

# HERE IS SOME FUCKING D&D

Go to [whothefuckismyndndcharacter.com](http://whothefuckismyndndcharacter.com) and use the first one you get.

## Find Your Fucking Race

Race	Ability
Human	Aw yeah, +10% experience bonus. Racist as fuck.
Dragonborn	Breathe fire or ice or some shit for 1d6 damage. Can't fly.
Dwarf	See in darkness. +1 to hit things with axes and hammers. Smells.
Elf/Half-Elf	Never sleep. +1 to hit things with magic. Beautiful as fuck.
Gnome	Talk to cute woodland creatures and shit. Funny hat.
Halfling	Reroll results of 1 you lucky fuck. Hairy feet.
Half-Orc	+1 to hit things with any weapon. Ugly as shit.
Tiefling	See in darkness. Cast <i>burning hands</i> once per day. So edgy.

## Find Your Fucking Class

Smashy Fucks	Ability
Barbarian	+2 damage with large weapons. Can't read.
Fighter	+2 to armor class because you're a badass fucking tank.
Monk	+2 damage unarmed. You punch and kick for d10 damage.
Paladin	+2 damage to undead. Big time Bible thumper.

  

Sneaky Fucks	
Bard	Always add your level to heroic shit. Jack of all trades.
Ranger	Get an animal companion like a wolf or cheetah or some shit.
Rogue	Backstab from the shadows like a fucking ninja for x3 damage.

  

Magical Fucks	
Cleric	Turn or command undead. Convert heathens.
Druid	Wild shape into a bear or shark or some shit. Awesome.
Sorcerer	Cast 1 more spell per day, but prepare 1 less. Very emo.
Warlock	Blast shit with your Hell powers for 1d6 damage. Super evil.
Wizard	+2 damage with magic. Phenomenal cosmic power. Virgin.

## Choose Your Fucking Equipment

Pick 2 weapons, or 1 weapon and a shield. Some weapons can't be used with a shield. Others can be used with other weapons giving you an extra attack. Others can be held in both hands to deal extra damage. Others need both hands to use. Others are too big to hit fuckers right next to you. **Figure this shit out.** Then choose some fucking armor. No class restrictions because fuck that—unless you're a **Druid**, in which case, pick whatever you want, but it's made from bone and leather and stone and shit.

Weapon	Example	DMG
Small	Dagger, sickle, kama, sap, light pick, handaxe, rock.	d4
Medium	Javelin, shortsword, mace, battleaxe, whip, rapier.	d6
Large	Longsword, greataxe, warhammer, staff, club, flail.	d8
Huge	Lance, greatsword, greatclub, trident, spear, your mom.	d10
Ranged	Sling, shortbow, longbow, crossbow, blowgun.	d8

  

Armor		AC	MV
None	Naked as fuck, noble's clothes, rags, robes.	10	12
Light	Leather, padded, studded, chain shirt.	12	9
Medium	Hide, scale mail, chain mail, breastplate.	14	6
Heavy	Splint mail, banded mail, half plate, full plate.	16	3
Shield	Buckler, heater, kite, parma, pavise, door.	+1	-1

## Determine Your Fucking Hit Points

Start at level 1, all weak and squishy like a baby. Get a number of hit points (HP) equal to your hit die (HD). **Smashy Fucks** have d10 HD, **Sneaky Fucks** have d8 HD, and **Magical Fucks** have d6 HD. So if you're a **Fighter**, which is a member of the **Smashy Fucks** group, you begin with 10 HP.

## Fighting & Shit

**Initiative:** Figure out who goes first and shit. Roll 1d20 + Movement (MV).

**Sneaky Fucks** get +2. Chumps with tons of armor are slower and naked fucks will shank you first.

**Attack:** Roll 1d20 + your level. If it's equal to or greater than the monster's Armor Class (AC), the attack hits. Casting any spell counts as an attack.

**Extra Attacks: Smashy Fucks** get one extra attack every 4 levels. No one else gets that because they're losers. Also, **Warlocks** can blast fuckers every round, even if they've already attacked, because they're evil pricks. Same for **Dragonborn**, because they're badass. (A **Dragonborn Warlock** can't breath fire *and* blast shit *and* attack every round; pick fire or blast each round you greedy fuck.)

**Damage:** Roll the weapon or spell's damage die, and subtract the result from the monster's HP. At zero HP that bitch is dead.

**Recovery:** Get back your max HP after 8 hours of rest, or half your max HP after 4 hours of rest. Don't think too hard about how those broken bones healed.

## Heroics & Shit

Do heroic shit by rolling 1d20 + MV + 1/2 your level, rounded down. A result of 20 or more means you did it. Chug a tankard—it's a celebration, bitches.

**Athletics:** Swimming, jumping, forcing doors open, lifting gates, climbing, and so on are all feats of athletics. **Smashy Fucks** add their level instead of half their level. **Dragonborn**, **Dwarves**, and **Half-Orcs** add a +2 bonus. **Humans** add a +1 bonus.

**Subterfuge:** Sneaking, fucking with locks, hiding, disguises, lying, forgery, picking pockets, and so on are all feats of subterfuge. **Sneaky Fucks** add their level instead of half their level (**Bards** don't get twice their level you greedy fuck.) **Halflings** and **Tieflings** add a +2 bonus. **Humans** add a +1 bonus.

**Lore:** Reading spell scrolls, gathering information, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court, and so on are all feats of lore. **Magical Fucks** add their level instead of half their level. **Gnomes** and **Elves** add a +2 bonus. **Humans** add a +1 bonus.

**Saving Throws:** If you done goofed and a save is required from being poisoned or blown up or some shit, roll 1d20 + your level. **Smashy Fucks** get a +2 bonus on saves against physical shit. **Magical Fucks** get a +2 bonus on saves against magical shit. **Sneaky Fucks** get a +2 bonus on saves against everything because they're all nimble and shit. A result of 20 or more means you did it.

## Magic & Shit

At the beginning of each day, characters with magical powers prepare spells to fuck up their enemies with. Full-casters are **Clerics**, **Druids**, **Sorcerers**, and **Wizards**. Half-casters are **Bards**, **Paladins**, **Rangers**, and **Warlocks**.

**Clerics**, **Druids**, **Paladins**, and **Rangers** get their spells from their god or nature or whatever. **Sorcerers** just know their shit because they're like fucking Jedi. **Bards** keep their spells in a songbook. **Warlocks** make pacts with devils. **Wizards** keep their spells in a spellbook.

## Fucking Spells Table

Level	Spells Prepared		Castings Per Day	
	Full-Caster	Half-Caster	Full-Caster	Half-Caster
1st – 2nd	2	1	2	1
3rd – 4th	3	2	4	2
5th – 6th	4	2	6	3
7th – 8th	5	3	8	4
9th – 10th	6	3	10	5

So check this example and shit: Rick, an 8th-level Ranger half-caster, prepares three spells from the Ranger spell list: *animal summoning*, *barkskin*, and *warp wood*. Since Rick is an 8th-level Ranger half-caster, he can cast four times a day, chosen from his three prepared spells, in any damn combination he pleases.

## Time To Fucking Play Dungeons & Dragons

Find some fuckers you like to hang out with. Get some beer or weed and shit. Everyone makes a character, except one—that person is the **Dungeon Master** and is in charge of all the monsters and whores and kings and your mom.

## Advancing Your Fucking Character

Get new fucking levels by gaining experience (XP). Get XP from spending the phat loot you find in dungeons. Use it for shit like ale and whores and potions and magic swords and wands and boats and castles. New levels require 2000 × your current level in XP. Remember to add your level to attacks and heroic shit. Each time you level up, roll your HD and add that number to your hit point total.

## Cleric & Paladin Spells

**Animate Dead:** Evil pricks can raise skeletons and zombies from bones and dead bodies. Create a number of undead assholes equal to your level.

**Blindness:** Be a real piece of shit and take someone's sight for 1 round per level. Watch them cry. Save to avoid.

**Command:** Tell someone to do something using 1 word, like run, drop, surrender, or sleep. Smart fuckers save to avoid. Don't be a cunt and say die, because it won't work. Lasts for 1 round per level.

**Commune:** Ask your god one all-important question that can be answered with a simple "yes" or "no." Can't be used every day because gods don't have time for your bullshit.

**Create Sustenance:** Make enough food and water for 3 people for an entire day every other level—or just your mom. She hungry.

**Cure Disease:** Take away 1 fucker's disease plus 1 fucker every 2 levels.

**Cure Poison:** Take away 1 fucker's poison plus 1 fucker every 2 levels.

**Cure Wounds:** This is why they brought you along: heal 1d8 damage +1 per level, 2d8 +1 per level at 3rd level, and 3d8 +1 per level at 6th level.

**Darkness:** No one can see in this shit. Lasts for 1 round per level.

**Detect Evil:** Detect nearby evil and shit: demons from Hell, wicked churches, your brother's ex-wife, the Dungeon Master, whatever.

**Flame Strike:** Call down your god's righteous anger and burn 1 fucker to a crisp for 1d8 damage every 2 levels. Double damage to undead. Needs an attack roll.

**Glyph Of Warding:** Inscribe something to stop fuckers from passing, entering, or opening. If they do, zap or burn them for 1d8 damage every 2 levels. At 6th level, you can even paralyze or blind them, which is pretty fucked up.

**Insect Plague:** Get Biblical and shit and call down a horde of creeping, hopping, and flying shit. They will cover a group of fuckers for 10 minutes and hurt them for 1d4 damage every 2 levels.

**Light:** Touched object gives light like a torch for 1 hour per level. Aziz, light!

**Locate Object:** Know which direction something is. At 3rd level, know how far away it is. At 6th level, find things in other dimensions and shit.

**Prayer:** Buff your friends and shit on your foes: +1 on all rolls for the good guys and -1 on all rolls for the bad guys. Lasts until you kill those fuckers dead.

**Remove Curse:** Get rid of 1 fucking curse, like when a person can only moo like a cow or when you can't take off a helmet that blinds you. Curses suck.

**Remove Fear:** Sometimes, shit happens, someone has to deal with it, and who ya gonna call? Affects 1 of your friends plus 1 every 2 levels.

**Sanctuary:** For 1 round per level, assholes that want to hurt you must make a save. Otherwise they're out of luck. You can still be hurt by bullshit that doesn't target you, like lava and tornadoes and shit.

**Speak With Dead:** For 1 minute per level, talk with the dead, but only if you speak their language and shit. They only know what they would have known in life. Solve murders and get paid like that asshole in *Pushing Daisies*.

**Tongues:** Know another fucker's language and talk to them and shit. Lasts for 1 minute per level. Magic, bitch!

## Druid & Ranger Spells

**Animal Friendship:** Make friends with a snake or a fox or some shit. Save to avoid. Spend every day with it and the little fucker will follow you. Teach it tricks.

**Animal Summoning:** 2 fucking animals come and help you fight monsters or carry you across a river or whatever. They stick around for 1 round per level. Every 2 levels, 2 extra animals pile on.

**Barkskin:** Turn some asshole's skin into bark. They get +1 AC plus 1 every 3 levels and it lasts 1 round every 2 levels. Moisturizer not included.

**Call Lightning:** As long as you're outside, summon clouds and a lightning bolt to sizzle some fucker for 1d8 damage every 2 levels. Needs an attack roll. Fucking epic.

**Charm:** Totally trick some poor fucker into being your friend. Save avoids. Doesn't work on people you're attacking. Only lasts a few minutes on especially smart fuckers, but stupid assholes could be stuck with your lame ass forever.

**Commune With Nature:** Get zen as fuck and know 1 fact per level about the surrounding terrain, out to 1/2 mile per level. Doesn't work in dungeons, dumbass.

**Control Winds:** Knock small fuckers over. At 3rd level, knock medium fuckers over. At 6th level, knock large fuckers over. At 9th level, destroy buildings and sink sailing ships. Bitchin'. Save avoids.

**Darkness:** No one can see in this shit. Lasts for 1 round per level.

**Entangle:** Some fucker gets trapped by roots and grass and weeds and shit. Save avoids. Even on a save they're slowed way the fuck down.

**Hallucinatory Forest:** Fake foresty shit appears out to 100 feet per level. Sticks around for good, but super naturey fuckers will know it's fake.

**Insect Plague:** Be hippy as fuck and call down a horde of creeping, hopping, and flying shit. They will cover a group of fuckers for 10 minutes and hurt them for 1d4 damage every 2 levels.

**Pass Without Trace:** You and your friends can move through forest or desert or snow or whatever and leave no footprints or scent. Works great for dwarves.

**Plant Door:** Summon a doorway in a bush or tree or some shit. It leads to a small room that you and your friends can chill in. Lasts for 2 hours per level.

**Plant Growth:** Grow more plants and trees and shit out to 100 feet every 2 levels so that other fuckers have a hard time getting to your boys-only nerd base.

**Speak With Animals:** For 1 minute per level, fucking talk to animals.

**Stone Shape:** 1 foot per level. Escape from prison and shit.

**Transmute Rock To Mud:** 1 foot per level. Tumble castle walls and shit.

**Tree Shape:** Turn into a fucking tree. Or maybe a bush, I don't know.

**Wall Of Thorns:** Make a wall of thorns out to 10 feet per level. It does 1d4 damage + 1d4 per level to fuckers trying to get through it.

**Warp Wood:** 1 foot per level. Fucking ruin walls and floors.

**Water Breathing:** A bunch of fuckers can go underwater and bang mermaids. Lasts for 1 hour per level.

## Bard, Sorcerer, Warlock, & Wizard Spells

**Burning Hands:** Burn several fuckers with a fan of flame for 1d4 damage plus 1d4 every 2 levels. Save for half damage. Also sets shit on fire.

**Contact Other Plane:** Ask otherworldly powers one all-important question that can be answered with a simple "yes" or "no." Can't be used every day because they'll fry your brain like Darth Vader from the Planet Vulcan.

**Dancing Lights:** Trick fuckers with 4 magic lights that dance and move and shit. Lasts for 1 minute per level.

**Darkness:** No one can see in this shit. Lasts for 1 round per level.

**Detect Magic:** Answers the all-important question: is this fucking thing magic?

**Enlarge:** For 3 rounds plus 1 per level, double some fucker's size. They get double damage and weight more and shit. Ask how the air is up there.

**Explosive Runes:** Inscribe something and when a fucker reads it, blast their ass for 1d8 damage plus 1d8 every 2 levels.

**Feather Fall:** Light as a fucking feather, you and your friends gently fall to the ground. Cast it when your bitch-ass gets tossed off a cliff.

**Find Familiar:** Summon an owl or cat or rat or some other Harry Potter shit. The little asshole becomes your faithful friend. You can see through its eyes and hear what it hears out to 100 feet per level.

**Fireball:** Crisp up a whole mess of fuckers for 1d6 damage plus 1d6 every 2 levels. Save for half damage. Also melts the fuck out of shit.

**Floating Disk:** Create a 3-foot concave disc that follows you. It's pretty much for carrying loot, but who fucking cares what you do with it? Can carry 100 pounds per level and lasts for 10 minutes plus 10 every 2 levels.

**Identify:** Get a big-ass diamond. Crush it up. Cast this spell. Know what the fuck you're holding. Does not reveal cursed items, natch.

**Light:** Touched object gives light like a torch for 1 hour per level. Aziz, light!

**Magic Missile:** 3 energy darts hit for 1d4 + 1 damage each. They always hit, no attack roll, no save. 1 extra dart every 2 levels. Old school as fuck.

**Sleep:** Knock a whole mess of fuckers unconscious for 1 round per level. Smart fuckers save to avoid.

**Spider Climb:** Be Spider-Man and shit and climb up walls and walk on the fucking ceiling for 1 round per level.

**Unseen Servant:** An invisible butler does shit for you for 1 hour per level.

**Wall Of Force:** Make a wall of force out to 5 feet per level. It's there forever and extends into the ethereal plane. Great job, dumbass. Increases by 1 foot per level. Make an invisible castle and shit.

**Web:** Shoot out strong, sticky strands of a "white substance." With great power comes great responsibility. Could need an attack roll depending.

## Make Some Fucking Monsters

Pick a size, type, role, and level, and then kill the everliving fuck out of your players. I mean characters. Describe the damage based on what they would be attacking with: claw, pseudopod, longsword, morning breath, whatever. Apply a bonus to the monster's attack based on its level. For kick-ass attacks, make them recharge on a roll of a 5 or 6 on a d6. **And alter this shit however you want.**

## Monster Sizes & Shit

Size	MV	HP	#ATT	DMG
Small	14	×½ HD	1	d4
Medium	12	×1 HD	1	d6
Large	10	×4 HD	2	d8
Huge	8	×8 HD	3	d10
Gargantuan	6	×12 HD	4	d12

So check out this shit: Small fuckers are like goblins and kobolds. Medium fuckers are like skeletons and orcs. Large fuckers are like ogres and trolls. Huge fuckers are like giants and elementals. Gargantuan fuckers are like dragons and your mom.

## Monster Types & Shit

Type	Special
Aberration	Extra eyes. Add tentacles. Read minds. Turn fuckers insane with your otherworldliness. +5 on saves against magical shit.
Animal	Fly, fucker, fly! Or burrow or swim. Charge your ass and do tons of extra damage with its claws and shit. Rip arms off.
Devil	Immune to fire, natch. Banish people to Hell. 100 extra HP. x2 damage. Steal souls. +5 on saves against magical shit.
Dragon	Breathe fire or ice and fly and shit. Hit things with your tail. 200 extra HP. x3 damage. Hoard treasure and magic items.
Elemental	Get earth or water or air spells and cast them. Being near fire elementals does damage 'cuz fire bad.
Fey	Cast <i>charm</i> all the fucking time. Be totally beautiful one moment, hideously ugly the next. Toss fuckers in your oven.
Humanoid	Two arms and two legs. Maybe an extra head? Regular people and weirdos and shit.
Ooze	Creeps into tight spaces and envelops fuckers. Burn with acid and be immune to spells. Multiply when hit. Fuck yeah.
Plant	Entangle fuckers with your roots. Poison or dominate with spores and sap. Walk super slow because, you know, roots.
Robot	It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop.
Undead	Resistance to non-Bible-thumper attacks. Drain levels with a touch. Scare the shit out of characters.

## Monster Roles & Shit

Role	HD	Special
Smashy	d10	+2 on saves against physical shit, one extra attack.
Sneaky	d8	+2 on saves against everything, and sneak attack some fuckers that don't see you for extra damage.
Magical	d6	+2 on saves against magical shit, and get some spells and magic powers and shit.

## Monster Level

So here's the thing: just copy my work. Seriously, there are like nine thousand monsters on the next page and a half and it look me like a week to put them together, all the while fighting through depression and anxiety and shit. Not saying it wasn't fun, and the wine really helped. And yeah, I'm proud of how they came out. A real mix of 1st and 4th and 5th Edition. And I'm not saying all the math works out perfectly, but it'll be smooth enough for your **bitch ass**.

HERE IS SOME FUCKING D&D v2.0 was written and designed by Christopher Green.

Based on HERE'S SOME FUCKIN' D&D, written by Dustin R., and inspired by Searchers of the Unknown by Nicolas Dessaux, and WTFIMD&DC by Ryan J. Grant. Special thanks to Reddit user u/1D13 for coming up with the monster creation formula of size + type + role.

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## Monster Manual

**Banshee.** Level 4 medium smashy undead. AC 12, ST +2 physical, MV 12 (fly, incorporeal), HP 30, #ATT 2 (gaze, touch), DMG 2d10. Immune to non-magical weapons. Wail (1/day): Characters within 30 feet that can hear the banshee drop to 0 hit points; save avoids.

**Black Pudding.** Level 4 large sneaky ooze. AC 12, ST +2 all, MV 10 (climb), HP 32, #ATT 2 (pseudopod), DMG d8. Sneak attack for d6 when hidden. Acid: Touching or hitting the pudding deals d8 acid damage and any non-magical weapon that hits the pudding corrodes. Split: When hit, the pudding splits into two, each one size smaller and with half the hit points of the original.

**Beholder.** Level 8 large magical aberration. AC 16, ST +5 magical, MV 10 (fly), HP 124, #ATT 1 (bite), DMG d8. Central Eye: Creates an area of antimagic in a 150-foot-cone. The beholder decides which way the cone faces and whether the cone is active. Eye Rays: In place of an attack, shoot two of the following eye rays at random: 1) Charm, 2) Paralyze, 3) Fear, 4) Slow, 5) Enervation, 6) Telekinesis, 7) Sleep, 8) Petrification, 9) Disintegration, 10) Death; save avoids.

**Bugbear.** Level 2 medium smashy humanoid. AC 10, ST +2 physical, MV 12, HP 20, #ATT 2 (morningstar, whip), DMG d6. Ambush: If the bugbear surprised the characters, deal 3d6 damage on the first attack.

**Carrion Crawler.** Level 6 large sneaky aberration. AC 14, ST +5 magic, MV 10, HP 82, #ATT 2 (bite, tentacle), DMG d8. Nauseous Stench: Characters within 15 feet are poisoned and slowed. Immobilizing Strike: Attacks cause immobilization; save avoids.

**Displacer Beast.** Level 9 large sneaky animal. AC 17, ST +2 all, MV 10, HP 82, #ATT 2 (bite, tentacle), DMG 2d8. Displacement: Projects an illusion that makes it appear to be standing near its actual location; there is a 50% chance that any hit is actually a miss. Immobilizing Strike: Attacks cause immobilization; save avoids.

**Dragon, Black.** Level 12 gargantuan magical dragon. AC 20, ST +10 magical, MV 6 (fly), HP 272, #ATT 4 (bite, claw, tail), DMG 3d12. Immune to acid. Spellcasting: In place of an attack, cast blindness, command, darkness, or sleep, once each. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Acid Breath [☠️]: In place of all attacks, exhale acid in a 90-foot line. Each creature takes 5d12 damage and is immobilized; save for half damage and is not immobilized.

**Dragon, Blue.** Level 12 huge smashy dragon. AC 20, ST +10 magical, MV 8 (fly), HP 280, #ATT 3 (bite, claw, tail), DMG 3d10. Immune to lightning. Uncontained Lightning: While at less than half hit points, characters within 30 feet take 10 lightning damage. Lightning Breath [☠️]: In place of all attacks, exhale lightning in a 90-foot line. Each creature takes 5d10 damage and is dazed; save for half damaged and is not dazed.

**Dragon, Green.** Level 12 huge magical dragon. AC 20, ST +10 magical, MV 8 (fly), HP 248, #ATT 3 (bite, claw, tail), DMG 3d10. Immune to poison. Spellcasting: In place of an attack, cast charm, entangle, or insect plague, or wall of thorns, once each. Poison Breath [☠️]: In place of all attacks, exhale poisonous gas in a 90-foot cone. Each creature takes 5d10 damage and is poisoned; save for half damage and is not poisoned.

**Dragon, Red.** Level 13 gargantuan smashy dragon. AC 21, ST +10 magical, MV 6 (fly), HP 320, #ATT 5 (bite, claw, tail), DMG 3d12. Immune to fire. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Wing Backblast: In place of an attack, characters within 30 feet are knocked down; save avoids. Fire Breath [☠️]: In place of all attacks, exhale fire in a 90-foot cone. Each creature takes 5d12 damage and is on fire; save for half damage and is not on fire.

**Dragon, White.** Level 11 large sneaky dragon. AC 19, ST +10 magical, MV 10 (fly), HP 232, #ATT 2, DMG 3d8 (bite, claw, tail). Sneak attack for 3d6 when hidden. Immune to cold. Icy Tomb: In place of an attack, characters within 10 feet are immobilized; save avoids. Cold Breath [☠️]: In place of all attacks, exhale ice in a 90-foot cone. Each creature takes 5d8 damage and is slowed; save for half damage and is not slowed.

**Drow.** Level 3 medium magical humanoid. AC 11, ST +2 magical, MV 12, HP 12, #ATT 1 (shortsword, shortbow), DMG d6. Vulnerable to light. Resistance to poison. Spellcasting: In place of an attack, cast darkness, prayer, or spider climb once each. Poisoned Strike: Attacks cause poison; save avoids.

**Duergar.** Level 3 medium sneaky humanoid. AC 11, ST +2 all, MV 12, HP 20, #ATT 1 (battlehammer, crossbow), DMG d6. Vulnerable to light. Resistance to poison. Spellcasting: In place of an attack, cast enlarge once. Underdark Sneak: Invisible until it attacks.

**Elemental, Air.** Level 3 small sneaky elemental. AC 11, ST +2 all, MV 14 (fly), HP 4, #ATT 1 (slam), DMG d4. Sneak attack for d6 when hidden. Storm Grasp: As an attack, grab 1 character; all attacks now target that character.

**Elemental, Earth.** Level 5 large smashy elemental. AC 13, ST +2 physical, MV 10 (burrow), HP 40, #ATT 3 (slam), DMG d8. Flattening Stamp: In place of an attack, characters within 10 feet are knocked down; save avoids.

**Elemental, Fire.** Level 6 huge smashy elemental. AC 14, ST +2 physical, MV 8 (fly), HP 80, #ATT 4 (slam), DMG d10. Seething Flame: While at less than half hit points, characters within 30 feet take 10 fire damage.

**Elemental, Water.** Level 4 medium sneaky elemental. AC 12, ST +2 all, MV 12 (swim), HP 8, #ATT 1 (slam), DMG d6. Sneak attack for d6 when hidden. Surging Waves: In place of an attack, move 1 character 30 feet in any direction; save avoids.

**Ettin.** Level 4 large smashy humanoid. AC 12, ST +2 physical, MV 10, HP 80, #ATT 3 (greatclub), DMG d8. Dual Brain: Ends any mind effect on itself at the end of its turn.

**Gargoyle.** Level 2 medium smashy elemental. AC 10, ST +2 physical, MV 12 (fly), HP 30, #ATT 2 (claw), DMG d6. Rock Tempest: As an attack, shoots sharp rocks at characters within 30 feet for d6 damage.

**Gelatinous Cube.** Level 7 large sneaky ooze. AC 15, ST +2 all, MV 10, HP 132, #ATT 1 (slam), DMG d8. Sneak attack for d6 when hidden. Engulf: In place of an attack, grab 1 character and pull them inside, digesting them for 3d8 damage each round; save avoids.

**Ghost.** Level 5 medium sneaky undead. AC 13, ST +2 all, MV 12 (fly, incorporeal), HP 28, #ATT 1 (touch), DMG 2d6. Sneak attack for d6 when hidden. Immune to non-magical weapons, disease, and poison. Possession (2/day): In place of an attack, enter and dominate 1 character's body. The ghost can't be targeted by attacks except turn undead. Remain until the body drops to 0 HP; save avoids.

**Ghoul.** Level 4 medium smashy undead. AC 12, ST +2 physical, MV 12, HP 30, #ATT 2 (bite, claw), DMG 2d6. Immune to mind effects, disease, and poison. Ravenous Bite: Attacks cause paralysis; save avoids.

**Giant, Fire.** Level 9 huge sneaky humanoid. AC 17, ST +2 all, MV 8, HP 128, #ATT 3 (greatsword, crossbow), DMG d10. Sneak attack for d6 when hidden. Immune to fire. Lava Rain: In place of an attack, characters within 30 feet are on fire; save avoids.

**Giant, Frost.** Level 8 huge magical humanoid. AC 16, ST +2 magical, MV 8, HP 96, #ATT 3 (waraxe, lance), DMG d10. Immune to cold. Spellcasting: In place of an attack, cast iceball, ice strike, or control winds, once each.

**Giant, Hill.** Level 7 huge smashy humanoid. AC 15, ST +2 physical, MV 8, HP 160, #ATT 4 (club, rock), DMG d10. Sweeping Club: In place of an attack, characters within 15 feet are knocked down; save avoids. Rock Hurl: As an attack, a thrown rock pushes a character 10 feet and knocks them down.

**Goblin.** Level 1 small sneaky humanoid. AC 9, ST +2 all, MV 14, HP 8, #ATT 1 (shortsword), DMG d4. Sneak attack for d6 when hidden. Vulnerable to light. Deft Scurry: Moves 10 feet away when missed by an attack.

**Golem, Flesh.** Level 7 medium smashy robot. AC 15, ST +2 physical, MV 12, HP 70, #ATT 2 (claw), DMG d6. Immune to lightning and mind effects. Vulnerable to fire. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids.

**Golem, Iron.** Level 9 medium smashy robot. AC 17, ST +2 physical, MV 12, HP 90, #ATT 2 (longsword), DMG d6. Immune to mind effects. Cleave: As an attack, characters within 5 feet take d6 damage and are knocked down.

**Golem, Stone.** Level 8 medium smashy robot. AC 16, ST +2 physical, MV 12, HP 80, #ATT 2 (club), DMG d6. Immune to mind effects. Death Burst: When killed, characters within 10 feet take d6 damage; save avoids.

**Hobgoblin.** Level 3 medium smashy humanoid. AC 11, ST +2 physical, MV 12, HP 20, #ATT 2 (longsword, longbow), DMG d6. Phalanx Soldier: +2 AC when within 5 feet of another hobgoblin.

**Kobold.** Level 1 small magical humanoid. AC 9, ST +2 magical, MV 14, HP 6, #ATT 1 (dagger), DMG d4. Spellcasting: In place of an attack, cast flame strike, three times.

**Lich.** Level 13 medium magical undead. AC 21, ST +10 magical, MV 12, HP 106, #ATT 3 (claw, gaze), DMG d6. Immune to disease and poison. Spellcasting: In place of an attack, cast animate dead, burning hands, darkness, fireball, magic missile, sleep, time stop, or wall of force, once each. Level Drain [☠️]: As an attack, drain 1 level from 1 character. Power Word Kill (1/day): In place of an attack, 1 character dies instantly. No attack, no save. Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in d10 days within 5 feet of the phylactery.

**Lizardfolk.** Level 2 medium sneaky humanoid. AC 10, ST +2 all, MV 12 (swim), HP 16, #ATT 1 (club, blowgun), DMG d6. Sneak attack for d6 when hidden. Net Toss: As an attack, 1 character is immobilized. Poisoned Strike: Attacks cause poison; save avoids.

**Medusa.** Level 10 medium sneaky fey. AC 18, ST +2 all, MV 12, HP 108, #ATT 3 (shortsword, longbow), DMG d6. Sneak attack for d6 when hidden. Swords to Snakes: Characters within 30 feet believe their weapons have become snakes and they can't be used; save avoids. Petrifying Stare [👁️]: In place of an attack, 1 character within 30 feet that sees the medusa's eyes is turned to stone; save avoids.

**Mimic.** Level 5 medium sneaky robot. AC 13, ST +2 all, MV 12, HP 50, #ATT 1 (bite), DMG d6. Sneak attack for d6 when hidden. Engulf: In place of an attack, grab 1 character and pull it inside, digesting them for 2d8 damage; save avoids.

**Mind Flayer.** Level 10 medium magical aberration. AC 18, ST +5 magic, MV 12, HP 106, #ATT 3 (tentacles), DMG d6. Spellcasting: In place of an attack, cast detect thoughts, levitate, plane shift, or telekinesis, once each. Tentacle Grapple: As an attack, grab 1 character. Extract Brain: Deal 4d6 damage to a grabbed character. Mind Blast [🧠]: In place of all attacks, emit psychic energy in a 90-foot cone. Each creature takes 2d6 damage and is immobilized; save for half damage and is not immobilized.

**Mummy.** Level 10 medium smashy undead. AC 18, ST +2 physical, MV 12, HP 110, #ATT 3 (slam, gaze), DMG d6. Immune to disease and poison. Frightening Presence (1/day): Characters within 30 feet run away in fear; save avoids. Final Curse: The character who kills the mummy is cursed.

**Ogre.** Level 6 large smashy humanoid. AC 14, ST +2 physical, MV 10, HP 80, #ATT 3 (greatclub, javelin), DMG d8. Brutal Sweep: In place of an attack, characters within 5 feet are shoved back 10 feet and knocked down; save avoids.

**Orc.** Level 3 medium smashy humanoid. AC 11, ST +2 physical, MV 12, HP 20, #ATT 2 (greataxe, javelin), DMG d6. Savage Grapple: As an attack, grapple 1 character to the ground and deal 2d6 damage.

**Owlbear.** Level 7 large smashy animal. AC 15, ST +2 physical, MV 10, HP 40, #ATT 3 (bite, talon), DMG 2d8. Talon Grapple: As an attack, grab 1 character. Disembowel: Deal 3d8 damage to a grabbed character.

**Purple Worm.** Level 8 gargantuan sneaky animal. AC 16, ST +2 all, MV 6 (burrow), HP 296, #ATT 4 (bite, tail, slam), DMG 2d12. Sneak attack for d6 when hidden. Devour Whole [👤]: In place of all attacks, grab 1 character and swallow them, digesting them for 3d12 damage each round; save avoids.

**Roc.** Level 9 gargantuan sneaky animal. AC 17, ST +2 all, MV 6 (fly), HP 196, #ATT 4 (bite, talon), DMG 2d12. Sneak attack for d6 when hidden. Talon Snatch [👤]: In place of all attack, grab 1 character and returns to its nest; save avoids.

**Roper.** Level 5 large sneaky aberration. AC 13, ST +5 magic, MV 10 (climb), HP 62, #ATT 2 (bite, tentacle), DMG d8. Sneak attack for d6 when hidden. Reel: As an attack, grab 1 character up to 15 feet away and pull them adjacent.

**Rust Monster.** Level 6 medium sneaky animal. AC 14, ST +2 all, MV 12, HP 72, #ATT 1 (bite), DMG 2d6. Sneak attack for d6 when hidden. Rusting Defense: Metal weapons that hit begin to rust. Rusting Attack: Metal armor begins to rust when hit.

**Shadow.** Level 7 medium sneaky undead. AC 15, ST +2 all, MV 12 (fly, incorporeal), HP 28, #ATT 1 (touch), DMG 2d6. Sneak attack for d6 when hidden. Immune to non-magical weapons, disease, and poison. Level Drain [☠️]: As an attack, drain 1 level from 1 character.

**Skeleton.** Level 1 medium smashy undead. AC 9, ST +2 physical, MV 12, HP 30, #ATT 2 (claw, shortsword), DMG 2d6. Immune to mind effects, disease, and poison. Resistance to slashing and piercing attacks. Boneshard Burst: When killed, characters within 5 feet take d4 damage; save avoids.

**Spider.** Level 2 large sneaky animal. AC 10, ST +2 all, MV 10 (climb), HP 32, #ATT 2 (bite), DMG 2d8. Sneak attack for d6 when hidden. Immune to poison. Spellcasting: In place of an attack, cast web, unlimited times. Devouring Bite: Attacks cause paralysis; save avoids.

**Troll.** Level 6 large smashy humanoid. AC 14, ST +2 physical, MV 10, HP 80, #ATT 3 (bite, claw), DMG d8. Vulnerable to fire and acid. Regeneration: Regains 5 HP every turn unless it took acid or fire damage. Brutal Riposte: When an attack misses, get a free attack.

**Vampire.** Level 11 medium magical undead. AC 19, ST +10 magical, MV 12, HP 106, #ATT 3 (bite, longsword), DMG 2d6. Immune to disease and poison. Vulnerable to light, running water, and stakes. Spellcasting: In place of an attack, cast charm, sleep, or spider climb, twice each. Dominating Gaze: In place of an attack, dominate 1 character; save avoids. Regeneration: Regain 10 HP every turn unless it took light damage. Vanishing Form: Can change into mist or a cloud of bats.

**Werewolf.** Level 4 medium smashy humanoid. AC 12, ST +2 physical, MV 12, HP 20, #ATT 1 (bite), DMG d6. Immune to non-silver weapons. Change Shape: Can alter form to appear as a wolf, human, or hybrid. Lycanthropy: Bit characters become werewolves on the next full moon; save avoids.

**Xorn.** Level 5 medium sneaky elemental. AC 13, ST +2 all, MV 12 (burrow), HP 58, #ATT 1 (bite, claw), DMG d6. Sneak attack for d6 when hidden. Earth Glide: Burrows through earth and stone without disturbing it. Treasure Chomp: As an attack, bite backpacks and pouches, devouring 12d12 coins and d12 gems.

**Zombie.** Level 2 medium smashy undead. AC 10, ST +2 physical, MV 12, HP 30, #ATT 1 (slam), DMG 2d6. Immune to mind effects, disease, and poison. Deathless Hunger: When killed, roll a d20. On a 15 or higher, the zombie is instead at 1 HP.

## Traps & Shit

Dangerous shit is all over, especially in some evil wizard's fucking dungeon. If it could kill a person, it does 1d8 damage. If it could kill a bear, it does 2d8 damage. If it could piss off a dragon, it does 4d8 damage. Characters should make saving throws to avoid traps and poison and falling and shit. Trap examples include collapsing ceilings, crushing walls, giant rolling boulders, and pits.

## Hirelings & Shit

**Torch Bearer (10 gp/day):** AC 8, MV 8, HP 1, #ATT: 0. Holds torch. Can carry loot. Runs away like a bitch at the slightest sign of danger. Might steal from you.

**Guide (50 gp/day):** AC 10, MV 10, HP 4, #ATT 1, DMG 1. Knows how to get places. Great at tying knots. Isn't as much of a pussy as the torch bearer.

**Guard (100 gp/day):** AC 12, MV 12, HP 6, #ATT 1, DMG d4. Will watch you while you sleep, guard your loot, and eat your food. Tells funny stories.

**Expert (500 gp/day):** AC 14, MV 14, HP 10, #ATT 2, DMG d6. Knows how to build shit, like boats and towers and dungeons and castles and siege engines.

**Champion (1000 gp/day):** AC 18, MV 18, HP 20, #ATT 2, DMG d12. The best of the best. Fill up an army with these assholes. Totally loyal cannon fodder.

## Magic Items & Shit

Give the characters cool magic shit. Pick a type of item, like armor, weapon, amulet, staff, ring, cloak, or whatever. Give it a power, like bonus AC or extra damage or invulnerability to fire or whatever. Or let it cast a spell for free every day. Or come up with some wild-ass shit, like an instant fortress, genie's lamp, folding boat, or potion of resisting uggos. Some examples follow.

**Armor Of Resistance:** Heavy armor gives you resistance to fire or lightning or acid or some shit.

**Boots Of Elvenkind:** Oh shit, you don't make any noise when you walk!

**Dancing Sword:** Bitchin' large weapon hovers in the air and fights on its own, giving you another attack. It has to stay within 30 feet of you, though.

**Flying Carpet:** It's a whole new world. A new fantastic point of view.

**Potion Of Gaseous Form:** Turn into a fucking cloud for like an hour. You can't take damage from any attack but wind will seriously screw with you.

**Ring Of Invisibility:** BAM. You're invisible until you attack.

## New Spells & Shit

The spells listed aren't the only spells out there. Fucking give your players new shit so they don't get bored. Travel to other planes of existence or summon devils or stop time or bring people back from the dead or whatever. Some examples follow.

**Meteor Swarm:** Obliterate everything you can see for 10d10 damage. Epic.

**Wish:** Alter reality and get what you want. Be careful how you word your wish, though, because Dungeon Masters dream of the moment they can fuck with some asshole over their wish. And no wishing for more wishes, you greedy fuck.

## Rules Clarifications For Fucking Nerds

**Animal Companion:** It's a small animal like a badger. At 3rd level, it's a medium animal like a wolf. At 6th level, it's a large animal like a bear. If it fucking dies, then just get another one.

**Conditions and Saving Throws:** There's a shit ton of rules here that have no obvious explanation, like immobilized, slowed, dazed, poisoned, cursed, paralyzed, hidden, whatever. The long and short of it? Make it up. Make it difficult. Make it fair. And make it fun.

**Damage Resistance and Vulnerability:** If a fucker has resistance to a damage type, damage of that type is halved against it. If it has vulnerability to a damage type, damage of that type is doubled against it.

**Turn Or Command Undead:** Clerics are in touch with godly powers, and the undead get fucked when in their presence. If you're a pussy who worships good gods, you can turn an amount of minor undead equal to your level every day. At 3rd level, you can turn more powerful undead. At 6th level, destroy minor undead. Turned undead are frightened of you and won't approach for a number of rounds equal to your level. Now, if you're an evil prick, all of the above except you command the undead to do your bidding. Fuck yeah, undead army. If the undead is super strong or smart, then save avoids.

**Wild Shape:** It's a small animal like a fox. At 3rd level, it can be a medium swimming animal like a shark. At 6th level, it can be a large flying animal like a giant eagle. Keep your new shape for 30 minutes per level per day. Go ahead and break that time up into 2 chunks if you want. You can't cast spells while wild shaped because mystical forces don't fucking work like that. While wild shaped, shit you're holding just sort of... disappears. Fuck, I don't know.

## Art Objects

### d50 Scenario

- 1 Large heart-shaped ruby with a small diamond in the center.
- 2 Silver and gold cloak clasp of two griffon heads with eyes of jet.
- 3 Brightly polished copper buttons.
- 4 Wooden triptych of a tree sculpted from the wood of the World Tree.
- 5 Copper door handle of a mantichore head holding a ring in its mouth.
- 6 Armlet of gold encrusted with tiny topazes and ending in two feathers.
- 7 Blood splattered war mask of beaten copper.
- 8 Glass eye with an azurite iris and obsidian pupil.
- 9 Silver pitcher etched with an image of a vineyard.
- 10 Ornate scabbard set with agates of multiple colors.
- 11 Small statue of a great old one carved from an unknown greenish stone.
- 12 Gold signet ring with a small compartment containing a poison pill.
- 13 Horn hair brush inlaid with small peridot stones.
- 14 Hair comb made from a single large amethyst.
- 15 Gold lamp with the City of Brass painted on the sides in ruby dust.
- 16 Cluster of grapes magically turned into solid gold.
- 17 Heavy brass torc ending in clenched fists.
- 18 Silver chest-like reliquary covered in gold accents and filigree.
- 19 Idyllic pastoral landscape painting.
- 20 Copper chalice engraved with a geometric pattern.
- 21 Game board with gold and platinum playing pieces sculpted in the likeness of a former royal court and their bitter rivals.
- 22 Antiquated royal seal in a satin-lined darkwood case.
- 23 Small side table coated in gold, topped in ivory.
- 24 Ivory hair brooch shaped like a rose.
- 25 Platinum and gold headdress decorated with fire opals and aquamarines.
- 26 Sacrificial bronze dagger with a hilt adorned with black opals.
- 27 Spice pot of gold shaped like a mountain, accented with obsidian.
- 28 Small gold phylactery containing the knucklebone of a religious saint.
- 29 Platinum brooch of a fire breathing dragon twisted into a Mobius band.
- 30 Ornate chamber pot adorned in silver.
- 31 Silver butterfly with golden wings set with a myriad of tiny opals.
- 32 White gold bowl decorated with yellow sapphires.
- 33 Mithral statuette of a dwarven king riding a giant boar.
- 34 Fragments of a religious gospel long thought lost.
- 35 Golden sundial with rare gemstones at each hour.
- 36 Human skull goblet with a silver base.
- 37 Bracelet of large obsidian stones linked with gold.
- 38 Puzzle box inlaid with silver and gold.
- 39 Obsidian pendant on a silver chain.
- 40 Bronze brooch of a maple leaf.
- 41 Royal death mask of a queen with aquamarine eyes.
- 42 Solid jade dagger with a gold hilt and sapphire pommel.
- 43 Demonic iron idol with bloodstone eyes.
- 44 Solid gold nugget the size of a human heart.
- 45 Bronze and platinum greatsword used to kill an ancient emperor, its edge stained with blood that will not rub off.
- 46 Gold and sapphire earrings shaped like tulips that faintly ring like bells.
- 47 Deed to an abandoned keep at the edge of the region.
- 48 Ivory hair brush with a handle set with red jaspers.
- 49 Prosthetic bronze hand with ivory fingernails.
- 50 Mirror of beaten silver with a handle resembling gusting clouds.

## Some Fucking Names For People

Adara	Dove	Hux	Nix	Thomas
Adela	Driz	Ilan	Norman	Thrax
Alben	Edwyn	Isabella	Nott	Tig
Alex	Eloise	Jocelyn	Odo	Ulric
Aubrey	Emerson	Jolie	Otik	Uma
Ava	Emmanuel	Josephina	Pax	Ursula
Basher	Ergin	Judge	Pyre	Valdis
Beatrix	Flint	Juliana	Qlu	Veronica
Belryn	Frederick	Karim	Qualyn	Void
Benedict	Frizzle	Katana	Roland	Wallis
Blaze	Gax	Keppu	Rolf	Ward
Book	Gerdie	Kyrus	Rosamund	Wendal
Casper	Gisselle	Mable	Ruk	Wycah
Constance	Gork	Mace	Simon	Yaasir
Cordan	Grenza	Maeve	Sith	Yasmine
Cralen	Griselda	Misery	Stitcher	Yvonne
Cy	Gunter	Mistral	Syrah	Zannik
Del	Harris	Nicolas	Tanis	Zell
Dew	Horn	Nicolle	Tempest	Zod
Diggory	Hugh	Niobe	Therren	Zoria

## Some Fucking Names For Towns

Aerilon	Dry Gulch	Irragin	Oasis	Squall's End
Aquarin	Easthaven	Istersheim	Old Ashton	Swordbreak
Aramoor	Ecrin	Jarn's Outpost	Orrinshire	Tarrin
Azmar	Far Water	Jongvale	Ostwig	Three Streams
Begger's Hole	Firebend	Kara's Vale	Ozryn	Ubbin Falls
Bacoor	Flatfield	Knife's Edge	Pavv	Veritas
Black Hollow	Fool's March	Lakeshore	Pella's Wish	Viol's Garden
Black Rock	Frostford	Leeside	Pinnella Pass	Wavemeet
Blue Field	Garen's Well	Lullin	Pran	Wellspring
Boatwright	Godric's Low	Marren's Eve	Queenstown	Westwend
Briar Glen	Goldcrest	Millstone	Ramshorn	Whiteridge
Brickelwhyte	Goldenleaf	Moonbright	Red Hawk	Willowdale
Broken Shield	Greenflower	Mountmend	Rivermouth	Windrip
Bullmar	Hillfar	Nearon	Saker Keep	Wintervale
Calesaxon	Hogsfeet	New Cresthill	Seameet	Wolfden
Carran	Hollyhead	Newson	Ship's Haven	Xozea
Coalfell	Hull	Northpass	Silverkeep	Xynnar
Cullfield	Hwen	Nuxvar	Snik's Delve	Yarrin
Darkwell	Icemeet	Oakheart	Snowmelt	Yellowseed
Deathfall	Ironforge	Oar's Rest	South Warren	Zumka

## Some Fucking Names For Taverns

d8	The [A Name]	[B Name]
1	Clever	Dragon
2	Dancing	Fairy
3	Fat	Fool
4	Giggling	Jester
5	Nervous	Nymph
6	Prancing	Serpent
7	Salty	Tankard
8	Thirsty	Wench

## Some Random Fucking Quests

d20	Scenario
1	A bureaucrat named Mavis Collins seeks a company of adventurers to protect her from the assassins of the hag of Wraith Vale; moreover, the party must complete the quest without leaving any trace of their involvement.
2	An alchemist named Juliana Sorel seeks a company of adventurers to thwart the monstrous plan of Akambherylliax the Necromancer.
3	A bounty hunter named Waylan Fintis seeks a company of adventurers to discover the fate of a group of pilgrims lost in the Karash Mountains; moreover, the party must complete the quest amidst a terrible plague.
4	A determined priest named Parmoneus Phlox seeks a company of adventurers to expose a corrupt prince who serves Arazuun the Dire; moreover, the party encounters an old ally now working against them.
5	A cryptic dwarf named Adrik Ironhelm seeks a company of adventurers to recover and destroy an evil artifact from the ruins of Azzakh's Hold; moreover, the party encounters an old enemy who is now working with them.
6	A cunning mage named Erland Fisk seeks a company of adventurers to investigate the Pillars of Arcane Fire in the Wyvern Hills.
7	A guarded smuggler named Wil Ohmsford seeks a company of adventurers to rescue the Lady Azriel from the pirates of the Sea of the Violent Deep.
8	A wary merchant named Gaston Frost seeks a company of adventurers to recover a caravan of exotic goods from the goblins of the Burning Jungle.
9	An angry baron named Simkins Everdene seeks a company of adventurers to escort a caravan of food and water safely to the city of Clestone.
10	An arrogant ex-adventurer named Piersim Wayte seeks a company of adventurers to find and explore the ancient ruins of the Vampire Prince.
11	An elf named Lwel seeks a company of adventurers to thwart the monstrous plan of Oni the Grim; moreover, the party must complete the quest before the next full moon.
12	A charming noblewoman named Elenor Marden seeks a company of adventurers to recover and destroy an evil artifact from the lost city of Damor in the Void Bluffs; however, her information is faulty.
13	A frightened duchess named Hazel Leigh seeks a company of adventurers to hunt down and kill the Shadow of Tasset Quarter; moreover, the party must complete the quest within nine days.
14	An elf named Norixus seeks a company of adventurers to investigate mysterious lights which have appeared in the Sinking Quagmire.
15	A stuffy diplomat named Brandt Mockridge seeks a company of adventurers to expose a corrupt paladin who serves Zeiram the Lich; however, the quest is a trap.
16	A cunning astrologer named Borosius seeks a company of adventurers to explore the Cassack Mire; however, his information is faulty.
17	A cryptic enchantress named Zoria seeks a company of adventurers to investigate a magical portal which has appeared in the Ermine Heath.
18	A shady chancellor named Haela Beaumont seeks a company of adventurers to escort a valued family heirloom safely to the capital of Wacot.
19	A guard named Emerson Mondair seeks a company of adventurers to hunt down and capture the notorious highwayman Four-Fingered McKenna.
20	A druid named Eustace Scrubb seeks a company of adventurers to hunt down and destroy the devil of the Whitestone Void.

## Some Random Fucking McGuffins

d10	McGuffin
1	Ancient tome of dangerous lore.
2	Artifact of an elvish hero.
3	Crown jewels of a long-dead sovereign.
4	Imprisoned extraplanar entity.
5	Phylactery of a notorious lich.
6	Soul of a member of a noble house.
7	Spellbook of a long-dead necromancer.
8	Staff of an infamous wizard.
9	Treasury of an ancient dwarven clan.
10	Unhatched dragon egg of unknown origin.