

SLY FLOURISH'S THE LAZY DM'S WORKBOOK



QUICK REFERENCES, RANDOM TABLES, AND TEN QUICK-USE LAIRS
FOR YOUR FIFTH EDITION FANTASY ROLEPLAYING GAME

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“Prep as little as you can.”

— *Jeremy Crawford, lead rules designer for fifth edition Dungeons & Dragons*

ABOUT THIS BOOK

This book is the companion to *Return of the Lazy DM*. That book explores what it means to get more out of our fantasy roleplaying games by preparing less. It focuses on how we prepare our games, run our games, and think about our games.

This workbook is intended to give you specific tools to prepare and run a fifth edition fantasy roleplaying game, with a focus on light preparation and heavy improvisation.

It's probably easiest to think of this book as an extended Gamemaster screen. It's packed with tables, checklists, and fill-in pages. It also has ten "lazy lairs," providing you with maps and descriptions of some of the most common fantasy locations, ready to drop right into your game.

The goal for this workbook is to give you a toolbox you can carry with you and keep on hand as you prepare and run your games. It's specifically designed to help you quickly plan a session and let you improvise a detailed and rich game—one that can surprise both your players and you.

HOW TO USE THIS BOOK

Get familiar with this book by skimming each of its sections. In particular, read the instructions included at the beginning of each section so you know what's intended for each of the main sets of tools. Then look at the tools themselves. Roll a few dice using the random tables to generate some examples, and get a sense of how they might work for you.

Take a look at the lazy lair maps so you know what you have on hand. That way, you can jump to a lair when your characters enter a location you hadn't expected—the old sewers beneath the city, the smugglers' den near the docks, or that strange wizard's tower that hasn't been explored in centuries.

Once you have a sense of what resources the workbook provides, consider keeping it by your side when you prepare your next game. Take a look at the "Lazy DM's Checklist" section. Then use the

tables in the workbook to generate ideas when you're looking for interesting town events, fantastic features, treasure, or traps.

When you're running your game, use the "Fifth Edition Reference" section if you need quick and easy access to information. Then jump to the random tables if something comes up that you're not ready for.

Feel free to hack up the PDF of this workbook to focus on the information you like and dump what you don't need. As with every aspect of the way of the Lazy DM, use what works and omit what does not.

LAZY DM PREPARATION

The following page consolidates a number of the checklists featured at the end of each chapter in *Return of the Lazy DM*. It's intended to help you remember the material in that book and quickly consider it while preparing for your games. This reference won't be much good unless you've read *Return of the Lazy DM*, or have at least given it a solid skim. When you have, use the checklist to help you reinforce the ideas that work for you.

Now let's go prep and run some games.



THE LAZY DM PREPARATION PROCESS

THE LAZY DM'S CHECKLIST

- Review the characters
- Create a strong start
- Outline potential scenes
- Define secrets and clues
- Develop fantastic locations
- Outline important NPCs
- Choose relevant monsters
- Select magic item rewards

5-MINUTE PREPARATION

- Create a strong start
- Define secrets and clues
- Develop fantastic locations

THE LAZY DM'S TOOLKIT

- Dice, pencils, and dry-erase markers
- GM's notebook
- Campaign worksheet
- Curated random name list
- 3x5 index cards
- Numbered initiative cards
- GM screen or cheat sheet
- Dry-erase flip mat
- Published books and adventures
- Miniatures, maps, and terrain as needed

BUILDING A LAZY CAMPAIGN

- Reskin published material
- Develop a spiral campaign with the characters at the center
- Build a campaign hook focusing on a single major goal
- State the six truths of your campaign
- Define three fronts incorporating goals and grim portents
- Run a session zero to help build the characters and tie them together

RUNNING YOUR GAME

- Relax
- Focus on your strong start
- Listen to the players, and build off of the ideas they bring you
- Trust your preparation to help you run a creative, flexible game
- Ask the players to summarize the events of the previous game session
- Draw players into the story by asking them to describe killing blows, define monster characteristics, and describe interesting events during travel
- Imagine the world as a living place when building scenes and situations
- Let the world and the NPCs react to the characters' actions
- Use a mixture of combat styles, including theater of the mind, gridded maps, and abstract maps
- Maintain a good pace by staying close to the action
- Cycle between action and relaxation, and alternate upward and downward emotional beats
- Use specific hopeful or fearful beats to send the action in a specific direction

THINKING ABOUT YOUR GAME

- Prime your GM's brain with great books, movies, and TV shows
- Remind yourself of the player characters' names and backgrounds
- Ask what the villains and NPCs are doing right now

EMBRACE THE GM'S TRUTHS

- Everyone plays an RPG to have fun
- Players don't care as much as you think
- Players want to see their characters do awesome things
- The GM is not the enemy of the characters
- Be a fan of the characters
- Let players break the game—then let the game evolve as a result

LAZY DM TRICKS

- Award levels at key points in the story
- Improvise ability and skill checks
- Delegate certain tasks to the players
- Use static monster damage

FIFTH EDITION REFERENCE

The following five pages include reference material specifically designed for fifth edition fantasy roleplaying. This page provides a summary of those materials.

Skills and Abilities: This reference summarizes fifth edition skills and their associated abilities. Use this table to remember what skills can come into play in the game when calling for an ability check. Remember that skills can be associated with other abilities if it makes sense for the situation.

Typical Difficulty Classes: This table provides a rough gauge of various ability check and saving throw DCs, presenting the perceived difficulty of each. These guidelines allow you to assign DCs based on relative challenge, and are independent of character level.

Improvised Statistics: Use this table to quickly generate statistics for traps, hazards, challenges, fantastic features, physical objects, and any other features that can deal or take damage. The level noted on the table doesn't necessarily correlate to the level of the player characters. Rather, it represents the level of the challenge. If 3rd-level characters wander into a 7th-level dungeon, then traps featuring statistics from the Level 5–7 row of the table are what they should face.

These statistics are not intended to represent monsters, even if you have the need or desire to improvise monsters at the table. Instead, consider reskinning an existing monster (see chapter 15 of *Return of the Lazy DM*).

Actions in Combat: This section lists the various actions that characters and monsters can take in combat.

Cover, Light, and Visibility: These references summarize how cover, light, and visibility work in fifth edition.

Minimum Targets in Areas of Effect: When you're running combat either on an abstract map or in the theater of the mind, it helps to have a rough estimate of how many creatures might fit into an area. You can use this breakdown as a baseline for different areas of effect, then increase or decrease the number of creatures that might be affected based on the situation, the size and number of those creatures, and their positions.

What Breaks Concentration: This section provides references to the different situations that can break concentration for spellcasters and other characters.

Conditions: This section contains descriptions of the various fifth edition conditions and status effects.

Exhaustion: This section describes the various levels of exhaustion.

Quick Encounter Building: This reference is intended to help you quickly gauge the relative difficulty of a combat encounter for a specific group of characters. Use this information to compare the level of the characters, the challenge rating of the monsters, and the ratio of the number of monsters to the number of characters.

These guidelines are built around creating a hard encounter, but they're not guaranteed to produce a balanced encounter. (In fact, there's no such thing.) Rather, their primary purpose is to help you see whether an encounter might push from being hard to being deadly, so that you can give the players fair warning.

Running Large Numbers of Monsters: The stories and situations in your game have no limits, so that it's possible for a group of characters to face three dozen orcs, or a hundred skeletons, or even larger groups of foes. But when you're running more than a dozen monsters, rolling for every attack or saving throw can slow down the game to the point of making it unmanageable.

This section helps you adjudicate how many monsters will hit a target creature or succeed on a saving throw, given the difference between the attack score or DC of the attacker and the AC or saving throw of the defender. Also discussed in this section is the option to pool together the hit points of a large number of monsters, so that the characters can gain maximum effect from the damage they deal to those monsters individually.

These approaches to running large numbers of monsters require a bit of work to understand them. It's worth testing these rules before you try to use them during your game.

Madness: Often underused, the rules for short-term and long-term madness can add flavorful status effects when characters interact with objects, beings, or energy from realms beyond the limits of the mortal mind. These effects are often imposed when a character fails a Charisma saving throw, with a DC based on the nature of the source of the madness.

SKILLS & ABILITIES

Ability	Skill
Strength	Athletics
Dexterity	Acrobatics, Sleight of Hand, Stealth
Constitution	—
Intelligence	Arcana, History, Investigation, Nature, Religion
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival
Charisma	Deception, Intimidation, Performance, Persuasion

DIFFICULTY CLASS

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

IMPROVISED STATISTICS (FOR TRAPS, OBSTACLES, AND OTHER IMPROVISED CHALLENGES)

Level	AC or DC	Hit Points	Attack	Damage (Medium)	Damage (Hard)	Damage (Deadly)
1	11	40	+3	—	5 (1d10)	11 (2d10)
2–4	13	110	+4	5 (1d10)	11 (2d10)	22 (4d10)
5–7	15	150	+6	11 (2d10)	22 (4d10)	55 (10d10)
8–10	16	200	+7	16 (3d10)	38 (7d10)	77 (14d10)
11–13	17	240	+8	22 (4d10)	55 (10d10)	99 (18d10)
14–16	18	290	+9	38 (7d10)	77 (14d10)	115 (21d10)
17–20	19	350	+10	55 (10d10)	99 (18d10)	132 (24d10)

ACTIONS IN COMBAT

- **Attack:** Make one melee or ranged attack.
- **Cast a Spell:** Cast a spell with a casting time of 1 action.
- **Dash:** Gain extra movement that turn, equal to your speed after modifiers.
- **Disengage:** Movement doesn't provoke opportunity attacks that turn.
- **Dodge:** Opponents have disadvantage on attacks against you.
- **Help:** Give an ally advantage on their next ability check or attack roll.
- **Hide:** Make a Dexterity (Stealth) check to hide.
- **Ready:** Prepare an action to take place on a triggering event as a reaction.
- **Search:** Make a Wisdom (Perception) or Intelligence (Investigation) check to actively find something.
- **Use an Object:** Focused interaction with an object or interaction with multiple objects.

COVER, LIGHT, AND VISIBILITY

- **Half Cover:** +2 bonus to AC and Dexterity saving throws
- **Three-Quarters Cover:** +5 bonus to AC and Dexterity saving throws
- **Full Cover:** Cannot be targeted but might be affected by areas of effect
- **Lightly Obscured (Including Dim Light):** Disadvantage on Wisdom (Perception) checks that rely on sight
- **Heavily Obscured (Including Darkness):** Effectively blinded

MINIMUM TARGETS IN AREAS OF EFFECT

- **Tiny Area:** 1 or 2 creatures (*cloud of daggers*)
- **Small Area:** 2 creatures (*burning hands, thunderwave*)
- **Large Area:** 4 creatures (*cone of cold, fireball*)
- **Huge Area:** Everyone (*circle of death, earthquake*)
- **Short Line:** 2 creatures (*wall of fire*)
- **Long Line:** 3 creatures (*blade barrier, lightning bolt*)

WHAT BREAKS CONCENTRATION?

- Casting another spell that requires concentration
- Taking damage (Constitution saving throw of DC 10, or DC = half damage taken if higher)
- Being incapacitated or killed
- Environmental phenomena (DC 10 Constitution saving throw)

CONDITIONS

- **Blinded:** The creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- **Charmed:** The creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.
- **Deafened:** The creature can't hear and automatically fails any ability check that requires hearing.
- **Frightened:** The creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.
- **Grappled:** The creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.
- **Incapacitated:** The creature can't take actions or reactions.
- **Invisible:** The creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.
- **Paralyzed:** The creature is incapacitated and can't move or speak. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
- **Petrified:** A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving

throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

- **Poisoned:** The creature has disadvantage on attack rolls and ability checks.
- **Prone:** The creature's only movement option is to crawl, unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.
- **Restrained:** The creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.
- **Stunned:** The creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- **Unconscious:** The creature is incapacitated, can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

EXHAUSTION

Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in its description. Effects are cumulative.

- **Level 1:** Disadvantage on ability checks
- **Level 2:** Speed halved
- **Level 3:** Disadvantage on attack rolls and saving throws
- **Level 4:** Hit point maximum halved
- **Level 5:** Speed reduced to 0
- **Level 6:** Death

QUICK ENCOUNTER BUILDING

When building encounters, start by choosing the type and number of monsters that make sense for the situation.

Then use the following guidelines to compare the challenge rating of the monsters, the level of the characters, and the ratio of monsters to characters. If the quantity of monsters or their challenge rating is beyond the indicated guidelines, the encounter might be deadly. Be especially careful with potentially deadly encounters when the characters are 1st level.

FOR CHARACTERS OF 1ST LEVEL

- **CR 0 to 1/4:** One monster per character
- **CR 1/2:** One monster per two characters
- **CR 1:** One monster per four characters

FOR CHARACTERS OF 2ND TO 4TH LEVEL

- **CR = 1/10 level:** Two monsters per character
- **CR = 1/4 level:** One monster per character
- **CR = 1/2 level:** One monster per two characters
- **CR = Level:** One monster per four characters

FOR CHARACTERS OF 5TH TO 20TH LEVEL

- **CR = 1/10 level:** Four monsters per character
- **CR = 1/4 level:** Two monsters per character
- **CR = 1/2 level:** One monster per character
- **CR = 3/4 level:** One monster per two characters
- **CR = Level + 3:** One monster per four characters

Finally, tune encounters by adjusting the number of monsters, increasing or decreasing hit points, or making named or unique monsters more powerful.

Hit Points: Standard monster hit points are an average of the monster's HD range. You can increase or decrease hit points within that range to model particularly weak or particularly strong monsters.

To make a fight easier, you can also treat monsters as "instant minions," ignoring their usual hit points and letting a single attack kill them. Having a few enemies die quickly can turn the tide in favor of the characters and keep a battle from feeling stale.

Named Monsters: Adding an extra attack or maximizing damage can make a named monster or unique foe more challenging. Named monsters can also be given legendary actions or the Legendary Resistance feature to make the fight more interesting.

RUNNING LARGE NUMBERS OF MONSTERS

For Attacks: Subtract the monsters' attack modifier from the defender's AC and consult the Result column. Determine the number of monsters who hit by dividing the total number of monsters by the number indicated under Monsters per Single Success. If the monsters that hit have advantage, double their damage dealt. If they have more than one attack, multiply the damage by the number of attacks.

For Saving Throws: Subtract the monsters' saving throw modifier from the effect's saving throw DC, and consult the Result column. Determine the number of monsters that succeed on the saving throw by dividing the total number of monsters by the number indicated under Monsters per Single Success.

Result	Monsters per Single Success
< 6	1
6–12	2
13–14	3
15–16	4
17–18	5
19	10
20+	20

Pooling Hit Points: When running a large number of monsters, consider pooling their hit points together. Then subtract the damage dealt by characters to any of those monsters from the pool, instead of tracking damage to each monster independently.

Every time the pool takes damage equal to the hit point value of a monster, one monster dies. For example, in an encounter against twenty-five skeletons with 13 hit points each, the pool has a total of 325 hit points. If a fighter swings a greatsword and hits for 29 damage, the pool is reduced by 29 and two skeletons die.

Each time a monster dies because an effect automatically deals enough damage to kill it, its hit points are deducted from the pool. For example, if a sorcerer hits eight skeletons with a fireball spell (dealing a minimum of 14 fire damage on a successful save), each of the eight skeletons takes 13 damage and dies, and the pool is reduced by 104 hit points.

MADNESS

SHORT-TERM MADNESS

d100	Effect (lasts 1d10 minutes)
01–20	The character retreats into their mind and becomes paralyzed. The effect ends if the character takes damage.
21–30	The character is incapacitated and spends the duration screaming, laughing, or weeping.
31–40	The character becomes frightened and must use their action and movement each round to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal speech or spellcasting.
51–60	The character must use their action each round to attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71–75	The character does whatever anyone tells them to do that isn't obviously self-destructive.
76–80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81–90	The character is stunned.
91–100	The character falls unconscious.

LONG-TERM MADNESS

d100	Effect (lasts 1d10 × 10 hours)
01–10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11–20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21–30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31–40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41–45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46–55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56–65	The character is blinded (25%) or deafened (75%).
66–75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76–85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86–90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The confusion effect lasts for 1 minute.
91–95	The character loses the ability to speak.
96–100	The character falls unconscious. No amount of jostling or damage can wake the character.

RANDOM TABLES

The following pages provide options for creating NPCs, locations, and other adventure features on the fly.

If a randomly rolled element from any of the tables in this section feels out of place for your game, just reroll. However, you might also use that as a challenge to come up with ways to make unusual elements fit.

Names: Whenever you need a name for an NPC, you can find one quickly and easily using the lists on the “Fantasy Names” page. Two lists providing hundreds of pregenerated names have been nominally separated into given names and surnames, but you’re free to use them however you wish.

You can also use surnames to name adventuring parties, mercenary gangs, and other such organizations—for example, the Dawn Seekers, the Earth Fangs, or the Shield Cleavers.

Traps: The “Traps” page presents five tables you can use to generate simple or complex traps, incorporating multiple features, plus energy damage or conditions.

To generate a simple trap, just roll on the Physical Trap table and the Trigger table. For a more dangerous trap, add an effect from the Flavor table to put a unique twist on the damage or impose a debilitating condition. For a really devious trap, you can roll on the Flavor table and Physical Trap table twice, combining features into deadly combinations such as ‘sleep-inducing bolos and thunderous crushing pillars, triggered by an onyx demon’s skull.’

The tables at the bottom of the page provide guidelines for choosing DCs, attack bonuses, and damage for traps, based on how challenging you want them to be.

Monuments: Filling the various chambers and locations in your game with interesting features is always a challenge—and can be even more difficult to improvise. The “Monuments” page presents four tables that can generate fantastic features with a number of potential effects. As with the “Traps” page, you don’t need to roll on every table each time you want to generate a feature. Sometimes, just establishing the condition and the type of a feature is enough to give you a starting point. Then you can let the story or even the background of one of the characters guide the feature’s additional elements.

The Unusual Effect table can come into play whenever you want a feature to add interesting effects to a combat encounter. You can use the improvised statistics in the “Fifth Edition Reference” section to flesh out the mechanics for these effects or simply tie the effect to a spell.

Items: The “Items” page allows you to generate all sorts of useful relics and objects, from mundane discoveries to powerful magical artifacts. As with the other sections, you can choose which of the tables you want to roll on, depending on your goal. If you want to come up with an interesting magic weapon, for example, you might roll on the Item Condition, Item Origin, Weapon, and Spell Effect tables. If you just want a weird mundane item, roll on the Item Condition, Item Origin, and Mundane Item tables without adding any effect.

Some strange relics might allow a single use of a powerful magical spell. Roll on the Item Condition, Item Origin, Mundane Item, and Spell Effect table to generate a unique single-use magical relic.

Also included on the “Items” page is a table noting the four types of *healing potion* and how many hit points each potion restores.

Town Events: Whenever the characters enter a new town or start a new session there, adding some detail and context to the setting can help bring things to life. The “Town Events” page features four tables to help determine what might be going on in a town, how the townsfolk are currently feeling, what the weather is, and what mundane or fantastic event might be taking place. As with the other random table sections, you need only make use of whichever tables you need for a given point in your game.

FANTASY NAMES

GIVEN NAMES

Sakib, Jestan, Natalie, Lasus, Teng, Judithe, Haina, Rauffe, Hassan, Valentin, Wulfhilda, Pholos, Gerbold, Emeline, Bidar, Hamon, Pan, Caplan, Pippa, Elizabeta, Reona, Thoas, Lauda, Abel, Kapys, Hadgu, Beneger, Roysia, Demidra, Eleazar, Dorothe, Rickeman, Emerick, Eldred, Celeste, Leone, Sophia, Amelia, Resul, Myles, Abigail, Ismenia, Jediah, Latona, Simond, Elliot, Lettice, Velic, Powle, Syndony, Navarre, Kadelon, Khellus, Zhen, Reothine, Gryffen, Echo, Wauter, Mydrede, Cornell, Teukros, Wyatt, Keira, Enis, Henrietta, Metope, Richarde, Gavin, Liao, Elonwey, Tanah, Hippote, Alora, Levi, Aedith, Halla, Elsebee, Redmond, Guthrie, Archedios, Linoa, Kynos, Logan, Esperaunce, Littlejohn, Karic, Jonath, Cunovin, Yun, Fulke, Braya, Holadamos, Ophellia, Cybele, Cecily, Athilla, Sydney, Kaitlyn, Timothy, Ogden, Musa, Admiranda, Hepaklos, Pullo, Lysa, Ophis, Alkeme, Anselem, Ezib, Wystan, Symon, Gared, Bernaith, Felice, Bakis, Kampe, Jordyn, Kalan, Fauna, Esmond, Alyne, Eschiva, Ethelred, Stella, Joyse, Katrine, Zephyrus, Hafiza, Edgar, Sinope, Nicholina, Sabra, Solece, Callie, Fahira, Hildegard, Bellamy, Jordan, Jolice, Eugenia, Phanes, Mathys, Paz, Hylas, Olyffe, Hart, Aelina, Naida, Somerchild, Scarlett, Galain, Calloway, Margeria, Erebos, Nora, Orson, Thearden, Ierick, Lorcan, Tamsin, Ivan, Stewart, Florens, Aegipan, Habiba, Bukolos, Freya, Cashel, Seada, Muriel, Clarimond, Alexis, Martine, Arianna, Bahta, Lap, Rhadine, Cadya, Galatia, Minos, Sydnee, Landon, Goddard, Lambert, Laurence, Raoul, Helvina, Judy, Adrian, Pedias, Galeos, Norman, Olivia, Leukon, Almir, Carmen, Halgan, Randwulf, Janbert, Primeus, Lily, Brunhilde, Merza, Zacheus, Morgan, Avelyn, Mestor, Jeger, Zineta, Rebeccah, Liliana, Tarvorwen, Cosmo, Hemitheia, Thrax, Symond, Kurtz, Pelias, Lowell, Persa, Kaylee, Iamos, Madison, Fridgia, Ahmet, Xamso, Cain, Myrkenai, Peny, Clive, Josia, Brice, Swift, Adonis, Daimbert, Mathild, Rose, Denston, Jaane, Ingham, Griffith, Kenrick, Kamran, Theda, Grayson, Jillian, Isylde, Neria, Emery, Germainne, Helenor, Bran, Breccan, Melusine, Kain, Linyeve, Poter, Katherine, Dominic, Atropos, Kaivan, Oghrym, Lanos, Drake, Micah, Molos, Banderon, Havynn, Hudson, Lake, Sigmund, Bertram, Abraham, Wilfrid, Morgayne, Anaexia, Maronne, Mordrid, Ambrosia, Edelinne, Eugene, Shui, Hilda, Dodonna, Agando, Piter, Folke, Daanesh, Orthia, Jenyfer, Dagim, Boyle, Maddeline, Eliana, Oswyn, Dekelos, Blake, Ischys, Khesrow, Gregory, Epione, Thrydwulf, Minerva, Kathe, May, Shizuko, Karyl, Elenor, Arnette, Cathie, Tammera, Margrett, Josue, Berihu, Melesse

SURNAMES

Beastglove, Glorystar, Duskheart, Goblincrippler, Anvilhunter, Mooncaster, Hillmaster, Jewelcaster, Songchuckle, Gravelchest, Forgegiver, Needlespur, Ghostcloud, Graysoother, Ebonrazor, Thornheart, Duskdancer, Broadhowler, Spidertoes, Felbelly, Kingson, Scalehair, Starhowler, Giantfang, Bearsmile, Bronzeknee, Greenknocker, Longhair, Firespear, Willowchewer, Wyrmlaw, Copperwind, Gloomtoes, Ebonhood, Millblood, Swordbane, Gooseflinger, Moonstar, Gloomhammer, Wisefang, Spidersmasher, Foebeard, Bronzecloud, Drumwillow, Riddlemaker, Halfspear, Iceknee, Brightwhisper, Northbound, Foerazor, Icebright, Wormknocker, Swordstorm, Foeborn, Gloryblade, Gentleblood, Dustchaser, Crowsoother, Darktraveler, Whitehood, Eagleson, Halfrazor, Goldrain, Frostgaze, Nightrend, Harpkiss, Giantsoother, Ebonforger, Traildancer, Hillfang, Dawntraveler, Gloomtrail, Catstinger, Wolfhouse, Spirithand, Mountaincleaver, Coppersmasher, Greenclaw, Foxstorm, Nightstinger, Gemwing, Glassforger, Tallteeth, Spelltouched, Swordwing, Darkgaze, Wyrmgliacier, Tigerbeard, Nightborn, Gloryson, Oxcutter, Hawkborn, Siegewalker, Oakstalker, Northrain, Drakehunter, Beastcaller, Icecaller, Willowsteel, Tigersmasher, Bluebeard, Anvildancer, Doommaker, Gemblood, Felheart, Graytongue, Shadowtooth, Greenbottom, Rainbrow, Oakharp, Flowerheart, Emeraldforger, Drakecloud, Goosekick, Songdancer, Felhoof, Moonsong, Gentlebelly, Earthglove, Broadtooth, Springwalker, Needlebelly, Ratchewer, Strifetooth, Dragonstinger, Foxhowl, Forgebane, Halfheart, Longwhisper, Willowboot, Doghunter, Titanteeth, Wolfsoul, Shieldheart, Greendazer, Needletoes, Hillbrow, Whitefinger, Iceglove, Dawnwillow, Redsong, Lightwhisker, Graverock, Macefinger, Drumsasher, Halfkin, Gemviper, Faeriewhisper, Millstone, Ghoultalker, Spiritstar, Wyrmflinger, Springwalker, Graysong, Leafhouse, Shieldstorm, Firewind, Goldseeker, Titanchewer, Northtongue, Spinevalley, Wyrmgazer, Goosehood, Thornstar, Leafcaster, Silvergust, Forgehammer, Sharpboot, Shadowsoul, Rainblade, Tallheart, Ironcrippler, Frostlicer, Kingstone, Silvercutter, Spellstinger, Smilesteel, Wolfwatcher, Freechaser, Ratbeard, Foxsmile, Trailwhisker, Hillchaser, Knifebright, Leafhound, Wormbeard, Angelheart, Lawknocker, Lionhunter, Dusthide, Stormsong, Gloomsinger, Darkcry, Eaglecry, Lightboot, Wormblade, Mountainbrow, Wormtoes, Hawkrunner, Brightarp, Crowheart, Whitewalker, Bluesoul, Frostcleaver, Spinetalker, Flamehelm, Crowlover, Millsong, Dirtbound, Emeraldwind, Quickwhisker, Hollyflinger, Doomglacier, Wormstalker, Ironbelly, Moonteeth, Oakstar, Ghosttalker, Goblincloak, Spiderslicer, Graymaker, Goldthumb, Wisehound, Ironstalker, Forgecloak, Firewhisper, Glassbuckle, Starboard, Stoneknee, Moonspur, Gravebright, Spiritcowl, Stonesoul

RANDOM TRAPS

d20	Type
1	Bolts
2	Spears
3	Scythes
4	Bolos
5	Spiked chains
6	Pit
7	Rolling ball
8	Crushing pillars
9	Darts
10	Glyphs
11	Swords
12	Axes
13	Tendrils
14	Whips
15	Nets
16	Bear traps
17	Cages
18	Beams
19	Hammers
20	Shurikens

d20	Flavor
1	Fiery
2	Freezing
3	Necrotic
4	Poisonous
5	Acidic
6	Thunderous
7	Lightning
8	Forceful
9	Diseased
10	Stunning
11	Blinding
12	Deafening
13	Weakening
14	Draining
15	Sleep-inducing
16	Binding
17	Dominating
18	Psychic
19	Maddening
20	Confusing

d20	Trigger
1	Door
2	Floor plate
3	Tripwire
4	Throne
5	Corpse
6	Chest
7	Old book
8	Child's toy
9	Jeweled skull
10	Beams of light
11	Golden angelic statue
12	Crystal goblet on pedestal
13	Onyx demonic skull
14	Jeweled pillar
15	Steep stair
16	Jeweled crown
17	Gilded sarcophagus
18	Bound prisoner
19	Weapon on an altar
20	Idol on pedestal

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st–4th	5 (1d10)	11 (2d10)	22 (4d10)
5th–10th	11 (2d10)	22 (4d10)	55 (10d10)
11th–16th	22 (4d10)	55 (10d10)	99 (18d10)
17th–20th	55 (10d10)	99 (18d10)	132 (24d10)

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

RANDOM MONUMENTS

d20	Origin
1	Draconic
2	Dwarven
3	Elven
4	Primeval
5	Divine
6	Unholy
7	Abyssal
8	Otherworldly
9	Orcish
10	Undead
11	Goblinoid
12	Ghoulish
13	Vampiric
14	Dark elven
15	Astral
16	Ethereal
17	Hellish
18	Demonic
19	Elemental
20	Gnomish

d20	Condition
1	Crumbling
2	Sunken
3	Pristine
4	Excavated
5	Vine-covered
6	Ruined
7	Cracked
8	Shattered
9	Buried
10	Gore-covered
11	Bloody
12	Glyph-marked
13	Rune-scribed
14	Obsidian
15	Metallic
16	Ornate
17	Desecrated
18	Ancient
19	Decorated
20	Floating

d20	Unusual Effect
1	Undeath
2	Fire
3	Madness
4	Water
5	Radiance
6	Arcane
7	Poison
8	Acid
9	Disease
10	Psionics
11	Frost
12	Lightning
13	Antimagic
14	Ooze
15	Charming
16	Fear
17	Domination
18	Sleep
19	Thunder
20	Tentacles

MONUMENT STRUCTURE

d100	Physical Type
1–2	Obelisk
3–4	Pillar
5–6	Tomb
7–8	Monolith
9–10	Ruin
11–12	Mosaic
13–14	Ship
15–16	Altar
17–18	Shrine
19–20	Tree
21–22	Statue
23–24	Stone circle
25–26	Throne
27–28	Podium
29–30	Rock
31–32	Fossil
33–34	Fountain

d100	Physical Type
35–36	Mausoleum
37–38	Gravestone
39–40	Cairn
41–42	Geode
43–44	Skull
45–46	Barrow
47–48	Well
49–50	Meteorite
51–52	Archway
53–54	Battlefield
55–56	Charnel pit
57–58	Slaughter field
59–60	Siege engine
61–62	Tower
63–64	Lectern
65–66	Pool
67–68	Orb

d100	Physical Type
69–70	Sarcophagus
71–72	Banner
73–74	Standing stone
75–76	Machine
77–78	Construct
79–80	Keep
81–82	Sundial
83–84	Mirror
85–86	Spire
87–88	Bridge
89–90	Sinkhole
91–92	Effigy
93–94	Gallows
95–96	Ziggurat
97–98	Crystal
99–100	Idol

RANDOM ITEMS

d20	Origin
1	Draconic
2	Dwarven
3	Elven
4	Primeval
5	Divine
6	Unholy
7	Abyssal
8	Otherworldly
9	Orcish
10	Undead
11	Goblinoid
12	Ghoulish
13	Vampiric
14	Dark elven
15	Astral
16	Ethereal
17	Hellish
18	Demonic
19	Elemental
20	Gnomish

d20	Condition
1	Grimy
2	Chipped
3	Rough
4	Smooth
5	Ancient
6	Crumbling
7	Pristine
8	Cool
9	Ornate
10	Plain
11	Rune-scribed
12	Carved
13	Decorated
14	Delicate
15	Burned
16	Oily
17	Pulsing
18	Glowing
19	Shining
20	Smoldering

d20	Weapon
1	Dagger
2	Mace
3	Quarterstaff
4	Spear
5	Light crossbow
6	Shortbow
7	Battleaxe
8	Flail
9	Glaive
10	Greataxe
11	Greatsword
12	Longsword
13	Maul
14	Morningstar
15	Rapier
16	Scimitar
17	Shortsword
18	Warhammer
19	Heavy crossbow
20	Longbow

d12	Armor
1	Leather
2	Studded leather
3	Hide
4	Chain shirt
5	Scale mail
6	Breastplate
7	Half plate
8	Ring mail
9	Chain mail
10	Splint
11	Plate
12	Shield

HEALING POTIONS

d20	Potion of...	Rarity	HP Regained
1-12	Healing	Common	2d4 + 2
13-16	Greater healing	Uncommon	4d4 + 4
17-19	Superior healing	Rare	8d4 + 8
20	Supreme healing	Very rare	10d4 + 20

RANDOM ITEMS

MUNDANE ITEMS

d100	Item Type
1-2	Amulet
3-4	Arrowhead
5-6	Bell
7-8	Bird skull
9-10	Bone
11-12	Bowl
13-14	Box
15-16	Bracelet
17-18	Brooch
19-20	Buckle
21-22	Candle
23-24	Coin
25-26	Crown
27-28	Cup
29-30	Dagger
31-32	Disc
33-34	Earring

d100	Item Type
35-36	Figurine
37-38	Finger bone
39-40	Flute
41-42	Forked rod
43-44	Gemstone
45-46	Glove
47-48	Goblet
49-50	Hammer
51-52	Idol
53-54	Jewelry box
55-56	Key
57-58	Lamp
59-60	Mask
61-62	Medallion
63-64	Mirror
65-66	Necklace
67-68	Opal

d100	Item Type
69-70	Orb
71-72	Pipe
73-74	Quill
75-76	Ring
77-78	Rod
79-80	Skull
81-82	Sphere
83-84	Spike
85-86	Statue
87-88	Stone
89-90	String of beads
91-92	Symbol
93-94	Tiara
95-96	Tooth
97-98	Vial
99-100	Wand

SPELL EFFECT (SINGLE-USE OR DAILY)

d100	Spell
1-2	Light
3-4	Bane
5-6	Bless
7-8	Cure wounds
9-10	Detect evil and good
11-12	Detect magic
13-14	Guiding bolt
15-16	InFLICT wounds
17-18	Shield of faith
19-20	Blindness/deafness
21-22	Silence
23-24	Bestow curse
25-26	Dispelling magic
27-28	Flame strike
29-30	Insect plague
31-32	Acid splash
33-34	Shocking grasp

d100	Spell
35-36	True strike
37-38	Burning hands
39-40	Charm person
41-42	Color spray
43-44	Comprehend languages
45-46	Detect magic
47-48	Fog cloud
49-50	Jump
51-52	Sleep
53-54	Thunderwave
55-56	Acid arrow
57-58	Invisibility
59-60	Misty step
61-62	Ray of enfeeblement
63-64	Scorching ray
65-66	Shatter
67-68	Web

d100	Spell
69-70	Fear
71-72	Fly
73-74	Gaseous form
75-76	Haste
77-78	Lightning bolt
79-80	Slow
81-82	Stinking cloud
83-84	Banishment
85-86	Black tentacles
87-88	Blight
89-90	Fire shield
91-92	Ice storm
93-94	Stoneskin
95-96	Cloudkill
97-98	Cone of cold
99-100	Disintegrate

RANDOM TOWN EVENTS

d20	Mundane Events
1	Wedding
2	Funeral
3	Preparing for war
4	Seasonal celebration
5	Burning of an effigy
6	Death of a noble lord
7	Day of drunkenness
8	Celebration of lovers
9	Great feast
10	Execution
11	Market day
12	Parade of vanquished foes
13	Celebration of the dead
14	Religious holiday
15	Wild boar hat festival
16	Robbery
17	Brawl
18	Visit by the circus
19	Wrangling of rampaging beasts
20	Festival of kites

d20	Town Sentiment
1	Happy
2	Elated
3	Uncaring
4	Joyful
5	Optimistic
6	Pessimistic
7	Downtrodden
8	Frightened
9	Horrified
10	Concerned
11	Unconcerned
12	Harried
13	Sleep-deprived
14	Dazed
15	Hyperactive
16	Purposeful
17	Lazy
18	Melancholy
19	Busy
20	Suspicious

d20	Notable Weather
1	Fog
2	Heavy mist
3	New moon
4	Full moon
5	Hot day
6	Chilly day
7	Light rain
8	Moderate rain
9	Heavy rain
10	Windstorm
11	Hailstorm
12	Ice storm
13	Cloudy day
14	Sunny day
15	Humid day
16	Dry day
17	Windy day
18	Light snowfall
19	Moderate snowfall
20	Snowstorm

d20	Fantastic Events
1	The stars have disappeared from the sky
2	An unexpected solar eclipse
3	The blood moon rises
4	Swarms of stinging insects descend
5	Acidic fog rolls in
6	A second sun appears in the sky
7	A storm of arcane energy
8	The arrival of a servant of a god
9	Meteor shower
10	A cyclopean behemoth rises
11	Swarms of mischievous devils
12	Tentacles appear in the sky
13	The dancing dead come to life
14	Volcanic eruption
15	Collapsing sinkhole reveals ancient ruins below
16	The sun does not rise
17	A great floating tower appears
18	The lord's castle disappears
19	The border to the fey realm grows thin
20	The world of shadow bleeds over into the material realm

RANDOM DUNGEON MONSTER TABLES

The following two pages feature a set of tables to randomly select monsters based on “dungeon level.” Although these charts are built for old-school dungeon delving, you can use them to generate randomly encountered monsters in just about any setting—a ruin, an old church, caves, catacombs, an old wizard’s tower, or some other forgotten lair.

USING THESE TABLES

To use these tables, first decide what dungeon level the characters are on. This might correspond to the level of the characters but it doesn’t have to. If 2nd-level characters decide to descend to dungeon level 5, so be it.

Once you have a dungeon level selected, roll a d20 and look across to see which monster table you should use. For example, if the characters are on dungeon level 4 and you roll a 12, you’ll use monster table 3.

Then go to the indicated monster table on the next page and roll a d20 again, to determine which monster might show up. Using the above example, consulting monster table 3 and rolling a 3 gives a result of ‘Ghoul.’

Instead of using dungeon levels, you can just jump to whichever monster table feels right for the circumstances. If you know you’re looking for a monster with a challenge rating of 4 or 5, just roll on Monster Table 6.

You can also use these tables to quickly look up monsters at particular challenge ratings. Even if you absolutely hate random encounters, you can use the tables to generate encounter ideas you might never think of otherwise.

SELECTING THE NUMBER OF MONSTERS

There are a few ways to choose the number of monsters in an encounter. First, think about what makes sense. Ghouls travel in packs, but a rug of smothering is probably found alone. You might roll dice to determine the number of monsters—for example, 3d6 ghouls. You might also choose to have one monster leading others—a pack of ghouls led by a ghast, for example.

Before the number of monsters is set, you can gauge whether your intended encounter is deadly or not by using the “Quick Encounter Building” guidelines (the next section in this book). Or make use of the following quick summary (from the “Fifth Edition Reference” section). If the quantity of monsters or their challenge rating is beyond the indicated guidelines, the encounter might be deadly. Be especially careful with potentially deadly encounters when the characters are 1st level.

FOR CHARACTERS OF 1ST LEVEL

- CR 0 to 1/4: One monster per character
- CR 1/2: One monster per two characters
- CR 1: One monster per four characters

FOR CHARACTERS OF 2ND TO 4TH LEVEL

- CR = 1/10 level: Two monsters per character
- CR = 1/4 level: One monster per character
- CR = 1/2 level: One monster per two characters
- CR = Level: One monster per four characters

FOR CHARACTERS OF 5TH TO 20TH LEVEL

- CR = 1/10 level: Four monsters per character
- CR = 1/4 level: Two monsters per character
- CR = 1/2 level: One monster per character
- CR = 3/4 level: One monster per two characters
- CR = Level + 3: One monster per four characters

Always remember that encounter-building methods such as these for 5e games are loose guidelines, not hard rules. Use them as a starting point, but pay attention to how things are going at the table. If the challenge of an encounter turns out drastically different than you expected, adjust the encounter as necessary.

RANDOM DUNGEON MONSTER TABLES

DETERMINE RANDOM MONSTER TABLE BY DUNGEON LEVEL (d20)

Dungeon Level	Monster Table									
	1	2	3	4	5	6	7	8	9	10
1	1-16	17-19	20	—	—	—	—	—	—	—
2	1-12	13-16	17-18	19	20	—	—	—	—	—
3	1-12	13-16	17-18	19	20	—	—	—	—	—
4	1-5	6-10	11-16	17-18	19	20	—	—	—	—
5	1-3	4-6	7-12	13-16	17-18	19	20	—	—	—
6	1-2	3-4	5-6	7-12	13-16	17-18	19	20	—	—
7	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	—
8	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	20
9	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10-11	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12-13	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14-15	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16+	1	2	3	4	5	6	7	8-10	11-16	17-20

d20	Monster Table 1 (CR 1/8-1/4)
1	Bandit
2	Cultist
3	Flying snake
4	Giant crab
5	Giant rat
6	Kobold
7	Poisonous snake
8	Stirge
9	Tribal warrior
10	Axe beak
11	Blink dog
12	Dretch
13	Drow
14	Giant bat
15	Giant frog
16	Giant wolf spider
17	Goblin
18	Skeleton
19	Swarm of bats
20	Swarm of rats

d20	Monster Table 2 (CR 1/4-1)
1	Wolf
2	Zombie
3	Cockatrice
4	Darkmantle
5	Gnoll
6	Gray ooze
7	Hobgoblin
8	Lizardfolk
9	Magmin
10	Orc
11	Rust monster
12	Sahuagin
13	Scout
14	Shadow
15	Swarm of insects
16	Thug
17	Worg
18	Animated armor
19	Bugbear
20	Death dog

d20	Monster Table 3 (CR 1–2)
1	Dire wolf
2	Duergar
3	Ghoul
4	Giant spider
5	Giant toad
6	Harpy
7	Imp
8	Specter
9	Spy
10	Ankheg
11	Bandit captain
12	Berserker
13	Black dragon wyrmling
14	Cult fanatic
15	Ettercap
16	Gargoyle
17	Gelatinous cube
18	Ghast
19	Giant constrictor snake
20	Gibbering moulder

d20	Monster Table 4 (CR 2–3)
1	Azer
2	Green dragon wyrmling
3	Grick
4	Griffon
5	Merrow
6	Mimic
7	Minotaur skeleton
8	Ochre jelly
9	Ogre
10	Ogre zombie
11	Priest
12	Rug of smothering
13	Sea hag
14	Swarm of poisonous snakes
15	Wererat
16	White dragon wyrmling
17	Will-o'-wisp
18	Basilisk
19	Bearded devil
20	Blue dragon wyrmling

d20	Monster Table 5 (CR 3–4)
1	Doppelganger
2	Giant scorpion
3	Green hag
4	Hell hound
5	Knight
6	Manticore
7	Minotaur
8	Mummy
9	Nightmare
10	Owlbear
11	Phase spider
12	Veteran
13	Werewolf
14	Wight
15	Winter wolf
16	Black pudding
17	Chuul
18	Couatl
19	Ettin
20	Ghost

d20	Monster Table 6 (CR 4–5)
1	Lamia
2	Red dragon wyrmling
3	Succubus/incubus
4	Wereboar
5	Air elemental
6	Barbed devil
7	Bulette
8	Earth elemental
9	Fire elemental
10	Flesh golem
11	Giant crocodile
12	Gladiator
13	Gorgon
14	Half-red dragon veteran
15	Hill giant
16	Night hag
17	Otyugh
18	Roper
19	Shambling mound
20	Troll

d20	Monster Table 7 (CR 5–8)
1	Salamander
2	Vampire spawn
3	Water elemental
4	Wraith
5	Xorn
6	Chimera
7	Drider
8	Invisible stalker
9	Mage
10	Medusa
11	Vrock
12	Wyvern
13	Young white dragon
14	Oni
15	Shield guardian
16	Stone giant
17	Young black dragon
18	Assassin
19	Chain devil
20	Cloaker

d20	Monster Table 8 (CR 8–12)
1	Frost giant
2	Hezrou
3	Hydra
4	Spirit naga
5	Young green dragon
6	Bone devil
7	Clay golem
8	Cloud giant
9	Fire giant
10	Glabrezu
11	Young blue dragon
12	Aboleth
13	Guardian naga
14	Stone golem
15	Young red dragon
16	Behir
17	Ereeti
18	Horned devil
19	Remorhaz
20	Archmage

d12	Monster Table 9 (CR 12–16)
1	Erinyes
2	Adult white dragon
3	Nalfeshnee
4	Rakshasa
5	Storm giant
6	Vampire
7	Adult black dragon
8	Ice devil
9	Adult green dragon
10	Mummy lord
11	Purple worm
12	Adult blue dragon

d10	Monster Table 10 (CR 16–24)
1	Iron golem
2	Marilith
3	Adult red dragon
4	Balor
5	Ancient white dragon
6	Pit fiend
7	Ancient black dragon
8	Lich
9	Ancient blue dragon
10	Ancient red dragon

5E ENCOUNTER BUILDING GUIDELINES

ENCOUNTER BUILDING TIPS

- Choose monsters that make sense for the current situation and story. When needed, use the chart below to determine if an encounter is potentially deadly.
- Tune battles by increasing or decreasing hit points, damage, or the number of monsters.
- Many factors can alter the difficulty of a fight, including player experience, character synergy, encounter circumstances, and the state of the party's resources.
- Take it easy on 1st-level characters. They're squishy.
- Your experience as a GM will eventually be a better gauge of encounter balance than this or any other chart.

USING THIS CHART

Start off by finding the row containing the level of the characters. Then find the cell containing the challenge rating closest to the CR of the monsters you've selected for the encounter.

The column header of that cell tells you the ratio of the number of monsters to characters. If there are more monsters of a higher challenge rating than the chart recommends, the encounter could be potentially deadly.

For example, a group of four 5th-level characters stumbles into a camp of four ogres (CR 2). Checking the row for 5th-level characters, you then look across to find CR 2. The column header tells you that the ideal ratio is one monster per character. Since you have four characters facing four monsters, this encounter isn't likely to be deadly.

Character Level	Monster Challenge Rating				
	4 Monsters per Character	2 Monsters per Character	1 Monster per Character	1 Monster per 2 Characters	1 Monster per 4 Characters
1st	—	—	1/4	1/2	1
2nd	—	—	1/2	1	3
3rd	—	1/4	1	2	4
4th	—	1/5	1	2	5
5th	1/4	1	2	4	8
6th	1/4	1	3	5	9
7th	1/2	1	3	6	10
8th	1/2	1	3	6	12
9th	1/2	2	4	7	12
10th	1/2	2	4	7	14
11th	1	3	5	8	15
12th	1	3	5	10	17
13th	1	3	6	10	18
14th	1	4	6	11	19
15th	1	4	7	12	20
16th	2	4	7	13	20
17th	2	4	8	14	21
18th	2	5	8	14	21
19th	2	5	9	15	22
20th	3	6	10	16	23

GUIDELINES FOR THEATER-OF-THE-MIND COMBAT

The following guidelines can help Gamemasters run combat in the “theater of the mind,” without the need for a gridded battle map or miniatures. This style of combat takes the emphasis away from tactical features such as distance, range, and the specific size of areas of effect. Instead, it focuses on the in-game action, the intent of the characters, and what happens in the story.

This style of combat works just like any other scene in your game. On each player’s turn, **you describe the current situation, the players describe their intent, and you adjudicate what happens as a result.**

Theater-of-the-mind combat requires that the players trust you as the Gamemaster, knowing that you’ll describe the situation and adjudicate the results of the characters’ actions fairly. As the GM, you’ll **earn this trust** by favoring the players whenever possible, and by focusing on sharing an action-packed story.

Running theater-of-the-mind combat removes agency from the players. It takes away their ability to control every aspect of how their characters move and what they do. As GM, you can mitigate this by **asking each player for their intent** each turn, then helping them meet that intent. For example, a player who says “I move close to the orcs” potentially leaves too many possibilities open. So encourage the player to focus their intent more—perhaps along the lines of, “I want to position myself so that at least two orcs are within the reach of my glaive.”

When playing in the theater of the mind, both you and the players must worry **less about the mechanical details of the game.** Instead, everyone will **focus on the action and the story.**

SUMMARY GUIDELINES FOR THE GM

- Each turn, describe the situation surrounding the characters.
- Ask for the players’ intent and help them achieve it.
- Be generous. Give players the benefit of the doubt.
- Use ability checks to let the characters try crazy ideas.
- Ask the players to describe interesting physical characteristics of the monsters, and use these to identify monsters during combat.
- Bring characters into the story by asking them to describe their killing blows.
- When needed, use sketches, abstract maps, or miniatures to show complicated locations and relative positions.

SUMMARY GUIDELINES FOR PLAYERS

- Describe your intent. What you want to accomplish?
- Use the features of the area to your advantage.
- Don’t worry about specific distances. Just describe what you want to do.
- Try awesome ideas based on the details of the location.
- Describe your character’s actions within the story.

MOVEMENT, DISTANCE, AND RANGE

At the beginning of combat, you describe the situation, features, distances, and arrangements of the creatures in the area. Assuming a moderately sized combat area, any creature can generally move within 5 feet of any other creature, and every creature is within range of every other creature making ranged attacks. You’ll make it clear whenever this isn’t true, such as when an enemy is farther away or behind a front line of protective allies.

Characters with fast movement might have opportunities to move places other characters can’t.

POSITIONING, OPPORTUNITY ATTACKS, AND COVER

On each player's turn, they describe how they intend to position themselves. Examples of movement in the theater of the mind might include moving next to an ally, moving next to two enemies, or staying out of reach while attacking with a polearm.

If a creature is within an enemy's reach, it will likely provoke an opportunity attack if it tries to move away from that enemy. Creatures able to disengage can do so and avoid opportunity attacks.

As you describe the features of the area, make a note of which ones can provide cover to the characters or their enemies, and how much cover.

AREAS OF EFFECT

The following guidelines offer a rough baseline for determining the number of targets that fall within an area of effect. The circumstances of a battle can increase or decrease this number. For example, for larger monsters or monsters that are more spread out, an area of effect might target only half the normal number of creatures. For smaller monsters or monsters that are packed close together, an area of effect might include up to double the normal number of targets.

- Tiny Area: 1 or 2 creatures (*cloud of daggers*)
- Small Area: 2 creatures (*burning hands, thunderwave*)
- Large Area: 4 creatures (*cone of cold, fireball*)
- Huge Area: Everyone (*circle of death, earthquake*)
- Short Line: 2 creatures (*wall of fire*)
- Long Line: 3 creatures (*blade barrier, lightning bolt*)

Abilities like the evoker's Sculpt Spells feature can increase the number of affected enemies, usually by one or two. Likewise, an area of effect that targets both the characters and their enemies might affect more total targets—including an effect created by a character or monster willing to put allies in harm's way. If a spellcaster character wishes to place allies within an area of effect, you and the players should negotiate this before the spell is cast.

LOCATIONS, FEATURES, ENVIRONMENT, AND TERRAIN

When first describing the combat encounter, describe notable locations, objects, environmental features, and terrain features. Write these down and keep them in front of the players if it helps them visualize the battlefield. Let the players know that they can interact with these environmental features, through such actions as swinging from magical chandeliers, climbing up obsidian cliffs to advantageous positions, or hiding behind ruined statues. If any feature or effect creates difficult terrain, let the players know how this might affect them, such as requiring that they use the Dash action to get out of the area.

RANDOMLY SELECTED TARGETS

Avoid biases—whether perceived or actual—by randomly selecting targets when it isn't clear which character a monster would attack. Rolling randomly for targets in the open can help build trust between you and the players, letting them know that the GM isn't picking on anyone. Monsters aren't idiots, though. If it's clear that a monster would attack a particular character, such as a wizard concentrating on a dangerous spell, the monster will do so. When this happens, just describe why the monster chose that particular character, so the players understand.

PHYSICAL TRAITS AND IDENTIFYING ENEMIES

Ask each player to describe the physical traits of a monster their character is attacking. This helps identify the monster, opens up all the players' imaginations to the battle, and helps everyone know which monster is which using in-story descriptions. Write these physical traits down on a 3x5 index card or on a dry-erase flip mat so everyone can see which monsters are in play.

GOING BIG WITH DESCRIPTIONS

Theater-of-the-mind combat can go stale if you don't continually reinforce the story of what's happening. Go big with your descriptions of the location and the action. Ask players to describe their attacks and killing blows. Between turns, describe the current situation using in-story language. These descriptions are vital to keeping the scene interesting.

CONNECTING CHARACTERS

During your session zero of a new campaign, or if you're running a single-session one-shot game, consider establishing connections between the characters to help build a cohesive bond between them before the game begins. This can help prevent ham-fisted and convoluted attempts to build a story that connects the characters, when all the players already know perfectly well that they're coming together simply for the adventure.

This section presents two potential approaches to connecting characters. First, all the characters can be previously connected through a single organization, faction, or patron, using ideas from the Group Connections table. Alternatively, each character can establish a connection to one or more other characters through a personal relationship and history, using ideas from the Character Connections table. Players can work together to come up with these shared histories based

on the overall themes of the campaign, or the group can randomly select potential relationships and tweak the results as desired.

For individual connections, each player can roll on the Character Connections table to establish a relationship with the character of the player on their right. Going once around the game table this way means that every character will have two relationships—one with the player on their right and one with the player on their left.

For single-session games, consider establishing a single group relationship for all the characters before the game begins. This relationship can directly tie into the story of the adventure, and will speed up the game by eliminating lengthy discussions about how the characters got together.

d20	Character Connections
1	Sibling of...
2	Saved by...
3	Served with...
4	Protected by...
5	Adventured with...
6	Friendly rival of...
7	Childhood friend of...
8	Magically bound to...
9	Survived with...
10	Escaped with...
11	Apprentice of...
12	Acolyte of...
13	Idolizes...
14	Drinking buddies with...
15	Business associate of...
16	Lost a bet to...
17	Indebted to...
18	Trained by...
19	Dueling partner of...
20	On the run with...

d20	Group Connections
1	Mercenary company
2	Self-employed investigators
3	Official investigators
4	Royal advisors
5	Thieves' guild
6	Secret society
7	Religious investigators
8	Adventuring company
9	Business investigators
10	Assassins' guild
11	Wizarding school
12	Monastic students
13	Gladiator school
14	Military specialists
15	Spy network
16	Constabulary
17	Magically bound servants
18	Divinely inspired
19	Protectors of the common folk
20	Seekers of vengeance

LAZY LAIRS

The following pages contain the maps and descriptions for ten lazy lairs—quick adventure setups based around a number of commonly used fantasy-setting locations:

- Castle
- Docks
- Sewers
- Catacombs
- Caves
- Cellars
- Dungeon
- Mines
- Temple
- Wizard's Tower

These lazy lairs are meant to help you improvise locations as they come up during your game. None of the lairs have descriptions of potential inhabitants or other story elements. Instead, you'll generate and place these features yourself, so that each lair can provide the foundation for your own unique adventure.

The text description of each lair includes italicized text. This text can either be read aloud or used to help you summarize the location.

Each room description begins with the area's aspects. These aspects can give you potential hooks for character exploration or environmental effects. They also help to define the area, so you don't need to read the description out loud if you don't want to. Instead, you can summarize the location by improvising your own descriptions of these aspects.

Many of these locations have transition points that can connect to other lairs. The castle has drain grates that can lead to the sewers, and an escape tunnel leading into hidden caves. The caves feature a connection to the sewers and a door that can lead to any underground location, and an underground river that might flow out to the docks. The crypts and the dungeon could connect to the temple, which in

turn could connect back to the castle. You might even connect all ten lazy lairs into a single huge adventure site if you like.

You can likewise modify these dungeons to fit the size and scale of the adventure you want to run. Cave-ins and bricked-up walls can take a fourteen-room lair and turn it into a three-room lair, focusing it to fit the size of your adventure. You can also add in your own fantastic features to make any lair area unique.

As with everything else in this workbook, you should feel free to make changes to the lairs to suit your needs and the needs of your game.



CASTLE

Gray stone walls protect the central keep of this fortress as they have for hundreds of years. Four sturdy towers and high walkways offer a clear view for miles around. Raised portcullises stand above the long stone entryway to the central courtyard.

1. LOWER GATEHOUSE

Area Aspects: Arrow slits

Narrow arrow slits offer a view of the gatehouse entrance and the front of the castle.

2. SOUTHWEST LOWER TOWER

Area Aspects: Huge statue

A huge stone statue dominates the lower floor of this defensive tower.

3. STABLES

Area Aspects: Stalls for horses, tack, hay

The smell of hay and manure fills the stalls of the castle stables.

4. COURTYARD WELL

Area Aspects: Deep well, river cavern below

A deep well descends fifty feet to the open cavern of an underground river.

5. BUTCHER'S KITCHEN

Area Aspects: Dressed pig, wooden table, rack with salt and spices

A large dressed pig lies on the heavy wooden table in this butcher's kitchen. Salt and spices fill a large rack on the wall.

6. SHAFT COVER

Area Aspects: Huge wooden cap, hole leading deep underground

Wind blows from under the edges of a huge, ironbound wooden cap covering a ten-foot-diameter section of the stone floor. Beneath the cap, a rough-walled shaft leads down into darkness.

7. SERVANTS' HALL

Area Aspects: Undecorated walls

The plain walls here mark this space as used only by those who serve the castle's nobility.

8. INNER KITCHEN

Area Aspects: Stone stove, scarred kitchen table, oils and spices

A stove sits against the west wall of this kitchen. Jars of oils and spices cover a large table well scarred from decades of use.

9. AUDIENCE HALL

Area Aspects: Raised platform, beautiful thrones, ornate curtains, hanging banners

Ornate curtains hang behind a pair of beautiful, gold-inlaid thrones atop a raised platform. Banners hang from the rafters above.

10. ROYAL HALL

Area Aspects: Portraits of nobility, drafty hall

A cold draft flows through this hall, which is adorned by beautiful portraits of noble lords and ladies.

11. ESCAPE

Area Aspects: Hidden passageway, escape route

An ancient passageway of rough stone leads from the royal hall to a secret door at the rear of the castle.

12. CAVERN ESCAPE

Area Aspects: Hidden passageway, mysterious caves

A foul wind blows from a concealed crack in the rock wall, which is just large enough to allow passage down into caves below.

13. FOUL DRAIN

Area Aspects: Smell of decay, buzzing flies, blood-covered drain, deep shaft

A heavy iron grate, crusted with dried blood, covers a shaft cut deep into the ground. The air is filled with the smell of decay and the buzzing of flies.

14. CHAPEL

Area Aspects: Small chapel, altar, wooden pews, stained-glass windows

This small chapel houses an altar to the north and ten wooden pews in two rows. Colored light shines through the chapel's stained-glass windows.

15. BARRACKS

Area Aspects: Narrow beds, wooden footlockers

Narrow wooden bunk beds line the wall of this military-style barracks. Ten wooden footlockers are set beneath the bunks and along the opposite wall.

16. BONE CHAMBER

Area Aspects: Huge bestial rib cage hanging from the ceiling

The rib cage of some huge, bestial creature hangs as a trophy from the ceiling of this lower defensive tower.

17. LOWER GATEHOUSE

Area Aspects: Arrow slits

Narrow arrow slits offer a view of the gatehouse entrance and the front of the castle.

18. MURDER HOLES

Area Aspects: Holes above gatehouse entrance, portcullis crank wheels

Stained holes in the floor look down upon the gatehouse entrance. A pair of crank wheels control portcullises that can be dropped to block the front and rear of the gatehouse.

19. BALLISTA

Area Aspects: Huge ballista

A huge ballista looks out over the lands surrounding the castle.

20. CRANE

Area Aspects: Sturdy crane, large basket that descends, opening to chamber below

A sturdy wooden crane is attached to a basket large enough for up to four occupants. It hangs above a hole leading to the chamber below—and the shaft below that.

21. DRESSING ROOM

Area Aspects: Ornate mirror, large dresser, vanity, plush chair

A plush chair, dresser, vanity, and ornate mirror adorn this opulent dressing room.

22. SERVANTS' QUARTERS

Area Aspects: Narrow beds, small dresser

Two narrow beds sit foot to foot in this plain servants' quarters. A small dresser stands along the south wall.

23. HEAD SERVANT'S QUARTERS

Area Aspects: Narrow beds, small sitting table, dresser

A dresser, a small sitting table, and two narrow beds adorn the quarters of the castle's head servant.

24. MASTER BEDROOM

Area Aspects: Large bed, hanging curtains, dressers, tables, ironbound chest

A large bed set with hanging curtains is the centerpiece of this master bedroom. Dressers and tables here are finely carved, and an ironbound chest sits nearby.

25. TOILET

Area Aspects: Foul stench of waste, cesspit below

The stench of waste wafts up from the thirty-foot-deep pit beneath this toilet.

26. TORTURE CHAMBER

Area Aspects: Torture rack, torture tables, drain to chamber below

Thick leather straps hang from two large tables that are both scarred and stained. An upright torture rack and an iron maiden stand along the walls. An iron grate in the floor drains down to the chamber below.

27. WIND VANE

Area Aspects: Ornate wind vane

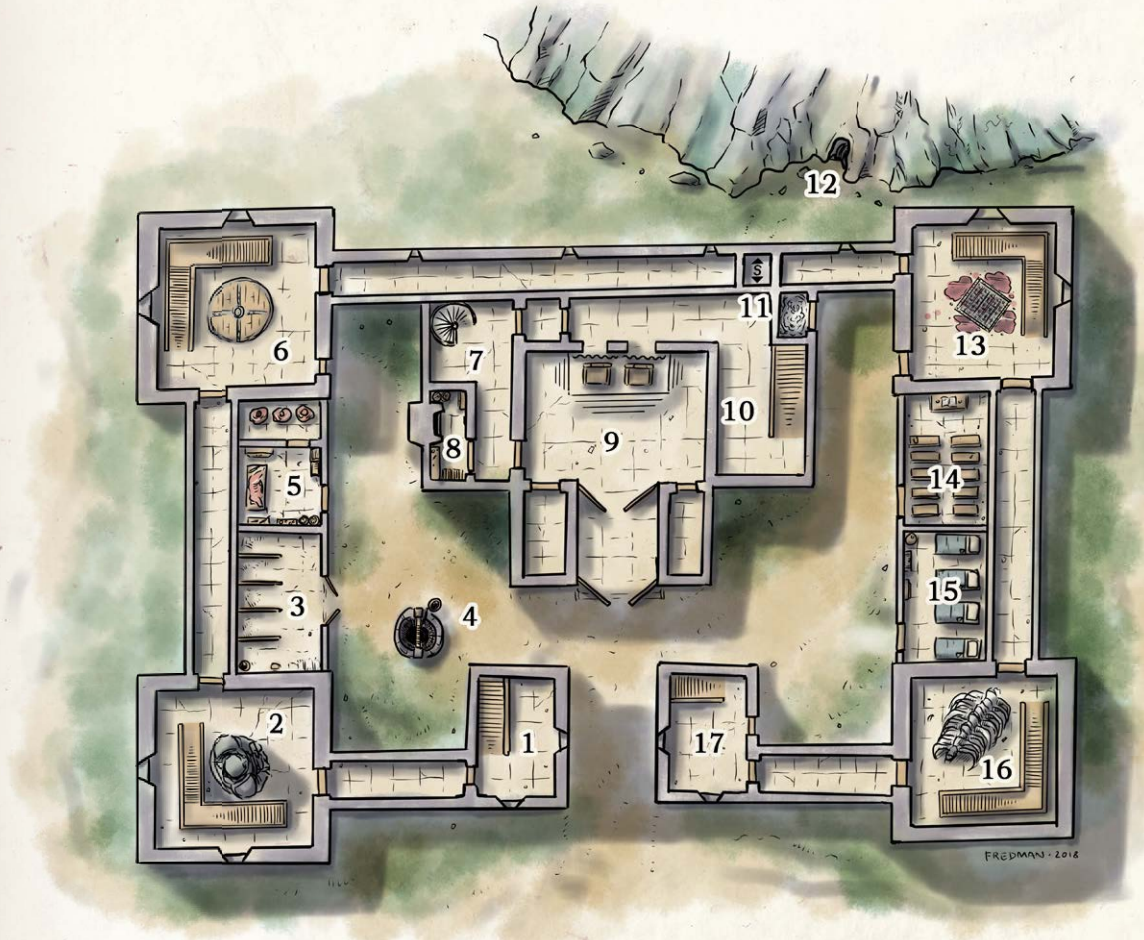
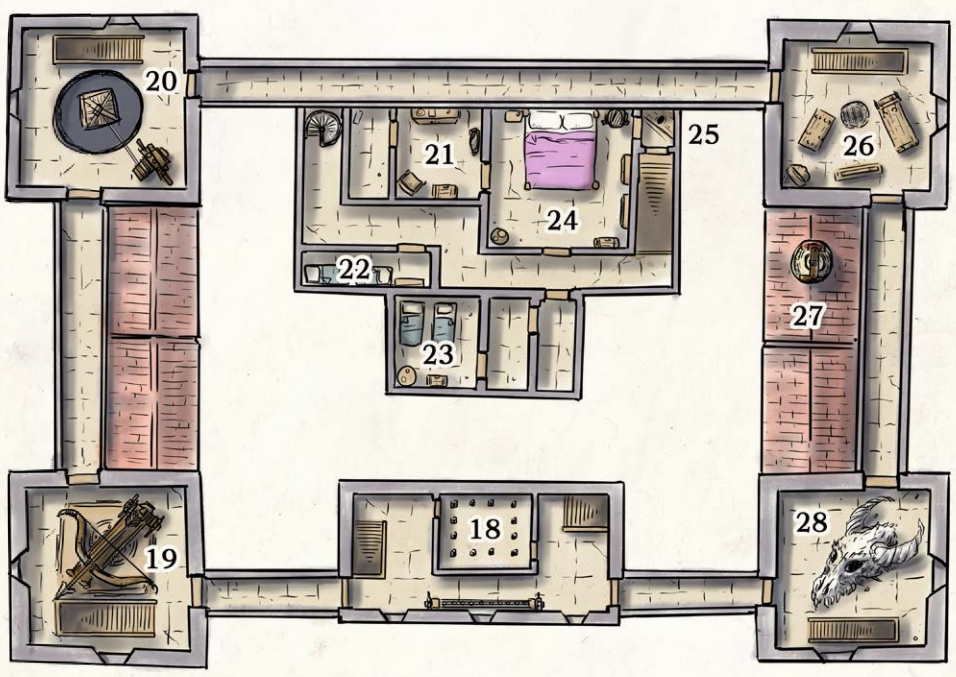
This ornately carved wind vane turns with each change in the weather.

28. SKULL OF THE BEAST

Area Aspects: Huge bestial skull

The skull of a huge beast occupies much of this upper level of the southeast guard tower.

CASTLE MAP



FREDMAN - 2016

DOCKS

The sound of crashing waves and a ship's bell echoes across the wooden planks of this large dock and warehouse.

1. CENTRAL WAREHOUSE

Area Aspects: Large mobile crane, wooden crates, large vats of liquid

Crates stacked nearly to the ceiling fill this large, open warehouse. A wheeled crane used for lifting is set with a heavy stone counterweight balancing out its long arm. Two iron vats filled with some sort of liquid stand against the north wall of the warehouse.

2. OVERSEER'S OFFICE

Area Aspects: Old scarred desk, ironbound chest, cabinet

The smell of salt air permeates this cluttered office. A scarred desk seemingly as old as the sea dominates the room, which has a set of cabinets on one wall and an old ironbound chest against another.

3. WAREHOUSE STORAGE CLOSET

Area Aspects: Large crate, crate with metal vent, ironbound chests

Two ironbound chests are stored in this room, along with a pair of large crates. One of the crates has a metal vent in it.

4. GUILD HALL

Area Aspects: Old desk, table with chairs, shelves with ships' logs and ledgers

A large table with four chairs takes up much of this chamber, along with an old desk littered with contracts. A long set of shelves holds dozens of old ships' logs and accounting ledgers.

5. SECRET DEN

Area Aspects: Moldy bed, smugglers' crates, dresser, ironbound chest

A number of crates litter this secret room. A bed smelling heavily of mildew sits across from a wooden dresser and an ironbound chest.

6. STORAGE SHED

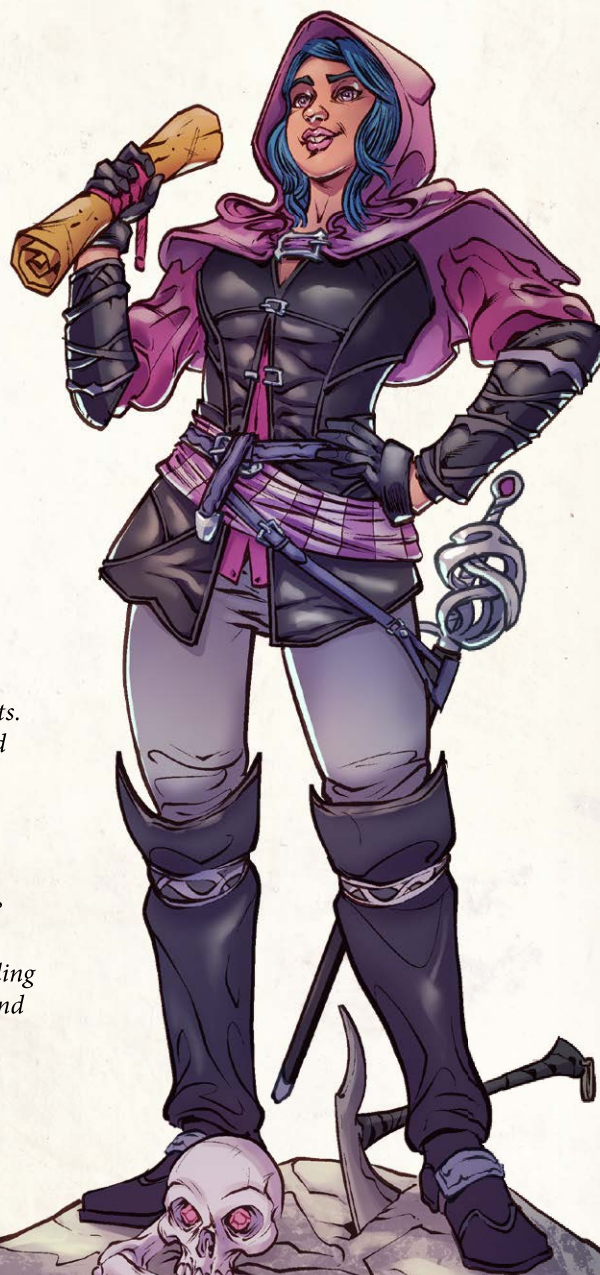
Area Aspects: Wheelbarrows, old dock equipment, large crates and barrels

The smell of things forgotten is pungent within this old, musty shed. A pair of rusted wheelbarrows and a splintered wooden cart are here, along with a number of large crates and barrels.

7. KILLING CAVES

Area Aspects: Shadowy alcoves

Shadows help to conceal a pair of alcoves cut into the walls of this cavern passage.



8. SMUGGLERS' STORAGE

Area Aspects: Smuggled crates, ironbound chests
A number of ironbound chests and large crates are stored in this dank natural cavern.

9. SMUGGLERS' DOCK

Area Aspects: Uneven wooden dock, deep pool
A splintered and uneven wooden dock leads out over a deep pool of dark seawater.

10. SHIPWRECK

Area Aspects: Half-sunken shipwreck, cracked wooden hull
Waves crash against the cracked hull of a shipwreck, half-sunken along the rocky shore.

11. SALTY CROW TAVERN

Area Aspects: Old bar, stained tables and floors
The smell of bad alcohol and saltwater seeps out of every swollen timber of this sailors' tavern. The old bar is stained dark with rum, as are the tavern's floor and its battered tables.

12. DOCKMASTER'S OFFICE

Area Aspects: Sailor's commendations, large ironbound chests, heavy desk
Commendations for years of service to the sea decorate the walls of this dockmaster's office. Two large ironbound chests sit on the floor near a large, imposing desk.

13. SHIP'S MAIN DECK

Area Aspects: Heavy iron grate, large ballistas
Three large ballistas are set up on the top deck of this merchant ship. A heavy iron grate on the main deck leads to the decks below.

14. SHIP'S LOWER DECK

Area Aspects: Storage crates and barrels, hanging hammocks
Crates and barrels are stored on the lower deck of the ship, with a number of hammocks hung between posts along the sides of the hold.

15. CAPTAIN'S QUARTERS

Area Aspects: Bed, ironbound chests, dressers and bookshelf
A fine bed sits against one wall of this cabin set within the stern of the ship. A dresser, a bookshelf, and a pair of large ironbound chests stand nearby.

16. FIRST OFFICER'S QUARTERS

Area Aspects: Bed, dresser and chest
A bed, a dresser, and a chest adorn the quarters of the ship's first officer.

17. HIDEAWAY

Area Aspects: Hidden door, smugglers' nook
A small hidden door reveals this hideaway built between the first officer's quarters and the bow of the ship.



DOCKS MAP



SEWERS

The smell of the foulest refuse of humanity wafts thickly through these slick tunnels, whose construction marks them as hundreds of years old. The sound of skittering claws on stone interrupts the continual dripping of liquid into the deep pools that fill these chambers.

The map of the sewers contains a number of crank wheels, sluices, and doors that can be open or shut to seal off or flood various parts of the complex. You should decide what these controls do in the sewers (if anything) before the characters start to work them. For example, sealing off certain flanges that control the flow of sewage or water might cause that flow to back up and flood the lower chambers.

1. STORM DRAIN

Area Aspects: Fetid water, thick iron bars, ancient keyhole

Shallow, fetid water leaks out from this large storm drain into the mucky expanse of a surrounding natural pool. Thick iron bars, spaced roughly one foot apart, block the entrance. An ancient rusted keyhole opens up in the stone wall to the right of the drain.

2. FIRST JUNCTION

Area Aspects: Iron wheels, iron doors, slick walkways, fast-flowing sewage

A fast flow of sewage runoff enters this chamber from tunnels to the east and west. Cracked, slick walkways cross over the channels of foul green liquid. Two large iron crank wheels are set into the north wall of the chamber. Heavy iron doors stand open along the tunnels to the east and west.

3. NOBLES' CESSPITS

Area Aspects: Cesspits beneath noble houses, four central chambers, dozens of drains

Four large chambers are the termination point of hundreds of smaller drains, some newly constructed and some quite old, that lead to the upper-class districts of the city above. Some of these drains are no wider than a few inches, while others are two feet in diameter.

4. STAIRS TO THE LOWER SEWERS

Area Aspects: Slick stairs

A set of old stairs covered in slime lead deeper into more sewers below.

5. STREET ENTRANCE

Area Aspects: Iron ladder, stone door leading to the city street

An old iron ladder leads up to a stone door, which opens onto a side street of the city above.

6. CENTRAL CHAMBER

Area Aspects: Dozens of drains, spiral stairs leading down, great drop to pool below

Sewage and murky water pour down into this large, deep chamber, filling a pool some fifty feet below. A set of narrow and uneven stone steps spirals down the wall to the chamber's lower reaches.

7. SLUICE

Area Aspects: Slick walkways, iron wheels, great metal flanges in the sewer channel

Two large iron crank wheels are set into the north wall of the chamber. Four sturdy iron flanges sit in the sewer channel, just below two walkways that span the channel. The flanges to the east are closed, while the flanges to the west are open to allow sewage to flow south and west.

8. FLOODGATE

Area Aspects: Dry channel, thick iron bars

Thick iron bars block off a tunnel leading to a broad natural pool beyond. A channel running down the center of the tunnel will fill up when the water outside rises high enough, but it is presently dry.

9. THIEVES' DEN

Area Aspects: Scarred wooden table, flea-infested mattresses, shelves of knickknacks

Four flea-infested mattresses are spread on the damp floor of this chamber. Rickety chairs surround a scarred wooden table, and a bookcase against the north wall is filled with various knickknacks.

10. GREAT CISTERN

Area Aspects: Slimy support pillars, deep pool of foul water, crumbling walls

A mixture of sewage and water flows into this area, filling the great cistern that dominates this huge chamber. Ten pillars within the cistern are slick with slime where they support the arched ceiling, which drips with water. The stonework of this chamber is much older than that of the chambers above, with cracks revealing natural rock and dirt beyond.

11. FORGOTTEN SHRINE

Area Aspects: Statue of multiarmed goddess, bloodstained altar, rusted iron wheels, iron doors

A stone altar stained red-brown with dried blood stands before a statue of a multiarmed goddess in the northwest corner of this chamber. Two rusted crank wheels are set into the north and south walls. Heavy iron doors stand open at the tunnels exiting this area to the south and east.

12. LOWER JUNCTION

Area Aspects: Rusted iron wheels, iron doors, deep whirlpool

The foul water flowing into this area swirls into a large whirlpool. Three rusted crank wheels are set at the northwest, northeast, and southeast corners of the room. Heavy iron doors currently stand open along the tunnels exiting to the west, east, and south.

13. DEEP DRAIN

Area Aspects: Deep drain pit, bent iron bars, cracked walls

A large drain at the center of this area opens up to a dark pit that appears to have no end. Thick iron bars block the entrance to the drain, but they have been bent open. The cracked walls of this chamber reveal natural stone and dirt behind them.

14. CHAMBER OF BONES

Area Aspects: Natural cavern walls, bones of beasts and humanoids, reeking air

The bones of both beasts and humanoids litter the floor of this natural chamber. The air is thick, humid, and reeks of death.

15. HOVEL

Area Aspects: Firepit, hovel made of mud and stone, pile of bones and refuse

A hovel made of mud and stone stands to the south in this natural cavern. A stone-ringed firepit sits cold nearby. To the east, bleached bones jut out of a large pile of rotting refuse.

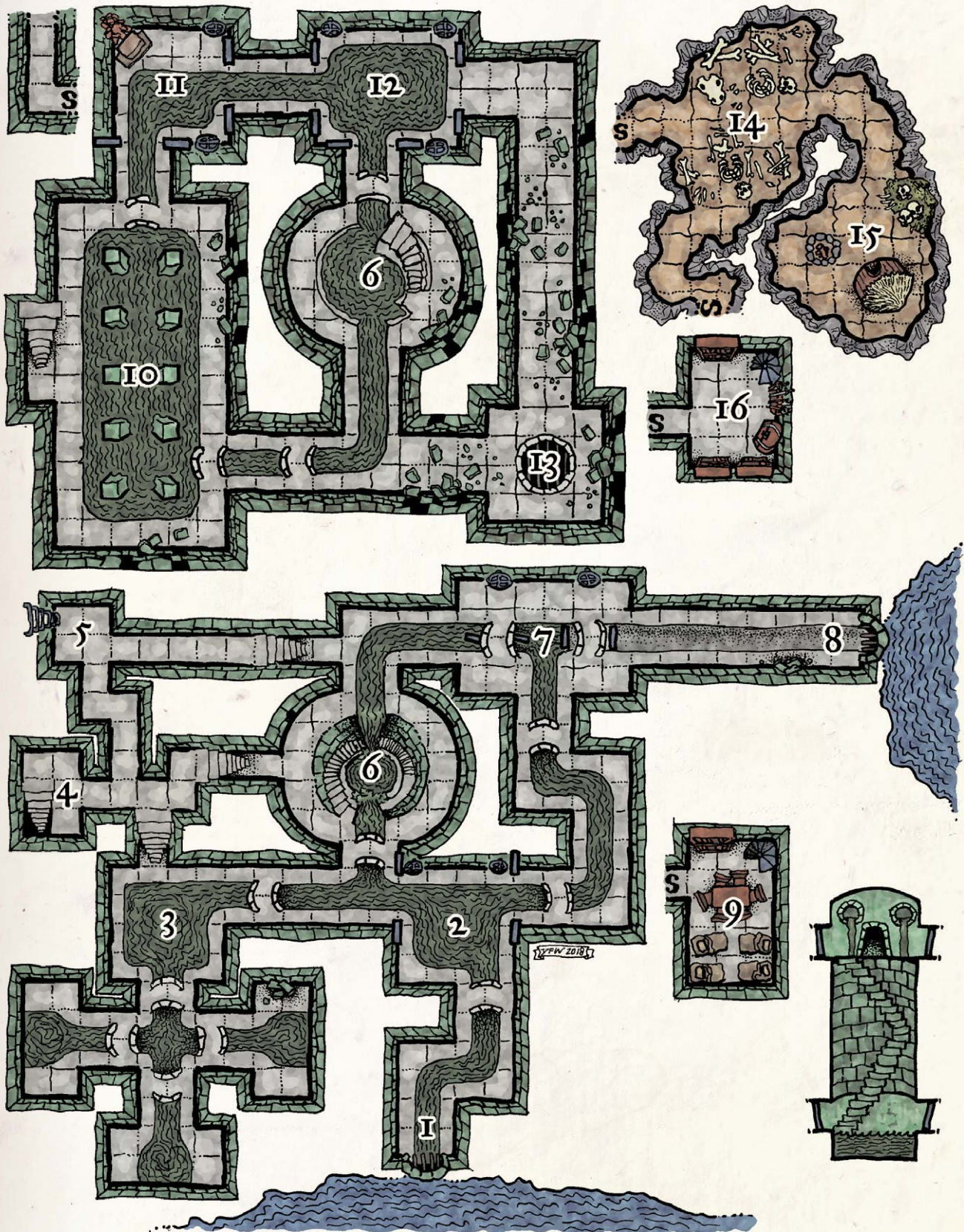
16. THIEVES' VAULTS

Area Aspects: Ironbound wooden chest, weapons rack, shelves of small treasures

Three large shelves stand against the north and south walls of this small chamber, and are stacked with small treasures. A weapons rack stands to the east, and a large ironbound chest sits in the southeast corner. An iron spiral staircase leads upward into other chambers above.



SEWERS MAP



CATACOMBS

The smell of ancient decay fills these silent halls. Bone dust swirls in the air, and a cold wind of death blows through the corridors of the catacombs like the breath of a dying titan.

1. OLD STAIR

Area Aspects: Uneven stone stairs, dusty hall, cold wind

Old, uneven stone steps lead down into the depths of these once-hallowed halls. Dust hangs in the air, swirling into strange eddies as a cold wind blows through it.

2. EMBALMING ROOM

Area Aspects: Embalming fluids, stone table, strange blades, grate over deep drain

Blue stone tiles adorn the floor and walls of this chamber. A large stone table stands at the center of the room. Smaller tables and shelves hold bottles of strange fluids and knives of various shapes and sizes. An iron grate stained nearly black protects a deep drain, which opens up to dark water flowing beneath the chamber floor.

3. CHAMBER OF GUARDIANS

Area Aspects: Central burning brazier, armored skeletal statues, corridor blocked by iron portcullis

Five armored skeletal statues stand along the walls in this area, flanking a burning brazier of yellow flame. An iron portcullis blocks off a corridor to the south.

4. SARCOPHAGI OF HEROES

Area Aspects: Ancient stone sarcophagi, massive doors

Seven ancient stone sarcophagi stand along the north and south walls of this chamber. A set of massive iron doors blocks a passage to the west.

5. CHAMBER OF THE BEAST

Area Aspects: Massive bestial skeleton, hanging stalactites

The skeletal remains of a massive horned beast are spread across the center of this natural cavern. Large stone stalactites hang from the ceiling.

6. CHAMBER OF THE TOMB

Area Aspects: Burning braziers, large sealed tomb

Much of this chamber is filled by a large stone tomb sealed off behind a heavy stone door. Four braziers burn in the corners of the chamber.

7. KING'S TOMB

Area Aspects: Ironbound chests, large stone tomb, burning braziers, ash-filled urns

Red light from four burning braziers illuminates this opulent tomb. A large stone sarcophagus stands at the center of the chamber, surrounded by ironbound chests and shelves holding urns filled with the ashes of the dead.

8. HIDDEN TOMB OF THE FOOL

Area Aspects: Iron gorgon statues, sarcophagus etched with swirls

Three large iron statues in the form of horned bulls leer at the sarcophagus in the corner of this chamber. The sarcophagus lid is etched with strange swirling patterns.

9. CHAMBER OF SKULLS

Area Aspects: Huge skull half-buried in the ground, skulls embedded in the walls

A massive cyclopean skull is half-buried in the dirt floor of this large chamber. Smaller skulls are embedded into the north, east, and west walls.

10. TOMB OF THE HIGH PRIEST

Area Aspects: Bone monuments, bronze sarcophagus

A large bronze sarcophagus sits atop a platform along the north wall of this room. Four ornate monuments decorate the chamber, constructed from the skulls and bones of the dead.

11. HIDDEN ZIGGURAT

Area Aspects: Steep ziggurat, stained altar, blood rivulets, gore-filled drains

A steep-sided stone ziggurat dominates the center of this chamber. Atop it sits an altar stained red-brown. Rivulets of dried blood flow down the sides of the ziggurat to the southeast and southwest. In those corners of the room, iron-grated drains are filled with reeking gore.

12. BURIAL PIT

Area Aspects: Stepped pit, bones of the dead, pool of liquefied flesh

A series of angled platforms create a stepped pit in the center of this chamber. Steep walls lead from one level down to the next, with the pit ending forty feet below the uppermost platform. The bones of countless dead humanoids are scattered across these platforms, and reeking, liquefied flesh fills the lowest portion of the pit.

CATACOMBS MAP



CAVES

This network of natural caves leads deep into the surrounding mountains. The sounds of a rushing underground river echo from its walls.

1. CAVE ENTRANCE

Area Aspects: Rushing water, strange glyphs surrounding entrance

A river of rushing water flows out from the cave's dark entrance. Strange glyphs etched into the stone surround the mouth of the cave.

2. POOL

Area Aspects: Deep central pool, dark water, carvings of a beast on the wall

Four cavern passages lead off from this large central pool. The dark water of the pool hides its depth. A carving of a beast decorates the western wall of the cave.

3. HIDDEN SHRINE

Area Aspects: Bones of large humanoids, altar of red stone, statue of leering horned devil

The bones of large humanoid creatures litter the floor in front of a twisted altar of red stone. The altar is carved into the shape of a leering horned devil.

4. OBELISK

Area Aspects: Black obelisk, rough ground, violet illumination

A black obelisk made of an unknown material thrusts up out of the rough floor of this chamber. The obelisk bathes the walls of the chamber in violet light.

5. ISLAND

Area Aspects: Waterfall, natural island

A waterfall flows from the north wall of this chamber, filling a pool that surrounds a natural rock island.

6. RIFT

Area Aspects: Deep rift, howling wind

A deep rift cleaves the center of this long, natural cavern. A howling wind blows up from the great cleft.

7. SEWER ENTRANCE

Area Aspects: Broken wall, smell of rot and decay

A broken wall of natural stone opens up into the worked stone of a sewer. The air here reeks of rot and decay.

8. WATERFALL

Area Aspects: Roaring waterfall, deep pool, natural walkway

A roaring waterfall flows from the northeast side of this chamber into a deep pool. A natural walkway snakes up the east wall, leading behind the waterfall and to a cave on the north side of the chamber.

9. PILLAR

Area Aspects: Pillar of white stone, large glyphs, white stone stalagmites

A pillar of white stone stands at the center of this chamber, with large glyphs marking its surface. White stone stalagmites jutting up from the ground resemble the teeth of some huge beast.

10. PIT

Area Aspects: Howling wind, deep shaft, glyphs surrounding the pit's edge

Howling wind blows forth from a deep pit at the center of this chamber. Glyphs mark the stone along the edge of the pit.

11. STEPS

Area Aspects: Natural stone steps, worked stone wall

Natural stone steps lead up to a door in a wall of worked stone. The door is carved with faint images and sigils.

CELLARS

The smell of wet earth and mildew wafts through this old cellar. Large splintering beams creak beneath sagging ceilings. Cold air blows out from cracks in the walls, hinting at unseen tunnels behind them.

1. STOREROOM

Area Aspects: Wooden crates, barrels, bales of barley, stairs leading up

A large number of crates and barrels are scattered about this area. Rats scurry here and there, having burrowed their way into large bales of moldy barley. Stairs here lead up to chambers above.

2. VATS

Area Aspects: Vats of mead, shelves holding brewing supplies
The smell of alcohol is sharp here, centered around two large vats of mead against the south wall of the room. Shelves on the north and east walls contain brewing supplies.

3. CHAMBER OF SOLITUDE

Area Aspects: Comfy armchair, soft bed, shelves of old books

A worn armchair sits next to a table holding an old book, and a large bookcase on the north wall holds more tomes. A comfortable-looking bed in one corner smells faintly of mildew.

4. THIEVES' DEN

Area Aspects: Straw mattresses, cracked table, ironbound chest, wardrobe holding cloaks

A number of straw mattresses are spread along the walls in the southern half of this chamber. Five chairs surround a large cracked table to the north, next to ironbound chest and a wardrobe holding a number of dark cloaks.

5. HALL OF SECRETS

Area Aspects: Raised throne, dining tables

Two long dining tables line the center of this room. An ornate throne stands atop a raised platform against the south wall.

6. ALTAR OF IRON

Area Aspects: Statue of black-armored humanoid, iron altar

An iron altar is set before a large statue of a black-armored humanoid, its features wrapped in shadow.

7. TORTURE CHAMBER

Area Aspects: Stone table with manacles, drain in the floor, table full of hooked blades

Iron manacles hang from the four corners of a blood-stained stone table at the center of this chamber. A wooden table in one corner holds a nightmarish variety of wicked-looking hooked blades. Stains show where blood and gore has flowed down into a sewer drain.

8. REFUSE PIT

Area Aspects: Powerful stench, buzzing flies, deep pit filled with offal

The stench of rot and the buzzing of flies fills this chamber. Piles of rotting offal are spread across the bottom of a deep pit at the center of the room.

9. BUTCHER'S PANTRY

Area Aspects: Cold chamber, dressed carcasses hanging from hooks, stairs leading up

The dressed carcasses of four large creatures hang from hooks chained to the ceiling of this cold chamber. Stairs here lead up to chambers above.

10. SUNKEN CELLS

Area Aspects: Smell of decay, cells sunken into the floor, locked iron grates

Locked iron grates seal off four ten-foot-deep cells below the floor of this chamber. The smell of waste and decay emanates from each cell.

11. ALTAR OF THE BEAST

Area Aspects: Large waterfall, huge idol of a bestial deity

A huge idol representing some bestial deity stands in the center of this large cavern. A waterfall flows down the southeast wall, filling a deep pool.

12. PIT

Area Aspects: Bones of beasts and humanoids, deep pit

A large pit at the center of this cavern seems to descend endlessly into the earth below. The bones of beasts and humanoids are scattered around the pit.

13. WARRENS

Area Aspects: Tunnels, refuse heaps, discarded bones

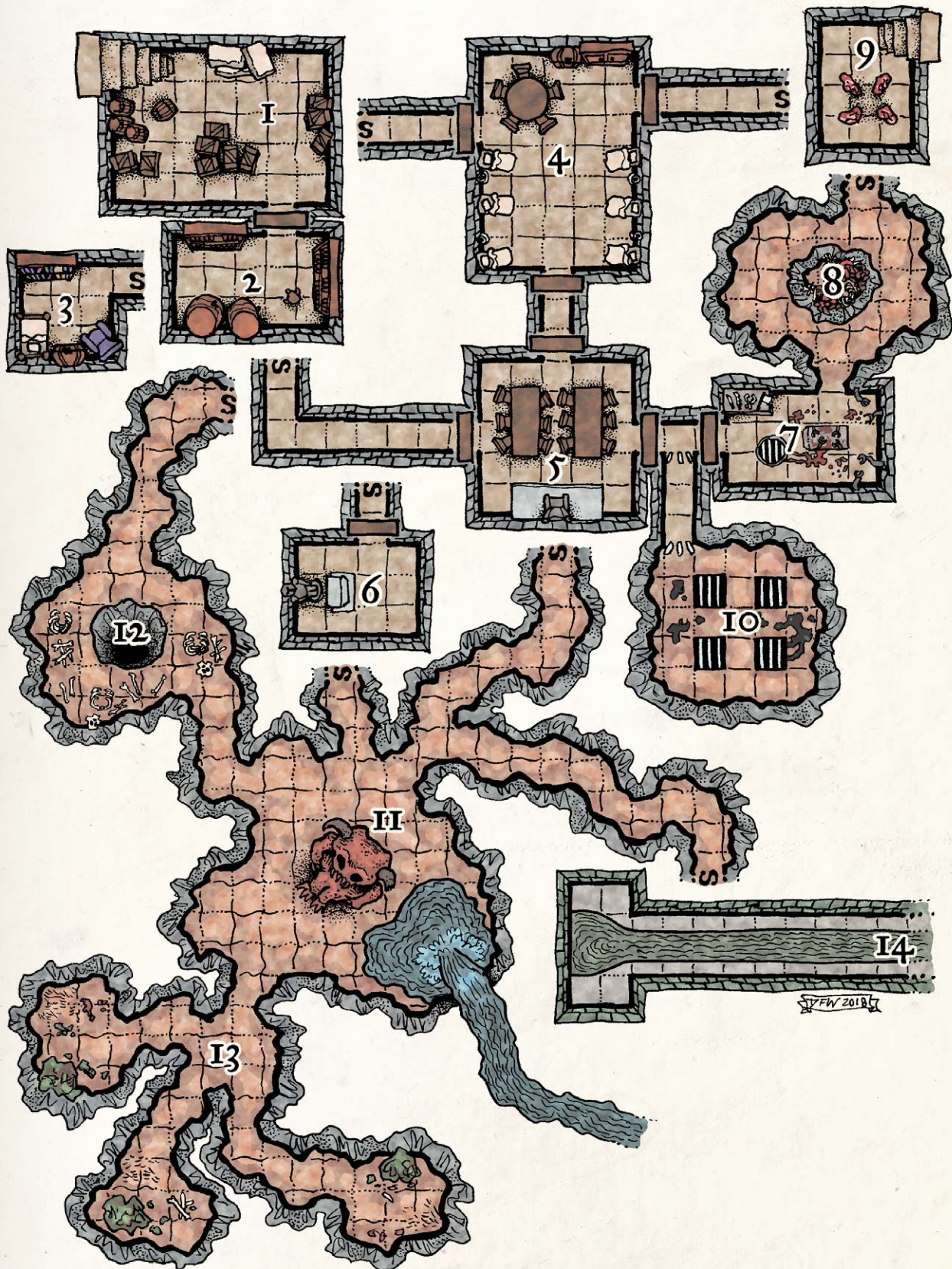
A number of tunnels lead to chambers filled with carcasses and heaps of refuse. Discarded bones are strewn about.

14. SEWER ENTRANCE

Area Aspects: Worked stone, slick slime, foul water

The walls of this narrow hallway are slick with slime. Foul water fills a channel cut into the floor, flowing into sewers beyond.

CELLARS MAP



DUNGEON

Unforgiving black stone defines the walls of this terrible dungeon. Cold air and the echoes of old screams still linger in this site's ancient halls.

1. ENTRY HALL

Area Aspects: Grim humanoid statue, orbs on podiums

A statue of a grim-looking humanoid stands across from the stairs that descend into this hall. Four podiums hold orbs that glow with a dim light.

2. AUDIENCE CHAMBER

Area Aspects: Raised platform, grim throne, scarred wooden table, armored statues, drainage grates

A stone throne sits atop a raised platform on the east side of this chamber. A wooden table sits at the center of the chamber, its surface scarred and stained with old blood. Statues of armored figures stand on the north and south walls. Two iron grates open up in the floor.

3. TORTURE CHAMBER

Area Aspects: Torture rack, table of torture implements, brazier, spiked iron maidens, drainage grate

A large torture rack dominates the northwest corner of this chamber, with an iron brazier nearby. A table covered with implements of pain is set along the wall, along with two iron maidens. A drainage grate is embedded into the stone floor.

4. ESCAPE

Area Aspects: Secret escape stairwell

An iron spiral staircase leads upward, ready to facilitate the escape of noble lords from the dungeon.

5. ARENA

Area Aspects: Deep pit and arena floor, protective spikes, observation benches

The center of this chamber drops fifteen feet to become the pit of an arena floor. Large iron spikes surround the upper edge of the pit. Semicircular benches offer a view of the floor below.

6. NOBLES' GALLERY

Area Aspects: Raised platform, thrones, guard alcoves

Four thrones sit on a raised platform south of the arena.

7. NOBLES' ENTRANCE

Area Aspects: Steep stairwell

A set of steep stairs leads up and out of the dungeon.

8. GLADIATORS' ARMORY

Area Aspects: Heavy tables, gladiator weapons, iron portcullises

Two iron portcullises secure this room, which features gladiatorial weapons laid out on heavy wooden tables.

9. BEAST PREPARATION CHAMBER

Area Aspects: Protective cage, release chain, heavy iron portcullises

A cage of protective iron surrounds a release chain connected to the heavy portcullis leading to the arena to the east. Two more heavy iron portcullises secure the hallway to the north.

10. LIFT OF THE BEAST

Area Aspects: Large wooden lift, crank wheel

An iron crank wheel is set into the wall across from a large, chain-driven wooden lift. Turning the wheel raises the lift into unseen areas above.

11. CHARNEL PIT

Area Aspects: Large pit, dismembered bodies

A large pit opens up at the center of this chamber, reeking of the rotted remains of the dismembered bodies spread across its floor.

12. COMMON CELL

Area Aspects: Large iron cage, drainage grate

A large cell with a single door dominates this chamber. A drainage grate is set into the floor to the northeast.

13. SEWAGE TUNNEL

Area Aspects: Slick walls, stench of waste

Centuries of filth and refuse caked the walls of this narrow sewage tunnel.

14. REFUSE PIT

Area Aspects: Green liquid, sewage pipes, dark stairs

A green liquid fills the bottom of this refuse pit. Sewer pipes extend over the pit from the east and west, and a staircase to the south leads up.

15. CELLS

Area Aspects: Barred cells, drainage grates

Heavy iron bars divide this area into a number of individual cells. Two drainage grates are set into the floor outside the cells.

DUNGEON MAP



MINES

A hot wind blows out from the network of shafts that make up this old mine. Rusted iron rails on cracked wooden ties snake through dark tunnels. The dust of ages floats heavy in the air.

1. SUPPLY CHAMBER

Area Aspects: Oil barrels, shovels, picks, mining supplies

Large barrels leak lamp oil onto the floor of this rough-carved chamber. Wooden tables are strewn with picks, shovels, and other mining supplies.

2. MINE CART DEPOT

Area Aspects: Mine carts, iron track-switch levers

Three heavy iron mine carts sit on rails in this chamber. A pair of levers control the switches that connect the tracks.

3. MESS HALL

Area Aspects: Large wooden tables, cast-iron stove

Two large wooden tables are set up in this chamber. A cast-iron stove stands against the east wall.

4. FEASTING HALL

Area Aspects: Huge wooden tables, raised wooden platform, lord's table

A raised wooden platform stands to the north in this rough-hewn chamber. Two huge, rough-carved banquet tables fill the hall to the south, while a smaller lord's table stands atop the platform.

5. PANTRY

Area Aspects: Barrels and crates

Crates of foodstuffs and barrels of mead are stacked up in this cavern.

6. BEAST'S DEN

Area Aspects: Natural stone walls, scattered bones

The bones of numerous beasts lay scattered about in this natural cave.

7. BEAST'S TUNNELS

Area Aspects: Shadowed tunnels, bones of the dead

The bones of beasts and humanoids are spread throughout these narrow, shadowed tunnels.

8. GREAT DROP

Area Aspects: Vast pit, ropes and ladders

A huge pit opens up to darkness below. A number of ladders and ropes lead down into the depths.

9. TREASURE VAULT

Area Aspects: Ironbound chests, altar to an armored god

Five heavy ironbound chests sit in this chamber, arrayed before an altar bearing a statue of an armored god.

10. CLEFT

Area Aspects: Deep crack, precarious tracks, iron track-switch lever

A huge crack in the earth splits this chamber in two. Iron rails precariously cross the shadowy depths. A track-switch lever determines whether the track runs north or east through this area.

11. MINE SHAFTS

Area Aspects: Deep shafts, ropes hanging down

Ropes hang down the steep walls of two deep mine shafts.

12. FINGERS

Area Aspects: Narrow mining tunnels

Narrow exploratory tunnels lead deep into the rock.

13. CYCLOPEAN SKULL

Area Aspects: Half-buried giant skull

The excavation of this cavern has revealed a cyclopean skull, half-buried in ancient rock to betray its great age.

MINES MAP



TEMPLE

Thick strands of ivy cover this ancient temple. Relief carvings of the gods stare out into the distance, cracks weathering their once-perfect faces. A set of large stone doors leads into the temple beyond.

1. NARTHEX

Area Aspects: Ornate fountain, stone benches, bronze statues, braziers

An ornate fountain stands at the center of this large circular chamber. Two bronze statues stand in alcoves on either side of the chamber, each flanked by a pair of braziers. Four large stone benches are set around the fountain.

2. GARDENS

Area Aspects: Thick trees, wooden benches, warrior statues, reflecting pools

A dirt path leads through this lush green garden. Large trees and wooden benches are scattered throughout the area. Light in the area is caught by the shimmering surfaces of pools, reflecting across the lush landscape and the two huge stone warrior statues that seem to guard it.

3. CEMETERY

Area Aspects: Stone sarcophagi, large hooded statue, smaller armored statues

Stone sarcophagi stand throughout this huge chamber, some of them hundreds of years old. A statue depicting a hooded figure stands at the center of the cemetery. A large stone columbarium rises in the southern half of the chamber, flanked by armored statues. Its walls are lined with niches holding the ashes of the dead, and surround a large bronze sarcophagus.

4. NAVE

Area Aspects: Central altar, wooden benches, pulpit

Old wooden benches line this large hall, whose high, domed ceiling is supported by buttresses. A large altar stands at the north end of the hall, with a pulpit set atop it. Doors lead off to the north, east, and west.

5. CELL

Area Aspects: Old beds, small footlockers

This sleeping chamber of the clergy holds old beds and a number of small, splintered footlockers.

6. VESTRY

Area Aspects: Tables holding holy objects, iron ladder leading down

Urns, scrolls, and vestments are scattered across old wooden tables in this small chamber. A flagstone has been pulled up from the floor, revealing a set of iron rungs leading into other chambers below.

7. OLD SHRINE

Area Aspects: Deep sacrificial pit, jade bestial statues, demonic altar

The stonework of this chamber appears much older than that seen in the rest of the temple. A large, deep pit dominates the center of the area. Four large jade statues shaped as featureless hulks stand along the side walls. A central altar supports a statue of some twisted demonic figure.

8. SACRISTY

Area Aspects: Oak table and chair, holy books and relics, bookcase

This small chamber houses materials used in the temple's services. A large oak desk stands along the south wall. A side table to the east holds copper bowls and opaque bottles. A bookcase to the north holds a number of religious texts.

9. HIGH PRIEST'S BEDCHAMBER

Area Aspects: Large bed, locked chest, tall dresser, shelves of relics

A large bed stands against the north wall of this chamber, with a heavy ironbound wooden chest at its foot. A tall dresser is set against the east wall, and a tall set of shelves on the south wall holds a number of religious relics.

10. MAIN LIBRARY

Area Aspects: Large circular table, large bookcases.

Large bookcases surround a circular table at the center of this chamber.

11. FORBIDDEN LIBRARY

Area Aspects: Central table, tall bookshelves, forbidden texts

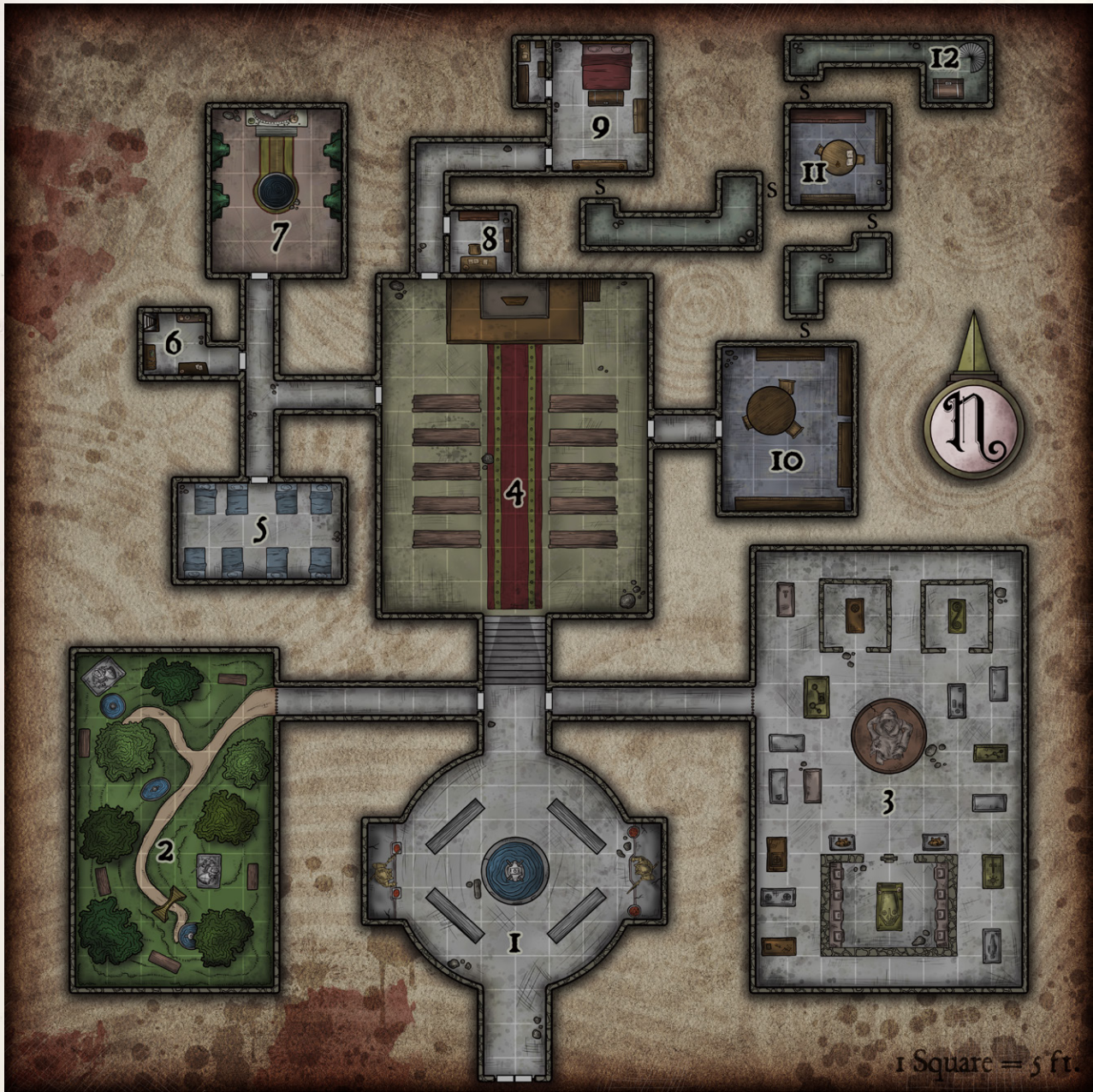
Violet light illuminates this dark chamber. Surrounding a central wooden table, tall bookshelves hold an array of texts detailing the forbidden lore of countless ages.

12. HIDDEN STAIR

Area Aspects: Ironbound chest, spiral staircase

This small room contains a heavy ironbound chest and a spiral staircase that leads down into the depths. A howling wind blows up from the darkness.

TEMPLE MAP



WIZARD'S TOWER

The smell of ozone and sour alchemy flows through the electrically charged air of these mystical halls.

1. ENTRY HALL

Area Aspects: Large iron statues, glyph-marked door

A violet glyph burns on the door to the north. Two sinister iron statues stand on each side of the entry hall, facing inward.

2. AUDIENCE HALL

Area Aspects: Ornate rugs, raised dais, burning braziers, ruby-glass throne

A ruby-glass throne sits on a raised dais on the north side of this hall. Two braziers burn brightly next to the throne. Three long, ornate rugs run from the south wall to the base of the dais.

3. BUTCHER'S PANTRY

Area Aspects: Hanging meat, butchered hog, table of foodstuffs

Two dressed sides of meat hang from hooks embedded into the ceiling. Two scarred tables hold various foodstuffs.

4. KITCHEN

Area Aspects: Large stove, food preparation tables

A large stove constructed of charred stone and metal stands against the west wall of this kitchen. Tables nearby hold knives, platters, and spices in glass jars.

(A grated drain beyond a secret door to the north leads to area 9.)

5. HIDDEN CELLS

Area Aspects: Scarred and stained torture rack, table holding sinister knives, barred cells

A scarred torture rack is adorned with leather straps and sinister red-black stains. A pair of iron-barred cells stand across the room. A table nearby holds a full assortment of wicked-looking knives.

6. MUSEUM

Area Aspects: Huge stone statue, suits of armor, displays of weapons and implements

A huge stone statue stands at the center of this small museum. Two glass-topped cases display ornate weapons, staves, and wands. Two suits of sharp-edged armor flank the door to the south.

7. LIBRARY

Area Aspects: Reading tables, long multistory bookshelves, ancient tomes

Long, tall bookshelves run along the walls of this high-ceilinged library. Two round tables occupy the center of the room. Thousands of ancient tomes of all shapes and sizes are stacked on the shelves.

8. BEDCHAMBER

Area Aspects: Large bed, bookshelves, writing desk, ornate rug

A shadowed light in this chamber reveals a large bed, an ornate rug, a writing desk, and bookshelves along the walls.

9. LABORATORY

Area Aspects: Heavy wooden table, workbenches holding alchemical equipment, articulated construct, grated drain

A complicated construct hangs from the ceiling above a large table, its many articulated arms ending in scissors, blades, vices, and clamps. Two workbenches hold various pieces of alchemical equipment. A large grate covers a drain in an alcove to the northwest.

(The drain descends down to the secret alcove north of area 4.)

10. SCRYING CHAMBER

Area Aspects: Walkway and lower chamber, large scrying pool, armored statues, scrying mirrors

The central part of this large chamber is sunken ten feet below the walkway around it. A large pool of liquid swirls in the center of the lower chamber. Two mirrors stand opposite from one another along the east and west walls of the walkway. Two armored statues stand guard next to the chamber's entrance.

(The right-hand mirror leads to the extradimensional treasure vault of area 11.)

11. TREASURE VAULT

Area Aspects: Extradimensional vault, tables of weapons, ironbound glyph-marked chests, bag of gold coins

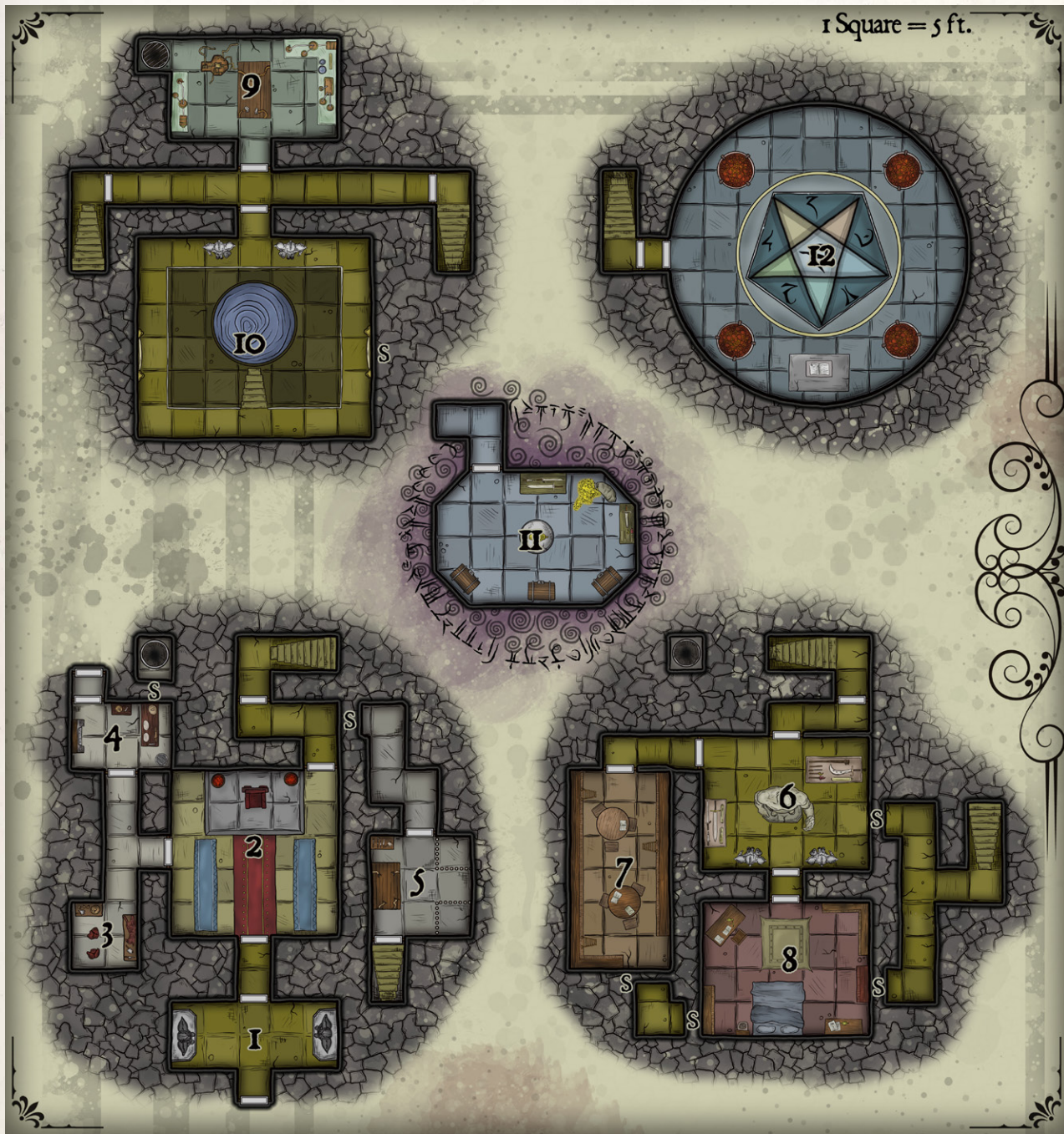
The walls of this chamber are made out of a strange unknown substance. Three large chests stand along one wall. Two tables hold a number of weapons on display. A large leather sack has broken open, spilling gold coins upon the floor.

12. SUMMONING CHAMBER

Area Aspects: Huge pentagram, large stone table with old book, large braziers

Four large braziers surround a pentagram carved into the floor of this chamber. A stone table nearby holds a book bound in humanoid skin.

WIZARD'S TOWER MAP



FILL-IN PAGES

The following four pages are templates that you can use to write down vital information as you prepare and run your games. You are free to copy and print extra copies of these pages, as you need.

SESSION WORKSHEET

This worksheet helps you walk through the eight steps of game preparation described in *Return of the Lazy DM*. When you're not sure where to start to prepare for your next game, grab a copy of this sheet and use it to guide your prep.

You can save copies of these sheets to see how your adventure evolves from session to session, or just to keep a historical record of your game.

CHARACTER TRACKER

This sheet can help you keep track of the player characters in your campaign—the first and often most vital step in game preparation. Putting the characters first and foremost ensures that the rest of your prep keeps the characters in mind, and puts them in the spotlight they deserve. The design of this sheet is purposefully open, to let you write down the things most important to you as you track the characters in your game.

NPC TRACKER

When you're running a game, things are happening fast and furiously. It's easy to completely improvise an NPC, then forget about that character seconds later. This NPC tracker is intended to help you quickly write down NPCs as you create them in your game. Like the character tracker, the design of this sheet has been left open so you can add whatever information you find valuable in your game.

CAMPAIGN PLANNER

The campaign planner sheet follows the campaign building approach discussed in *Return of the Lazy DM*.

Start with the primary campaign hook. This is the one-line description that describes what your campaign is about.

Then move on to the six truths of your world—the six things that set your campaign apart from all the other worlds and campaigns out there. These truths can help your players design their characters, and will help you focus on what makes your campaign unique.

Then go on to your campaign fronts—a concept borrowed from the excellent story-focused RPGs *Apocalypse World* and *Dungeon World*. Each of these fronts represents a primary mover in the campaign's world. This might be three major villains, or it might be a mixture of villains, upcoming events, or major factions in the world.

These fronts represent the major motivators in the campaign that the characters will interact with. Each front has a primary goal and three grim portents. The goal is the point toward which the front moves. The grim portents are the three noticeable events that can take place and reveal to the characters that the front is moving forward. All these concepts are discussed in *Return of the Lazy DM*.

With these sheets in hand, you can easily keep track of your campaigns, adventures, characters, and NPCs, both during preparation and as you play.

SESSION WORKSHEET

THE LAZY DM'S WORKBOOK

CAMPAIGN

SESSION #

DATE

Who are the characters?

What is the strong start?

What scenes might occur?

What secrets and clues might they uncover?

What fantastic locations might they discover?

What NPCs might they meet?

What monsters might they face?

What magic items might they acquire?

CHARACTER TRACKER

Character Name	
Player Name	
Race/Class	
Background	
Ideals, Traits, Flaws, Bonds	
Notes	
Adventuring Group Notes	

NPC TRACKER

THE LAZY DM'S WORKBOOK

NPC Name	
Character Archetype	
Notable Statistics	
Notes and Interactions	

NPC Name	
Character Archetype	
Notable Statistics	
Notes and Interactions	

CAMPAIGN PLANNER

THE LAZY DM'S WORKBOOK

CAMPAIGN HOOK: What is this campaign about? What is the goal?

SIX TRUTHS OF YOUR WORLD: What makes this campaign unique?

CAMPAIGN FRONTS: What are the major moving forces in this campaign?

Front 1:

Goal:

Three Grim Portents:

Front 2:

Goal:

Three Grim Portents:

Front 3:

Goal:

Three Grim Portents:

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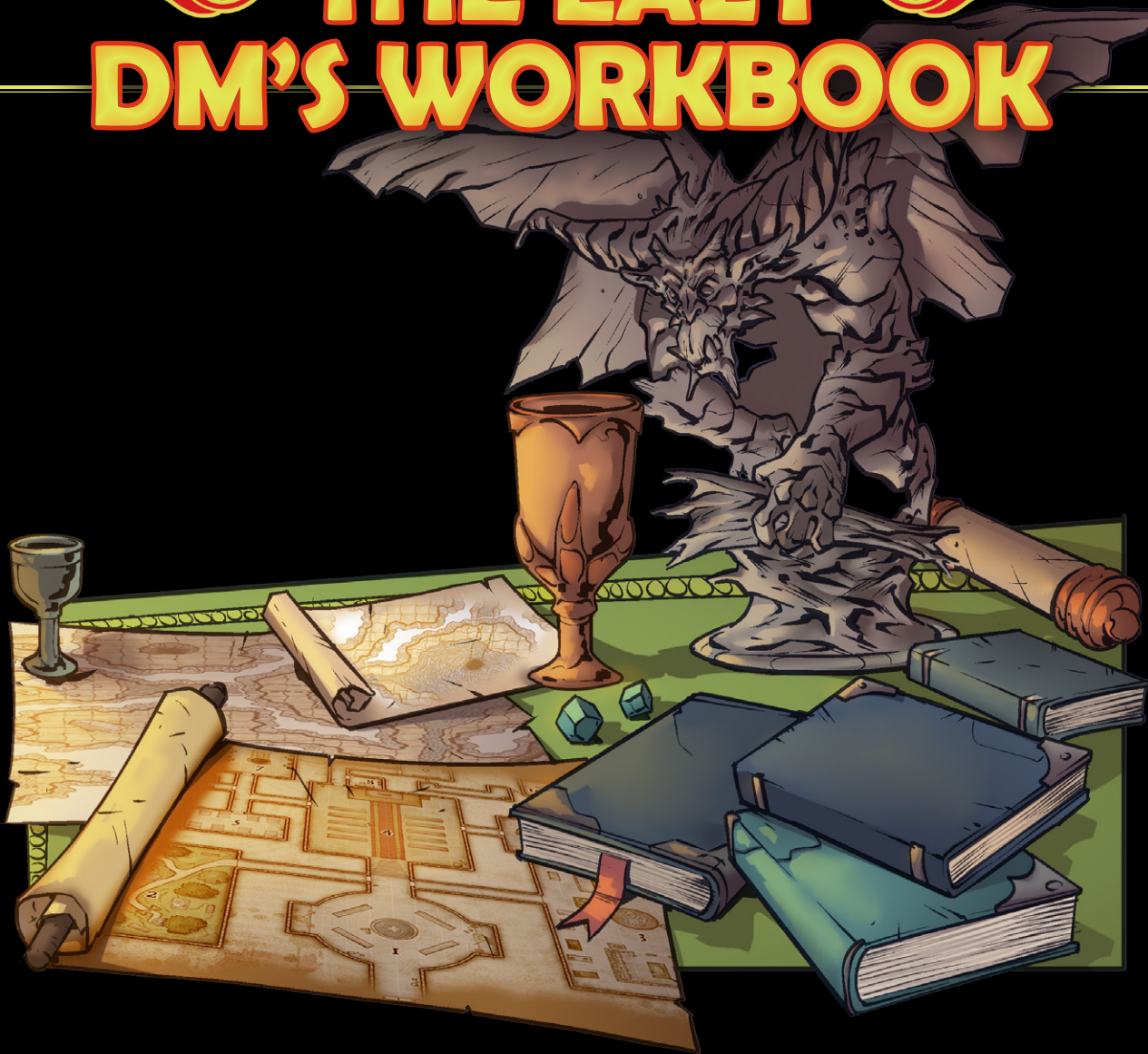
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SLY FLOURISH'S THE LAZY DM'S WORKBOOK



The Lazy DM's Workbook contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game—and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games.

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