arm appears to be weighted, a lever of some sort. Removing it (if you wish to do so) will be very tricky and might require replacing it with a stone or other object of similar weight. To attempt to do this make a DC 17 + tier Dexterity (Sleight of Hand) check. If successful, roll a d4 to discover what you have gained: (1) Garnet - 100gp (2) Topaz - 500 gp (3) Star ruby - 1000 gp (4) Diamond - 5000 gp.
77	You can hear a knocking sound coming from somewhere ahead. Is it the sound of someone hammering? Make a DC 11 + tier Wisdom (Perception) check to discern more about the nature of the sound. If successful, roll keywords to provide more information.

78	You enter a strange area where a dark, bluish energy suffuses everything. If there are living things here, they are struggling for life, and you yourself feel lethargic, as if you are falling under some enchantment or curse. Make a DC 14 + tier Intelligence (Arcana) check to discern more about the nature of this phenomenon. If successful, you have advantage on a subsequent DC 14 + tier Constitution saving throw which you must make now. If unsuccessful, take one level of exhaustion.
79	You see an altar where a relic of some kind rests on a pedestal. Coming near, however, you find it difficult to proceed, to get near this relic. Then, painted on the floor at the base of the pedestal you see several runes. Make a DC 14 + tier Arcana check to discern the nature of these apparently protective runes. Perhaps, if you are able to recall some lore about them, you can find a way to deactivate this magical field. If you are successful in the Arcana check, and then you have a spell such as *dispel magic*, roll twice on the *Uncommon Magic Items* table (p.180) and choose the result.
80	You find strange markings here in a language you don't understand. Did some ancient civilization live here at some stage in the distant past? Make a DC 14 + tier Intelligence (History) check. If successful, you have advantage on all Intelligence checks for the remainder of this quest.
81	You find an odd device embedded in the rock. It is unclear what this does, but it obviously has some purpose. Make a DC 14 + tier Intelligence (Investigation) check. If successful, choose one of the following effects, depending on the context of your quest. Or roll a d4. (1) You discover a secret door. (2) You discover the entrance to a dungeon. (3) A trap, locked door or other feature encountered somewhere nearby is disabled / opened. (4) Use keywords to determine the effect.
82	Outdoors: The terrain is strange in this area, as if some beast or natural phenomenon has altered it in some way. Make a DC 11 + tier Intelligence (Nature) check. If successful, use keywords to determine why the terrain here is the way it is. Indoors: Re-roll for a different skill challenge if you wish.
83	You discover a body dressed in strange ceremonial garb, as of a priest or acolyte. Make a DC 12 + tier Intelligence (Religion) check. If successful, you have advantage on Intelligence checks related to cults and religion for the rest of this quest, and you cannot be surprised by cultists or other enemies of a religious nature.
84	Your enemy, if you even know what they are, seems elusive. No matter how you search for them, the web they have woven is strange and at times hard to decipher. There are traces of their handiwork that you have found, but nothing that allows you to know their true motive. You take a moment to stop and consider what their master plan might be, based on all that you have seen so far. Make a DC 14 + tier Wisdom (Insight) check. If successful, gain an Inspiration.
85	You feel a twinge in your neck. For some reason, perhaps you have not been drinking enough water or have not eaten for a while, you feel a splitting headache coming on. It is so severe that you fear it might compromise your prowess in battle. Make a DC 12 + tier Wisdom (Medicine) check. If unsuccessful, make your next three attack rolls at disadvantage. You may make the Medicine check with advantage if you have an herbalism kit.
86	You have a strange feeling that you can't shake. It's as if eyes are watching you, from somewhere hidden perhaps. Make a DC 14 + tier Wisdom (Perception) check. If successful, roll a d4. (1) Someone is watching from a concealed place nearby, possibly a hidden room.

(2) Someone is observing you magically.
(3) Someone is using a tiny creature as a familiar to spy on you.
(4) A member of your party is carrying an object which someone has cast a spell on that enables them to track your movements.

Decide what in-game effects this result has on your quest.

87 The rigours of travel and adventure are taking their toll and you and any companions you have with you. It might also be some sort of enchantment, but all of a sudden you are struck with a ravenous hunger and parched thirst. If you have not eaten today, you must immediately take rations. If you have no rations, you will have to forage. Make a Wisdom (Survival) check, DC 9 + tier if outdoors, DC 14 + tier if indoors. On a fail, take one level of exhaustion.

88 You reach a barrier where a spectral figure bars the way forward. "Stop, travelers!" it addresses you. "You shall go no further!"
This spectral figure is blocking the way. You must either succeed on a DC 17 + tier Charisma (Intimidation) or Charisma (Persuasion) check. Otherwise, based on your PC tier, encounter the following:

- Tier 1: 1 x shadow per character (if level 1, max 1 shadow per party)
- Tier 2: 1 x wight per character
- Tier 3: 1 x wraith per character
- Tier 4: 1 x alhoon per character

89 Off to the side of your path, a glimmer catches your eye. You move closer and see small crystals that catch the light and appear to glow with a strange radiance. A DC 14 + tier Intelligence (Arcana) check reveals that these are arcane crystals. A spellcaster can take one of these, and cast 2 level 1 or 1 level 2 spell into it for later use, following the same rules as a *ring of spell storing*. You find 1d4 crystals. The crystal can only be used once in this way. If you fail the Arcana check, you are not privy to this knowledge and would not know the crystals can be used in this way. Each crystal can also be sold as a common magic item (if unused).

90 You hear a cracking sound, and look up to see a large rock or piece of masonry falling towards you! Make a DC 10 + tier Strength (Athletics) or Dexterity (Acrobatics) check, taking 2d6 bludgeoning damage on a failed save.

91 Your immediate area is a bit of a mess, with small to medium piles of detritus lying on the floor. A DC 12 + tier Intelligence (Investigation) check will reveal a small chest containing a CR 1 treasure hoard.

92 Is there an NPC with you? If not, reroll. If so, continue reading.
You get the feeling (possibly as a result of certain recent events) that the NPC accompanying you is not telling you everything they know. Make a DC 12 + tier Wisdom (Insight) check. If successful, make an oracle roll (with the likelihood at "likely") to determine if they do know something else (possibly related to your quest). If they do, roll for keywords to determine the nature of this information.

93 You encounter a shrine to an obscure god, surrounded by ritual offerings and several corpses. Make a DC 13 + tier Intelligence (Religion) check to discern the nature of this dark god, their name, and possibly the motives behind this horrific ritual. If successful, you will have advantage on checks to determine surprise against cultists or other beings engaged in similar rituals, for the rest of this quest.

94 Strange animals are dwelling a little way ahead, but are as yet unaware of your presence. They appear harmless, but could stampede if alarmed. Make a DC 15 + tier Dexterity (Stealth) or Wisdom (Animal Handling) check to move through this area. If you fail, the

	beasts panic and stampede, looking to escape. In that case, make a DC 16 + tier Dexterity (Acrobatics) or Strength (Athletics) check to get out of the way or take (tier x 3) d6 bludgeoning damage.
95	You reach a door which has a magical talking mouth. It demands you tell it one truth and one lie, and it has to guess which is truth. It tells you, if you succeed in fooling it, it will open and reveal its secrets. If you are outdoors, you encounter a structure with this door as the entrance. Make a DC 15 + tier Charisma (Deception) check. If you succeed, you gain entrance through the door. Use keywords to determine what secrets you gain access to here - something directly relevant to your quest.
96	You find a flickering portal - a shimmering rip in the air. The image behind it stutters and changes from moment to moment. If you succeed on a DC 14 + tier Intelligence (Arcana) check you can stabilise the portal for a few seconds to travel anywhere you want within 100 miles (If you fail the check by 5 or more, you end up in a random location 100 miles away).
97	You come across a small band of four men encamped around a cooking fire. On seeing you one of them calls out, "Greetings good friend! It has been a long time since we have been in a stranger's company and have grown quite bored with each other. Please, come join us and tell us of your adventures." Make a DC 11 + tier Charisma (Performance) check to entertain the men with stories of your exploits. On a success the group becomes friendly to you and gives you some information about a new or current quest (roll on keyword or event meaning tables). On a fail, one of the men draws his bandit's scimitar and points it in your direction as the others circle around you. "Hmmm....not all that impressive I'm afraid. Now give us all your gold!" Encounter (tier x 1) thugs.
98	You feel an ancient force here, but cannot tell whether it is benign or malevolent. Make a DC 13 + tier Intelligence (Arcana) check. If successful, roll on the *Boon* table (p.152). If unsuccessful, roll a d4. (1-3) Roll on *Bane* table (p.157). (4) Roll on *Boon* table (p.152).
99	You find a ring. Make a DC 15 + tier Intelligence (Arcana) check to recognize that this is a *ring of mind shielding*. There is a random NPC's soul within the ring and If any character decides to put it on, the NPC's soul may interact telepathically with the mind of the character wearing it. If the character succeeded on the check, they will be aware that the ring is causing this, otherwise they will simply hear voices and may think they are losing their mind. This might continue until they come across someone (such as a mage) who can tell them why they are hearing these voices, and identify the ring. Once per day, the wearer may try a DC 19 + tier Persuasion check to convince the soul of the random NPC to depart for the afterlife and vacate the ring. Regardless of there being a soul or not in the ring, the character wearing it can benefit from all of its characteristics. The player can decide whether completing a side quest will be enough to convince the soul within the ring to depart for the afterlife.
100	Time passes, and you find you have nodded off and woken up inside some sort of dream world. Make a DC 19 + tier Wisdom saving throw to escape immediately and wake up in the real world. If you fail this saving throw, you must perform a minor quest within this world. All skills and rolls are based on your Charisma modifier. You have to find the way out of this world, which means making a new DC 19 + tier Wisdom saving throw at the beginning of each new scene or story point. Everything you see is strange, especially the monsters. The rules of science do not necessarily apply.

PART 4:
EVEN MORE TABLES



Chapter 4-1
Boon Table

When to use these? You can use these at any time, when an oracle determines you have encountered a boon, or by any method you deem appropriate (perhaps a god grants you a boon and you need to know what it is). They are also included in the 6d12 system, the Battlemap Crawl and Realm Crawl systems, and as a rollable result on the random encounter tables.

d100	RESULT
1-2	**Boon of Magic Resistance** You have advantage on saving throws against spells and other magical effects. This boon lasts until you finish your current quest.
3-4	**Blessing of Torm** When you miss with a melee attack, you can choose to hit instead. You can use this boon once.
5-6	**Boon of Peerless Aim** You can give yourself a +20 bonus to a ranged attack roll you make. Once you use this boon twice, you can't use it again.
7-8	**Quickening** You may use this boon to take an extra action on your turn. This can be an attack or any other action. What you did during your first action has no bearing on what action you can use this boon for. This boon can be used once.
9-10	**Boon of Perfect Health** You are immune to all diseases and poisons, and you have advantage on Constitution saving throws. This boon lasts until the end of your current quest.
11-12	**Fitting Armour** You are really getting the hang of this armour now. After a while spent getting accustomed to it, you can take advantage of its features well, especially against attacks from certain angles. You may add +2 to your AC as a reaction, 1d4 times, after which this boon disappears.
13-14	**Revitalising Touch** The gods have smiled on your efforts. Immediately take the benefits of a long rest. If you have just completed a long rest, or do not need one, you may roll again on the *Boon* table but must use the new roll.
15-16	**Boon of Planar Travel** When you gain this boon, choose a plane of existence other than the Material Plane. You can now use an action to cast the *plane shift* spell (no spell slot or components required), targeting yourself only, and travel to the chosen plane, or from that plane back to the Material Plane. Once you use this boon 1d4 times, you can't use it again.
17-18	**Animal Mastery** You feel tuned in to the world around you, especially to animals. Until you complete this quest, you have advantage on Wisdom (Animal Handling) checks, and +2 on Perception checks relating to animals.

19-20	**Boon of Quick Casting** Choose one of your spells of 1st through 3rd level that has a casting time of 1 action. That spell's casting time is now 1 bonus action for you. This boon lasts until you finish your next long rest. If you are not a caster, then you can transfer this boon to an ally, or you may reroll.
21-22	**Boon of the Night Spirit** While completely in an area of dim light or darkness, you can become invisible as an action. You remain invisible until you take an action or a reaction. You may use this boon once.
23-24	**Arcane Blessing** You have been blessed by the gods of magic and given temporary access to spells beyond your ken. Regardless of class, you have access to one spell outside your class, which you must choose now. The spell level can be equal to up to half your PC's level. You have one use of this spell available. It does not use a spell slot.
25-26	**Versatile** This boon allows you to make any saving throw with advantage. You must choose to do this before you make the roll. This boon has 1d4 uses, after which it disappears.
27-28	**Charm of Animal Conjuring** This charm allows you to cast the conjure animals spell (3rd-level version as an action. Once used three times, the charm vanishes from you.
29-30	**Blessing of Protection** You gain a +1 bonus to AC and saving throws for the remainder of this quest.
31-32	**Boon of Combat Prowess** When you miss with a melee weapon attack, you can choose to hit instead. This boon has 1d4 uses.
33-34	**Blessing of Fortunate Find** You discover a magic item! Go to Chapter 4-6 and roll on one of the following tables: [d20] (1-14) Common (15-18) Uncommon (19) Rare (20) Very Rare.
35-36	**Charm of Feather Falling** This charm grants you the benefits of a *ring of feather falling*. These benefits last for 1d10 days, after which the charm vanishes from you.
37-38	**Boon of the Stormborn** You have immunity to lightning and thunder damage. You can also cast *thunderwave* (save DC 15) at will, without using a spell slot or any components. This boon lasts until the end of your current quest.
39-40	**Blessing of Wound Closure** This blessing grants you the benefits of a *periapt of wound closure*. This boon lasts until your next long rest.
41-42	**Charm of Heroism** This charm allows you to give yourself the benefit of a *potion of heroism* as an action. Once you do so, the charm vanishes from you.
43-44	**Boon of Dimensional Travel** As an action, you can cast the *misty step* spell, without using a spell slot or any components. This boon has 1d4 uses.

45-46	**Charm of Vitality** This charm allows you to give yourself the benefit of a *potion of vitality* as an action. Once you do so, the charm vanishes from you.
47-48	**Blessing of Weapon Enhancement** One nonmagical weapon in your possession becomes a +1 weapon whenever you wield it.
49-50	**Boon of Luck** You can add a d10 roll to any ability check, attack roll, or saving throw you make. You can use this boon 1d4 times.
51-52	**Silver Spoon** The gods of wealth have blessed you with a modicum of luck! You may choose to reroll any unsuccessful loot roll once (this only refers to determining the presence of loot. You may not, for example, reroll to determine the nature of loot or the presence of a magic item).
53-54	**Boon of Recovery** When you choose to, you can use a bonus action to regain a number of hit points equal to half your hit point maximum. Once you use this boon, you can't use it again.
55-56	**Eagle's Eye** When you miss with a ranged attack, you can choose to hit instead. You can use this boon once.
57-58	**Boon of Resilience** You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. You can use this boon as a reaction to an attack 1d4 times, after which it disappears.
59-60	**Bane of Your Enemies** You feel as if you could take on any horrific fiend and defeat them! The gods have blessed you with a rare power. This boon has three uses. When an enemy succeeds on an attack roll, ability check or saving throw, you can force them to reroll and they must use the new result. After you have used this three times, the boon disappears.
61-62	**Boon of Speed** Your walking speed increases by 30 feet. In addition, you can use a bonus action to take the Dash or Disengage action. This boon lasts for 1d4 days.
63-64	**Rogue's Cunning** You may use this boon to gain the benefit of a rogue's cunning action ability once on your turn. This boon can be used twice.
65-66	**Boon of Spell Mastery** Choose one 1st-level spell that you can cast. You can now cast that spell at its lowest level without expending a spell slot. This boon lasts until you finish your current quest. If you are not a caster, you may confer this boon on an ally, or you may reroll.
67-68	**Highly Attuned** Your senses become highly alert, and you begin to pick up on even the smallest details. Until you complete your next long rest, you have advantage on all Wisdom (Perception) checks.

69-70	**Boon of Spell Recall** You can cast any spell you know or have prepared without expending a spell slot. This boon has 1d4 uses.
71-72	**Mystra's Spectral Form** Due to your having pleased her in some way, the goddess of magic grants you a temporary boon which makes you harder to target. For a split second, your material form blinks out of existence. Your character has +2 to their AC until the start of their next turn. This boon can be used once per encounter until the end of your current quest.
73-74	**Boon of the Fire Soul** You have immunity to fire damage. You can also cast *burning hands* (save DC 15) at will, without using a spell slot or any components. This boon lasts 1d4 days.
75-76	**Blessing of Health** Your Constitution score increases by 2, up to a maximum of 22, for the remainder of this quest. Make sure you remember to reduce it again at the end of the quest.
77-78	**Boon of Irresistibility** You can bypass the damage resistances of any creature. You can use this boon for 1d4 separate attacks.
79-80	**Boon of Invincibility** When you take damage from any source, you can reduce that damage to 0 as a reaction. This boon has one use.
81-82	**Blessing of Valhalla** This blessing grants you the power to summon spirit warriors. In practical terms, you can cast *spirit guardians* at third level as an action, without using a spell slot (if your character has spell slots, that is). This boon has two uses.
83-84	**Boon of High Magic** A caster in your party gains an extra slot at the highest level at which they gain spells. This boon lasts until the end of the current quest.
85-86	**Blessing of Understanding** Until the conclusion of your current quest, your Wisdom score increases by 2, up to a maximum of 22. Remember to reduce it again at the end of the quest.
87-88	**Charm of Restoration** This charm has 6 charges. You can use an action to expend one of its charges to cast one of the following spells: *greater restoration* (4 charges) or *lesser restoration* (2 charges). Once all its charges have been expended, the charm vanishes from you.
89-90	**Boon of Truesight** You have truesight out to a range of 60 feet. This boon lasts 1d6 days.
91-92	**Boon of Fortitude** Your hit point maximum increases by tier x 10. This boon lasts until the end of the current quest.
93-94	**Boon of Fate** When another creature that you can see within 60 feet of you makes an ability check, an attack roll, or a saving throw, you can roll a d10 and apply the result as a bonus or penalty to the roll. Once you use this boon, you can't use it again until you finish a short rest. This boon lasts until the end of your current quest.

95-96	**Charm of the Slayer** One sword in your possession becomes a dragon slayer or giant slayer (your choice) for the next 1d6 days. The charm then vanishes from you and the weapon returns to normal.
97-98	**Boon of Undetectability** For the remainder of this quest, you gain a +10 bonus to Dexterity (Stealth) checks, and you can't be detected or targeted by divination magic, including scrying sensors.
99-100	**Resurrection** The gods have granted you the ultimate boon. The next time your PC dies, you may resurrect them. They are instantly brought back to life with half their hit points and may immediately take actions.



Chapter 4-2
Bane Table

When to use these? You can use these at any time, when an oracle determines you have encountered a boon, or by any method you deem appropriate (perhaps a god grants you a boon and you need to know what it is). They are also included in the 6d12 system, the Battlemap Crawl and Realm Crawl systems, and as a rollable result on the random encounter tables.

d100	RESULT
1-2	**Curse of Shar** The goddess of dark, night, and forgetfulness roams this area, and you have unknowingly been touched by her malevolent energy. One random player must make a DC 12 + tier Charisma saving throw. If they fail, they are under the effects of a level 1 *bane* spell, but will not be aware of this until the next combat encounter begins. During your next combat, deduct 1d4 from all attack rolls and saving throws. You may repeat this saving throw at the end of each of your turns, ending the effect on a success.
3-4	**Dark Foreboding** You have been assailed by a haunting vision or premonition. Choose a character to make a DC 17 + tier Wisdom saving throw. If they fail, then for the rest of this quest that character has disadvantage when making attack rolls against one of the following monster types [d8] (1) Aberration (2) Beast (3) Construct (4) Elemental (5) Fiend (6) Humanoid (7) Monstrosity (8) Undead.
5-6	**Moment of Weakness** Any resistances you are able to gain, as a result of traits, feats or other effects (for example, a barbarian's resistance to certain damage while raging), are gone during the next combat encounter. Other aspects of the trait or feat are unaffected (for example, the barbarian would still get the +2 damage bonus from raging, just not the resistance).
7-8	**Forgot to Stretch** You woke up this morning feeling a little bit stiff, perhaps after recent exertions. You have a -1 to any Dexterity-based checks and saving throws until you complete your next long rest.
9-10	**Rumbling from Below** Something you ate recently is not agreeing with you. You have a -2 to Constitution-based checks and saving throws until you complete your next long rest.
11-12	**Thieving Rascals** Someone's been into your pack while your back was turned! Choose or roll for a random possession to remove from your inventory, or deduct 1d10x10 gp.
13-14	**Dancing Lights** Not far off, you see strange dancing lights which attract you with their playful movement. You cannot help but feel drawn towards them. Make a DC 9 + tier Wisdom saving throw or suffer one of the following effects (your choice): Lose 1 Clue Point Lose an Inspiration Suffer 2d6 psychic damage

15-16	**Resistance is Futile** Some foul arcane trickery is afoot. Any resistances you have to particular damage types are null until you complete the next long rest. This applies to all race and class features and traits.
17-18	**Curse of Poor Speech** Somehow you have lost your voice! Perhaps you've been arguing with your fellow adventurers, are a bit run down, or are just on the wrong end of some mischievous sorcery, but whatever the case your voice has taken on a raspy and unpleasant tone. You have disadvantage on all Charisma checks that rely on speech until you finish your current quest. Also, whenever you attempt to cast a spell with a verbal component, you must make a DC 11 + tier Constitution check. If you fail, you cannot cast the spell (but you do not lose the slot).
19-20	**Weakest Link** For some reason, your courage has deserted you somewhat, and the very idea of combat seems daunting. You wonder if your companions will notice. During the next combat encounter, your character will not be able to participate in any flanking manoeuvres.
21-22	**Arcane Memory Loss** Try as you might, your spells are not coming to you as easy as they normally do. Perhaps it is the wine you drank last night, but your mental acuity is somewhat less than normal. During the next combat encounter, you can either cast a spell or cantrip as your main action, but you cannot cast a spell or cantrip as a bonus action.
23-24	**Brain Fog** Something is clouding your judgment and decision making. Until the end of this quest, you have a penalty of -1 on Wisdom- and Intelligence-based checks and saving throws.
25-26	**Deserted by Luck** You feel as if the entire cosmos is bent against your good fortune. Make your next three saving throws at disadvantage.
27-28	**Lead in Your Boots** You just can't seem to shake this lethargy. The next time you roll initiative, your speed is halved for the first two rounds.
29-30	**Fear the Reaper** Your fate teeters on a knife edge. If at any time during the remainder of this quest you are forced to make death saving throws, you automatically fail the first one.
31-32	**Clumsy** You just can't seem to co-ordinate yourself today. You have disadvantage on all Dexterity-based checks and saving throws until you finish your next combat encounter.
33-34	**Slow Healer** You immediately begin to feel a little sickly. Until the end of this quest, when you regain hit points through magical means (such as spells or healing potions) you only regain half the hit points bestowed.
35-36	**Berserker** You feel a sudden, irrational anger against your enemies. The next time you are hit in combat by an enemy, you go berserk against that enemy, immediately making an extra attack at disadvantage vs that enemy. The same enemy then has advantage on their next attack roll against you. This only occurs once.

37-38	**Nightmares** You begin to be tormented by disturbing visions of horrific creatures. The next time you encounter a non-humanoid enemy, make a DC 17 + tier Wisdom saving throw. On a fail you are immediately frightened. You may repeat the saving throw at the beginning of each of your turns, ending the effect on a success. The bane then ends.
39-40	**Insomniac** You feel a bizarre, washed-out tiredness. The next time you attempt to take a long rest, make a DC 14 + tier Constitution saving throw. On a failed save, you get a terrible sleep. You must choose one class feature to not refresh, and after replenishing hit points, roll (tier x d4) hit dice and deduct this from your hit point total.
41-42	**Weak Hitter** Your main attack (be it weapon or spell-based) has lost some of its gusto. During the next combat encounter, deduct (tier x d4) damage from each of your weapon's damage rolls.
43-44	**Forgetful Caster** If you are a non-casting class, reroll. You have temporarily forgotten one of your spells. Choose or randomly select one of your spells (not a cantrip). You have temporarily forgotten this spell until after your next long rest.
45-46	**Tired in Your Bones** All this adventuring seems to have taken it out of you - or perhaps you are just coming down with a cold. Your hit point maximum is reduced by 5 until after you complete your next long rest.
47-48	**Curse of Withering** Some ancient curse lingers here! You immediately age 10 years, and can feel it in all the bones of your body. Immediately take one level of exhaustion. This curse can be removed with a *remove curse* spell. The exhaustion can be removed as per normal rules.
49-50	**Rust Never Sleeps** If you are wearing metal armour, you look down to notice that a significant portion has become afflicted with some kind of rapidly advancing rust. It is repairable at a blacksmith's, but for now subtract 1 from your AC until you can find a blacksmith to repair this. The repairs should cost you around 15 gp.
51-52	**Jammed Crossbow** If you do not use a crossbow, re-roll. If you are using a crossbow, you see that some fault has afflicted it. From now on, whenever you roll a nat 1 on an attack roll, the crossbow seizes and you must spend an action clearing the jam. You can fix this as soon as you can find a weaponsmith. The repairs should cost you around 20 gp.
53-54	**Wild Magic Everywhere** If you are not a caster, re-roll. Somehow you seem to be the recipient of some kind of wild magic curse. During the next combat encounter, you cast a spell, make a DC 14 + tier check using your spellcasting ability score. If you fail the check, roll on the Wild Magic Surge table to create a random magical effect (PHB p.104).
55-56	**NPC Exhausted** If you do not have an NPC or sidekick, re-roll. "I can't go any further," your NPC says, dropping to their knees. "How do you keep this up, all day every day?"

	Your travelling companion seems unaccustomed to such exertion. Have the NPC/sidekick make a DC 14 + tier Constitution saving throw. If they fail, they take one level of exhaustion. If they succeed, their hit point maximum is reduced by 10 until they complete a long rest.
57-58	**Curse of Madness** Some ancient malediction infects this area. You feel the tendrils of madness creeping into your mind… Every character must make a DC 12 + tier Wisdom saving throw. If they fail the save, they make a roll on the short-term madness table (DMG, p.259). If they roll a nat 1 then have them roll on the long-term madness table (DMG, p.260).
59-60	**Vulnerable** Dark gods aligned with your enemies have cursed you! Until the end of the next combat encounter, you have vulnerability to [d6] (1-2) Bludgeoning (3-4) Piercing (5-6) Slashing damage.
61-62	**Magic Susceptibility** A curse has made you susceptible to arcane attacks. You have disadvantage on your next three saving throws vs. spells or other magical effects. This curse ends with your current quest.
63-64	**Elemental Susceptibility** Until the end of the current quest, you are vulnerable to one of the following damage types: [d4] (1) Fire (2) Cold (3) Lightning (4) Force.
65-66	**Unproficient** Some malignant force clouds your brain, making you lose expertise in something you were previously a master of. Until the end of the current quest, you lose proficiency in one of your skills. Count the number of skills you are proficient in and devise a dice roll to randomly determine which skill you have lost proficiency in. This effect ends at the conclusion of the current quest (take note on your character sheet so you can restore your skill later.
67-68	**Rusty Weapon** Reroll if you do not possess any steel weapons. One non-magical steel weapon in your possession has become rusty and does not do as much damage as it used to. If you roll a nat 1 with this weapon it breaks and cannot be used until you find a weaponsmith. Until then, deduct d4 from each of your damage rolls with this weapon. This effect lasts until you can find a weaponsmith. The cost to repair will be 10 gold pieces.
69-70	**Kelemvor's Wrath** The god of death and justice is annoyed that you are seemingly doing his work for him. Roll a d6 and take note of effects. (1-2) Until the end of the quest, healing spells are only half as effective. (3-4) The next character to make a death save does so at disadvantage (5-6) The next time you reduce a monster to 0 hp, you reduce it to 1 hp instead.
71-72	**Unsure of Foot** Fatigue and dark forces are conspiring against you, dogging your steps. During the next combat encounter, before every movement, make a DC 13 + tier Dexterity saving throw. On a fail, your character can only move up to half their speed.
73-74	**Tainted Potion** If you possess no potions, re-roll.

	Some sort of mould has altered the composition of one of your potions (select potion randomly if possible). When you use this potion, instead of working normally, it triggers a roll on the *Variant: Mixing Potions* table on p.140 of *Dungeon Master's Guide*.
75-76	**Conspicuous** You and your allies stick out like a sore thumb in this environment. Perhaps your enemy has alarms in place, or perhaps they have heightened senses. Whatever the case, remaining undetected in here is nigh on impossible. For the remainder of this quest, your party has disadvantage on Dexterity (Stealth) checks, and your allies have advantage on Dexterity (Stealth) checks.
77-78	**Heightened Danger** If you are not using the 6d12 system, re-roll. Things are starting to get more perilous, whether you are aware of it or not. Add 1 to every die in your next 4 6d12 rolls.
79-80	**Bestow Curse** An unseen enemy has afflicted you with a *bestow curse* spell. During your next combat encounter, choose a member of your party to be affected by this spell.
81-82	**Darkness Descends** The area you are in is suddenly affected by a *darkness* spell. Any enemies are not affected by this spell. The effect ends at the edge of the current room or area you are exploring.
83-84	**Bane** An unseen enemy has afflicted you with a *bane* spell. During your next combat encounter, choose a member of your party to be affected by this spell.
85-86	**Command Curse** Some sort of ancient ritual was performed here. One of your party (determine randomly) must make a DC 17 + tier Wisdom saving throw, or become the subject of an enchantment spell which will cause them to carry out a task, unbeknown to the rest of the party (and possibly even to themselves, at least consciously). Use keywords and oracle to determine the nature of this task, which should fit within the context of the current quest. This ancient curse does not conform to any known spell. They may repeat the Wisdom saving throw when they are just about to consummate the task.
87-88	**Illusory Area** If you are not using the 6d12 system, reroll. The current area you are in turns out to be nothing more than a very real-seeming illusion. If using the 6d12 system, reroll, adding 5 to every dice except the treasure dice. If enemies are generated, your characters are surprised in the first round.
89-90	**Invisible Trap** You have blundered into a trap, which has been concealed with some sort of invisibility spell. Roll on either the Wilderness or Standard Trap table (pp.40-41). Do not roll in the notice DC column. However, you will still be able to make a saving throw to avoid the effects of the trap (e.g., Dexterity save for a spear trap).
91-92	**Hallucinatory Mould** Some sort of mould has released its spores into the air, causing you to hallucinate and see double. It appears that there are two of each of your party members, and this will also apply to any enemies you see. During the next combat encounter, every time you make an attack roll, make a DC 19 + tier Constitution saving throw. If you fail, make the attack roll at disadvantage. If you succeed, the effect ends at that point.

93-94	**Curse of Hideousness** Some ancient curse has caused your visage to alter, making you hideously ugly! You have disadvantage on all Charisma-based checks. This effect can be ended with a *remove curse* spell. Perhaps you can find a mage in a nearby settlement, or a caster in your party can learn this spell next time you stop for a long rest.
95-96	**Slow Healer** Some effect has caused your regenerative properties to slow down. You only regain half your hit points on a long rest. Your hit points can still be restored to maximum with spells or potions, but a long rest will only restore you to half your maximum hit points.
97-98	**Speechless** Randomly determine a character in your party. This character loses the ability to speak due to an ancient curse on this area. Obviously, this affects casters more than other classes, but regardless this effect can be ended with a *remove curse* spell, or when your current quest is concluded.
99-100	**Arch Enemy** Randomly determine a character from your party. That character, through their heroic deeds or misdeeds, has attracted the attention of a being from the hellish planes. Use keywords and oracle rolls to determine the nature of this being, but regardless, until this being is defeated it will prove to be a major source of consternation to the character.



Chapter 4-3
Item Table

NOTE: With all of these items, Mythic or a similar oracle can be used to find out more information. For example, a broken bottle. Some questions that could be asked: Is there any residue in the bottle? What does it smell of? What colour is the glass? Use an oracle to add some narrative richness to your game.
For the table below, Roll a d4 and a d100. The d4 gives you your hundreds, the d100 gives you your 10s and 1s.

D4	D100
1	*100-199*
2	*200-299*
3	*300-399*
4	*0-99*

1. Hammer (PHB)
2. Sprung trap, rusted shut.
3. Record of a criminal trial
4. Splintered club
5. Copper coin
6. Greatclub (Weapon, PHB)
7. Rusty armour
8. Mess kit (PHB)
9. Moss
10. Rubble & debris
11. Broken weapon
12. Net (Weapon, PHB)
13. Text on armour making
14. Cracks in the wall/floor/ceiling
15. The hilt of a dagger
16. Manacles (PHB)
17. Loincloth
18. Fishing tackle
19. Damp area
20. Bedroll (PHB)
21. Rubble & debris
22. Caltrops
23. Arrowheads
24. Soap
25. Backpack
26. Abacus
27. Broken pots /vases
28. Holy symbol (PHB)
29. Dried blood
30. Rotting carcass of recent dead animal/adventurer/previous inhabitant.
31. Decaying stores of food/equipment
32. Chair
33. Healer's kit (PHB)
34. Text on astrology
35. Dung
36. Rubble & debris
37. Cracked flask
38. Food scraps
39. Grappling hook (PHB)
40. Ransacked chest
41. Necklace pouch
42. Tiny music box
43. Fungi
44. Hair or fur
45. Longbow (Weapon, PHB)
46. Dented helmet
47. Leather boot
48. Club (Weapon, PHB)
49. Old rest-site with old or recent bedrolls.
50. Rotted creature's nest, with old eggshells/fledgeling bones in it.
51. A makeshift shrine.
52. Wood saw
53. Rubble & debris
54. Bag of 1000 ball bearings (PHB)
55. Text on brewing
56. Leaves and twigs
57. Mould, common
58. Pick handle
59. Druidic focus (PHB)
60. Text on exotic flora or fauna
61. Metal file
62. Rusty nose ring
63. A small figurine with some burnt-out candles
64. Spikes, Iron x 10 (PHB)
65. Broken pole

66. Pottery shards
67. Glass jar with a preserved animal
68. Rags
69. Acid Vial (PHB)
70. A basket
71. Set of common clothes (PHB)
72. Rubble & debris
73. A cutting board with a small hunting knife stuck upright in it
74. Magnifying glass (PHB)
75. Corpse
76. Training dummies with a couple of arrows sticking out
77. Flask of holy water (PHB)
78. Doorknocker
79. Torture rack
80. Compass
81. Rubble & debris
82. Unexploded smoke bomb
83. Set of lockpicks
84. Dagger (Weapon, PHB)
85. Hunting trap (PHB)
86. Wire cutters
87. Rubble & debris
88. Wizard's Spell book (contains 1d8 x Level1d4 spells)
89. A key (to a door in another dungeon perhaps?)
90. Rubble & debris
91. Lute
92. Spyglass (PHB)
93. Burnt-out torches. (Q/A to find out what)
94. Wads of dirty hair and rags.
95. Ink, bottle (PHB)
96. Component pouch
97. Decayed rope
98. Thumbscrews
99. Mirror, steel (PHB)
100. Broken bottle
101. Torn sack
102. Lance (Weapon, PHB)
103. Barrel
104. Slime (harmless)
105. Bloody rags
106. Hourglass (PHB)
107. Bones
108. Coffin
109. Heavy crossbow (Weapon, PHB)
110. Rubble & debris
111. Rusted spike
112. Graffiti
113. Shrunken head
114. Stones of interesting colour/shape
115. Quill
116. Crossbow Bolt case (PHB)
117. Bottle of whisky
118. Tattered old hat
119. Broken sword blade
120. Teeth or fangs, scattered
121. Torch stub
122. Antitoxin (PHB)
123. Pliers
124. Puddle of water
125. Crowbar
126. Hammer, sledge (PHB)
127. Text on herbalism
128. Plate
129. Wax blob (candle stub)
130. Pouch
131. Pieces of rotting wood
132. Alchemist's Fire (PHB)
133. Corpse
134. Tally marks scratched on a surface.
135. Longsword (Weapon, PHB)
136. Old chair leg
137. Brazier & charcoal
138. Brazier & charcoal (lit)
139. 10 ft pole (PHB)
140. Bucket
141. Candelabrum
142. Map
143. Sprigs of wolfsbane
144. Lock (PHB)
145. Small idol
146. Rolled up mat/rug
147. Hammer, sledge (PHB)
148. Rubble & debris
149. Text on mathematics
150. Sconce
151. Small painting
152. Hand crossbow (Weapon, PHB)
153. Text on masonry
154. Potion of greater healing
155. Glass eye
156. Velvet purse
157. 10 feet of chain (PHB)
158. Buds of garlic
159. Standard graffiti in orcish or dwarven
160. Large pile of dung
161. Random paper with hastily-scribbled words and phrases
162. Eggshells
163. Blowgun (Weapon, PHB)
164. Crate
165. Historical text
166. Halberd (Weapon, PHB)
167. Folded shroud
168. Shedded snakeskin
169. Rope, hempen (50 ft.) (PHB)
170. Text on masonry
171. Cushion
172. Lantern, bullseye (PHB)
173. Rubble & debris
174. Empty bottles
175. d10 incense sticks
176. Dart (Weapon, PHB)
177. Shrine
178. Expired torches
179. Iron pot

180. Handaxe (Weapon, PHB)
181. Bell
182. Statue
183. Candles
184. Oil flask (PHB)
185. Potion of Hill Giant Strength (Magic Item, DMG)
186. Chimes
187. Staff
188. Globs of candlewax
189. Spear (Weapon, PHB)
190. Altar cloth
191. Tapestry (small or large)
192. Rubble & debris
193. Text on medicine
194. Set of traveller's clothes (PHB)
195. Urn
196. Nails
197. Spiderwebs
198. War pick (Weapon, PHB)
199. Shovel
200. Quill
201. Shortbow (Weapon, PHB)
202. Fancy hat
203. Heretical text
204. Sheets of blank parchment
205. Rope, silk (50 ft) (PHB)
206. Lichen
207. Oil of slipperiness (Magic Item, DMG)
208. Maul (Weapon, PHB)
209. Salve or unguent
210. Hand drum
211. Rations (1 day) (PHB)
212. Forged document
213. Piton (PHB)
214. Needle & thread
215. Skullcap
216. Rubble & debris
217. Javelin (Weapon, PHB)
218. Goggles of Night (Magic Item, DMG)
219. Tome of forbidden lore
220. Gong
221. Unholy symbol
222. Ammunition - Crossbow bolts (20)
223. Theological text
224. Tinderbox (PHB)
225. d4 wooden stakes
226. Tray
227. Sack
228. Portable ram (PHB)
229. Tureen
230. Balance & weights
231. Ink pen (PHB)
232. Vase
233. Frayed rope
234. Greatsword (Weapon, PHB)
235. Rubble & debris
236. Travelogue for an exotic land
237. Dictionary
238. Animal hide, cured
239. Wooden mallet
240. Whetstone
241. Holy writings
242. Light Crossbow (Weapon, PHB)
243. Pouch of sand
244. Last will and testament
245. Perfume vial (PHB)
246. Set of pan pipes
247. Small pouch of berries
248. Wig
249. Flail (Weapon, PHB)
250. Beaker
251. Unholy writings
252. Thurible
253. Sickle (Weapon, PHB)
254. Rubble & debris
255. Travelogue of the planes
256. Corpse
257. Prayer rug
258. Book of myths
259. Set of costume clothes (PHB)
260. Letter
261. Bellows
262. Scroll case
263. Sling (Weapon, PHB)
264. Written ravings of a lunatic
265. Runes
266. Wineskin
267. Scale, merchants (PHB)
268. Incense burner
269. Burst waterskin
270. Signal whistle (PHB)
271. Broken arrows/bolts
272. Sealing wax (PHB)
273. Diary
274. Morningstar (Weapon, PHB)
275. Bowl
276. Cage, empty
277. Rubble & debris
278. Jar of mysterious beans
279. Potion of Healing (PHB)
280. Cauldron
281. Rubble & debris
282. Claw from a random beast
283. Lantern, hooded (PHB)
284. Robes (PHB)
285. Tangled string
286. Warhammer (Weapon, PHB)
287. Navigational star chart
288. Magic scroll
289. Crystal ball
290. Light hammer (Weapon, PHB)
291. Decanter
292. Herbs
293. Vial (PHB)
294. Magic circle
295. Pick, miners (PHB)
296. Mortar & pestle
297. Jug or pitcher
298. Rubble & debris

299. Climber's Kit (PHB)
300. Parchment
301. Pound of salt
302. Rags
303. Scimitar (Weapon, PHB)
304. Map
305. Bottle of ale
306. Book of heraldry
307. Prism
308. Torch (PHB)
309. Quill
310. Strip of leather
311. Potion of Greater Healing (Magic Item, PHB)
312. Corpse
313. Piece of chalk
314. Whip (Weapon, PHB)
315. Fruit peel
316. Pouch
317. Pike (Weapon, PHB)
318. Rubble & debris
319. Scroll
320. Skull
321. Battleaxe (Weapon, PHB)
322. Earplugs in a small pouch
323. Brass locket with a picture
324. Smoking pipe
325. Flowers, dried
326. Greataxe (Weapon, PHB)
327. Skeleton key
328. Vial of blood
329. Measuring spoon
330. Dice
331. Waterskin (PHB)
332. Horse's bridle
333. Rubble & debris
334. Mysterious paste in a jar
335. Hourglass
336. Kettle
337. Flute
338. Awl
339. Poison, basic (PHB)
340. Vomit
341. Bottle of wine
342. Gaming set
343. Bandages
344. 10 ft. ladder (PHB)
345. Hairbrush
346. Jar of grease
347. Set of fine clothes (PHB)
348. Rubble & debris
349. Sheet music
350. Pouch of white flour
351. Pouch of tobacco
352. Straw
353. Mace (Weapon, PHB)
354. Loaf of bread (unspoilt), wrapped in cloth
355. Drinking horn
356. Child's toy
357. Small knife
358. Rubble & debris
359. Rapier (Weapon, PHB)
360. Bestiary
361. Bottle of mead
362. Cup
363. Tankard
364. Arcane Focus (PHB)
365. Flagon
366. Shortsword (Weapon, PHB)
367. Prayer book
368. Potion of Superior Healing (Magic Item, PHB)
369. Lamp (PHB)
370. Ledger of accounts
371. Corpse
372. Potion of healing
373. Jar of some unknown substance
374. Pitchfork
375. Quiver (PHB)
376. Glaive (Weapon, PHB)
377. Property deed
378. Candle snuffer
379. Walking stick
380. Pouch of marbles
381. Rubble & debris
382. Potion of Healing
383. Packet of spice
384. Trident (Weapon, PHB)
385. Knucklebones
386. Driftglobe (Magic Item, DMG)
387. Scissors
388. Recipe book
389. Small casket
390. Prayer beads
391. Potion of Healing (PHB)
392. Box of matches
393. Skull of a humanoid
394. Royal proclamation
395. Ladle
396. Vial of cologne
397. Lock of hair
398. Comb
399. Whetstone (PHB)

Chapter 4-4
Keywords Table

Roll a 1d8 and a 1d100. When you have your result, use a CTRL+F search to quickly go to the number. The way the die roll is set up below means that you can quickly read the rolls. E.g., 3 on a d8 and a 42 on a d100 = 342. The only time that you don't read the number on the d8 as the hundreds is when it hits 8. That means it's in the 0-100 range.
Note: Some of these words do recur, as they have wide application in creating encounters.

D8	D100
1	100-199
2	200-299
3	300-399
4	400-499
5	500-599
6	600-699
7	700-799
8	0-99

1. Undead
2. Noise
3. Loot
4. Cloying
5. Diseased
6. Unseen
7. Rocky
8. Well
9. Prodigy
10. Energy
11. Curse
12. Secret
13. Adventurers
14. Hide
15. Infectious
16. Fragmented
17. Dryrot
18. Crypt
19. History
20. Road
21. Ruined
22. Silence
23. Luminescent
24. Smoke
25. Boisterous
26. Damaged
27. Twilight
28. Guard
29. Map
30. Location
31. Boon
32. Sneak
33. Rusty
34. Gaping
35. Overexcited
36. Incongruous
37. Vacant
38. Sarcophagus
39. Information
40. Success
41. Escape
42. Trapped
43. Vibration
44. Calm
45. Erratic
46. Hefty
47. Glowing
48. Burial
49. Government
50. Student
51. Fugitive
52. Knowledge
53. Patrol
54. Subliminal
55. Decrepit
56. Mammoth
57. Twisted
58. Rites
59. Ability
60. Possession
61. Unsafe
62. Accomplice
63. Gears
64. Hollow
65. Delusional
66. Curiosity
67. Chill
68. Family
69. Love

70. Performance
71. Treacherous
72. Henchman
73. Animal droppings
74. Whoosh
75. Title
76. Precious
77. Angular
78. Ruler
79. Temperature
80. Lake
81. Clue
82. Illusion
83. Itch
84. Arid
85. Decayed
86. Enthusiastic
87. Scary
88. Flee
89. Area
90. Sea
91. Familiar
92. Item
93. Smell
94. Premonition
95. Representative
96. Rundown
97. Weather
98. Protection
99. City
100. Message
101. Rotten
102. Persuade
103. Diary
104. Demon
105. Suggestion
106. Unsophisticated
107. Oppress
108. Vision
109. Country
110. Man
111. Slave
112. Toss
113. Dripping
114. Force
115. Unthinking
116. Natural
117. Motive
118. Wilderness
119. Fire
120. Woman
121. Captive
122. Disciple
123. Escape
124. Statue
125. Spoiled
126. Persistent
127. Bridge
128. Dungeon
129. Language
130. Payment
131. Saviour
132. Deteriorating
133. Hairpin
134. Refuse pit
135. Obstinate
136. Revealing
137. Garbage
138. Nobility
139. Equipment
140. Skill
141. Food
142. NPC
143. Slippery
144. Invite
145. Rambling
146. Prehistoric
147. Foliage
148. Orb
149. Technology
150. Wealth
151. Uncharacteristic
152. Rescue
153. Severed hand
154. Obsidian
155. Search
156. Awake
157. Aftershock
158. Sceptre
159. Child
160. Heart
161. Rancid
162. Diversion
163. Misty
164. Tunnel
165. Rainbow
166. River
167. Sentimental
168. Armies
169. Runes
170. Storage
171. Fetid
172. Explosion
173. Floating
174. Sundered
175. Effigy
176. Slime
177. Sleep
178. Apocalypse
179. Medicine
180. Alcohol
181. Malodorous
182. Turgid
183. Laugh
184. Fluttering
185. Scuttling
186. Bones
187. Toilet
188. Music
189. Teacher
190. Argument
191. Noxious
192. Blustering
193. Blood
194. Slide
195. Woven
196. Stale air
197. Livestock
198. Singing
199. Disease
200. Agreement
201. Republic
202. Courage
203. Admission
204. Pleasant
205. Building
206. Orbit
207. Nothing
208. Target
209. Camp
210. Priest
211. Tradition
212. King
213. Explosion
214. Manage
215. Glitter
216. Release
217. Question
218. Skin
219. Champion
220. Resident
221. Employment
222. Instrument
223. Monopoly
224. Thick
225. Uninterested
226. Endanger
227. Birth
228. Carry
229. Crack
230. Rope
231. Device
232. Sister
233. Reflect
234. Route
235. Hole
236. Temper
237. Speed

238. Mother
239. Native
240. Witness
241. Guidance
242. Brother
243. Disastrous
244. Swear
245. Common
246. Illuminate
247. Craft
248. Spirit
249. Opening
250. Many
251. Foreknowledge
252. Weakness
253. Costume
254. Downward
255. Mouth
256. Refuse
257. Eye
258. Dream
259. Parent
260. Check
261. Candidate
262. Ambition
263. Few
264. Awful
265. Maximum
266. Nimble
267. Step
268. Luck
269. Pattern
270. Guard
271. Confusion
272. Celebration
273. Medium
274. Important
275. Memory
276. Express
277. Item
278. Mouth
279. Request
280. Potential
281. Guest
282. Fortune
283. Tidy
284. Faith
285. Tedious
286. Communion
287. Metal
288. Storm
289. Shame
290. Dance
291. Operation
292. Negotiation
293. Enchanted
294. Change
295. Unnatural
296. Fair
297. Structure
298. Chain
299. Shelter
300. Fall
301. Temple
302. Midnight
303. Percussive
304. Stray
305. Lounge
306. Health
307. Ball
308. Door
309. Shoe
310. Talk
311. Song
312. Obligation
313. Duty
314. Contradict
315. Gossip
316. Fresh
317. Gift
318. Bother
319. Silver
320. Break
321. Accident
322. Indication
323. Original
324. Pilgrim
325. Embrace
326. Implicate
327. Impact
328. Code
329. Gold
330. Cover
331. Girl
332. Tale
333. Chase
334. Turned
335. Ammunition
336. Shape
337. Dimension
338. Bell
339. Valuable
340. Boy
341. Water
342. Nimble
343. Direct
344. Give
345. Seat
346. Symbol
347. Gap
348. Fear
349. Sell
350. Proposal
351. Heat
352. Express
353. Advance
354. Moan
355. Wary
356. Effect
357. Noise
358. Alarm
359. Sleep
360. Son
361. Book
362. Communion
363. Mould
364. Warrant
365. Vessel
366. Friend
367. Beast
368. Cloud
369. Dark
370. Daughter
371. Goods
372. Duty
373. Punish
374. Surprise
375. Group
376. Track
377. Proof
378. Performance
379. Weird
380. Village
381. Guide
382. Original
383. March
384. Temporary
385. Web
386. Foot
387. Smoke
388. Mirror
389. Command
390. Warning
391. Prize
392. Communion
393. Banter
394. Fancy
395. Demand
396. Damage
397. Wine
398. Slice
399. Entice
400. Ruined
401. Boon
402. Escape
403. Fugitive
404. Unsafe
405. Treacherous

406. Clue
407. Familiar
408. Rotten
409. Slave
410. Captive
411. Saviour
412. Food
413. Uncharacteristic
414. Rancid
415. Fetid
416. Malodorous
417. Noxious
418. Investigate
419. Entertain
420. Silence
421. Sneak
422. Trapped
423. Knowledge
424. Accomplice
425. Henchman
426. Illusion
427. Item
428. Controller
429. Toss
430. Disciple
431. Secure
432. NPC
433. Rescue
434. Diversion
435. Explosion
436. Turgid
437. Blustering
438. Hidden
439. Adventurers
440. Luminescent
441. Rusty
442. Vibration
443. Clank
444. Gears
445. Animal droppings
446. Itch
447. Smell
448. Diary
449. Dripping
450. Escape
451. Hairpin
452. Slippery
453. Severed hand
454. Misty
455. Floating
456. Laugh
457. Blood
458. Cloying
459. Enshrine
460. Smoke
461. Gaping
462. Calm
463. Subliminal
464. Hollow
465. Whoosh
466. Arid
467. Premonition
468. Demon
469. Force
470. Statue
471. Refuse pit
472. Invite
473. Obsidian
474. Tunnel
475. Sundered
476. Fluttering
477. Slide
478. Silence
479. Enlarge
480. Boisterous
481. Overexcited
482. Erratic
483. Decrepit
484. Delusional
485. Title
486. Decayed
487. Representative
488. Suggestion
489. Unthinking
490. Spoiled
491. Obstinate
492. Rambling
493. Raid
494. Rainbow
495. Effigy
496. Scuttling
497. Woven
498. Ensnare
499. Dispute
500. Damaged
501. Incongruous
502. Hefty
503. Mammoth
504. Curiosity
505. Precious
506. Enthusiastic
507. Rundown
508. Unsophisticated
509. Natural
510. Persistent
511. Revealing
512. Prehistoric
513. Awake
514. River
515. Slime
516. Bones
517. Stale air
518. Rocky
519. Decomposed
520. Twilight
521. Vacant
522. Enter
523. Twisted
524. Chill
525. Angular
526. Scary
527. Weather
528. Portal
529. Motive
530. Bridge
531. Garbage
532. Foliage
533. Aftershock
534. Sentimental
535. Sleep
536. Toilet
537. Livestock
538. Glare
539. Crypt
540. Guard
541. Sarcophagus
542. Burial
543. Rites
544. Family
545. Ruler
546. Flee
547. Protection
548. Vision
549. Wilderness
550. Dungeon
551. Nobility
552. Orb
553. Sceptre
554. Armies
555. Apocalypse
556. Music
557. Singing
558. Gamble
559. History
560. Map
561. Information
562. Government
563. Ability
564. Love
565. Temperature
566. Area
567. City
568. Country
569. Fire
570. Language
571. Equipment
572. Technology
573. Child

574. Runes
575. Medicine
576. Teacher
577. Disease
578. Enlighten
579. Road
580. Location
581. Success
582. Student
583. Possession
584. Performance
585. Lake
586. Sea
587. Message
588. Man
589. Woman
590. Payment
591. Skill
592. Wealth
593. Heart
594. Storage
595. Alcohol
596. Argument
597. Agreement
598. Republic
599. Tradition
600. Employment
601. Device
602. Guidance
603. Foreknowledge
604. Candidate
605. Confusion
606. Guest
607. Operation
608. Temple
609. Song
610. Accident
611. Girl
612. Boy
613. Proposal
614. Son
615. Daughter
616. Village
617. Warning
618. Courage
619. King
620. Instrument
621. Sister
622. Brother
623. Weakness
624. Ambition
625. Celebration
626. Fortune
627. Negotiation
628. Midnight
629. Obligation
630. Indication
631. Tale
632. Water
633. Heat
634. Book
635. Goods
636. Guide
637. Prize
638. Admission
639. Explosion
640. Monopoly
641. Reflect
642. Disastrous
643. Costume
644. Few
645. Medium
646. Tidy
647. Enchanted
648. Percussive
649. Duty
650. Original
651. Disguise
652. Nimble
653. Express
654. Communion
655. Duty
656. Original
657. identity
658. Pleasant
659. Manage
660. Thick
661. Route
662. Swear
663. Downward
664. Awful
665. Important
666. Faith
667. Change
668. Stray
669. Contradict
670. Pilgrim
671. Chase
672. Direct
673. Advance
674. Mould
675. Punish
676. March
677. Banter
678. Building
679. Glitter
680. Uninterested
681. Hole
682. Common
683. Mouth
684. Maximum
685. Memory
686. Tedious
687. Unnatural
688. Lounge
689. Gossip
690. Embrace
691. Turned
692. Give
693. Moan
694. Warrant
695. Surprise
696. Temporary
697. Fancy
698. Orbit
699. Release
700. Endanger
701. Temper
702. Illuminate
703. Refuse
704. Nimble
705. Express
706. Communion
707. Fair
708. Health
709. Fresh
710. Implicate
711. Ammunition
712. Seat
713. Wary
714. Vessel
715. Group
716. Web
717. Demand
718. Nothing
719. Question
720. Birth
721. Speed
722. Craft
723. Eye
724. Step
725. Item
726. Metal
727. Structure
728. Ball
729. Gift
730. Impact
731. Shape
732. Symbol
733. Effect
734. Friend
735. Track
736. Foot
737. Damage
738. Target
739. Skin
740. Carry
741. Mother

742. Spirit
743. Dream
744. Luck
745. Mouth
746. Storm
747. Chain
748. Door
749. Bother
750. Code
751. Dimension
752. Gap
753. Persecute
754. Beast
755. Proof
756. Rope
757. Wine
758. Camp
759. Champion
760. Crack
761. Native
762. Opening
763. Parent
764. Pattern
765. Request
766. Shame
767. Shelter
768. Shoe
769. Silver
770. Gold
771. Bell
772. Fear
773. Alarm
774. Cloud
775. Performance
776. Mirror
777. Slice
778. Priest
779. Resident
780. Rope
781. Witness
782. Many
783. Check
784. Guard
785. Potential
786. Dance
787. Fall
788. Talk
789. Break
790. Cover
791. Valuable
792. Sell
793. Sleep
794. Dark
795. Weird
796. Command
797. Forbidden
798. Magic Item!



Chapter 4-5
Fate Rolls & Life Events

Your characters journey through your world, encountering monsters, NPCs, slaying villains and rescuing the poor and downtrodden. But what goes on in the background? As they are out there, completing their adventures, the world goes on around them, and things happen that influence their lives.

In addition to the tables included herein, you should also check out the *This Is Your Life* tables, which feature on pp.61-73 of *Xanathar's Guide to Everything*. In particular, the *Life Events* tables provide an alternative to the tables below, if you're looking for something different.

Another excellent resource that could be used for this purpose is *The Deck of Tales* by Larcenous Designs. This is a card deck that provides provocative iconography that, like keywords, can suggest a number of narrative directions.

I was excited when this idea occurred to me as the element of roleplay is scant in the solo format. This brings some real-world events into the PCs lives, which they usually will need to respond to. The procedure for determining these events is as follows.

Every morning, roll a d100 *Fate Roll* for each of your PCs. This d100 roll will determine whether a Life Event happens to them!

Sometimes, if you are running two PCs, one PC may have nothing happen to them, but the other is the result of a cataclysm or miracle, which the first PC will feel the results of, becoming a recipient of that event themselves, as if they had rolled successfully for that.

Delivery Method

Some of these results constitute life-altering news. As such, we need to give some thought as to how the news was delivered. There might be suitable answers based on your setting. For example, in my homebrew world, there is a lot of planar travel, so a courier could track down a party's location by scrying (through a mage perhaps) and then travel via portal to the location to deliver the news. Use oracle rolls and keywords for ideas if you wish, but make it fit with the theme of your campaign.

Fate Roll Table

d100	Result	Roll on...
01-02	Cataclysm	Roll on Cataclysm table
03-49	Nothing happens	
50-52	Neutral Life Event	Roll on Neutral Life Event Table
53-97	Nothing happens	
99-100	Miracle / Positive Event	Roll on Miracle Table

Cataclysm Table

d20	CATACLYSM
1	You receive news or intuition – a close relative has died.
2	You become afflicted by a serious illness.
3	Your homeland is destroyed / invaded.
4	A natural disaster occurs in your immediate area
5	A large scale war has erupted in your homeland. Perhaps you have been called to duty.
6	You are mistaken for a wanted criminal and have militia pursuing you.
7	Robbed! You have lost an item from your inventory (you choose what). Who took this?
8	Demonic Possession.
9	Arranged Marriage.
10	Wrongful Imprisonment.
11	A priceless family Heirloom / Relic belonging to your tribe or family has been stolen.
12	Something catastrophic (an invading collusus / outbreak of disease / you decide) is happening in your home town.
13	A rare arcane phenomenon is occurring in your immediate area (e.g., a planar tear which horrific monsters enter your world through).
14	A contract has been put on your head by one of your enemies.
15	Your home or stronghold is either severely damaged or completely destroyed.
16	Death of a close friend or acquaintance.
17	The entire realm is being invaded by hostile forces.
18	Death of a king/queen or powerful ruler.
19	Scandalous revelation pertaining to your family.
20	Something terrible that directly relates to something in your character's background.

Neutral Life Event Table

d20	NEUTRAL LIFE EVENT
1	Come down with a nasty cold or other illness
2	Receive a letter from the government dealing with a mundane matter
3	Receive news of a relative getting married
4	Receive news of a relative having a child
5	Called on for some sort of civil service
6	An opportunity regarding your career appears
7	A new career presents itself
8	You receive news that something you did is highly regarded
9	You have a bit of a toothache or other minor health problem
10	You're just feeling a bit… blah today. Perhaps your character just wants to find a nice inn and have a bit of personal time reading and relaxing. This adventuring life takes it out of you!
11	A local noble has challenged you to a duel, for some slight, real or imagined
12	You get the feeling that you are being followed, watched perhaps. It's nothing you can put your finger on, just a growing feeling that you've had the past day or so.
13	A beast has attached itself to you. It seems quite friendly.
14	Someone entrusts you with a secret
15	You learn some interesting local news which may or may not be of relevance to you. Perhaps roll on *Keywords* table (p.167) for details.
16	You have some sort of epiphany related to the particular inner path you are on, spiritual or otherwise
17	A random stranger presents you with a gift. A trinket perhaps. Roll on Trinkets table, pp. 160-161 of the Player's Handbook.
18	You meet an NPC, perhaps someone you know from your past.
19	An NPC or travelling companion receives some interesting news
20	Someone comes past with a cart or other transportation, offering you a lift to where you're going.

Miracle Table

d20	MIRACLE
1	Birth of a Child. Is it yours, or a close relative's? If not yours, then this child will at least see you as a major role model.
2	Positive news related to your career
3	A romantic interest is reciprocating your attentions. Re-roll if not relevant.
4	Choose the one which you think is most appropriate. 1: A young person is gravitating towards you as a mentor and wants to accompany you and learn from you. 2: An older person is interested in taking you as an apprentice. You could learn some valuable things from this person (possible feat, tool proficiency etc).
5	A friend just left you a map leading to a major treasure hoard
6	You are freed from a curse or other affliction which has affected you for some time. This could relate to your background. If this is not relevant, re-roll.
7	Smiled on by your Deity / Divine Inspiration. Roll three times on the Boon table (p.152) and choose one result. Or, you may reroll this result, but you must choose the new result.
8	You discover a portal which leads to somewhere you've been wanting to visit for a while now.
9	A relative has died leaving you wealth! Roll on the Hoard table for CR 5. You may have to travel to claim this treasure, however. But it's not going anywhere.
10	You meet a person who has heard of you and a particular problem that you have. They have searched you out because they are passionate about helping you solve this problem.
11	Something or someone that was previously lost is now found. This may relate to your background. Reroll if not relevant.
12	A PC or NPC of your choice who has died is miraculously brought back to life.
13	You discover a long-lost or unknown relative (possibly a twin?) that you did not you had. And they have a fascinating backstory, one which is remarkably similar to your own.
14	You gain a temporary insight into the future - a prophetic vision. A mystery regarding your current quest is revealed to you.
15	The realm wants to bestow some sort of honour on you, in recognition of your brave exploits!
16	A curse or affliction affecting you or someone you care about is removed.
17	The gods have blessed you with uncommon prowess. Increase an ability score of your choice by 1.
18	You have been offered a lucrative occupation within the realm, possibly in the service of the ruler. The position is well-paid and perfectly suited to your talents. Roll keywords or choose something appropriate to your character.
19	The ruler of these lands has invited you to perform a service for them, with a considerably high reward
20	A wealthy relative has died, leaving you a sizable property.

Does Your Character Actually Know?

Your character may be travelling somewhere far distant from their homeland, and so it may be some time before they receive this news. Or, perhaps you decide that when you make the roll is the time when you receive the news, even though that thing could have happened days or even weeks before. If you need to randomise when an event occurred, then roll on the following table.

You Receive News of an Event Which Happened…

d20	Result
1-2	Today
3-4	Yesterday
5-8	3 - 7 days ago
9-12	1-2 weeks ago
13-14	3-4 weeks ago
15-16	1-2 months ago
17-18	3-5 months ago
19-20	6 -12 months ago



Chapter 4-6
Magic Item Tables

Occasionally you need to roll for a random magic item. Here are all the magic items from *Dungeon Master's Guide*, *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything*, arranged into tables by rarity.
To make things a bit more interesting (and to make die rolls easier) a handful of the more lacklustre items have been removed.

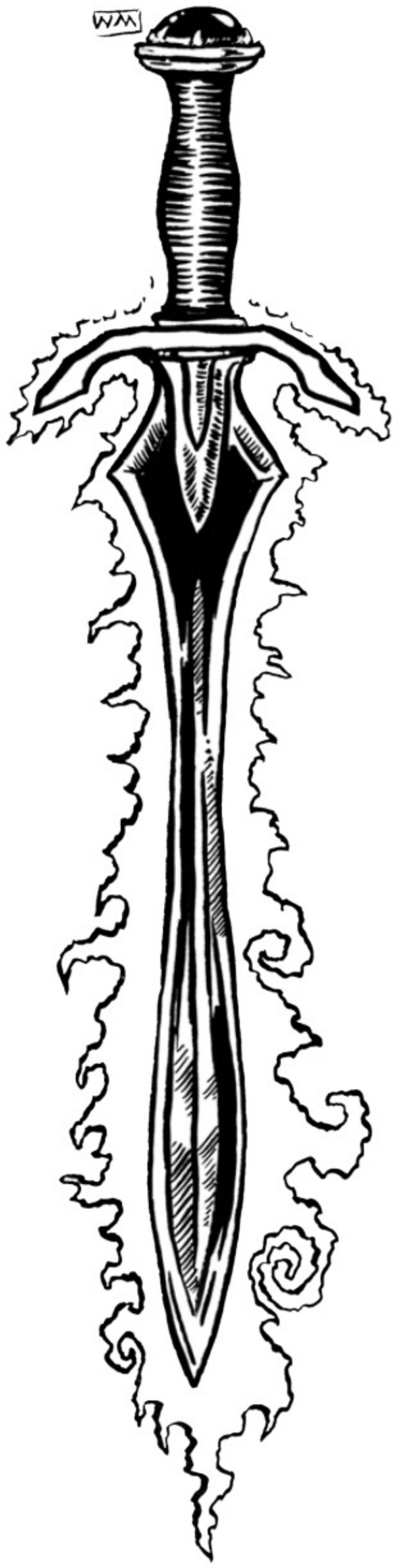
Common Magic Items Table

d100	ITEM	REF
01	Armor of Gleaming	XGE 136
02-03	Cast-Off Armor	XGE 136
04-05	Shield of Expression	XGE 139
06	Smouldering Armor	XGE 139
07-08	Potion of Climbing	DMG 187
09-10	Potion of Healing	DMG 187
11	Spell Scroll, 1st Level	DMG 200
12-13	Spell Scroll, Cantrip	DMG 200
14-15	Staff of Adornment	XGE 139
16-17	Staff of Birdcalls	XGE 139
18-19	Staff of Flowers	XGE 139
20-21	Wand of Conducting	XGE 140
23-24	Wand of Pyrotechnics	XGE 140
25-26	Wand of Scowls	XGE 140
27-28	Wand of Smiles	XGE 140
29	Moon-Touched Sword	XGE 138
30-31	Unbreakable Arrow	XGE 139
32	Walloping Ammunition	XGE 139
33-34	Bead of Nourishment	XGE 136
35-36	Bead of Refreshment	XGE 136
37-38	Boots of False Tracks	XGE 136
39	Candle of the Deep	XGE 136
40-41	Charlatan's Die	XGE 136
42-43	Cloak of Billowing	XGE 136
44	Cloak of Many Fashions	XGE 136
45-46	Clockwork Amulet	XGE 137
47-48	Clothes of Mending	XGE 137
49-50	Dark Shard Amulet	XGE 137

51-52	Dread Helm	XGE 137
53	Ear Horn of Hearing	XGE 137
54-55	Enduring Spellbook	XGE 137
56-57	Ersatz Eye	XGE 137
58-59	Hat of Vermin	XGE 137
60	Hat of Wizardry	XGE 137
61-62	Heward's Handy Spice Pouch	XGE 137
63-64	Horn of Silent Alarm	XGE 137
65-66	Illuminator's Tattoo	TCE 129
67	Instrument of Illusions	XGE 137
68-69	Instrument of Scribing	XGE 138
70-71	Lock of Trickery	XGE 138
72-73	Masquerade Tattoo	TCE 131
74	Mystery Key	XGE 138
75-76	Orb of Direction	XGE 138
77-78	Orb of Time	XGE 138
79-80	Perfume of Bewitching	XGE 138
81	Pipe of Smoke Monsters	XGE 138
82-83	Pole of Angling	XGE 138
84-85	Pole of Collapsing	XGE 138
86	Pot of Awakening	XGE 138
87-88	Prosthetic Limb	TCE 134
89-90	Rope of Mending	XGE 138
91	Ruby of the War Mage	XGE 138
92-93	Spellwrought Tattoo, 1st Level	TCE 135
94-95	Spellwrought Tattoo, Cantrip	TCE 135
96	Talking Doll	XGE 139
97-98	Tankard of Sobriety	XGE 139
99-100	Veteran's Cane	XGE 139

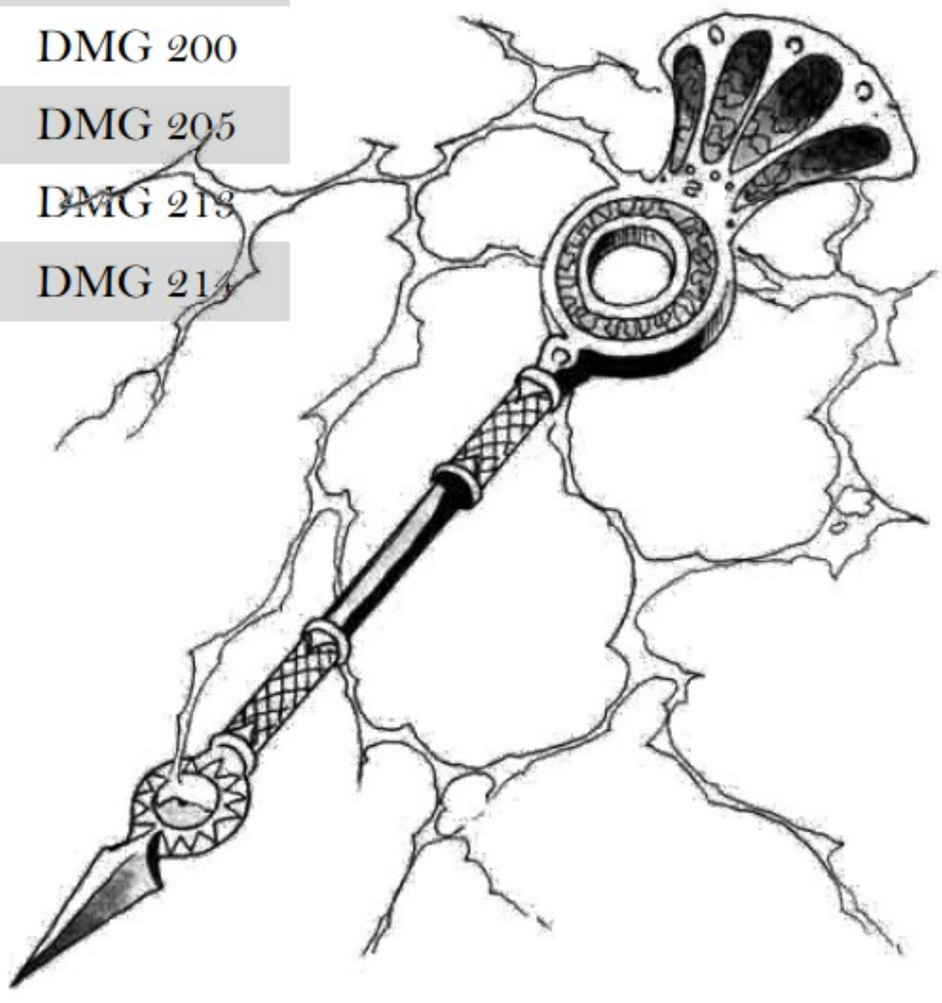
Uncommon Magic Items Table

D100	ITEM	REF
01	Adamantine Armor	DMG 150
02	Mariner's Armor	DMG 181
03	Mithral Armor	DMG 182
04	Sentinel Shield	DMG 199
05	Shield, +1	DMG 200
06	Oil of Slipperiness	DMG 184
07	Philter of Love	DMG 184
08	Potion of Greater Healing	DMG 187
09	Ring of Jumping	DMG 191
10	Ring of Mind Shielding	DMG 191
11	Ring of Swimming	DMG 193
12	Ring of Warmth	DMG 193
13	Ring of Water Walking	DMG 193
14	Immovable Rod	DMG 175
15	Rod of the Pact Keeper, +1	DMG 197
16	Spell Scroll, 2nd Level	DMG 200
17	Spell Scroll, 3rd Level	DMG 200
18	Staff of the Adder	DMG 203
19	Staff of the Python	DMG 204
20	Wand of Magic Detection	DMG 211
21	Wand of Magic Missiles	DMG 211
22	Wand of Secrets	DMG 211
23	Wand of Web	DMG 212
24	Wand of the War Mage, +1	DMG 212
25	Ammunition, +1	DMG 150
26	Javelin of Lightning	DMG 178
27	Moon Sickle, +1	TCE 133
28	Sword of Vengeance	DMG 206
29	Trident of Fish Command	DMG 209
30	Weapon of Warning	DMG 213
31	Weapon, +1	DMG 213
32	Alchemy Jug	DMG 150
33	All-Purpose Tool, +1	TCE 119
34	Amulet of Proof Against Detection and Location	DMG 150
35	Amulet of the Devout, +1	TCE 119



36	Arcane Grimoire, +1	TCE 120
37	Bag of Holding	DMG 153
38	Bag of Tricks	DMG 154
39	Barrier Tattoo, AC 12	TCE 122
40	Bloodwell Vial, +1	TCE 122
41	Boots of Elvenkind	DMG 155
42	Boots of Striding and Springing	DMG 156
43	Boots of the Winterlands	DMG 156
44	Bracers of Archery	DMG 156
45	Brooch of Shielding	DMG 156
46	Broom of Flying	DMG 156
47	Cap of Water Breathing	DMG 157
48	Circlet of Blasting	DMG 158
49	Cloak of Elvenkind	DMG 158
50	Cloak of Protection	DMG 159
51	Cloak of the Manta Ray	DMG 159
52	Coiling Grasp Tattoo	TCE 123
53	Decanter of Endless Water	DMG 161
54	Deck of Illusions	DMG 161
55	Driftglobe	DMG 166
56	Dust of Disappearance	DMG 166
57	Dust of Dryness	DMG 166
58	Dust of Sneezing and Choking	DMG 166
59	Eldritch Claw Tattoo	TCE 126
60	Elemental Gem	DMG 167
61	Eversmoking Bottle	DMG 168
62	Eyes of Charming	DMG 168
63	Eyes of Minute Seeing	DMG 168
64	Eyes of the Eagle	DMG 168
65	Feywild Shard	TCE 127
66	Figurine of Wondrous Power, Silver Raven	DMG 170
67	Gauntlets of Ogre Power	DMG 171
68	Gem of Brightness	DMG 171
69	Gloves of Missile Snaring	DMG 172
70	Gloves of Swimming and Climbing	DMG 172
71	Gloves of Thievery	DMG 172
72	Goggles of Night	DMG 172

73	Guardian Emblem	TCE 128
74	Hat of Disguise	DMG 173
75	Headband of Intellect	DMG 173
76	Helm of Comprehending Languages	DMG 173
77	Helm of Telepathy	DMG 174
78	Instrument of the Bards, Doss Lute	DMG 176
79	Instrument of the Bards, Fochlucan Bandore	DMG 176
80	Instrument of the Bards, Mac-Fuirmidh Cittern	DMG 176
81	Keoghtom's Ointment	DMG 179
82	Lantern of Revealing	DMG 179
83	Medallion of Thoughts	DMG 181
84	Nature's Mantle	TCE 133
85	Necklace of Adaptation	DMG 182
86	Pearl of Power	DMG 184
87	Periapt of Health	DMG 184
88	Periapt of Wound Closure	DMG 184
89	Pipes of Haunting	DMG 185
90	Pipes of the Sewers	DMG 185
91	Quiver of Ehlonna	DMG 189
92	Rhythm-Maker's Drum, +1	TCE 134
93	Robe of Useful Items	DMG 195
94	Rope of Climbing	DMG 197
95	Saddle of the Cavalier	DMG 199
96	Sending Stones	DMG 199
97	Slippers of Spider Climbing	DMG 200
98	Stone of Good Luck	DMG 205
99	Wind Fan	DMG 213
100	Winged Boots	DMG 214



Rare Magic Items Table

For results on this table, roll a d6 and a d20.

d6	d20	ITEM	REF
1	1	Armor of Resistance	DMG 152
	2	Armor, +1	DMG 152
	3	Arrow-catching Shield	DMG 152
	4	Elven Chain	DMG 168
	5	Glamoured Studded Leather	DMG 172
	6	Shield of Missile Attraction	DMG 200
	7	Shield, +2	DMG 200
	8	Ring of Free Action	DMG 191
	9	Ring of Protection	DMG 191
	10	Ring of Resistance	DMG 192
	11	Ring of Spell Storing	DMG 192
	12	Rod of Rulership	DMG 197
	13	Rod of the Pact Keeper, +2	DMG 197
	14	Tentacle Rod	DMG 208
	15	Scroll of Protection	DMG 199
	16	Spell Scroll, 4th Level	DMG 200
	17	Spell Scroll, 5th Level	DMG 200
	18	Staff of Charming	DMG 201
	19	Staff of Healing	DMG 202
	20	Staff of Swarming Insects	DMG 203
2	1	Staff of Withering	DMG 205
	2	Staff of the Woodlands	DMG 204
	3	Wand of Binding	DMG 209
	4	Wand of Enemy Detection	DMG 210
	5	Wand of Fear	DMG 210
	6	Wand of Fireballs	DMG 210
	7	Wand of Lightning Bolts	DMG 211
	8	Wand of Paralysis	DMG 211
	9	Wand of Wonder	DMG 212

	10	Wand of the War Mage, +2	DMG 212
	11	Ammunition, +2	DMG 150
	12	Berserker Axe	DMG 155
	13	Dragon Slayer	DMG 166
	14	Flame Tongue	DMG 170
	15	Giant Slayer	DMG 172
	16	Mace of Disruption	DMG 179
	17	Mace of Smiting	DMG 179
	18	Mace of Terror	DMG 180
	19	Moon Sickle, +2	TCE 133
	20	Sun Blade	DMG 205
	1	Sword of Life Stealing	DMG 206
	2	Sword of Wounding	DMG 207
	3	Vicious Weapon	DMG 209
	4	Weapon, +2	DMG 213
	5	Alchemical Compendium	TCE 119
	6	All-Purpose Tool, +2	TCE 119
	7	Amulet of Health	DMG 150
	8	Amulet of the Devout, +2	TCE 119
	9	Arcane Grimoire, +2	TCE 120
3	10	Astral Shard	TCE 120
	11	Astromancy Archive	TCE 120
	12	Atlas of Endless Horizons	TCE 120
	13	Bag of Beans	DMG 152
	14	Barrier Tattoo, AC 15	TCE 122
	15	Bell Branch	TCE 122
	16	Belt of Dwarvenkind	DMG 155
	17	Belt of Hill Giant Strength	DMG 155
	18	Bloodwell Vial, +2	TCE 122
	19	Boots of Levitation	DMG 155
	20	Boots of Speed	DMG 155
	1	Bowl of Commanding Water Elementals	DMG 156

	2	Bracers of Defense	DMG 156
	3	Brazier of Commanding Fire Elementals	DMG 156
	4	Cape of the Mountebank	DMG 157
	5	Censer of Controlling Air Elementals	DMG 158
	6	Cloak of Displacement	DMG 158
	7	Cloak of the Bat	DMG 159
	8	Cube of Force	DMG 159
	9	Daern's Instant Fortress	DMG 160
	10	Dimensional Shackles	DMG 165
4	11	Duplicitous Manuscript	TCE 126
	12	Elemental Essence Shard, Air	TCE 127
	13	Elemental Essence Shard, Earth	TCE 127
	14	Elemental Essence Shard, Fire	TCE 127
	15	Elemental Essence Shard, Water	TCE 127
	16	Far Realm Shard	TCE 127
	17	Figurine of Wondrous Power, Bronze Griffon	DMG 169
	18	Figurine of Wondrous Power, Ebony Fly	DMG 169
	19	Figurine of Wondrous Power, Golden Lions	DMG 169
	20	Figurine of Wondrous Power, Ivory Goats	DMG 169
	1	Figurine of Wondrous Power, Marble Elephant	DMG 170
	2	Figurine of Wondrous Power, Onyx Dog	DMG 170
	3	Figurine of Wondrous Power, Serpentine Owl	DMG 170
	4	Folding Boat	DMG 170
	5	Fulminating Treatise	TCE 128
	6	Heart Weaver's Primer	TCE 128
5	7	Helm of Teleportation	DMG 174
	8	Heward's Handy Haversack	DMG 174
	9	Horn of Blasting	DMG 174
	10	Horn of Valhalla, Brass	DMG 175
	11	Horn of Valhalla, Silver	DMG 175
	12	Instrument of the Bards, Canaith Mandolin	DMG 176
	13	Instrument of the Bards, Cli Lyre	DMG 176

	14	Ioun Stone, Awareness	DMG 176
	15	Ioun Stone, Protection	DMG 176
	16	Ioun Stone, Reserve	DMG 176
	17	Ioun Stone, Sustenance	DMG 176
	18	Iron Bands of Bilarro	DMG 177
	19	Libram of Souls and Flesh	TCE 129
	20	Mantle of Spell Resistance	DMG 180
	1	Necklace of Fireballs	DMG 182
	2	Outer Essence Shard, Chaotic	TCE 133
	3	Outer Essence Shard, Evil	TCE 133
	4	Outer Essence Shard, Good	TCE 133
	5	Outer Essence Shard, Lawful	TCE 133
	6	Planecaller's Codex	TCE 134
	7	Portable Hole	DMG 185
	8	Protective Verses	TCE 134
	9	Quaal's Feather Token	DMG 188
	10	Reveler's Concertina	TCE 134
6	11	Rhythm-Maker's Drum, +2	TCE 134
	12	Robe of Eyes	DMG 193
	13	Rope of Entanglement	DMG 197
	14	Shadowfell Brand Tattoo	TCE 134
	15	Shadowfell Shard	TCE 135
	16	Spellwrought Tattoo, 4th Level	TCE 135
	17	Spellwrought Tattoo, 5th Level	TCE 135
	18	Stone of Controlling Earth Elementals	DMG 205
	19	Wings of Flying	DMG 214
	20	Dagger of Venom	DMG 161

Very Rare Magic Items Table

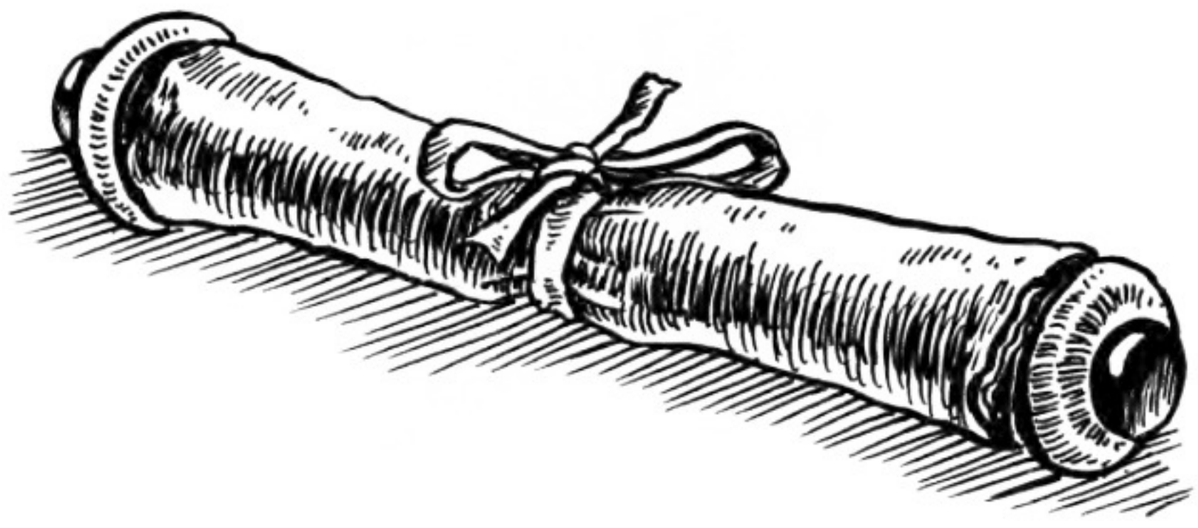
For results on this table, roll a d6 and a d20.

d6	d20	ITEM	REF
1	1	Animated Shield	DMG 151
	2	Armor, +2	DMG 152
	3	Demon Armor	DMG 165
	4	Dragon Scale Mail	DMG 165
	5	Dwarven Plate	DMG 167
	6	Shield, +3	DMG 200
	7	Spellguard Shield	DMG 201
	8	Ring of Regeneration	DMG 191
	9	Ring of Shooting Stars	DMG 192
	10	Ring of Telekinesis	DMG 193
	11	Rod of Absorption	DMG 195
	12	Rod of the Pact Keeper, +3	DMG 197
	13	Spell Scroll, 6th Level	DMG 200
	14	Spell Scroll, 7th Level	DMG 200
	15	Spell Scroll, 8th Level	DMG 200
	16	Staff of Fire	DMG 201
	17	Staff of Frost	DMG 202
	18	Staff of Power	DMG 202
	19	Staff of Striking	DMG 203
	20	Staff of Thunder and Lightning	DMG 204
2	1	Wand of Polymorph	DMG 211
	2	Wand of the War Mage, +3	DMG 212
	3	Ammunition, +3	DMG 150
	4	Dancing Sword	DMG 161
	5	Dwarven Thrower	DMG 167
	6	Frost Brand	DMG 171
	7	Moon Sickle, +3	TCE 133
	8	Nine Lives Stealer	DMG 183
	9	Oathbow	DMG 183

	10	Scimitar of Speed	DMG 199
	11	Sword of Sharpness	DMG 206
	12	Weapon, +3	DMG 213
	13	Absorbing Tattoo	TCE 119
	14	Amulet of the Devout, +3	TCE 119
	15	Amulet of the Planes	DMG 150
	16	Arcane Grimoire, +3	TCE 120
	17	Bag of Devouring	DMG 153
	18	Barrier Tattoo, AC 18	TCE 122
	19	Belt of Fire Giant Strength	DMG 155
	20	Belt of Frost Giant Strength	DMG 155
	1	Belt of Stone Giant Strength	DMG 155
	2	Bloodwell Vial, +3	TCE 122
	3	Candle of Invocation	DMG 157
	4	Carpet of Flying	DMG 157
	5	Cauldron of Rebirth	TCE 122
	6	Cloak of Arachnida	DMG 158
	7	Crystal Ball	DMG 159
	8	Crystalline Chronicle	TCE 124
	9	Efreeti Bottle	DMG 167
3	10	Figurine of Wondrous Power, Obsidian Steed	DMG 170
	11	Ghost Step Tattoo	TCE 128
	12	Helm of Brilliance	DMG 173
	13	Horn of Valhalla, Bronze	DMG 175
	14	Horseshoes of a Zephyr	DMG 175
	15	Instrument of the Bards, Anstruth Harp	DMG 176
	16	Ioun Stone, Absorption	DMG 176
	17	Ioun Stone, Agility	DMG 176
	18	Ioun Stone, Fortitude	DMG 176
	19	Ioun Stone, Insight	DMG 176
	20	Ioun Stone, Intellect	DMG 176
	1	Ioun Stone, Leadership	DMG 176

	2	Ioun Stone, Strength	DMG 176
	3	Lifewell Tattoo	TCE 129
	4	Manual of Golems	DMG 180
	5	Manual of Quickness of Action	DMG 181
	6	Mirror of Life Trapping	DMG 181
	7	Nolzur's Marvelous Pigments	DMG 183
	8	Rhythm-Maker's Drum, +3	TCE 134
	9	Robe of Stars	DMG 194
	10	Tome of Clear Thought	DMG 208
4	11	Tome of Leadership and Influence	DMG 208
	12	Tome of Understanding	DMG 209
	13	Armor of Invulnerability	DMG 152
	14	Armor, +3	DMG 152
	15	Efreeti Chain	DMG 167
	16	Plate Armor of Etherealness	DMG 185
	17	Potion of Storm Giant Strength	DMG 187
	18	Ring of Air Elemental Command	DMG 190
	19	Ring of Djinni Summoning	DMG 190
	20	Ring of Earth Elemental Command	DMG 190
	1	Ring of Fire Elemental Command	DMG 190
	2	Ring of Invisibility	DMG 191
	3	Ring of Spell Turning	DMG 193
	4	Ring of Three Wishes	DMG 193
	5	Ring of Water Elemental Command	DMG 190
	6	Rod of Lordly Might	DMG 196
5	7	Rod of Resurrection	DMG 197
	8	Spell Scroll, 9th Level	DMG 200
	9	Staff of the Magi	DMG 203
	10	Defender	DMG 164
	11	Hammer of Thunderbolts	DMG 173
	12	Holy Avenger	DMG 174
	13	Luck Blade	DMG 179

	14	Sword of Answering	DMG 206
	15	Vorpal Sword	DMG 209
	16	Belt of Cloud Giant Strength	DMG 155
	17	Belt of Storm Giant Strength	DMG 155
	18	Cloak of Invisibility	DMG 158
	19	Crystal Ball of Mind Reading	DMG 159
	20	Crystal Ball of Telepathy	DMG 159
	1	Cubic Gate	DMG 160
	2	Deck of Many Things	DMG 162
	3	Horn of Valhalla, Iron	DMG 175
	4	Instrument of the Bards, Ollamh Harp	DMG 176
	5	Ioun Stone, Mastery	DMG 176
	6	Ioun Stone, Regeneration	DMG 176
	7	Robe of the Archmagi	DMG 194
	8	Scarab of Protection	DMG 199
	9	Sphere of Annihilation	DMG 201
	10	Talisman of Pure Good	DMG 207
6	11	Talisman of Ultimate Evil	DMG 207
	12	Talisman of the Sphere	DMG 207
	13	Tome of the Stilled Tongue	DMG 208
	14	Well of Many Worlds	DMG 213
	15	Baba Yaga's Mortar and Pestle	TCE 121
	16	Crook of Rao	TCE 123
	17	Demonomicon of Iggwilv	TCE 125
	18	Luba's Tarokka of Souls	TCE 129
	19	Mighty Servant of Leuk-o	TCE 131
	20	Teeth of Dahlver-Nar	TCE 135



Chapter 4-7
Random Quest Name Table

The table below is designed to suggest possible quests through the combination of words. Roll 3 times with a d100, or simply choose some terms. It may take a few attempts, or a bit of a tweak for you to get something that appeals to you. The idea here is to get you thinking outside of the box. *Rescue of the Corrupted Beastman? Hunt for the Burning Dragon?* Create a story around your title that makes sense, and focus on each word as you extrapolate the meaning of the story. *Haunting of the Forsaken City*? What is it haunted by, and why? Who was it forsaken by? How big is the city? Who currently inhabits the city? You get the idea.
Generate a quest name and see what stories suggest themselves! Reroll if a particular term doesn't make sense.

RANDOM QUEST NAME TABLE

d100	TERM 1	TERM 2	TERM 3
1-2	Rescue of the	Ancient	Crystal
3-4	Hunt for the	Corrupted	Beastman
5-6	Contest for the	Captivating	Princess
7-8	Quest for the	Enchanted	Undercity
9-10	Revenge of the	Insane	Slave Lords
11-12	Search for the	Curious	Inn
13-14	Investigation of the	Evil	Magic Tome
15-16	Night of the	Burning	Invention
17-18	Festival of the	Secret	City
19-20	Race for the	Underground	Society
21-22	Battle of the	Planar	Festival
23-24	Haunting of the	Foolish	Castle
25-26	Discovery of the	Dangerous	Terror
27-28	Descent of the	Vicious	Aberration
29-30	Test of the	Impossible	Dragon
31-32	Mystery of the	Forgotten	Tower
33-34	Shrine of the	Monstrous	Island
35-36	Birth of the	Endless	Sword
37-38	League of the	Dwarven	King
39-40	Trove of the	Elven	Queen

41-42	Escape from the	Drow	Mage
43-44	Against the	Dragon	Priest
45-46	Servant of the	Orc	Dungeon
47-48	Prisoners of the	Arcane	Tree
49-50	Tale of the	Ice	Warlord
51-52	Kingdom of the	Giant	Amulet
53-54	Mines of the	Spider	God
55-56	Tomb of the	Forbidden	Magic
57-58	Storm of the	Undead	Land
59-60	Curse of the	Demonic	Sea
61-62	Beacon of the	Immortal	Mountain
63-64	Secret of the	Shattered	Assassin
65-66	Prince of the	Shadow	Maelstrom
67-68	Treasure of the	Ghost	Portal
69-70	Relic of the	Deathly	Cult
71-72	Pit of the	Abyssal	Gem
73-74	Harbinger of the	Dimensional	Warrior
75-76	Horror of the	Invisible	Spire
77-78	Riddle of the	Depraved	Plague
79-80	Key of the	Cursed	Demon
81-82	Arena of the	Animated	Ship
83-84	Horde of the	Lost	Horror
85-86	Barrow of the	Decaying	Artificer
87-88	Return to the	Bitter	Depths
89-90	Whispers of the	Forsaken	Wilderness
91-92	Voyage of the	Ninth (or other number)	Kingdom
93-94	Fortress of the	Midnight	Legion
95-96	Stone of the	Shapeshifting	Rift
97-98	Labyrinth of the	Mad	Throne
99-100	Tournament of the	Unknown	Sceptre

If you can't be bothered rolling, check out this fantastic list of 1000 possible quest names from our esteemed playtester Warren Stull, generated using his coding skills (which greatly helped in playtesting much of the material in TSAT2). Skim through until something catches your eye...

1000 Random Quest Names

1. Against the Insane Gem
2. Trove of the Evil King
3. Key of the Undead Amulet
4. Festival of the Dangerous Slave Lords
5. Mystery of the Midnight Warrior
6. Prisoners of the Secret God
7. Barrow of the Mad Assassin
8. Rescue of the Forbidden Depths
9. Storm of the Foolish Island
10. Revenge of the Dimensional Crystal
11. Labyrinth of the Endless Festival
12. Prisoners of the Corrupted Maelstrom
13. Pit of the Corrupted Beastman
14. Key of the Corrupted Plague
15. Key of the Ice Assassin
16. Shrine of the Immortal Mage
17. Battle of the Ghost Assassin
18. Test of the Enchanted Terror
19. Fortress of the Depraved Aberration
20. Tale of the Dwarven Mage
21. Barrow of the Arcane Wilderness
22. Fortress of the Abyssal Tree
23. Harbinger of the Shadow Society
24. Voyage of the Dangerous Sea
25. Key of the Immortal Sea
26. Return to the Demonic Dragon
27. Fortress of the Cursed Undercity
28. Prince of the Vicious Princess
29. Riddle of the Drow Amulet
30. Descent of the Decaying Sword
31. Race for the Midnight Amulet
32. Beacon of the Cursed God
33. Voyage of the Cursed Mountain
34. Test of the Invisible Tower
35. Servant of the Mad Warrior
36. Curse of the Midnight Plague
37. Stone of the Shattered Horror
38. Night of the Deathly Rift
39. Relic of the Lost Throne
40. Festival of the Dangerous Aberration
41. Secret of the Mad Sea
42. Prisoners of the Spider Demon
43. Rescue of the Planar Sceptre
44. Mines of the Abyssal Queen
45. Descent of the Abyssal Society
46. Mines of the Arcane Aberration
47. Discovery of the Endless Festival
48. Kingdom of the Invisible Beastman
49. Tomb of the Dimensional Demon
50. Tournament of the Impossible Crystal
51. Revenge of the Bitter Spire
52. Curse of the Depraved Wilderness
53. Labyrinth of the Demonic Beastman
54. Beacon of the Shapeshifting Island
55. Fortress of the Burning Demon
56. Tomb of the Forsaken Invention
57. Horde of the Undead Throne
58. Hunt for the Monstrous Crystal
59. Stone of the Dragon Portal
60. Return to the Giant Magic Tome
61. Night of the Forgotten Tower
62. Horror of the Animated Terror
63. Rescue of the Ancient Mage
64. Search for the Dangerous Dragon
65. Relic of the Captivating Priest
66. Barrow of the Ghost Depths
67. Barrow of the Bitter Society
68. Mystery of the Immortal Festival
69. Night of the Midnight Depths
70. Haunting of the Unknown Magic
71. Barrow of the Orc Princess
72. Fortress of the Dimensional Cult
73. Battle of the Planar King
74. Prisoners of the Forsaken Mage
75. Storm of the Ghost Slave Lords
76. Battle of the Corrupted Crystal
77. Prince of the Secret Maelstrom
78. Return to the Abyssal Spire
79. Voyage of the Enchanted Depths
80. Stone of the Giant Kingdom
81. Hunt for the Spider Wilderness
82. Tournament of the Monstrous Rift
83. Trove of the Drow Inn
84. Barrow of the Undead Castle
85. Haunting of the Deathly Warlord
86. Tale of the Endless Gem
87. Descent of the Forsaken Wilderness
88. Curse of the Ice Castle
89. Return to the Arcane Terror
90. Servant of the Ice Slave Lords
91. Birth of the Forbidden Sword
92. Mines of the Abyssal Island
93. Riddle of the Dangerous Ship
94. Rescue of the Ice Princess
95. Prisoners of the Dragon Gem
96. Search for the Endless Amulet
97. Contest for the Evil Inn
98. Against the Mad Society

99. Mines of the Drow Kingdom
100. Search for the Elven God
101. Descent of the Demonic Tree
102. Mines of the Ninth (or other number) God
103. Trove of the Endless Plague
104. Shrine of the Immortal Plague
105. Tournament of the Monstrous Dragon
106. Prisoners of the Endless Princess
107. Voyage of the Vicious Sea
108. Barrow of the Unknown Sea
109. Voyage of the Enchanted Aberration
110. Fortress of the Giant Tower
111. Riddle of the Monstrous Maelstrom
112. Battle of the Dimensional God
113. Escape from the Decaying Priest
114. Fortress of the Dimensional Priest
115. Shrine of the Dragon Horror
116. Riddle of the Evil Terror
117. Harbinger of the Elven Ship
118. Shrine of the Vicious Ship
119. Against the Forbidden Assassin
120. Labyrinth of the Ninth (or other number) Inn
121. Investigation of the Corrupted Castle
122. Secret of the Dwarven Portal
123. Mystery of the Corrupted Maelstrom
124. Mystery of the Abyssal Spire
125. Revenge of the Arcane Ship
126. Against the Giant Island
127. Curse of the Secret Plague
128. Tournament of the Foolish Slave Lords
129. Labyrinth of the Ninth (or other number) Mountain
130. Whispers of the Drow Cult
131. Treasure of the Foolish Terror
132. Voyage of the Insane Portal
133. Trove of the Secret Assassin
134. Prince of the Curious Wilderness
135. Beacon of the Forsaken Depths
136. Festival of the Planar Crystal
137. Labyrinth of the Shapeshifting Terror
138. Mystery of the Planar Invention
139. Trove of the Immortal Castle
140. Curse of the Orc Gem
141. Tale of the Impossible Cult
142. Storm of the Monstrous Plague
143. Escape from the Drow Magic Tome
144. Servant of the Demonic Artificer
145. Voyage of the Ghost Terror
146. Haunting of the Shapeshifting Legion
147. Kingdom of the Corrupted Ship
148. Quest for the Spider Amulet
149. Test of the Impossible Slave Lords
150. Key of the Forbidden Amulet
151. Tomb of the Forgotten Artificer
152. Pit of the Dimensional Mage
153. Treasure of the Vicious Assassin
154. Contest for the Lost Artificer
155. Labyrinth of the Dimensional Warrior
156. Contest for the Shattered Princess
157. Key of the Spider Mountain
158. Battle of the Enchanted Castle
159. Search for the Shapeshifting Slave Lords
160. Haunting of the Enchanted Priest
161. Haunting of the Arcane Mage
162. Mystery of the Midnight Aberration
163. Key of the Giant Priest
164. Investigation of the Midnight Demon
165. League of the Immortal Dragon
166. Labyrinth of the Forgotten Cult
167. Storm of the Forsaken Wilderness
168. Return to the Deathly God
169. Pit of the Ice Crystal
170. Pit of the Forsaken Castle
171. Return to the Insane Magic
172. Race for the Monstrous Magic
173. Mystery of the Orc Sceptre
174. Curse of the Shattered Dungeon
175. Whispers of the Elven Cult
176. Mines of the Elven Mage
177. Horror of the Shattered Beastman
178. Investigation of the Deathly Magic
179. Riddle of the Shattered Sword
180. Relic of the Decaying Depths
181. Contest for the Monstrous Festival
182. Whispers of the Secret Land
183. Race for the Endless Sceptre
184. Prisoners of the Arcane Maelstrom
185. Revenge of the Lost Dragon
186. Quest for the Captivating Sceptre
187. Fortress of the Planar Maelstrom
188. Barrow of the Animated Legion
189. Hunt for the Ninth (or other number) Spire
190. Tomb of the Evil Slave Lords
191. Voyage of the Abyssal Gem
192. Servant of the Spider Amulet
193. Festival of the Midnight Warrior
194. Hunt for the Dwarven Cult
195. Return to the Demonic Sceptre
196. Labyrinth of the Depraved Undercity
197. Voyage of the Dimensional Gem
198. Riddle of the Ghost Queen
199. Tournament of the Dwarven Inn
200. Discovery of the Bitter Artificer
201. Night of the Curious Warlord
202. Festival of the Cursed Festival
203. Voyage of the Burning God
204. Pit of the Giant Society
205. Quest for the Impossible Aberration
206. Trove of the Shadow Dungeon
207. Contest for the Monstrous Warlord

208. Servant of the Monstrous Festival
209. Secret of the Animated City
210. Tale of the Demonic Warlord
211. Night of the Decaying Invention
212. Revenge of the Forsaken Mage
213. Mystery of the Secret Mage
214. Arena of the Demonic Wilderness
215. Treasure of the Foolish Sword
216. Night of the Ice Island
217. Shrine of the Forsaken Castle
218. Beacon of the Burning Rift
219. Tale of the Forgotten Dragon
220. Barrow of the Midnight Princess
221. Curse of the Dimensional Ship
222. Stone of the Ghost Sea
223. Trove of the Deathly Sceptre
224. Storm of the Ghost Land
225. Curse of the Dimensional Throne
226. Discovery of the Dimensional Princess
227. Treasure of the Drow Cult
228. Tomb of the Bitter Princess
229. Search for the Arcane Warrior
230. Battle of the Ice Portal
231. Against the Immortal Rift
232. Haunting of the Arcane Dungeon
233. Secret of the Mad God
234. Prisoners of the Foolish Castle
235. Trove of the Enchanted Sword
236. Hunt for the Spider Kingdom
237. Festival of the Dragon Plague
238. Fortress of the Spider Legion
239. Fortress of the Invisible Undercity
240. Investigation of the Forsaken Assassin
241. Beacon of the Dimensional Gem
242. Relic of the Drow Queen
243. Birth of the Insane Land
244. Trove of the Underground Sceptre
245. Contest for the Ice Spire
246. Shrine of the Evil Mountain
247. Tomb of the Elven Island
248. Night of the Corrupted Wilderness
249. Hunt for the Forgotten Ship
250. Harbinger of the Animated King
251. Revenge of the Corrupted King
252. Test of the Planar City
253. Key of the Ice Sea
254. Storm of the Underground Artificer
255. Servant of the Lost Dragon
256. Pit of the Ninth (or other number) Warlord
257. Barrow of the Drow Horror
258. Labyrinth of the Curious Aberration
259. Race for the Burning Magic Tome
260. League of the Dimensional Cult
261. Kingdom of the Forsaken Land
262. Descent of the Ghost Demon
263. Barrow of the Dangerous Magic Tome
264. Labyrinth of the Foolish Gem
265. Labyrinth of the Endless Castle
266. Tomb of the Midnight Undercity
267. Tomb of the Burning Magic Tome
268. Tale of the Midnight Gem
269. Curse of the Dangerous Castle
270. Search for the Forbidden Warlord
271. Fortress of the Immortal Inn
272. Horde of the Shadow Terror
273. Race for the Dragon Kingdom
274. Horde of the Ninth (or other number) Sword
275. Quest for the Depraved Magic Tome
276. Whispers of the Immortal Spire
277. League of the Ice Throne
278. Curse of the Immortal Undercity
279. League of the Invisible Inn
280. Barrow of the Immortal Ship
281. Relic of the Demonic Queen
282. League of the Cursed Tower
283. Kingdom of the Dragon Throne
284. Secret of the Enchanted Society
285. Test of the Mad Dragon
286. Quest for the Drow Depths
287. Discovery of the Curious Society
288. Race for the Foolish Throne
289. Tale of the Insane Cult
290. Servant of the Forbidden Castle
291. Prince of the Abyssal Society
292. Quest for the Shapeshifting Beastman
293. Kingdom of the Elven Undercity
294. Storm of the Mad Wilderness
295. Storm of the Cursed Wilderness
296. Horror of the Captivating Warrior
297. Arena of the Ice Crystal
298. Test of the Cursed Magic
299. Mines of the Drow Beastman
300. Discovery of the Giant Gem
301. Night of the Decaying Festival
302. Quest for the Planar Artificer
303. League of the Bitter Horror
304. Discovery of the Captivating Kingdom
305. Stone of the Elven Warlord
306. Race for the Shadow Warlord
307. Tournament of the Curious Kingdom
308. Curse of the Dimensional Priest
309. Discovery of the Mad Priest
310. Kingdom of the Decaying Sea
311. Curse of the Dangerous Tower
312. Voyage of the Burning Demon
313. Barrow of the Depraved Horror
314. Haunting of the Dimensional King
315. Night of the Lost Island
316. Festival of the Mad Magic Tome
317. Horde of the Immortal Priest

318. Voyage of the Captivating Mountain
319. Prisoners of the Midnight Magic
320. Harbinger of the Bitter Land
321. Pit of the Curious King
322. Birth of the Insane Warrior
323. Secret of the Evil Kingdom
324. Labyrinth of the Forsaken Castle
325. Tournament of the Dragon Spire
326. Whispers of the Ninth (or other number) Maelstrom
327. Festival of the Underground Island
328. Hunt for the Bitter Dragon
329. Investigation of the Bitter Maelstrom
330. Discovery of the Planar Society
331. Race for the Decaying Ship
332. Birth of the Unknown Magic Tome
333. Prince of the Curious Horror
334. Contest for the Curious Beastman
335. Tale of the Immortal Horror
336. Horror of the Captivating Tree
337. Descent of the Dangerous Magic Tome
338. Horde of the Mad Horror
339. Tomb of the Midnight Island
340. Battle of the Depraved Mage
341. Haunting of the Mad God
342. Investigation of the Forgotten Plague
343. Battle of the Dimensional Terror
344. Pit of the Immortal Magic Tome
345. Contest for the Animated Festival
346. Discovery of the Midnight Kingdom
347. Festival of the Enchanted Demon
348. Battle of the Foolish Sea
349. Pit of the Forsaken Warrior
350. Prisoners of the Forgotten Terror
351. Secret of the Burning Magic
352. Investigation of the Ancient Gem
353. Beacon of the Immortal Terror
354. Storm of the Ninth (or other number) God
355. Tale of the Decaying Ship
356. Barrow of the Spider Land
357. Horror of the Burning Tower
358. Shrine of the Giant Gem
359. Discovery of the Invisible Princess
360. Stone of the Arcane Warlord
361. Mines of the Cursed Warrior
362. Night of the Corrupted Beastman
363. League of the Shapeshifting Magic
364. Rescue of the Dimensional Kingdom
365. Trove of the Spider Crystal
366. Horde of the Lost Terror
367. Test of the Decaying Castle
368. Hunt for the Ice Cult
369. Hunt for the Shadow Priest
370. Test of the Ninth (or other number) Sword
371. Contest for the Invisible Cult
372. Quest for the Dimensional King
373. Test of the Ancient Aberration
374. Key of the Foolish Crystal
375. Haunting of the Impossible Beastman
376. Contest for the Forgotten Wilderness
377. Tale of the Forgotten Aberration
378. Birth of the Curious Plague
379. League of the Dragon Inn
380. Horde of the Shadow Slave Lords
381. Shrine of the Dangerous Invention
382. Beacon of the Invisible Artificer
383. Hunt for the Animated Rift
384. Night of the Dragon Land
385. Riddle of the Shapeshifting City
386. Discovery of the Shattered Sea
387. Escape from the Curious Warlord
388. Curse of the Monstrous Mountain
389. Escape from the Impossible Undercity
390. Night of the Cursed Priest
391. Horror of the Lost Dragon
392. Kingdom of the Demonic Wilderness
393. Kingdom of the Impossible Island
394. Battle of the Elven Society
395. Key of the Endless Warlord
396. Treasure of the Monstrous Tree
397. Harbinger of the Underground Wilderness
398. Curse of the Animated Horror
399. Horror of the Burning Sea
400. Race for the Ninth (or other number) Warlord
401. Descent of the Spider Amulet
402. Prince of the Orc Plague
403. Test of the Undead Queen
404. Voyage of the Abyssal Portal
405. Revenge of the Drow Cult
406. Servant of the Ninth (or other number) Demon
407. Relic of the Ice Artificer
408. Shrine of the Dimensional Invention
409. Relic of the Giant Priest
410. Kingdom of the Enchanted God
411. Mystery of the Endless Undercity
412. Treasure of the Drow Wilderness
413. League of the Lost Throne
414. Escape from the Endless Rift
415. Voyage of the Vicious Cult
416. Prisoners of the Corrupted Assassin
417. Prisoners of the Vicious Priest
418. Shrine of the Shattered Tower
419. Servant of the Impossible Portal
420. Tale of the Ancient Crystal
421. Trove of the Planar Sea
422. Mines of the Giant God
423. Harbinger of the Ice Castle
424. Festival of the Curious Magic
425. Kingdom of the Corrupted Society

426. Fortress of the Ghost Beastman
427. Quest for the Enchanted Spire
428. Discovery of the Ancient Demon
429. Race for the Underground Magic
430. Quest for the Burning Undercity
431. Revenge of the Evil Magic Tome
432. Return to the Shadow Wilderness
433. Storm of the Bitter Amulet
434. Rescue of the Depraved Ship
435. Storm of the Ancient City
436. Mines of the Dangerous Gem
437. Search for the Forsaken Queen
438. Storm of the Dragon Priest
439. Discovery of the Shapeshifting Dungeon
440. Fortress of the Secret Beastman
441. Escape from the Dimensional Dragon
442. Horror of the Underground Priest
443. Storm of the Vicious Legion
444. Kingdom of the Spider Magic Tome
445. Discovery of the Enchanted Kingdom
446. Horde of the Dimensional Festival
447. Treasure of the Immortal Tree
448. Test of the Dangerous Inn
449. Arena of the Orc Island
450. Stone of the Undead Amulet
451. Mines of the Shadow Warrior
452. Battle of the Foolish Dungeon
453. Contest for the Cursed Plague
454. Investigation of the Drow Magic
455. Prisoners of the Cursed Wilderness
456. Labyrinth of the Immortal Island
457. Curse of the Foolish Cult
458. Stone of the Vicious Wilderness
459. Contest for the Ninth (or other number) Magic Tome
460. Hunt for the Ghost Legion
461. Beacon of the Evil Inn
462. Birth of the Vicious Slave Lords
463. Hunt for the Mad Undercity
464. Kingdom of the Drow God
465. Pit of the Spider Inn
466. Trove of the Underground Princess
467. Battle of the Dangerous Inn
468. Escape from the Ghost Sceptre
469. Search for the Forbidden Assassin
470. Shrine of the Orc Demon
471. Riddle of the Shadow Kingdom
472. Mystery of the Vicious Maelstrom
473. Labyrinth of the Foolish Gem
474. Discovery of the Ninth (or other number) Priest
475. Stone of the Mad Demon
476. Relic of the Forsaken Princess
477. Revenge of the Mad Rift
478. Trove of the Immortal Invention
479. Labyrinth of the Ice Festival
480. Night of the Secret Dragon
481. Prisoners of the Dimensional Dungeon
482. Contest for the Cursed Maelstrom
483. Night of the Ancient Warrior
484. Horror of the Shapeshifting Terror
485. Shrine of the Giant Assassin
486. Mystery of the Curious Invention
487. League of the Monstrous Throne
488. Against the Ghost Festival
489. Race for the Endless Castle
490. Descent of the Bitter Assassin
491. Discovery of the Drow Society
492. Servant of the Abyssal Gem
493. Haunting of the Monstrous Plague
494. Secret of the Deathly Beastman
495. Against the Captivating Terror
496. Prince of the Depraved Kingdom
497. Night of the Undead Horror
498. Haunting of the Foolish Warlord
499. Beacon of the Spider Spire
500. Quest for the Elven King
501. Tale of the Decaying Artificer
502. Shrine of the Dangerous Magic
503. Treasure of the Cursed Maelstrom
504. Fortress of the Impossible Artificer
505. Against the Curious Kingdom
506. Prince of the Impossible Society
507. Birth of the Foolish Sword
508. Escape from the Undead Magic
509. Tale of the Dragon Aberration
510. Prisoners of the Abyssal Plague
511. Barrow of the Lost Beastman
512. League of the Dragon King
513. Revenge of the Endless Amulet
514. Investigation of the Immortal Terror
515. Relic of the Dimensional Terror
516. Tournament of the Shapeshifting Throne
517. Horde of the Monstrous Society
518. Horror of the Impossible Beastman
519. Birth of the Corrupted Invention
520. Festival of the Underground Rift
521. Haunting of the Abyssal Sword
522. Trove of the Elven Horror
523. Horror of the Dragon Sceptre
524. Festival of the Demonic Kingdom
525. Race for the Shapeshifting Horror
526. Horror of the Curious Sea
527. Labyrinth of the Decaying Princess
528. Against the Shapeshifting Mage
529. Revenge of the Lost Island
530. Shrine of the Shattered Amulet
531. Horror of the Undead Dungeon
532. Horror of the Abyssal Kingdom
533. League of the Immortal Horror
534. Mystery of the Spider Beastman
535. Descent of the Demonic Beastman

536. Treasure of the Giant Tree
537. Against the Burning Warlord
538. Shrine of the Shadow King
539. Curse of the Monstrous Mage
540. Horde of the Deathly Festival
541. Voyage of the Abyssal Assassin
542. Treasure of the Demonic Magic
543. Discovery of the Depraved Society
544. Against the Ghost Throne
545. Whispers of the Drow Assassin
546. Tournament of the Curious Beastman
547. Treasure of the Shadow Queen
548. Fortress of the Ice Mountain
549. Stone of the Corrupted Inn
550. Fortress of the Midnight Legion
551. Labyrinth of the Shapeshifting Cult
552. Battle of the Midnight Invention
553. Haunting of the Drow Warlord
554. Prince of the Immortal Inn
555. Pit of the Giant Mountain
556. Arena of the Vicious Wilderness
557. Tomb of the Orc City
558. Hunt for the Cursed Island
559. Rescue of the Depraved City
560. Revenge of the Corrupted Tree
561. Relic of the Spider Sceptre
562. Discovery of the Planar God
563. Harbinger of the Lost Amulet
564. Hunt for the Ghost Warlord
565. Return to the Cursed Demon
566. Horde of the Foolish Tree
567. Kingdom of the Enchanted Tower
568. Festival of the Monstrous Crystal
569. Relic of the Captivating Amulet
570. Search for the Captivating Priest
571. Kingdom of the Cursed Aberration
572. Quest for the Corrupted Mage
573. Riddle of the Endless Inn
574. Arena of the Drow Priest
575. Hunt for the Shattered Dragon
576. Harbinger of the Evil Artificer
577. Race for the Dimensional Depths
578. Servant of the Curious Sword
579. Search for the Shapeshifting Sceptre
580. Whispers of the Ninth (or other number) Warlord
581. Fortress of the Curious Depths
582. Mystery of the Abyssal Tree
583. Voyage of the Depraved Depths
584. Hunt for the Shattered Portal
585. Race for the Spider God
586. Tournament of the Immortal Ship
587. Against the Dimensional Mountain
588. Stone of the Monstrous King
589. Kingdom of the Dragon Festival
590. Race for the Ninth (or other number) King
591. Battle of the Dimensional Invention
592. Night of the Enchanted Magic Tome
593. Mystery of the Shapeshifting Rift
594. Tale of the Shapeshifting Spire
595. Haunting of the Decaying Land
596. Voyage of the Dangerous Amulet
597. Mystery of the Insane Kingdom
598. Search for the Lost Rift
599. Discovery of the Ghost Kingdom
600. Quest for the Ghost Sword
601. Mines of the Curious God
602. Descent of the Depraved Depths
603. Beacon of the Mad Horror
604. Haunting of the Enchanted Kingdom
605. Escape from the Monstrous Aberration
606. Haunting of the Cursed Maelstrom
607. Race for the Immortal Demon
608. Treasure of the Curious Legion
609. League of the Lost Island
610. Battle of the Evil Portal
611. Festival of the Arcane Legion
612. Treasure of the Spider Aberration
613. Horror of the Corrupted Mountain
614. Race for the Captivating Mountain
615. Mines of the Midnight Invention
616. Search for the Evil Plague
617. Prisoners of the Burning Magic
618. Pit of the Captivating Princess
619. Descent of the Foolish Inn
620. Key of the Captivating Tower
621. Prisoners of the Ghost Artificer
622. Descent of the Demonic Tree
623. Shrine of the Invisible Terror
624. Key of the Dimensional Undercity
625. Tournament of the Spider Warrior
626. Pit of the Foolish Undercity
627. Tournament of the Lost Gem
628. Barrow of the Unknown Sea
629. Barrow of the Decaying Plague
630. Beacon of the Unknown Aberration
631. Trove of the Evil Ship
632. Kingdom of the Bitter Sword
633. Hunt for the Orc Cult
634. Riddle of the Animated Cult
635. Servant of the Dimensional Ship
636. Investigation of the Undead Aberration
637. League of the Shapeshifting Assassin
638. Tournament of the Ninth (or other number) Legion
639. Arena of the Depraved Society
640. Voyage of the Dragon Inn
641. Stone of the Deathly Dungeon
642. Prince of the Animated Rift
643. Horror of the Invisible Portal
644. Relic of the Enchanted Dragon
645. Escape from the Shapeshifting Invention

646. Battle of the Ice Magic
647. Treasure of the Immortal Festival
648. Curse of the Forgotten God
649. Tale of the Dragon Spire
650. Trove of the Deathly Queen
651. Relic of the Midnight Sea
652. Revenge of the Cursed Priest
653. League of the Ancient Sceptre
654. Festival of the Shapeshifting God
655. Horde of the Decaying Dungeon
656. Relic of the Spider Priest
657. Prisoners of the Forbidden Invention
658. Harbinger of the Endless Rift
659. Revenge of the Immortal Wilderness
660. Haunting of the Shattered Portal
661. Discovery of the Elven Society
662. Horror of the Cursed Terror
663. Tournament of the Dangerous Spire
664. Kingdom of the Undead Sword
665. Against the Burning Island
666. Birth of the Drow Land
667. Storm of the Ghost City
668. Contest for the Shattered City
669. Tale of the Lost Artificer
670. Horde of the Ice Dungeon
671. Prisoners of the Orc Warrior
672. Curse of the Shadow Cult
673. Voyage of the Demonic Maelstrom
674. Beacon of the Orc Kingdom
675. Arena of the Giant God
676. Relic of the Monstrous Sceptre
677. Stone of the Ice Beastman
678. Whispers of the Orc Ship
679. Barrow of the Decaying Warlord
680. Shrine of the Ninth (or other number) Maelstrom
681. Mines of the Insane Ship
682. Relic of the Corrupted Assassin
683. Tomb of the Planar God
684. Discovery of the Dwarven Magic
685. Prisoners of the Spider King
686. Voyage of the Burning Ship
687. Discovery of the Captivating Undercity
688. Race for the Captivating Beastman
689. Investigation of the Midnight God
690. Horde of the Animated God
691. Revenge of the Decaying Cult
692. Curse of the Dimensional Depths
693. Fortress of the Foolish Crystal
694. League of the Giant Inn
695. Servant of the Forbidden Castle
696. Revenge of the Spider Land
697. Tale of the Shapeshifting Invention
698. Mystery of the Bitter Depths
699. Voyage of the Orc Sceptre
700. Descent of the Elven Assassin
701. Escape from the Dimensional Dragon
702. Hunt for the Elven Artificer
703. Hunt for the Burning King
704. Revenge of the Forgotten Undercity
705. Voyage of the Spider God
706. Revenge of the Vicious Warlord
707. Investigation of the Captivating Priest
708. Labyrinth of the Ancient Invention
709. Servant of the Ice Tree
710. Shrine of the Foolish Tree
711. Quest for the Shapeshifting Mage
712. Treasure of the Spider Sceptre
713. Search for the Corrupted Island
714. Beacon of the Lost Throne
715. Whispers of the Dimensional Cult
716. Escape from the Deathly God
717. Barrow of the Undead Crystal
718. Hunt for the Vicious Invention
719. Mystery of the Curious Maelstrom
720. Arena of the Deathly Island
721. Against the Captivating Beastman
722. Relic of the Shattered Artificer
723. Beacon of the Decaying Sword
724. Fortress of the Dragon Assassin
725. Beacon of the Undead Princess
726. Prisoners of the Decaying Crystal
727. Haunting of the Ghost Horror
728. Trove of the Unknown Legion
729. Prince of the Endless Amulet
730. Mines of the Foolish Society
731. Curse of the Dangerous Legion
732. Revenge of the Ninth (or other number) Sword
733. Key of the Abyssal Priest
734. Mines of the Evil Rift
735. Investigation of the Monstrous Mage
736. Race for the Forsaken Sceptre
737. Secret of the Lost Kingdom
738. Whispers of the Cursed Plague
739. Discovery of the Monstrous Spire
740. Battle of the Evil Land
741. Race for the Deathly Slave Lords
742. Fortress of the Lost Island
743. Shrine of the Decaying City
744. Mines of the Dragon Princess
745. Fortress of the Immortal Warrior
746. Treasure of the Shapeshifting Assassin
747. Key of the Impossible Magic
748. Prince of the Secret Maelstrom
749. Fortress of the Abyssal Ship
750. Return to the Ghost King
751. Servant of the Orc Society
752. Key of the Shadow Inn
753. Servant of the Forgotten Priest
754. Whispers of the Mad Dungeon
755. Horror of the Animated Mountain

756. Servant of the Curious Kingdom
757. Kingdom of the Insane Depths
758. Harbinger of the Unknown Castle
759. Horde of the Decaying Demon
760. Prisoners of the Endless Portal
761. Whispers of the Orc Festival
762. Search for the Planar Dragon
763. Stone of the Forgotten Legion
764. Birth of the Endless Plague
765. Barrow of the Abyssal Castle
766. Hunt for the Deathly Beastman
767. Labyrinth of the Burning Beastman
768. Tale of the Decaying Gem
769. Curse of the Abyssal Legion
770. Pit of the Corrupted Land
771. Whispers of the Mad Spire
772. Mines of the Lost Tree
773. Harbinger of the Depraved Land
774. Mystery of the Invisible Magic
775. Night of the Giant Warrior
776. Birth of the Curious Tree
777. Search for the Demonic Amulet
778. Horror of the Burning Princess
779. Secret of the Corrupted Crystal
780. Haunting of the Ancient Terror
781. Tale of the Captivating Dungeon
782. Return to the Ice Gem
783. Haunting of the Ice Artificer
784. Secret of the Forbidden King
785. Pit of the Bitter Magic
786. Prince of the Ancient Society
787. Labyrinth of the Enchanted Terror
788. Arena of the Elven Amulet
789. Arena of the Forbidden Queen
790. Storm of the Insane Priest
791. Key of the Underground Sea
792. Fortress of the Evil Throne
793. Tournament of the Captivating Spire
794. Servant of the Immortal Island
795. Haunting of the Shadow Beastman
796. League of the Arcane Plague
797. Horde of the Undead Dragon
798. Beacon of the Unknown Slave Lords
799. Barrow of the Dangerous Artificer
800. Hunt for the Abyssal Sea
801. Shrine of the Underground Mage
802. Storm of the Lost Slave Lords
803. Secret of the Endless Cult
804. Relic of the Animated Undercity
805. Race for the Midnight City
806. Treasure of the Impossible Crystal
807. Whispers of the Forgotten Throne
808. Arena of the Demonic Island
809. Barrow of the Monstrous Princess
810. Mystery of the Drow Magic Tome
811. Mines of the Shadow Warlord
812. Test of the Elven Legion
813. Barrow of the Captivating Warrior
814. Voyage of the Insane Horror
815. Investigation of the Invisible City
816. Stone of the Shadow Spire
817. Riddle of the Secret Magic Tome
818. Return to the Lost Castle
819. Search for the Dragon Land
820. Servant of the Dwarven Kingdom
821. Horror of the Mad Tree
822. Beacon of the Secret Society
823. Horror of the Dragon Queen
824. Treasure of the Curious Artificer
825. Kingdom of the Secret Cult
826. Servant of the Bitter Tree
827. Mines of the Lost Dungeon
828. Horror of the Cursed Tower
829. Quest for the Dragon Queen
830. Quest for the Ninth (or other number) Mountain
831. Descent of the Ancient Spire
832. Search for the Planar Amulet
833. Tournament of the Midnight Queen
834. Escape from the Ancient Spire
835. Race for the Giant Warlord
836. Tournament of the Ancient Sceptre
837. Test of the Corrupted Warrior
838. Voyage of the Lost Beastman
839. Tale of the Invisible King
840. Tournament of the Animated Slave Lords
841. Relic of the Corrupted Sea
842. Fortress of the Undead Horror
843. Discovery of the Mad Kingdom
844. Race for the Dangerous Mage
845. Relic of the Insane Festival
846. Investigation of the Ice Queen
847. Harbinger of the Dimensional Horror
848. Revenge of the Lost Beastman
849. Beacon of the Shattered Horror
850. Race for the Impossible Amulet
851. Battle of the Bitter Portal
852. Voyage of the Giant Gem
853. Riddle of the Endless Aberration
854. Descent of the Dangerous Wilderness
855. Fortress of the Monstrous Tree
856. Storm of the Demonic Island
857. Voyage of the Captivating Legion
858. Curse of the Elven Warlord
859. Rescue of the Vicious Inn
860. Fortress of the Spider Princess
861. Contest for the Captivating King
862. Secret of the Undead Society
863. Key of the Underground Portal
864. Mines of the Demonic Crystal
865. Kingdom of the Elven Portal
866. Barrow of the Demonic Beastman

867. Festival of the Endless Wilderness
868. Discovery of the Elven Mage
869. Against the Forsaken Magic Tome
870. Prince of the Deathly Mountain
871. Tomb of the Underground Cult
872. Battle of the Immortal Sceptre
873. Treasure of the Dimensional Warrior
874. Battle of the Corrupted Kingdom
875. Battle of the Undead Legion
876. Descent of the Foolish Aberration
877. Hunt for the Captivating Plague
878. Investigation of the Vicious Ship
879. Discovery of the Orc Rift
880. Barrow of the Forsaken Warlord
881. Key of the Immortal Slave Lords
882. Horror of the Unknown Festival
883. Kingdom of the Ghost Undercity
884. Discovery of the Demonic God
885. Investigation of the Planar Artificer
886. Fortress of the Planar Plague
887. Barrow of the Dwarven Aberration
888. Birth of the Arcane Aberration
889. Fortress of the Mad God
890. Escape from the Planar Aberration
891. Arena of the Planar Mage
892. Night of the Planar Festival
893. Prince of the Immortal Legion
894. Night of the Invisible God
895. Stone of the Burning Mountain
896. Riddle of the Cursed Magic Tome
897. Investigation of the Mad Inn
898. Prince of the Ice Magic Tome
899. Barrow of the Unknown Slave Lords
900. Return to the Elven Invention
901. Relic of the Undead Warrior
902. Riddle of the Shattered Wilderness
903. Investigation of the Evil Amulet
904. Harbinger of the Demonic Artificer
905. Mystery of the Decaying Warrior
906. Tournament of the Deathly Society
907. Horde of the Forgotten Society
908. Horror of the Spider Queen
909. Pit of the Forbidden Magic Tome
910. Haunting of the Secret Warrior
911. Descent of the Undead Invention
912. Investigation of the Ninth (or other number) Ship
913. League of the Arcane Princess
914. Contest for the Giant Magic
915. Investigation of the Decaying Sceptre
916. Arena of the Burning Dragon
917. Revenge of the Bitter Festival
918. Hunt for the Deathly Princess
919. Beacon of the Forgotten Depths
920. Riddle of the Endless Mountain
921. Birth of the Drow Sea
922. Against the Elven Sceptre
923. Investigation of the Evil Slave Lords
924. Key of the Elven Tower
925. Voyage of the Monstrous Aberration
926. Voyage of the Cursed Terror
927. Mines of the Bitter Gem
928. Discovery of the Lost Demon
929. Race for the Lost Undercity
930. Rescue of the Cursed Wilderness
931. Beacon of the Dangerous Priest
932. Voyage of the Immortal Magic Tome
933. Pit of the Shattered Land
934. Investigation of the Animated Invention
935. Revenge of the Demonic Assassin
936. League of the Arcane Horror
937. Festival of the Dimensional Sceptre
938. Horror of the Secret Sceptre
939. Barrow of the Enchanted Magic Tome
940. Stone of the Ninth (or other number) Horror
941. Barrow of the Deathly Tower
942. Prince of the Giant Priest
943. Storm of the Decaying Inn
944. Test of the Ancient Sceptre
945. Labyrinth of the Spider Castle
946. Mystery of the Dimensional Princess
947. Whispers of the Giant Warrior
948. Against the Vicious Princess
949. Beacon of the Lost Island
950. Curse of the Dwarven Magic
951. Fortress of the Dwarven Island
952. Trove of the Dangerous Dungeon
953. League of the Enchanted Terror
954. Prince of the Animated Queen
955. Night of the Ancient Assassin
956. Against the Lost City
957. Hunt for the Monstrous Warrior
958. Servant of the Evil Magic
959. Haunting of the Impossible Warrior
960. Fortress of the Shapeshifting City
961. Return to the Elven God
962. Mystery of the Lost Queen
963. Tournament of the Abyssal Sea
964. League of the Midnight Wilderness
965. Treasure of the Forgotten Crystal
966. Horror of the Orc Land
967. Voyage of the Undead Terror
968. Horde of the Forbidden Crystal
969. Trove of the Decaying Mountain
970. Pit of the Unknown Portal
971. Search for the Curious Portal
972. Horror of the Vicious Mountain
973. Prince of the Midnight Slave Lords
974. Labyrinth of the Shadow Mountain
975. Festival of the Shattered Portal
976. Birth of the Immortal Warlord

977. Labyrinth of the Bitter Sea
978. Tale of the Corrupted Magic Tome
979. Birth of the Shapeshifting Queen
980. Treasure of the Invisible King
981. Servant of the Ancient Sceptre
982. Curse of the Planar Cult
983. Treasure of the Corrupted Land
984. Hunt for the Arcane Dungeon
985. Harbinger of the Curious Crystal
986. Beacon of the Cursed Aberration
987. Shrine of the Dragon Tree
988. Battle of the Animated Magic Tome
989. Prisoners of the Impossible Depths
990. Barrow of the Midnight Wilderness
991. Curse of the Insane Maelstrom
992. Against the Depraved Sword
993. Whispers of the Lost Ship
994. Curse of the Invisible Legion
995. Contest for the Secret City
996. Arena of the Forgotten King
997. Fortress of the Orc Priest
998. Contest for the Evil Sea
999. Trove of the Decaying Rift
1000. Pit of the Shattered Rift



Chapter 4-8
Random Item / Relic Name Table

Introduction

It is surprising how often, in the course of solo play, it becomes necessary to generate a random item or relic of some sort.
Roll four times on this table to furnish the name of a particular relic that might be the object of a quest or rumour. Reroll if a particular result doesn't make sense, or is redundant in some way (absorbing absorption?). If you find the results from the table below too long-winded, a recommended option is to omit Term 3. You could also insert the name of a legendary character somewhere in the item name for added quest-based flavour. Add conjunctions, pronouns, pluralization, and whatever else is necessary to make the item's name make grammatical sense. And the name should also suggest what powers the relic has as well.
For added detail, consult the *Special Features* tables in the DMG (pp.141-143) to give your item some minor powers. You may also want to homebrew it as a level-appropriate magic item - be careful not to make it too overpowered. Another idea to try is rolling for three different items, then choosing the one that makes the most sense given your current quest.

Random Item or Relic Name Table

d100	TERM 1	TERM 2	TERM 3	TERM 4
1-2	Cursed	Sceptre of	The Crimson	Goddess
3-4	Blessed	Bowl of	Desire	Lightning
5-6	Emerald	Scroll of	Enchanting	Fire
7-8	Illuminating	Mirror of	Merciful	Fate
9-10	Merciless	Sword of	Wrathful	Rage
11-12	All-seeing	Stone of	Pale	Dawn
13-14	Sheltering	Casket of	Endless	Knowledge
15-16	Dreaded	Bell of	Elemental	Waters
17-18	Immovable	Chalice of	Planar	Music
19-20	Mysterious	Robe of	Mighty	Power
21-22	Ever-changing	Pipes of	Joyous	Peace
23-24	Gilded	Lamp of	Exquisite	Turmoil
25-26	Many-coloured	Idol of	Cursed	Illusion
27-28	Heroic	Tome of	Opulent	Morphing
29-30	Wondrous	Oil of	Dimensional	Secrets
31-32	Boundless	Drum of	Temporal	Navigation
33-34	Depraved	Chimes of	Corrupt	Fire
35-36	Captivating	Brazier of	Omniscient	Air

37-38	Unusual	Candelabra of	Freezing	Demon
39-40	Dark	Lute of	Burning	Frost
41-42	Mystical	Crown of	Invisible	Prophecy
43-44	Eldritch	Bottle of	Distant	Binding
45-46	Elegant	Rod of	Planar	Death
47-48	Scintillating	Prism of	Unrelenting	Laughter
49-50	Stupendous	Cauldron of	Dark	Purity
51-52	Strange	Crucible of	Illuminating	Alchemy
53-54	Extravagant	Decanter of	Forbidden	Insults
55-56	Macabre	Quill of	Temporary	Poison
57-58	Imperial	Horn of	Decaying	Healing
59-60	Bizarre	Globe of	Crippling	Heroism
61-62	Jewelled	Lens of	Deafening	Strength
63-64	Superior	Coffer of	Blinding	Form
65-66	Animated	Vase of	Enlightening	Mind-reading
67-68	Chromatic	Belt of	Bolstering	Longevity
69-70	Illusory	Cup of	Benevolent	Influence
71-72	Angelic	Shield of	Glowing	Evasion
73-74	Metaphysical	Armour of	Resilient	Protection
75-76	Robust	Elixir of	Curious	Resistance
77-78	Simple	Ring of	Awe-inspiring	Vision
79-80	Divine	Staff of	Will-crushing	Regeneration
81-82	Ancient	Wand of	Telepathic	Command
83-84	Elven	Arrow of	Repelling	Turning
85-86	Dwarvish	Bow of	Absorbing	Absorption
87-88	Orcish	Cloak of	Unbreakable	Adornment
89-90	Dragonborn	Helm of	Dispelling	Melody
91-92	Tiefling	Key of	Frightening	Pyrotechnics
93-94	Drow	Gem	Burning	Detection
95-96	Shapeshifting	Cube of	Mischievous	Paralysis
97-98	Regenerating	Talisman of	Reflective	Disruption
99-100	Exquisite	Device of	Hypnotic	Wizardry

PART 5:

THE BAD GUYS



Chapter 5-1
Running Combat and Monster Tactics

Introduction

One of the trickiest aspects of running a solo game is the issue of how to handle monsters in combat. The author has sampled many systems to spice up solo combat, trying to get it beyond simply a style of move-into-melee-and-bash. Some of the best systems out there are boardgame systems that provide a level of unpredictability to monster actions. The Battlemap Crawl System presented in this book (*Chapter 1-5*) aims to do this, as does the *Random Monster AI* table, below.

Random Monster AI

When an encounter is triggered, determine monsters using a combination of your dungeon's theme, and whatever combat encounter generator you prefer. Then, to determine what they actually *do* each round, use the Random Monster AI below. This was first used in *Solo Skirmish: The Cult of Mol'goroz* but has been extensively tweaked since then. Don't always use this AI, however. Sometimes, determine enemy actions using an oracle, just to provide a different feel. Try different approaches and see what works for you.
NOTE: *AOO stands for attack of opportunity.*

d100 + Menace Points	MONSTER ACTION
1-10	MOVE FOR TACTICAL ADVANTAGE (see below) and ATTACK
11-25	SHOVE or HELP or ATTACK
26-40	USE SECONDARY ATTACK/FEATURE or ATTACK
41-60	MOVE & ATTACK nearest enemy using most powerful method, or ATTACK
61-80	USE MOST POWERFUL FEATURE or TAKE COVER & MAKE RANGED ATTACK (if they can do so without incurring AOO) or ATTACK
81-90	MOVE AWAY TO ALLOWANCE & MAKE RANGED ATTACK (incurring AOO if necessary) or DODGE
91-95	FLEE (if Menace Points 30+ then Dash, incurring AOO) or USE DEFENSIVE FEATURE (e.g., healing, invisibility) or MAKE RANGED ATTACK or HOLD ACTION
96-100	SURRENDER (if humanoid and at less than 20% max HP) or FLEE (if at less than 50% hp) or TAKE COVER & MAKE RANGED ATTACKS or (if no ranged attacks) ATTACK

Menace Points

Menace Points are acquired whenever a monster is wounded by a character. An easy way to keep track of them is to use a spare d100. Set it beside your battlemap, and have it display the current menace points.

If an enemy is wounded, add X once to the Menace Points score. When a final blow kills a monster, add X twice instead of once to the Menace Points score.

How to Calculate X

To calculate X, add up the CRs of all monsters, then *divide 20 by that number and round down.* That provides your base number (X) for Menace Points accumulated through wounds inflicted on enemies. Let's look at an example encounter.

As shown in the adjacent table, for this encounter X=3. That means that every time the PCs or an NPC allied with the PCs wounds an enemy, you add 3 to the Menace Points score. As mentioned previously, this is then added to the roll on the *Random Monster AI* table.

To draw the combat out longer, you might want to add the optional rule that monsters can reduce the Menace Points score by X whenever they wound one of the PCs or their allies.

Monster	CR x number	CR Subtotal
12 x icewind kobolds	CR ⅛ x 12	1.5
1 x verbeeg marauder	CR 1 x 4	4
2 x worgs	CR ½ x 2	1
FINAL CR TOTAL (FCT)	6.5	
X = 20 / FCT (rounded down)	3	

Determining Monster Targets

To determine who the monster attacks, count the number of characters and devise an appropriate dice roll. For two characters, roll a d4 and divide by half (1-2=Character 1, 3-4=Character 2). For three, use a d6. And so on.

Description of Each Result

1-10: Move for Tactical Advantage and Attack

This result means that the monster gets itself into the tactical position that makes the most sense for it given the current situation. For example, if it can move and get into a flanking position on a character with another monster, then it will do that. But… perhaps not if that nullifies its most powerful attack, which might be ranged. Whatever the case, once it has moved so that it can do maximum damage to its target character, it will then attack. It will not make a double move, unless it has no ranged attacks.

11-25: Shove or Help or Attack

Whenever the work "or" appears, this means that, in order, you should check if something is applicable, then if not, move to the next option. For example, Shove really only makes sense if there are two monsters, unless this monster can make a melee attack as a bonus action. The theory is, the first monster shoves to attempt to make the character prone, granting advantage to the second monster's attack.

Likewise, Help doesn't make sense if there is only one monster. So, if Shove and Help aren't applicable, then you simply move to Attack. If the creature can't attack (perhaps because it is too far away, then it moves and attacks, or makes a double move so that it can attack next turn.

26-40: Use Secondary Attack/Feature or Attack

Many monsters have two attacks, a primary one and then a less powerful one. This result means that you use the less powerful attack. If, however, the monster only has one attack, then it does that.

41-60: Move & Attack nearest enemy using most powerful method, or Attack

This result means that the monster moves (if it needs to) and attacks the nearest enemy using its most powerful method. If it cannot get close enough to use its most powerful method of attack, then it uses the next attack that makes sense. If it cannot make any attack, it takes double movement.

61-80: Use Most Powerful Feature or Take Cover & Make Ranged Attack (if they can do so without incurring AOO) or Attack

Sometimes creatures have very powerful abilities that need to recharge, or access to extremely powerful spells. If this is the case, the monster uses its absolute deadliest attack, pulling out all stops. If it cannot do this, it takes cover (if available) and makes a ranged attack, or it simply attacks using its regular method.

81-90: Move Away to Allowance & Make Ranged Attack (incurring AOO if necessary) or Dodge

If the monster has ranged attacks, it moves away to its full ability then makes a ranged attack. It will even do this if doing so incurs attacks of opportunity. If it has no ranged attacks, it takes the Dodge action.

91-95: Flee (if Menace Points 30+ then Dash, incurring AOO) or Use Defensive Feature (e.g., healing, invisibility) or Make Ranged Attack or Hold Action

Monsters aren't stupid. Well, not all of them. Check the menace points score. If it is 30 or above, the monster will incur AOO to get the hell out of there, taking double movement.
If the Menace Points are below 30, then the monster will use any defensive abilities it has, such as becoming invisible and moving away, or healing itself. If it has ranged attacks, it will move away to full allowance (if necessary) and make a ranged attack. If it cannot do any of these things, it will hold its action (i.e.: do nothing)

96-100: Surrender (if humanoid and at less than 20% max HP) or Flee (if at less than 50% hp) or Take Cover & Make Ranged Attacks or (if no ranged attacks) Attack

If the monster has dropped to less than 20% of its maximum hp, it will surrender if humanoid, or flee if it is some other monster and at below 50% hp.
If neither of these apply, the monster will take cover and make ranged attacks. Failing all of this, it will simply attack using its regular method.

Determining Monster Types

Use the following table when a need arises to determine a random monster type, such as when you generate a random encounter with no details, or if you just need to generate a monster to populate a particular quest. Re-roll if the result does not suit the environment or particular flavour of the quest (or perhaps come up with an interesting reason why that particular monster is present).

Random Monster Type Table

d100	Monster Type	d100	Monster Type
01-07	*Aberration*	51-57	*Fiend*
08-14	*Beast*	58-64	*Giant*
15-21	*Celestial*	65-71	*Humanoid*
22-28	*Construct*	72-78	*Monstrosity*
29-35	*Dragon*	79-85	*Ooze*
36-42	*Elemental*	86-92	*Plant*
43-50	*Fey*	93-100	*Undead*

If you get a humanoid result, use the humanoid table to refine your result even further.

Humanoid Table

d20	HUMANOID
1-2	Duergar
3-4	Drow
5-6	Svirfneblin
7-8	Goblins
9-10	Dwarves
11	Kobold
12	Xvart
13	Kuo-toa
14	Firenewt
15	Orc
16	Skulk
17	Bugbear
18	Human
19	Nagpa
20	Hobgoblin

Using Oracles In Combat

In place of the *Random Monster AI*, an oracle (such as the one included in *Chapter 1-8*) can be used to determine what monsters do. When using an oracle in this way, take into account the monster's motivation (perhaps as established by the story so far, or by any available monster lore) and other factors.
If one monster or NPC is commanding a large force (even an NPC on your side, such as a veteran commanding a squadron of town guards) then you could use the oracle to determine how they direct their subordinates to act. Other factors can come into play here. Are the minions/subordinates willing to accept this command? Perhaps a Persuasion check is necessary. In this way, a whole story can emerge around the events of a battle.
You could use the oracle to determine whether the enemy is on guard (harder to creep up on) or currently distracted.

Using Skill Checks to Determine Events in Battle

There are numerous events where a skill check is appropriate to determine a battle event. Check out some examples below.

EXAMPLE SITUATION	SKILL CHECK
Creeping up on the enemy	Have your party make a Stealth check, with the DC being the enemies' passive Perception (use the highest one).
A commander issuing orders to his regiment	Persuasion check, with the DC being the soldiers' Wisdom score
A PC trying to Persuade an officer regarding tactics	Persuasion check, vs a straight Charisma check from the officer
Monster trying to discern where magic is coming from	Intelligence check with DC being caster's spellcasting ability score.

Determining Attacks With Dice Rolls

Sometimes a creature will have two different attacks, such as an icewind kobold which can make two ranged attacks, one with a javelin and one with dagger. You might reason that the kobold has quite a few daggers but only one javelin, and so you can use a dice roll to determine which it uses as its ranged attack. It's more likely to use daggers, right? Unless it gets desperate.
[d6] (1-4) dagger (5-6) javelin.

Chapter 5-2
Villain / BBEG Generator

The tools presented in this chapter are designed to assist you in creating the BBEG, or "Big Bad Evil Guy" in your quest. This is another one of those situations where you may have, as pseudo-DM, an idea of who the main villain is, but your characters do not. Really, there are two approaches.

First Approach: Reveal the Villain Over the Course of the Adventure

As you may have gathered from reading these books, I often advocate an approach to freeform solo adventuring where you let the clues and events encountered during the course of the adventure determine the final outcome of the adventure, including the main villain. There's a bit of an art to this. In general, it refers to your characters discovering certain clues, and the player coming up with an ending / final encounter that ties all these loose ends together.

Second Approach: Determine the Villain Early On

The other approach to generating your villain is to create them early on, and then reveal this villain to your characters as they journey through the adventure. Of course, this ruins the surprise a little bit for the player, but it does help you to create a more well-rounded villain.

Other Tools

The *Dungeon Master's Guide* has a huge range of resources to help round out your villain. *Chapter 4: Creating Nonplayer Characters* is essential reading in this regard. There is a section on NPCs which includes many useful tables, and later in the chapter a section specifically on villains (pp.94-97).

Tome of Adventure Design also contains a large section entitled "The Villain's Plan" which is excellent for fleshing out villain motivations (pp.27-52)

BBEG Principles

- They must be hard to defeat.
- They need to make sense in the context of the story.
- They need motivations and a backstory.
- They will usually have accomplices.
- They will be more rounded out if you give them some characteristics, flaws etc.

What Type of Monster Are They?

You could randomly determine your villain's monster type by using the *Random Monster Type* table (p.208), or you could have a look at what nature of clues your characters have encountered so far in order to determine this. There may be some items from the list of clues below that point to a particular type of monster, or perhaps these will be close enough to the clues you *have* found to suggest something similar.

A Note on Constructs, Oozes & Plants

Although I have included constructs in the table below, it is rare that you will find a construct as a BBEG, simply because they don't generally have any free will or personal motivations. However, perhaps you might come across a cowardly artificer who pits you against a powerful golem, and this could form your final encounter.

A similar situation arises with oozes and plants. As most of them are not fully sentient, it is hard to bestow on them many of the traits that make a villain memorable. With the exception of evil treants, perhaps...

EXAMPLE CLUES ENCOUNTERED DURING QUEST	POSSIBLE BBEG
Aberrations and monstrosities encountered by heroes	**Aberration**
Heroes find runes in some unknown language	
Heroes find evidence of planar travel	
Heroes find strange residues, slimes, scorch marks and other odd traces	
Heroes experience strange psychic effects	
Animal droppings, tracks and other natural traces	**Beast, Giant**
Signs of natural destruction, shattered trees, ploughed earth etc	
Dead livestock	
Mechanical parts	**Construct**
Blueprints or plans for large contraptions	
Large-scale damage to man-made and natural features	
Smaller constructs as encounters / minions	
Scorch marks found on rock walls and on open ground	**Dragon**
Areas of erosion where acid could have eaten away at natural features	
Corpses preserved in ice or burnt by acid or fire	
Huge, rending claw marks	
General destruction (of villages, natural features, foliage etc)	
Dead livestock	
A large, cavernous lair	
Scorch marks found on rock walls and on open ground	**Elemental**
Areas of erosion where acid could have eaten away at natural features	
Corpses frozen or burnt by fire	
Large areas of earth torn up / disgorged	
General destruction (of villages, natural features, foliage etc). Burning, tearing up of terrain, hurricane-like destruction, flooding.	
You are in forest terrain	**Fey**
Strange lights, sounds, odd occurrences	
Foliage that moves, attacks or entraps characters	
General disorientation / losing your way	
Magic cast in place as rituals	
Symbols drawn on floors / evidence of summoning	**Fiend**
Arcane tomes or scrolls written in Infernal or Abyssal	
Unknown runes	

The sound of chanting	
Scorch marks	
A generally ominous atmosphere	
Portals / Dimension doors	
Evidence of calculated / planned malice	
Discovery of detailed plans	
Humanoid minions	
Characters targeted for assassination	**Humanoid**
Rumours of a tyrant resident nearby	
Siege machines / torture chambers / jails	
Accumulated stocks / stored food / livestock	
Really depends on monster	
General mayhem / corpses	**Monstrosity**
Terrified survivors	
Rumours of terrifying creatures	
Open Graves	
Religious relics / artifacts / scrolls and other ephemera	
Unholy symbols	**Undead**
Stench of death	
Encountering skeletons / ghouls / other low level undead minions	
Finding tombs / coffins etc	

What's Their Plan?

Every villain worth their salt has a plan. Here's a list of six broad concepts for villainous motivation. The Monster Types column offers suggestions about what type of creatures might pursue the stated plan.

Roll once for a simple plot, or twice for something a bit more complicated. After you have a general direction, roll for some keywords in order to give your concept a bit more detail.



General Villainous Motivation Table

d6	MOTIVATION	MONSTER TYPES
1	**Usurpation / Overthrow** This general plan could involve anything from overthrowing the government or the monarchy, to rallying armies and invading a kingdom, or even just a local creature or dark lord aiming to conquer and control a town. This plan will need to be broken down into stages, however, and any intelligent creature will realize this. As with all of these, add keywords for flavour.	*All*
2	**Acting as Agent** The villain may be the head of some kind of cult or guild. Through coercion, violence, manipulation, brainwashing or any other means of persuasion, they are attempting to bring as many individuals into their fold as possible. Perhaps they consider themselves to be a godlike figure, or perhaps they are acting as the emissary for an ancient (perhaps even forgotten) god of some kind. They could even see themselves as agents of change to bring an ancient prophecy into effect. Summoning is another common type of this sort of quest. The villain must enact some ritual in order to bring about the return of an ancient, powerful force. Or, perhaps they are opening a gate to another dimension or hellish plane. Either way, there is a definite element of madness and mayhem to this thread.	*Dragon, fey, fiend, giant, humanoid, undead*
3	**Change Their Own Nature** A common motivation for villains is to change their own state to one of godhood, immortality or perhaps even undeath. The creature either needs to perform a ritual, gain an item, or prolong their life / elevate their divine status indefinitely by some other means. Doing so would make them undefeatable, which is not a good state of affairs! Discern what it is they have to do / who they have to kill / what they have to obtain in order to make this happen, and then use keywords to fill in the blanks.	*Aberration, celestial, dragon, fey, fiend, giant, humanoid, undead*
4	**Acquire / Keep Things or Resources** This is perhaps a precursor to something more serious. It's also the only kind of plot that a beast will become a villain within (i.e., a bear marauding livestock or something similar). It involves an attempt to gain control over an item or resource. Examples could range from a warlord taking a forest to provide timber for siege weapons. It could also include a sorceress stealing an ancient relic that grants her great power. Resource control could also mean stealing treasure of some sort, conducting a heist or stealing a relic. It could also mean that the creature has already obtained the resource / thing, and is now trying to keep it, wielding the control that it bestows.	*Beast, dragon, fey, giant, humanoid*
5	**Creation / Proliferation** Perhaps the villain is involved in the creation of a terrible device or war that will wreak utter devastation on the populace. Or perhaps they are seeking to spread a disease that will wipe out the populace, or create a spell so powerful that it cannot be allowed to exist. They may even be trying to do something as ambitious as creating an entire world or dimension of their own where they can imprison people.	*Dragon, fey, fiend, giant, humanoid, undead*
6	**Insane Obsession** Sometimes villains are not always born that way, but through latching onto a particular idea or becoming obsessed with a particular notion, perpetrate evil acts through their obsession. E.g., Someone loses the love of their life, and then becomes obsessed with the idea of bringing them back from death *at all costs.* This can also include the very common motivation of revenge. A slight (real or imagined) or truly heinous offense or crime committed against someone (or someone dear to that person) can consume them to the point where their only thought is the destruction of the offender.	*Dragon, fey, fiend, giant, humanoid, undead*

Villainous Dispositions Table

To get an idea for what sort of disposition / nature the villain possesses, roll once or twice on this table.

d12	DISPOSITION
1	**Disregard** This villain is so far removed from normal society that the general populous is nothing to them - irrelevant, really. Perhaps their true motivation lies elsewhere, on another plane, and humanoid subjects are mere pawns in their game. There's almost a kind of psychopathic apathy towards life going on here. Maybe they're not even actively evil, it's just that they feel no remorse.
2	**Insane** This type of villain just wants to bring about mayhem. Their only desire is to set heinous events in motion and then watch the world burn.
3	**Cocky / Arrogant** This villain is so full of themself that they believe nothing will stand in their way. They have a great sense of self-importance and may have come from a wealthy background, or perhaps the opposite and feel they have to make up for this.
4	**Envious / Covetous** This state of mind leads the villain to covet a particular thing, person, kingdom or state of being. They resent those who currently possess it and are bent on taking it from them, possibly destroying those people in the process.
5	**Mischievous / Trickster** This villain delights in causing misery and confusion to others, taking great delight in suffering and the proliferation of their own plans. Think the Joker from Batman or Loki from Norse mythology (Loki is a great example as he's not *always* a villain).
6	**Dark / Sombre / Sorrowful** This villain almost sees their own dark path as inevitable, and treads it no matter the consequences, even to their own safety. There is a kind of gothic fatality to this mindset, a sombre resignation to the pre-ordained.
7	**Dangerously Obsessed / Frustrated** This person has lost most of their reason and has become obsessed with obtaining a thing, state, or person. They have developed tunnel vision and will not let anything stand in the way of their goal.
8	**Outwardly Friendly / Deceptive / Con Artist** This villain presents a magnanimous, accommodating, agreeable personality to the world, but their true nature is concealed. Perhaps they even keep their wrongdoings secret from the world as well, until they are exposed. Trickery and deceit are an integral part of their modus operandi.
9	**Disgusted / Hateful / Contemptuous** The majority of society disgusts this particular villain, who views everyone as beneath them, not worthy of their respect. They view the world contemptuously and are bent on doing everything they can to bring about its destruction.
10	**Determined / Ambitious** This personality is the province of tyrannical lords and nobles, tinpot rulers who seek to enlarge their dominion and their rule. They might achieve this by invading other lands, controlling resources or systematically destroying their enemies.
11	**Psychopathic / Evil** For whatever reason, this person is just out-and-out mad, bad, and dangerous to know. They care nothing for anyone, possibly even themselves, and just live to inflict pain. They are sadists and vindictive tyrants. Think Sauron from Lord of the Rings.
12	**Matter-of-Fact** This type of villain presents as calm and composed, but will not hesitate to be ruthless. They never allow themselves to get ruffled and may even be quite polite to enemies. In fact, you could almost like them… if it wasn't for the heinous acts that they perpetrate.

What Are Their Methods?

Is the villain's plan out in the open for everyone to see? Or are they keeping their machinations secret, eager to get as many things in place so that by the time their plan is underway, it is too late for the villain's enemies to do anything about it?

Or, are they brazen, so sure of themselves that they openly defy their rivals to challenge them? Give this some thought and decide what approach they are taking. You may even choose to roll twice: a smart villain could well employ several methods to achieve their goals.

Villainous Methods Table

d6	DISTINCTIVE FEATURE
1	They accomplish most things by stealth, possibly using agents to assassinate and get things in place.
2	They are expert at political machinations in order to achieve their goals.
3	They amass armies and achieve their goals by sheer force of numbers.
4	They gain advantage by stealing, lying, kidnapping, general deception.
5	They are quite insane and generally just indulge in mayhem to achieve their goals, if they have any goals that can be defined.
6	They work through high-powered minions and lieutenants to achieve their goals, manipulating from afar.

The Devil in the Details

To really flesh out your villain and give them some personality, have a look at the following tables of distinctive features and traits.

Distinctive Features: Aberration / Beast / Fiend / Monstrosity Villains

d8	DISTINCTIVE FEATURE
1	The creature drips with some kind of planar residue.
2	The creature has burn marks
3	The creature is a bizarre mixture of colours
4	The creature has seen battle and is covered in scars
5	The creature has an object embedded in its skin
6	The creature limps or has some other minor injury
7	The creature has adorned one or more of its extremities with jewels or other tokens
8	The creature gives off a horrendous stench

Distinctive Features: Construct Villains

d6	DISTINCTIVE FEATURE
1	The creature has burn marks on its exterior
2	The creature is a cobbled-together mixture of parts
3	The creature has seen battle and is cosmetically damaged
4	The creature has an object embedded in its exterior
5	The creature moves awkwardly or is missing some part
6	The creature has had one or more of its extremities adorned or altered in some way

Distinctive Features: Dragon Villains

d8	DISTINCTIVE FEATURE
1	The creature speaks with a strange accent
2	The creature has burn marks
3	The creature has a brand or tattoo-like mark on its skin
4	The creature has seen battle and is covered in scars
5	The creature has an object embedded in its skin
6	The creature limps or has some other minor injury
7	The creature has adorned one or more of its extremities with jewels or other tokens
8	The creature has interesting-coloured, or different-coloured eyes.

Distinctive Features: Fey / Giant / Humanoid Villains

d12	DISTINCTIVE FEATURE
1	They have a strange or interesting haircut
2	They speak with a strange accent
3	They are tattooed
4	They are scarred
5	They have a limp or other minor injury
6	They wear a lot of jewellery or are ornately dressed - or both
7	They have interesting-coloured, or different-coloured eyes.
8	They have multiple piercings
9	They are missing a limb or several extremities
10	They have braided hair or a beard
11	They are constantly playing with an object
12	They wear a trinket or memento of some sort

Distinctive Features: Undead Villains

d12	DISTINCTIVE FEATURE
1	They are missing skin and bones are showing through
2	They speak with a strange accent
3	They are tattooed
4	They are scarred
5	They have a limp or other minor injury
6	They wear a lot of jewellery or are ornately dressed - or both
7	They give off a horrendous stench
8	They have multiple piercings
9	They are missing a limb or several extremities
10	They have braided hair or a beard
11	They are constantly playing with an object
12	They carry a trinket of some sort from when they were living

Flaws & Weaknesses

Tread carefully when bestowing flaws and weaknesses on your main villain. It's ok when you are acting as DM for a group of players, but when you possess this knowledge as a solo player, it can render your villain laughably easy to defeat. Perhaps consider only having this be something that comes into play if an oracle or a set of keywords determines it on the fly.
However, having said that, here is a list of possible weaknesses that your villain may possess.

Villain Flaws & Weaknesses Table

d8	WEAKNESS
1	They are vain to a fault, and may succumb to flattery (Persuasion / Deception checks?)
2	They are so obsessed with their own goals that they lack the ability to see the broader picture, and therefore can be blindsided.
3	They possess some sort of phobia.
4	They are greedy and can easily be lured with the promise of wealth or a valuable relic (Persuasion / Deception).
5	They are paranoid and are convinced that everyone is out to betray them, including their own allies. This may or may not be true.
6	They have become so convinced of their own infallibility that they can easily miss details or unassuming people who possess formidable power.
7	A secret object is the source of the villain's power. Control that, and you control the villain.
8	A particular weapon is deadly (vulnerability) towards the villain. Perhaps another quest can locate it.

Likeable Traits of the Villain

Even villains have some redeeming features. For a little more depth of character, roll on this table of likeable traits.

d8	LIKEABLE TRAIT
1	They possess impeccable manners and may even be quite hospitable to the party.
2	They have great taste in art, music and other cultural things.
3	They are an enemy of another enemy of the party.
4	They are extremely accomplished and knowledgeable in their field.
5	They are eloquent and witty, even though ruthless.
6	They observe tradition to a fault, and respect others that do so (even though they might kill them eventually!)
7	They have worked hard to get to where they are and pay respect to their mentors.
8	They treat their subordinates well and are eager to bring others into their fold.



Chapter 5-3
Lair Generator

This chapter aims to provide the tools to quickly generate a lair for a boss monster / villain / BBEG. It is predicated on the assumption that you don't have much of an idea about your villain, and you need to provide a background against which the final encounter of your quest can take place. Ideally, it's used in conjunction with the previous *Chapter 5-2: Villain / BBEG Generator*.

If you have not used *Chapter 5-2* to generate your villain, and already have a good idea of what their lair would be like, then just go with the ideas you already have. Also, another resource worth mentioning in this regard is *Monster Manual*. The lore on each monster contained in that book can provide great ideas regarding lairs and other monster flavour. *Volo's Guide to Monsters* also contains a great selection of sample lairs which could easily be dropped into any solo quest.

The tables are arranged by monster type. Simply find the monster type for your BBEG, and roll on the corresponding table to get a basic lair type. Then proceed to the sections *Refining the Result* and *Further Detail*, below.

Aberration / Monstrosity Lair Table

d8	BASIC LAIR TYPE
1	Cave
2	Planar space
3	Abandoned structure in wilderness
4	Cavern system
5	Sewers beneath a city
6	Swamp
7	Dungeon
8	Temple
9	Forest
10	Structure within city

Beast Lair Table (Reroll if not appropriate)

d6	BASIC LAIR TYPE
1	Cave
2	Swamp
3	Abandoned structure
4	Cavern system
5	Forest
6	Burrow

Construct / Humanoid Lair Table

d8	BASIC LAIR TYPE
1	Workshop / Laboratory
2	Tower
3	Cave
4	Encampment
5	Abandoned structure (castle?)
6	Ship
7	Airship
8	Dungeon / Tunnels
9	Structure within a city
10	Wilderness

Dragon Lair Table

d8	BASIC LAIR TYPE
1	Volcano
2	Cave within a swamp
3	Abandoned Structure
4	Cavern System (multiple entrances)
5	Tunnels / Dungeon
6	Cave within a forest
7	Cave high on a mountain
8	Canyon / ravine cavern

Elemental Lairs

Generally, an elemental does not have a lair, but may lurk within a system of tunnels or a forest (earth elemental) a volcano, a dwarven forge or somewhere very hot (fire elemental) beside a body of water, a river or flooded caverns (water elemental) or really anywhere there is open air (air elemental). They may also lurk on the plane associated with their dominant trait (e.g., Efreeti generally reside on the Elemental Plane of Fire) or act as lieutenants for another, more corporeal being with the power to summon and command them (e.g., a high-level mage).

Fey Lair Table

d8	BASIC LAIR TYPE
1	Forest clearing
2	Treehouse
3	Tunnel system within a forest
4	Cavern system
5	Forest gully
6	Cave within a forest
7	Abandoned structure within a forest
8	Hollowed-out tree

Fiend Lair Table

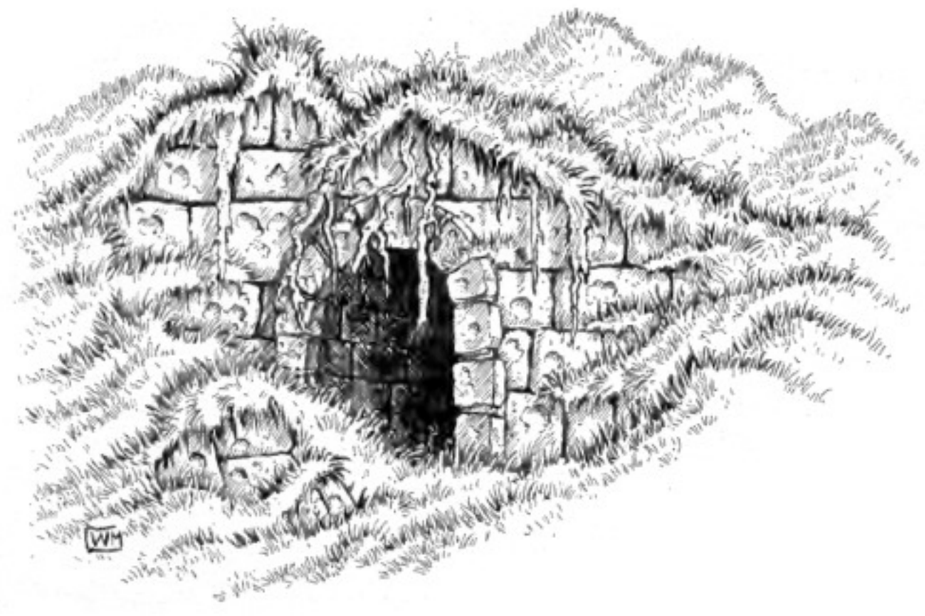
d12	BASIC LAIR TYPE
1	Volcano
2	Planar space
3	Abandoned structure
4	Cavern system (multiple entrances)
5	Dungeon / Tunnels
6	Cave within a forest
7	Cave high on a mountain
8	Canyon / ravine cavern
9	Sewers
10	Temple
11	Mage's Tower
12	Structure within a city

Giant Lair Table

d10	BASIC LAIR TYPE
1	Workshop / Laboratory
2	Tower
3	Cave
4	Encampment
5	Abandoned structure (castle?)
6	Ship
7	Airship
8	Dungeon / Tunnels
9	Structure within a city
10	Mountain / Sky / Planar Fortress

Undead Lair Table

d12	BASIC LAIR TYPE
1	Graveyard
2	Tomb
3	Abandoned Structure
4	Cavern System (multiple entrances)
5	Dungeon / Tunnels
6	Cave within a forest
7	Haunted house
8	Sewers beneath a city
9	Temple
12	Structure within a city



Refining the Result

Once you have a basic description for your villain lair, you could then use any number of tools provided within TSAT1 or TSAT2 to flesh it out. For example, if you get the result *Abandoned structure*, you could decide that your villain is holed up in an old castle, and then use the *Castle Generator* (*Chapter 2-3*) to provide all the detail.

Refining the Result Table

BASIC LAIR TYPE	NOTES
Abandoned structure	Place this structure within either your current environment type (e.g., desert) or within an adjacent area, and then roll on the *Minor Feature: Structure* table on pp.71-72 of TSAT1. Alternately, you could use either the *Urban Landmark* table or one of the *Merchants by District* tables given in *Chapter 2-1: Urban Generator* of this book.
Airship	This creature inhabits an airship which doubles as both mode of transport and lair. How are you going to get to it, to defeat it? Perhaps you must wait until it lands somewhere.
Burrow	This could be a single cave-like hole, or a network of burrows, for which you could probably adapt *Chapter 2-2: Natural Cavern Generator*.
Canyon / ravine cavern Cave high on a mountain / within a forest / within a swamp	The classic lair type. Add a terrain feature by consulting the table below, *Example Terrain Features for Lairs*.
Cavern system	Use *Chapter 2-2: Natural Cavern Generator* from this book to provide detail.
Dungeon / Tunnels	Use either *Chapter 8: Random Dungeon Generation* (pp.40-56) from TSAT 1, or *Appendix A: Random Dungeons* (pp.290-301) from *Dungeon Master's Guide*.
Encampment	Stationed in the wilderness, this could be a travelling gypsy caravan, or it could be a more established settlement of tents. The best way to proceed here would be to use oracle and keyword rolls.

Forest	This could be a small copse of trees which the villain calls home, or perhaps a large forest where they can effectively hide for days, even weeks on end. This type of villain might be hard to track down.
Forest Clearing	This lair is an ideal spot for a fey villain to station themselves. Perhaps there are magical wards in place, inscribed on boulders and the trunks of trees.
Forest Gully	A rend in the earth with a forest, this gully could be an ideal place to avoid detection from prying eyes.
Graveyard	We all know undead like to hang about in these places. A specific tomb within a graveyard might be its preferred location, or perhaps it ranges about the whole area.
Haunted House	Within a city, out in the country, or wherever you might find it, this lair is frightening in and of itself! You might find all sorts of scary features here, and no doubt this villain has amassed an army of undead or other nasties as henchmen.
Hollowed-out Tree	This definitely suggests a fey villain. Perhaps this tree is huge and contains levels, like a wizard's tower, or perhaps it is an entrance to an underground network of root-dungeons.
Mage's Tower	The mage could be the villain here, or perhaps something they summoned now inhabits the abandoned tower of the mage this creature killed. This is fairly open to interpretation, but no doubt there will be a few interesting features (old festering potion cauldrons, forgotten glyphs) that will keep your PCs on their toes!
Mountain / Sky / Planar Fortress	Cloud giants, demons and other powerful beings like to get up high and look out over their dominion. Elementals as minions? And how do you reach these places? It's going to take a crafty adventurer to defeat this villain.
Planar Space	This planar lair could really be anything, from a grand castle to a pocket dimension where the ordinary rules of reality no longer exist. The best way to proceed here is with keywords.
Sewers beneath a city	Who knows what sort of aberrations, monstrosities, guilds of corrupt humanoids, undead or other horrors lurk down here? A classic lair used by many villains who don't mind the smell but want to stay fairly close to urban goings-on.
Ship	The ideal lair for a pirate humanoid, or perhaps an undead or fiend masquerading as one. You will need some sort of waterborne or airborne transport just to reach them.
Structure within a city	Go to *Chapter 2-1: Urban Generator*, and use the *Merchants by District* tables (pp.92-95) or *Urban Landmark* table (p.85) to discern which building this creature is within.
Swamp	Green dragons prefer swamps as lairs and generally find a nice hole within them. Undead are also to be found, possibly hanging around ruined structures that are being reclaimed by nature.
Temple	Deep within forests and jungles, perched on rugged coastlines or high on clifftops, a temple is an ideal lair for all sorts of villains.
Tomb	This lair could be within a graveyard or isolated out in the middle of the wilderness. Ideal spot for an undead lord to start summoning an army to invade a town or simply to terrorise the surrounding area.

Tower	An abandoned castle, stronghold or watchtower is a great lair. How old is it? Is falling masonry a danger? Perhaps the floor has fallen through in places. And it might be quite hard to sneak up on as well.
Treehouse	An elven mage might choose this as a lair, or even a particularly innovative goblin or orc war chief. After all, it gives a good view of the surrounding area and also gives you the advantage of making ranged attacks from high ground.
Tunnel system within a forest	Use the *Natural Cavern Generator (Chapter 2-2).*
Volcano	This is a pretty epic villain lair, perhaps for someone who has immunity or resistance to fire damage. A red or black dragon or fire elemental would feel at home here.
Wilderness	Creature is roaming the wilderness, without any fixed abode.
Workshop / Laboratory	Perhaps situated within a city, this is the perfect lair for a mad alchemist or artificer, or brewer of extremely dangerous potions.

Further Detail

To add more dressing, roll for a few random items within the lair by using the Item table (p.163) or the *Dungeon Dressing* tables in the Dungeon Master's Guide (pp.298-301).

Terrain Features

Use this table to provide some interesting terrain within the villain's lair, or within the area of your final encounter (or any encounter, really!) Either roll for a random result, or choose a result that fits thematically.

When consulting the notes for each of these terrain features, consider any bonuses or penalties carefully, as they will affect the balance of any encounters.

Terrain Features Table for Lairs / Final Encounters

Here are some examples of features that you could work into your final encounters, or any encounters really. Make the feature fit with the theme of your story and soon you will be crafting memorable encounters a cut above the average. If none of these interest you, try creating your own features with a few keyword rolls.

d100	FEATURE	NOTES
01-04	Vegetation	If outdoors, this could be thorny bushes (steer clear of things like assassin vines as this increases the encounter difficulty). If in a dungeon, it could be some sort of fungi that releases poisonous spores when disturbed. The spores could have any number of effects.
05-08	Pools of liquid	Acid, poison, lava or some other substance that must be avoided. Or, that creatures can be pushed into.
09-11	Elevation	An elevation with terrain, like a plateau, can provide an interesting dynamic. It could be a slight elevation stopping one side from entering melee with the other (unless they use an action to scale said elevation), or perhaps high ground which grants an attack bonus.
12-15	Containers with volatile substances	This could be a wizard's lab where random potion bottles can easily be broken, releasing magical effects, or perhaps a storeroom in a castle where barrels of gunpowder can ignite if touched by fire. Or anything you can think of!

16-18	Hissing steam pipes	Perhaps your final battle takes place in a sewer. Every time you are beside one of these pipes, roll a d20. On a 19 or 20, the pipe belches out steam and you must move to get out of the way or take 1d8 fire damage.
19-21	Production line / Moving mechanisms	An army of automatons making siege weapons? A creation forge churning out warforged warriors? Basically, any encounter that happens in the area of a mechanised system of some sort is going to have that extra touch of danger. There could be all manner of mechanisms in action. Giant mechanical pistons, steam vents, turning gears… the whole encounter area could be some sort of clockwork factory. Make it fit with the theme of your BBEG and work it into the story.
22-25	Suspension bridge	A battle on a swinging bridge could involve dex saves, the chance of getting thrown off the bridge…
26-29	Chasm	There are always chasms and sinkholes underground, very useful for hurling bothersome enemies into. However, such strategies can always backfire!
30-33	Broken floor	Smashed cobbles, rickety floorboards and the like can all provide the possibility of someone tripping over and becoming prone.
34-37	Quick sand	Similar to pools of liquid, this is a very dangerous one for outdoor encounters. Repeated strength checks required to escape. And while in there, any creature is really a sitting duck.
38-40	Boulders / fallen masonry	Simple but effective, a boulder or piece or masonry can provide cover, high ground or just restrict you from entering certain areas.
41-44	Magical glyphs / glyph traps	Perhaps some mage has scrawled runes on the wall the trigger fireball every time you walk past them.
45-47	Fire	An area of the terrain is on fire? Could be as the result of a wayward fireball, or some other occurrence.
48-52	Collapsing shelves	In a library, perhaps shelves of books are toppling over. In a wizard's lab, perhaps it is shelves of potions. Either way, they will need to be dodged!
53-56	Broken glass or any sharp, shard-like material	Tread carefully or take some piercing damage!
57-60	Slick surface, rubble-strewn surface, anything either slippery or movable	Ball bearings are an easy way to make an area difficult terrain for your enemies, but sometimes such hindrances occur naturally. You might be fighting on a scree-covered slope, or in a dungeon strewn with rubble. Easy to fall over and become prone in such a situation, unless you can succeed on a (relatively low DC) dexterity save/check each round. A muddy hillside is a simple way to implement this idea.
61-64	Noxious stench	As of a dead animal, or multiple corpses. Alternately, some kind of foul vegetation might be emitting a smell. This might require wisdom saves, or perhaps an extra save for wizards to maintain concentration.
65-67	Underwater	Part of the terrain / room is submerged. This could be as a result of flooding, an underground river impinging on the area, or perhaps the whole structure is half in water - or even fully underwater! Perhaps the water is even rising, adding a time pressure element to the encounter.

68-70	Mirror room	This provides the opportunity to impose Perception checks on your characters and monsters to have them determine where the enemy actually is.
71-73	Hostages	If the enemy has hostages, allies of the PCs, imprisoned somewhere in the final encounter area, this can provide an interesting dynamic where the PCs have to avoid harming the creatures. The enemies can also use these hostages as cover.
74-77	Anti-magic zones	Parts of the encounter area where magic does not function. The difference is, the BBEG recognizes where those areas are while the characters do not.
78-81	Wild magic zones	Parts of the encounter area that cause any spell to undergo a wild magic surge every time a spell is cast.
82-85	Anti-gravity zones	The rules of physics? Gone.
86-88	Volatile minerals	In the Underdark, there is a mineral known as Redstone which can cause certain hits to have extra effect. I.e., critting on a 19 or a 20. You could take this concept and extend it - minerals that cause creatures to polymorph when they come near, gain banes or boons, or any number of things.
89-92	Docks / sewers / warehouses	Any urban area that sees a lot of industrial action is going to have crates, sacks, treacherous surfaces, cranes to swing on, and any number of other terrain features.
93-96	Fog /smoke / steam	Obscuring vision, interrupting line of sight.
97-100	Moving vehicles	The various sides of the battle are in carts, or airships, or on flying carpets, or any variation of the above. Perception checks required / the ability to ram other vehicles to impose disadvantage on attacks… you could come up with an interesting set of mechanics for such a situation.



Chapter 5-4
Solo Monster Encounter Tables (Levels 16-20)

Introduction

TSAT1 contains solo-friendly encounter tables to take characters up to level 15. The tables in this chapter provide encounters from levels 16-20.

Your solo game will benefit hugely by your learning how to create your own encounters using the mechanics given on pp.82-83 of *Dungeon Master's Guide*. As you will know if you have read those pages, parties of small numbers (1-2) require different calculations than parties of larger numbers (3-5). It is recommended that you learn how to create balanced encounters for your 1-2 PC party, or that you find a reliable online encounter generator that factors in these nuances. Of course, if you are soloing with 3 or more PCs, then you can find a number of encounter tables, both in pdf and online generator form, that will help you create monster encounters. The resources in this chapter (and Chapter 16 of TSAT 1) are aimed at parties of 1-2 PCs.

The monster numbers below are mere suggestions, and there will be other CR combinations that fit as well. For encounters where all monsters are the same CR, every combination up to a maximum number of five monsters per encounter is included below (up to CR 14). The highest enemy a solo level 20 PC can realistically face is a CR 13 monster, which is a deadly encounter. Two level 20 PCs can potentially tackle a CR 19 monster in a deadly encounter.

The method for generating encounters using the tools in this chapter is the same as in TSAT 1.

Method

1. Roll on the appropriate difficulty table for your solo PC's level (if you are using 2 PCs, consult the heading *2 PCs*, below).
2. Find the result on that table (e.g.: 1 CR 4 + 2 CR 2 Monsters). Take note of that result.
3. Go to *Section Two: Creature Tables by Environment and CR*. Find the environment that your PC or PCs are currently in.
4. Roll on the appropriate CR table(s) that you noted down earlier.

2 PCs

A conversion table for 2 PCs is included after the solo PC tables. The 2 PC conversion table in TSAT 1 went from level 1-10. The one in this chapter goes from level 11-20. The encounter calculators below are for a solo character of level 16-20. Within each level, a table for each difficulty (easy, medium, hard, deadly) is provided. And, as in the first book, the encounters *within* each table also scale upwards in difficulty. Therefore, you are looking to make a low roll, if you can!

Monsters by Environment

Following the encounter calculators is a list of monsters organized under terrain headings, then sub-grouped by CR. This section is called *Creature Tables by Environment & CR*. Using the encounter calculators with the monster lists, an endless variety of encounters can be generated. For ease of reference, several of the monster tables from TSAT1 are included herein, so you're not having to flick between books constantly. The monster tables go all the way up to CR13, which is the highest you will require for single PC parties.

You may have your own monster tables which you wish to use, or your own monster resources (such as the excellent *Monster Manual Expanded Series by Dragonix).* The way that the encounter tables are structured should enable you to easily construct encounters using any monsters, simply by referring to their CR.

Something to consider is that not all monsters contained in official resources have a terrain as such. Some appear in special circumstances - planar disruptions, magical summoning and the like. When coming up with interesting encounters for your party, perhaps read through monster CR lists and create some interesting stories as to why, for example, a chain devil might appear in a swamp. That is not its terrain, but as a chain devil does not really have an assigned terrain, you are not going to encounter it otherwise. Also, it is well worth your while reading through the monster lore provided in resources like *Monster Manual* which can give you great ideas about encounters and even whole quests for your characters.

Here and there I have taken a little creative license when it comes to where certain monsters are placed. Encountering a stone golem or shield guardian underwater? Well, constructs don't need to breathe, and either one of those could be guarding an ancient underwater ruin. A fire giant in a desert? A clay golem in a swamp? These aren't standard canon locations for these creatures, but to me they make sense.

It is worth noting that the tables in Section One are scaled so that higher rolls provide more difficult encounters within the tables. So you want to roll low!

Section One

Encounter tables By PC level (adjusted for the solo PC)

Level 16 Solo PC Encounter Calculator

Level 16: Easy

d8	Encounter
1	1 CR 2 + 2 CR ½ Monsters
2	1 CR 4 Monster
3	2 CR 2 Monsters
4	4 CR 1 Monsters
5	1 CR 5 Monster
6	1 CR 3 + 2 CR 1 Monsters
7	2 CR 3 Monsters
8	1 CR 4 + 1 CR 2 Monsters

Level 16: Medium

d6	Encounter
1	3 x CR 2 Monsters
2	1 CR 6 Monster
3	1 CR 4 + 1 CR 3 Monster
4	1 CR 7 Monster
5	2 CR 4 Monsters
6	4 CR 2 Monsters

Level 16: Hard

d6	Encounter
1	1 CR 5 + 1 CR 3 Monster
2	1 CR 4 + 2 CR 2 Monsters
3	3 CR 3 Monsters
4	5 CR 2 Monsters
5	1 CR 8 Monster
6	1 CR 6 + 1 CR 4 Monster

Level 16: Deadly

d6	Encounter
1	2 CR 5 Monsters
2	2 CR 4 + 1 CR 3 Monster
3	1 CR 9 Monster
4	3 CR2 + 1 CR 5 Monster
5	2 CR3 + 1 CR5 Monster
6	1 CR 6 + 1 CR 5 Monster



Level 17 Solo PC Encounter Calculator

Level 17: Easy

d8	Encounter
1	4 CR 1 Monsters
2	4 CR 1 Monsters
3	1 CR 5 Monster
4	1 CR 3 + 2 CR 1 Monsters
5	2 CR 3 Monsters
6	3 CR 2 Monsters
7	1 CR 6 Monster
8	1 CR 4 + 1 CR 3 Monster

Level 17: Medium

d6	Encounter
1	2 CR 3 + 1 CR 1 Monster
2	1 CR 7 Monster
3	2 CR 4 Monsters
4	4 CR 2 Monsters
5	3 CR 3 Monsters
6	1 CR 8 Monster

Level 17: Hard

d6	Encounter
1	1 CR 4 + 3 CR 2 Monsters
2	1 CR 6 + 1 CR 4 Monster
3	2 CR 5 Monsters
4	1 CR 9 Monster
5	3 CR 4 Monsters
6	5 CR 3 Monsters

Level 17: Deadly

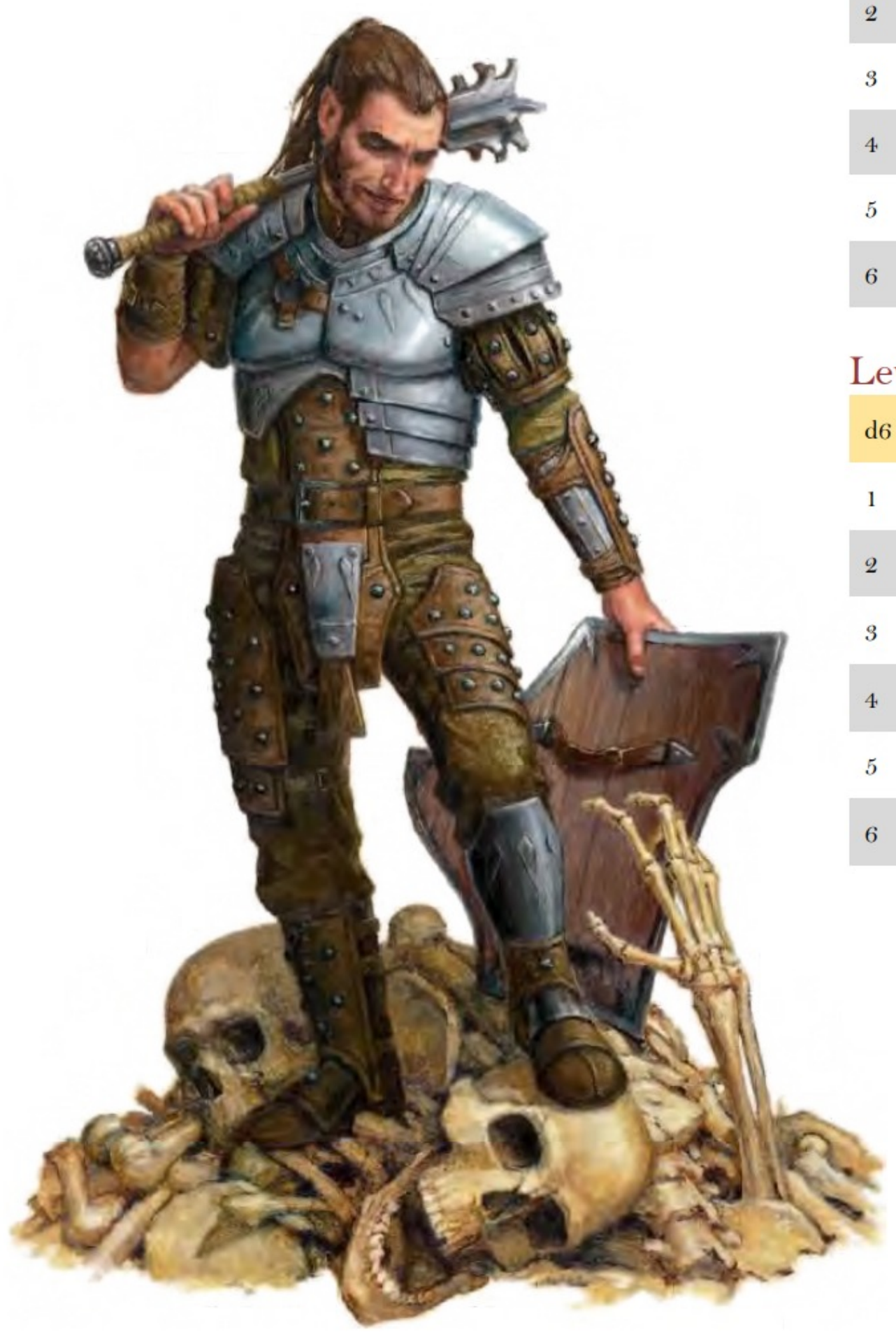
d6	Encounter
1	2 CR 4 + 3 CR 2 Monsters
2	2 CR 4 + 2 CR 3 Monsters
3	2 CR 6 Monsters
4	1 CR 6 + 2 CR 3 Monsters
5	3 CR 4 + 1 CR 2
6	1 CR 7 + 1 CR 5 Monster



Level 18 Solo PC Encounter Calculator

Level 18: Easy

d8	Encounter
1	4 CR 1 Monsters
2	1 CR 5 Monster
3	1 CR 3 + 2 CR 1 Monsters
4	2 CR 3 Monsters
5	3 CR 2 Monsters
6	1 CR 6 Monster
7	1 CR 4 + 1 CR 3 Monster
8	1 CR 4 + 2 CR 1 Monsters



Level 18: Medium

d10	Encounter
1-2	1 CR 7 Monster
3-4	2 CR 4 Monsters
5-6	4 CR 2 Monsters
7-8	3 CR 3 Monsters
9-10	1 CR 8 Monster

Level 18: Hard

d6	Encounter
1	1 CR 6 + 1 CR 4 Monster
2	2 CR 5 Monsters
3	1 CR 9 Monster
4	3 CR 4 Monsters
5	5 CR 3 Monsters
6	2 CR 6 Monsters

Level 18: Deadly

d6	Encounter
1	1 CR 5 + 3 CR 3 Monsters
2	1 CR 8 + 1 CR 4 Monster
3	1 CR 7 + 1 CR 6 Monster
4	1 CR 11 Monster
5	4 CR 4 Monsters
6	1 CR 8 + 3 CR 1 Monsters

Level 19 Solo PC Encounter Calculator

Level 19: Easy

d8	Encounter
1	1 CR 5 Monster
2	2 CR 3 Monsters
3	3 CR 2 Monsters
4	1 CR 6 Monster
5	1 CR 4 + 2 CR 1 Monsters
6	1 CR 7 Monster
7	2 CR 4 Monsters
8	4 CR 2 Monsters

Level 19: Medium

d8	Encounter
1	1 CR 5 + 1 CR 3 Monster
2	3 CR 3 Monsters
3	1 CR 5 + 2 CR 1 Monsters
4	5 CR 2 Monsters
5	1 CR 8 Monster
6	1 CR 4 + 2 CR 3 Monsters
7	4 CR 3 Monsters
8	2 CR 5 Monsters

Level 19: Hard

d8	Encounter
1	1 CR 9 Monster
2	3 CR 4 Monsters
3	5 CR 3 Monsters
4	2 CR 6 Monsters
5	1 CR 5 + 3 CR 3 Monsters
6	1 CR 8 + 1 CR 4 Monster
7	1 CR 7 + 1 CR 6 Monster
8	1 CR 11 Monster

Level 19: Deadly

d8	Encounter
1	4 CR 4 Monsters
2	1 CR 6 + 3 CR 3 Monsters
3	1 CR 8 + 3 CR 1 Monsters
4	2 CR 7 Monsters
5	1 CR 7 + 4 CR 2 Monsters
6	1 CR 7 + 3 CR 3 Monsters
7	1 CR 6 + 4 CR 3 Monsters
8	1 CR 12 Monster



Level 20 Solo PC Encounter Calculator

Level 20: Easy

d10	Encounter
1	2 CR 3 Monsters
2	3 CR 2 Monsters
3	1 CR 6 Monster
4	1 CR 4 + 2 CR 1 Monsters
5	1 CR 7 Monster
6	2 CR 4 Monsters
7	4 CR 2 Monsters
8	3 CR 3 Monsters
9	1 CR 5 + 2 CR 1 Monsters
10	5 CR 2 Monsters

Level 20: Medium

d8	Encounter
1	1 CR 8 Monster
2	1 CR 4 + 2 CR 3 Monsters
3	1 CR 5 + 4 CR 1 Monsters
4	4 CR 3 Monsters
5	2 CR 5 Monsters
6	1 CR 9 Monster
7	1 CR 6 + 2 CR 2 Monsters
8	3 CR 4 Monsters

Level 20: Hard

d12	Encounter
1	5 CR 3 Monsters
2	2 CR 6 Monsters
3	1 CR 5 + 3 CR 3 Monsters
4	1 CR 8 + 1 CR 4 Monster
5	1 CR 7 + 1 CR 6 Monster
6	1 CR 11 Monster
7	4 CR 4 Monsters
8	1 CR 6 + 3 CR 3 Monsters
9	1 CR 8 + 3 CR 1 Monsters
10	2 CR 7 Monsters
11	1 CR 7 + 4 CR 2 Monsters
12	1 CR 7 + 3 CR 3 Monsters

Level 20: Deadly

d8	Encounter
1	1 CR 6 + 4 CR 3 Monsters
2	1 CR 8 + 3 CR 2 Monsters
3	3 CR 5 Monsters
4	5 CR 4 Monsters
5	1 CR 6 + 3 CR 4 Monsters
6	1 CR 6 + 5 CR 3 Monsters
7	1 CR 13 Monster
8	1 CR 7 + 3 CR 4 Monsters

2 PC Conversion Table

Using the following table, and the encounter tables that follow, you can create balanced encounters for your deadly duo of adventurers! The 2 PC Conversion Table in TSAT1 went up to level 10, this deals with levels 11 and above. If you see the direction *See table following*, refer to the small selection of 2-PC tables immediately following this table.
The final two tables (2 PCs, Level 20, Hard and Deadly) contain results for monsters CR 14 and above, tables for which are not included herein. Use your monster resource to find appropriate CR monsters for this table.

TO DETERMINE THIS ENCOUNTER	USE THIS ENCOUNTER TABLE:	TO DETERMINE THIS ENCOUNTER	USE THIS ENCOUNTER TABLE:
2 PCs, L11 Easy	1 PC, L16 Easy	2 PCs, L16 Easy	1 PC, L18 Medium
2 PCs, L11 Medium	1 PC, L16 Medium	2 PCs, L16 Medium	1 PC, L18 Hard
2 PCs, L11 Hard	1 PC, L16 Hard	2 PCs, L16 Hard	1 PC, L20 Deadly
2 PCs, L11 Deadly	1 PC, L16 Deadly	2 PCs, L16 Deadly	See table following
2 PCs, L12 Easy	1 PC, L17 Easy	2 PCs, L17 Easy	1 PC, L19 Medium
2 PCs, L12 Medium	1 PC, L17 Medium	2 PCs, L17 Medium	1 PC, L20 Hard
2 PCs, L12 Hard	1 PC, L17 Hard	2 PCs, L17 Hard	1 PC, L20 Deadly
2 PCs, L12 Deadly	1 PC, L17 Deadly	2 PCs, L17 Deadly	See table following
2 PCs, L13 Easy	1 PC, L18 Easy	2 PCs, L18 Easy	1 PC, L20 Medium
2 PCs, L13 Medium	1 PC, L18 Medium	2 PCs, L18 Medium	1 PC, L20 Hard
2 PCs, L13 Hard	1 PC, L18 Hard	2 PCs, L18 Hard	1 PC, L20 Deadly
2 PCs, L13 Deadly	1 PC, L18 Deadly	2 PCs, L18 Deadly	See table following.
2 PCs, L14 Easy	1 PC, L19 Easy	2 PCs, L19 Easy	1 PC, L18 Hard
2 PCs, L14 Medium	1 PC, L19 Medium	2 PCs, L19 Medium	1 PC, L20 Hard
2 PCs, L14 Hard	1 PC, L19 Hard	2 PCs, L19 Hard	See table following
2 PCs, L14 Deadly	1 PC, L19 Deadly	2 PCs, L19 Deadly	See table following
2 PCs, L15 Easy	1 PC, L20 Easy	2 PCs, L20 Easy	See table following
2 PCs, L15 Medium	1 PC, L20 Medium	2 PCs, L20 Medium	See table following
2 PCs, L15 Hard	1 PC, L20 Hard	2 PCs, L20 Hard	See table following
2 PCs, L15 Deadly	1 PC, L20 Deadly	2 PCs, L20 Deadly	See table following

2-PC Encounter Tables

2 x PCs, Level 16: Deadly

d12	Encounter
1	1 CR 6 + 5 CR 3 Monsters
2	1 CR 9 + 2 CR 2 Monsters
3	1 CR 13 Monster
4	1 CR 9 + 5 CR 1 Monsters
5	1 CR 8 + 2 CR 4 Monsters
6	1 CR 7 + 3 CR 4 Monsters
7	1 CR 5 + 5 CR 4 Monsters
8	1 CR 7 + 5 CR 3 Monsters
9	1 CR 8 + 4 CR 3 Monsters
10	1 CR 9 + 4 CR 2 Monsters
11	1 CR 14 Monster
12	4 CR 5 Monsters

2 x PCs, Level 17: Deadly

d10	Encounter
1	4 CR 5 Monsters
2	1 CR 10 + 3 CR 2 Monsters
3	1 CR 9 + 4 CR 3 Monsters
4	2 CR 9 Monsters
5	1 CR 8 + 4 CR 4 Monsters
6	1 CR 11 + 3 CR 2
7	3 CR 7 Monsters
8	5 CR 5 Monsters
9	4 CR 6 Monsters
10	2 CR 10 Monsters

2 x PCs, Level 18: Deadly

d10	Encounter
1	1 CR 9 + 4 CR 3 Monsters
2	2 CR 9 Monsters
3	1 CR 8 + 4 CR 4 Monsters
4	1 CR 11 + 3 CR 2
5	3 CR 7 Monsters
6	1 CR 10 + 4 CR 3
7	5 CR 5 Monsters
8	4 CR 6 Monsters
9	2 CR 10 Monsters
10	2 CR 8 + 3 CR 3 Monsters

2 x PCs, Level 19: Hard

d12	Encounter
1	1 CR 9 + 2 CR 2 Monsters
2	1 CR 13 Monster
3	1 CR 9 + 5 CR 1 Monsters
4	1 CR 8 + 2 CR 4 Monsters
5	1 CR 7 + 3 CR 4 Monsters
6	1 CR 5 + 5 CR 4 Monsters
7	1 CR 7 + 5 CR 3 Monsters
8	1 CR 8 + 4 CR 3 Monsters
9	1 CR 9 + 4 CR 2 Monsters
10	1 CR 14 Monster
11	4 CR 5 Monsters
12	1 CR 10 + 3 CR 2 Monsters

2 x PCs, Level 19: Deadly

D8	Encounter
1	5 CR 5 Monsters
2	3 CR 6 + 2 CR 4 Monsters
3	4 CR 6 Monsters
4	2 CR 10 Monsters
5	2 CR 8 + 3 CR 3 Monsters
6	3 CR 7 + 3 CR 2 Monsters
7	2 Cr 8 + 3 CR 4 Monsters
8	5 CR 6 Monsters

2 x PCs, Level 20: Easy

d12	Encounter
1	5 CR 2 Monsters
2	1 CR 8 Monster
3	4 CR 3 Monsters
4	2 CR 5 Monsters
5	1 CR 9 Monster
6	3 CR 4 Monsters
7	5 CR 3 Monsters
8	1 CR 10 Monster
9	2 CR 6 Monster
10	1 CR 8 + 1 CR 4 Monster
11	1 CR 11 Monster
12	4 CR 4 Monsters

2 x PCs, Level 20: Medium

d12	Encounter
1	2 CR 7 Monsters
2	1 CR 7 + 4 CR 2 Monsters
3	1 CR 7 + 3 CR 3 Monsters
4	1 CR 12 Monsters
5	1 CR 6 + 4 CR 3 Monsters
6	1 CR 8 + 3 CR 2 Monsters
7	3 CR 5 Monsters
8	5 CR 4 Monsters
9	1 CR 13 Monster
10	2 CR 8 Monster
11	1 CR 7 + 5 CR 3 Monsters
12	1 CR 8 + 4 CR 3 Monsters

2 x PCs, Level 20: Hard

d12	Encounter
1	1 CR 9 + 4 CR 2 Monsters
2	1 CR 14 Monster
3	4 CR 5 Monsters
4	1 CR 10 + 3 CR 2 Monsters
5	1 CR 15 Monster
6	2 CR 9 Monsters
7	1 CR 8 + 4 CR 4 Monsters
8	1 CR 11 + 3 CR 2
9	3 CR 7 Monsters
10	1 CR 16 Monster
11	4 CR 6 Monsters
12	3 CR 7 + 3 CR 2 Monsters

2 x PCs, Level 20: Deadly

d10	Encounter
1	1 CR 17 Monster
2	5 CR 6 Monsters
3	4 CR 7 Monsters
4	1 CR 11 + 4 CR 4 Monsters
5	3 CR 8 Monsters
6	1 CR 18 Monster
7	1 CR 10 + 4 CR 5 Monsters
8	1 CR 19 Monster
9	5 CR 7 Monsters
10	2 CR 9 Monsters

Section Two

Creature tables by environment and CR

ABBREVIATIONS USED	
MM	*Monster Manual*
MTF	*Mordenkainen's Tome of Foes*
VGM	*Volo's Guide to Monsters*

Aquatic Tables

CR ½: 100 XP: Aquatic

d4	MONSTER	SOURCE
1	Reef Shark	*MM, p.336*
2	Giant Seahorse	*MM, p.328*
3	Sahuagin	*MM, p.263*
4	Crocodile	*MM, p.320*

CR 1: 200 XP: Aquatic

d4	MONSTER	SOURCE
1	Giant Octopus	*MM, p.326*
2	Seaspawn	*VGM, p.189*
3	Swarm of Quippers	*MM, p.338*
4	Kuo-toa whip	*MM, p.200*

CR 2: 450 XP: Aquatic

d10	MONSTER	SOURCE
1-2	Giant Constrictor Snake	*MM, p.324*
3-4	Hunter Shark	*MM, p.330*
5-6	Merrow	*MM, p.219*
7-8	Sahuagin Priestess	*MM, p.264*
9-10	Sea Hag	*MM, p.179*

CR 3: 700 XP: Aquatic

d4	MONSTER	SOURCE
1-2	Deep Scion	*VGM, p.135*
3-4	Killer Whale	*MM, p.331*

CR 5: 1800 XP: Aquatic

d6	MONSTER	SOURCE
1-2	Giant Shark	*MM, p.328*
3-4	Sahuagin Baron	*MM, p.264*
5-6	Water Elemental	*MM, p.125*

CR 6: 2300 XP: Aquatic

d6	MONSTER	SOURCE
1-2	Invisible stalker	*MM, p.192*
3-4	Kuo-toa archpriest	*MM, p.200*
5-6	Galeb duhr	*MM, p.139*

CR 7: 2900 XP: Aquatic

d4	MONSTER	SOURCE
1-2	Shield guardian	*MM, p.271*
3-4	Water elemental myrmidon	*MTF, p.203*

CR 8: 3900 XP: Aquatic

d-	MONSTER	SOURCE
-	Hydra (add waterbreathing trait)	*MM, p.190*

CR 9: 5000 XP: Aquatic

d-	MONSTER	SOURCE
-	Frost salamander	*MTF, p.223*

CR 10: 5900 XP: Aquatic

d4	MONSTER	SOURCE
1-2	Aboleth	*MM, p.13*
3-4	Stone golem	*MM, p.170*

CR 11: 7200 XP: Aquatic

d4	MONSTER	SOURCE
1-2	Marid	*MM, p.146*
3-4	Morkoth	*VGM, p.178*

CR 12: 8400 XP: Aquatic

d-	MONSTER	SOURCE
-	Morkoth (in lair)	*VGM, p.178*

CR 13: 10000 XP: Aquatic

d-	MONSTER	SOURCE
-	Wastrilith	*MTF, p.139*

Coastal Tables

CR ½: 100 XP: Coastal

d6	MONSTER	SOURCE
1-2	Sahuagin	*MM, p.263*
3-4	Scout	*MM, p.349*
5-6	Skulk	*MTF, p.227*

CR 1: 200 XP: Coastal

d4	MONSTER	SOURCE
1	Giant Eagle	*MM, p.324*
2	Giant Toad	*MM, p.329*
3	Harpy	*MM, p.181*
4	Sea Spawn	*VGM, p.189*

CR 2: 450 XP: Coastal

d8	MONSTER	SOURCE
1	Bandit Captain	*MM, p.344*
2	Berserker	*MM, p.344*
3	Griffon	*MM, p.174*
4	Merrow	*MM, p.219*
5	Ogre	*MM, p.237*
6	Sahuagin Priestess	*MM, p.264*
7	Seahag	*MM, p.179*
8	Quetzalcoatlus	*VGM, p.140*

CR 3: 700 XP: Coastal

d10	MONSTER	SOURCE
1-2	Deep Scion	*VGM, p.135*
3-4	Manticore	*MM, p.213*
5-6	Merrenoloth	*MTF, p.250*
7-8	Vampiric Mist	*MTF, p.246*
9-10	Veteran	*MM, p.350*

CR 4: 1100 XP: Coastal

d4	MONSTER	SOURCE
1-2	Banshee	*MM, p.23*
3-4	Orc War Chief	*MM, p.246*

CR 5: 1800 XP: Coastal

d4	MONSTER	SOURCE
1-2	Sahuagin Baron	*MM, p.264*
3-4	Water Elemental	*MM, p.125*

CR 6: 2300 XP: Coastal

d4	MONSTER	SOURCE
1-2	Cyclops	*MM, p.45*
3-4	Kuo-toa Archpriest	*MM, p.200*

CR 7: 2900 XP: Coastal

d4	MONSTER	SOURCE
1-2	Water Elemental Myrmidon	*MTF, p.203*
3-4	Kuo-toa Archpriest	*MM, p.200*

CR 8: 3900 XP: Coastal

d4	MONSTER	SOURCE
1-2	Canoloth	*MTF, p.247*
3-4	Young Bronze Dragon	*MM, p.108*

CR 9: 5000 XP: Coastal

d4	MONSTER	SOURCE
1-2	Lonely Sorrowsworn	*MTF, p.232*
3-4	Young Blue Dragon	*MM, p.91*

CR 10: 5900 XP: Coastal

d4	MONSTER	SOURCE
1-2	Stone Giant Dreamwalker	*VGM, p.150*
3-4	Froghemoth	*MM, p.145*

CR 11: 7200 XP: Coastal

d6	MONSTER	SOURCE
1	Balhannoth	*MTF, p.118*
2	Djinni	*MM, p.144*
3	Marid	*MM, p.146*
4	Morkoth	*VGM, p.178*
5	Roc	*MM, p.260*
6	Spirit Troll	*MTF, p.244*

CR 12: 8400 XP: Coastal

d8	MONSTER	SOURCE
1-2	Eidolon	*MTF, p.194*
3-4	Frost Giant Everlasting One	*VGM, p.148*
5-6	Ki-rin	*VGM, p.163*
7-8	Morkoth (in lair)	*VGM, p.178*

CR 13: 10000 XP: Coastal

d4	MONSTER	SOURCE
1-2	Storm Giant	*MM, p.156*
3-4	Wastrilith	*MTF, p.139*

Desert Tables

CR ½: 100 XP: Desert

d8	MONSTER	SOURCE
1	Dust Mephit	*MM, p.215*
2	Firenewt Warrior	*VGM, p.142*
3	Gnoll	*MM, p.163*
4	Hobgoblin	*MM, p.186*
5	Jackalwere	*MM, p.193*
6	Scout	*MM, p.349*
7	Swarm of Insects	*MM, p.338*
8	Gnoll Hunter	VGM, p.154

CR 1: 200 XP: Desert

d12	MONSTER	SOURCE
1	Death Dog	*MM, p.321*
2	Firenewt Warlock of Imix	*VGM, p.143*
3	Giant Hyena	*MM, p.326*
4	Giant Spider	*MM, p.328*
5	Giant Toad	*MM, p.329*
6	Giant Vulture	*MM, p.329*
7	Half Ogre	*MM, p.238*
8	Meazel	*MTF, p.214*
9	Stone Cursed	*MTF, p.240*
10	Thri-keen	*MM, p.288*
11	Yuan-ti Pureblood	*MM, p.310*
12	Vargouille	*VGM, p.195*

CR 2: 450 XP: Desert

d10	MONSTER	SOURCE
1	Adult Kruthik	*MTF, p.212*
2	Guard Drake	*VGM, p.158*
3	Bandit Captain	*MM, p.344*
4	Berbalang	*MTF, p.120*
5	Berserker	*MM, p.344*
6	Giant Constrictor Snake	*MM, p.324*
7	Gnoll Pack Lord	*MM, p.163*
8	Ogre	*MM, p.327*
9	Yuan-ti Broodguard	*VGM, p.203*
10	Ogre Zombie	*MM, p.316*

CR 3: 700 XP: Desert

d8	MONSTER	SOURCE
1	Giant Scorpion	MM, p.327
2	Hobgoblin Captain	MM, p.186
3	Leucrotta	VGM, p.169
4	Mummy	MM, p.228
5	Phase Spider	MM, p.334
6	Wight	MM, p.300
7	Yuan-ti Mallison	MM, p.309
8	Bearded Devil	MM, p.70

CR 4: 1100 XP: Desert

d8	MONSTER	SOURCE
1	Couatl	*MM, p.43*
2	Dybbuk	*MTF, p.32*
3	Gnoll Fang of Yeenoghu	*MM, p.163*
4	Lamia	*MM, p.201*
5	Weretiger	*MM, p.210*
6	Yuan-ti Mind Whisperer	*VGM, p.204*
7	Yuan-ti Nightmare Speaker	*VGM, p.205*
8	Stone Defender	*MTF, p.126*

CR 5: 1800 XP: Desert

d8	MONSTER	SOURCE
1	Air Elemental	*MM, p.124*
2	Kruthik Hive Lord	*MTF, p.212*
3	Fire Elemental	*MM, p.125*
4	Revenant	*MM, p.259*
5	Tanarukk	*VGM, p.186*
6	Spawn of Kyuss	*VGM, p.192*
7	Tlincalli	*VGM, p.193*
8	Yuan-ti Pitmaster	*VGM, p.206*

CR 6: 1800 XP: Desert

d4	MONSTER	SOURCE
1	Cyclops	*MM, p.45*
2	Hobgoblin Warlord	*MM, p.187*
3	Medusa	*MM, p.214*
4	Young Brass Dragon	*MM, p.105*

CR 7: 2900 XP: Desert

d4	MONSTER	SOURCE
1-2	Lost Sorrowsworn	*MTF, p.233*
3-4	Yuan-ti Abomination	*MM, p.308*

CR 8: 3900 XP: Desert

d4	MONSTER	SOURCE
1-2	Howler	*MTF, p.210*
3-4	Chain Devil	*MM, p.72*

CR 9: 5000 XP: Desert

d6	MONSTER	SOURCE
1-2	Fire Giant	*MM, p.154*
1-2	Lonely Sorrowsworn	*MTF, p.232*
3-4	Rot Troll	*MTF, p.244*
5-6	Young Blue Dragon	*MM, p.91*

CR 10: 5900 XP: Desert

d10	MONSTER	SOURCE
1-2	Githyanki Gish	*MTF, p.205*
3-4	Githzerai Enlightened	*MTF, p.208*
5-6	Guardian Naga	*MM, p.234*
7-8	Orthon	*MTF, p.169*
9-10	Summer Eladrin	*MTF, p.196*

CR 11: 7200 XP: Desert

d8	MONSTER	SOURCE
1-2	Djinni	*MM, p.144*
1-2	Efreeti	*MM, p.145*
3-4	Gynosphinx	*MM, p.282*
5-6	Roc	*MM, p.260*

CR 12: 8400 XP: Desert

d6	MONSTER	SOURCE
1	Boneclaw	*MTF, p.121*
2	Eidolon	*MTF, p.194*
3	Githyanki Kith'rak	*MTF, p.206*
4	Ki-rin	*VGM, p.163*
5	Oinoloth	*MTF, p.251*
6	Yuan-ti Anathema	*VGM, p.202*

CR 13: 10000 XP: Desert

d4	MONSTER	SOURCE
1-2	Rakshasa	*MM, p. 257*
3-4	Adult Brass Dragon	*MM, p.105*

Dungeon / Underdark Tables

CR ½: 100 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Chitine	*VGM, p.131*
2	Darkling	*VGM, p.134*
3	Darkmantle	*MM, p.46*
4	Firenewt Warrior	*VGM, p.142*
5	Gas Spore	*MM, p.138*
6	Gazer	*VGM, p.126*
7	Gray Ooze	*MM, p.243*
8	Hobgoblin	*MM, p.186*
9	Magma Mephit	*MM, p.216*
10	Myconid Adult	*MM, p.232*
11	Orc	*MM, p.246*
12	Orc Nurtured One of Yurtrus	*VGM, p.184*
13	Piercer	*MM, p.252*
14	Rust Monster	*MM, p.262*
15	Scout	*MM, p.349*
16	Shadow	*MM, p.269*
17	Skulk	*MTF, p.227*
18	Svirfneblin	*MM, p.164*
19	Swarm of Insects	*MM, p.338*
20	Swarm of Rot Grubs	*VGM, p.208*

CR 1: 200 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Bugbear	*MM, p.13*
2	Choker	*MTF, p.123*
3	Duergar	*MM, p.122*
4	Female Steeder	*MTF, p.190*
5	Fire Snake	*MM, p.265*
6	Firenewt Warlock of Imix	*VGM, p.143*
7	Ghoul	*MM, p.148*
8	Giant Spider	*MM, p.328*
9	Quaggoth Spore Servant	*MM, p.230*
10	Giant Toad	*MM, p.329*
11	Goblin Boss	*MM, p.166*
12	Half Ogre	*MM, p.238*
13	Kobold Dragonshield	*VGM, p.165*
14	Kobold Scale Sorcerer	*VGM, p.167*
15	Kuo-toa Whip	*MM, p.200*
16	Maw Demon	*VGM, p.137*
17	Meazel	*MTF, p.214*
18	Nilbog	*VGM, p.182*
19	Vargouille	*VGM, p.195*
20	Xvart Warlock of Raxivort	*VGM, p.200*

CR 2: 450 XP: Dungeon / Underdark

d100	MONSTER	SOURCE
1-3	Adult Kruthik	*MTF, p.212*
4-6	Carrion Crawler	*MM, p.37*
7-10	Darkling Elder	*VGM, p.134*
11-14	Duergar Hammerer	*MTF, p.188*
15-17	Duergar Kavalrachni	*MTF, p.189*
18-21	Duergar Mind Master	*MTF, p.189*
22-25	Duergar Stone Guard	*MTF, p.191*
26-28	Duergar Xarrorn	*MTF, p.193*
29-31	Gargoyle	*MM, p.140*
32-34	Gelatinous Cube	*MM, p.242*
36-38	Ghast	*MM, p.148*
49-42	Giant Constrictor Snake	*MM, p.324*
43-46	Gibbering Mouther	*MM, p.157*
47-50	Grick	*MM, p.173*
51-54	Guard Drake	*VGM, p.158*
55-57	Intellect Devourer	*MM, p.191*
58-60	Mimic	*MM, p.220*
61-64	Minotaur Skeleton	*MM, p.273*
65-67	Nothic	*MM, p.236*
68-70	Ochre Jelly	*MM, p.243*
71-73	Ogre	*MM, p.237*
74-76	Orc Claw of Luthic	*VGM, p.183*
77-81	Orc Eye of Gruumsh	*MM, p.247*
82-85	Orc Hand of Yurtrus	*VGM, p.184*
86-90	Orog	*MM, p.247*
91-95	Quaggoth	*MM, p.256*
96-100	Yuan-ti Broodguard	*VGM, p.203*

CR 3: 700 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Cave Fisher	*VGM, p.130*
2	Choldrith	*VGM, p.132*
3	Derro Savant	*MTF, p.159*
4	Doppelganger	*MM, p.82*
5	Duergar Screamer	*MTF, p.190*
6	Flail Snail	*VGM, p.144*
7	Grell	*MM, p.172*
8	Hell Hound	*MM, p.182*
9	Hobgoblin Captain	*MM, p.186*
10	Hook Horror	*MM, p.189*
11	Minotaur	*MM, p.223*
12	Neogi	*VGM, p.180*
13	Orc Red Fang of Shargaas	*VGM, p.185*
14	Phase Spider	*MM, p.334*
15	Quaggoth Thonot	*MM, p.256*
16	Slithering Tracker	*VGM, p.191*
17	Spectator	*MM, p.30*
18	Trapper	*VGM, p.194*
19	Vampiric Mist	*MTF, p.246*
20	Wight	*MM, p.300*

CR 4: 1100 XP: Dungeon / Underdark

d12	MONSTER	SOURCE
1	Babau	*VGM, p.134*
2	Barghest	*VGM, p.123*
3	Black Pudding	*MM, p.241*
4	Bone Naga	*MM, p.233*
5	Chuul	*MM, p.40*
6	Ettin	*MM, p.132*
7	Flameskull	*MM, p.134*
8	Ghost	*MM, p.147*
9	Neogi Master	*VGM, p.180*
10	Orc Blade of Ilneval	*VGM, p.183*
11	Yuan-ti Mind Whisperer	*VGM, p.204*
12	Yuan-ti Nightmare Speaker	*VGM, p.205*

CR 5: 1800 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Adult Oblex	*MTF, p.218*
2	Beholder Zombie	*MM, p.316*
3	Drow Elite Warrior	*MM, p.128*
4	Earth Elemental	*MM, p.124*
5-6	Kruthik Hive Lord	*MTF, p.212*
7	Mindwitness	*VGM, p.176*
8	Otyugh	*MM, p.248*
9	Roper	*MM, p.261*
10	Salamander	*MM, p.266*
11	Spawn of Kyuss	*VGM, p.192*
12	Swarm of Cranium Rats	*VGM, p.133*
13	Tanarukk	*VGM, p.186*
14-15	Troll	*MM, p.291*
16	Umber Hulk	*MM, p.292*
17	Vampire Spawn	*MM, p.298*
18	Wraith	*MM, p.302*
19	Xorn	*MM, p.304*
20	Yuan-ti Pit Master	*VGM, p.206*

CR 6: 2300 XP: Dungeon / Underdark

d8	MONSTER	SOURCE
1	Bodak	*VGM, p.127*
2	Chimera	*MM, p.39*
3	Cyclops	*MM, p.45*
4	Drider	*MM, p.120*
5	Duergar Warlord	*MTF, p.192*
6	Gauth	*VGM, p.125*
7	Hobgoblin Warlord	*MM, p.187*
8	Kuo-toa Archpriest	*MM, p.200*

CR 7: 2900 XP: Dungeon / Underdark

d8	MONSTER	SOURCE
1	Bodak	*VGM, p.127*
2	Chimera	*MM, p.39*
3	Cyclops	*MM, p.45*
4	Drider	*MM, p.120*
5	Duergar Warlord	*MTF, p.192*
6	Gauth	*VGM, p.125*
7	Hobgoblin Warlord	*MM, p.187*
8	Kuo-toa Archpriest	*MM, p.200*

CR 8: 3900 XP: Dungeon / Underdark

d6	MONSTER	SOURCE
1	Canoloth	*MTF, p.247*
2	Cloaker	*MM, p.41*
3	Fomorian	*MM, p.136*
4	Howler	*MM, p.210*
5	Mind Flayer Arcanist	*MTF, p.222*
6	Spirit Naga	*MM, p.234*

CR 9: 5000 XP: Dungeon / Underdark

d6	MONSTER	SOURCE
1	Drow House Captain	*MTF, p.184*
2	Fire Giant	*MM, p.154*
3	Gloom Weaver	*MTF, p.224*
4	Lonely Sorrowsworn	*MTF, p.232*
5	Rot Troll	*MTF, p.244*
6	Ulitharid	*VGM, p.175*

CR 10: 5900 XP: Dungeon / Underdark

d6	MONSTER	SOURCE
1	Aboleth	*MM, p.13*
2	Alhoon	*VGM, p.172*
3	Death Kiss	*VGM, p.124*
4	Elder Oblex	*MTF, p.219*
5	Froghemoth	*VGM, p.145*
6	Orthon	*MTF, p.169*

CR 11: 7200 XP: Dungeon / Underdark

d8	MONSTER	SOURCE
1	Alkilith	*MTF, p.130*
2	Balhannoth	*MTF, p.118*
3	Behir	*MM, p.25*
4	Dao	*MM, p.143*
5	Drow Shadowblade	*MTF, p.187*
6	Hungry Sorrowsworn	*MTF, p.232*
7	Soul Monger	*MTF, p.226*
8	Spirit Troll	*MTF, p.244*

CR 12: 8400 XP: Dungeon / Underdark

d6	MONSTER	SOURCE
1-2	Duergar Despot	*MTF, p.188*
3-4	Oinoloth	*MTF, p.251*
5-6	Yuan-ti Anathema	*VGM, p.202*

CR 13: 10000 XP: Dungeon / Underdark

d8	MONSTER	SOURCE
1	Angry Sorrowsworn	*MTF, p.231*
2	Beholder	*MM, p.28*
3	Devourer	*VGM, p.138*
4	Dire Troll	*MTF, p.243*
5	Drow Arachnomancer	*MTF, p.182*
6	Neothelid	*VGM, p.181*
7	Wastrilith	*MTF, p.139*
8	Young Red Shadow Dragon	*MM, p.85*

Forest Tables

CR ½: 100 XP: Forest

d20	MONSTER	SOURCE
1	Ape	*MM, p.317*
2	Black Bear	*MM, p.318*
3	Darkling	*VGM, p.314*
4	Giant Wasp	*MM, p.329*
5-6	Gnoll	*MM, p.163*
7	Gnoll Hunter	*VGM, p.154*
8-9	Hobgoblin	*MM, p.186*
10-11	Lizardfolk	*MM, p.204*
11-12	Orc	*MM, p.246*
13	Orc Nurtured One of Yurtrus	*VGM, p.184*
14	Satyr	*MM, p.227*
15	Scout	*MM, p.349*
16	Skulk	*MTF, p.227*
17	Swarm of Insects	*MM, p.338*
18	Vine Blight	*MM, p.32*
19-20	Worg	*MM, p.341*

CR 1: 200 XP: Forest

d20	MONSTER	SOURCE
1	Bronze Scout	*MTF, p.125*
2	Bugbear	*MM, p.33*
3	Choker	*MTF, p.123*
4	Dire Wolf	*MM, p.321*
5	Dryad	*MM, p.121*
6	Giant Spider	*MM, p.328*
7	Giant Toad	*MM, p.329*
8	Gnoll Flesh Gnawer	*VGM, p.154*
9	Goblin Boss	*MM, p.166*
10	Grung Wildling	*VGM, p.157*
11	Half Ogre	*MM, p.238*
12	Harpy	*MM, p.181*
13	Kobold Dragonshield	*VGM, p.165*
14	Kobold Scale Sorcerer	*VGM, p.167*
15	Meazel	*MTF, p.214*
16	Nilbog	*VGM, p.182*
17	Quickling	*VGM, p.187*
18	Thorny	*VGM, p.197*
19	Young Faerie Dragon	*MM, p.133*
20	Yuan-ti Pureblood	*MM, p.310*

CR 2: 450 XP: Forest

d100	MONSTER	SOURCE
1-3	Adult Faerie Dragon	*MM, p.133*
5-8	Ankheg	*MM, p.21*
9-11	Awakened Tree	*MM, p.317*
12-15	Bandit Captain	*MM, p.344*
16-18	Berserker	*MM, p.344*
19-21	Centaur	*MM, p.38*
22-23	Darkling Elder	*VGM, p.134*
24-27	Druid	*MM, p.346*
28-30	Ettercap	*MM, p.131*
31-34	Giant Boar	*MM, p.323*
35-37	Giant Constrictor Snake	*MM, p.323*
38-41	Giant Elk	*MM, p.325*
42-44	Gnoll Pack Lord	*MM, p.163*
45-47	Grick	*MM, p.173*
48-51	Grung Elite Warrior	*VGM, p.157*
52-55	Guard Drake	*VGM, p.158*
56-58	Hobgoblin Iron Shadow	*VGM, p.162*
59-62	Lizardfolk Shaman	*MM, p.205*
63-65	Meenlock	*VGM, p.170*
66-69	Ogre	*MM, p.237*
70-71	Orc Eye of Gruumsh	*MM, p.247*
72-75	Orc Hand of Yurtrus	*VGM, p.184*
76-78	Orog	*MM, p.247*
79-82	Pegasus	*MM, p.250*
83-85	Shadow Mastiff	*VGM, p.190*
86-88	Swarm of Poisonous Snakes	*MM, p.338*
89-92	Vegepygmy Chief	*VGM, p.197*
93-95	Wererat	*MM, p.209*
96-98	Will-o-wisp	*MM, p.301*
99-100	Yuan-ti Broodguard	*VGM, p.203*

CR 3: 700 XP: Forest

d12	MONSTER	SOURCE
1	Displacer Beast	*MM, p.81*
2	Flail Snail	*VGM, p.144*
3	Green Hag	*MM, p.177*
4	Hobgoblin Captain	*MM, p.186*
5	Orc Red Fang of Shargaas	*VGM, p.185*
6	Owlbear	*MM, p.249*
7	Phase Spider	*MM, p.334*
8	Redcap	*VGM, p.188*
9	Vampiric Mist	*MTF, p.246*
10	Veteran	*MM, p.350*
11	Werewolf	*MM, p.211*
12	Yuan-ti Malison	*MM, p.309*

CR 4: 1100 XP: Forest

d12	MONSTER	SOURCE
1	Banshee	*MM, p.23*
2	Barghest	*VGM, p.123*
3	Couatl	*MM, p.43*
4	Girallon	*VGM, p.152*
5	Gnoll Fang of Yeenoghu	*MM, p.163*
6	Hobgoblin Devastator	*VGM, p.161*
7	Iron Cobra	*MTF, p.125*
8	Orc Blade of Ilneval	*VGM, p.183*
9	Stone Defender	*MTF, p.126*
10	Wereboar	*MM, p.209*
11	Weretiger	*MM, p.210*
12	Yeth Hound	*VGM, p.201*

CR 5: 1800 XP: Forest

d8	MONSTER	SOURCE
1	Gorgon	*MM, p.171*
2	Oaken Bolter	*MTF, p.126*
3	Revenant	*MM, p.259*
4	Shambling Mound	*MM, p.270*
5	Troll	*MM, p.291*
6	Werebear	*MM, p.208*
7	Wood Woad	*VGM, p.198*
8	Yuan-ti Pit Master	*VGM, p.206*

CR 6: 2300 XP: Forest

d10	MONSTER	SOURCE
1-2	Hobgoblin Warlord	*MM, p.187*
3-4	Annis Hag	*VGM, p.159*
5-6	Chimera	*MM, p.39*
7-8	Cyclops	*MM, p.45*
9-10	Wyvern	*MM, p.303*

CR 7: 2900 XP: Forest

d10	MONSTER	SOURCE
1	Earth Elemental Myrmidon	*MTF, p.202*
2	Giant Ape	*MM, p.323*
3	Grick Alpha	*MM, p.173*
4	Korred	*VGM, p.168*
5	Lost Sorrowsworn	*MTF, p.233*
6	Oni	*MM, p.239*
7	Shadow Dancer	*MTF, p.225*
8	Shield Guardian	*MM, p.271*
9	Venom Troll	*MTF, p.245*
10	Yuan-ti Abomination	*MM, p.308*

CR 8: 3900 XP: Forest

d8	MONSTER	SOURCE
1-2	Sword Wraith Commander	*MTF, p.241*
3-4	Corpse Flower	*MTF, p.127*
5-6	Shoosuva	*VGM, p.137*
7-8	Young Green Dragon	*MM, p.94*

CR 9: 5000 XP: Forest

d6	MONSTER	SOURCE
1-2	Flind	*VGM, p.153*
3-4	Rot Troll	*MTF, p.244*
5-6	Treant	*MM, p.289*

CR 10: 5900 XP: Forest

d6	MONSTER	SOURCE
1	Autumn Eladrin	*MTF, p.195*
2	Guardian Naga	*MM, p.234*
3	Spring Eladrin	*MTF, p.196*
4	Summer Eladrin	*MTF, p.196*
5	Winter Eladrin	*MTF, p.197*
6	Young Gold Dragon	*MM, p.115*

CR 11: 7200 XP: Forest

d4	MONSTER	SOURCE
1-2	Hungry Sorrowsworn	*MTF, p.232*
3-4	Spirit Troll	*MTF, p.244*

CR 12: 8400 XP: Forest

d8	MONSTER	SOURCE
1-2	Archdruid	*VGM, p.210*
3-4	Eidolon	*MTF, p.194*
5-6	Grey Render	*MTF, p.209*
7-8	Yuan-ti Anathema	*VGM, p.202*

CR 13: 10000 XP: Forest

d-	MONSTER	SOURCE
-	Dire Troll	*MTF, p.243*

Grassland / Plain Tables

CR ½: 100 XP: Grassland / Plain

d12	MONSTER	SOURCE
1	Cockatrice	*MM, p.42*
2	Giant Goat	*MM, p.326*
3	Giant Wasp	*MM, p.329*
4	Gnoll	*MM, p.163*
5	Gnoll Hunter	*VGM, p.154*
6	Hobgoblin	*MM, p.186*
7	Jackalwere	*MM, p.193*
8	Orc	*MM, p.246*
9	Orc Nurtured One of Yurtrus	*VGM, p.184*
10	Scout	*MM, p.349*
11	Swarm of Insects	*MM, p.338*
12	Worg	*MM, p.341*

CR 1: 200 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Bronze Scout	*MTF, p.125*
2	Bugbear	*MM, p.33*
3	Giant Eagle	*MM, p.324*
4	Giant Hyena	*MM, p.326*
5	Giant Vulture	*MM, p.329*
6	Gnoll Flesh Gnawer	*VGM, p.154*
7	Goblin Boss	*MM, p.166*
8	Hippogriff	*MM, p.184*
9	Meazel	*MTF, p.214*
10	Thri-keen	*MM, p.288*

CR 2: 450 XP: Grassland / Plain

d20	MONSTER	SOURCE
1	Ankheg	*MM, p.21*
2	Aurochs	*VGM, p.207*
3	Centaur	*MM, p.38*
4	Druid	*MM, p.346*
5-6	Giant Boar	*MM, p.323*
7	Giant Elk	*MM, p.325*
8	Gnoll Pack Lord	*MM, p.164*
9	Griffon	*MM, p.174*
10	Hobgoblin Iron Shadow	*VGM, p.162*
11-12	Ogre	*MM, p.237*
13	Ogre Bolt Launcher	*MTF, p.220*
14	Ogre Howday	*MTF, p.221*
15	Orc Eye of Gruumsh	*MM, p.247*
16	Orc Hand of Yurtrus	*VGM, p.184*
17	Orog	*MM, p.247*
18	Pegasus	*MM, p.250*
19	Sabre-toothed Tiger	*MM, p.336*
20	Bandit Captain	*MM, p.344*

CR 3: 700 XP: Grassland / Plain

d8	MONSTER	SOURCE
1	Hobgoblin Captain	*MM, p.186*
2	Leucrotta	*VGM, p.169*
3	Manticore	*MM, p.213*
4	Ogre Chain Brute	*MTF, p.221*
5	Phase Spider	*MM, p.334*
6	Sword Wraith Warrior	*MTF, p.241*
7	Vampiric Mist	*MTF, p.246*
8	Veteran	*MM, p.350*

CR 4: 1100 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Barghest	*VGM, p.123*
2	Couatl	*MM, p.43*
3	Gnoll Fang of Yeenoghu	*MM, p.163*
4	Hobgoblin Devastator	*VGM, p.161*
5	Iron Cobra	*MTF, p.125*
6	Ogre Battering Ram	*MTF, p.220*
7	Orc Blade of Ilneval	*VGM, p.183*
8	Stone Defender	*MTF, p.126*
9	Wereboar	*MM, p.209*
10	Yeth Hound	*VGM, p.201*

CR 5: 1800 XP: Grassland / Plain

d6	MONSTER	SOURCE
1-2	Bulette	*MM, p.34*
3-4	Gorgon	*MM, p.171*
5-6	Oaken Bolter	*MTF, p.126*

CR 6: 2300 XP: Grassland / Plain

d8	MONSTER	SOURCE
1-2	Chimera	*MM, p.39*
3-4	Cyclops	*MM, p.45*
5-6	Hobgoblin Warlord	*MM, p.187*
7-8	Mouth of Grolantor	*VGM, p.149*

CR 7: 2900 XP: Grassland / Plain

d8	MONSTER	SOURCE
1	Giant Ape	*MM, p.323*
2	Grick Alpha	*MM, p.173*
3	Korred	*VGM, p.168*
4	Lost Sorrowsworn	*MTF, p.233*
5	Oni	*MM, p.239*
6	Shadow Dancer	*MTF, p.225*
7	Venom Troll	*MTF, p.245*
8	Yuan-ti Abomination	*MM, p.308*

CR 8: 3900 XP: Grassland / Plain

d6	MONSTER	SOURCE
1-2	Corpse Flower	*MTF, p.127*
3-4	Shoosuva	*VGM, p.137*
5-6	Young Green Dragon	*MM, p.94*

CR 9: 5000 XP: Grassland / Plain

d6	MONSTER	SOURCE
1-2	Flind	*VGM, p.153*
3-4	Rot Troll	*MTF, p.244*
5-6	Treant	*MM, p.289*

CR 10: 5900 XP: Grassland / Plain

d6	MONSTER	SOURCE
1	Autumn Eladrin	*MTF, p.195*
2	Guardian Naga	*MM, p.234*
3	Spring Eladrin	*MTF, p.196*
4	Summer Eladrin	*MTF, p.196*
5	Winter Eladrin	*MTF, p.197*
6	Young Gold Dragon	*MM, p.115*

CR 11: 7200 XP: Grassland / Plain

d4	MONSTER	SOURCE
1-2	Hungry Sorrowsworn	*MTF, p.232*
3-4	Spirit Troll	*MTF, p.244*

CR 12: 8400 XP: Grassland / Plain

d8	MONSTER	SOURCE
1-2	Warlord	*VGM, p.220*
3-4	Eidolon	*MTF, p.194*
5-6	Grey Render	*MTF, p.209*
7-8	Yuan-ti Anathema	*VGM, p.202*

CR 13: 10000 XP: Grassland / Plain

d-	MONSTER	SOURCE
-	Dire Troll	*MTF, p.243*

Hill Tables

CR ½: 100 XP: Hills

d10	MONSTER	SOURCE
1	Firenewt Warrior	*VGM, p.142*
2	Giant Goat	*MM, p.326*
3	Gnoll	*MM, p.163*
4	Gnoll Hunter	*VGM, p.154*
5	Hobgoblin	*MM, p.186*
6	Orc	*MM, p.246*
7	Orc Nurtured One of Yurtrus	*VGM, p.184*
8	Scout	*MM, p.349*
9	Swarm of Insects	*MM, p.338*
10	Worg	*MM, p.341*

CR 1: 200 XP: Hills

d20	MONSTER	SOURCE
1-2	Brown Bear	*MM, p.319*
3	Bugbear	*MM, p.33*
4	Dire Wolf	*MM, p.321*
5	Giant Eagle	*MM, p.324*
6	Giant Hyena	*MM, p.326*
7	Goblin Boss	*MM, p.166*
8	Half-ogre	*MM, p.238*
9	Harpy	*MM, p.181*
10	Hippogriff	*MM, p.184*
11	Fire Snake	*MM, p.265*
12	Bronze Scout	*MTF, p.125*
13	Meazel	*MTF, p.214*
14	Firenewt Warlock of Imix	*VGM, p.143*
15	Giant Strider	*VGM p.143*
16	Gnoll Flesh Gnawer	*VGM, p.154*
17	Kobold Dragonshield	*VGM, p.165*
18	Kobold Scale Sorcerer	*VGM, p.167*
19	Nilbog	*VGM, p.182*
20	Xvart Warlock of Raxivort	*VGM, p.200*

CR 2: 450 XP: Hills

d20	MONSTER	SOURCE
1-2	Ogre	*MM,. p.237*
3-4	Giant Boar	*MM, p.323*
5	Giant Elk	*MM, p.325*
6-7	Gnoll Pack Lord	*MM, p.163*
8-9	Griffon	*MM, p.174*
10	Orog	*MM, p.247*
11	Pegasus	*MM, p.250*
12	Peryton	*MM, p.251*
13	Quetzalcoatlus	*VGM, p.140*
14	Ogre Howdah	*MTF, p.221*
15	Ogre Bolt Launcher	*MTF, p.220*
16	Shadow Mastiff	*VGM 190*
17	Orc Hand of Yurtrus	*VGM, p.184*
18-19	Hobgoblin Iron Shadow	*VGM, p.162*
20	Aurochs	*VGM, p.207*

CR 3: 700 XP: Hills

d10	MONSTER	SOURCE
1	Green Hag	*MM, p.177*
2	Hobgoblin Captain	*MM, p.186*
3	Manticore	*MM, p.213*
4	Neogi	*VGM, p.180*
5	Ogre Chain Brute	*MTF, p.221*
6	Orc Red Fang of Shargaas	*VGM, p.185*
7	Phase Spider	*MM, p.334*
8	Redcap	*VGM, p.188*
9	Werewolf	*MM, p.211*
10	Veteran	*MM, p.350*

CR 4: 1100 XP: Hills

d12	MONSTER	SOURCE
1-2	Barghest	*VGM, p.123*
3	Ettin	*MM, p.132*
4	Gnoll Fang of Yeenoghu	*MM, p.163*
5	Hobgoblin Devastator	*VGM, p.161*
6	Iron Cobra	*MTF, p.125*
7	Neogi Master	*VGM, p.180*
8	Ogre Battering Ram	*MTF, p.220*
9	Orc Blade of Ilneval	*VGM, p.183*
10	Stone Defender	*MTF, p.126*
11	Wereboar	*MM, p.209*
12	Yeth Hound	*VGM, p.201*

CR 5: 1800 XP: Hills

d8	MONSTER	SOURCE
1	Bulette	*MM, p.34*
2	Gorgon	*MM, p.171*
3	Hill Giant	*MM, p.155*
4	Oaken Bolter	*MTF, p.126*
5	Revenant	*MM, p.259*
6	Tanarukk	*VGM, p.186*
7	Troll	*MM, p.291*
8	Werebear	*MM, p.208*

CR 6: 2300 XP: Hills

d6	MONSTER	SOURCE
1	Annis Hag	*VGM, p.159*
2	Chimera	*MM, p.39*
3	Cyclops	*MM, p.45*
4	Galeb Duhr	*MM, p.139*
5	Hobgoblin Warlord	*MM, p.187*
6	Mouth of Grolantor	*VGM, p.149*

CR 7: 2900 XP: Hills

d4	MONSTER	SOURCE
1-2	Stone Giant	*MM, p.156*
3-4	Young Copper Dragon	*MM, p.111*

CR 8: 3900 XP: Hills

d6	MONSTER	SOURCE
1-2	Diviner	*VGM, p.213*
1-2	Howler	*MTF, p.210*
3-4	Shoosuva	*VGM, p.137*

CR 9: 5000 XP: Hills

d4	MONSTER	SOURCE
1-2	Flind	*VGM, p.153*
3-4	Clay Golem	*MM, p.168*

CR 10: 5900 XP: Hills

d4	MONSTER	SOURCE
1-2	Stone Giant Dreamwalker	*VGM, p.150*
3-4	Young Red Dragon	*MM, p.98*

CR 11: 7200 XP: Hills

d4	MONSTER	SOURCE
1-2	Roc	*MM, p.260*
3-4	Spirit Troll	*MTF, p.244*

CR 12: 8400 XP: Hills

d-	MONSTER	SOURCE
-	Grey Render	*MTF, p.209*

CR 13: 10000 XP: Hills

d-	MONSTER	SOURCE
-	Dire Troll	*MTF, p.243*

Ice Steppe / Mountain Tables

CR ½: 100 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1-2	Firenewt Warrior	*VGM, p.142*
3-4	Giant Goat	*MM, p.326*
5-6	Orc	*MM, p.246*
7-8	Ice Mephit	*MM, p.215*
9-10	Orc Nurtured One of Yurtrus	*VGM, p.184*

CR 1: 200 XP: Ice Steppe / Mountain

d12	MONSTER	SOURCE
1	Bronze Scout	*MTF, p.125*
2	Brown Bear	*MM, p.319*
3	Duergar Soulblade	*MTF, p.190*
4	Firenewt Warlock of Imix	*VGM, p.143*
5	Giant Eagle	*MM, p.324*
6	Giant Strider	*VGM, p.143*
7	Gnoll Flesh Gnawer	*VGM, p.154*
8	Half Ogre	*MM, p.238*
9	Harpy	*MM, p.181*
10	Hippogriff	*MM, p.184*
11	Kobold Dragonshield	*VGM, p.165*
12	Kobold Scale Sorcerer	*VGM, p.167*

CR 2: 450 XP: Ice Steppe / Mountain

D20	MONSTER	SOURCE
1	Adult Kruthik	*MTF, p.212*
2	Aurochs	*VGM, p.207*
3	Bandit Captain	*MM, p.344*
4	Berserker	*MM, p.344*
5	Duergar Hammerer	*MTF, p.188*
6	Duergar Kavalrachni	*MTF, p.189*
7	Duergar Mind Master	*MTF, p.189*
8	Duergar Stone Guard	*MTF, p.191*
9	Duergar Xarrorn	*MTF, p.193*
10	Giant Elk	*MM, p.325*
11	Griffon	*MM, p.174*
12	Guard Drake	*VGM, p.158*
13	Ogre	*MM, p.237*
14	Ogre Bolt Launcher	*MTF, p.220*
15	Ogre Howdah	*MTF, p.221*
16	Orc Claw of Luthic	*VGM, p.183*
17	Orog	*MM, p.247*
18	Peryton	*MM, p.251*
19	Polar Bear	*MM, p.334*
20	Saber-toothed Tiger	*MM, p.336*

CR 3: 700 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1	Basilisk	*MM, p.24*
2	Duergar Screamer	*MTF, p.190*
3	Hell Hound	*MM, p.182*
4	Manticore	*MM, p.213*
5	Ogre Chain Brute	*MTF, p.221*
6	Orc Red Fang of Shargaas	*VGM, p.185*
7	Vampiric Mist	*MTF, p.246*
8	Veteran	*MM, p.350*
9	Winter Wolf	*MM, p.340*
10	Yeti	*MM, p.305*

CR 4: 1100 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1	Barghest	*VGM, p.123*
2	Ettin	*MM, p.132*
3	Iron Cobra	*MTF, p.125*
4	Ogre Battering Ram	*MTF, p.220*
5	Orc Blade of Ilneval	*VGM, p.183*
6	Stone Defender	*MTF, p.126*

CR 5: 1800 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1	Air Elemental	MM, p.124
2	Bulette	MM, p.34
3	Kruthik Hive Lord	Mord, p.212
4	Oaken Bolter	Mord, p.126
5	Revenant	MM, p.259
6	Tanarukk	Volos, p.186
7	Troll	MM, p.291
8	Werebear	MM, p.208
9	Young Remorhaz	MM, p.258
10	Umber Hulk	MM, p.292

CR 6: 2300 XP: Ice Steppe / Mountain

d8	MONSTER	SOURCE
1	Annis Hag	*Volos, p.159*
2	Chimera	*MM, p.39*
3	Cyclops	*MM, p.45*
4	Duergar Warlord	*Mord, p.192*
5	Galeb Duhr	*MM, p.139*
6	Mammoth	*MM, p.332*
7	Wyvern	*MM, p.303*
8	Young White Dragon	*MM, p.101*

CR 7: 2900 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1-2	Bheur Hag	*VGM, p.160*
3-4	Lost Sorrowsworn	*MTF, p.233*
5-6	Stone Giant	*MM, p.156*

CR 8: 3900 XP: Ice Steppe / Mountain

d4	MONSTER	SOURCE
1-2	Frost Giant	*MM, p.155*
3-4	Shoosuva	*VGM, p.137*

CR 9: 5000 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1-2	Abominable Yeti	*MM, p.306*
3-4	Flind	*VGM, p.153*
5-6	Frost Salamander	*MTF, p.223*

CR 10: 5900 XP: Ice Steppe / Mountain

d-	MONSTER	SOURCE
-	Winter Eladrin	*MTF, p.197*

CR 11: 7200 XP: Ice Steppe / Mountain

d4	MONSTER	SOURCE
1-2	Remorhaz	*MM, p.258*
3-4	Roc	*MM, p.260*

CR 12: 8400 XP: Ice Steppe / Mountain

d4	MONSTER	SOURCE
1-2	Boneclaw	*MTF, p.121*
3-4	Frost Giant Everlasting One	*VGM, p.148*

CR 13: 10000 XP: Ice Steppe / Mountain

d4	MONSTER	SOURCE
1-2	Adult White Dragon	*MM, p.101*
3-4	Dire Troll	*MTF, p.243*

Swamp Tables

CR ½: 100 XP: Swamp

d8	MONSTER	SOURCE
1	Crocodile	*MM, p.320*
2	Darkling	*VGM, p.134*
3	Lizardfolk	*MM, p.204*
4	Orc	*MM, p.246*
5	Scout	*MM, p.349*
6	Skulk	*MTF, p.227*
7	Swarm of Insects	*MM, p.338*
8	Swarm of Rot Grubs	*VGM, p.208*

CR 1: 200 XP: Swamp

d8	MONSTER	SOURCE
1	Ghoul	*MM, p.148*
2	Giant Spider	*MM, p.328*
3	Giant Toad	*MM, p.329*
4	Meazel	*Morden, p.214*
5	Thorny	*Volos, p.197*
6	Vargouille	*Volos, p.195*
7	Yuan-ti Pureblood	*MM, p.310*
8	Bugbear	*MM, p.33*

CR 2: 450 XP: Swamp

d12	MONSTER	SOURCE
1	Darkling Elder	*VGM, p.134*
2	Ghast	*MM, p.148*
3	Giant Constrictor Snake	*MM, p.324*
4	Guard Drake	*VGM, p.158*
5	Lizardfolk Shaman	*MM, p.205*
6	Meenlock	*VGM, p.170*
7	Ogre	*MM, p.237*
8	Orc Eye of Gruumsh	*MM, p.247*
9	Shadow Mastiff	*VGM, p.190*
10	Swarm of Poisonous Snakes	*MM, p.338*
11	Vegepygmy Chief	*VGM, p.197*
12	Will-o-wisp	*MM, p.301*

CR 3: 700 XP: Swamp

d8	MONSTER	SOURCE
1	Flail Snail	*VGM, p.144*
2	Green Hag	*MM, p.177*
3	Redcap	*VGM, p.188*
4	Sword Wraith Warrior	*MTF, p.241*
5	Vampiric Mist	*MTF, p.246*
6	Wight	*MM, p.300*
7	Yuan-ti Malison	*MM, p.309*
8	Bugbear Chief	*MM, p.33*

CR 4: 1100 XP: Swamp

d6	MONSTER	SOURCE
1	Chuul	*MM, p.40*
2	Ghost	*MM, p.147*
3	Lizard King / Queen	*MM, p.205*
4	Orc War Chief	*MM, p.246*
5	Wereboar	*MM, p.209*
6	Yuan-ti Mind Whisperer	*VGM, p.204*

CR 5: 1800 XP: Swamp

d8	MONSTER	SOURCE
1	Adult Oblex	*MTF, p.218*
2	Allip	*MTF, p.116*
3	Catoblepas	*VGM, p.129*
4	Giant Crocodile	*MM, p.324*
5	Revenant	*MM, p.259*
6	Shambling Mound	*MM, p.270*
7	Troll	*MM, p.291*
8	Water Elemental	*MM, p.125*

CR 6: 2300 XP: Swamp

d4	MONSTER	SOURCE
1	Bodak	*VGM, p.127*
2	Annis Hag	*VGM, p.159*
3	Chimera	*MM, p.39*
4	Hobgoblin Warlord	*MM, p.187*

CR 7: 2900 XP: Swamp

d10	MONSTER	SOURCE
1-2	Lost Sorrowsworn	*MTF, p.233*
3-4	Maurezhi	*MTF, p.133*
5-6	Venom Troll	*MTF, p.245*
7-8	Young Black Dragon	*MM, p.88*
9-10	Yuan-ti Abomination	*MM, p.308*

CR 8: 3900 XP: Swamp

d8	MONSTER	SOURCE
1-2	Cloaker	*MM, p.41*
3-4	Corpse Flower	*MTF, p.127*
5-6	Hydra	*MM, p.190*
7-8	Sword Wraith Commander	*MTF, p.241*

CR 9: 5000 XP: Swamp

d8	MONSTER	SOURCE
1-2	Necromancer	*VGM, p.217*
3-4	Rot Troll	*MTF, p.244*
5-6	Clay Golem	*MM, p.168*
7-8	Treant	*MM, p.289*

CR 10: 5900 XP: Swamp

d4	MONSTER	SOURCE
1-2	Elder Oblex	*MTF, p.219*
3-4	Froghemoth	*VGM, p.145*

CR 11: 7200 XP: Swamp

d-	MONSTER	SOURCE
-	Spirit Troll	*MTF, p.219*

CR 12: 8400 XP: Swamp

d6	MONSTER	SOURCE
1-2	Archdruid	*VGM, p.210*
3-4	Grey Render	*MTF, p.209*
3-4	Yuan-ti Anathema	*VGM, p.202*

CR 13: 10000 XP: Swamp

d4	MONSTER	SOURCE
1-2	Star Spawn Seer	*MTF, p.236*
3-4	Wastrilith	*MTF, p.139*

Urban Tables

CR ½: 100 XP: Urban

d8	MONSTER	SOURCE
1	Crocodile	*MM, p.320*
2	Darkling	*VGM, p.134*
3	Giant Wasp	*MM, p.329*
4	Shadow	*MM, p.269*
5	Skulk	*MTF, p.227*
6	Swarm of Insects	*MM, p.338*
7	Thug	*MM, p.350*
8	Warhorse	*MM, p.340*

CR 1: 200 XP: Urban

d10	MONSTER	SOURCE
1	Ghoul	*MM, p.148*
2	Giant Spider	*MM, p.328*
3	Half Ogre	*MM, p.328*
4	Kobold Scale Sorcerer	*VGM, p.167*
5	Meazel	*MTF, p.214*
6	Specter	*MM, p.279*
7	Spy	*MM, p.349*
8	Stone Cursed	*MTF, p.240*
9	Yuan-ti Pureblood	*MM, p.320*
10	Animated Armour	*MM, p.10*

CR 2: 450 XP: Urban

d12	MONSTER	SOURCE
1	Bandit Captain	*MM, p.344*
2	Cult Fanatic	*MM, p.345*
3	Gargoyle	*MM, p.140*
4	Darkling Elder	*VGM, p.134*
5	Ghast	*MM, p.148*
6	Guard Drake	*VGM, p.158*
7	Meenlock	*VGM, p.170*
8	Priest	*MM, p.348*
9	Mimic	*MM, p.220*
10	Wererat	*MM, p.209*
11	Will o' Wisp	*MM, p.301*
12	Rug of Smothering	*MM, p.20*

CR 3: 700 XP: Urban

d10	MONSTER	SOURCE
1	Doppelganger	*MM, p.82*
2	Giff	*MTF, p.204*
3	Knight	*MM, p.347*
4	Orc Red Fang of Shargaas	*VGM, p.185*
5	Phase Spider	*MM, p.334*
6	Slithering Tracker	*VGM, p.191*
7	Vampiric Mist	*MTF, p.246*
8	Veteran	*MM, p.350*
9	Water Weird	*MM, p.299*
10	Wight	*MM, p.300*

CR 4: 1100 XP: Urban

d8	MONSTER	SOURCE
1	Babau	*VGM, p.136*
2	Couatl	*MM, p.43*
3	Deathlock	*MTF, p.128*
4	Dybbuk	*MTF, p.132*
5	Ghost	*MM, p.147*
6	Incubus	*MM, p.285*
7	Succubus	*MM, p.285*
8	Orc Blade of Ilneval	*VGM, p.183*

CR 5: 1800 XP: Urban

d8	MONSTER	SOURCE
1	Adult Oblex	*MTF, p.218*
2	Allip	*MTF, p.116*
3	Banderhobb	*VGM, p.122*
4	Cambion	*MM, p.36*
5	Gladiator	*MM, p.346*
6	Revenant	*MM, p.259*
7	Swarm of Cranium Rats	*VGM, p.133*
8	Vampire Spawn	*MM, p.298*

CR 6: 2300 XP: Urban

d4	MONSTER	SOURCE
1	Bodak	*VGM, p.127*
2	Invisible Stalker	*MM, p.192*
3	Mage	*MM, p.347*
4	White Abishai	*MTF, p.163*

CR 7: 2900 XP: Urban

d6	MONSTER	SOURCE
1	Black Abishai	*MTF, p.160*
2	Lost Sorrowsworn	*MTF, p.233*
3	Maurezhi	*MTF, p.133*
4	Oni	*MM, p.239*
5	Shadow Dancer	*MTF, p.225*
6	Shield Guardian	*MM, p.271*

CR 8: 3900 XP: Urban

d4	MONSTER	SOURCE
1	Assassin	*MM, p.343*
2	Canoloth	*MTF, p.247*
3	Corpse Flower	*MTF, p.127*
4	Deathlock Mastermind	*MTF, p.129*

CR 9: 5000 XP: Urban

d4	MONSTER	SOURCE
1	Gloom Weaver	*MTF, p.224*
2	Grey Slaad	*MM, p.277*
3	Lonely Sorrowsworn	*MTF, p.232*
4	Young Silver Dragon	*MM, p.118*

CR 10: 5900 XP: Urban

d4	MONSTER	SOURCE
1	Elder Oblex	*MTF, p.219*
2	Githyanki Gish	*MTF, p.205*
3	Githzerai Enlightened	*MTF, p.208*
4	Orthon	*MTF, p.169*

CR 11: 7200 XP: Urban

d4	MONSTER	SOURCE
1	Alkilith	*MTF, p.130*
2	Hungry Sorrowsworn	*MTF, p.232*
3	Soul Monger	*MTF, p.226*
4	Yagnoloth	*MTF, p.252*

CR 12: 8400 XP: Urban

d4	MONSTER	SOURCE
1	Archmage	*MM, p.342*
2	Boneclaw	*MTF, p.121*
3	Eidolon	*MTF, p.194*
4	Githyanki Kith'rak	*MTF, p.205*

CR 13: 10000 XP: Urban

d4	MONSTER	SOURCE
1	Angry Sorrowsworn	*MTF, p.231*
2	Rakshasa	*MM, p.257*
3	Star Spawn Seer	*MTF, p.236*
4	Vampire	*MM, p.297*



- APPENDIX -
PLAYTHROUGHS

PLAYTHROUGH 1: DEMONSTRATING RANDOM MONSTER COMBAT AI, USING ORACLES IN COMBAT AND OTHER COMBAT-RELATED SOLO CONCEPTS

A couple of days ago I started running *Rime of the Frostmaiden* with my characters Abulu & Marble, using the published WOTC resource mixed with an oracle and a few of the other resources contained herein, as well as some other third-party resources. For a more in-depth look at how this can be done, check out a resource like *The Dungeon Oracle* by myself or *DM Yourself* by Tom Scutt (available on DM's Guild and Drivethrurpg, respectively).
In this playthrough, I am going to take a little diversion from the first quest of ROTF and run a little freeform side quest with my two current favourite characters! So as not to upset the balance of levels (I'm progressing using the recommended levels in ROTF, converted using the solo conversion table given on p.3 of *The Dungeon Oracle)* I will not be progressing my characters' levels or in any way adjusting the balance during this side quest. It is purely for fun.

MILD SPOILER: The adventure will end up being a kind of mass combat decided with oracle rolls and skill checks. It is designed to demonstrate just how versatile solo play can be.

NEVER A DULL MOMENT IN ICEWIND DALE
So, first up, what is my Icewind Dale side quest? I've got a few options here, as listed in the Chapter 1-8: *How Do I…?* The one I think I'm going to go with is rolling on a random encounter table and using that as a starting point for a quest. Marble and Abulu are currently within the town of Bremen in Icewind Dale, having just defeated a powerful undead assassin named Sephek Kaltro, one of the beginning quests in the book. So, I'm going to roll on the *Urban Encounters Table* (Chapter 3-2 of TSAT2). There is a similar table in TSAT1 as well, which could provide other quest possibilities, as well as dungeon and wilderness encounters. Or, these can function as simple encounters that your characters come across during a larger quest. Let's roll.

d100=03: *A guard patrol suddenly runs past you. "To the gates, to the gates!" they are yelling. "We are being attacked!"*

Oh nice. Straight into it, and this provides a great opportunity for my characters to gain a bit of renown in Bremen, which can help with future quests without disrupting the balance *too much*. Since the guards yelled "We are being attacked," that means the attack is already in progress. But what sort of attacker are we dealing with here? For the purpose of determining a random monster type, you can use the *Random Monster Type Table* given in Chapter 5-1 of this book.
d100=50: fey.
Ok, cool. What I'm going to do now is look at the monster section in *Rime of the Frostmaiden* to see if there are any interesting fey monsters that I could use here. A quick look shows me there are no fey in that resource, so I consult a monster list, cross-referencing the fey monster type with an arctic environment. Now all I get is a *bheur hag* and a *winter eladrin*. These are too powerful for my 2 level 3 PCs and their sidekick, and I'm envisioning this encounter involving a decent number of monsters, like a small invasion or raid. So, considering all that, let's re-roll on that random monster table. This is something I do often. If a particular result doesn't fit, re-roll.
d100=74: monstrosity.
Reviewing various resources reveals that this result doesn't fit either, so I'm just going to start reading through the monster section to find something that fits. Reading a resource like *Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes* or, in this case, the monster section of an adventure resource like *Rime of the Frostmaiden* will provide you with

rich material for solo adventuring. Monster lore is a boon for solo players. Quite often just reading through monster descriptions can inspire you with a whole solo quest, as I'll attempt to show you herein.
Flicking through the monster section of ROTF, I find the *Icewind Kobold* and *Icewind Kobold Zombie*. They look pretty suitable! Let's allow a dice roll to decide which we are going to use.
d6, halved.
d6=3: *Icewind Kobold*. (p.296)
Now, let's decide on a number of NPCs. The subheading *Bremen in a Nutshell* on p.25 of *Rime of the Frostmaiden* says that "Bremen can muster up to 25 soldiers (use the tribal warrior stat block) and 2 veterans."
The idea here is to allow your available resources to determine as much of the material in your quest as possible. You want to feel like forces beyond your control are generating the game, so that the quest feels properly random and unpredictable.
We'll go with a random roll like d12+6 tribal warriors with a 50% chance of a veteran.
d12+6=11 tribal warriors.
Veteran present? d100=02: yes. (I went with a 60% likelihood).
11 tribal warriors and 1 veteran. Let's get those statblocks. I use the Inkwell Ideas *5e Creature Decks: Nonplayer Characters* cards as they allow me to access statblocks without too much difficulty, and they also maximise tabletop space.
This is looking like it's going to be an all-out slogfest, but afterwards we will need to understand why these kobolds attacked, which could lead to a larger quest!
Let's calculate the battle numbers. I want it to be on the deadly side of hard. 15 Icewind Kobolds is still an easy encounter, so let's add something a bit higher level. A quick bit of calculation (it's a good idea for solo players to get a bit conversant with balance mechanics so they can quickly generate all sorts of random encounters) reveals that a CR 4 monster will put this encounter at just the right level.
Reading through ROTF, I find that the *verbeeg marauder* (a kind of ice-dwelling giant) is a good choice. And it has somehow enlisted these kobolds… this is good quest material!
Regarding verbeeg, the monster lore reads:

It's not unusual to find a gang of hill giants and ogres led by a verbeeg, since verbeeg are much smarter than their brutish cousins. Verbeeg also enjoy the company of mammalian bests and allow bears, wolves, worgs and other predators to lair with them. They catch and keep horses, mules, sheep, goats and cattle for food and trade.

OK, so maybe we'll take out a few kobolds and add a worg or two to the mix!
12 x icewind kobolds, 2 x worgs and 1 verbeeg marauder puts the XP threshold ats 4800, exactly on deadly! Perfect. Now we have a balanced encounter with some nice story to go along with it. This is a raiding party, looking to loot livestock from Bremen, but perhaps there is a more powerful coalition of giants, humanoids and beasts behind it. Perhaps this is just a reconnaissance mission. What I think I have here is the beginnings of a perfectly-themed Icewind Dale quest.
Let's place these two forces a bit of a distance apart so we can make use of the *Random Monster AI Table* in Chapter 5-1. This is a table that randomises monster actions. For this quest I'm using the VTT Roll20 to keep track of everything. So, the first thing I'm going to do is create stat blocks and tokens to represent the *icewind kobold* and *verbeeg marauder*, since I don't already have those set up (the worg is already there with my *Monster Manual* purchase through Roll20, which provides me with all the stat blocks from that resource in movable token form). I also quickly make an ice village battlemap, just a basic sketch in Roll20. I throw in a few huts and some rocks and trees.

Marble glances at Abulu and Wren (sidekick) and they turn and run behind the twelve or so guards, towards the walled defences of Bremen. A powerfully-built older warrior runs at the head, directing the guards into formation. Then the enemy comes into sight… a guerrilla force of about a dozen kobolds, two of them riding worgs, and a gangly-looking giant of some sort. It looks a bit like a hill giant, but has a look of malicious intelligence… they are stationed around the pens and are helping themselves to sheep, goats, and other livestock! If their raid is successful, it could prove disastrous for this town that will need these livestock to get them through the endless winter brought on by the Frostmaiden Auril!
"Stand fast, men!" the hardy leader hisses, glancing back. As he does so, he just happens to catch sight of Abulu, Marble and Wren, and gives a terse nod in recognition of their joining the fray. Having an eight-foot-tall bugbear on your side must surely be some comfort, especially against a giant… a

murmur spreads through the Bremen warriors as they all note the arrival of the trio…

Now, I set about running a massive combat, featuring thirty separate combatants. I briefly considered using a mass combat resource like the *Unearthed Arcana Mass Combat* rules, but I am not in the mood to learn a new ruleset just now! I make a note to myself to do that in the future, however. I will use the Random Monster AI, though. I may even use it for the tribal warriors and the veteran.
On rolling initiative, I see that the tribal warriors are the first to act! So, what has their commander commanded them to do? Well, nothing yet, as it's not the commander's turn. They are holding for now, and perhaps trying to gain some sort of stealth advantage.

Oracle: Has the commander told them to approach stealthily? No, but… Wren is trying to persuade him to do so.
Contested check: Wren Persuasion vs Veteran's Wisdom (DC 11). I suppose you could use Charisma as well.
Wren Persuasion d20+5=14. Successful.

The veteran waves his men on with his sword. "Come on, let's take them head on!"
"Wait!" Wren hisses. "Stealth would provide us with a great advantage here! Let's hit these brutes hard before they can even see us!"
The veteran clenches his jaw, then gestures tersely around his men. "They have one spear each, missy!" he whispers urgently. "What would you have me do?"
Wren looks around quickly for something, anything, which could be used instead of a spear to perform a ranged attack.

Oracle: Can Wren see anything that could be used for a ranged attack by the tribal warriors?
d20=5: No.
OK, strategy. Examining the battlemap, I see that one house over is a kind of bottleneck where two houses are adjacent, about 20 ft apart. If the warriors could lure the kobolds and worgs into that bottleneck, then Abulu, Marble and Wren could attack from the rear, trapping them in between two forces.

"All right," Wren says, crouching down, and bidding the veteran do the same. "Then we must be smart about this."

Quickly Wren explains her plan. "But make no mistake, chief," she adds, glancing around the warriors of Bremen. "Some of us will lose our lives today."

OK, so what I need here is first of all a Stealth roll from the tribal warriors, to see if they can retreat slightly and insert themselves between those two houses (they are kind of just in sight of the creatures). The DC will be the highest passive Perception among the enemies. The worg has this, with a passive Perception of 14. But they have advantage on smell-based Perception checks. Oracle time.
Oracle: Are the worgs on the alert for threats (+3 likely). d20+3=12: Yes, but… there are also tasty sheep on offer!
Wisdom check, DC 10. We're getting quite convoluted here, but I'm going to play it out. Can they overcome the sheepish temptations and stay on guard vigilantly?
Worg Wisdom check. d20+0=5: No. They are not currently watching actively for movement.

Let's make one Stealth roll for the whole crew to see if they are noticed, DC 14 (Worg passive Perception).
d20+0=9! The veteran also only rolls an 11 (+1 Dex modifier), so no, despite the worgs being distracted, they still notice the clumsy tribal Bremen warriors trying to retreat from their hasty forward position!
Ok, now we have some circumstance for our battle, some suggested tactics. So far, I've basically rolled initiatives and used a combination of oracle rolls and skill checks to determine a whole bunch of exciting circumstances.

"Fall back!" the veteran warrior yells. "On me, quickly! Yosrick, move to the left, between Ghudvil and Yantra's houses!"
Hearing their commanders call, the warriors, sniffed out by the worgs who in turn alert the kobolds and their giant chief, quickly retreat between two low houses.

Dash movement by the tribal warriors. Also, I'm going to make a Stealth check by each of my characters, two of whom are in cover. Marble, as usual, is being a clumsy automaton!
Stealth check Abulu: passes easily.
Stealth check Wren: passes easily!
Stealth check Marble (the tension): passes vs kobolds and verbeeg, but not the worgs… who

obviously *hear* him (as Marble doesn't really have a smell, being a warforged) ...

So, the worgs might make for Marble. Possibly. That could work out ok, perhaps… or it could go horribly, horribly wrong!

Wren takes her turn next, takes cunning action to dash, then fires her hand crossbow at a kobold. It misses.

Icewind kobolds are up next! I am going to use the Random Monster AI Table to determine what they do. There are no Menace Points so far.

d100=96: SURRENDER (if humanoid and at less than 20% max HP) or TAKE COVER & ATTACK or (if no ranged attacks) ATTACK.

They will take cover and make ranged attacks. Well, the kobolds have daggers and javelins, which have a pretty limited range, so they may not even be able to do that. I guess they will just try and get as close as they can to make ranged attacks. A javelin has a range of 30 ft., so they'll try and get that close. There may not even be a single attack in the first round of combat.
I could also go with the Surrender result, but they are not at less than 20% max hp, and I'm just going to decide… these guys are hungry from some fresh meat! They are desperate to get this livestock, and don't mind if a few villagers die along the way.

"Steady!" one of the lead warriors' yells, as a horde of kobolds comes scampering across the snow-covered ground. "STEADY!"

The kobolds all dash. Now the Verbeeg!
Random Monster AI Table.
d100=85: FLEE (if Menace Points 30+ then Dash, incurring AOO) or USE DEFENSIVE FEATURE (e.g., healing, invisibility) or MAKE RANGED ATTACK or HOLD ACTION.
These monsters are turning out to be pretty cautious! There are no Menace Points so far, so let's look at the giant's stat block to see what defensive features he has? Nope, none. He is just a straight-up big brute.
OK, ranged attack? Nope, none, so he will hold action for now.
Next, worgs.

d100=35: MOVE & ATTACK nearest enemy using most powerful method, or ATTACK.

The worgs will move on the tribal warriors, since they are closest.

Two huge worgs come galloping, mouths gnashing, towards the warriors. "HOLD YOUR GROUND!" the same warrior yells, although he himself is struggling to master his courage.

Both Worgs move to their full allowance, to get into melee range with the tribal warriors, but they don't have enough movement to get there and attack.
OK, Marble's turn! First up, he enters rage as a bonus action, then attacks with greatsword.

Then, emerging from around the side of the building, Marble runs up on a worg, brandishing his greatsword and yelling like some sort of metallic barbarian! But his attack goes wide, missing the rapidly advancing worg.

Abulu is going to come out and target some *spike growth* on the verbeeg and a couple of kobolds. This should buy us some valuable time while doing some decent damage. The verbeeg is in the midst of it. We'll have to use oracle rolls to determine whether he moves or not!

Abulu steps forward, and, calling forth the forces of nature present under the snow, summons a tangle of vines and thorns, engulfing the giant, who looks around bewildered as this mass of foliage appears…

Now it's the veteran's turn. Well, he will dash up with his men, while the party will attack from the side. I move all the relevant tokens on the map.
Back to the top of the round, the tribal warriors, who will attack the worgs they are in melee with.

The captain of the Bremen guard bolts away from the characters and into the bottleneck provided by the two houses. "Forward men!" he yells. "For Bremen!"
Yelling at the top of their lungs, and mustered by the courage of their hardy chief, the warriors surge forward bravely towards the gnashing monsters! The forward warriors attack the second worg and immediately enter a pitched battle, struggling to hit the thing. The rear warriors, on the other hand, attack the first worg who is already amongst the

houses, and gravely wound it within seconds. This battle is fever-pitched! The press of warriors is so tight that the last two warriors who move in are forced to throw spears instead of wielding them hand to hand! One hits, the other throws his spear wide. It seems reckless, to throw away your only weapon. The worgs do seem to be going down quick, after all. But their chief is not so impressed.
"Hold on to your weapons, you fools!" the veteran scolds as he wades forward, longsword in hand…

Wren's turn, and she targets a kobold who is attacking a tribal warrior… and misses again! Come on Wren!
OK, kobold turn. Random Monster AI. Let's see, Menace Points are at 15 currently.

d100+ Menace Points = 88. They will make ranged attacks with daggers or javelins [d6] (1-4) Dagger (5-6) Javelin. Most of them have multiple targets, so I'll decide target with dice rolls also.
The kobolds do pretty well, wounding a few warriors! We'll need to do away with them quick if we're going to win this!

The scurrying kobolds fling daggers and javelins at the tribal warriors, and a few at Marble as well! A few are wounded, one warrior particularly badly with a dagger to his chest, but they fight on bravely.

Kobolds done, now the verbeeg marauder, who is trapped in the middle of spike growth. He might not move due to this, but then… if he doesn't back up his forces, they have no hope. What is the smartest course of action right now for the verbeeg? Probably to back up his forces. I'm going to make an Intelligence check for the verbeeg.
d20+0=8.

I determine then from this skill check, that it is **unlikely** the verbeeg will follow the most intelligent course of action (back up his troops).
Oracle: does the verbeeg follow the most intelligent course of action? (unlikely -3).
d20-3=2: No, and... he'll yell at his forces to retreat and defend him. Cowardly verbeeg! Surrounded as he is by *spike growth*, the verbeeg will stay where he is, perhaps thinking the spell might fade away… if someone comes near, he will engage, but he's not willingly going to wound himself… that's his reasoning anyway.

The verbeeg, frustrated, roars at the spikes and tangled growths in his way, trying to pick a way through but not really being able to move. Meanwhile, his worgs and kobolds are being slaughtered! He bellows at the kobolds to come to his defence.

Verbeeg holds action, as per the skill check and oracle roll above.
Worg turn. I'm just going to have them attack. They're savage beasts, maybe they'll be able to savage a few of these warriors and die a glorious death. One worg kills a warrior outright on its first attack. I make all the rolls for both of them.

One worgs grabs a warrior in its gnashing jaws and mauls him to death. The other snaps at Marble, rending a couple of plates in the barbarian's armour, but not pushing him back or otherwise slowing him down. "Come at me, you beast!" the warforged shrills in a metallic voice, undaunted.

Marble's turn. He's going to use *reckless attack.*

Marble strides forward without any thought for his own safety, but his greatsword is true: cleaving through the worg's hide, opening up a garish scarlet wound in its side.

Abulu! He'll cast *thunderwave.*

The bugbear druid strides up and blasts two kobolds with a powerful thunderwave spell, crippling one with the spell and killing one outright.

I add the appropriate menace points for these attacks.
Veteran! Ranged attack on the worg with crossbow. You obviously make character and allied NPC actions as you see fit. The AI controls the monsters (although you can have the AI control NPCs too, if you want to make things really hard on yourself!)

Striding purposefully forward, the veteran draws his heavy crossbow with both hands and loads it. Seeing his men set upon by the worgs, he levels the crossbow with steely resolve, aims, and looses the bolt, dropping the beast with a single shot to its temple. The men are at first stunned silent, then turn and roar their approval at their chief.
"Save your cheers for afterward!" their commander yells, although there is a hint of victory in his expression. "The battle is not done yet!"

Tribal warriors. They move forward to poke the worgs to death with their spears.

The other worg is quickly done away with and then the warriors, emboldened, move in on the kobolds… A few are wounded. The warrior who earlier threw his spear takes a moment to pause over his fallen comrade, closing his eyes for a moment of prayer as he does so.
"No time for that either, Shulbeg!" his commander yells, still wielding his crossbow as he moves quickly forward.

Menace Points are at 33!
Wren's turn. She draws rapier and moves in on the kobolds, using her cunning action to dash so she can get into a flanking position with a tribal warrior. This incurs AOO from two kobolds, both of which miss.

The warrior's eyes go wide as he sees the diminutive girl blink into vision like a mage's illusion behind the kobold he is facing off with, as if from nowhere. Quickly she skewers two kobolds in succession, dropping the first one and all but killing the second. The kobolds shriek in alarm as this lightning flash of an assassin appears in their midst.

Menace Points 39. Kobold turn. The verbeeg commanded them to retreat and defend him, are they going to do that? I make a Charisma check for the verbeeg vs the kobold's Wisdom, which it fails! OK, let's roll on the Monster AI table.
d100+Menace Points = 71: USE MOST POWERFUL FEATURE or TAKE COVER & MAKE RANGED ATTACK (if they can do so without incurring AOO) or ATTACK

OK, I'm going to interpret this that they start to move back toward the verbeeg, making a ranged attack and ending their turn behind cover if possible (there are trees and boulders on the battlemap). There is one, however, who can't do it without incurring AOO, so he won't move, but will attack. Dice rolls determine that all of them but one fling their javelins as ranged attacks. And all of them miss, except for dagger guy who crits on a tribal warrior!
In a desperate bid, the kobolds flee back towards their giant commander, still stuck amongst the thorns, flinging their javelins as they go; all bar one, who deftly aims a dagger at one of the Bremen warriors, catching him in the midriff. The warrior rips the blade out with a cry of pain, grits his teeth and presses forward.

OK, now the verbeeg, and at this stage I'm wondering, does the verbeeg realize where this magic is coming from? I'm going to have him make an Intelligence check with the DC being Marble's Wisdom (his spellcasting ability score). DC is 15.
The verbeeg crits the check!
Oracle: Realizing what's going on now, will the verbeeg move through the spike growth?
d20=5: No.

All of sudden, the verbeeg's gaze settles on Abulu, who is motioning with his hands, causing the vines and creepers to twist and imprison him within the tangle of harsh foliage. It points a huge hand, directing the kobolds' gaze towards Abulu.
"The mage!" bellows the brute. "Kill the mage!"

These guys are running out of options. I mean, I could roll on the Random Monster AI table for the verbeeg, but I prefer to let the oracle decide it. The verbeeg is smarter than your average hill giant, so he's not going to hurt himself if he can get some minion to do it instead. And perhaps, once free of the spell, he'll simply try to escape.
Marble's turn.

Striding across the icy terrain, Marble draws a handaxe from his belt and targets a fleeing kobold. But the spinning projectile misses and disappears into a snow drift with a puff.

Abulu's turn.

Hearing the giant's command, Abulu steps back a few paces, getting himself beyond the range of the kobold's attacks… but not before whispering a few healing words over a grievously wounded Bremen warrior.

The veteran.

Moving quickly forward amongst his men, the elder commander of the Bremen militia rallies his men with a cry of "take the fight to them, lads!" and levels his crossbow at a kobold. Once more, he is a dead shot and catches a kobold right in the neck, killing the creature instantly, to more shouts of approval from his men. This modest leader of a village militia is impressive, and Abulu and Marble wonder what battle experience he has already had.

Menace Points are 45. Now the tribal warriors will go.
Cutting down a couple of kobolds as they go, the tribal warriors press forward towards the verbeeg, emboldened by their victory and by their valorous companions. The tide of battle has turned their way, and the kobolds and their verbeeg master are all but routed.

Menace Points are at 57. Wren moves in.

Striding forward, Wren walks directly up to a kobold, and with two swift rapier strikes dispatches the wretched creature.

Menace Points 66. This battle is all but won. Only four kobolds and the verbeeg remain. Two of those kobolds are with the verbeeg, within the circle. They are not moving, staying with the verbeeg and trapped by spike growth. Icewind kobolds, Random Monster AI roll. d100+Menace Points = 77: USE MOST POWERFUL FEATURE or TAKE COVER & MAKE RANGED ATTACK (if they can do so without incurring AOO) or ATTACK.

In a last-ditch effort, two kobolds throw daggers at Marble, only one of which finds its mark, but barely makes a scratch on the metal barbarian's tough skin.

Now the verbeeg marauder. What will it do? Oracle: Does the verbeeg move out of the spike growth, now that the battle is all but lost? d20=16: Yes.
OK, now I'm going to use the AI to determine his next move.
d100+Menace Points = 92: FLEE (if Menace Points 30+ then Dash, incurring AOO) or USE DEFENSIVE FEATURE (e.g., healing, invisibility) or MAKE RANGED ATTACK or HOLD ACTION.

The verbeeg, knowing that the battle is lost, turns tail and flees, pushing through the spike growth to the south, away from the warriors, the veteran and our heroes, back towards the wilderness it came from… roaring with pain, it powers through the spiky foliage which rips its skin, wounding it until it is a bloody mess. Wren and the veteran fire after it with their bows, but its long gait soon puts it beyond reach. The last of the kobolds are slaughtered trying to flee through the spiky growth, or quickly cut down by the Bremen warriors.

The verbeeg takes 8d4 damage from spike growth! The rolls equal 20 hp, which leaves it with plenty of juice to flee. And it does flee.

The battle is won! Coming up to the heroes, the veteran, who introduces himself as Brenton Garre, shakes hands firmly with each in turn. "We shall raise mead together tonight!" he enthuses.
"Indeed, we shall," Abulu says, gripping Brenton's hand firmly in a huge, furry paw. "But I fear that the verbeeg will be back, with even more kobolds... and maybe a few other giants as well. You need to fortify your defences."
Brenton's eyes go dark at this. And then he looks back, to the place where one of his warriors fell, mauled to death by a worg.
"They shall pay," he growls darkly. "For every drop of Bremen blood spilt here today, they shall pay dearly!"
"We must take the fight to them," Marble states simply. "That is the only way your village has any hope of surviving."
"He's right," Wren adds. "This was just the beginning."

This is one of the more fun and interesting solo combats I've run lately! The mix of oracle, random AI and other resources created an engaging and story-rich combat encounter. And there is room left for more questing afterwards… maybe a cavern delve or something similar, infiltrating the giant's lair. This was supposed to be a deadly encounter, but *spike growth* nerfed the verbeeg. Some interesting turns there.
I hope this has given you some ideas about how to run your own solo combat encounters.

Playthrough 2: Demonstrating the 6d12 system, Random Cavern Generator and general freeform adventuring

After the raid by the kobolds and the verbeeg on Bremen's livestock, Abulu and Marble convince the town guard that they must search out the encampment where the verbeeg came from.

Brenton Garre, the head of the militia who has lived in Bremen all his life, agrees.

"Verbeeg make their lairs with all kinds of creatures. That one that escaped us could have a whole army up there. And I wouldn't be surprised if they're plotting the next raid as we speak!"

So, together with five warriors from Bremen's militia, and Brenton Garre, our heroes set out in search of the giant encampment. Well, the next day, after a long rest of course.

Oracle: did it snow overnight? d20=7: No.

So, the verbeeg left a trail. The lads set out, on the trail of the verbeeg, whose large footprints, along with blood spatter, show them the way the giant fled.

OK… at this stage, I'm wondering how far it might be to the giant encampment. Certainly, far enough that it hasn't been detected up until now. I think d4+2 miles might be a good number.

d4+2=6 miles.

We'll calculate this on a mile-by-mile basis, simply using the TSAT1 Wilderness Generator (Chapter 9 of TSAT1) to create terrain, and the 6d12 system (Chapter 1-3) to generate adventure elements. When we get to the giant hideout, I'll use the Natural Cavern Generator (Chapter 2-2) to generate detail.

MILE 1

They set out across the snowy terrain. What do they come across on their first mile of travel?

I'm using the *TSAT1: Overarching Terrain: Arctic* table to generate terrain. (TSAT1, p.59).

Wilderness generator d100=22: *Continuing arctic terrain.*

First 6d12 roll. The "Colour Examples" listed on the first table of Chapter 1-3 are the colours I actually use for the 6d12 system. I'm rolling in the Standard Wilderness column.

On my first roll, the only die to trigger is the multicolour one, and this results in a 12, which generates a skill challenge!

Time to roll on the *Skill Challenge table* (Chapter 3-4).

d100=8: *You come across a historical account of the happenings here, either a mural or markings etched on rock. Make a DC 15 Intelligence (History) check. If you are successful, you have advantage on all Intelligence and Wisdom-based checks for the remainder of this quest*

Who has the best History roll? I'm also going to say that Brenton Garre assists in this check. Abulu has a +1 History roll, so we'll go with him.

d20+1=6 (with advantage!): Fail.

The party comes across some markings, murals and the like, etched into the rock. But unfortunately, their meaning is obscure.

"They're a mystery, these markings," Brenton says. "Been here for years, no-one really knows what they're about. Should probably get a mage to look at them some time."

They put their heads down and trudge on, following the trail left by the verbeeg.

MILE 2

OK, they continue across the plain…

Wilderness generator d100=67: *Small mountain range / foothills.*

Ok, this takes me to the minor feature table *Small mountain range / foothills.* Another d100 roll.

d100=77: Small mountain range, rugged and dangerous, partially wooded. Giant eagles and the like. 50% hard encounter.

OK, we might be going into combat now. A d100 roll of 50 or below will produce an encounter…

d100=91: No encounter. Whew!

6d12 roll for this area. I make the roll, and the only d12 that triggers is the blue one, which is the one that triggers clues!

To generate clues, you could use keywords, or you could roll on a clues table. There is a dungeon clues table and a wilderness clues table included in TSAT1 (p.52 and p.77 respectively). I'm going to roll on the

wilderness clues table now and see what that turns up.

Entering a range of small foothills, the party keeps an eye out for creatures. Huge eagles circle overhead, and everyone is on guard. "There are some dangerous beasts around here," Brenton mutters. "What to speak of avalanches as well… go carefully, friends…"
Then, on the snow, Marble spots something, and stoops to pick it up.
"What have you got there?" Abulu asks, coming near.
"A dagger of some kind," Marble replies. They spend a few minutes inspecting the weapon. It has a retracting blade and is finely crafted.
"Hmmm…" Wren mused. "Who dropped this, and why?"

A common question regarding solo adventures is "How do you deal with the revelation of knowledge during the adventure?"
The idea with generating clues in a freeform solo adventure is that you let the clues determine the story as you discover them. I just found a dagger with a retracting blade… who could this fine weapon belong to? Someone else who was hunting the giants? Someone who was captured by them? We shall find out!

MILE 3
The party presses on…
TSAT1: Overarching Terrain: Arctic table.
d100=40: *Continuing arctic terrain.*
Ok, so they are still within the foothills. 6d12 roll. Again, only one d12 triggers, and it is the green one: environment features.
Let's roll on the *Wilderness Features* table (Chapter 1-3 of this book).
d100=29: *Haunts.* Ooh, interesting! This particular result only has one book that provides details, the *GM's Miscellany: Wilderness Dressing* book (from Raging Swan Press, available on Drivethrurpg). If you didn't possess that resource, you would simply generate details using oracle and keywords. Let's roll on the Haunts table from that resource. There are just six of them listed, so I'm going to roll a d6.

d6=5: *THE PIT (CR 7 XP 3 , 200) The ground suddenly opens into a yawning bone strewn pit, hundreds of skeletal arms thrusting from its walls.*
Awesome! So, these mountains are haunted… Let's use the *Trap* table (Chapter 1-4) to determine a DC, and then we can make a few Dexterity saves… Under the *Save DC* column I roll an 86 on a d100, which sets the DC at 18! That's tough.

Abulu fails, so he's in the pit… Marble fails too. And Wren as well! All three of our heroes are in there.
Save for the tribal warriors, fail, and Brenton fails as well! Everyone's in the pit...

Suddenly, the ground beneath our heroes' feet gives way, and a hideous, gaping pit appears, with skeletal arms reaching out towards the middle where its new victims are.
"Quickly, we must get out!" Brenton yells above the confusion. The men are panicked and are clambering over each other.
"Calm yourself," Abulu says, rubbing his shoulder. "We are fine." But glancing around, he sees that many have taken injuries from the unexpected fall. The soldiers swat the hideous, clawing arms away and get themselves clear of the pit.

OK, I'm going to have everyone take 1d6 fall damage.

Let's move on.

MILE 4
TSAT1: Overarching Terrain: Arctic table.
d100=15: *Continuing arctic terrain.*
6d12 roll. Again, only the d6 triggers.
Wilderness Feature table (Chapter 1-3).
d100=36: Cave. Let's use the *GM's Miscellany Wilderness Dressing* resource again.
d100=27: *Concealed by three twisted pines an earthy hollow opens among the trees' roots.*

Climbing higher into the foothills, they enter a small forest. They are quietly wending their way through the trees when one of the Bremen warriors makes a sound. "Over here, look!"
Everyone comes to where the warrior is crouched, at the base of a stand of twisted pine trees. There, concealed by the roots which almost form a kind of barred gate, the entrance to a cave. Is this the giant's hideout?

Even though we're only at mile 4 (and I determined that it would be six miles to the giant hideout, even though the characters don't know that), I still really like the flavour of this cave concealed among tree roots. Let's have the

three characters explore it and see if it really is connected to the verbeeg and his allies.
We'll move to the Natural Cavern Generator now and see how things pan out!

First, we roll on the *Starting Area* table.
d6=2: A sinkhole leads down to a Cavern. Descend, then go to *Cavern* table.
I roll a 20 on that, which gives me a large irregular cavern. A roll on the *Exits* table gives me two exits from this cavern. The unexplored one leads to another cavern. Now I need to roll three times on the *Features* table in this chapter.

d100=32: *Some sort of natural shrine / monument. Underground temple, using crystals / obelisks / other naturally-formed phenomena, but also partially worked to enhance the effect. To a God? Or perhaps a natural force. Who made it? DC 15 History check to discern. Use keywords, oracles to generate detail.*

Keywords: fluttering, costume, portal, fragmented.

d100=90: *This cavern is flooded. It will be difficult to traverse. Either climb around walls, or chance swimming across. 25% combat encounter.*

d100=100: *Cave-in. Ceiling of this cavern partially destroyed.*

They lower themselves down into a partially caved-in, flooded cavern. In the centre, however, is what appears to be a shrine of some sort… A natural rock formation has been fashioned into an altar, with an alcove in which an idol is placed. The idol has been dressed in a costume of some kind, a robe, and a breeze which comes from beyond this cavern is causing nearby candles to flutter… There is a shimmering light too, like a portal, the fragmented light dancing on the walls and ceiling of this strange cavern.

25% combat encounter eh? Let's roll it.
d100=26! Just scraped by… Let's make a 6d12 roll (which could also trigger an encounter).
We're now rolling on the *Standard Room* column of the 6d12 table. This time a few more things are generated. We have a clue, and a skill challenge. Let's roll on the Clues table from TSAT1 (Chapter 8).
Clue table: *A map of a labyrinth neatly made on a piece of parchment.*

Skill challenge table: *A holy (or unholy) symbol is marked on the wall in blood. Make a DC 14 Intelligence (Religion) check to see if you can determine what deity this symbol represents. If successful, decide what the deity is based on the current quest context, or devise a dice roll to come up with a random god. Regardless of success, this god will now form one of the threads of your solo adventure. The next time you make any d20 roll for monsters (attack roll, saving throw, ability check), do so with advantage.*

Marble comes near to the shrine, and tries to see if he can discern what god this is… Brenton Garre joins him. There are markings in blood around the base of the shrine too, what appear to be holy symbols.
"Do you know the nature of this deity?" Marble asks quietly.
Brenton shakes his head. "I know our gods… but not this…"
"Someone's marked in blood here," Wren says.
"Worshippers were here at some stage…"
"I wonder if it was them who dropped the dagger," Marble poses.

OK, so threads. This is a concept in Mythic, and is very useful for creating a narrative that runs throughout your adventure. We'll start a threads list. In Mythic, threads are triggered through the Events Focus table, but here we will just form the list, and use it to refer back to when we have oracle questions and the like. We'll include some other happenings in there as well.

THREADS
The party is in search of a giant hideout.
The mountain where the party is currently searching is haunted. They fell in a pit where hideous skeletal hands were reaching for them.
The party found a shrine to an unknown god in a cavern with markings in blood.

We will add to this as we continue on, but for now, this provides a bit of context to our adventure. But what about this map of a labyrinth?
Oracle: is the labyrinth map part of this crude shrine? d20=3: No. OK, so it's a separate piece of paper.
Oracle: Does the map appear to show caverns? (as opposed to a constructed dungeon). d20=17: Yes.
OK, they have a map for this place! What does that mean in terms of gameplay? It means they

can see the layout of the entire cavern system, and can possibly see where it leads, so as a result I'm going to give them advantage on Perception rolls to discover traps. That's not game-breaking, and fits with the vibe.

Oracle: is the map complete?
d20=1: No, and… there are notes too. Keyword time!
Keywords: storm, advance, gaping, sceptre.
Oracle: Is the map *wrong?* d20=3: No, what is there is true.

At the base of the shrine, Marble then notices something and stoops to pick it up. A map, showing the twists and turns of a labyrinth.
"It appears to show the layout of these caverns," Marble comments. "And there are notes too… 'beware the advancing storm… the goddess reclaims her sceptre of ice.'"
Elsewhere on the map, a gaping chasm is depicted. They can see how to get to it, but they discuss what the best course of action is here.
"We don't even know if this is where the giants are lurking!" Brenton says urgently. "These caverns… I don't like them… some evil is at work here!"
Abulu frowns. "You are fine with just… leaving? Not exploring these caves which sit so close to Bremen? What if some sort of danger to your village lurks within?"

I'm taking a little bit of license here… I know from reading the background of Rime of the Frostmaiden (as a solo player, my style is sometimes to know more than my characters) that Auril, the Frostmaiden is causing an eternal winter in this area.
OK, so we have some interesting developments here! Abulu is going to make a Persuasion check on Brenton Garre, whose Wisdom is 11. That's the DC. Abulu is trying to see whether he can persuade the veteran to continue on, into the caverns.
d20+3=7. Fail!

Brenton Garre is unmoved by Abulu's reasoning.
"We came to find giants, and that's what me and my men are doing."
Abulu digs his heels in. "Well, you'll have to do it without us, then. We need to discover what's in these caves."
"No doubt the giants avoid this place!" Brenton adds. "They're probably scared to death of it! There is magic at work here, I have no doubt… I can feel it…"

So, Brenton is not willing to explore. He takes his men out of the cavern.
Oracle: Will they go in search of the giant hideout without Abulu, Marble and Wren? (-3 unlikely).
d20-3=14: Yes.

Wren turns to Abulu as Brenton takes his men and begins climbing back out of the cavern. "They're going to find the giants without us. They'll all be killed!"
Abulu shakes his head. "They know they've outmatched without us," he says quietly. "They're bluffing."
"Yes," Marble agrees. "They can wait for us…"

I mainly chose for the trio not to go with the men so I can demonstrate the Cavern Generator, I'm not sure it's something they would normally do. But the oracle rolls determined that the Bremen warriors left Abulu, Marble and Wren in the caverns, so here we are.
I've discovered this first chamber, now I'm going to map as I go as we explore these caverns.
All right, so earlier I rolled two exits. One of those is the exit to the mountainside, the other is unexplored. I'm mapping this on maths quad paper, and if any encounter happens, I will prep a quick battlemap to serve as the encounter area.
The unexplored exit, as detailed earlier, leads to another cavern, so let's roll on the *Cavern* table again, and the *Exits* table.

Roughly circular, 30 ft. diameter. Roll twice on features table. Three exits.
FEATURES:
This cavern is lined with crystals of all colours and descriptions. Some huge, some tiny, a myriad of colours.
An underground river runs through this cavern, possibly cascading over a waterfall or gathering in a large pool.

6d12 roll
d6 roll to determine Standard or Special: Standard.
Standard Room. Elements triggered: Trap.
(Remember I determined that I would give them advantage to spot traps due to having the map).
Trap table roll (Chapter 1-4): Poison gas released.
Abulu succeeds on Perception check.

This cavern is a site to behold. Crystals glitter on every surface, and from an icy wall to the northeast a torrent of water bursts, rushing across the width of the cavern and disappearing into the far wall.
"Beautiful," Marble remarks, looking at the scene.
"And deadly," Abulu adds, nodding towards the crystals. Above them, a barely noticeable disturbance in the air, as of a fine mist rising off a stream. "No doubt that's poisonous."
Quickly, the three of them cover their mouths and move quickly into an exit that opens up directly to their left, and avoids the icy river…

OK, where does this exit lead? Time to roll in the second column of the *Exit* table.
d100=25: Chasm!
Wow, there's only a 4% chance of getting a *Chasm* result on this table, and it's the first time I've ever rolled on it! Even though I created the table, that seems pretty cool to me. Now I get to use the *Chasm* table!
Just ahead, the tunnel opens out onto a broad ledge, where a ten-foot-wide chasm disappears out of sight. Who knows what's down there? You cannot see the bottom. Even for characters with darkvision, it is beyond your sight. The tunnel continues on the other side Roll 1d2 times on the Features table for your immediate surroundings.

FEATURES:
Monster lair: 35% chance creature is present.
Pools of strange liquid.

This second result isn't really appropriate for the environment, so I roll again.

This cavern is lined with crystals of all colours and descriptions. Some huge, some tiny, a myriad of colours. Effects of these crystals? Perhaps they have some worth? Or perhaps they hide a Crystal Golem or Earth Elemental.

I get the crystal result again… this is starting to form a story! Those notes are cool, so I might have them encounter one of those creatures. Should I check encounter difficulty? I think not… I might just have them encounter an earth elemental! Mainly because I don't have a pawn/mini for a crystal golem.
I'll check the difficulty later.



Abulu, Marble and Wren face off against an earth elemental on the edge of a gaping chasm. To create this battlemap I used Pathfinder Flip Tiles Darklands Starter Set *and* Dungeon Craft *by 1985 Games.*

Quickly rushing from the room, the trio pull up quickly as they come to the edge of a chasm. More crystals glitter here, and then suddenly, out of the wall a creature begins to emerge… formed of the very earth itself, with crystals dropping from its huge, shambling form, the hulking mound begins stalking towards the party, bent it seems on either hurling them into the chasm or crushing them into dust.

OK, let's get into this. Roll initiative. I'm not going to detail this blow by blow as I cover combat in a separate playthrough.

COMBAT SUMMARY

Well, Abulu did pretty well, casting spike growth and then thorn whip to drag the elemental through it, dealing some reasonable damage. The other two landed a few attacks but when the elemental's multiattack attack hit Marble a few times, it was clear that this encounter was near unwinnable for them, even with Marble raging. They could have won it, but they would have had to burn nearly all their abilities, and so the gang jumped across that crevasse and fled the hulking creature. This encounter was beyond them, and I *like* that.

But then, Marble had an idea…

Oracle: does the creature still appear hostile towards the characters? (likely +3)

Seeing that this elemental is something they will have to face no matter what, Abulu calls down the power of the wild goddess Oagi once more. A thorny vine whips from his hand, tangles itself around the elemental, who lets out a hollow roar as it is dragged over the edge of the chasm, to fall and disappear into the blackness.

Wren takes a cautious step forward and cranes her neck to look down into the beckoning void.

"Nice work, fuzzy," she says in a matter-of-fact voice.

Staying there a while, as if almost expecting the thing to rear up from the depths again, the trio are finally satisfied the terrifying creature is gone, and they turn to progress down the tunnel, pressing on further into the system of caverns.

OK, let's go back to the tunnel table!

Continue roughly straight 20 ft. Tunnel turns right 45 degrees and continues another 10 ft. Roll again on this table. 50% chance of a *Features* table roll.

The features roll comes up, and we get a Cave-in.

They reach a spot where the ceiling has caved in.

Oracle: Is there a way to get past? (50/50).

d20=6: No.

"We'll backtrack," Abulu says.

"You mean we've got to jump over that ravine again?" Wren groans. "What if that horrible thing reaches up and grabs my leg?" she half-jokes.

Making their way back over the narrow chasm, they go into the room where the stream ran through, the one with five exits, and try a different one, to the north.

OK, tunnel roll. The tunnel hairpins, and then comes to a cavern. A features roll turns up nothing. Let's roll on the *Cavern* and *Exits* tables.

Roughly circular, (d8+1) x 10 diameter. 2 exits, Roll twice on Features Table.

Features table rolls:

Storage. Someone has been storing things here. There are crates, barrels… What's inside? Discover 1 clue. DC 15 Perception check to discern out who stored these. Roll on Humanoid table.

Monster hive. Creatures are massed here in a colony. Best be stealthy! Roll on monster type table in Chapter 5-1.

Monster type table: Plant. OK, a quick look through an online monster list gives me a few options for possible plant monsters. Myconids, gas spores and quaggoth spore servants. So, in a situation like this, I reach for the *Monster Manual* to read a bit of lore and figure out what will be the best fit. Any excuse to delve into a bit of monster lore!

So, after a bit of reading, I'm going to conclude that, just for a change, we'll go with something more benign.

Stealthily creeping down the new passage, the trio are amazed when they make their way into a smallish, dark cavern to see a small group of creatures with mushroom-like heads… meditating? They appear very peaceful. To the left of the cavern, some crates and barrels are piled up.

Oracle: Do the myconid talk to the characters? Or communicate in any way?

d20 = 14: Yes.

Keywords: Monopoly, Slave, Bones, Motive.

Spores drift in the air around the trio.

"Poisonous?" Wren asks, backing away. Abulu, however, has his eyes closed. "They're communicating with us," Abulu says. "They say they have escaped from below… a great city, where they

were enslaved by a race of… I can't make this part out… many of their kind died escaping. Now they are here, trying to work out their next stage."
"Are there more of them?" Marble asks.
"Yes, many more, in the caverns ahead."
At this stage, I'm just going to decide that directly ahead, down that exit opposite, is a larger cavern containing a huge amount of myconid. I'm going to choose the following *Cavern* table result:
Roughly trapezoidal, (d10+2) x 10 diameter. Roll thrice on *Features* Table. Exits: 3
Features table rolls:
This huge cavern (ignore room measurements from Cavern table) houses an underground settlement. Roll on *Unmarked Settlement* Table from TSAT 1 (p.73). (Wow, that's appropriate. Confirms what I have already). A roll on that table produces 10: Refugee encampment.
Roll on DMG Odours table (p.299). I roll, and get *Earthy*.
Pools of strange liquid. Maybe these can be rapport spores.
1d4 (3) *Features* table rolls.
Rubble & debris
Graveyard / Boneyard. The skeletons of many dead creatures lie here.
Multiple burrow-like holes pepper the walls and floor
The sight that greets the trio in the next cavern is nothing short of incredible. Groups of these strange, mushroom-like creatures sit in groups, meditating, while clouds of lazy spores hang in the air, giving the whole scene a dreamlike effect. This is a colony, a settlement of sorts, refugees who escaped the enslavement below… Several appear to bear wounds, the signs of battle.
"I wonder…" Marble remarks. "Does this have anything to do with the shrine we saw?"
"Hmmm… I doubt it," Abulu replies. "But… perhaps it is protecting them, in a way. These creatures… they deserve safety. They deserve refuge."
"Well, perhaps we can help with that."
Together, the trio press on through the cavern, making for the exit on the far side.
Oracle: Do the myconid react to the characters moving towards the far exit?
d20 = 6: No.
Exits table roll. What does this exit lead to?
d100=100: Chasm.
Whaaat! Another chasm result. That's *rare*. OK, let's roll on the *Chasm* table!
You are about halfway down the chasm.
Looking up, you see that it reaches up 1d10 x 10 feet and is possibly climbable (Athletics check?). It also drops 1d10 x 10 feet. Above, you can see [d10] (1-3) Open sky (4-6) Ledges, off of which run tunnels (7-8) Not much, just a chasm rising up, but there might be something up there (9-10) Some sort of colony, burrows or even structures on the chasm walls. Roll 1d4 times on the *Features* table. Drops into a [d10] (1-4) Tunnel (5-8) Cavern (9-10) Underground lake.
50% chance the tunnel continues on the other side.
Looking up, they see not much. It reaches up 30 ft. and down 30 ft. Drops into a tunnel. Passage does continue on the other side… A quick character sheet check shows that Marble possesses rope and Abulu a climber's kit. Wren is fairly dextrous as well so I'm going to make ability checks and I determine they can easily climb down.
The trio look down the chasm, which isn't that deep this time.
"Shall we climb down?" Wren asks.
Wordlessly, Marble ties off a rope to a nearby boulder and the party take turns descending. Standing at the bottom of the shallow chasm, they see a tunnel leading deeper into the earth.
"Does it lead to the Nameless Depths?" Abulu wonders aloud.
Wren shivers involuntarily. "We're a long way from home now, friends…"
As they move forward, they see the carcasses of many dead myconid…
"They died defending this area," Marble says. "Their freedom was hard won."

So, you can see how this could just keep going on forever. With a generator like this, you can make a decision to curtail your dungeon by restricting its dimensions to the available paper, or you could effectively just continue as long as you want. Perhaps they discover the underground city where the myconid were enslaved… this quest could go in many directions.
What I am going to do is have the trio re-join the men on the snowy hillside, and track down the giant encampment!
I hope this has shed some light on the process of using the Natural Cavern Generator contained in Chapter 2-2, and on overland travel as well.

PLAYTHROUGH 3: DEMONSTRATING URBAN GENERATOR AND BATTLEMAP CRAWL SYSTEMS

After finishing their last quest, Abulu and Marble, a bugbear druid and a warforged barbarian (both level 3), set out for the city of Rettamund to see what awaits them there. Neither have ever visited this northern port city before.

As you read through this playthrough, please keep in mind that this is one random combination of methods, and there are obviously many different ways of running solo RPGs. This chapter simply serves the function of demonstrating two methods introduced in this book.

- *Chapter 2-1: Urban Generator*
- *Chapter 1-4: Battlemap Crawl System*

You can take whatever you want from this chapter and leave everything else. Or you can borrow the whole method.

This playthrough is quite detailed, and obviously you don't have to conform to that level of detail. One major consideration is whether your game is taking place in a homebrew world. If that is the case (as it is here), then generally more detail needs to be created, as opposed to running a game in an already established setting (such as Eberron) with rich lore resources. (Ignore the fact that the last two chapters have these characters in the Forgotten Realms! This is just for demonstration).

THE CITY/PRINCIPALITY OF RETTAMUND

I have a small amount of lore concerning this city which is situated in my homebrew world, but not a lot. It has the usual guilds and other things present in the cities that populate my world. It has a strange underground library where forbidden tomes are kept. And a few other things. But everything else I am going to generate.

Abulu takes long bugbear strides up to the gate, grey-plated sentries quickly standing to as they see the great lanky man-thing approaching. And at his side, a burly automaton, equipped for war, it seemed to them. They lower spears. Reaching them, Abulu smiles and bows slightly. "Good day, sirs," he says in his deep, mellow voice. "I am Abulu, Druid of the Elderwood, and this is my friend Marble. Are Rettamund's doors open to a couple of weary travellers?"

The closed gate behind the sentries doesn't look too sturdy to Abulu, as if a stiff breeze could knock it down, but the big druid always liked to be courteous, to change people's minds, to keep them guessing. No doubt these sentries thought he was some kind of grakthal-kin or wild man from beyond the reach.

"I study the arcane, and the natural, and I've heard tell, gentlemen, that the libraries of Rettamund are beyond compare. Tell me, do you think it might be possible for one to find works by the great mage Raffen Garth here, or even the one named Xaxofaris?"

At this, the sentries seem to glaze over a little, and glance at each other. One scratches his head, the other shrugs, and in unison they step to either side of the door. "Welcome, mage," one drawls in a thick northern accent.

"Druid," Abulu quietly corrects with a smile and a nod as he and Marble walk past.

OK, so here comes the first of my rolls on the tables contained within Chapter 2-1: Urban Generator / Building Settlements. Keep in mind that you don't have to roll for everything. I can decide on certain things to establish, and then use those factors to influence later rolls. I'm planning on rolling on the Street-by-Street tables, to actually map this town out, and just as pure exploration for my adventurers. But with the Building a Settlement From Scratch tables, I'm going to simply select some values that I think fit the city of Rettamund, which I've already established during other adventures. If you are encountering your settlement for the first time, simply roll on the Building a Settlement From Scratch tables to get the basic information on your hamlet, village, town, city, or metropolis.

RETTAMUND
Population: City, up to 25,000
Main humanoid race=human (50%) mix of other races (50%)
Strictness of rule table: Pragmatic leader. Town guard that does their job properly, if occasionally begrudgingly.

Now, we get to the number of districts. As detailed in Chapter 2-1, a city includes 14-24 districts including Artisan, Commerce, Commodities, Divine, Government, Home & Hospitality, Military, Residential. I'll keep it at 14 (Rettamund isn't a huge city), which means that in addition to the 8 compulsory districts, I need to roll for 6 more to make up my self-made district table. However, there are only 14 different types of districts on the district table, so I simply replicate the districts table (Setup Table 5 in the Chapter 2-1: Urban Generator) in order to have a tool to determine what district my characters are in.

SETUP TABLE 5: DISTRICT TABLE

d100	DISTRICT	Disturbance DC (Use Disorder Mod)
1-7	**Adventurer's District**	12
8-14	**Arcane District**	12
15-21	**Artisan District**	15
22-28	**Commerce District**	16
29-35	**Commodities District**	15
36-42	**Divine District**	15
43-49	**Entertainment / Illicit Industries District**	10
50-56	**Government District**	18
57-63	**Home & Hospitality District**	14
64-70	**Military District**	18
71-77	**Personal Services District**	14
78-84	**Scribes District**	14
85-91	**Smith's District**	13
92-100	**Residential District** [d4] (1) Poor (2) Average (3) Thriving (4) Wealthy.	See left

So, what district are they in? A d100 roll of 12 reveals they are in the Arcane District! Each one of these districts also has its own Merchants by District table so you can establish, building by building, just who has set up shop in this neighbourhood.
Now, time to roll for Disturbance. For this we need the Disorder Mod (Pragmatic Leader = 0 modifier) and the DC for Arcane District (12). Let's roll a d20 and see if it hits 12. We get a 4. So, no disturbances here!
Now, the idea is that we want to start with the street that leads into Rettamund from the town gate. We'll map as we go. First, we go to Street Table.
D10 = 5: Street continues (d6+2) x 10 metres and comes to a T-junction.
NOTES: 50% chance of a street event. If successful, roll on Street Event Table. Roll on Street Description, General Street Activity, then again on this table. 10% chance of a roll on Random Urban Encounter Table (Chapter 3-2). But first, Abulu is a druid, so I want to just roll a few merchants to populate this area, to see if there is anything he would be interested in.
So, going to the Merchants by District tables, I'm going to roll on the Arcane District Merchants table. I'm going to roll for four different merchants.

- *General goods store*
- *Hedge Mage*
- *Spell components supplier*
- *Residence (of a mage, possibly?)*

None of these grab Abulu particularly, and so the bugbear and the warforged press on!
Let's roll for the results from the street table. 50% street event. D100 = 80, so no street event.
Now for the Street Description Table. D6 = 3: Narrow dirt streets, possibly raw sewage, cramped businesses or residences. Slumlike.

General Street Activity Table: Lively. Quite a few people in the street, lots of trade, a minstrel or two.

Abulu and Marble walk north up the Gate Lane towards a T-junction. "That smell," Abulu mutters, covering his mouth. "Not much of a first impression, is it?"
Marble seems to almost smile, if an automaton were capable of such a thing. "I am truly grateful for my ability to disengage my various senses. It never fails to come in handy."
Abulu squints at his metal friend.
Despite the offensive smell, there is plenty of activity here. Goods are being traded, wagons unloaded and deals struck. This entrance to the city seems to be host to transactions between newcomers and resident merchants alike.
The two reach the T-junction and look both ways, wondering which route is the best to take.
"An inn?" Marble suggests. "Should we look for an inn?"

10% chance of a random encounter. d100=32. No random encounter.
NOTE: When rolling for chances (e.g., 50% chance of a street event), roll a d100. If it is equal to or below the percentile score (in this case, a result of 50 or below), that thing is present/occurs.
OK, so in this situation I want to randomly determine which way my characters go. Usually, I'll just decide but every now and then I like to let the dice decide. This is something a solo player will always find useful and should be able to adapt to any situation - the ability to quickly devise dice rolls on the fly to decide anything.
So basically, roll a d6. 1-3=left, 4-6=right. d6 = 1. They're going left. Since they're continuing along a street, I'll roll the Street Table again.
Street Table. d10 = 10: Street opens into a gathering area. d4: 1-2: Market Square, 3-4: Public Square. 80% chance this area contains a landmark. Go to appropriate tables (Market Square, Landmark). 50% chance of a street event.
d4 = 2 so it's market square. Rolling for landmark. d100 = 17, there's a landmark. Roll for street event. d100 = 23, there's one of those too!
Street Event: 22 Musical / dramatic performance. I'm deciding it's a play. But what is it about? Keywords time!

Keywords: boon, familiar, rainbow.

Market Square Table. 8: This market is in a state of (d4) 1-2: Just setting up, 3-4: Just packing down. 30% of a Random Urban encounter.

d4 = 4 Just packing down. d100 = 91 no random encounter.
They lads decide to ask around for an inn. Can they find someone to ask? I'm just going to decide yes, they approach someone to ask. But who? Let's make use of the 100 Quick Random Citizens table. 4 x d100 rolls.
Numah, a 65-year-old female dragonborn cooper.

Heading a little way east, they come across a market square, just in the process of packing down, but with a drama in full progress, watched by a good-sized rapt audience of children and adults. The story of a young boy who found a magical creature that told him that a rainbow would appear and show him the way to a treasure...
Abulu approaches a merchant, a female dragonborn who is practicing the cooper's art in her stall. A few children stand around and watch as she constructs a barrel, her muscular arms taming wood and metal to craft the sturdy-looking containers.
"Excuse me," Abulu says. "We were wondering if you could direct us to the nearest inn."

Oracle roll. Is Numah friendly towards the lads? Using the oracle from Chapter 1-7. 50/50 so no modifier.
d20 roll = 3. No.

"Can't you see I'm busy here? Damn out of towners. Go bother someone else."
Abulu is quite taken aback by this response. They move on, looking to find someone who might be a bit more helpful.

Let's go with the 100 Quick Random Citizens again.
Romina, 25-year-old male half elf fisher.
Keywords Invite, Identity, Memory.
Interesting. Does Romina know one of them?
Hmm I didn't roll keywords for Numah. I kind of did so here to push the story along a bit. It's better if something happens, than something not happening. We've got limited gaming time, right? Let's kick this thing along a bit!
Oracle roll Yes, but… he can't remember where from. Which one? d4 roll to decide. 1=Abulu.

Is this person friendly? d20 oracle roll=18 Yes. I'm going to just decide that this person knows where an inn is, and then generate the inn using an online random tavern generator. TSAT1 also has an inn generator (pp.18-20).
Is the inn nearby? Oracle roll=3 no. But I'm not going to generate all that urban terrain. I'm just going to fast forward my characters straight to the inn (you're allowed to do this, or course! You are acting as DM, so if you want you can skip boring bits and just get straight to some quest-related action, there's nothing to say that you can't do this whenever you like. To really get to the heart of the matter, you can skip all the backstory and just go straight to quest generation. Try Chapter 7 of TSAT1 p.73-74 of Dungeon Master's Guide, or even just roll for a random encounter as appropriate to environment and take it from there.
The Donjon inn generator actually produces some great NPCs and rumours which your party can receive a quest from.

Marble tries approaching a different citizen, testing the waters with a young fishmonger who mans a stall towards the edge of the market. This young merchant is much friendlier and tells the pair where to find an inn.
"Don't I know you?" the young half-elf asks Abulu.
Abulu frowns. "I'm not sure."
"You look familiar."

Does Abulu recognize Romina?
Oracle roll. 3=No.

After a while trying to determine where this young half-elf might have known Abulu from, they part ways cordially. Abulu and Marble follow Romina's directions to an inn named The Crossed Spears. They walk for some distance through twisting streets until they arrive at the inn which is The inn is a single storey building of timber and brick walls, with a heather-thatched roof.
(The innkeeper is a willowy female human named Heva. She secretly leads a small cult of a demonic goddess - this info was generated from Donjon site).
Abulu and Marble rent rooms and then settle down in the main bar (deduct 2 gold).

Do they notice anything unusual about the innkeeper? Oracle roll 5=no.
Roll for inn quality perhaps. Tavern table, TSAT1 p.19. You can see I'm just drawing on tables as I see fit.

Average rooms, civil treatment. We'll say they're 1 gp per night.
There's no set structure. The more detail you generate, the more there is to interact with.
Let's use the TSAT1 Rumour tables (pp.19-20).

Subject of the rumour: Creature. Aberration (I generated this result using a table I created myself, a monster type table which is in Chapter 5-1 of this book).
Rumour location: In this settlement.

Some interesting rumours circulate in the bar. Apparently a creature, an aberration, has been terrifying a particular area of the city.

Let's set this up. This can potentially be a BBEG (big bad evil guy or boss monster) encounter for my characters. This is a great example of a situation that can come up in a solo game where you just need to make a call. Do I reveal the identity of the creature terrorising this particular district now? Or later, as a result of clues I pick up?
I think the latter is much more interesting, and is going to make for a much richer game. I will base the identity of the creature on what clues I pick up during the adventure. So, we'll put aside the generation of the BBEG for now. I know for a fact that I have the tools to generate appropriate monster CR etc, and I will definitely make it a hard, or even deadly fight for my lads.
A few rolls on the 100 quick citizens table (TSAT2, p__) to produce a couple of NPCs.
Quill, 22 year old male half-elf drunkard
Stefan 15 year old male human bandit captain.
Transpose into present tense.

Supping an ale while Marble watches the bar impassively, Abulu's keen senses are drawn to a conversation happening at the end of the bar. A couple of youngsters are getting rather drunk on the tap ale and telling an interesting story.
"My uncle, he says there's a… hic… hahahaa… a revolting beast terrifying the neighbourhood…"
"Ha, well, we've all met Todrick!"
This comment reduces both of them into helpless, prone idiots shaking with laughter on the floor.
"No, you idiot!" the first one manages finally.
"An… an actual monster!"
The other flops a hand dismissively, getting up into a sitting position as he does so. "Pfah! What nonsense. Rettamund has stood here for hundreds of years! No threat comes near anymore! Bagnarath or

whatever his name was from over there," he waved a hand vaguely north, indicating the nation of Kurakut who had once, foolishly attempted an invasion of Farveld, "Was the last to try and lookwhathappenedtohim!" The young vagabond, a rough-looking very young human lad, took a long swig of ale.
"Sent home with his bloody tale between his legs!" his half-elf friend, not much older, exclaimed. "But hang on, you know there's tunnels…"
As they were having this conversation, the two were slowly getting upright after falling off their chairs in laughter, and were just now seating themselves again when an eight-foot-tall bugbear approaches them, bearing himself with a quiet and cautious demeanour, and speaking softly…
"Gentlemen!" he addresses them, then turned to the slightly older half-elf. "Did I hear you just now speak of monsters?"

Normally here I would make an oracle roll to see if they were friendly towards Abulu, but since this is setting up my quest, I'm just going to decide that they are friendly. This is the sort of thing that a DM does as a matter of course, but sometimes we as solo players just need to make these things happen.
Let's make a few keyword rolls to add some extra flavour. Do that whenever.
Keywords: gaping, premonition, communion

"I did, sir," the half-elf youngster tells Abulu.
"My… uncle is a priest at a temple in the city. A huge hole appeared in their basement one night… at the same time, many young novices who were living in the dormitories died…" the young drunkard goes quieter, realizing that he shouldn't have been joking about such a thing.
"I see," Abulu says, looking between them.
"Then the monster started travelling out a bit further… beyond the temple. It would come at night, and terrorize the neighbourhood."
The human lad, the one who looked a bit rough, chimes in. "Why haven't the guard done anything? The… whatcha call 'em… Imperial Blades? Bloody useless lot they are!"
"They want to keep it quiet," his friend replies. "Don't want people panicking and such, I s'pose…"
Abulu thinks on this. "Where is this temple?" he asks after a while.

These two give our lads directions to the temple. Let's figure out what god it is, as this can flavour the quest. Now, elves are very rare in this world. Since this youngster is a half-elf, I'm going to say that his dad is human who had a bit of a liaison with an elven maiden. So, a human god… consulting my pantheon… Callister, Goddess of Understanding, Order, and Arcane Mysteries. This temple is in the (rolling on District table) Residential district. Makes sense, given that the monster is ranging out and killing citizens. A d4 roll reveals that it is a thriving district (mercantile, perhaps).

"Anything of interest?" Marble asks as Abulu returns to his place at the bar.
The druid nods and takes a long chug of mead.
"Indeed, friend," he replies. "A task for two new arrivals, perhaps."
"Oh?"
"Yes, one that the local guard is trying to sweep under the rug, it seems. But it will wait until tomorrow. I need rest, even though you don't, my metal friend."

Quick roll on a weather table (TSAT1, p.14)

A steady rain beats down on the cobbled streets of Rettamund as Abulu and Marble trudge forward in the rain, head down. Despite the miserable weather, the streets are thronged with merchants and citizens going about their everyday business. It seems a bit of rain doesn't bring the gears of industry grinding to a halt in this town.
It doesn't take long for the lads to reach the Callister temple, tucked within the heart of a busy mercantile residential area. The houses here are well-constructed, a mix of stone and wood, and the temple itself is a beautiful, elegant structure.

Can they see any damage from the outside?
Oracle roll d20=9. No, but…
When you get a No, but result, then some more detail is required. And what better way to provide it than keywords!
Keywords: village, agreement, escape

They don't see any obvious damage to the temple or its front door, but building supplies are nearby, and workers can be seen moving cement and tools away from the area. Marble approaches one of them.

Ridley, 93-year-old female kenku builder (Deciding profession, based on the situation).

The bird-like humanoid regards Marble curiously.
"A few repairs, eh?"
She nods slowly. "Yes. You've heard?"

"Hmm, something of it. A creature, finding its way up from below, beneath this temple."
The bird makes a strange clicking noise, seemingly of disapproval. "That's right," it squawks. "Who knows how they're going to get on top of this kerfuffle!"
Abulu smiles benignly. "Thank you, friend," he says, patting the kenku on her shoulder, then motions towards the temple. "Come on, let's go take a look."
"Right you are, sir," Marble replies.

Now I'm going to a resource called GM's Miscellany: Urban dressing to provide a bit of detail for this temple. It tells me that the temple itself has a kind of silent, soundproofed quality. A sanctum of peace… apparently.
Oracle question: Is the main temple currently occupied? (likely +3) d20 roll=2 (+3) 5=no.
Does the inner temple show any signs of damage? (likely +3) d20 roll=9 (+3) 12=yes, but. A yes, but result also requires keywords to provide detail.
Keywords: silver, celebration, guide.

Entering the temple, the pair are astonished to find the noise of the street outside all but vanish. The temple is empty, and a thick silence permeates the inner sanctum.
"Where are the monks?" Marble asks, his voice softly echoing off smooth white granite walls. Abulu simply shakes his head. To their left, a large idol of Callister occupies the altar, a seated form with a book on her lap. The idol itself shows some damage, but the silverwork (the idol is a combination of marble and silver) is untouched. There are also multiple offerings scattered about the base of the altar which have been disturbed, possibly the remains of a recent festival or celebration. Abulu quietly inspects these, then motions to Marble to follow him. Quietly, the large bugbear and his metallic friend creep further within the building, which seems to guide them onwards.

OK, so at this stage I'm going to switch this to a dungeon crawl! I'm going to use the dungeon generation chapter from TSAT1 (Chapter 8) and also the Temple or Shrine Room table from Dungeon Master's Guide (p.294).
You can see that it is possible to use many different resources to add flavour to your solo game. However, you can also just get by with using keywords. Taking the last set of keywords (silver, celebration, guide) we could use that to generate a random room in a temple. Where they keep all the silverware that they use for celebrations? And there is a map in this room that can guide you through the rest of the temple.
But since, as a dungeon master, I possess a lot of resources for running games, I like to use these while soloing. It adds a lot of richness to the game.
So, I'm keeping in mind that there is an area on a lower level where the aberration is getting in. I'm going to keep this in mind as I'm generating the temple layout.
We know the starting area is the main temple room that runs off the street (we've just decided that). So, we'll generate from there. Quite often when I generate a dungeon for a solo adventure, I don't bother filling in the details of every passage and room in my adventure journal. I just go through the adventure and then summarise in the journal at the end. But for the purposes of showing you how I use these tools, I will do it blow for blow.
Also, I'm thinking that the upper level might have less passages and more rooms. So, every time I make a passage roll, I'm going to roll twice and choose what I think is the most suitable result.
Let's get started. What is beyond this room? I'm going to make a d4 roll. 1-2: Room, 3-4: Passage.
Result 3: Passage. Let's go to the Passage table in chapter 8 of TSAT1. Alternately you could use the Dungeon Master's Guide dungeon generator which starts on p.290.
2 Passage rolls, and choose the most appropriate. A 19 and a 20!
19 is Opening in the floor, straight drop down 1d10 x 10 ft to a (1d4 roll) 1-2: Passage, 3-4: Room.
Well hell. This fits perfectly with my story, so I'm using that!

As they enter the chamber adjoining the front temple room, they see it. A huge, gaping hole in the floor, descending down into blackness…
"This would appear to be where the fiend is getting in," Marble says drily. Abulu shoots him a withering look. "Are you speaking in jest, my friend? I can't even tell anymore!"

Oracle: Can they see the bottom? d20=Yes, but… it's a long way down.
Temple or Shrine Table (DMG): 92=Well for drinking water. The plot thickens!
Can they see water at the bottom? (Likely +3) 18: Yes.

Let's roll for some room contents here. We'll do a 6d12 roll (see Chapter 1-3) using the… Special Room table. I'm choosing Special Room because this is kind of a pivotal room in the story. From the 6d12 roll I get a clue, 2 features and a trap.
Let's roll the clue first. For this you could use keywords, or the dungeon clue table in Chapter 8 of TSAT1. I'm going to use keywords.
Gossip - command - silence.
A protective rune of some sort? For some reason that's what those words suggest to me. Does the rune have any effect right now? d20: 20! Yes, and…
Is it a bad effect? (Likely +3) d20: 7+3=10. Maybe. Skill roll!

"How do we get down there?" Marble asks. "It would be handy if there was someone here to talk to!"
"Here, look," Abulu says quietly, directing Marble's attention to where a rune is painted on the wall. Too late, Abulu realizes that this is in fact a trap glyph, no doubt scribed here by the priests who formerly inhabited this now silent temple. A bolt of fire shoots out from the glyph towards him! Quickly he goes to duck out of the way…

Dex save for Abulu. He rolls a 10, so we are going to say it is highly unlikely (-5) he dodges the fire.
Oracle: Can Abulu dodge the fire bolt? d20: 17-5=12. Yes, but…
I interpret that as him taking half damage. I'm going to roll a d100 on the Trap table to determine damage dice.
Please roll low. Please roll low….
d100: 8. Whew! 1d6 damage. The d6 roll is a 6, so Abulu takes 3 damage.

But it catches him just on the shoulder, and the fire quickly spreads. Marble acts quickly, dousing his furry friend with a bucket that just happens to have some dregs of water sloshing around in the bottom.
"Thanks," Abulu says, somewhat shaken, and slowly getting to his feet.

Let's generate the rest of the adventure elements. We've got two features, and another trap. This isn't surprising! These traps were put here to slow the creature down. I'm thinking the lads will be a bit on edge now, so they might have a better chance of seeing it. I might grant them advantage to notice the next trap.

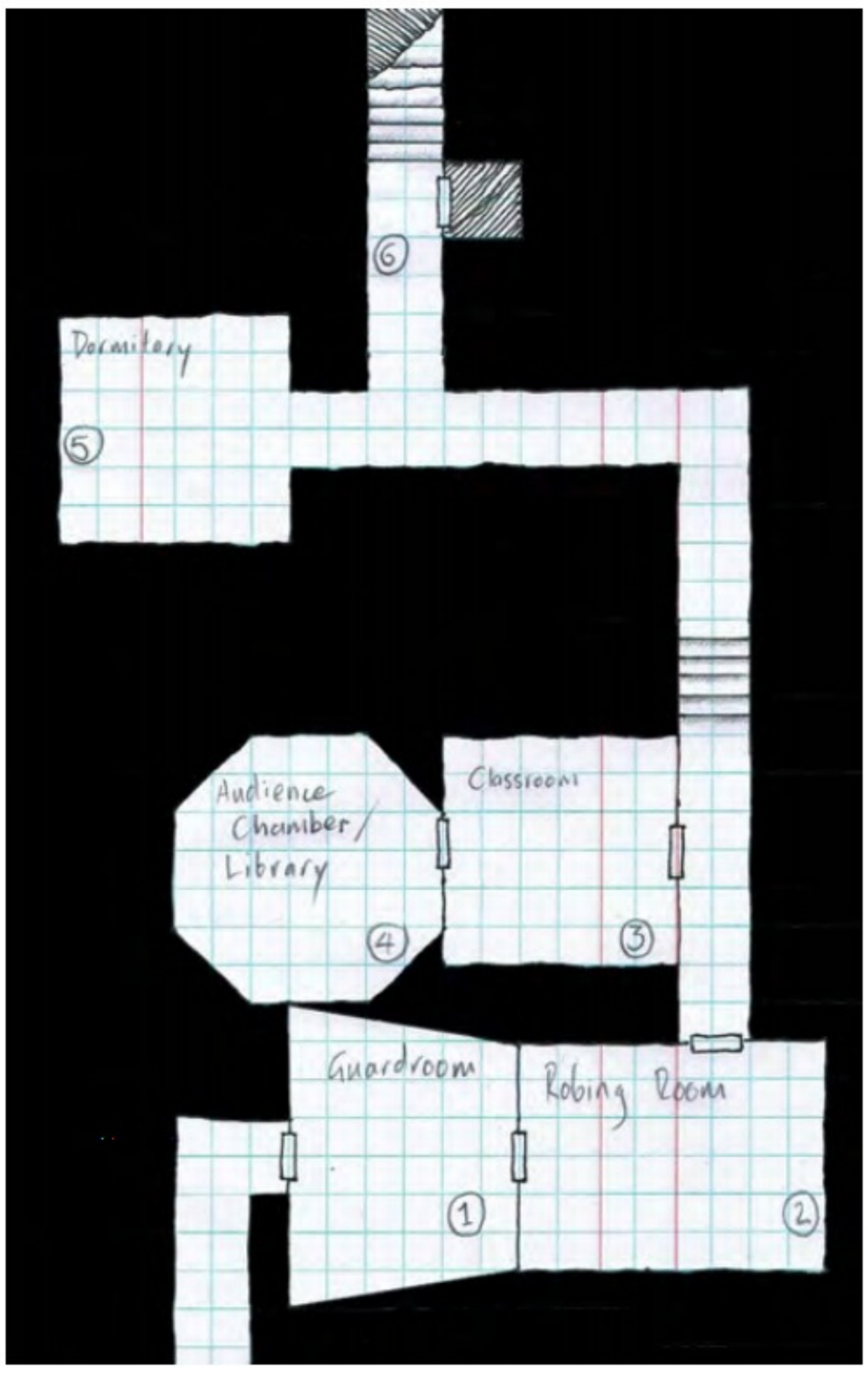
Features. I'm going to roll on the Dungeon Features Table, found in Chapter 1-3.
I get a door, and an interesting floor.
I'm going to use GM's Miscellany: Dungeon Dressing to provide details, although from looking at the Dungeon Features Table you'll see there are quite a few different resources you can use to provide dungeon dressing.
Door: The door is actually a large painting surrounded by a wide, gold leaf frame. The "door" opens outwards and swings to the left.
Interesting Floor: Dozens of marbles cover the floor. Characters moving at full speed through them must make a DC 14 Reflex save or fall prone.
Trap: Poison Gas, Notice DC 18, Save DC 20, Damage: PC Level x 2d6 (6d6!).
Do they notice the trap? Perception checks for both. Abulu gets a 23!

Moving to the other side of the well, they see an interesting painting, depicting mythology of Callister. Marble moves closer, and sees that the painting is a door, and that it is slightly ajar. And the floor is littered with marbles.
"Another trap, obviously," Marble says. "My namesake, as it happens."
Abulu peers over to where Marble is standing. "How droll. I've found another trap too." He indicates a tripwire. "Who knows what this one does…"
"Well, there's no getting down that well. We might as well see if there is another way down to the lower levels."
They move through the painted door, into whatever lies beyond…

I'm going to repeat the d4 roll I did before, just because this isn't a dungeon. 4: Passage.
Let's roll twice, as we did before, and choose the best result. That is just something I've decided to do on this adventure.
I got 20 twice!! If only my attack rolls were that good. Sigh.
Random architecture it is. I'll roll twice on the Random Architecture Table too.
13 and 14. Trapdoor with ladder, or underground stream. I know what one I'm choosing. But first, let's determine what type of room this is, within this temple.
22: Central Temple built to accommodate rituals.
6d12 roll. Let's see what that turns up… We'll use Standard Room for this one.

I just get 1 clue this time. Let's use the Dungeon Clue Table (TSAT1, p.52).
74: A cauldron sits in the corner.

"A trapdoor, Abulu, look!"
Abulu moves through after Marble, and immediately sees it. There, in the middle of the floor, a trapdoor. Lifting it open, they see a ladder descending down to the lower levels.
This room is interesting. A large cauldron sits in the corner, and there are various ritualistic utensils.
"What went on in here?" Abulu mused to himself. "Some sort of ritual?"



Oracle: Does it look like the sort of thing that Callister worshippers would do (keeping in mind she's kind of a lawful good deity)? d20 = 18: Yes, it does.

It looks fairly standard for devotees of Callister. Perhaps a large offering was being created. Marble, looking down where the ladder descends, slowly begins climbing down…

BATTLMAP CRAWL SYSTEM / SETUP
OK, so from here I'm going to take the opportunity to implement/demonstrate the Battlemap Crawl system, as detailed in Chapter 1-4. This system is ideal for my current party as it is designed for 2 PCs.
First of all, I'm going to sketch out a very quick map on quad paper with a basic layout that I think will suit this adventure. As recommended in that chapter, a 5-room dungeon is an ideal size for this style of quest. So, I'll make a five-room dungeon. You could even use a random dungeon generator to do this. I used the one in the Dungeon Master's Guide to generate the dungeon pictured adjacent.
The DMG is also very useful for naming rooms (and many other things related to solo adventures). As mentioned, I'm using the Temple/Shrine table found on p.294 of the DMG to give me names/uses for each room. This helps to add to the narrative of your story. The more you have to interact with, the better.
Now that I have a basic battlemap, I'm going to add Story Events to it, as per the Battlemap Crawl System. I'm simply going to place one Story Event in each room, in the form of circled numbers. You can see them on the pictured map. When I reach these, I will generate Story Events which will help to form the overall narrative of the quest.
The image to the left shows how my dungeon looks (after I cut it out in photoshop and added a black background!). Of course, my characters have no knowledge of this layout. I'm acting as pseudo-DM of this dungeon, that is, I have a little more knowledge of what's going on than my characters. The excitement in this style of solo adventuring lies in how my characters react to and cope with events, some of which I may determine with dice rolls. You can randomise some of your PC actions (although I usually decide 95% of that stuff myself). However, even as pseudo-DM, I still don't have all the knowledge. The things I don't know will be determined by how the adventure unfolds, and will require oracle and keyword rolls, and the generation of clues which, together, will all point towards an end resolution/BBEG battle.
As you can see, there's a fair bit of creative thinking involved. However, tables like the BBEG table help the story make sense according to character level and quest context.

So, I can either drop this into a VTT so I can get it to the right size and move tokens around on it, or the other option is to map it out with

flipmats or map tiles so I can use minis. Or, I could just map it out one room at a time, on a flipmat for example.
I'm going to use a VTT today as I'm limited on tabletop space. Let's get into it.
Going through the other aspects of setup for a Battlemap Crawl quest, I think they're already in place.
Character creation - done.
Quest type - already established (they're looking for the hole where the monster gets in and trying to stop it).
Story Events - done.
All that remains is Enemy Setup. I got the result of aberration before when I was determining the "subject of the rumour" while talking to those two lads at the tavern. So, I'm going to generate my Minion, Soldier and Leader monsters within the aberration type (Random Monster Type Table - Chapter 5-1). I'll decide the BBEG when I come to it.

RANKED MONSTERS
Minion (CR ⅛): Flumph, Neogi Hatchling, Slaad Tadpole
Soldier (CR ¼): Star Spawn Grue
Leader (CR ½): Gazer

Now, as per the system, we roll initiative. This initiative stays for the duration of the quest. And the Event Roll / Monster Roll is always 0. Obviously, read Chapter 1-4 for a complete description of all these rules.

INITIATIVE	
18	Marble (warforged barbarian)
6	Abulu (bugbear druid)
0	Event Roll / Monster Roll

Okay! Now that that's all set up, we are ready to begin with the first Hero Phase! Marble goes first. He is going to move 30 ft. Before he does that, I'm going to have him make a Stealth check, just for flavour more than anything. d20+1=3, oosh! That's one clanky warforged! Now that he's moved, I make a Move roll for Marble, which produces no result. Now Abulu follows suit, moving and making a Move Table roll.

Neither of them turn up anything from their Move Table rolls, which is not unusual for a round of play using this system.



Next, Event Table roll, which produces the result **Winds of Darkness:** Hero movement is reduced by 5 ft. for the next round. I mark an X in the checkbox next to this, in pencil.
Okay, no problem.
New round, new move. Marble moves 25 ft., nothing. Abulu moves and gets a Clue Found result. A roll on the Item Table (Chapter 4-3) turns up some rubble & debris. Abulu gains a Clue Point.

Creeping deeper within the temple's depths, they cautiously follow a passage that turns right. Abulu notes rubble and debris on the floor, and can see where some nearby masonry is damaged.
"Something came through here in a hurry," he breathes quietly. "Something big!"

You can see how these rolls begin to form a story. Let's make another Event Table Roll.
Now we get **Blessed Quickening:** Heroes' movement is increased by 5 ft. for this round. This is the exact opposite of the last roll! All good, as we mark it with an X, it won't recur until we either fill all the checkboxes, or get the **Shuffle** result. The table is designed to mimic a small deck of cards in how it generates results.

Marble moves, and rolls for an item Result. A roll on the *Item* table gives us… more rubble and debris! This is a result that appears a few times (23 times in a list of 400) so don't be surprised if it appears in your game too. This is a dungeon, after all. Rubble and debris is not uncommon!
Abulu moves, also turns up a mundane item, which just happens to be an ink pen. How very curious…
This is a Guardroom, as noted on the map. Oracle: Is this pen resting on a book? d20=7: no. Just a pen, lying on the floor, eh? Abulu picks it up and pockets it.
Room Contents table: d100=83 Monster with treasure (hoard).
The *Room Contents* table is an optional table you can roll on if you want to provide even more action for your characters to interact with. It can also have the effect of generating a lot more monster encounters.
OK, so there's a monster in here. We should deal with that first before anything else… Let's make a roll on the *Standard Encounter* table!
d10=8 Hard: 1 Soldier, 1 Leader. Based on the short list I've generated, that is 1 Star Spawn Grue, and 1 Gazer. Mark an X under that box, which greatly reduces the chances of it recurring again.
OK, determining surprise. Players make Stealth checks vs the monsters' passive Perception. Abulu gets 22 but Marble only 7! No surprises here, his Stealth has not been doing well.
I roll a d12 to determine how far away these monsters are and get a 3 and a 2. That's close!
OK let's run this combat! Reading through the monster description for the Star Spawn Grue (Mordenkainen's) I'm struck by how suited this monster is to this story! It is a good idea to do this. The descriptions given in the core books are great for generating rich lore within your quest.

"Look, there's a chamber up there!" Marble says quietly, then creeps forward.
"Wait," Abulu hisses, but before he can do anything his friend is entering the room. He hears a shout of alarm and sees Marble draw his weapon as a horrific creature unlike anything he has ever seen advances. Indeed, such a hideous malformation of life should not even exist in this world! And then he sees another - a tiny, floating ball with eyes on stems, like the dreaded beholder, but much smaller! Quickly Abulu rushes forward to help his friend, phrasing chants of natural magic as he strides quickly towards the chamber…

I'm not going to give a blow-by-blow of the combat here. But I will say that, in relation to solo gaming, and especially this system, a monster AI is required to add some unpredictability to monster actions. In the Battlemap Crawl system, this is taken care of by the monster table roll. This is done after the event roll when monsters are in play and determines what they do, and which of the monsters act on that turn.
If you are not using this system, you could use the *Random Monster AI* table, found in *Chapter 5-1*, and demonstrated in Playthrough 1.
The lads dispatch these horrific fiends without too much bother.

Swinging his greatsword, Marble deals with the spindly, crawling thing while Abulu tackles the gazers… One more spawns out of nowhere. Flinging a flaming sphere to and fro, the bugbear druid smashes the hideous monstrosities repeatedly, as both of them try to resist the deadly eye rays. At one stage, one of the gazers re-animates after Abulu has killed it. Eventually though, they dispatch the aberrations...

OK now that the monsters are dealt with, let's see what else we can see in this guardroom. Also, the room result was Monster with Hoard so we're going to roll on the Hoard Table in the DMG for CR 0-4.

CR ½ Hoard: 2000 cp, 800 sp, 80 gp, Bloodstone (50 gp), 2 x Carnelian (50 gp), 3 x Chalcedony (50 gp), Chrysoprase (50 gp), Citrine (50 gp), Quartz (50 gp), Star rose quartz (50 gp), Zircon (50 gp), Quaal's Feather Token (whip) (rare, DMG 188), Potion of Frost Giant Strength (rare, DMG 187), Potion of Invulnerability (rare, DMG 188).
ADD TO INVENTORY

Wow. Quaal's Feather Token, the whip, is basically a bonus action attack every round for Abulu. We are going to roll on the Dungeon Master's Guide table *General Furnishings and Appointments*, found on p.299. You could use any dungeon dressing table you like, however. I like the DMG though, as you may have gathered in the course of reading this book! It really is an indispensable book for solo D&D players.
Shelf, fireplace and wood, table (long), charcoal, butt (huge cask, 125 gallons).

Even just those few details paint a bit more of a picture, and give my characters something to interact with.
Is there anything on the table? d20=14 Yes.
What?
Keywords: luminescent, fall, knowledge.
That's a book of knowledge sitting on the table. It's illuminating but also deals with a fall of some kind… a fall from grace?
I'm going to make an event table roll, and then I'm going to deal with the story point that I've placed in this room.
Event Table roll. **Back Foot:** Until the next round, no creature can take the Disengage, Dash, Hide or Dodge actions.

STORY POINT
To deal with story points, we roll on the Story Point Table to get a generic direction then roll a few keywords to provide flavour.
Story Point Table roll. **Bane:** Roll on *Bane* table (reference). The character who first triggered the Story Point suffers the effect of this bane.
Keywords: woven, weather, crack.
Since Marble entered the room first, I'll have him suffer the effects of the *Bane* table.
Clumsy: You just can't seem to co-ordinate yourself today. You have disadvantage on all Dexterity-based checks and saving throws until you finish your next combat encounter.

From out of nowhere, a huge crack like thunder reverberates through the very stone itself. Abulu drops into a defensive pose immediately, while Marble reflexively draws his greatsword. The ground buckles slightly and gives way, cobbles trembling as it seems the building could drop down on top of them at any moment, and all is suffused with a violent, purplish energy, many strands weaving together through the air, the stone of the walls, the floor. This energy takes hold of Marble's leg and he gives a metallic cry of pain as he drops down to his knees… Abulu rushes to his friend's side to help him up. The normally strong automaton is shaky as he stands, using his greatsword to get himself upright again.
Gradually the chaos dies down and the two of them look around, inspecting the surroundings. This guardroom is fairly basic, with a small fireplace and mantle, a bucket of coal, a long table (presumably where the guards took their meals), and a massive cask with a tap.
"These guards liked their ale," Abulu says giving the tap a sniff.

"What's this?" Marble asks, indicating a book that sat at one end of the long table. Abulu comes near. Gingerly taking the tome in a huge, furred hand, he glances at Marble and then slowly opens the book. It is a journal of sorts… written by one of the priests, and talks of the dark knowledge they discovered here, in a lower part of this temple's basement. Ancient runes, the source of which were unknown. But when they began meddling, that's when the creature began to appear…
Abulu slams the book shut, replacing it on the table. "Clergy dabbling in things they know nothing of. Dangerous… foolish! Let's put an end to this, my friend!"

OK, the lads move east to the door. Let's roll on a random Door Table. In the *Battlemap Crawl* chapter (1-5) there is a large table titled *Dungeon Features / What's On The Map*? This table allows you to provide detail for any features you can see on the battlemap you are using for this quest. On the row that deals with doors, we see that we have four different resources to choose from. Some of these provide a very basic door description, such as *Dungeon Master's Guide*. Others provide rich detail. You may possess further door tables which you might prefer to roll on, but for the purposes of this game I'm going to use the *GM's Miscellany: Dungeon Dressing* resource to provide my door roll.

d100=01: There is no readily apparent handle or latch on the portal. A mechanism is hidden nearby (DC 20 Perception locates).

I don't like this result. Because, the way this dungeon is constructed, if they fail the Perception check, then they can't progress. However, who has the highest Perception… Abulu, with a +4. I'm going to say that Marble can take the Help action.
d20=17. Even with advantage, he can't locate it.
OK, we need more detail here. I'm going to roll on the DMG door table as well.
d20=11: Wooden, barred or locked.

"Someone's barred this from the other side," Marble says, pushing hard on the door.
"There must be a catch, a mechanism…" Abulu begins searching. Marble lends a hand for a few minutes, without success, before declaring. "I've got a better idea." The barbarian draws his greatsword and draws it back over his head.

"Wait, Marble! You'll damage your blade…"
Whispering an incantation, Abulu summons a sphere of fire, and begins slamming it into the door. Soon the way is clear. But what awaits on the other side...

OK, so that's a fair trade-off. Abulu loses a spell slot because they couldn't find the mechanism. Also, I'm going to add the condition that they can no longer gain surprise on monsters due to the racket that would have created.
New room!
OK, so moving to the door and taking actions to destroy constitutes the Hero Phase. I should also roll on the *Move* table (which I kind of forgot to do, due to dealing with the door).
Abulu's roll of 19 triggers a combat encounter! I like the idea that they bust down the door, and then monsters just come flooding through!
Let's roll on the *Standard Encounter* table. We might have to use some healing surges here!
d10=8 which is the hard encounter, but we've already had that (we marked it with X earlier), so reroll.
d10=2 which is easy. Phew. We now have two marks on the *Standard Encounter* table, meaning that only medium and deadly encounters are left, unless we hit 10 before that, which will cause us to erase all marks and start again.

Easy: 1 soldier and 2 minions. We're going with a star spawn grue and 2 slaad tadpoles.
I roll a d12 to determine distance - 1! This fits with the situation. Immediately, they are right on my guys.
Now, time for *Event* table roll, then *Monster* table roll.
53: Dark Quickening: If monsters are present: 1d4–1 random enemies get one free attack (minimum 1).
And of course, whenever you make an *Event* table roll, remember to mark it with an X so it doesn't recur.
I rolled a 1 on the d4, so I'm going to have one of the tadpole's attack (roll a d4 to determine character) Marble.
Running the encounter, I'm not going to detail it all. I go through each round, having my characters take an action, then an event table and monster table roll each round.
This so-called easy encounter actually saps a few hit points from my party! Time to heal. The lads will take a short rest, Marble bludges a healing potion off of Abulu, and then it's onward!

OK, they've encountered monsters in this room so I won't roll for Room Contents here, but I will make a few rolls on *Religious Articles and Furnishings* table from p.300 of *Dungeon Master's Guide*. This table makes sense since we're in the robing room of a temple.
Lamp, Tripod, Prayer Rug, Stand. And of course, robes.
Are there any robes in the room? (highly likely +5). d20=6+5=11. Yes, but.
Keywords: Overexcited, Heart, Effigy.

Several robes stand on upright dummies, all of them emblazoned with the emblems of Callister. In the corner, a chest of robes has been rifled through, and the contents scattered on the floor. Was someone searching for something here?
Abulu and Marble continue, moving over to the door in the north wall…

Let's roll on the *Story Point* table.
Clue: Roll on *Item* table and gain 1 Clue Point.
Keywords: Son, Fluttering, Guide.
Item Table Roll: Club.
Oracle: Is this club marked, spattered in blood or anything?
d20=2: No, and…
Keywords: Temperature, Warrant, Girl.
Oracle: Is it being wielded by someone?
d20=12: Yes, but…
Keywords: City, Damage, Temple.

The pair hear a sound coming from nearby. To the side of the room, cowering under a broken table that has been upended, a girl is hiding, clutching a crude club. She appears to be an acolyte of the temple, and is quite young, but is obviously terrified. She is breathing quickly.
"Don't be scared, child," Abulu says, extending a large paw. "We're here to help you. To rid this place of these demons. You will be safe with us."

Oracle: does she talk? d20=9: No, but… she nods. It seems like she trusts Abulu, and will come with the lads, even though she doesn't give her name or anything like that.

OK, short rest done. They've moved, so let's make a *Move* table roll then we'll do an *Event* table roll. We're not being super strict here, but in general I have the characters do something, then there's an *Event* table roll.
Two "no results" from the *Move* table, let's move to *Event* table roll.

Carnage: Until the next round, the first attack of each character and enemy who attacks is made with advantage.
Back to Hero Phase. The lads will move again. They do, and once again get no result from their move roll (that's fine). *Door* table roll. There's also a passage ahead.
Oracle: Can they hear anything coming from down the passage?
d20=17: Yes. Let's roll on the *Dungeon Master's Guide Noises* table (p.298).

Creeping down the passageway, they come to a door in the left-hand wall. An elaborate baroque doorknocker is fixed to the door. The passage ahead climbs some stairs… and from that direction, they can hear a humming noise…
Marble turns to their recent acquaintance. The girl looks stricken with fear.
"Do you know what that noise is?" Marble demands.
"Quiet, Marble," Abulu growls sharply. "I'm trying to listen…"

Oracle: Is the humming musical? d20=18: Yes. Is it a song that anyone of them knows?
D20 = 20: Yes and…
Keywords: Foliage, Fancy, Decayed, Many.
Is it a spell that Abulu hears being cast? Summoning some animated foliage? Or perhaps a horde of decayed creatures of some sort, all making some horrific chant in unison, a summoning ritual? The word fancy suggests that the song is elaborate, ornate. Something is telling me that I should read some monster lore here… what is this noise? We've already selected aberrations as a theme, so now let's look at the BBEG table in Chapter 1-4 to see what level creature will be the final boss… Cos I'm kind of feeling in the mood for the boss encounter!
We can either go 1 x CR 2 (Hard) or 2 x CR 1. Well, I like a challenge, so it's number 2. 2 Chokers! This then, is the horrid creature that's been coming up through the temple, going out into the city and choking people in their sleep! And they have the ability to hum?
Creeeeppppyyyy…..

"Something has been summoned!" he barks, and immediately begins changing shape… dropping down onto all fours his massive bugbear body grows even larger, if that is even possible, and furrier, if that is possible! Huge, hunched shoulders bulge out and an elongated, ursine maw extends out as his skull changes shape. Soon, the shape of a massive brown bear stands beside Marble, and gives the girl a quick glance.
"Don't worry," Marble assures her with a smile. "He's on our side!"

OK, boss fight time! Now as far as this young girl (whose name is Wren - she's a recurring NPC in this town which the lads have only just met) I'm gonna have her make a contested Wisdom saving throw with the DC being set by an Intimidation check from the choker. I'm gonna use the spy statblock (CR1) because I think this girl could make a cool sidekick to my lads!
Also, I think that quaal's feather token my boys picked up before will help in this battle too… basically a bonus action attack.
Hmm… perhaps this fight is going to be a little too easy. A sidekick + a new magic item… Do I need to add the cult fanatic as well? Let's just calculate the difficulty of the encounter with the sidekick as well.
Yeah, I'm gonna add a cult fanatic, and another choker as well, just to make it interesting. I always like my encounters to be at least hard. 5e is pretty forgiving, after all.
One thing - how I have written the BBEG encounter into the rules is that you reroll initiative, and run 5e combat as normal for the BBEG (in other words, don't worry about the monster table roll etc). I am also going to use the *Random Monster Combat AI* (Chapter 5-1) for this encounter, just to provide a bit of randomness to monster actions. You wouldn't do this with standard encounters in this system
In order to use the *Random Monster AI*, first of all I need to determine what the base Menace Points value (X) is. This is the amount of menace points to add every time a character scores a hit on an enemy. What you do, as detailed in that chapter, is add the CRs of the monsters (2 Chokers, CR 1, gives us a result of 2) and then you divide 20 by that number.
So, X=10.

COMBAT: ROUND ONE
Wren's Turn
Wren, the new sidekick, goes first and wounds one of the chokers with her hand crossbow. It hits! For 8 points of damage.
Menace Point score: +10.

Chokers' Turn
Now, the two chokers are going.
Random Monster Combat AI roll: d100=41 + 10 menace points = 10: Move and Attack nearest enemy using most powerful attack.
Now, we get to playing the monsters true to form. They have a spider climb ability. Might they use that? Probably not, since they've just been hit with a crossbow, and also they are going up against a brown bear.
I would say they are going to use their tentacle attack, which has a range of 10 ft. and the possibility of grappling. They also have aberrant quickness which allows them to take an extra action.
So, both move on the foremost PC which is Abulu in his wildshape brown bear form. That is probably also the most significant threat.
The first choker attacks, and hits! Abulu is grappled. I can just picture it, this horrid aberration wrapping its tentacle around the bear's neck, the bear struggling to get free! It makes an advantage attack on Abulu, which hits.
Now, the other choker… it does the same, maximising damage on Abulu. Two advantage attacks! Aaaand… the brown bear is down, which means Abulu reverts to bugbear druid form… Is he still grappled? Yep, he sure is.
Wow. That was brutal.

Cult Fanatic's Turn
The Cult Fanatic, let's roll to see what he does.
(Note: AOO stands for attack of opportunity).
d100+5=84: FLEE (if Menace Points 20+ then Dash, incurring AOO) or USE DEFENSIVE FEATURE (e.g., healing, invisibility) or MAKE RANGED ATTACK or HOLD ACTION
He won't flee, because the menace points haven't reached 20 yet, and the won't use shield of faith because he probably doesn't care that much about the chokers… so he'll make a ranged sacred flame attack… which misses.
I am glad that that happened… that last round was brutal. If he had not ranged attacks, he would have gone to "hold action." That might sound a bit… weak if you're not familiar with the system, but then at other times the AI roll will grant enemies a free attack, so it balances out. The main intention is just to provide a bit of unpredictability to enemy actions during combat.

Abulu's Turn
Abulu is grappled, I'm wondering if he can use the Quaal's token as a bonus action to attack first up… No, I think all he can do is use his action to escape. The DC is 15. And Marble can't even help as he's not adjacent! I'm being pretty mean to myself here, but it just means that if I win, I won't have had to cut corners to get there.
Strength check… I still have an inspiration too…
First check fails. Use inspiration… that fails too! Noooo….
But he'll use a clue point to re-award himself inspiration. The party now has just one clue point.

Marble's Turn
Come on Marble!
The warforged is just going to wade forward. Bonus action goes into rage of course. Then move and attack the choker that has Abulu in a grapple. The first one… misses!
Use the inspiration...
The second hits, for 12 damage! All right.
Abulu is now no longer grappled, and one monster has gone down…
Menace Points score=30 (this shot killed the monster, so add X twice).
Marble will also take a clue point and convert it for inspiration.

ROUND TWO
Wren's Turn
Marble grants advantage to allies when he's raging, so Wren is going to move up and take some of the heat off Abulu…
She gets two shortsword attacks, which both hit!
OK, 10 damage on the second choker! All of a sudden, we're not looking too bad…
But there's still the cult fanatic… and the second choker ain't dead yet…

Choker's Turn
Random Monster Combat AI roll: d100+40 Menace Points = 103.
SURRENDER (if humanoid and at less than 20% max HP) or TAKE COVER & ATTACK or (if no ranged attacks) ATTACK.
It's not humanoid, it's an aberration, so it's just going to attack. There Choker is going to try and nerf Marble with a grapple attack…
First tentacle attack hits! Marble is grappled, dammit!

Second attack is with advantage now… that also hits. And now, it's going to use aberrant quickness to attack a third time.
Brutal damage, but thankfully Marble is raging so it's halved.

Abulu's Turn
Now Abulu to the rescue! Hopefully.
And he manages to do away with the last remaining choker using his Quaal's feather token. Handy little trinket!
Menace Points score = 60 (20 points added for the kill).

Marble / Wren's Turn
Both Marble and Wren stalk up to the corner stealthily and ready action to attack if anything appears.

Cult Fanatic's Turn
Let's roll to see if he is still cowering in the shadows, the wretch!
d100+60=81: FLEE (if Menace Points 20+ then Dash, incurring AOO) or USE DEFENSIVE FEATURE (e.g., healing, invisibility) or MAKE RANGED ATTACK or HOLD ACTION.
The coward is going to flee! This guy (possibly a priest of Callister gone bad), the one potentially causing all this trouble, is going to try and escape the characters!
Let's make a Stealth roll. Can he flee quietly or does he alert the characters?
He rolls an 8! The characters pursue! But will they be quick enough?

Abulu's Turn
Abulu takes big loping strides down the passage, hot on the trail. Dash action.

Marble's Turn
Marble dashes as well.

Wren's Turn
Wren will use cunning action to dash as a bonus action! Every party needs a rogue… She aims with hand crossbow but misses.

Cult Fanatic's Turn
He's cornered here… what will he do? Is there a route of escape he can take?
d100+60=100: He's going to keep fleeing.
Those steps lead down into darkness…

The miscreant flees, down the broken stairs ahead, and into darkness.
"Wait!" the young girl cries, the first words she has uttered so far. "Don't go down there…"
"What is down there?" Abulu asks, fixing her with hard stare.
"It leads to catacombs… even the head priest is afraid to go, and he is a powerful man…"
"Do we look weak to you?" Abulu asks.
"No, not at all...but don't throw your life away for these… so-called priests. They are not all they appear to be…"

We are going to end that there… my guys are only level 3 and I feel like there's some horrible stuff down there in those catacombs. They've uncovered part of the mystery, but the rest will have to wait!
I hope this gave you a look into how the Urban Generator and Battlemap Crawl systems can be used. It's also interesting to note that not all combats need to end with an all-out brawl. If the characters kill a few enemies, sometimes that will cause the remaining ones to flee, especially if they consistently roll high, as was the case here. The Random Monster Combat AI is designed to generate such situations.

Playthrough 4:
Realm Crawl by Fitzgerald Limisella

The party of adventurers had been tasked with finding a "bone weapon" that could be found in a graveyard far north east of the city. On the way, they would reach the northern desert known to grow "grains of paradise", something they also needed.

The party consisted of:
1. Valeron Roshtan, a high elf Bladesinger wizard
2. Malia Rondell, a half-elf Battle Smith artificer
3. Nissili Symorin, a gnome druid of the Circle of Wildfire
4. Huntagar Steelheart, a minotaur barbarian of the Path of Ancestral Guardian

Party level: 7

Did the party try and get riding horses for their journey? <Yes>

Distance: 192 miles to the desert @ 48 miles / day *<pre-determined as I have an existing map, so I didn't create terrain/map as I went>*

Author's note: *I love Fitzgerald's style here of pre-rolling several areas of terrain so he doesn't have to do it step-by-step. This is a great example of how you can adapt the systems in the 2 Toolboxes to suit your own needs. I think I might try this myself some time.*
Another thing to note is Fitzgerald's excellent interpretation of his rolls. He is able to extrapolate clues, enemies, and other random rolls into meaningful events with story underpinning it all. Creativity and imagination are essentials skill for a solo RPG player.

Hexcrawl / Wilderness Terrain Generation (using Chapter 9 of TSAT1)

Area 1 (plains/grassland) – 24 miles travelled
Step 1: No new terrain
Step 2: Enemies: 1 bulette <random>
Trap: log trap
Item: mundane item

Area 2 (small forest) – 48 miles travelled
Step 1: Clear-felled area
Step 2: Enemies: green hag coven <random>
Clues: clay pots containing noxious-smelling liquids <TSAT1 Clues table>
Feature: lone tavern/inn (structure)

Area 3 (grassland) – 60 miles travelled
Step 1: No new terrain
Step 2: Feature: bandits
Random events: foil quest, training yard, ominous chuckle <GMA>

Area 4 (desert) – 192 miles travelled
Step 1: No new terrain
Step 2: Enemies: 4 vargouilles <random>

So the party set out and left the city of Stormsworth. About 24 miles into their journey, they were ambushed by a bulette.

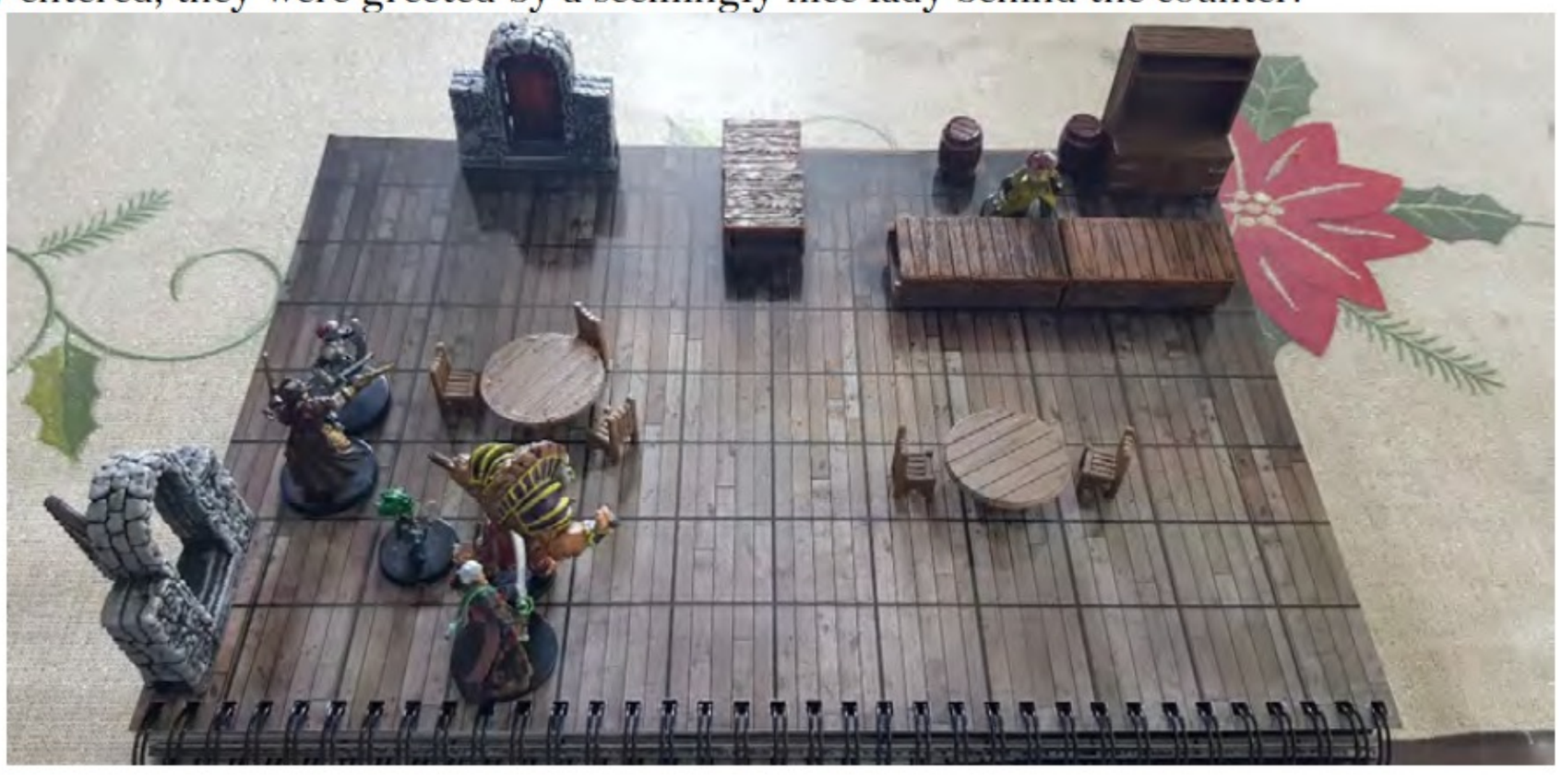


Or at least it tried to <*bulette rolled 6 on Stealth check vs party's lowest passive perception of 10*>. It was easy enough to take down.

After travelling for another 24 miles, the party reached a small forest. They arrived at this clear-felled area and stumbled on a lone structure that looked very much like an inn or a tavern.



As they entered, they were greeted by a seemingly nice lady behind the counter.



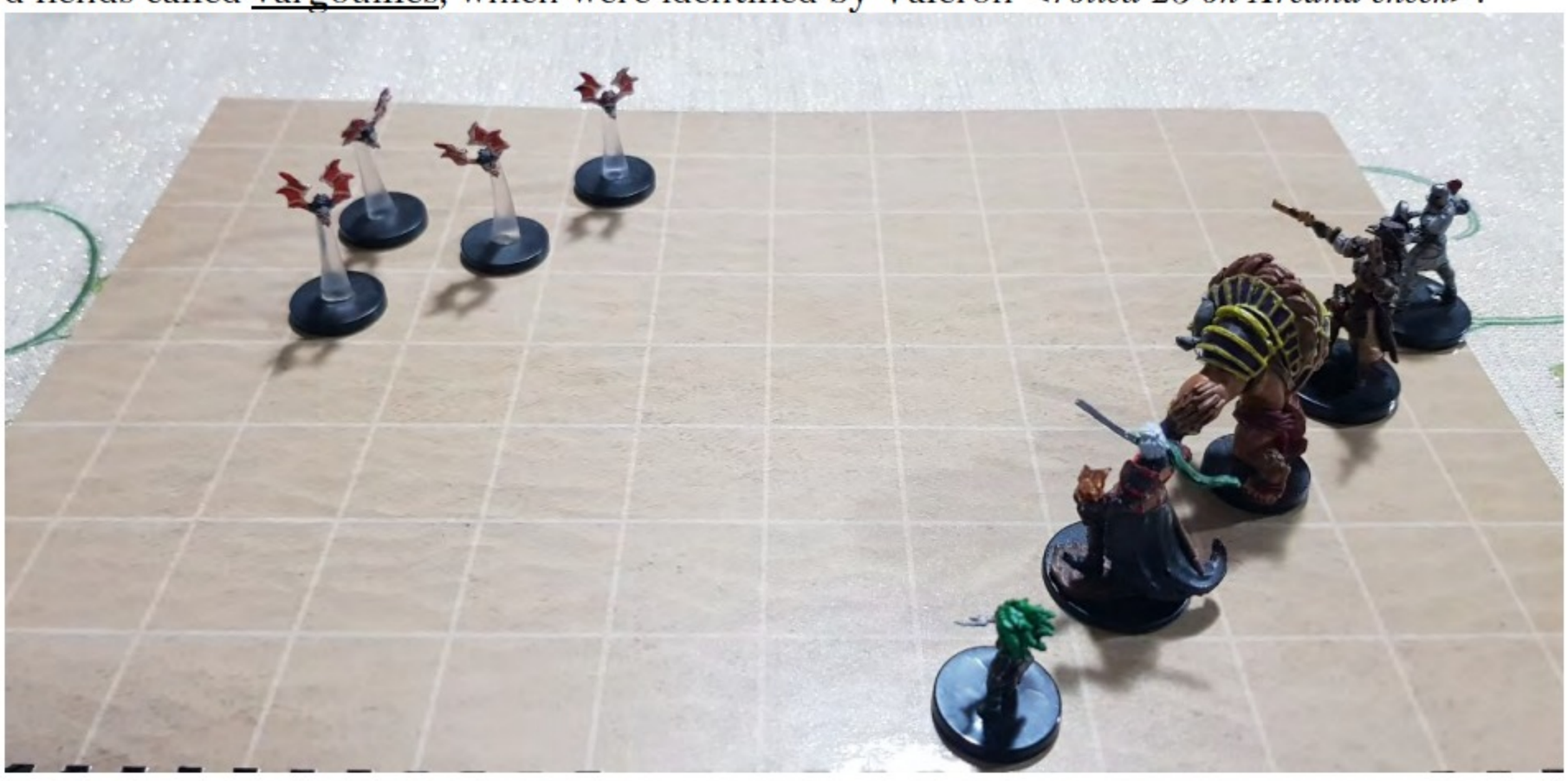
Did the party suspect anything? <*No*> They were probably too tired to notice anything unusual. Even Nissili, the most perceptive one in the party, did not feel anything was out of place <*rolled nat 1 on Insight check*>. Sure enough, the "nice lady" transformed into a green hag and two others soon joined in; one bursting through the front door and the other through the back one. The party was now facing a coven.



Somewhat surprised, Malia missed her shots although her Steel Defender managed to corner one hag. Valeron tried engaging the "barkeep" hag and successfully leaped across the counter <*passed Acrobatics check vs DC10*>. Nissili helped Valeron by casting <*Flaming Sphere*> to block the hag's path. Huntagar used the opportunity to charge at the last hag and struck her.

As a coven, the hags had access to fairly high-level spells, however the party's resolve was too strong and none of their spells had too much impact <*consistent successful saving throws vs hags' spells*>. Ultimately, one hag was taken down and the other two ran away. They were eventually captured and destroyed to prevent them from hurting other passers-by. Upon closer inspection, the party found clay pots containing foul-smelling materials back in the tavern, possibly the hags' victims' entrails.

Throughout the journey, the party faced other adversaries, such as some bandits in training and weird fiends called vargouilles, which were identified by Valeron <*rolled 25 on Arcana check*>.



With the help from the party, Valeron also managed to find the "grains of paradise" in the desert <*rolled 20 on Nature check vs DC20*>. The party decided to rest the night. They still had to make preparations for their next leg of the journey. On to the graveyard!

Summary Notes

This was from an actual playthrough. There was a reason why the party was seeking these items (obviously), but it is not covered here.

Adventure elements such as enemies, clues, items, features use the 6d12 method as per TSAT2.

I did forget to resolve the log trap in Area 1 of the crawl. I decided that a log would probably affect the front character only, so I rolled a Dexterity saving throw for whoever it was at the front and they rolled high, so it was inconsequential. I also ignored the "mundane item" result.

I also did not resolve the bandit stuff because I was getting tired and figured bandits are too low level anyway for these PCs. Between the Help action (for Advantage), Guidance spell (+1d4 for ability check) and Flash of Genius (an artificer's feature that lets them add a modifier to an ability check), it would have been easy enough to intimidate these bandits. If all else fails, a well-placed Fireball would definitely scare them away.

Random enemies are not 100% random. I randomised until I got something that I have miniatures for or something close.

Italicised text refers to game mechanics, such as oracles and 5e ability checks.

Underlined text refers to things or events that happened as a result of random rolls, e.g., type of enemies etc.

Playthrough 5: A Variety of Tools by Jorge Olayo

I put in bold all the terms that refer to a specific resource of the material.
So, my adventure is homebrew free style, but relies heavily on a map. It's a map from a city that someone posted on a Facebook group, that includes a lot of descriptions about zones, districts and such. My intention is that my whole adventure happens in this city and the main objective for my character is to be a part of the ruling council, or be an actual power with strong influence over said council.
So, my character is called Luheos Denoreth, he's a level 5 rogue high elf, with a noble background and has spent almost a week in the city, so he's still finding his way around, has made a big effort to stay out of trouble, and is trying not to attract attention to himself just yet.
He also has an important thread about a magic ring which he "stole" from his former master, but he has it in a box that he's almost certain is protected by magic, so he hasn't attempted to open it. So, he's looking for help with magic. He found a magical map in a hallway at the inn where he's staying. He suspects it belongs to a particular NPC. I'd like this NPC to become Luheos's sidekick, so that's where I started my session.
In the morning Luheos waited downstairs at the Inn for this young wizard, to see if he could follow him around during this day.
But a couple of bad checks caused Luheos to quickly lose track of him. For all the Oracle questions, I use the TSAT2 oracle. I like it a lot, it's easy and quick, and I do enjoy the prompt of the "no, but" and "yes, but" answers. The only added thing I use, is the if doubles are rolled, a random event occurs, as in the Mythic GM.

Author's note: *It gives me great joy when players add their own tweaks to these systems.*

So, I rolled on the STREET EVENT table, and got a "Spirited group of minstrels", which worked well as to explain why Luheos lost track of his target, there being a small crowd.
Then with the Oracle it turned out that Luheos overheard 2 NPCs talking about a magic store, so he followed them.
Here I tried out some of the *Chapter 2-1: Urban Generator* tables, but since I have a very detailed map of the city already, with districts well defined and all, the rolls were not making much sense. I don't think there's anything wrong with it, it just wasn't working for my adventure.
While following these NPCs, I made a perception check to see if there was anything particular from these 2 NPCs Luheos could notice, and I used the 4-4: KEYWORDS TABLE. I got the words "embrace", "storm", "ball", and "nimble", which I interpreted as a couple of nimble-looking elves devotees of a storm God (ignored "ball"). I dig this kind of resource a lot, I have used the one in TSAT1 and the one on the Mythic GM, although I never liked very much the results on this last one.
Since I wanted to run an encounter, I decided that they were going into the slums of the city. An actual bad insight roll caused Luheos to be lured into a dead-end alley for an ambush. I used the ALLEYWAY TABLE in *Chapter 2-1: Urban Generator*, to describe the alley they walked into. I determined that the alleyway was adjacent to a tavern, and that worked great.
For the encounter, I used the TSAT 1 LEVEL 5 Solo PC Encounter Calculator, rolled on the LEVEL 5: Easy table and got 2 CR 1/8 + 1 CR 1/4 monsters, which I decided to be 2 cultists and one reskinned orc, as a strong human foe.
So then, I used the Chapter 5-1: Running Combat and Monster Tactics.
The formula states: "To calculate X, add up the CRs of all monsters, then divide 20 by that number and round down", so I got 2 CR 1/8 cultist + 1 CR 1/4 reskinned orc, which I understood as 1/8 + 1/8 = 1/4, + 1/4 = 1/2 which is = .5; then 20 / .5 = 40. So x = 40 which is the base number to be added to the monsters Menace Points when rolling on the MONSTER ACTION table, and my 1st impression was that it was way too high, but it worked out very well.
In the end, I killed the strongest one (reskinned Orc) and the remaining cultist tried to flee.
With oracle and skill checks he could not go up a wall to escape, so Luheos grabbed him and interrogated him.
There I used the RANDOM QUEST NAME TABLE, because Luheos had no previous relation to these cultists; and I liked the result a lot! I got "Escape from the Insane Priest", so I interpreted that the cultists are always on the

look for new sacrifice victims for their leader, an insane priest, and added this as a new thread. I liked this table a lot, and will use it whenever I need it.
On another note, I love the 3-2: Urban Encounters section. It really helps my adventure. I had used one already from the TSAT1 and had a small incident on an alley, that ended up with Luheos gaining the favor of an office clerk of the Vigilance garrison. I will definitely be using this a lot.
So, after the alley fight, Luheos was returning to the Inn district, when I rolled on the Skill Challenges table. I got "33 You see large, looming statues ahead, that stand like sentinels, on either side of a narrow throughway. Their eyes glow red, and you sense a trap of some sort. Perhaps they simply act as alarms, letting nearby enemies know of the presence of trespassers. Make a DC 15 Dexterity (Stealth) check to creep by these silent sentinels, or find another way around." so I made this happen on a small empty town square, and Luheos succeeded the stealth check. I really like all the challenges, and thanks for adding mine! it's number 99.

Author note: *Huge thanks for your contribution Jorge! Skill challenge 99 involves a ring of mind shielding and is very creative. Thank you also to the other players who contributed ideas for skill challenges.*

About the 2-3: CASTLE GENERATOR I wanted to give it a try, but as I was reviewing the tables, rolling on them didn't make much sense in my adventure, since I already have the location and size of the castle.
But what I did find very useful was the notes on the CASTLE CONDITION table. It made perfect sense that the castle in my city was in "excellent condition", and "well-guarded", getting in would be still very hard for my character right now. The castle will likely be one of the last locations my character may adventure, so I gave it a try and wasn't successful at getting in. I gave it a try and failed the DC 18 Stealth check.
So that's all my input. Really enjoy your work, and I do have fun using it. Thanks!

Author note: I'd just like to say once more, a massive thanks to my playtesters who sacrificed their time to help make this product what it is. And if you, the reader, notice anything in this volume that you think is in need of attention, either comment on the DM's Guild product page, or come and find our group *Dungeons & Dragons Solo Adventures* on Facebook and join our ever-growing community of awesome solo RPG enthusiasts!
The author sincerely hopes you have get much use out of this product. My job now is to get started on gamebook #6: *Caught in a Wizard's Web*. Happy rolling!

Paul Bimler
February 2021
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Aotearoa New Zealand

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