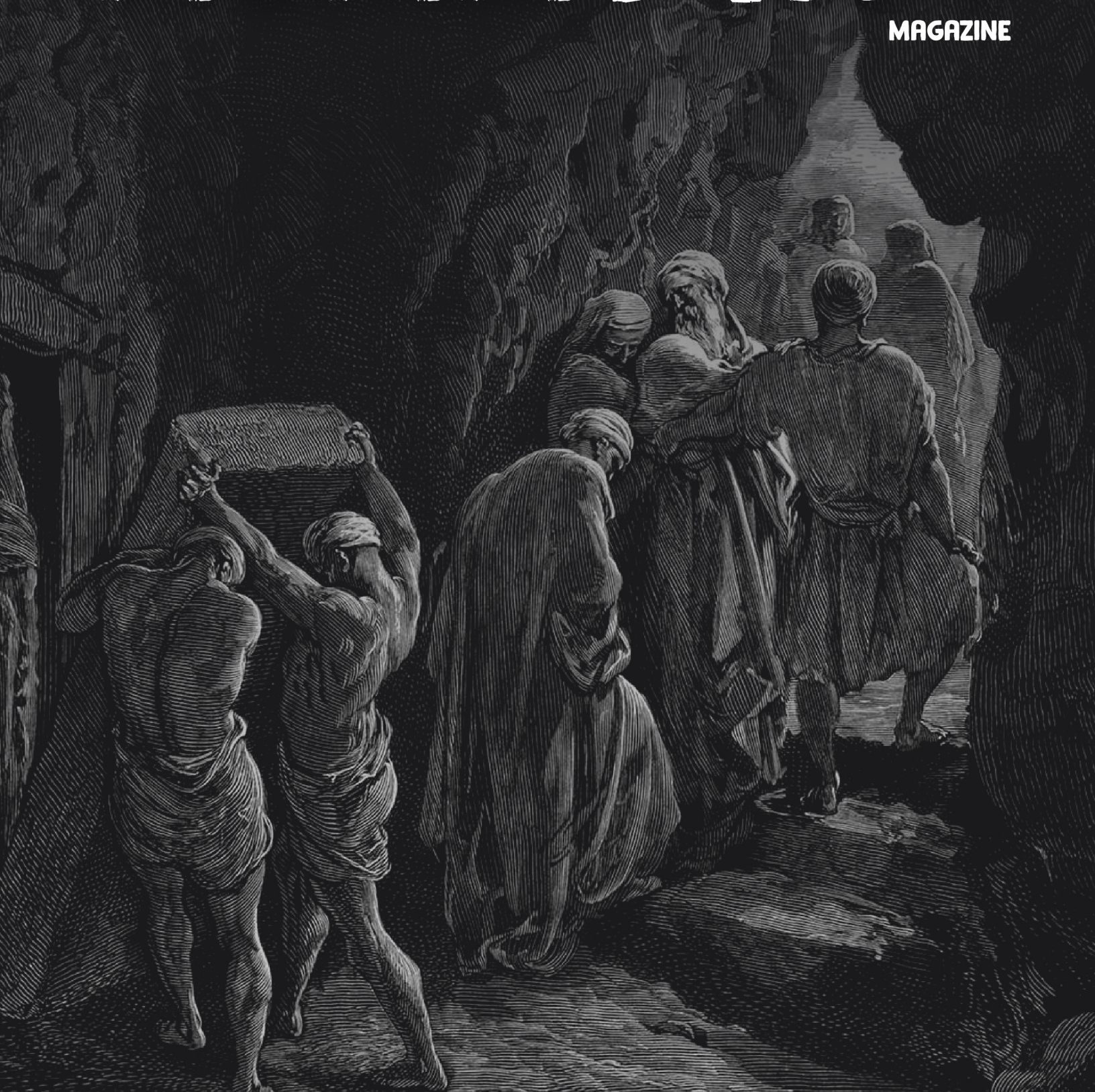


ISSUE #1

MUMMY ROT

MAGAZINE



OSRVAULT

MUMMY ROT

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Welcome to the very first issue of **MUMMY ROT**.

Behind every great and memorable campaign is a Dungeon Master with a plan. Whether you are meticulously plotting out a year-long campaign or rolling with the chaos that can emerge from an off-kilter player decision, **MUMMY ROT** is here to help.

Inside this issue, you will find d100 lists that feature encounters for several different locations, lists of rare and interesting items, monsters to drop into your dungeons, and so much more.

Thank you so much for the continued support, and be sure to check out www.osrvault.com for more!

Casey Willis
OSRVAULT

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CAMPAIGN JOURNAL: THE DESERT OF HYRCANIA

Tizenket – Level 1 Huntress, Female Human

Ulrich – Level 1 Cataphract, Male Human

Karsas – Level 1 Barbarian, Male Human

Eliza – Level 1 Witch, Female Human

The relentless sun beats down upon your weary forms, its scorching rays painting the vast expanse of desert in hues of shimmering heat. You find yourselves bound, shackled, and at the mercy of your captors—ogres, towering behemoths whose cruel laughter echoes across the barren landscape.

You remember little of how you came to be here, save for the distant memories of a bustling city, of faces lost in a sea of strangers, and the chilling realization that you were no longer free. Sold into slavery at a wretched auction, you now find yourselves condemned to a fate worse than death: forced labor beneath the sweltering sun for the rest of your puny lives.

The journey has been long and arduous, a grueling march across endless dunes that stretch as far as the eye can see. You are confined to a large cart, while two colossal creatures, armored and insectoid in nature, pull you ever deeper into the heart of the desert.

Your captors, the ogres, sneer as they prod you forward with cruel whips, their voices laced with venom as they revel in your suffering. Their intentions are clear—to build a monument to their ogre deity, a ziggurat of stone

and bone that rises defiantly from the sands, a testament to their dominion over all who dare to defy them.

The players find themselves inside of a slave barge being pulled by two massive armored insects. They aren't sure exactly where their fate lies, but they've heard rumor of a massive Ziggurat that the ogres are building somewhere within the Hyrcanian desert.

Tizenket, a Hyrcanian native, is chained to the one side of the small chamber. The same chains that bind her wrists are also connected to Karsas's wrist. On the other side of the chamber, Ulrich and Eliza are chained together.

The only sunlight that the players get comes from a barred window on the tall ceiling. The desert sun can be seen high in the sky.

While the players are getting to know each other, a towering form appears at the door of the cell. One of the ogre captors stands looking in, a cruel sneer is etched upon his brutish face. Noticing Tizenket is closest to the door, and how thirsty she looks, the ogre thrusts forward a single goatskin flask to her.

"Drink," the ogre grunts, its voice dripping with malice. "But only enough to wet your lips. We wouldn't want you dying of thirst before you've had the chance to earn your keep, now would we?"

With a trembling hand, Tizenken reaches out to accept this meager offering. As she holds the flask to her lips, her heart sinks as she realizes that the flask is almost empty, and filled with a disgusting grog. The grog trickles forth in a pitiful stream, barely enough to wet Tizenken's cracked lips. The flask is quickly snatched away. The ogre lets out a bellowing laugh, as he walks away from the cell door.

The players have had enough of these cruel ogres. With all his might, Karsas pulls on the bars and breaks a section of the chain. Eliza and Ulrich combine their strength and break the bar that holds their chains. Just as they are catching their breath and figuring out a plan for their next steps, a loud chaotic commotion can be heard outside...

As the chaos erupts outside the confines of the slave cart, the players strain their ears to catch every morsel of the outside noises. The urgent shouts of ogre lookout sentries as they sound the alarm echo in the slave cart.

A commanding voice cuts through the clamor, resonating with authority and righteous indignation. "Those humans you have captured are not slaves," it proclaims, each word ringing clear despite the distance. "You must release these people, or all your caravans will perish in the desert."

But the ogres, their voices rumbling like thunder, respond with a ferocious mix of scorn and defiance aimed at the raiders. "You knights dare to challenge us?" one roars, his eyes blazing with primal fury. "These humans are offerings to Vaparak the Kingeater, and we'll spill blood before we let them go!"

A deafening crack rends the air, followed by a brilliant flash of light. The ground trembles beneath the players' feet as a surge of electricity courses through the air, accompanied by the sound of an explosion. The two giant insects, their chains severed by the force of a lightning spell, lurch forward, their chitinous forms bounding across the desert sands as they flee into the vast expanse of the wilderness.

As the lead desert raider and his companions descend upon the ogres with righteous fury, the clash of steel against steel fills the air, punctuated by the thunderous roars of combat. With each swing of his mighty blade, the leader guides his warriors into battle, their resolve unwavering as they face the ogre horde before them.

The players, with their combined strength, break down the door to their cell. As they begin to find an exit to the slave barge, one of the ogres, bloodied and battered, approaches them. With a desperate gleam in his eyes, he offers the captives a chance at freedom, his voice thick with urgency and desperation.

"You want out of this mess?" he grunts, his breath heavy. "Help us kill these raiders and Vaparak's favor will be yours. I will let you free, and more importantly, Vaparak will smile upon your deeds."

Karsas takes the blade from his hand and slits his throat. The ogre's body slumps against the side of the slave barge, and falls to the ground.

As the players emerge from the shadowy confines of the slave cart into the blinding embrace of the desert sun, they are greeted by a scene of utter carnage. The sands are stained crimson with the blood of fallen ogres, their lifeless forms strewn haphazardly amidst the shifting dunes.

The desert raiders, the true heroes in this situation, pay little heed to the players, their focus fixed on the destruction of the slave cart. "Take what you can grab from the cargo," one of the raiders grunts. "We're burning this heap of scrap to the ground."

The players quickly grab what they can carry, find a few useful weapons and supplies, and back away from the slave barge.

Soon, flames spread across the wooden frame of the cart. The leader of the raiders lets out a loud whistle that echoes across the landscape. The raiders enter formation and begin riding into the desert.

The leader of the raiders rides back to the players. "One of our men fell during the battle. His horse is now without an owner. Take his horse and live another day," he says. "I am known as Ashred, liberator of those captive and breaker of chains. I hope the next time we meet will be a happier occasion. Good luck."

Ashred, Breaker of Chains, rides off into the desert towards his men.

The players, without any sort of plan, but knowing they have to find shelter, head north towards a river that they can see in the distance.

To be continued...



ONE HUNDRED ROADSIDE ENCOUNTERS

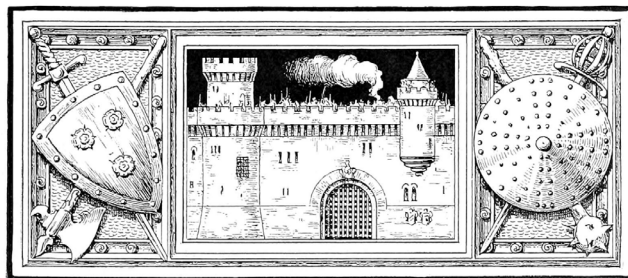
Traveling within your fantasy world should be exciting, not boring! Use these one hundred different encounters to bring your world to life and keep your players on their toes.

01. The party comes across a fisherman struggling to pull his net up. If assisted, it turns out to have been stuck on a rusted iron coffin covered in old holy symbols. The coffin feels heavy.
02. The party notices several statues in the path around a traveling wagon. As they approach closer they notice some of the statues are in poses with expressions of fear. A basilisk is feasting on one of the victims in the bushes just off the path. Since it is preoccupied and full, the party can easily pass it unless they decide to attack it.
03. A noble and his entourage are returning from a very unsuccessful hunt. He propositions the party with gold and food if they can hunt a beast for him to take back and show his friends.
04. The party comes across a wagon with smoke lightly flowing out of the windows. If investigated, the party will find a halfling pipe salesman smoking a strong strand of pipeweed. He will offer the players some of his pipeweed in exchange for coins.
05. The party comes across a crowd of people with an angry disposition. They are placing stacks of branches around the feet of an old woman tied to a stake. They call for a torch amid cries of, "Witch", "Burn her!", and "She's a servant of the dark lord!"
06. The party comes across a clear babbling stream, stepping stone crossing, good banks, shallow enough to ford a lightly loaded wagon, and with good fishing too! A nearby druid is somewhat friendly with any travelers passing through with good intentions and a light step upon the land.
07. The players come across a hole in the ground surrounded by deer, foxes and other forest animals kneeling in apparent prayer, they are not sentient but appear to be wearing crude crowns and other adornments. The hole spews a white smoke that causes hallucinations.
08. On the side of the road is a small shrine to a lawful good deity. The shrine is a one-foot-thick wooden wall with a small roof over it with a wooden carving of the deity protruding from the wall. A

handful of scraps of parchment bearing prayers are tacked to the wall. Various offerings lie at the foot of the shrine: Fresh cut grain, flowers, a woven cord bracelet, a wooden carving of a boy, etc. A wooden bowl contains 2d6 gold pieces.

09. A horse and cart loaded with turnips is stopped on the side of the road up ahead. A hunched peasant farmer is attempting to fix one of the wheel's broken spokes. He asks if the party can help him get the mended wheel back onto the cart. After a successful strength check from whoever helps him, the farmer offers the party some pickled pigs feet in thanks that count as good-quality rations.
10. The party finds a cart on the side of the road that has been overturned and lit ablaze. The horse that was pulling the cart has been killed and much of its meat removed. The corpse of the cart driver can be found in the bushes nearby. If the party examines the contents of the charred cart they find it was carrying a number of bundles of lucky charms. Most of them have been burned or melted together, but they do manage to find 3d10 lucky charms that survived the fire intact.
11. After falling off the beaten path, the party comes upon a prominent hill topped with a large anvil that appears to be made of the very stone that comprises the hill. Magic can be seen emanating from the anvil and seeping towards any weapon that is brought close to it.
12. An old hunter greets the players and offers to share his fire for lunch. He gets to talking about the good old days, and talks in a funny old man voice. After lunch, he keeps talking. And talking. And talking. The players have to get clever with roleplay to avoid offending the nice man, or just disregard his feelings and take off.
13. A white hart crosses your path before quickly sprinting away. Any superstitious member of the party recognizes this as a sign from the Gods. Your trip is blessed!
14. The party notices a barrel sat in the shade of a lone tree a mile outside of a small village. Keen eyes spot flies buzzing about the edge of the sealed lid; the ground shows clear signs of the barrel having been rolled or dragged to this spot. If the party opens the barrel, they find the bloated corpse of a young man wedged in an unnatural pose inside. The bottom of the barrel still has about two to three inches of wine sat in it; and the young man appears to be dressed in the livery of a delivery company.
15. The party comes across a small dirt path branching off the main road. A very sweet, fragrant scent is coming from this path. If the party follows it, they will come across a small field of flowers that are used in an expensive perfume in the region.
16. The players come across a small hamlet that is in complete turmoil. A piglet who was seen as a miracle because it was born with a birthmark in the shape of a deity's holy symbol has gone missing. The entire hamlet is torn apart by greed and suspicion.
17. A traveling artist has set up a canvas in a nearby field and is painting some wildflowers. For 5 copper pieces, he will make a charcoal drawing on paper for the party. For 5 gold pieces, he will stop his flower painting and spend time following the party painting a portrait of the party until he is finished. If prompted about his work, he will get excited and show off his sketchbook. It's full of various drawings and portraits of people he's passed on the road. He says he never forgets a face and will even draw someone according to details given by the party for 10 copper pieces.
18. The party comes across a band of highwaymen posing as religious ascetics on a pilgrimage to a nearby temple. They plan to rob the holy site and kill everyone inside its walls.
19. A society of astrologists are traveling from a nearby city to a rural area to witness a meteor shower that has been predicted. There are two dozen of them or so. Most of them are amateur astrologists who are minor nobles or upper middle class, but there are a few scholars and even a wizard.
20. There is roaring and thrashing from somewhere off the road. A wounded griffon (or wyvern) is trapped in some poachers' device and her left wing is damaged by some sort of bear claw device connected to a chain. The chain is locked and hammered into a tree stump, next to it lays the carcass of a goat that was probably used to lure her here. The creature is very wary and will attack any humanoid on sight if it weren't for her chain radius of 40 ft. Freeing her is not easy as she distrusts everything around her now. This is reinforced the moment someone tries to remove the chain as arrows fly from the shrubbery and the poachers return for their trophy, this turns the beast hostile again.

21. The party comes across a freshly slain deer in a small clearing alongside the road. A pack of crows feed on the corpse. One of the crows is much larger than the others, nearly twice the size.
22. An old lady sits atop a large flat stone at the side of the road, strumming softly on a dulcimer sat upon her lap. As the party approaches, she asks them if they can spare her three days worth of rations and water in order for her to reach the nearest town. If they do, she can cast one high level bard spell for the party as payment.
23. A line of travelers and merchants are being searched by a half dozen road wardens. On a nearby cart, a merchant can be seen fidgeting nervously. He offers the party 5 gold pieces to cause a distraction.
24. The party comes across a group of acrobats. They are practicing one of their climbing routines on a tall tree off the side of the road. If asked, they are traveling to a nearby city to perform for a party hosted by an important noble.
25. The players come across a flyer nailed to a tree regarding recent attacks on a logging settlement by a band of wood elves. The logging settlement is recruiting people to drive off the elves.
26. The party comes across a lost, overgrown village. At first it appears abandoned, and quickly abandoned at that; there is no sign of evacuation or resistance. Inside the church the townsfolk are gathered, appearing almost as they did in life, frozen in some sort of bark form in a kneeling prayer position.
27. There is a roadblock manned by three road wardens. A mile up the road there is a small town infected with the yellow plague. It has been quarantined. The road wardens will explain a circuitous route that will only add a day or so to their travel.
28. A tremendously large oak tree looms over a crossroads. The tree is crowded with crows and the corpses of seven big green orcs hang from its branches.
29. The party comes across a woman peddling used magical talismans out of a cart. Her assistant, a large deaf giant who is pulling said cart, grins whenever someone comes near. She's rather charming in a soft spoken way. A bit of prodding into the pair reveals they are both friends who once adventured together.
30. The party comes across the corpse of a dwarf on the roadside. The dwarf was apparently stabbed in the back and robbed. In his hand, he clutches a small open book. The book contains a list of names and most of them have been crossed out. However, there is one last name written in blood by the dwarf's finger, apparently in his dying moments...
31. The party spots some strange hills in the distance. An intelligence test will reveal that they are burial mounds from a long dead tribe. Perhaps there is wealth hidden in those tombs?
32. An overturned carriage can be found in a ditch on the roadside. The exterior is intact, but the inside has been ripped apart, and is stained with blood.
33. A raven can be seen following a single member of the party. If they move one way, the raven follows. The raven will fly away if anyone gets close to it. That night, the one who was followed has horrible dreams.
34. A group of locals are selling a traditional fruit wine made from apples and various berries that is famous in the region. They are pouring it from a barrel and are charging a few silver pieces to fill your cup or wineskin.
35. The road cuts through an open field with a hill and a lone tree on top as a prominent landmark. There appears to be something leaning against the trunk. If investigated, the players will find a well-made +1 two-handed sword.
36. An old dwarf with a bit of a limp is leading a donkey that is overladen with various junk and knick knacks. He will try to sell the players all sorts of strange items.
37. A high ranking paladin is traveling down the road with 1d10 initiates. They make camp a short distance from the party's camp. During the night, one of the initiates sneaks over to the party and asks all manner of questions about the adventuring lifestyle. In the morning, the questioning initiate is nowhere to be found. The party may see him again in another part of the region.



38. A group of refugees from a neighboring war approach you on the road. They are desperate for food and shelter.
39. The party comes across a crossroads. At one of the corners of the road, a broken sign lays in the weeds. This sign tells which direction each road leads, but they aren't certain on the correct orientation of the sign.
40. A knight and his squire are passing on the road. He's a gallant Knight looking to prove himself and challenges your best fighter to a duel.
41. The wonderful night sky is filled with glowing moths. They spin in the sky above the party, and small clouds of dust drift down from them, leaving everyone with a peaceful feeling as they flit away.
42. The party finds a large tree off the side of the road covered in at least a dozen giant centipedes. Inside of the tree is a tunnel that leads down to a nursery of centipede larva.
43. In the distance, a small tower stands over the horizon. It is the ruins of an old watch tower that has long since been abandoned. If the players climb to the top, they can get a great view of the surrounding area.
44. A group of mercenaries, led by an intimidating captain, marches down the road. They are searching for a large orc party that is reported to be camping in the area.
45. The party comes across a wandering hill giant. He has lost his 'lucky shiny' and is desperate to get it back. If any of the players are wearing heavy, shining armor, the hill giant will think THEY are the one who stole the 'lucky shiny' armor, and will try and get it back!
46. The player's path brings them to a raging river. The river, normally calm and slowly moving, is currently a fierce torrent. It has destroyed the bridge the players need to cross. How will they continue their journey?
47. As the party is walking down a heavily forested part of the road, they hear the loud creaking of branches. All of a sudden, a random party member is hoisted into the air by the hand of an ancient treant. The treant, gripping the player tightly, says they look exactly like the one who started a forest fire a couple months back.
48. A traveling prison wagon filled with prisoners crosses the party's path. One of the party members recognises one of the prisoners as a childhood friend.
49. The party comes across a procession of mourners who are transporting the body of a local folk hero to his final resting place.
50. A pair of wood elves are seen setting traps for poachers. If the party proves to be friends of the forest, the elves will take them to an extradimensional nature preserve full of extinct and oversized creatures.
51. A wounded bounty hunter stumbles out of the bushes. He has taken an arrow through the arm, which now hangs limp. He tells the players that he and his partner tracked three infamous bandits to a wooded hill nearby, but they were ambushed. His partner was killed. He needs to retrieve a locket from his partner for the man's widow. He will give the players half of the 200 gold coin bounty if they help him capture the bandits.
52. Two knights, one with a loon on his shield and one with a white star on an azure field, are observed, locked in battle. They are settling a feud between their two houses, even if it means death.
53. The party sees a crowd of townsfolk equipped with makeshift weapons and torches marching towards a nearby city. They proclaim that they are going to do battle with a minor local lord because his taxes are too high. If there is a fight, they will certainly be slaughtered.
54. The party comes across a townsman who is arguing with a traveling salesman. He claims that he paid for 50 miracle cures, but the crate the salesman gave him only contained 46. The salesman claims that the customer must have drunk four of the doses of the cure because he "has a system". The dispute is over 8 gold pieces.



- 55.** A religious procession of many people in dark gray robes and hoods with large rounded points on the sides reminiscent of an owl's head. They are carrying owl feathers, live dormice in a clay and gilt glirarium (container habitat for fattening dormice for eating) large enough that it takes six people to carry it, and several hundred dead rats and mice strung up by their tails on poles carried between the processionalists. If inspected closely, the rodents have a small gem hidden inside worth 10x1d10 gp each. They offer you little cakes made of millet, dried fruit, and honey, that are shaped suspiciously like owl pellets.
- 56.** A massive green dragon flies right over the party, headed east. Maybe they can travel in that direction and find its lair? If they do decide to follow the trail of the dragon, they will find a massive cave entrance on the side of a rocky outcropping.
- 57.** You come across an older gentleman traveling down the path with a group of 6 small dogs walking behind him. He has them each on a small leash that is attached to his large backpack, filled with dog clothes and toys. Over the last few years, this man has trained these dogs to perform tricks. He is traveling from town to town to try and become a famous performer.
- 58.** The party comes across a group of guardsmen transporting the corpse of their beloved countess back to her homeland. Upon conversation, the guardsmen believe foul play was involved and ask the adventurers if they could help investigate.
- 59.** A young boy is found on the roadside intent on running away to a far away city. He is small and would surely lose a fight to just about anything. He begs and pleads to come with the party and join them on their quest.
- 60.** The players see a group of guards burning a field of crops to make an example of a farmer for not paying his taxes. The farmer is begging to a scarecrow-like effigy next to the field to not harm the guards or the noble who ordered it.
- 61.** A hill in the distance is crowned with ruins. War may have laid it to waste, but no one is quite sure. On the top of the hill is a stone altar dedicated to a chaotic evil deity. Any good character here will feel an oppressive sense of unease, fear and doom.
- 62.** Road wardens are dragging a poacher out of the woods. He is manacled, and sobbing that he only did it to feed his family. He begs them to be merciful. One of the road wardens carries the two pheasants that the man killed.
- 63.** A woman and six small children approach in an ox-drawn wagon. They appear dirty, tired and apprehensive, but if the party is friendly the mother will share her story: the father has run out on his family, and they could no longer afford to live in their previous home. The mother offers the party a single gold coin if they would accompany them to the next village. Rumor has it there are wolves in the area, and they are scared they won't make it to town before nightfall.
- 64.** The party comes across a graveyard stretching to both sides of the road. The names have been carefully and precisely chipped off of all the headstones.
- 65.** An old windmill can be seen in the distance. If the party approaches, they find a strange old lady in the doorway inviting the players inside to camp for the night. The players may think she is a witch or a hag, but she is completely harmless and only has good intentions.
- 66.** The party sees a trio of dirty peasants riding past them on an impossibly fancy carriage. They nervously smile and wave at your group. A keen eye will notice a smear of blood on the side of the carriage.
- 67.** The party comes across a cartographer who is willing to sell a copy of his map of the area for 40gp. With this map, the party can travel at an additional 1d4 miles per day of travel within the area of the map.
- 68.** A recent storm has ravaged the woods, and the road is covered with broken branches of varying sizes. Thankfully the trees themselves are still upright, but the normally clean paved road has become difficult terrain.
- 69.** Off to the side of the road is an obelisk of carved white marble. It stands tall and overlooks the area. Those who can speak elvish or have elven ancestry will recognize this as an elven weather stone. Every day, the elven ruins on the face of the obelisk change shapes and reveal to the reader what the weather will be like tomorrow.

70. A group of dangerous criminals are being transported by a group of guards when one of the guards (disguised criminal) starts killing the other guards and lets the criminals loose.
71. The party is caught up in a butterfly migration. For a solid hour, they are continuously covered and then uncovered by hundreds of butterflies taking small rests on their long journey.
72. A mudslide has destroyed most of the road ahead and turned it into a complete slippery mess. The party will need to attempt to cross it themselves, or find a way around.
73. An abandoned campsite is discovered, with belongings left behind as if the occupants vanished in a hurry. The fire is still warm, yet no one can be found. Within the belongings, the party finds a featureless clay mask inside of the tent. Those who look upon it begin to feel a low dread beginning to boil within them.
74. In the morning, the party finds giant frogs rummaging through their stuff, searching for food. They're not hostile, for now.
75. A poet of some renown is traveling the same direction as the players. The poet begins asking the party random questions about their adventures. The next time the players enter a tavern, they hear the poet reciting a ballad about the party.
76. One of the players, selected at random, catches the glint of something shiny coming out of a tree stump on the roadside. If investigated, they find a hidden cache of gems that someone may have hidden for whatever reason.
77. A great elk is seen watching the party from a distance. It almost looks as if the elk is wearing a crown made of twigs and vines.
78. The side of the road is marked with piles of dirt and freshly dug holes. If the party investigates, they will find a grizzly graverobber still actively digging in one of the holes. If confronted, the man will claim to be in possession of a map showing the unmarked grave of a noble warrior who fell in battle and was buried somewhere in this area.
79. A group of bandits have strategically placed a broken down cart in the middle of the road the players are traveling on. If they get out to explore, the bandits jump out of hiding and demand they empty their pockets.



80. The party comes across a wooden sign that says "Danjur ahead. Folo othur rod" with an arrow pointing down a conjoining road.
81. The party comes across an elven scout traveling the same road. He is very friendly, well-armed, and his clothing and weathered face show that he is a warrior of many years. He invites the party to rest a while, enjoy some of his elven rations, and share news and rumors they might have for him to report back to his hold and king. He is perfectly willing to share some of news and rumors he's already collected in his journey in exchange, such as other passersby, nearby points of interest, or perhaps other plot hooks.
82. A weathered stone cairn lies at a crossroads, the stones arranged with deliberate care. A recent offering of flowers and fruit sits atop it, yet no one is in sight.
83. You hear moaning coming from the trees. As you approach you see a wounded man-at-arms slumped against a stump. He seems to have taken an aggressive wound to the chest, but yet lives. If he is healed or brought to town in time, he will be forever in the party's debt.
84. A random member of the party discovers a ferret in their pack. The ornery creature has consumed 1d3 of the character's rations or food before it was discovered.
85. A beautiful warhorse with an expensive saddle and tack grazes near the road, but no rider can be seen anywhere. The rider can be found knocked out from a fallen tree branch a few feet away.
86. The players come across a seemingly abandoned chapel off the side of a long road. The windows have long since been boarded up and the door is laying on the ground off its hinges. If the players investigate inside, they will find an ex-bandit

has made a small camp inside. He is kind to the players and asks if they can help him. In a nearby kingdom, his brother is being held captive and is on trial for his life. He asks the players if they could break his brother out of prison.

- 87.** Seven blind beggars pass the party. Each holds on to the rope belt of the man in front of him. The lead beggar feels with a cane. The last man in the chain shakes a wooden mug with a few brass pennies in it. "Alms for the blind!" He shouts. They are on a pilgrimage to the nearest capital city.
- 88.** A pack of dirt-covered Dwarf miners approach the party from off the road, offering to trade very valuable gems for some ale and food ('not trail rations, real food!'). They have just struck upon a massive gem deposit and wish to celebrate.
- 89.** In the forest there is a clearing, though clearly not of natural origin. Trees are burnt, thick magical residue clings to the surface of the charred wood and even lingers in the air itself. At the center is a shack that appears to be the site of a terrible alchemical explosion. There are burnt corpses in the shack, shattered vials everywhere and puddles of mixed potions on the floor, and evidence of animals visiting the site.
- 90.** As the party travels through a heavily wooded area, they notice that the trees above them are filled with dense spider webs. Hidden amongst the webs are dozens of giant spiders, chittering and watching the party silently in the treetops.
- 91.** A massive herd of livestock covers the road ahead resembling a sea of braying fur and horns. In the distance a few shepherds can be seen ushering the animals along, but such is the amount of the creatures, it will take several minutes for them to all pass. The party can attempt to wade through the herd, but must take dexterity checks to make any progress in walking against the tide of them.
- 92.** Your party encounters a trampled banner of size and quality suggesting a great house, yet you cannot identify the sigil. If brought to a historian, it will be identified as a great house whose bloodline ended long ago.
- 93.** A party member trips on a hidden rock. As they are falling, they feel as though they are being "caught" before hitting the ground. A nearby ent uses its vines to catch the player before they hurt themselves.
- 94.** The party comes across a mob of armed citizens. A massive spider, more than ten feet across has been spotted in the area. It has been dragging small and medium-sized livestock back to its web. The group has gathered together to hunt it down.
- 95.** An assortment of multi-colored mushrooms, ranging in size from an inch to a few feet tall, can be found in a clearing on the roadside. Long ago, a traveler dropped a magic potion in the area and over time, the contents of the potion leaked into the ground, causing the mushrooms to change and grow. The air is thick with spores, some of which have psychedelic properties.
- 96.** The party comes across a woman collecting mushrooms on the side of the road. She is looking for a specific kind of mushroom that, when handled properly, can act as a lethal poison. If she feels comfortable talking with the players, she reveals that she plans to kill her cheating husband.
- 97.** Three farmers pass by with a small herd of goats and a cow. Several minutes later, a man comes running along with a black eye, roughed up clothes, and holding a rake. He pleads with the party to tell him where the bandits went with all his livestock.
- 98.** A dwarven merchant caravan is moving through the area. Three heavy wagons and a dozen armored dwarf guards. They are interested in purchasing any art objects that the players may have, and will pay double price for them.
- 99.** The party comes across a group of soldiers preparing to hang another for treason against the kingdom. The 'traitor' was caught fleeing his battalion after he disagreed with his commander's orders. He pleads with the players for help.
- 00.** The party comes across an astoundingly deep ravine passable only by a rope bridge. While the rope bridge may look treacherous, it is completely safe for the party to pass, but don't let them know that.



MONSTER STUDY: GREEN SLIMES



In this Monster Study, we are going to focus on a creature that every dungeoneer has seen from time to time: the formless and amorphous Green Slime. More often handled as a 'trap' than an actual 'monster', the Green Slime is a perfect hazard for exploring the dark depths of the world. The Green Slime is a hideous growth, taking on a bright, sickly green color that gathers in colonies along walls, ceilings and floors. It is incredibly sticky and hazardous to the touch.

HABITAT/SOCIETY

Green Slimes can be found within subterranean dungeons and wet caverns, dwelling within ceiling cracks and the occasional fissure that opens up. The Green Slime is different from other oozes in that it cannot move around freely (only one foot of movement per day), so the only way for it to grow is when food comes to it. They feed on any and all animals, vegetable matter, and metallic substances that it comes across. It is known to dissolve metal quickly, but takes longer to dissolve wooden objects. If exposed to direct sunlight, the creature will eventually dry out and die. People who frequent the underground have reported sightings of single massive slimes or large colonies living together.

ABILITIES

The Green Slime can dissolve any material that touches it except stone. It burns through clothing in 2 rounds, through leather in 4 rounds, and through metal in 3-6 rounds. If a Green Slime comes into contact with flesh, it immediately begins to transform it's host. Within 1d4 rounds, the victim becomes a green slime themselves with no chance of resurrection. This can be avoided if the Green Slime is scraped or burned off the flesh within 1 round of contact. Of course, scraping or burning the slime off of it's victim will cause the victim some damage.

TACTICS

While the Green Slime cannot attack per say, it is very sensitive to vibrations and detecting when it's next meal is right below it. Because Green Slime colonies can often be found within ceiling cracks, a good strategy of attack is for them to drop onto unsuspecting prey below them, quite literally getting the 'drop' on them. A good Dungeon Master can cleverly warn their players of a Green Slime's presence without coming right out and saying it. For example:

DM: *"As you stand in the doorway of the next room, you notice that the ceiling glistens in the light of your torches. The room contains a 6-foot long wooden bench that has collapsed onto one set of legs as the other half has rotted away. The floor of the room is dusty, all except for a circular area around the bench, which is clear of any dust. You notice that there are tiny green speckles on the half of the bench that has rotted away."*

This description of the room gives three different clues that something is amiss in this room: the glistening ceiling, the dust being absent around the bench, and the tiny green speckles. If the players inspect the ceiling, they can see the slime gathered there. If they inspect the bench, you could give them another clue by saying something like 'it almost looks like the green speckles on the bench are moving slowly away from your torchlight'.

If your players ignore all your clues, it's time for the slime to feed! Instead of going with Ambush rules, I would go with a Surprise Roll for the players. If they are surprised, the slime drops down onto them. If they aren't surprised, they notice the slime in time and get out of the way before it falls.

DM: *"You feel a thud on your head as a glob of wiggling green gelatin drops onto your helmet. Your ears pick up a faint sizzling sound!"*

Other more intelligent creatures can also use Green Slime for their own gain. Kobolds, for example, can gather them in stone containers and throw them at their enemies. A Hag might bake a Green Slime into a pie and try to feed it to their victim. Creatures that live underground might use Green Slime as a sort of garbage disposal (or body disposal).





ONE HUNDRED DUNGEON DENIZENS

Delve into the depths and discover these one hundred different harmless creature that call this dungeon their home.

- 01.** Achnelithid - A tiny cousin of the Piercer, resembles a shiny pebble or mineral outcrop. Dangerous only to mice and small lizards.
- 02.** Glitterbug - This coin-sized beetle-like Earth elemental feeds on minerals that are compressed into tiny gems on it's shell - used as a currency in some Underdark communities.
- 03.** Fuzzworm - In the coldest places on the planet, the white, fluffy caterpillar known as the Fuzzworm can be found. Attracted to body heat but with enough intelligence and a small amount of psychic ability so as to avoid those that might resent their presence, these benign, fluffy creatures have saved many lives by wrapping themselves around sleeping adventurers.
- 04.** Trash Mimic - A non-predatory version of the classic Mimic, disguises itself as things nobody would want - rusty weapons, mouldy paintings, shattered chests. They still get interacted with surprisingly often and it's a rare adventurer that stops to check the difference before attacking.
- 05.** Box Critter - A smallish rectangle box shaped black creature that has a thousand little feet so when it moves it seems as if it is on wheels or floating. It makes small beeps and squeaks. No one actually knows how they reproduce nor what their function is, yet here they are.
- 06.** Toadoid - It looks like a knee-high mushroom which cap can be all blue, red, green, yellow, purple, yet the dots are always white, but it is actually a half sentient being. Cave dwelling. When exposed to fire or starlight it sometimes comes up out of the ground and sprouts a pair of feet. Otherwise it will simply live out its life in the spot the spores landed that spawned it. It has two arms and is able to wield weapons, but normally uses fists and spores to defend itself.
- 07.** Cloud Folk - Found in the Plane of Air, these elementals basically look like little puff clouds. They are friendly and emotionally driven creatures that don't mind giving rides to outsiders. Can cast Gust of Wind, but elder Cloud Folk are capable of much stronger sky weather related spells.

- 08.** Sweetfish - Tiny blind fish that glitter with blue-green luminescence. They only live in fresh, uncontaminated water. If you see their reassuring glow, you know that the pool or rivulet is safe to drink.
- 09.** Trubble - Small balls of brightly colored fur. They eat vegetable matter and dungeon detritus. As a defence mechanism they make a purr-chirp sound that most humanoids find pleasing. If removed from the predator-rich underworld environment, their exponential breeding rate may cause trouble.
- 10.** Scissor Bugs - Called this by overworld explorers, underworld denizens call them 'hunger in the dark'. Beetle-like, the size of dinner plates and with huge serrated mandibles. They are harmless to humanoids but have a voracious appetite for fungus of all kinds. They are resistant to poison and they project a sphere of silence 5 ft. in diameter for each beetle in the swarm.
- 11.** Gate Bubbles - Appearing in areas where the dimensional barriers are weak, such as in the vicinity of an active portal to another world. Gate bubbles are floating spheres that appear out of nowhere, grow large, shrink and disappear apparently at random. Some sages speculate that they are actually glimpses of multi-dimensional beings moving through or casting 'shadows' on our limited universe.
- 12.** Bax - Bats that have been in the deep downs of the underworld for so long that they've lost many of their distinguishing bat features. Completely eyeless, pale, mostly hairless, and bearing only the stubbiest of feet, their ears are so large as to completely ring their head, and their mouths are full of tiny teeth. They eat bugs, though a different species, Crawling Bax, have evolved to eat lichens, and pull themselves along on stony surfaces with their clumsy wings. All Bax are terrified of loud noises and tend to flee adventurers with great haste.
- 13.** Dungeon Cat - A special sort of cat found only in dungeons, it delights equal parts in solitude and curiosity. Dungeon Cats follow adventurers around and observe them, but should they be noticed, they disappear to another part of the dungeon. As dangerous as a regular cat, just wants to be left alone while watching people. Curiously, they don't tend to belong to the dungeon's creator, and are theorized to be something like neutral observer spirits taking a form we can understand.
- 14.** Octohops - Tiny, land-dwelling octopi. They hang around damp places, being amphibious, and are like the frogs of the ceilings. And walls. And other places they can grab. They're fairly clever, and small groups often try to hop on adventurers for a quick ride to new places.
- 15.** Eye-Birds - Nocturnal birds with a single defensive adaptation: Massive eyespots on their wings. When threatened, they puff out a bright red throat pouch, which produces a deep growling sound, and spread their wings open to reveal spots that look like massive, yellow eyes.
- 16.** Peppermint Polies - Small white isopods that taste foul. When threatened, they stretch themselves out and touch their antennae to their rear, exposing bright red bands between their armour. This alerts most predators to their nasty taste.
- 17.** Sparkling Jelly - A tiny or small-sized ooze that eats mosses and other plant matter. Suspended in the gelatinous creature are hardened, small, and somewhat glass-like pieces which sparkle greatly from even a dim candle. Interestingly, it doesn't sparkle from magical sources of light.
- 18.** Laughing Bones - An undead skeletal creature which might seem spooky, but are actually quite friendly (and very rare). They come from bones, and metal debris in a dungeon being found and assembled by a fey spirit without a host body. A laughing bones will be glad to travel with an adventurer or explorer for a while (as long as the traveler is willing to exchange jokes and stories!)
- 19.** Candle Crab - A small elemental hybrid of fire and earth that looks like a crab made from obsidian and brimstone. It avoids water, but will scuttle toward a wood chip, piece of charcoal, a small piece of cotton, or a rag to snack on (by engulfing it in flames). Interestingly, it seems to know that eating/burning some things can cause a lot of damage or pain, and it will refuse to consume such things. It will not burn clothing (unless a piece like a glove is very obviously given to it), it won't burn furniture in a building, and it won't burn plant creatures unless it's in self-defense and absolutely has to in order to survive.



- 20.** Paper-kin - Scraps and pages of magical books left dormant for so long that parts of them gained sentience. These tiny little warriors thirst for adventure and nobility. They tend to only be found in ancient libraries, very old treasure hoards with spellbooks, or from other magical literary artifacts. They often tunnel out many hiding spaces like other diminutive intruders such as rats or bugs might do. These spaces tend to be as cozy and innovatively decorated as any intelligent humanoids dwelling might be. To a Paper-kin, even a small bottle cap and a trinket with some plush on it are a comfortable table and chair.
- 21.** Sticky Worms - These are relatively large, grublike creatures that glow faintly green in the dark. Their skin is coated with a sticky mucus that insects and bugs seems to be attracted too. Harmless, but unpleasant to peel one off of the unwary adventurer who brushes against the wall or is silly enough to grab one. 'Just rip it off real quick, like a bandaid!'
- 22.** Whisper Worms - They're earthworm-sized slimes that have a knack for making noises that sound like people whispering, but hide and go silent whenever disturbed or threatened.
- 23.** Ghostfire Beetles - Technically undead, these beetles are harmless and usually incorporeal and appear like fireflies, but with a sinister red or blue glow. They congregate in mating swarms in darkness wherever undead are likely to amass, and a large swarm may indicate the presence of powerful negative energy swells. They can be captured, and used for various purposes, but die in sunlight.
- 24.** Floating Slimes - These slime-spores fill the air with tiny bubbles of foulness, being filled with hydrogen, methane, and mephitic vapors, they are flammable, but of so small volume they are harmless. It would take quite a large gathering of them to be any sort of danger to a grown individual. They do have a tendency to coat things with a layer of slick acid, and can irritate or slow the healing of wounds. A small application of saltwater and soda will quickly neutralize their acid.
- 25.** Fire-Moss Beetles - A fine downy sort of red orange filigree lichen that slowly grows in lightless places atop a certain variety of native beetle. It produces a sort of faint ultraviolet glow naturally, but when exposed to heat or flame burns quickly releasing a small amount of heat and visible light (but a great deal of ultraviolet light, the equivalent of several hours in full sunlight in only a minute). If painstakingly collected, dried, and powdered, it could be a substitute or ingredient for use in black-powder, or as some sort of flash weapon against creatures that avoid bright light. Most creatures, except the beetles they grow on, learn to avoid the lichen from the sunburns it inevitably gives when they brush up against it.
- 26.** Puddle Jelly - A small slime that resides in damp places, and often imitates small puddles of water to disguise themselves from larger predators. Completely harmless, they feed on the bacteria that cultures within the musty environments where they are found. Apparently they taste quite good, and elven cultures are known to eat them alive; they say it has a nice tingling sensation and has a slight nutty taste.
- 27.** Room-Ray - A little beast that hovers over the ground, gliding wherever it senses food. Small creatures often ride them by throwing bait ahead of them. They are very docile.
- 28.** Confidence Critter - A large mite like creature that scales walls and roof. It eats away the anxiety of people around it, doing the equivalent of casting heroism to a creature within 5 ft. Sometimes kept

used to alleviate depression, and used as leverage to people addicted to them.

29. Stench-Friend - A harmless elemental from the air plane. It is a foul smelling creature that for unknown reasons takes a liking to one PC and stays with them for 1d20 minutes. Anyone within 10 feet can smell the stench. Some are visible, but the ones that aren't smell especially bad.
30. Under-Chickens - Dark, iridescent colored chickens that have very atrophied heads with fleshy tubes instead of beaks that suck at lichen, molds, slimes etc. on the ground. They have no sight and run around in flocks of 3d4. PCs encountering them might first hear them suck-pecking at the floor. If startled they'll run mindlessly and blindly in all directions randomly bumping into PCs, walls, or even into danger. PCs can make animal handling checks to herd them.
31. The Scared Skeleton - A skeleton that has been magically enchanted to fear any adventurers. It will act as though a permanent fear effect is on it whenever it notices any non-undead being. It will run away from anything to the best of it's ability and can't approach them. Additionally, it cannot attack due to its fear.
32. Bugbear-Mites - Flea-like creatures about the size of a finger each. They feast only on bugbear hairs (and the dirt/blood matted into them). Entirely harmless to most creatures, they are very territorial and will wiggle menacingly at anything that gets near them. When no bugbears are near, or when they are removed from their host, they enter hibernation cocoons, but emerge whenever they hear a loud enough noise (such as a bugbear roar or a party of adventures). While they cannot harm players, they may attempt to consume the hair of other humanoids if hungry enough, something described as mildly annoying by their 'victims'. Most often found near goblin camps, though due to how far goblins explore, they are present in hibernation all over the world.
33. The Solitars - Extremely cute creatures that seek out secluded caves, abandoned castles, or anything else rarely visited by other creatures. They are small, cute, fluffy and can fly. Every adventurers dream random adoption. Except for one thing. The Solitar hates any other creature. It will always attempt to avoid being seen, and when seen will attempt to flee. If trapped/captured, they will explode into a puff of fluff, seemingly disappearing. In reality, they either teleport or turn into a gaseous form and float away, safely. Sure to upset any party that tries to adopt every cute thing they find.
34. Cave-eye - These creepy yet harmless creatures dwell in dark caves and caverns. They somewhat resemble transparent sea stars save for a golf ball sized singular eye on their centers. The eye is used to detect their common predators such as the giant bats or slimes. They usually only eat moss and other decaying plant matter found in cave roofs and walls. They usually live in small colonies of 3-10 creatures. Cave-eyes rarely grow to be more than 30 cm in diameter.
35. Shardians - These crystals grow in dungeons with potent magical auras. To unknowledgeable they seem to be just ordinary purple crystals. However, these crystals are fully sentient creatures. They capable of communicating with creatures that possess either telepathic abilities or an innate connection to earth or stone (such as dwarfs, earth elementals, or other Shardians). Each Shardian is connected to a telepathic network that over time spreads throughout the whole dungeon. Removing a Shardian from it's original growing spot (and thus from its network) without proper safety measures causes it to die and crumble into worthless rock dust.
36. Giant Roly-Polies - Giant version of a pill bug, growing up to 12 inches in length. Primarily scavengers, feeding on plants and dead animals. When threatened it rolls itself into an armored ball.
37. Paper Bugs - a species of insect related to walking leaves, that have adapted to imitate sheets of parchment instead. Very big for bugs, about the size of a sheet of parchment, and startling when they stand up and start walking, but completely harmless unless you're a book. They mostly eat paper and book glue, and can be typically found in abandoned libraries and studies.
38. Coneheads - Sitting at the size of a small dog, these creatures imitate spikes with their gray pointed fungi caps that extend off the head and cover the whole body when they crouch down. Their bodies texture and color imitate that of the terrain they're in, though their structure eerily mirrors that of goblins once the fungi cap is removed.
39. Vulture Slimes - Like their namesake above, these slimes will follow around Adventurers or other denizens of the underground. They feed off corpses and equipment. Overtime they come to take on aspects of what they eat. Higher level

ones can even cast spells or use class features if they were able to eat a strong creature. They often have leather or metallic outer coats from eating weapons and armor. Despite being hard to kill they are very passive and non hostile. Occasionally smarter ones will try to lead surface dwellers into traps or even lead them safely through the dungeon so they can eat whatever the visitors kill.

40. Blanket Ghost - Contrary to its name, a blanket ghost is a fey spirit in the form of a blanket of any kind. It lies in wait, waiting for any sentient being to claim it as its own. But, luckily for all, the blanket ghosts do not have any form of ill-will toward their owners, in fact, quite the opposite. Those adventurers with a blanket ghost find simple chores done without any explanation why or how, a good night's rest and a loving companion that they don't even realise they have until it's gone.
41. Torchfly Nests - These cone-shaped nests can be found affixed to walls in dungeons the world over. At the wide end of the nest, swarms of the small black flies soar endlessly upwards, flashing bio-luminescent red and orange glows as an ongoing warning to predators and casting a convenient glow in the dark caves to which they are native. It is said that the jelly at the narrow end of these nests can be refined into a potion which lets the drinker see in the dark as if it were daylight, or into a poison which causes the victim to be so terrified of drowning they will refuse to even drink water.
42. Elkshrooms - A four-legged fungus in a generally elkish shape, about the size of a small dog. They sprout antler-shaped fruiting bodies in the 'head' region when they sporulate in the fall. The fruiting bodies are delicious in salads, and highly coveted by local chefs, but elkshrooms are very quick, resistant to piercing damage, and hard to catch.
43. Displacer Mosquitoes - Seemingly normal mosquitoes. When you attempt to slap them, they are actually six inches to the left.
44. Mockingfrog - A small pinkish frog that has a croak that sounds like a different insult to each person.
45. Whisper Crickets - These insects make the traditional chirping noise, but when they are threatened, they create a minor aural illusion of whispering or growling behind the threat.
46. Breeze Minnows - Small fish that live in the air instead of the water. They eat small bugs, and are generally well-liked because of it.
47. Rave Crabs - Crabs that when gathered in groups, will dance and use their claws and shell to create music.
48. Whistle Rats - Very shy, and like to stay hidden. Any time you inadvertently draw near to one (or more), they emit a deafeningly loud whistling noise. This will inevitably ruin covert movement / attacks.
49. Glowing Bluehead - A plain-looking bird, that can make it's nest glow in dark to attract insects. During mating season, males build very elaborate additional constructions to make colorful illumination to attract females.
50. Toad of Ill Omen - This fat, slow moving toad has an unnerving habit of appearing seemingly out of nowhere, usually in the middle of a trail, on your pack, or other inconvenient location. It seems the toad has no natural predators, and it is considered extremely bad luck to disturb the toad. If it's in your way, you have to wait for it to decide to leave on its own accord, lest you be cursed by its strange toady ways.
51. Anomalocaris - A hovering anomalocaridid that is attracted to temporal anomalies (time magic) and has a penchant for slipping through cracks in time.
52. Glass Squid - A squid literally made of glass, exquisitely beautiful and fragile, that swims with otherworldly grace.
53. Cobblestone Beetle - A rather large insect that can retract its many legs to resemble a single piece of cobblestone. Adventurers sometimes step on them while walking down a hallway, causing a loud CRUNCH sound under their feet.
54. Jewel Wasp - A shiny, brightly colored wasp that eats gemstones and other precious materials. They frequently infest dragon hoards, where they might be considered pests or pets, depending on the dragon.
55. Pelican Flower - A plant creature that looks like a pitcher plant, but uses two large leaves as wings, flying around and hunting small animals in a manner similar to pelicans.

- 56.** Alarm Jellyfish - Jellyfish that flash a warning red color when disturbed, often attracting larger predators to deal with the disturbance.
- 57.** Incense Slugs - Palm-sized slugs that grow short tentacles which can be harmlessly broken off and used as incense. The slugs also have a calming aura, and are viewed as holy by certain religious orders.
- 58.** Bladed Peerens - Rodents that look like long ferrets with six legs. The two front legs have three fingers, two of which ending in long, blade-like claws. These claws never get dirty or dull, and are next to impossible to break. They also have this same material as plates on their backs. These claws maintain this property if the animal dies and they are removed.
- 59.** Healing Toads - Red toads that are particularly hungry and vicious for food. They are very hard to kill because they heal and reform so quickly. Their blood can be used for healing, if you can manage to catch and kill one. Legends also say that their blood has been used to regrow body parts.
- 60.** Harvester Grums - Chubby mammals that look similar to raccoons, without the markings on their coats. They have only been found in the wild in large dens that they build; and are almost always sleeping. Despite never leaving their dens, the dens are always full of food.
- 61.** Illusory Flies - A see-through insect that looks like a dragonfly. They seem like an illusion: They cannot be touched and cannot see or hear any animals around them. They still land on solid objects like rocks and walls.
- 62.** Brine Rats - Large rats with white fur and bright blue eyes that live in salty tide pools. Their fur is razor sharp but extremely brittle.
- 63.** Pufferbugs - Caterpillars roughly the size of a loaf of bread. Uniquely when they pupate, the cocoon produces hundreds of regular sized, vibrant green butterflies.
- 64.** Crystal Mite - A small, crystalline insect from the Underdark that uses their gem-like appearance to hide from predators; their natural attraction to gem deposits leads many miners to keep the mites as pets; the fragile crystals that form their exoskeleton are worthless, but conniving Underdark traders may try to sell them as the real thing.
- 65.** The Butternewt - A small, pale, yellow-ish amphibian some six inches long, the butternewt

is known for its chubby, endearing exterior, and the creamy scent it naturally exudes. This creature consumes the fats of any (dead) creature it comes across, only emerging from the rotting logs it calls home when it smells dying flesh. It has no offensive capabilities, and is not known to consume living organisms. So named for its resemblance to a stick of butter, a single butternewt is an adorable discovery one might make in a dungeon — until they come across a number of them tearing into the remains of a dead creature nearby.

- 66.** Kivve Masal - Snail-like creatures which use containers they find as shells. (Examples include pots, chests, and Small crates with one side cracked open.) If their shell breaks, they will move much quicker than any snail would normally. They are edible and taste like grapes. Their mucus and trails are highly flammable. They are herbivores and favour haurchints.
- 67.** Cappers - Like cloaklers, but small. They fall onto someone's head, arrange themselves into a fashionable piece of headwear, and eat the bugs they find in the person's hair while chirping in a way that sounds almost like spoken words (similar to a parrot).



- 68.** Humming Stirge - A coin-sized stirge that obtain nutrition through drinking tears instead of their blood-sucking brethren. Will throw sand, pollen, or dust in the eyes of creatures to get a meal.
- 69.** Cave Runner Vines - These leafless plants vary in consistency and thickness from delicate hairlike structures to huge woody ones as big around as tree trunks. They have a chemosynthetic relationship with cave bacteria meaning they need no light or leaves.
- 70.** Tap Bats - Flightless bats whose limbs lack wing membranes. They echolocate by tapping their long fingers to make a sound.
- 71.** Wood Borer - This 3cm, black, wood-eating beetle sometimes mistakes synthetic shoe soles for tree wood and burrows up through the sole of a person's shoe to their foot. If shaken up, it might get confused and take a test bite of the foot, but usually, it will just riddle the sole with holes until it disintegrates on the foot of the person wearing the infested shoe.
- 72.** Dire Mole - A passive creature that hunts large bugs and dire worms. About as big as a pig. Friendly to humanoids.
- 73.** Rust Bugs - Small black Roly-Poly millipedes with shiny black shells consisting of several segments that allow them to roll into a near-perfect sphere for defence. Swarms can form blankets several feet wide, but individuals are never bigger than a few milometers in the wild. These distant cousins of rust monsters can eat rust, leaving behind cleaned but damaged metal, but prefer to filter dead air. They can be found in blankets along the ground in deep dips or pits in the deep Underdark where pockets of unbreathable used air settles. Clever Alchemists have found these little bugs actually filter the dead air and spit out pure oxygen. They also discovered in captivity, kept alone, in very large tanks of used air with enough space to exercise, they can grow to nearly a meter in length after several months. The shell-like segments can be harvested and are hard enough to be used as a steel replacement.
- 74.** Stone Beetles - They look like ladybugs but they're grey where ladybugs are red, and they're thumbnail-sized. They chew through stone and form colonies much like ants. They're very picky about the sort of stone they like to chew. Harmless and photophobic.
- 75.** Gardener Spider - A species of spider (roughly the size of a housecat) that uses its natural web-making abilities in horticulture rather than trap making, this omnivorous species maintains vast underground gardens. These large gardens are usually made up of plant life indigenous to caves, but Gardener Spiders take great interest in non-native species.
- 76.** Veris Rat - A small reptile that masquerades as a rodent. Hides within rat colonies, using fine colour-shifting scales like thin hairs to help it blend in. It is widely sought for its brain - a small organ in its head produces a mental projection that confuses the rodents around it, convincing them that it is a fellow rat. It feeds primarily on rat young and the old or injured in rat colonies.
- 77.** Stal Faux - This species of spider has a back that looks unnervingly similar to a skull, with individuals having different sorts of skulls (human, dwarf, tabaxi, etc.). They mostly feed on insects trapped in their webs, which are also shaped like skulls, and typically only disguise themselves as skulls to hide from or scare off threats. Their backs are used as decoration and as a reagent in novice necromancy, and their legs add a nice kick of flavour to soup broth.
- 78.** Stellar Fungi - A unique breed of fungus that adheres to large caves' ceilings, organizing themselves to mimic the pattern of stars directly overhead, as if capable of seeing through hundreds of meters of stone. Particularly savage Drow paint them with misleading designs, trying to waylay Underdark explorers foolish enough to use them for navigation.
- 79.** Whistle Cats - Blind felines that have developed echolocation abilities, capable of mimicking whistles and clicks. They use the ability to cause bats and similar creatures to fall into their carefully made ambushes. Friendly to sapient races, can be adopted as familiars and animal companions.
- 80.** Damned Beetles - A fist-sized insect, these creatures are unique in their diet: they consume both holy and unholy water, using the liquid as a defence against the creatures of the dungeons it inhabits. Mindless and happy to cozy up with sapient races, they're a pest species with little value as food. Traditionally found in abandoned churches and monasteries, they're rarely in groups larger than five or six creatures. When agitated, they leak whatever sacred water they just ingested.

- 81.** Cave Rabbits - Generally camouflaged top the rock and able to stand absolutely still, to the point that they can be mistaken for rocks. Unlike surface rabbits, they have some climbing ability. Like surface rabbits, rapid breeding is a major component of their survival.
- 82.** Shelf Fungus - Large fungal growths that filter nutrients from the air. Grow slowly, forming solidly anchored, fairly sturdy shelves. Spines on edges cause minor scrapes on creatures using them to climb and absorb the nutrients from the resulting blood obtained.
- 83.** Florogoblin - A herbivorous goblinoid that is about two thirds the size of a goblin. They are omnivorous and opportunistic scavengers, living on fruits, vermin, and occasionally on carnivore's leavings. They are slightly more intelligent than the average animal, but cannot learn to speak, and react more to tone than particular sounds. In the dark, they could easily be mistaken for goblins due to their similar silhouettes.
- 84.** Darkbumbler - These large bumblebees are roughly eight to ten inches in diameter, with orange fur with black stripes. They fly loudly and have large stingers which they can use repeatedly (similar to wasps). Like wasps, they are very aggressive and protect sources of sugar that they can convert to honey: flowers, fruit, and decomposing corpses.
- 85.** Cave Crab - These small crabs are a pale tan or cream colour. If they are crushed, their blood spurts out, covering whatever they splatter on to in a glowing neon yellow-green light which is almost impossible to wash off. The glow persists for 26-36 hours.
- 86.** Giant Silkworm - Silkworms that have grown unnaturally large due to the strange mushrooms they eat. Their silk is often used by Drow to craft blankets, clothing, banners, rope, and a variety of other woven items.
- 87.** Bara-Bara - These limpet-like creatures are covered with a domed shell, roughly the size of a wheelbarrow, and walk on four stumpy legs. When it encounters a predator or a patch of edible fungus, it drops to the ground, forming a tight seal between the ground and it's shell. To feed, it uses its rasping tongue to strip the ground of all vegetation beneath its shell, at which point it moves on.
- 88.** Lookers - Pale grey, cat-sized creatures that crawl and climb on four thin, long, nearly man-like limbs. Their heads are somewhat ridged and crested curving back, and although they appear faceless the front of their heads are in fact covered with a multitude of thin, nearly invisible slits. Through these organs, they absorb and derive sustenance from light and mana. They can often be seen alone or in pairs, following and gazing upon travellers or adventurer parties navigating with light (particularly of the magical variety).
- 89.** Shadow Slimemold - This dark mold slowly grows along the wet rock surfaces. It will only grow in the shadows, but also requires a nearby source of light to create those shadows. When disturbed, it will squelch and retract deeper into the darkness of the shadows it resides in. While doing so it also triggers a Darkness spell centred on itself.
- 90.** Skugs - These fat toads are the size of dinner plates, black with yellow warts. They are unusually dense, as if they are made of steel, and often climb up to ledges and drop on to small prey below in order to crush them to death via blunt force trauma. Their thick hide can protect from many predators bites, though not all. They are Omnivorous.
- 91.** Sing Web Weaver - The threads of this large (tiny size category) blue and green spider's web absorb sound waves from the vibrations of passing creatures and struggling prey, which the webs then release as haunting, almost music-like sound waves that confuse bats into flying into their traps. The webbing is shock absorbant, and is immune to Thunder and Non-Magical Bludgeoning damage, and Resistant to Magical Bludgeoning, and the spiders are armoured with their webs, and clothes woven from the webbing confers resistance to Non-Magical Bludgeoning damage and Thunder damage.
- 92.** Zurs - These distant cousins of slugs can dig into pebbles or rocks, depending on their sizes. They can squeeze into the smallest openings, and use their compacted muscles to carve a path in the rock. They can then use their multiple suckers and muscles to build small bodies into their stones. Some of them grow arms and legs, while others can become small creatures that roll. Most of them are peaceful, but some species develop colonies that can become quite dangerous. They can use any kinds of minerals, including ores and crystals, to develop their armor.

- 93.** Chasm Eels - these creatures look like a cross between an eel and a lamprey, though they do not swim in water. Rather, they have electric organs in their bodies, similar to electric eels, which they use to float in the air. They are small predators hunting tiny critters that cling to the walls of chasms and can use their electricity to stun them from a short distance. They are skittish around larger creatures, but make loyal familiars to spellcasters who can tame them.
- 94.** Cave Grapes - Phosphorescent Beetle larvae that feed on a variety of root-like fungal nodules. They grow to be grape sized and store a large amount of sugary liquid in their abdomens like honeypot ants on the surface. They squirt a phosphorescent goo on attackers as a defense mechanism. They can be foraged for, and even domesticated as a food source.
- 95.** Sludgepots - These foul-smelling creatures resemble miniature ropers, in the sense that they have sticky tendrils that can ensnare prey, although their prey is typically tiny insects and occasionally small creatures. Their barrel-sized bodies feature a central depression which stores vile liquid which smells of rotting meat and feces, to attract their prey. They have a limpet-like foot, and a ring of mouths, and a very sensitive array of antenna-like cilia on the rim of their 'bowl' that gives them blind-sight to 15 feet. They typically gather in colonies of 100 or more near water sources, and reproduce by budding.
- 96.** Dark Carpet - A vanta-black colored slime-mold which has the magical ability to transmute air to stone (or rarely, mineral ores), albeit slowly. An inch thick per year, on average. The moss feeds on darkness, prefers damp conditions, and dies if exposed to bright light or high concentrations of gold-bearing ore. The stone created typically matches the geology of the local environment, but can sometimes create new veins of valuable ore. Were one to figure out what makes the slime determine what type of stone to place, one could have a regenerating ore-mine.
- 97.** Sour Po'Tuber - Not actually a plant, but technically an outsider and a form of 'slow life' that experiences time differently than normal creatures and plants; these cone-shaped lifeforms burrow through even solid rock with a single, hard tooth on the end of their six to twelve-inch wide tap-root by slowly twisting and pushing forward. A single Po'Tuber takes 15 years to grow to adulthood from a bud, and digs at a rate of about 1 foot per year. Once established, they spread out runner-vines which form woody, waxy, starch-filled tuber-like buds which can be harvested, steamed and slow-roasted, and then pounded for several minutes into a tasty, very stretchy mochi-like paste. The paste is sour and tastes like mashed-potatoes with dill pickle juice and anchovy paste; to topsiders perhaps not a flavor combination that appeals, but many in the darklands relish the dish. Additionally, the po'tubers resist rot for up to a year until cooked.
- 98.** Cavelotus - A distinctive white lichen that instinctively casts dancing lights for up to 1 hour per day. The lichens grow in large clumps of multiple plants, supporting the sustained cantrip for much longer than 1 hour, collectively. The lichen supports itself by tapping into both the photosynthesis system of nearby plants, as well as breaking them down for nutrients. Other plants requiring light are dependent upon the cavelotus. Often, these plants offer some form of protection to the lichen, or provide a nutrient that it can't get any other way. The cavelotus leaves resemble giant lotus leaves (up to 2 meters across), and have a similar perfumed (if fishy) flavor and are edible; but are creamy-white with milky blue veins. The leaves roll and unroll slowly by themselves, in a very slow dance (hours). At a point in the cavelotus's lifecycle, it sprouts milky-blue puffballs that release pale-blue spores; supported by a stalk that drips a white, sticky, milk-like sap. The sap is narcotic, somewhat like ketamine if properly collected by a trained alchemist.
- 99.** Shadowleaf - A plant that only grows in the dark, produces pale white leaves that are a viable substitute for various spell components. The roots are starchy tubers that go well in a stew. Be careful, though, exposing the leaves to direct sunlight or firelight will cause them to burst into ghostly white flames that take an hour to put out.
- 00.** Siren Roots - A plant which hangs upon the roof of the caves, it amplifies noise within stone greatly, making any vibration sound like an earthquake. It is not yet known how they survived annoying the other creatures down here for so long, plucking it will make it emit a loud wave of noise, amplified by itself, which ends once it dies.



ONE HUNDRED ENCOUNTERS IN THE MAGICAL INFINITE LIBRARY

You've found yourself within a library, but not just any library: a magical bastion of knowledge collected from all corners of space and time. Use this list to generate one hundred different sites and wonders you might encounter within an infinite magical library.

01. You see a young student frantically approach you and ask if you've seen her friends.
02. You see a locked glass bookshelf that is guarded by a large book golem. Inside are books that contain the true names of billions of demons.
03. You come across a section of the library where all of the 'books' are just humanoid brains floating in a glass container. You don't want to meet the creatures that 'read' these.
04. A stray cat who has shimmering blue fur rubs up against your leg.
05. An enterprising young halfling has managed to set up a tea shop inside the library. They have to keep on the move though, since the Library Elders are not too happy about spilled tea.
06. One of the Library Elders approaches you and gives you directions to a section that you were only just thinking of.
07. You see a demonic creature licking the words off the page of a book on the subject of torture.
08. You overhear a conversation between a Library Elder and a patron. The patron is asking if he can access any of the instructional books on how to achieve lichdom.
09. You come across the shadow of someone reading a book that stretches across the floor, but the person is nowhere to be found. It's almost as if the shadow had a mind of its own.
10. You come across a goblin on his tippy-toes, trying to reach a book that is too high for him. If you help him, you notice that the book he was trying to grab details one hundred different ways to cook a human.
11. You come across a group of sultans trying to research ways on bringing water to their desert lands. They strike a conversation with another group of individuals who are from the Plane of Water.
12. A group of bards are perusing the shelves looking for stories that they can convert into songs.

13. You hear something call out to you from one of the shelves. To your surprise, one of the books has sprouted a mouth and is speaking! It is asking if you know any riddles that it can add to its pages.
14. You overhear two sentient, ancient scrolls arguing over which one is the real recounting of events. Reading them reveals that they're both highly biased propaganda accounts of the same historical event.
15. You witness a book golem that has been reading countless poetry books over the past few decades. It will recite poetry about any topic for a small fee.
16. You see a black raven perched on top of the shelves, watching patrons walk by. The raven is actually a wizard's familiar, looking for its master.
17. You notice a series of interactive learning rooms on different fighting styles throughout history. Each room contains a teacher and a group of students.
18. You overhear a wizard telling his apprentice that certain 'hidden' books can be summoned with a special phrase or ritual, and they appear by different pages from other books tearing themselves free and coalescing into a new book.
19. A magical mage-hand can be seen floating down one of the aisles, painting over graffiti.
20. You witness a group of gnomes crowded around a book titled 'Herblore and You'.
21. You witness a Beholder floating amongst the highest reaches of the shelves. If caught staring, he will shoot you a quick mind blast, dealing 1 damage.
22. You come across a group of children giggling as they look through a book of curse words from different dimensions. They don't realize that they are actually reading a book of CURSED words, not curse words.
23. You come across a pile of books that are putting themselves back on the shelves in the correct order.
24. You find a massive fish tank containing a giant squid. If you deposit one gold coin into the tank, the squid will refill your inkwell.
25. You come across a section of the library that has not been seen in nearly a decade. The books are covered in a thin layer of dust and loose cobwebs dangle from the shelves and in-between aisles.
26. You find a group of goblins with blue skin working behind a large circular desk. They are organizing all the newly-returned books.
27. You encounter an elf noble who is perusing the 'Elven History' section trying to find information about his lineage.
28. You witness a thin robed humanoid mystic with milky white eyes carrying a stack of books. He has been in the library for hundreds of years and is trying to read every single book.
29. You come across a group of hags coming up with a shopping list in the 'Poison' book section.
30. You overhear one of the Library Elders telling a patron that checked out books automatically teleport themselves back to the library on their due date.
31. In one of the quieter sections of the library, you come across a batch of fungus growing on the bottom of one of the shelves that has been here for so long, it has grown sentient. The small mushroom creatures have hollowed out the bottom of one of the bookshelves and live inside of it.
32. You see a towering ogre standing in one of the aisles, reading a book upside-down.



33. You witness a large, floating candle that radiates a dim light and also a silence spell.
34. You look up and to your surprise, you notice more patrons walking on the ceiling, perusing a whole different set of books that are placed upside-down.
35. You overhear an orc talking much too loud to his orc companions. One of the Library Elders warns him multiple times to lower his voice, or else.
36. You find a homeless dwarf who lives in one of the quieter parts of the library. He has built himself a house out of books in between two of the aisles. He invites you inside for tea.
37. A pair of halfling cooks ask you if you've seen any sections on cooking or recipes.
38. You witness various suits of armor from all different time periods occasionally marching up and down the aisles, making sure everyone is behaving themselves in the library.
39. You come across a section of the library where all of the books are made out of some sort of gelatinous substance. A large oozing creature is standing in one of the aisles absorbing one of the books.
40. The ghost of someone who lost their life in the infinite library is especially fond of playing pranks on current living readers. When you aren't looking, you may find your bookmark in a different place than you left it.
41. You find a table that, if you set something too heavy on it, loudly complains at you and walks away after dumping your things on the floor.
42. The Infinite Library has a massive Lost and Found area from all the people who have either lost items or lost their lives within the library.
43. You come across a section where the books are locked behind a glass case. Inside, you notice all of the books are bound in human skin.
44. From a distance, you can see that a Golden Dragon has moved into the library, and slumbers upon a giant pile of papyrus scrolls and clay tablets.
45. You see a humanoid who is bloated, red, and looking badly poisoned. He is quickly scrambling through various books looking for a specific anti-venom recipe.
46. You pass by someone who is standing on top of a tall ladder, trying to reach a book that is very high on the shelf. As you pass under them, a stack of books fall! Make a Dexterity check or be hit in the head.
47. You see a group of scholars closely listening to the words of an ancient, wise sphinx.
48. A demonic creature sits floating in one of the aisles cross-legged, reading a book on how to trick humans out of their souls. She gives you a toothy, evil grin.
49. A wizard carrying a stack of books tries to hurry past you between a tight aisle.
50. You hear beautiful music coming from one of the reading areas. If approached, you see that there are multiple floating instruments playing beautiful music together all on their own.
51. You find a group of young men in oversized black robes trying to find a section on starting your own demonic cult.
52. You come across a section of the library with a simple sign that reads, 'Aggressive Books - Enter At Your Own Risk'.
53. You see a wooden lectern with a large book sitting on top of it. The book is open and seems to be moving pages on its own. If tampered with, you hear an invisible voice say, "Hey! Do you mind?"
54. You find yourself in a section of the library meant for very tiny patrons. The tiny shelves are only a few inches tall.
55. You come across a section of the library where there are a number of magical stone lecterns set up. If you place a book upon it, the book is read to you telepathically in the voice of the author.
56. You come across a lich dressed in a spidersilk robe floating down one of the aisles. His two skeletal servants are carrying stacks of books close behind him.
57. You find yourself in a section of the library meant for giants. The bookshelves tower over you and most of the books are close to 7 feet tall.
58. You witness a bookworm, nearly a foot long, munching on one of the corners of a large tome.

59. You see a Library Elder removing silverfish the size of small dogs from the upper reaches of the bookshelves.
60. You come across a section that features transparent books, or 'ghost books'.
61. You see a large Clockwork Golem picking up unattended books and putting them back on the shelves.
62. You find a crazed scholar who has been lost within the library for years. He is claiming he lost his glasses a few months ago, and needs help finding them.
63. You notice that there is a wooden table with jeweled glasses chained to it. The glasses allow you to read in any language.
64. You see a mysterious shelf that appears in different places each time. It is filled with tomes that have been misshelved. It magically finds these titles and transports them to the correct location. You never see it move, it just appears and disappears when you're not looking.
65. You witness sections of the library dedicated to every single God and Goddess, containing their holy books and small displays of their holy symbols.
66. You hear something calling out to you from the top of one of the bookshelves. A mischievous imp claims that he can 'teleport you to the forbidden parts of the library where the GOOD stuff is', if the players would only sign over their souls.
67. You look up and notice floating eyes drifting about, keeping a close watch on the many patrons of the library.
68. You go to pick up a book and as soon as you touch it, it feels fleshy. The book all of a sudden bares its teeth and bites you!
69. You come across a cloud of animated books or origami butterflies made from pages, fluttering in a large open area like an art installation.
70. A group of dwarves are crowded around a section of the library that discusses engineering and metalworking.
71. You see a group of Dark Elves reading in a darkened reading area. If you approach with a torch, they ask you to kindly turn that light out, they are trying to read.
72. You see the astral projection of a wizard looking through a bookshelf on the topic of different bird species.
73. You witness a group of giant rats eating the pages out of a pile of books that have been thrown to the ground in a pile.
74. A great horned owl sits on top of one of the bookshelves and carefully studies the aisles for rodents. She ignores you and the rest of the party, unless you bring her a snack.
75. You find a book sitting upon a lectern that doesn't appear to have anything written in it. If studied too closely, you take 1 psychic damage. A Library Elder quickly approaches and takes the book away, saying "This isn't for mortal eyes."
76. Between two sections of bookshelves, you come across a quiet reading area with four leather chairs, a fireplace, and a long wooden table. Above the fireplace, there is a large painting of a forest that looks incredibly detailed. Wait, do you feel a draft of air coming from the painting?
77. You come across a section of the library where the bookshelves are actually large, living trees that tower over you. The sounds of birds can be heard high up in the treetops. The covers of each book that the tree holds is made from bark.
78. You witness a Library Elder removing the body of a human who accidently opened one of the 'forbidden' books and had his mind melted.
79. You find a section of the library that is roped off. A small sign reads 'Inhabitants of the Material Plane Not Allowed'.
80. You come across a swirling purple portal that leads you to a deeper part of the library.
81. You overhear a wizard asking one of the Library Elders for help finding a book that will be written in the future. To your surprise, the library does in fact have the book.
82. You see a wizard and her three clones sitting at a table, all reading books at the same time while jotting down notes.
83. The library claims to have a 'Biography' section on every person or creature who has ever lived or ever will live. If you can somehow find the book that details your life, you find that it is incredibly accurate, down to the finest detail. The last

paragraph details you reading this very book.

84. You see a glowing humanoid slowly floating high amongst the bookshelves, looking for a specific book.
85. You find a section of the library titled 'Future Geography' that details landmasses and continents that haven't even been formed yet.
86. You overhear two patrons speaking about the 'secret underground part of the library'. They begin debating about what could possibly be down there.
87. Tiny origami birds made from parchment flutter around the library. If you stand still enough, some might even land on your shoulder.
88. You find a section of the library containing books written in a weird, alien language. The books are all circular shaped.
89. You are approached by a robed humanoid who asks if you've seen any of the 'fifth or sixth dimension books'.
90. You come across a section of the library where you can start to hear voices coming from each of the books, reading their contents aloud. If you spend more than a few moments here, you will gain a minor madness from the sheer amount of voices and information entering your head.
91. You find a Book Golem sitting on the floor in front of a crowd of children of all different races, some you've never even heard of. The Golem is reading story books.
92. You come across a section of the library that is made up of small crypts that contain the bones of various famous authors. For a fee, one of the Library Elders can approach a crypt and summon the ghost of an author to answer any questions you might have about their work.
93. You overhear a conversation between one of the mysterious Library Elders and a patron. The Library Elder says that time moves differently within the infinite library. What might be five years of study here would only equate to about five minutes in the normal flow of time.
94. You witness a doppelganger transform itself into a student and join a group of visiting scholars.
95. You come across a dwarf trying to sell quills that he claims were used by famous authors!
96. You come across a ghost walking up and down one of the aisles, looking for a particular book.
97. You find a room that contains 'Lost Treasure Maps' from the past eon. The library allows you to rent one at a time.
98. You pass by a sentient plant sitting at the end of one of the aisles. It very kindly asks you for some water.
99. You come across one of the Library Elders, a slender, well-dressed humanoid that stands almost 8 feet tall, slowly restocking the shelves with new books that have just been written.
00. You see an individual from the Plane of Fire reading a book made from pure obsidian.



ONE HUNDRED MUNDANE SETTLEMENT ENCOUNTERS

This list contains one hundred different scenarios that your players see going on around them as they are walking through the streets of an established settlement. Even mundane encounters such as these give your players a sense that things are going on around them, making your world feel more alive. Most of these can be used as quest hook, too.

01. A large group of children are watching a puppet show. The puppet show is acting out the player's last adventure perfectly.
02. An up-and-coming artist asks to paint a portrait of the party.
03. A group of barbarians from the far north are arguing with a local merchant.
04. A wooden wagon has lost a wheel, causing barrels of fruit to roll into the street.
05. A diseased vagabond asks the players for coins.
06. A group of laborers begin unloading a cargo wagon nearby.
07. A fortune teller sits in a tent, waiting for her next customer.
08. A group of guards are taking a break and playing cards.
09. A mysterious figure in a black cloak is trailing the players.
10. A nearby bakery sets fresh pies on the windowsill.
11. A beautiful noble woman is admiring the settlement, with a group of armed guards close by.
12. A panicked mother is screaming for her child.
13. A frail looking stray cat begins following the players.
14. An angry store owner is fixing a broken shop window.
15. Several acrobats occupy a part of the street and display great skill in their movements and contortions.
16. A red-faced sage is mumbling on the ground, looking for a lost amulet.

17. A pompous-looking wizard drops his spellbook in the middle of a busy street corner.
18. A mysterious woman from a far-away land is watching the crowds with a keen eye.
19. A large wild animal walks calmly down the street. People run away and shout.
20. A pickpocket attempts to steal an item of value from a random player.
21. An older gentleman is telling at his young apprentice for making a mistake.
22. A group of miners are protesting outside a noble's estate over poor work conditions.
23. Three old men sitting in rocking chairs shoot glares at the players.
24. A street performer is playing a lute, hopeful to make some coin.
25. A group of guards are trying to apprehend a thief, who is scaling a nearby building.
26. A strange, cloaked figure asks where the local library is.
27. A group of guards are clustered around the entrance to an alleyway. They look concerned and serious.
28. A group of friendly drunken halflings ask the players to join in their celebration.
29. A beloved explorer is delivering a crate of ancient relics to a local museum.
30. An attractive maiden begins flirting with a player. Her muscular husband takes notice.
31. A shopping list of rare herbs falls into the hands of a random player.
32. A group of thugs try to trick the players into coming down a nearby alley.
33. A mercenary with a large wooden club asks the players for work.
34. A local madman spouts gibberish about a prophecy. Everyone ignores him.
35. A messenger of the Settlement Ruler accidentally drops his backpack in front of the party.
36. An abused servant asks the party to help them get revenge.
37. A merchant asks the players to guard his shop for the night from thieves in exchange for some coin.
38. A group of sleepy looking dwarves walk through the streets, carrying a large telescope.
39. A local tinkerer is showing off the metal construct he built in his basement.
40. A noble invites the players to a house party.
41. A street fight breaks out around the party as rival gangs begin to battle.
42. A robed mystic carries a large bundle of strong-smelling incense.
43. A shady merchant attempts to sell the players illegal drugs.
44. A crowd gathers around the corpse of an evil wizard hanging from a gallows.
45. A rabid dog jumps from a nearby alleyway, attempting to bite a random player.
46. A fire breaks out inside a nearby building. A bucket brigade forms as people try to put it out.
47. A town crier announces the opening of a new tavern.
48. A man happily carries a fishing rod as he strolls past the players.
49. A champion gladiator walks through the streets as people cheer.
50. A hunchbacked man plays a violin beautifully on a street corner.
51. A mysterious obelisk appears in the town center overnight.
52. A half-eaten body is discovered outside of town.
53. An elf walks the streets with a look of disgust on her face.
54. A merchant approaches the players and tries to buy a trinket they possess.
55. A funeral procession walks mournfully through the town.

56. A strange woman asks to interpret the player's dreams for them.
57. A group of children play dice on a street corner.
58. Members of a local guild are looking for new recruits.
59. A blacksmith hammers a freshly forged blade nearby.
60. Mysterious chanting can be heard coming from an abandoned house at night.
61. A diseased beggar begs the players for a cure for their sickness.
62. A farmer and his two sons ride past the party with a cart full of fresh vegetables.
63. A gnome is performing magic tricks on a street corner for tips with their ogre assistant.
64. A caged animal has escaped capture and is running through the streets.
65. A tavern brawl spills out onto the street, in front of the players.
66. A local ruffian is writing crude graffiti on the side of a building.
67. An old woman is tending her garden outside of her home.
68. A small child asks the players for help finding her pet frog.
69. The wind kicks up and a strong gust blows a trader's tent over. Their merchandice spills into the street.
70. A cunning thief 'accidently' bumps into a random player, taking their coin purse.
71. A random player finds what looks to be a wedding ring sticking out of the dirt in front of them.
72. An injured man is being escorted to a local doctor by his brother.
73. A group of guards block off the beginning of a street, and they won't let anyone pass.
74. A noble mistakenly 'recognizes' a random player from a dance a few nights ago.
75. A group of teenagers are preparing to launch fireworks.
76. A local apothecary questions the players about their herb knowledge.
77. An old wizard walks down the street with two clockwork servants.
78. A nearby shop is having a 50% off sale and the line to get in wraps around the building.
79. Two dwarves are arguing in Dwarvish in the middle of the street.
80. A few stray dogs are fighting over something in a nearby alleyway.
81. A baker chases rats out of her shop with a rolling pin. She asks the players for help.
82. A diseased man is seen coughing on random people in the street.
83. A priest asks the players if he can bless them before their next adventure.
84. A high-class carriage rolls by the players and a beautiful elven woman inside waves to them.
85. A group of fisherman are yelling about something strange that was caught this morning.
86. A guard is pinning a Wanted poster to a city message board.
87. A large man dressed in silks carries two pies in each hand.
88. A busker in the street plays one song on his lute repeatedly.
89. A woman is chasing a large cheese wheel rolling away from her down that street.
90. A toothless old man offers the players an unlabeled potion for free.
91. A frazzled traveler is studying a large map.
92. A large flock of birds swoops past the party onto a building nearby.
93. A man is arguing with a tax-collector and two armed guards.

94. A group of halflings have set up a market stall selling massive vegetables.
95. The players overhear two men talking about what they know of the Feywild.
96. A group of nomads are traveling through town, looking for a place to sleep for the night.
97. A wizard is frantically looking everywhere for his missing wand.
98. An ogre is spotted outside the settlement stealing a horse.
99. A talkative bard asks the players for inspiration for a new song. The song becomes a smash hit.
00. The ruler of the settlement travels through the street with a group of armed guards.





ONE HUNDRED ILLEGAL ITEMS FOUND IN A BLACK MARKET

One hundred illegal, sketchy, and powerful items that your players could find while perusing a fantasy black market.

01. Weapons that were used to slay long dead Kings.
02. Fake identification that can be used to access restricted areas.
03. Hooded robes - After a string of demonic cults popped up in the capital city, the sale and possession of hooded robes was prohibited. Hoodless robes, capes, cloaks, and overcoats are all still permitted.
04. A mysterious service that allows a memory to be plucked from your brain and never thought of again.
05. Powerful drugs that are meant to be slipped into a drink. When consumed, the drinker will become unconscious within 1d4 minutes.
06. An imp kept in a small iron cage. It pleads to be let out.
07. Unidentified potions. These can have devastating OR hilarious effects!
08. Maps containing the layouts of various city sewer systems.
09. Scrolls that are said to contain forbidden knowledge. They are actually just scribbles by a child.
10. Stolen siege weapons.
11. A black letter, tightly sealed with red wax. The letter cannot normally be opened by any magical or non-magical means. However, if a person's name is written on the letter, then the letter is opened, some incriminating piece of information about that person will appear in the letter.
12. Worg puppies being sold out of the back of a wooden cart.
13. An orb of scrying that has direct two-way contact with an evil entity.
14. The banner of a famous paladin who was killed in battle.

15. The journal of a priest who became slowly possessed. The further the reader gets into the book, the more the main character starts to sound like them.
16. The eye of a hag that still looks around on its own.
17. The stolen instruments of celebrated bards throughout the realm.
18. A full iron maiden torture device; perfect for any dungeon.
19. Melon-sized eggs in a creche that has been magically suspended in stasis. It is impossible to reveal their species.
20. Weapons that seem very powerful that will break during the first round of combat.
21. Body parts of humanoid creatures. Perfect for necromancers in training!
22. Vials of Unholy Water - it deals 1d8 damage to holy creatures.
23. Pieces of an ancient lich's phylactery.
24. Fake deeds to parcels of land that already have people living on them.
25. The bottled tears of an angel. This is a VERY expensive item.
26. A small golden statue which actually just is sentient and can communicate through telepathy. Tells the person who picks it up that they must provide a human soul every 3 days or else the "cursed" person will die. However the statue has no real power, just see if your player will do it.
27. Mercenary services from less than reputable adventurers.
28. Cursed magic items that corrupt the user over a period of time.
29. The crown of a long dead Dwarven lord.
30. Identical copies of the armor worn by the guards of a nearby city.
31. Experimental goblin technology.
32. Assassination contracts. The players can pay a powerful assassin to snuff somebody out.
33. Good luck trinkets that have absolutely no effect whatsoever.
34. A crate of rods of counterfeiting. Each rod converts any paper to paper currency of equal weight of exactly one denomination. All the rods are expended to some degree. However player characters might have to make a history knowledge check if paper money is rare in the world and failing the check, the player character might decide the paper money is useless.
35. Potions that allow the consumer to fall in love with the first person they see.
36. Souls of the innocent kept within magical containers.
37. Meat from intelligent monsters.
38. A list of unmarked burial sites for powerful nobles.
39. An djinn trapped in a bottle. It is absolutely furious.
40. Poisonous plants that are banned from the realm.
41. Banned spell reagents that are used to cast necromancy spells.
42. A magical writ that grants one favor from a powerful underground syndicate.
43. A glove that allows you to copy the handwriting of the last person you touched with it.
44. Forged signet rings that are identical copies of the real thing.
45. Still living eggs from dangerous monsters.
46. Thin, fragile glass blades. Stab someone with one and then twist the hilt to shatter the blade in the wound. Useless against armor and only good for one hit. Contains a hollow center that can be filled with a poison.
47. Illegal griffin leather that adds an additional +1 to AC if used to make a set of leather armor.
48. The ashes of a powerful paladin.
49. Crude, goblin-made weapons that sell for a fraction of regular steel weapons.
50. A trained mimic that responds to a few verbal commands.

51. Maps leading to the burial sites of nobility.
52. A book containing a list of Devil truenames.
53. Strong poisons that cause paralysis in the victims.
54. A scroll case with 3 devil contracts ready to be signed stashed among regular spell scrolls.
55. A mummified eye that allows the user to see through it once a day for 1d4 minutes.
56. The blueprints to a nearby castle that shows how to access the secret underground tunnels.
57. A mysterious herb that, when smoked, will cause you to step into the dream of a random nearby person and influence it however you wish.
58. Drugs that are banned in the realm.
59. Historical artifacts that were thought to be lost to time.
60. Vials of vampire blood.
61. The journal of a renowned serial killer.
62. Stolen paintings that once hung on the walls of noble estates.
63. A haul of exotic, but completely mundane, horns belonging to a species of ungulates prized by the crown/renowned by a faith and have been poached.
64. Stolen sculptures that once adorned the halls of royalty.
65. Wrist Prick - A tiny needle fixed to a spring loaded bracer. If coated in a potent poison, it can be an easy to conceal weapon.
66. Magical lanterns that emit a light that cannot be seen unless you are within 5 feet of it. The wielder of the lantern can see the light as normal.
67. Munchkin Golems - Tiny golems only about 6 inches tall. Used by thieves to unlock doors and windows.
68. Beggar's Staff - Atop this gnarled wooden staff is a carving of an ugly old man whose face is twisted with mirth. Dangling from the top by a chain is a small clay cylinder with a coin-shaped slot on it. The face speaks to its wielder and says placing a gold coin into the cylinder unlocks his true potential. When a gold is placed into the slot, the staff tells a raunchy joke.
69. Fake coins/Counterfeit money.
70. Crystals containing captive souls to use in rituals.
71. Holy' symbols that were used to worship demonic entities.
72. Stolen jewels that once belonged to an incredibly wealthy and powerful royal family.
73. Completely innocuous-seeming belts that, when worn, hides its contents, including any one weapon that amounts to 1 lbs.
74. A lock of hair from a famous adventurer.
75. The weapons and regalia of a fallen kingdom. Treated as a taboo collectible by some, others use them to privately display their loyalty to the old regime.
76. Necromancy services, such as speaking to a corpse.
77. Demonic effigies used to worship various evil entities.
78. Experimental black powder bombs. No one knows EXACTLY how big the explosion would be, but they know it certainly won't be tiny.
79. Necrotics - Necromantic narcotics. They slowly turn users undead.
80. A living 1'x1' Gelatinous Cube.
81. Potion of Truthfulness - Whisper a statement into the vial immediately before drinking and for the next week you earnestly believe the truth of that statement. Sense motive, spells that detect or force truthfulness, ect all register that you are telling the truth.



82. Instruments of torture.
83. A decapitated head that has a magic aura.
84. Vials of pheromones that attract various dangerous monsters.
85. The Relief Tent - This magical pop-up tent was meant to help those suffering after a natural disaster, but the enchantment went awry. The small canvas tent can be unfolded and used as normal, but anyone who spends a night sleeping in the tent will wake up to find that they have been teleported to the nearest location of real danger, either a warzone or a place of impending doom.
86. Lists that contain the times that local watch groups take breaks or trade shifts.
87. Statues are devoted to the gods of Chaos.
88. An ancient tome containing the forbidden knowledge on how to fully become a lich.
89. A set of noble clothing with secret pockets stitched into the inner lining.
90. Invisible ink and quill that when used the text reveals itself heated by fire.
91. Paintings of nobles in unflattering manners.
92. Jousts Demise - A modified wooden lance made to have the blunted tip break away easily and allow a hidden blade inside to pierce the opponent. The sport can have some quite bloody ends if one of these makes it into a match.
93. Barrels of alcohol that are banned in the realm.
94. Copies of keys that unlock doors to castle treasuries.
95. Skeleton keys that can fit any lock.
96. Boxes of poisonous snakes from a faraway jungle.
97. One bottle containing lozenges, labeled "For Your Health.": All the vitamins needed for healthy living. Taken daily with meals. Quietly removes one day from your life and gives it to an unknown entity.
98. Slaves of all different races.
99. A sacrificial dagger from a long dead cult, used to sacrifice hundreds of innocents.
00. Vials of Pixie Dust - A light purple powdered drug. Consuming the drug gives one a carefree outlook and a sense of lightness, though it also slows their brain processes down, which makes the world feel faster around them.



ONE HUNDRED ITEMS FOUND IN A WIZARD'S TOWER

One hundred different strange, interesting, and dangerous items found within the mysterious tower of a wizard.

01. A portal that flickers in and out of existence on the back wall; the wizard never could get it to stick on this plane properly...
02. A closet filled with robes that change color and style depending on your mood.
03. A stack of pre-addressed pieces of parchment that, once signed by the wizard, fold themselves up into paper airplanes and then fly off to deliver themselves.
04. A table covered in strange alchemical ingredients, including glowing mushrooms and shimmering crystals.
05. A small stone carving of a toad that croaks when rain is coming soon.
06. A tobacco pouch which never runs out of tobacco, and an accompanying pipe which makes its smoke glow with soft colors.
07. An alchemy table that has a complex set of ingredients set out and brewing. If the party inquires about it, it's the wizard's lunch.
08. A collection of feathers, framed and mounted on a wall.
09. A jar of fireflies is hung over a book stand illuminating the pages.
10. A book levitating inside of a birdcage. There is a padlock on the cage.
11. A strange puzzle box with many bizarre tiles that can be slid around.
12. A very interesting looking potion with a faded label. The wizard can't remember what it does, but... they are too nervous to move it in case it's become unstable.
13. An animated shortsword and a rapier are clashing into each other, mid air, as if two opponents were battling.
14. A chess set that moves on its own.
15. A stack of parchment that erases itself if given the command word.

16. A massive dragon skull hanging from the ceiling. may be used in some form of augury or meditation.
17. A suit of armor in one corner that, on a second look, is actually an armored flesh golem silently standing vigil.
18. A garden filled with plants that grow edible gems instead of fruits or flowers.
19. Jars filled with brackish liquids and fluorescent gels. Some contain creature body parts as shrunk heads, talons of feral beasts, fleshy organs in emulsions of reddish tint.
20. A parrot with a vocabulary consisting of nothing but the true-names of the Nine Hundred Ninety Nine Greater Devils of the Hells.
21. Two silver-and-brass stag beetles, encased in a glass case, which constantly battle each other.
22. A glass that fills itself with wine when touched.
23. A collection of flower pots with various alchemical plants growing in them.
24. A locked chest that occasionally shakes violently, emitting muffled shouts and screams.
25. A flustered apprentice that is trying to keep everything in order.
26. A quill that sucks fresh ink off a page instead of writing.
27. An airtight bottle containing the preserved corpse of a fairy.
28. A chair that teleports any person that sits in it to a pocket dimension.
29. A candle that, when snuffed, replays the last conversation to take place near it while it was lit.
30. A scroll suspended in mid-air that shows the current market value of various material spell components and alchemical ingredients.
31. A collection of enchanted familiars, such as a miniature dragon that breathes harmless bubbles or a squirrel that can speak multiple languages.
32. Spectacles that translate every written language into Dwarvish.
33. A glass cabinet that contains constantly shifting stones clinking together and against the glass. It
34. A workbench filled with bookbinding equipment.
35. A lazy, old cat sleeping amongst a pile of books.
36. An open trapdoor in the floor, and a corresponding trapdoor hanging from a rectangular opening in the ceiling. Anything exiting the room through the floor re-enters from the ceiling.
37. A ficus plant that constantly tries to debate you.
38. A pair of dowsing rods for detecting ley lines.
39. A heavy tome with arcane symbols, and writing in a language none of the party have ever seen.
40. A deactivated and partially disassembled silver clockwork horror.
41. A long and very sticky strip of cloth, wound up into a roll. It's black on one side, white on the other, and is strong enough to attach an object weighing a hundred pounds to any wall or ceiling.
42. A goblin skull kept in a lead lined box. If the box is opened it will berate anyone it sees with crude jokes and insults.
43. A small, undead, mummified child hanging from the ceiling candelabra intensely watching all visitors.
44. A pile of letters from the wizard's mother asking him when he's going to settle down and stop with the magic nonsense.
45. A garden of sentient plants that communicate through telepathy.
46. A small pebble which, when held in the mouth, makes the wearer speak in a variety of different voices and accents. The voice and accent is random every time the pebble is used.
47. A globe that spins by itself. Spin speed corresponds to the day length of the world it's depicting.
48. A miniature Gelatinous Cube that cleans up debris on the floor.
49. A quill which writes a new alchemic recipe every day, often repeating itself.

50. Glasses that translate everything read through them into an obscure, ancient language.
51. An enchanted bar tap that supplies endless servings of whatever alcohol its user desires.
52. A miniature model of a city that comes to life at night, with tiny enchanted citizens going about their business.
53. A jar containing bioluminescent sand from another dimension.
54. A stack of papers being drawn on with a floating pen. It keeps drawing whatever is just outside the front door, like a security camera in ink.
55. A lamp which changes color, depending on the wizard's mood.
56. A conch shell that plays a sea shanty when you put it next to your ear.
57. A bookshelf which makes the book you want float down to you.
58. A dozen animated gloves doing various cleaning and sorting tasks.
59. A collection of magical artifacts from long-lost civilizations, each with unknown and potentially dangerous powers.
60. A stack of papers with the title 'Philosophiæ Naturalis Principia Mathematica', when you ask what it is the wizard yells 'Gibberish! Quackery! The ravings of a lunatic!'
61. An enormous eye in an enormous jar. It very slowly turns and follows the visitors.
62. The wizard's diploma from a royal magic academy.
63. A tapestry whose scene changes slightly every time you look away.
64. A small barrel filled with used wands, all labeled with the original spell and the date of creation.
65. The skull of something that shouldn't exist.
66. A hidden observatory that allows the user to witness celestial events from any point in history.
67. A laboratory with vials containing potions that induce temporary and unusual transformations, such as growing an extra limb or turning into a tiny woodland creature.
68. Failed grafts of skin, appendages, eyes, and other monstrous parts.
69. Bizarre chemicals and items used in necromantic rituals.
70. A mountain of opened books in the center of the room.
71. A candle that, when lit, radiates dark instead of light.
72. A big mechanical contraption with a keyhole and a slot big enough to fit a letter into.
73. An assortment of monster hairs, labeled and bound in tufts.
74. What looks like a broom that's bent out of shape lying on a cushion. When you comment on it, the wizard yells at it to stop 'lazing about and get back to work'. It springs to life, salutes, and begins cleaning until the wizard's attention is elsewhere. It then resumes lounging.
75. A bonsai tree in a decorative pot that goes through each of the seasons every day, complete with snow in the winter. If you look close you think you can even see tiny bees buzzing around the spring flowers.



76. A hat that has a magical barrier above it just large enough to shield the wearer from rain or snow.
77. A gorgeous stained glass window that shows a scene from a different plane. Each time the party passes it, the scene has changed slightly.
78. Dust on the wall plays a memory of the wizard's like a film projector.
79. A room filled with mirrors that reflect different versions of the same person from alternate dimensions.
80. A dream catcher which actually catches dreams in their liquid form and allows the wizard to store them as potions in crystal bottles.
81. A series of ancient humanoid skulls inscribed with magical symbols of a fallen empire. Pressing the glyph on the forehead makes the skull speak in the language of that empire, which used these instead of books, as they had no formal written language.
82. An orrery depicting this planet's solar system. A small set of levers and gears can adjust their rotations and orbits.
83. A terrarium containing a shining beetle. Every time it crawls to the left side of the tank it turns red, and every time it crawls to the right side it turns green.
84. An enchanted painting that shows a different landscape every time you look at it.
85. A writing desk where an animated quill is busily copying a manuscript on its own.
86. A deck of cards that knows what card you need and gives it to you.
87. Wind chimes which ring when an invisible creature approaches within 60 feet.
88. A beholder corpse in the process of being dissected.
89. A coin on the floor that won't budge when someone tries to pick it up.
90. A talking, floating skull that serves as an advisor and knows a multitude of obscure facts.
91. A terrarium in which a village of tiny people is going about their business.
92. A block of ice that never melts being used as a paperweight.
93. Prestidigitation paintbrush that can paint any color without needing to be dipped in paint.
94. A closet full of beard wigs. The wizard hastily shuts the door when they realize it was left open.
95. A room with a ceiling covered in constellations that rearrange themselves every night.
96. A magical telescope that allows the user to see into other planes of existence.
97. A large magical cage that radiates blue, almost transparent, light which also reeks of Abjuration magic.
98. A book resting on a table that occasionally opens up to let out a polite burp.
99. A petrified dragon's claw used as a door handle.
00. A weathervane which indicates the direction of the nearest powerful wizard (who is outside the tower).



ONE HUNDRED THIEVES' GUILD QUESTS

You are ready for your first assignment in the Thieves' Guild. What will it be? Use this list to generate one hundred mini adventures that a thieves' guild might give your players.

- 01.** Sneak on board the baroness' ship and steal her amulet. She never departs from this amulet and even wears it in her sleep, so be imaginative! (No one knows: the amulet is cursed. Once touched, one must wear it. It cannot be dropped by the one who wears it and one is not able to ask someone else to take it away. The amulet requires you to drain the lifetime out of people every day, which ages these people fast and you must obey. As a small bonus, it keeps you forever young.)
- 02.** One of our members, Gideon Dance, is getting married and going straight(ish). His bride is the only daughter of a powerful merchant, and the two will make a great pair. There's only one problem—the local captain of the guard is a spurned admirer of Gideon's wife-to-be, and is assembling evidence to arrest Gideon on the day of the wedding. We need you to steal the evidence from the Captain's Chambers in the guardhouse and replace it with evidence that's clearly fraudulent.
- 03.** A young noble needs you to break into the mansion of a rival family and retrieve an item of clothing they left behind after a forbidden night of passion with one of the inhabitants.
- 04.** Urgent mission! We killed some people in a front business of ours, but when our agents heard a guard patrol nearby, they got spooked and fled. The guards didn't actually enter the building, so there's still a way to make this right. Sneak in, erase any trace of violence, take the corpses, and hide them somewhere far away. This must be done tonight, since the building has to open for business as usual tomorrow.
- 05.** A freelance thief stole some jewelry from Lady Aisheh's home while she was out of town. His first mistake was being independent instead of joining us. His second mistake was stealing from someone who pays us protection money. We know the general area where the thief is hiding - track him down, find the jewelry, put it in a package with this apology letter, and return it to the Lady. The freelancer himself must either join the guild or die.
- 06.** I want you to find Agwen Northstar for me and tail her. Spend a few days doing this and get to know her without her realizing you're getting information. Once you think you've gathered significant evidence, report your findings back to me and we'll see how well you did.

- 07.** Your task is to steal a complete wagon full of magical potions. The wagon is already on its way to the kingdom. A convoy of 13 carts, including our cart, started yesterday from the remote city of Thunderhaven after arriving there by ship. The oxen and horses of the convoy are magically enhanced to run the whole 7 days at insane speed without any stop. Two high wizards will ensure that the magic persists and there will be guards on the carts. The goods are transported in large locked metal cages. You can only intercept the convoy in the mountains between Thunderhaven and the Kingdom. Once it passed the mountains they were out in the open plains and out of reach for you. At one point the convoy rushes through a heavily guarded canyon in the mountains where 3 druids keep the clouds away, because the canyon is impassable if it rains. This is your chance!
- 08.** The Dwarven Noble, Kirakzz Stonehewer, only arrived at his current position thanks to the Thieves' Guild stealing the Crest of an Ancient Dwarven Noble from their ancestral tomb. Unfortunately, our little Kirakzz has been getting ideas above his station and passing edicts that have been affecting our duties. Sneak into his fortified manor and steal that crest back, leaving as little evidence of your intrusion as possible. A little paranoia should serve as a reminder of our skills and past dealings.
- 09.** A great thrift of the guild has died. Show respect to them and you might impress the bosses enough for a promotion. Show respect by stealing something really valuable and throw it away for good, burn it or drop it in the ocean.
- 10.** A new drug has been showing up on the streets of the city. The guild wants to know who is making it, where they are making it and how they can control those 2 things as well as the market for it.
- 11.** Our client wants you to steal the prototype of a machine that is actually able to fly! Sneak into the factory of artificer gnome Zinkkart Silverbit and steal the machine. After that, deliver it to the client and get your reward.
- 12.** Our client is willing to pay an insane amount of gold if you can steal some treasure from Lord Ronton. Simply break into his estate and ... steal all the memories he has about a certain gold mine in the barren lands. He shall not remember any of it afterwards and the client needs the memories to locate the mine and how to access it.
- 13.** The royal alchemist has developed a truth potion so potent it threatens the very existence of the guild. This potion not only forces someone to tell the truth, but it compels them to be as helpful as possible to the questioner. What's worse, it seems that no amount of magic or mental training can resist it. It's only a matter of time before the Royal Guard captures a guild member and uses it on them, revealing the whole operation. We need you to break into the alchemist's apartments and find the formula for the potion so a counter agent can be developed. Failing that, either kill or kidnap the alchemist. Oh, and grab as much of this truth potion as you can find - no use letting it go to waste.
- 14.** A painting we're after recently got transferred out of the city museum to a private collection. Only the museum curator knows who bought it. But the curator's too connected to threaten or kidnap, we don't have the spare funds to bribe her, we couldn't find any dirt on her and our blackmail forger's out sick. So you're gonna have to - gasp! - actually convince her to give the painting's location. Or trick her, I guess? We got you tickets for a party she's going to, good luck. You can tell her you're thieves but don't let her know you're with the guild.
- 15.** The king has a magic ring which permits him to perceive whether his courtiers are lying to him. One of the guild masters wants it for himself, or at least doesn't want the King to have it anymore. They are offering a sizable prize for its acquisition. (Attuned ring permits the casting of Zone of Truth) Twist: it's a toe ring.
- 16.** Yesterday, Henry the Drinker, one of our most honorable members, was hanged for his crimes. Steal his corpse from the prison morgue and deliver it to the guild's necromant. Henry needs to work a few more years here before we can let him retire.
- 17.** Two Daggers, one of our esteemed colleagues, is currently imprisoned. He has sensible information that we wouldn't want the royal guards to get a hold of. We need you to help us free him. And if this is not possible, to silence him.
- 18.** A rival thieves' guild has a goose as its mascot, kept as a pampered pet in its headquarters. The goose has to be brought back (alive) and you can't be seen or heard during the mission - we want the guild members to wake up in the morning and be shocked their beloved goose is gone. Also, to avoid a guild war, you can't kill any members of the rival thieves' guild during this mission. (It's just an ordinary goose, which means it's loud and

obnoxious.) The punchline is each guild uses this mission to break in new members, and the 'rival' members won't try very hard to stop the mission from succeeding. At the end, representatives from each guild join together to welcome the new member at an elaborate feast, the main course being... roast goose.

19. The sunken ship, Woodruff, washed up on shore last night. This ship, while a gold mine for salvagers looking to make some quick gold, rumors of a ghostly crew have driven many away. While the potential for the spirits of the long lost crew are a concern to some, it is ultimately an obstacle to overcome. Your job is to investigate the ship thoroughly and bring any treasure you find to me. If you encounter any other salvagers, you may use lethal force only if they attack you first.
20. A prominent member of the guild is running a con on a wealthy mark and the party has been hired to play a part.
21. Your guild has encountered some unwanted smuggling competition in the city. Your job is to ransack their base of operations and leave before dawn. Reward is 100GP per member. Bonus 50 gold per member if they leave no survivors and take everything of value back to the guild.
22. One of our clients needs you to discreetly switch out a document with one we provide you. It is a last will and testament. Yes, someone is wanting a better stake in their inheritance. We need you to break into a mansion and place it inside the locked safe without anyone noticing. It will completely jeopardize the plan if you get detected. The family lawyer will be arriving within the next few days to review it so this must be done immediately, probably by the end of the night. Be careful, the mansion should be armed to the teeth with the death of the estate owner.
23. (Heist accounting books from the mid boss's guarded office.) 'We think one of our managers is not giving the uppers their full cut. Go around to the manager's office and find his real books. And watch yourself, because of the war going on between some of the upper offices, the manager's place is well staffed with enforcers at the moment. You might be able to bribe the one called Bobby Brighteyes into leaving his shift early - he's had his eye on the manager's job for a while - but he isn't going to help you if you get caught. We recommend you go when the manager is at his girlfriend's place. He takes some enforcers with him as guards, so staff at the office gets thinner.'
24. Mack the Knife's Travelling Performance troupe has come to town! Unfortunately, your guild all knows that wherever Mack goes, Minnie the Moocher is sure to be with him, and her personal challenge is thieving from other thieves...
25. The Duke of a local region is supposedly traveling through a dense forest tomorrow. He is known to travel with all kinds of riches. (What the players don't know is, the Duke had already been robbed when he and his men entered the forest. The 'Duke and his guards' are members of a rival Thieves Guild pretending to be them so they don't rouse suspicion. The real Duke is currently tied up in a chest that a horse is carrying behind them.)
26. This is the murder weapon that killed the princess! See that it finds its way into the pockets of a certain nobleman to frame him with the murder.
27. Steal X from someone BUT you must replace X with a copy (perhaps with a magical tracking device).
28. A new material has been found by the dwarves of Khairn's mountain. Sadly, our diplomatic relation to Khairn's family is ... not the best. We need all the information we can get on this new material. Sneak into the mountain and get us the information.
29. Put on these uniforms of [enemy/scapegoat group] and go commit a crime. Get witnessed, but not caught, so they don't realize you're imposters. And make it look realistic.
30. Thieves' Guild members are being murdered and their bodies being left in the streets. The party is hired to investigate these murders, and finds themselves on the trail of a masked vigilante.
31. You simply need to steal a small golden chest with the royal emblem from the captain's room of the ship 'Leviathan'. The only problem is that the ship sank two years ago out on the open sea and rumors are that the crew still protects the ship. But do not worry! We think we have the correct coordinates here.
32. An associate of ours in [neighboring city] is highly wanted by the law. He's laying low on the outskirts, but the roads around that city are heavily patrolled by the king's guard. You need to get him to this city safely, either by hiding him while traveling, or fighting off every guard patrol you encounter.
33. It's an easy job. Rob the nobleman's house, take what you want, don't kill anyone. The target is a jerk that nobody in town likes anyway. The target is

also the uncle of one of the characters in the party. If the party turns down the job, the next thief to take the job may not have any qualms about using violence.

34. Prepare 5 contraptions around the great plaza that will shoot paint in different colors onto the statue of the new high priest when it will be revealed at the end of the week. A small gift in return for mentioning the guild in one of his speeches about the scum of the society.
35. A rich merchant will enter the port this morning with his ship. On board he has an ordinary small chest of black wood with a bit of golden inlay and silver metal fittings. Inside are some documents that may change the city politics for the upcoming years. Now, you were given an exact copy of that chest containing only some useless scrolls and your task is to exchange the chests and deliver the chest of the merchant to the guild. What you do not know is this: Another group has the same plan and there is also a dwarven lady at that port today that uses the same chest, but only for her underclothes. Happy Shell Game!
36. A junior burglar got too ambitious and succeeded in nabbing a macguffin from a local unaligned and slightly unhinged necromancer. Which is bad news. Break into the necromancer's tower and return it, and leave no trace that anything was ever taken.
37. Irving "Candy Man" Hornblatt is to come into a fair amount of wealth due to a lottery which the kingdom participates in annually. Irving, a corrupt small-time gangster, extorted the voucher from its rightful owner, a kind fence with whom the guild frequents business with. The winnings in this year's pot: 10,000 gp. Usually the guild would see that Hornblath die immediately, but seeing as he has kidnapped The Fence's child, the guild must ensure the child's safe return, which means following Irving back to his safe house in the capital. (The child was abducted by members of Irving's gang, who delivered the child to a hide out in the capital.) Irving has insisted that upon completion of exchanging the voucher he will return the child safely. Word is, if Irving dies, the gang at the safe house has orders to kill the child. Fortunately for the guild, the Candy Man is in need of hired muscle to protect his proof of Lottery winning, the voucher which he will be taking the capital to cash. Word is he's already hired 6 men to keep him safe on his Journey to the capital, but with the right paperwork "provided" by the guild, your party may be able to accompany him as additional hired muscle. The goal: infiltrate the candyman's team, see to it that Irving Never sees a coin of lottery gold, and accompany him to the capital and save the child, whose location is currently in the Capital and unknown. That voucher is rightful property of the guild, on behalf of the dark mother. Finish this.
38. An upstart faction in the guild is trying to depose the guild leader. They've fermented dissent for months, and now is the time to strike at the old so-and-so. They want your help killing the leader and the guild lieutenants when the moment arrives. Do you join them or inform them? Or perhaps you could stay neutral and try to turn the situation to your own advantage...
39. The Royal Chamberlain hired Sir Dugash of Vert as Thief-Taker. Sir Dugash is on his way here, and will arrive in 5 days. Before he arrives, you need to fabricate and plant evidence of a conspiracy that implicates the mayor and town council in outlandish, impossible crimes. You may implicate one other member of the Guild as well. We expect Sir Dugash to be frustrated and humiliated when he "uncovered" the plot(s).
40. Deliver the package. Do not open it. Discuss the package with no one. There is a ticking sound quite clearly coming from inside the package. If asked about the ticking sound, the thieves guild contact denies hearing anything and acts annoyed at the silly question.
41. A special task for a skilled person! Take this thread of false memory. Break into the royal prison and implant it into the head of the prison's chief interrogator. This will alter his memory and help our very generous client.
42. Constable Viread has been overly energetic in apprehending members of the guild, despite generous donations to the Constabulary Benevolence Fund. His higher-ups have been unable to curb his excesses. The Guild therefore authorizes its members to bring to light any salacious details that if brought to the public might cause the good constable to reconsider his zealotry. Any member that can supply relevant information (credible, though not necessarily verifiable) or is responsible for causing an incriminating scandal will be generously compensated by the Guild.

43. My friend, what I shall tell you now, is between you, me, and no one else. Let's just say this is out of the ordinary, even for us.' Your master leans forward conspiratorially, as if that could stop the eyes and ears of your guild. Maybe he wants them to hear. 'I suspect we have a snitch in our midst, [PC]. Someone who alerted the city watch to our plans regarding Duchess Esmerala's jewelry.' He squints at you, then smirks. 'Red Dagger even suggested it could be you. But I assured him my trust in you is well placed. Find me the true culprit, [PC], and be wary of Red Dagger.'
44. A collector has hired the guild to steal a rare beast from a local menagerie - alive.
45. The Thieving Games are on. Set yourself apart as one of the greats in this year's contest by taking top prize in one of five categories: Gold, Daring, Power, Dreams, or Renown. Each theft should be submitted along with a description of how it fits into the selected category. Contestants may enter multiple categories and individual jobs may award points toward different awards (e.g. last year Arwen the Fox replaced a master painting in the museum with a child's drawing of a fox for points in Daring and Renown), but all jobs must be done within one week. See Abbi Left-Foot to enter.
46. We sent a group of guild members who successfully 'liberated' a bandit stronghold's stash. We have reason to believe they undersold their haul so they didn't pay proper dividends to the guild. Find where they are storing this 'extra reward' and bring it to us and we will give you a fair cut of the spoils.
47. (Administer a beating to thief stealing from guild) 'One of your brothers/sisters helped him/herself to a bit of shipment he/she was supposed to retrieve for the family. Get some strong friends and 'explain' the consequences of stealing from family. Don't go too far, buzzards circling would bring unwanted heat on your brothers and sisters. Here's their hideout location.'
48. Someone in the city is pulling reckless heists, unsanctioned by the Guild. The party is hired to find out who is perpetrating these crimes and to 'discourage' them before too much heat is brought down upon the local underworld.
49. Disguise as jockey number 5 in the horse race tomorrow and see that you lose the race on the last 10 yards. Make sure no one suspects cheating.
50. Many of our members are ending up snatched up by guards soon after completing officially sanctioned jobs, one even arrived at the mark's house to find a group of guards waiting for him. We suspect there is a mole in our midst. The latest casualty is a man who led an airtight second-life as a public notary. Find the mole and bring them to the master.
51. We've recently come into conflict with a local clan of druids in the nearby forest. It's late summer, the trees are dry - we're gonna send a message with a little wildfire. The hard part won't be getting into the forest, the hard part will be escaping the blaze and the attention it will attract.
52. A young scholar, an acolyte to the Halls of Illumination has been studying Thieves Cant. Before he can receive his robes of matriculation, he is scheduled to present his research at a public lecture. While very few people ever show up to these lectures, nonetheless we cannot risk that information being disseminated! The guild has secured a rare memory-affecting serum that specifically targets language learning and which should render all attempts to use secondary languages to gibberish. Introduce the serum in his drink and ensure it has taken effect—he is known to frequent The Finch & Fork. Many a scholar has cracked under the pressure of tedious research, so while a murder might arouse suspicion, his mental faculties abandoning him would not. Then collect and destroy all of the acolyte's notes and research. Not a scratch should remain. We have our suspicions who might be his informant, but if you discover any details that point to a source, pass that information along as well.
53. The king has recently set aside funds to rebuild and expand the sewer system. You need to persuade the head engineer that it is worth his time to add some extras to this new sewer system including secret passageways, 3 storage sheds (for smuggling goods) and an underground headquarters for the guild.
54. There's a new drug in town and it's cutting into our market. We don't think we can start selling it ourselves, and we haven't tracked down the kingpins, so instead we're gonna scare off the customers. We've found one of the drug storage facilities - break in and poison/ruin the stock. But it can't be obvious that you've tampered with the stuff, since we want it to get sold.

- 55.** A lord was recently poisoned and died. The King is blaming the guild (which wasn't involved as far as you know) and has been arresting guild members, closing off known guild routes and stopping guild business in its tracks. You have to find out who poisoned the lord and why to clear the name of the guild.
- 56.** Jacq the Blade has gone missing, along with the Guild Ledger. He may be trying to sell it to a rival guild, the authorities or some other party. Find the ledger and find Jacq. Kill him or bring him back to the Guild for punishment. Whatever you do, don't let him sell the ledger off.
- 57.** There is an election in the merchants guild as to who leads it. The job is to make sure the winning candidate is the one that we have all the dirt on.
- 58.** The PCs get a letter that wasn't intended for them: 'Hello dearest friend, we have heard the good news about your latest job. We ask of you one more time, we need you to disguise yourself as a yuan-ti pureblood and steal the golden crest of (INSERT YOUR YUAN-TI CLAN OR TRIBE). We promise you 360 gold pieces for your services, we know you won't fail us.' A large symbol has been drawn at the bottom of the page.
- 59.** Deliver the package. Do not open it. Discuss the package with no one. While on the way to deliver the package, the party passes the tent of a fortune teller, the shady kind that is obviously a fraud. But as they pass by the fortune teller gives them a shocked look, looks directly at whatever backpack or bag of holding contains the package, and then falls over, dead.
- 60.** A competing thieves guild - The Black Club - has started operating in the city. They're young, greedy and not very subtle. Their propensity for violence has brought an uncomfortable amount of attention from the City Watch on all thieves. What's worse, they are scaring off potential marks and pulling profit from our pockets. Something has to be done. An all out guild war would only be more costly, and bodies showing up in the street will only bring down the wrath of the Watch. A more subtle approach is needed. Find out who The Black Club are, who leads them and where they operate from. Kill their leader and set up the rest of them so that the Watch either puts them in jail for a long time, or calls in the hangman.
- 61.** The Sultan of Kadjripoor is interested in acquiring the following creatures for his menagerie that so happen to currently reside in the Royal Zoological Garden in our fair city: A pair of spiral-horned skitter goats, a clutch of iridescent flying snakes, a flightless bearded ice drake, an ethereal hypnotic cobra, and one specimen of felis caudaglobosa AKA a digmaul. Since a number of these animals are personally prized by the Princess Volveta, discretion is highly encouraged.
- 62.** The King's Golden Mile - the richest horse race in the kingdom - is due to be held in three days. The guildmaster's horse - Silent Shadow - is one of a dozen competing. The prize is 10,000gp and the guild has used its pull with the bookies to make sure the odds on Shadow are favorable. The fix is on. The guild has used its sway to make sure that eight of the runners aren't going to win. That only leaves three more horses to fix to ensure an easy victory for Shadow. That's where you come in. You can use bribery, intimidation, violence or magic on the owners, trainers or jockeys, good old fashioned horse nobbling, or any other method you want, but make sure that Silent Shadow wins. The guildmaster will reward you handsomely when he does.
- 63.** The apprentice of a high wizard has stolen a powerful magical item and ran off. Track down the apprentice, acquire the ring and bring it back. Bonus payment if you bring back the apprentice alive, too.
- 64.** As a good thief, you are tasked with investigating a theft! Someone has stolen an item from one of the vaults of the guild and it is up to you to find out who and how.
- 65.** One of the younger members of the guild unknowingly stole a beloved artifact from a powerful, and vengeful, ally of the guild. Break into their house and return the item before it is missed.
- 66.** (Erase thieves' marks without being caught in public. Optional: Catch punk leaving them.) 'Some rascal has been carving misleading and incorrect thieves' marks on various structures - 'easy mark' on the shop of the sharp-eyed wizard with a disintegration wand, 'escape' on a dead-end alley, 'fence' on the home of a guardsman. We've had to bail 3 novices out of jail this week alone! Erase all the marks at the locations listed. If you find the rascal, bring him in alive, if possible. Good condition is optional.'

67. The Baron Autcort has been a thorn in the country's collective backside for too long. We have been waging war on his business interests for months now, and you are perfect to help. The Baron has wagered a considerable sum of money on an upcoming horse race, and we would like him to lose it. We know that he has been working to buy off jockeys and bribe officials, but we are going to do him one better. This is Little Whitecap. She is a druid and exceptional actress. You need to smuggle her into the Baron's stable and smuggle the Baron's horse, Searing Bolt, out. Then you need to switch their places again after the race. She will make it close and lose in a heartbreak at the very end...
68. (Use sneezing powder on a singing group to retrieve a wayward air elemental.) 'This one is a ... uh ... specialty job. A valuable air elemental we've been using to unlock tricky vaults from the inside got frightened by a nasty static shock and bolted during a mansion heist that overlapped with a choir practice recital. Thanks to that, our safetalker had to leave early and empty-handed. We've got word from a competent seer that the elemental is laying low in one of the choir member's lungs. The choir's main public performance is tomorrow, and then the group splits up a hundred ways. We have one chance. Here's a sack of sneezing powder. Just get the elemental to touch the bottle to get it back in. There's no way to do this quietly, so just get it over with quickly and bounce. We'll rendezvous at a cabin out of town.'
69. An ex-guard has recently opened a bakery with his retirement money, embezzled from the taxes of the common folk. Word is, in his senility he claims day-in and day-out that someone has been "stealing his sweet rolls." This has created a perfect alibi for the guild. Fortunately, due to an old adventuring injury, the ex-guard walks with a limp and is slow as well as senile. However his defenses for this bakery have been rumored to include currently-enrolled city guards and enchantments/booby traps to deter thieves. Steal the next shipment of his sweet rolls and return them to the townspeople. Avoid detection. The town must continue to think he is going mad. Bankrupt this old man and return his wealth to the guild for distribution to the common-folk.
70. Our store room and safehouse in the sewers have been overrun by troglodytes. It won't be long before they attract the attention of the citizens above ground, and with them the law. If the space were discovered, it would seriously hamper our smuggling activities. Let's do the city a service and protect our interests at the same time. Clear out the sewers of troglodytes and anyone else who you find. And we mean everyone. No bleeding hearts for this one.
71. Distract the city watch for a while by starting a bar brawl. Don't worry about the rest - we'll take care of it, and you'll get an easy 50 gold pieces.
72. One of our agents, Pickpocket, has disappeared while on a mission. The last time we had any contact with them was when they were infiltrating Paragons of the End, an apocalyptic cult that was recently formed and gained a reputation for recent violence within the area. You will go undercover as initiates within the cult and attempt to rescue Pickpocket, assuming that they are still alive. Lethal force is authorized against cult members in cases where they seem to become violent.
73. Deliver the package. Do not open it. Discuss the package with no one. The package is unusually heavy for its small size and causes whoever is carrying it to sweat profusely regardless of their fitness or the ambient temperature.
74. That ship is leaving harbor tomorrow and I don't want it to ever return. Break the hull, kill the crew, set a fire - whatever you decide. You'll get a bonus if the ship isn't destroyed until it's out at sea, away from witnesses.
75. We're trying to get a client out of town before the authorities find him. Here's the twist - he's a ghost, it's the church authorities that're after him. They've got him fenced in with magic wards, but he can bypass them if he's possessing a living body. Get into the catacombs, get possessed, get out of town. He will pay by telling you where he hid his money in life. If he gets any funny ideas about continued possession, use this scroll.
76. One of our recent victims has come back as a ghost, and unfortunately she's one of those ghosts who can actually talk instead of just moaning and wailing. You need to go get rid of her... again... before she can tell too many people about the circumstances of her death. If your crew can't deal with spirits, we've got a magician contact who can help. But he's not exactly a tough guy, so you'd need to protect him while he does the ritual.
77. The Guild has had a string of recent acquisitions go bad. Best we can gather from the boys is that something is prowling around out there at night, breaking into wizard shops and causing the

guards to be called. You'd think all these arcane entrapments would keep ne'er do wells out - turns out whatever this thing is is slipping in and out, quiet like a mouse. However, as you know, more guards can quickly ruin a night of business with all the patrols and all. We checked with the Bilgerats at the docks and the Dunders out in the hills, neither of them are claiming anything (and frankly I don't think they have the ... sophistication to pull something like that off. Here's where you come in. Go out there, and find me whoever is causing it.

- 78.** The war is depleting stocks of oil which we need for greasing hinges, maintaining our daggers, and keeping our hair looking slick and professional. Bring us 30 bottles of oil. We don't need to know the source. We'll pay you double the usual market price.
- 79.** The Red Rogue, also known as Rogue Rouge, an infamous master thief who disappeared years ago, has approached the guild in his dying days for one last heist before he dies. The target? City Hall. Mark? The mayor, Rogue Rouge's lifelong archrival since his thieving days started. The score? Burning the mayoral veranda atop the building, raise the Red Rogue's cape on the flagpole instead of the city flag, and lastly: steal the mayoral chair, his absolute favorite. The reward? Possibly bountiful; a clue to where Rogue Rouge keeps his famous stash - the entirety of his legendary wealth - free for the taking, if you can find it. The catch? Rogue Rouge wants to join in on the heist with you, despite his many age- and health-related issues. You'll be playing with a handicap.
- 80.** Last week, a group of adventurers came through town, causing havoc and mayhem as they are wont to do. In the chaos, the guardhouse was completely destroyed. Last night, the guard captain and the mayor agreed on a new location for the guardhouse along Cooper Street. The nearest tavern to their new location is the Honest Merchant, the basement of which houses our illustrious organization. We need you to steal the construction plans from the Carpenters' Guild so our forger can alter them, make the guard captain change his mind about location, or find us a new location.
- 81.** In a busy market, plant 100 flyers for a business allied to the guild in people's pockets without them noticing.
- 82.** There's this painting, it's a well known forgery, and there are these two noble cousins. Every year the cousin who currently has the painting commissions

the guild to sneak it into the other cousin's house and hang it up. The local guardhouse is in on it, so if you get caught it's only an overnight in the drunk tank and forfeiting the promised commission, but you'd better not have any outstanding warrants for the guardhouse to follow up on.

- 83.** A group of famous bounty hunters have come to town, we don't know what their goal is here. We already tried to establish contact but our man was killed when he tried to approach them. Find out what they are planning. If they are here because of us, you have the permission to kill them.
- 84.** It's rumored that the fabled Black Raven is in town. Find out who has it, where is it being kept, and steal it for us! (The statuette is a fake, unless it isn't, in which case it's cursed) (Loosely based on a continuing arch in the Quest for Glory series)
- 85.** It's come to our attention that at least half of the artwork the guild has fenced in the past decade have been forgeries painted by the Halfling Edalquick Keeneye. While Guildmaster Venix is highly impressed with the genius of the Keeneye's talent, it has cost the guild an enormous sum and more importantly hurt our reputation. Please impress upon Master Keeneye the magnitude of his debt. He can pay off his debt by working for the guild or he can pay with his life. In addition, members who carry out this task and can discover the location of the original artwork can retain a portion of value of the final sale.
- 86.** Someone needs to be shut up, the guild needs to frame the person. Break into their home and replace financial documents with forged ones that show fraud.
- 87.** One of our accountants (a wealthy merchant in town) has recently bought a new estate that should be way out of his league. We suspect him to have stolen money from our transactions. Find out about how he got that much money and if he's stealing from us.



88. Two ambassadors of our neighboring kingdoms are about to meet on neutral ground, in the desert of Arash'hai. If they forge an alliance, we would have a big problem. Travel to Arash'hai and sabotage the meeting by any means!
89. It was said that the legendary Agni Hammerthief once stole the first flames for our forges from the Gods themselves. Your final exam is to repeat this 'heist' by stealing a lava wyrm egg from an abandoned mountain temple that has been settled by a dragon brood.
90. There is a [public, tournament, arts, archery, lancing, racing] event coming up that we need you to humiliate someone very popular with the crowd. The [king, queen, lord, baron, princess]. Yes, I realize the stakes of this task, but our client is willing to pay a large lump of gold for this one. While they are enjoying the event we need you to find a way to make them look incompetent and foolish. Spike their drink, cast an undetectable spell, make them fall, get them angry, or annoy them to mental insanity. Your creativity could come in handy and the more foolish the better. Do not kill them or their family is the only requirement. You will be paid handsomely if the humiliation makes the news. If you get caught it could be your life, so tread carefully.
91. (Steal from a former thief or turn in quest giver for a greater reward) 'Your target is a former thief, now retired. He's got quite the collection of tools and artifacts from his thieving days, but he's gone soft in the head and never will know they're missing. None of his family have aptitude either, so the tools will be wasted on them.' The quest giver will give you second pick of the tools you take and minimum 50% of the haul's value or higher. The elderly former thief does have dementia but is kind. You may choose to rat out the quest giver to a thieves' guild superior or to the ex-thief's adult child caretaker. The ex-thief's former apprentice is high up on the guild's ladder and will give you a better reward for maintaining his master's dignity.)
92. Hello, Friend! We have a new job for you: Jenny Jangles has gone off the deep end! She has detailed all of her and the boss's... after hours proclivities in her journals, and has sent him blackmail demands! If he doesn't pay her off, she'll publish her stories to the printer's guild, who will all make a pretty penny and sell details of our... trade secrets. Sure, she has friends from the tower.. the nobility... the town guard... the alchemists' guild... She's got friends All Over Town, but that's not the point - the point is the boss has chosen You and your ragtag group of friends to swipe the journals from Jenny's Brothel - or at least, make sure they can't be published somehow. If Jenny happens to be captured & returned here during your exploits... The Boss says that's Bonus Territory.
93. Elf baker, Tiranz RootHearth, had their prized Cooking Pot and Chef's Knife repossessed thanks to an overzealous Taxman and closed shop in depression. Many current Guild Heads can trace their days as young poor fledglings, sustaining themselves on their hearty but fairly priced pies. Infiltrate city hall and retrieve the utensils so that they may open shop again. And if you can find a way to inconvenience our little tax friend, you may be looking at a bonus in your future.
94. A member of the Council of the Thieves Guild has died. How, it doesn't matter. What matters is that now there is an empty chair on the Council. For that reason, every member of the Thieves Guild has received a special, commemorative iron coin. After a week, the thief with more iron coins will be awarded a seat in the Council... So all the thieves on the guild have to steal the coins from each other at the same time they protect the coins they have accumulated. There is also room for negotiation: someone can freely give their coins to others in exchange of favors from the future council member.
95. The son of a local wealthy merchant has been making a fool of himself lately and angering the locals. Rob him blind and leave him naked in public. The request is from the town itself, so the details must be kept of the strictest confidence; the thief cannot be discovered. Leave not a clue that you were ever there. That should get the brat's family to get some control over their waste of a son.
96. The librarian at Ligiara Academy of Spells has contacted us in a panic about a series of books that have been stolen after a recent break in. Such books usually include topics of necromancy, something that would understandably be a disaster if they were to fall into the wrong hands. You will go undercover as students at Ligiara in order to gain leads on who could've taken the books, their motives and the current whereabouts of the missing books, if possible. Our more experienced members will take care of recovery after your investigation. Use of violence including lethal force will result in immediate expulsion from the guild.

97. The Guild Leader is getting married and wants to celebrate it traditionally. Which of course means they want every thief in the guild to Borrow something, steal something Blue, take something Old, and fetch something New. The thief with the best set of goods will be made Best Man/Woman at the wedding.
98. Someone is robbing temples and beating priests and supplicants half to death. We are being blamed for it, which is destroying all the goodwill we had with the common folk. Besides, we're thieves, not animals. Find who is truly responsible for this, whether in the guild or out. Bring them alive to the Beggar's Court to be charged for their crimes.
99. Steal the famous ever-loud-singing blade from the private chambers of Sir Eisenfaust the deaf knight. It will be hard to escape and remain undetected.
00. The museum is closed due to a suspected poltergeist. It'll be a few days before the priest gets to town to exorcize the spirit. Get inside, grab any valuables, and we will turn them over for your usual rate. (There is indeed a poltergeist inside, and disturbing any of the bones wearing valuable jewelry causes the bones to animate as a skeletal Minotaur.)



ONE HUNDRED DUNGEON GRAFFITI

Tomb raiders and treasure hunters like to leave their marks wherever they go. Sometimes they want to warn others of the dangers ahead, sometimes they want to gloat, and sometimes they want to trick the players. Use this table to generate some graffiti on the walls of your tombs, crypts, and ruins.

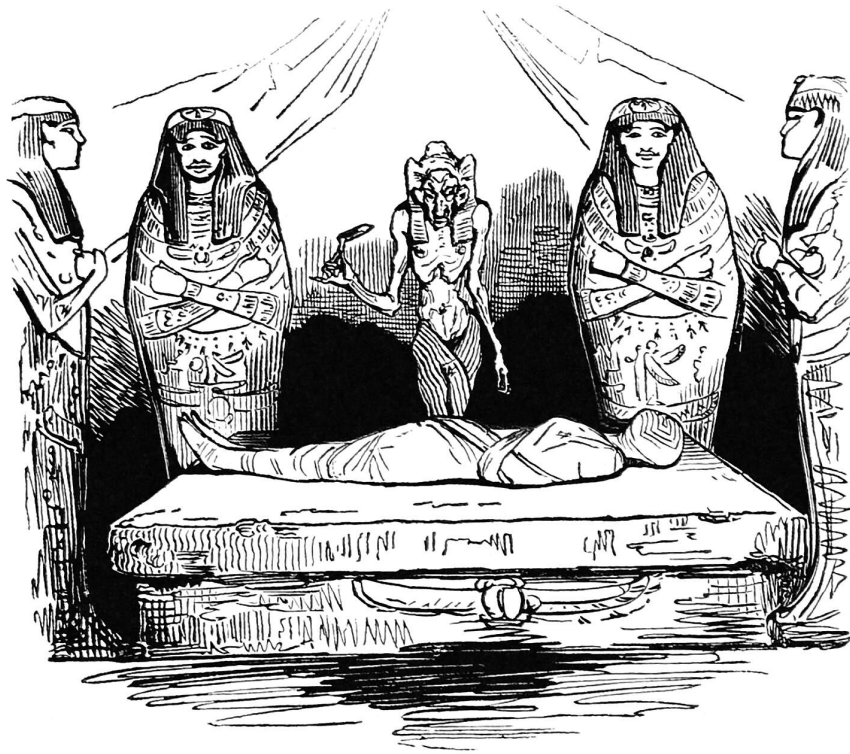
01. "Orin fell here."
02. "Do not take the left path."
03. "Dwarves suck" written 8 feet up a wall.
04. "Who built this place?"
05. An arrow pointing to the right.
06. "Let it be known that I, Luip Salazom, screwed every barmaid in Traveler's Rest."
07. "Kobold Pride"
08. "Don't sleep!"
09. "Do not take the right path."
10. A crude drawing of an angry orc face.
11. In tiny lettering: "If you can read this, it's already too late."
12. "Jessedo R.I.P."
13. "Sorry about your wall!" placed near a hole in the wall.
14. "She's lying to you."
15. 58 tally marks scratched with incredible neatness.
16. "Here Lies Big Benson - Didn't Bring His Ten Foot Pole And Paid The Price"
17. "Look behind you. Now!"
18. A drawing of a treasure chest.
19. A drawing of an arrow pointing upwards.
20. "Don't lose your head" in blood.
21. "The Fangs of Gawic killed eight ghouls here!"
22. "Watch the pit trap!"
23. "On this day, Brumr Goldbeard killed ninety-three kobolds."

24. "Death comes on silent wings."
25. "Abandon hope all ye who enter here."
26. A depiction of a monstrous face.
27. "Welcome to hell."
28. "KILL THEM WITH FIRE!"
29. "You don't matter. Give up."
30. "Here rests two good men – Nissus and Camom. Respect their souls."
31. "Only the penitent man shall pass ..."
32. "Beware of trappers!"
33. "There's a safe room in the center. Left food and supplies."
34. "Did I ever tell you the definition of insanity?"
35. "Right, door, straight, right."
36. "No hope for those who proceed forward."
37. "OVERTHINKING IT."
38. "You're lucky someone already read these Explosive Runes."
39. "The Council of the Crimson Wyvern looted this place."
40. "Mind the gap!"
41. "Hahahahaha!"
42. "Wash your boots, don't leave any footprints behind."
43. "This corner secured by the Mighty Woodchucks."
44. "I am the last of us. Do not think ill of me but I cannot go on alone. Do not choose the black door if you wish to see sunlight again. Good luck."
45. "Grall Stonebringer was here."
46. "Tika isn't dead. She's with us."
47. "Stick to the center halls. They're safer."
48. "Beware the rats!"
49. A picture of a gelatinous cube eating a person.
50. "Archmage Drachnar and his meat shields were here."
51. Drawings of butts, each one from a different race.
52. "They decide who lives and who dies."
53. "Please step on me" carved onto the surface of random rocks.
54. "The answer to the riddle is –"
55. "I've forgotten my name."
56. A cartoonish picture of a dwarf running away from a rust monster.
57. "Don't ask about the price."
58. "You cannot kill it with magic."
59. "Your mother is a succubus!"
60. "100 gold to anyone who finds my sword."
61. "Trouble reading this? Try Lothar's Lights for all your torch and lantern needs."
62. "Here lies Gilbert, who said: The mushrooms clearly aren't poisonous, that rat just ate some and it was fine. Look, I'll show you."
63. "Green, Green, Red, Gray."
64. "NONE OF US ARE SAFE!"
65. "This was all already written. You are being controlled. They know what you're doing. We're all just pawns in their little game."
66. "The Great Necromage Vilicious and his coterie of foolishly moral companions were here."
67. Bloody scrawled writing say 'The secret chamber has been opened.'
68. "The skeletons are not dead."
69. "You have to burn the rope!"
70. "None are so blind that they cannot see the darkness of this place."
71. A scribbled map of the dungeon, with a big X in one room and directions to a treasure.

72. "Tread not on the bones of mad men."
73. "Joreth - I've gone back for her. Meet me at the Frog and Jester in Pennyworth Lane."
74. "Death is the only exit!"
75. "NEVER TRUST AN ELF!"
76. A large X on the ground.
77. "You cannot get out!"
78. "Droop woz heer."
79. A drawing of a sword on fire.
80. "BENEATH THE ALTAR."
81. "The entrance sealed behind us. We are trapped."
82. "Here lies Tom who claimed there was no way that door could be a mimic."
83. Written in very tiny letters: 'If you can read this, you can't see the goblin sneaking up behind you.'
84. "Don't eat the mushrooms."
85. "Treat the dungeon with courtesy, and it will do the same."
86. "r rouge died so I cant right this in yur theves speak"
87. "Corpses don't like visitors!"
88. "I'd rather be at the Broken Spear."
89. "IT HAS NO EYES."
90. "We are the real monsters."
91. "Secret door here!"
92. "Artival. Waited 3 days for you. Ran out of supplies. Moving on to the next level."
93. "I'll make your skeleton exit your meat."
94. "There is a secret door somewhere on this passageway- I hope you have better luck finding it."
95. "Let me in. I'm scared."
96. "WHERE IS THE EXIT?"
97. "Do not open." written on a door.
98. "If you find my body, tell Matin I loved him."
99. A basic map of the crypt.
00. "Bend the pin to reset the trap."

MUMMY ROT

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