# Random Encounters

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### Randomized Tables & More

- Wounded Rogue: Guild Contracts         (pg. 110)
- The Vision Table                      (pg. 120)
- Mage You Look Arcane Items for Purchase (pg. 130)
- Random NPC Generator                  (pg. 237)
- Adventure-Specific Category Tables   (pg. 245)
- Random Tavern Generator              (pg. 246)
- Random Curse Table                    (pg. 248)
- Party Makeup Maker                    (pg. 250)

### Random Location Generator

Is your party heading through a door but they (and you) don’t have a clue where it leads? Are your adventurers diving through a portal to the unknown? Did they teleport without a sense of their destination? This book is here to help. Start by rolling 1d4 to select a section as outlined on the table below, then roll the requisite dice for that section to determine your random location.

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Sample file
“The Game Master’s Book of Random Encounters is a toolbox packed with ready-to-use ideas, covering a wide variety of situations. You’ll find something useful on every page. No matter what your game-mastering style is, this book will help add depth to your game.”

—The Kind GM, thekindgm.wordpress.com

“This book is so useful! I’m definitely giving a copy to my DM.”

—Madeline Hale, author of Arcane Artifacts and Curious Curios
There’s a reason most tabletop RPGs always have more players wanting to play than game masters able to run games for them. Game-mastering is hard work. It takes time to prepare. It takes time to organize and schedule. It takes time to come up with all of these crazy stories that our players can fall into.

We GMs need help. We need tools to help us run these games. We need to fill in the infinite gaps in worlds that didn’t exist until we thought them up while taking a shower.

This book is one such tool to help you run great roleplaying games. Within it you’ll find a host of adventures you can run as-is or harvest for your own stories. Don’t like the plot? Tear it out and keep the locations. Don’t like the NPCs? Fill them in with the ones your players already love. Every book like this is a ship out on the sea filled with precious booty just waiting for you to come aboard and take it.

And then there are the locations. This book is full of location descriptions, and every one of them includes a map you don’t have to draw. Need an inn? There’s one right here. Need a laboratory? This book has you covered. Each location includes seeds for your own adventures. Many of these locations and adventures include tables you can use to generate your own stories and seed your own ideas. Such tables are powerful; they shake our minds out of the ruts we often fall into and push us into new realms of creativity that couldn’t exist without a random shock to the system.

This book is a wonderful tool to help you run games. Within it is the magic to help you bring entire worlds to life.

Michael Shea
Author of Return of the Lazy Dungeon Master
It’s happened to the best of us: You’re running an adventure with your party—an adventure for which you’ve spent countless hours prepping and planning and painting models. Maybe you spent the better part of three days perfecting the accent for a primary NPC you’re absolutely certain your party will be desperate to follow into the unexplored abyss of a nearby cave system. You’ve run several mental simulations to game out the permutations of how each encounter will unfold—the spells they might cast, the strategy they’ll employ and supplies they’ll utilize to win (or lose) the day. “This session will be perfect,” you think aloud as you reorder your note cards and exhale one last time before welcoming players into your world. And then they say those magic words for which there is no saving throw:

“Can we go shopping?”

Or, “Is there a tavern nearby?”

Or, “Should we not have killed that guy? He was just asking us to help him explore a cave, but his accent seemed evil, so....

And just like that, all your plans go to ruin. These storytelling-by-the-seat-of-your-pants moments are often what make tabletop RPGs such an incredible communal experience. They are also the fastest way for the whole thing to fall apart. Now, maybe this hasn’t happened to you because you are some kind of genius (or an actual wizard) and your players never force you to improvise entire adventures as a direct result of their endless supply of creativity. But you are likely the exception rather than the rule. For everyone else, this book is here to help. While it won’t stop your players from being creative, or meta-gaming, or stabbing the only person who could have helped them solve that mysterious murder from two weeks ago, it will focus your efforts to put them on a new and exciting path—even if that path simply leads to more mayhem.*

*It will. It always does.
**What This Book Is**

*The Game Master’s Book of Random Encounters* is primarily a collection of locations for your players to explore, complete with unique NPCs, randomly generated problems for them to tackle (or avoid) and optional environmental hazards and triggers to keep your sessions exciting even when you don’t exactly know where you plan to go next. Each location is presented on a 5-ft. scale grid and includes detailed descriptions so you’ll know exactly where you are, even when you’re totally lost. There is typical fantasy fare: taverns and inns, underground crypts and houses big and small. There are also less common locations that could serve as a jumping off point for a new adventure: the Dream Archive, the Magnacoil Laboratory or the Temple of the Fall, just to name a few. There’s even an entire section of rooftops, alleys and tunnels for those times when your party is trying to sneak into a location unseen and the cleric fails their stealth roll. The Table of Contents also doubles as a table that will help you choose a completely random location if you want a more chaotic experience.

This book also features eight one-shot adventures that are perfectly suited for a pickup game with new players or as a sidequest during a larger campaign. Each of these adventures are modular, suitable for a range of levels, feature their own built-in variations and could take anywhere from 3-7 hours depending on how you run your game. These adventures center around specific locations detailed in the book, though you are within your rights to augment any and all elements of these stories to suit your needs. You know—like you do with pretty much any resource you turn to as a GM.

There are also tables. So many tables: curses, dreams, killer-for-hire contracts, magical items and names for bars, just to name a few (finally, a reason to use all those d100s you’ve been hoarding that doesn’t involve wild magic). Nearly every location in this book also features a Variant Encounter table, allowing you to bring a challenge to your players without forcing them to leave the comforts of their recently rented bedrooms. And, because you never know who your party is going to want to carouse, cajole or collude with at any given moment, the book features a Random NPC Generator, designed to create a character’s personality, memorable features and driving motivations with a few simple dice rolls. There’s even something called the Party Makeup Maker, designed specifically to help add some inter-player flavor as well as some stakes to those pickup sessions when you’ve got a handful of players ready to roll but absolutely no context for why their specific characters are gathered for this particular adventure.

This book was created using the System Resource Document for the Fifth Edition of the world’s most popular TTRPG but is compatible with as many tabletop RPG systems as you’re willing to translate it into. The license for the SRD is printed for your convenience on pg. 252.

**What This Book Is Not**

*The Game Master’s Book of Random Encounters* strives to be a lot of things, but it isn’t the only book you’ll need to run games at your table. This is not a handbook for players or a dungeon guide for those with a master’s degree. The locations in this book do not all fit together to create a fully-formed campaign setting dripping with lore, nor does the book offer clear answers to every question your players might have about the people, places and things they’ll uncover while poking about in desks, chests or cellar stores. It is, instead, meant to inspire creativity and curiosity in both you and your players, while adding structure when you want it, and adventure when you need it. Which is to say, although system rules were utilized to create these locations and populate them with danger and doom, you’ll still want to be able to reference a rulebook for whatever system you’re planning to incorporate these spaces into, as well as think on the fly when things go awry.

This book is also not perfectly balanced. I don’t know what homebrew you’ve been cooking up or the level you’re running or the magical items your players bring to the table or if your world is one where the sudden death of an NPC is a cataclysmic event that must be immediately investigated by 30d6 griffon riders with flaming longswords. Because every party is different, I leave these locations and the encounters associated with them in your capable hands. If it seems like your party is about to be torn to shreds because of a random dice roll on a Variant Encounter table, adjust the necessary stats or motivations for the creatures in question in order to keep your players alive and carry on. Or kill them. The choice is yours. Just don’t blame this book. It wouldn’t be able to live with itself****.

This book is not a manual full of monsters, nor does it feature a list of spells and their various effects. There are creatures mentioned throughout this title that you’ll find correspond with various ghouls, goblins, orcs and oozes that you likely know on a first name basis, and you’ll find their stats in whatever standard resource you use for encounter building. They’ll be marked bold. Spells and magical items will be italicized for easy reference. NPCs that feature in specific adventures will have detailed stat blocks, but otherwise you should use your discretion for things like hit points, attack stats, magical abilities and a will to live.

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**time varies based on party size, play style and whether or not you TPK everyone during the adventure’s opening scene.**

***though that shouldn’t stop you from acting as though every map presented here is part of the same region or realm.***

****this book is not alive.***
This book is not all things to all people. For example, the adventures presented follow a fairly straightforward narrative design, with fairly obvious plot hooks and (hopefully!) some twists and turns along a relatively clear track. Could they be more complicated? Sure. But then they’d be harder to follow and that’d defeat the purpose of an easy-to-use, pick-up-and-go tome of random side quests. Plus, the scenarios are simple because your party will no doubt find a way to complicate them. There aren’t enough pages in this title to account for every single approach to any given problem each scenario presents, which is why the adventures and encounters detailed offer a few situational notes but should be considered up to your discretion based on how things are shaking out at your table. In other words, if you’re frantically looking for notes on what to do when one of your players uses create/destroy water to fill an NPC’s lungs during an interrogation scene or if you’re trying to track down a description of the comings and goings of every listed NPC to appease members of your party who would prefer to spend 48 hours surveilling a bar before stepping inside it, well, you’re sort of on your own. But hopefully the information that has been provided will make these adjustments come together in a way that feels organic and true to the story you’re telling.

This book is not as good as the one you could have written. That’s not to say it isn’t packed with engaging locations and unique tables (it definitely is). What I mean is, no one knows your party as well as you do, and therefore no one can create adventure modules or random encounters that challenge and surprise them like you. It’s why you’re their GM, not me. This book’s aim is to inspire you to tell better stories at your table. Part of that process is recognizing that if you think you can improve on what’s written here, you absolutely should. That means changing not just the details of the encounters in this book, but the spirit in which you present them—whether you choose to use them at all. If your campaign is tonally dark, with death at every turn and no levity in sight, it’s entirely possible the Steamy Smithy Blacksmith and Day Spa is going to feel out of place. Likewise, if your party is made up of wisecracking weirdos who never met a monster they didn’t try to persuade to be their mascot, the Bone Fields might seem a bit melodramatic. Use your judgement. Follow your players. Or drag them somewhere unexpected. Let me know how it goes.

This book is not trapped.

How To Use This Book

FLAVOR TEXT: When you see text styled like this, it means you should read it out loud to your party to describe specific actions, relay important quotes or share pertinent details of the location or situation they find themselves in.

QUOTE TEXT: When text is styled like this, it’s supplementary and should be used to inform your presentation of a location or NPC.

GM NOTE

A block of text styled like this is meant to draw your attention to a specific element of a story or location and will typically inform character motivations or plot twists for the one-shot adventures. Ignore them at your own peril.

MAPS. The maps detailed on these pages are presented on a grid, and each square represents a 5 ft. x 5 ft. space unless otherwise noted. If you’d prefer to use theater of the mind, feel free to adjust the sizes of different spaces to suit your needs as necessary (which you are also within your rights to do if you are planning to draw these locations out for your players). The maps also feature elements meant to help set a mood or establish general features for interiors that aren’t all outlined in the descriptive copy associated with each illustration. A key explaining what these illustrations are meant to represent is presented to the right. These details are meant to inspire rather than hinder you, so take what you like and ignore the rest as necessary.

VARIANT ENCOUNTERS

At GM discretion, when a party enters one of the locations detailed in this book, roll on the Variant Encounters table associated with the location to determine which encounter to trigger, or select one for yourself. These encounters add flavor, urgency and variety to a given location and are one of the main features of this book—so put them to use! Or don’t. It’s your game.

ENCOUNTER VARIANTS

Similar to the Variant Encounters, these optional adjustments typically refer to a location’s atmosphere, climate or clientele. If you choose to use them, it’s a good
idea to roll on the tables before describing the layout and features of a location to your party, as these options can have a drastic impact on the way players might approach an encounter here. For example, a random pond could be “overgrown” or “frozen” or “teeming with undead.” These are the types of things you’d want to know before your party’s impulsive paladin shouts “CANNONBALL” and plunges into the shallow end. Of course, whether you share this information is entirely up to you.

**Tables**

Each table in this book features an associated dice value. If a table calls for you to roll 1d8, roll an eight-sided die and follow the corresponding number to determine what happens next—you know, just like every roll table in every RPG book that has ever existed.

This book also features references to random tavern (or shop or lodgings or location) tables. These tables, which are generally on the Table of Contents (pgs. 2-3) but also appear elsewhere (pg. 245, mostly), are mentioned in various adventures detailed in this book and are meant to provide a structure for chaos as the adventures unfold. For example, if a primary NPC says “Meet me at the tavern tonight,” you can roll on the Random Taverns table (pg. 245) to determine which tavern the NPC has chosen for drinks. If the tavern you roll in this scenario is a tavern you’ve established as being a big part of a small town the party encountered earlier, roll again, or present the tavern as part of an expanding franchise, or use the Random Tavern Generator (pg. 246) to present a new name for the location while sticking with the same map. When playing through the one-shot adventures, it’s helpful to determine each random location ahead of time as detailed in the “Setting Up” portion of each adventure. Or just wing it.

**WITHOUT FURTHER ADO,** please enjoy *The Game Master’s Book of Random Encounters*. Hopefully it’ll help make your games easier to run so you can concentrate on the stuff that matters to you and your party. When in doubt, just have everyone roll initiative but don’t say why. They’ll make their own adventures.

**Doors, Windows and Hidden Loot**

The maps in this book feature several recurring features. Here’s a key:

- **DOOR.** This is an entrance into the space. If it’s locked, a DC associated with picking the lock will be listed.
- **WINDOW.** This is a window. It works like a door, only smaller, and lets light in.
- **BED.** This is a bed—a great place for a character to lay their head after a long day in order to benefit from a long rest.
- **FURNITURE.** Your party will find tables and chairs and bars and plenty of desks on their adventures. The locations of these items are marked clearly on the map, but you should describe what the party might find in a desk drawer or under a table at your discretion should they start poking around.
- **TREASURE CHEST.** This is meant to represent a trunk or chest or hiding space for valuables. Because a treasure cache can have a significant impact on your game’s economy, these chests should be considered empty unless you fill them with loot, or the text describes something specific.
- **WATER.** Squares styled like this indicate a body of water (or some other liquid at GM discretion).
- **LADDER.** This is a ladder, which can be used to climb up or down, depending on your intentions for a space.
- **TRAP DOOR.** This is a door in a floor or the ground that leads to another location (at GM discretion) unless otherwise noted.
- **UNDERGROUND.** Most of the maps are of locations that exist above ground, but some that feature this treatment around the walls are beneath it. This fact is also detailed in the copy.
ONE-SHOT ADVENTURES

A collection of stories you can engage in during a single session (or over the course of a few weeks), these adventures use locations specific to their respective plots as well as more generic locations drawn from throughout the book.
12
PRESTO CHANGE-O
A budding businessman gets in over his head.

24
MOTHER KNOWS BEST
It’s a family affair in this battle with evil cultists.

32
SPECIAL DELIVERY
The party has one job. Then it becomes several.

42
AN ACTOR’S LIFE
A birthday party gets dangerously theatrical.

58
TOMB OF THE FORGOTTEN PALADIN
A talking sword leads the party on a deadly quest.

68
NATURE VS. NURTURE
A powerful druid pulls the party into politics.

78
ONE LAST JOB
A senile thief holds the key to a vast fortune.

92
THE PORTAL PRISON
The party must ally themselves with a murderous mage.
The entrance to FeatFest is a colorful affair and a feast for the senses. The smell of spit-roasted meat permeates the air, and tests of skill seem to present themselves at every turn. It is, for many in the region, the happiest day of the year and smiles adorn every face.

Notable details include:
- A small fighting ring where a grappler named Tater Von Spud is taking on challengers.
- An archery range where a female half-elf compels players to try their luck at hitting a moving target.
- A meat pie-eating contest led by a heavy-set human male.
- A covered wagon that’s been turned into a traveling storefront, described below.
Whether or not anyone in the party chooses to try one of Presto’s potions (see table at right), he will direct his assistant Hold Hammerhearth to offer one to Tater Von Spud, a strongman in his own right but who, after consuming, attests he feels much stronger. As if to prove the point, Tater lifts two other festivalgoers directly over his head without breaking a sweat. As soon as it appears Presto’s potions are effective, there is a run on the small little shop from the attendant crowd, who begin clamoring for a chance at greatness. The crowd gets louder and more animated as the potions take effect and begin granting them everything Presto promised.

If the party wishes, Presto has numerous potions to sample, free of charge. Note: Potion effects do not stack, and Presto only has one sample per person.

Once the run on Presto’s sample supply has come to a close, he encourages all who have sampled his wares to try their hand at some of FeatFest’s games of skill. Players should feel free to explore FeatFest for opportunities to test the potions’ efficacy. Exploring FeatFest under the influence of Presto’s potions could feel like an adventure unto itself, as players test their newfound abilities at the festival’s various booths along the midway.

This stage of the adventure should last as long as your players’ attention requires.

### Presto’s Potions

**Jolly Giant Strength Potion**

“*You’ll feel as strong as 10 of you!*”
+5 to Strength modifier and advantage on Athletics checks for one hour.

**Potion of Elvish Aiming**

“*Hit any target you can see—and see them all!*”
+5 to Dexterity modifier and advantage on ranged weapon attacks for one hour.

**Rock and a Hard Place Potion**

“If you take a hit, you’ll barely notice!”
+1 to AC and 40 temporary hit points for one hour.

**Brain-Booster Serum**

“You’ll feel smarter. But you knew that already!”
+5 to Intelligence modifier and advantage on Investigation checks for one hour.

**Sage Wisdom Potion**

*Like having lived 100 years in 10 minutes!*
+5 to Wisdom modifier and advantage on Insight checks for one hour.

**Potion of Fiery Charisma**

“The gift of gab in a delightfully spicy syrup!”
+5 to Charisma modifier and advantage on Persuasion checks for one hour.

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**Part 2: The High Price of Free Stuff**

As Presto marvels at the success of his first foray into self-promotion, a loud groan and sudden shriek can be heard emanating from the fighting pit, as Tater Von Spud suddenly starts to double in size, his skin stretching, bones creaking, eyes wide with fear and confusion. He leaps out of the fighting pit in a blind rage and charges out the entrance of FeatFest, across the street and headlong into the nearest storefront (roll on the Random Shops & Guilds table, pg. 245), crashing through its outer wall.

Recognizing a group who can handle themselves, Presto quickly encourages the party to subdue but not kill the grappler, and offers them gold for their trouble. He is as bewildered by this event as anyone else and has no answer for why it’s taken place—but he does fear for Tater’s safety and is insistent that the party help him keep the peace. He’ll pay whatever it takes.

**Encounter Variant (optional): Potions Have Consequences**

At the end of Part 2 of this adventure, each member of the party who sampled a potion from Presto’s cart must succeed on a DC 12 Constitution saving throw. On a failed save, the following additional potion effects are triggered:

**Jolly Giant Strength Potion**

The creature finds everything hilarious and at the start of each turn must make a Wisdom saving throw (DC 10) or fall prone in a giggle fit.

**Potion of Elvish Aiming**

The creature has disadvantage on all saving throws, as their vision is so keen they are overwhelmed.

**Rock and a Hard Place Potion**

The creature feels their flesh start to burn from underneath, suffering 20 points of acid damage and 2 points of exhaustion.

**Brain-Booster Serum**

The creature’s synapses are firing so fast they can’t focus. They have -5 to Charisma and disadvantage on Concentration saves.

**Sage Wisdom Potion**

The creature ages 100 years. Their movement is reduced by half and their Intelligence is reduced by 2 as senility sets in.

**Potion of Fiery Charisma**

The creature’s tongue moves so rapidly that each time they speak small flames shoot out, dealing 1d6 fire damage to anyone directly in front of them.
If the party gives chase, they encounter the raging Tater within the shop. The grappler is now a berserker with 24 (+7) Strength, whose preferred attack method is to grapple and throw members of the party at one another. If the party manages to subdue Tater, they hear more screams emanating from FeatFest.

**PART 3: PITCHFORKS ARE OUT**

Investigating the source of the commotion at FeatFest reveals dozens of attendees in the throes of dramatic transformations. Giant, hulking mothers awkwardly chase after their unruly, fire-breathing children. A few attendees hoping to increase their speed now teeter on monstrous, stilts-like legs that are at least 20 ft. long. A lovely couple who were wrapped in an amorous embrace after the effects of Presto’s patent-pending “Sealed with a Kiss” love potion took hold are now attempting to eat one another. It is, in short, an absolute horror show—and Presto is right in the middle, sweating, swearing and screaming for aid.

Presto begs the party to protect him and escort him to his shop, claiming he must have been sabotaged. He’s certain he has a way to reverse this mess: it’s all in his notebook back in his study. He is both genuine in his desire to solve the problem and genuinely terrified, as angry customers surround him hoping to secure some retribution.

A DC 12 Intelligence (Arcana) check would reveal that most, if not all, of these afflictions could likely be removed with the power of a greater restoration spell, but with so many afflicted, Presto is certain he has a faster solution within his study and encourages the party to help him get to it.

**Variant Encounter (optional)**

**FeatFest Gone Wild**

Roll 1d8 per party member to determine what variety of festivalgoers are menacing Presto. Because Presto dispensed multiple samples of similar potions, a repeated number indicates more than one person was affected by the same type of potion in a similar way.

**1d8 Presto is under attack from…**

1. A human whose anti-aging cream transformed them into an Ageless Hag (pg. 18).
2. A Flame-Spitting Toddler (pg. 18) who shoots gouts of fire each time they open their mouth.
3. A formerly shy half-elf who is now a Shy Banshee (pg. 18) with self control issues.
4. A balding human whose hair tonic turned him into a Balding Werewolf (pg. 19).
5. An ax-wielding Towering Halfling (pg. 19) whose wish to be taller blew up in his face.
6. A dwarven man who wanted clear skin is now an Acid Dwarf (pg. 19) with a melting face.
7. A Stone-Fisted Brawler (pg. 19) who is looking for someone to punch.
8. GM’s choice OR roll 2d8 and add 2 more FeatFest-goers.

**PART 4: TO THE ALCHEMIST’S!**

After escaping from FeatFest, Presto leads the party through the narrow stone streets of the town as quickly as he can. The town is in chaos, as those who attended the festival but didn’t partake in any of Presto’s wares are hurriedly fleeing in fear from those who did.

At GM discretion, use the maps on pg. 221–225, rolling three times on the Random Rooftops & Alleys table on pg. 221 to determine which street leads where. If an alleyway suggests an encounter, replace the antagonist(s) with entries from the FeatFest Gone Wild table.

Alternatively, allow your players to shuttle Presto to his shop as efficiently, quickly and/or stealthily as possible.

As you journey to Presto’s shop, he starts lamenting his circumstances. “I swear on my life, I don’t know why this is happening. Hold and I tested these potions with exacting standards—the best! The top! Presto Change-Ohhhh my Gods there’s more of them!”

Upon arrival at Presto’s shop (which is less a shop and more of a lodging), even the least perceptive member of the party can tell the place has been ransacked. Scattered papers and smashed vials line the floor, a number of drawers have been pulled out of a small wooden desk and emptied whole hog on the floor, and even Presto’s wardrobe has been tipped over, his prize collection of topcoats and fancy hats in a heap underneath the smashed piece of furniture.

Upon examining the wreckage of his home and place of business, determined by rolling on the Random Residences table (pg. 245), Presto’s heart sinks. “My journal…it’s gone,” he explains, pointing to a small hidden panel cracked along the wardrobe’s back. “Who would do this?”

**PART 5: SEARCHING FOR CLUES**

Upon arrival at Presto’s shop (which is less a shop and more of a lodging), even the least perceptive member of the party can tell the place has been ransacked. Scattered papers and smashed vials line the floor, a number of drawers have been pulled out of a small wooden desk and emptied whole hog on the floor, and even Presto’s wardrobe has been tipped over, his prize collection of topcoats and fancy hats in a heap underneath the smashed piece of furniture.

Upon examining the wreckage of his home and place of business, determined by rolling on the Random Residences table (pg. 245), Presto’s heart sinks. “My journal…it’s gone,” he explains, pointing to a small hidden panel cracked along the wardrobe’s back. “Who would do this?”
Any player choosing to investigate the scene of this crime will find a big mess and a lot of spilled potions, as well as green chemical burns along the floor in certain areas where some of the more volatile ingredients in Presto’s potions have seeped into the woodwork. A player succeeding on a DC 15 Intelligence (Investigation) check will notice two pieces of folded parchment (pictured here) among the mess.

If no player succeeds on this check, Presto can offer a potion that promises to “help them see more clearly,” boosting their Perception and Investigation skills by +5 for one hour. Under the influence of this potion, they can look again. Presto can also take the potion himself and discover the parchment.

Upon reviewing the contents of the discovered parchment, it all clicks into place for Presto:

“Hold. I can’t believe it. We worked together for years, perfecting our methods—he never asked for more pay, he always showed up on time. He mixed all the potions for FeastFest while I finalized my sales pitch.... And now I find out he’s been planning to stab me in the back! You think you know someone, then, Prest—Presto Change—[sobs] Ohhhh, you have to find him. If he has my notebook, then he has my formulas. You have to find him!”

Looking around Presto’s shop, the party sees numerous unlabeled vials that are still intact. Presto offers them to the group if they promise to bring Hold to justice.

**Presto’s Personal Potion Stash**

- 1d4 potion(s) of haste
- 1d4 potion(s) of perception (pg. 17)
- 1d4 potion(s) of long rest (pg. 17)
- 1d4 potion(s) of greater healing
- 1 potion of enlarge
- 1 potion of spider climb

We also regret to inform you we will be unable to complete the requested print run of flyers in time to be distributed at FeastFest, as our staff are planning to attend the event. Surely you understand.

Good luck with your new business and many blessings for opening day.

—Patsy Prince

Patsy’s Princely Print Shop

---

**Potion Reversal | Limb Regeneration | The Finest Hats**

**Hammerhearth’s Healing and Haberdashery**

“The Cure for What Ails, Even If What Ails Was a Cure”

To: Mr. Hold Hammerhearth  
From: Patsy’s Princely Print Shop

Dear Mr. Hammerhearth,

Please see the attached final proof for your recent order. We apologize we could not fit “Hammerhearth’s Healing and Haberdashery” on the same line, as you requested. It’s still a lovely name for a shop, however, and we wish you great success.

We also regret to inform you we will be unable to complete the requested print run of flyers in time to be distributed at FeastFest, as our staff are planning to attend the event. Surely you understand.

Good luck with your new business and many blessings for opening day.

—Patsy Prince  
Patsy’s Princely Print Shop
Taking the *potion of perception* reveals just enough of the scent of Hold’s cologne in the air to track his path through the streets toward the print shop. If none in the party choose to avail themselves of Presto’s *potion of perception*, Presto can lead them outside, suggesting they check in with the print shop to see if he’s gone to pick up his fliers.

**PART 6: THE CHASE IS ON**

As the party travels toward the print shop, either with or without Presto, they see a figure who looks an awful lot like Hold Hammerhearth slipping into a sewer grate at the end of a nearby alleyway.

If they choose to give chase, roll three times on the Random Tunnel table on pg. 229 to determine the environment into which the party is following Hold, who always seems to be just out of reach of their spells and weapons.

Hold evades the party through a series of three tunnels—they’re following his shadow more than the man—and is attempting to slow them down any way he can. He’s on his way to the underground lab where he’s been developing potions behind Presto’s back.

If the party loses sight of Hold, they’ll eventually run into a tunnel with a large wooden door at the end, with sounds echoing from within what appears to be Hold’s Stronghold (pg. 23).

**Variant Encounter (Optional)**

**Hold’s Helpers**

Upon being pursued by the party, Hold panics and starts throwing random vials at them or at nearby creatures. Roll 1d6 on the table below for each tunnel entered.

<table>
<thead>
<tr>
<th>1d6</th>
<th>In an effort to escape, Hold...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>...throws an <em>enlarge</em> potion at 1d4 rats, who become large and aggressive.</td>
</tr>
<tr>
<td>2</td>
<td>...pitches a potion at a spider’s web, which immediately creates a <em>giant spider</em>.</td>
</tr>
<tr>
<td>3</td>
<td>...hurls a potion at the party, which creates a <em>fireball</em> 10 ft. ahead of them.</td>
</tr>
<tr>
<td>4</td>
<td>...quickly consumes a potion and suddenly disappears.</td>
</tr>
<tr>
<td>5</td>
<td>...slams a vial against a wall, which collapses, revealing the lair of an angry sewer <em>crocodile</em>.</td>
</tr>
<tr>
<td>6</td>
<td>...has set a trap in this portion of the tunnel using glass jars of acid. The tripwire is easy enough to notice (DC 15). If it’s tripped, 1d4 members of the party take 2d4 acid damage on a failed DC 12 Dexterity saving throw.</td>
</tr>
</tbody>
</table>

Hold will fight until subdued or killed. The effects of his potions will last for one hour. The party can choose to handle the encounter however they see fit.

Players attempting to converse with Hold in an effort to reason with, persuade or intimidate him will find him too enraged and potion-powered to make much headway, and are more likely to be met with a thrown barrel to the face than a handshake or acknowledgement of his own wrongdoing.

The barrels in Hold’s shop are full of various liquids and chemicals and can produce their own hazards when thrown (see pg. 23).

**PART 7: HOLD’S STRONGHOLD**

An acrid, chemical smell hits your nostrils as you suddenly find yourself in a dark, warehouse-like space, a long forgotten storeroom that has been transformed into a mad alchemist’s laboratory. A row of barrels lines the back wall of the space and you hear harried clattering coming from behind them. Along the opposite wall is a pristine collection of vials in various shapes and sizes. A few more vials smash and an awful groan carries over the barrel wall. A giant dwarven head rises just over the wall as Hold triples in size.

Hold will fight until subdued or killed. The effects of his potions will last for one hour. The party can choose to handle the encounter however they see fit.

Players attempting to converse with Hold in an effort to reason with, persuade or intimidate him will find him too enraged and potion-powered to make much headway, and are more likely to be met with a thrown barrel to the face than a handshake or acknowledgement of his own wrongdoing.

The barrels in Hold’s shop are full of various liquids and chemicals and can produce their own hazards when thrown (see pg. 23).

**PART 8: CHANGE-O PRESTO**

If he isn’t already in the warehouse, Presto arrives just in time to see Hold defeated (or, less optimistically, the last member of the party fall). Presto is shocked and unnerved by the entire circumstance and equally miffed Hold would go to all this trouble to build a business right under his nose. Grateful, he declares the party can have anything they find in the room as spoils for their efforts (with the exception of his notebook, and any potions of *greater restoration*, which he needs to solve the city’s poisoned potion problem).

If the party is successful in subduing or defeating Hold, on his person they will find...

- Presto’s notebook, containing his formula for a *greater restoration* potion
- 800gp-worth of coin, stolen from Presto’s shop
- 1d4 *potion(s) of enlarge*
- 1d4 *potion(s) of the stone giant*
- 1d4 *potion(s) of constitution* (pg. 17)

If the party presses Presto for more of a reward, he will offer each member one *potion of greater restoration* once he completes the mixing process. He asks if they’ll be willing to help him carry a barrel back up to his shop, from whence he can distribute it to those in need.
Hold’s collection of hats, assuming they are still intact, are also available for the party to pilfer.

Hold’s personal hat is a magic item.

**Hold Hammerhearth’s Hat**

Wondrous Item, RARE; 475gp. Requires attunement.

A fancy wool top hat with a golden eagle feather, this hat was handmade by Hold Hammerhearth as a means of helping him deceive his former employer, Preston Glimbow.

Offers +2 and advantage on Charisma (Deception) checks; makes the wearer appear slightly taller; is particularly fancy.

**Potion of Perception**

Wondrous Item (Potion)

Uncommon, 120gp

Drinking this potion adds +5 to your Wisdom (Perception) and Intelligence (Investigation) checks for one hour.

**Potion of Long Rest**

Wondrous Item (Potion)

Very rare, 650gp

Drinking this potion grants you all the benefits of a long rest without having to bed down for the night.

**Potion of Constitution**

Wondrous Item (Potion)

Rare, 300gp

Drinking this potion adds +5 to your Constitution modifier for one hour.

---

**Important NPCs**

Useful information about the key characters in this adventure. All NPCs listed speak Common. They can speak any other languages at GM discretion.

**Preston Glimbow aka “The Amazing Presto”**

Medium half-elf, chaotic good

An up-tempo salesman with big dreams and a flair for the dramatic, Preston Glimbow believes he makes the best potions money can buy.

**Armor Class**

10

**Hit Points**

40

**Speed**

30 ft.

**STR**

10 (+0)

**DEX**

10 (+0)

**CON**

10 (+0)

**INT**

16 (+3)

**WIS**

12 (+1)

**CHA**

16 (+3)

**Saving Throws**

INT +6, WIS +4

**Skills**

Arcana +6, History +6, Alchemist’s Kit +9

**Senses**

Passive Perception 11

**Actions**

Alchemist’s Fire. Ranged Weapon Attack: +3 to hit, range 20/60 ft. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Acid Vial. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 11 (2d8 + 3) acid damage.

---

**Hold Hammerhearth**

Medium dwarf, chaotic neutral

A dwarf with an axe to grind, Hold has been working with Preston Glimbow as an assistant for years and is now ready to open his own store. He sabotages Presto’s potions in an effort to ruin his employer’s reputation. He is reserved and a bit gruff but enjoys talking about hats.

**Armor Class**

12 (studded leather)

**Hit Points**

40

**Speed**

20 ft.

**STR**

12 (+1)

**DEX**

10 (+0)

**CON**

14 (+2)

**INT**

16 (+3)

**WIS**

12 (+1)

**CHA**

16 (+3)

**Saving Throws**

INT +6, WIS +4

**Skills**

Arcana +6, History +6, Alchemist’s Kit +9, Deception +9 with advantage

**Senses**

Passive Perception 11

**Actions**

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.
**One-Shot Adventures**

**The FeatFesters**

These individuals become transformed by Presto’s corrupted potions.

---

**Tater Von Spud**

This roving grappler is known for his goading taunts and skills in the fighter’s pit. After taking one of Presto’s strength potions, he gains more strength, as well as some unwelcome side effects.

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13 (hide armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>45</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
--- | --- | --- | --- | --- | --- |
16 | 12 | 16 | 9 | 11 | 12 |
(+3) | (+1) | (+3) | (-1) | (+0) | (+1) |

**Senses** Passive Perception 10

**Grappler.** Has advantage on attack rolls against a creature he is grappling. Can use his action to try to pin a creature grappled by him. To do so, Tater makes another grapple check. On a success, he and the creature are both restrained until the grapple ends.

**Reckless.** At the start of his turn, Tater can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

**Actions**

**Multiattack.** Tater Von Spud makes two attacks.

**Grapple.** Tater Von Spud makes a grapple attack (contested Strength) against a target.

**Throw.** Tater Von Spud will throw a grappled creature up to 20 ft. The creature takes 2d6 bludgeoning damage upon impact. If thrown at another creature, that creature must make a DC 15 Strength saving throw or take the same damage and be knocked prone.

---

**Ageless Hag**

An anti-aging cream turned this woman into a horrible hag.

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>17 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>22</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
--- | --- | --- | --- | --- | --- |
18 | 12 | 16 | 13 | 14 | 14 |
(+4) | (+1) | (+3) | (+1) | (+2) | (+2) |

**Actions**

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) slashing damage.

---

**Flame-Spitting Toddler**

This youngster breathes fire every time it opens its mouth.

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>4</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
--- | --- | --- | --- | --- | --- |
10 | 10 | 10 | 10 | 10 | 10 |
(+0) | (+0) | (+0) | (+0) | (+0) | (+0) |

**Actions**

**Burning Babble.** The toddler opens its mouth to speak and a gout of flames erupts in a 15-ft. cone. Each creature in the cone must make a DC 12 Dexterity saving throw or take 2d6 damage on a failed save, and half as much damage on a successful one.

---

**Shy Banshee**

This shy half-elf is now screaming like a banshee.

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>16</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
--- | --- | --- | --- | --- | --- |
10 | 10 | 10 | 10 | 10 | 10 |
(+0) | (+0) | (+0) | (+0) | (+0) | (+0) |

**Actions**

**Courageous Wail** (Recharge 5-6). The half-elf screams like a person who’s just discovered their true voice for the first time, in a piercing, ear-splitting screech. This sound has no effect on constructs and undead. All other creatures within 30 ft. of her that can hear her must make a DC 12 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 6 (2d6) psychic damage.
**The Balding Werewolf**

This individual was hoping for a cureall to fix male-patterned baldness but got more fur than he was hoping for.

Armor Class 12 (hybrid form)

Hit Points 34

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR (15) (+2)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Actions**

**Multiattack.** The werewolf makes two attacks: One with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

---

**Acid Dwarf**

This poor soul was hoping for an alluring tonic to attract a love interest but is now covered in skin-melting acid.

Armor Class 10

Hit Points 12

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR (10) (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Acidic Aura.** Any creature that ends their turn within 5 ft. of this creature takes 1d6 acid damage.

**Actions**

**Touch flesh.** The dwarf makes a melee attack against a creature, its acidic fingers clinging to any bare flesh it can find. On a hit, the target takes 4 (1d8) acid damage.

---

**Stone-fisted Brawler**

This individual was only trying to gain an edge for their next fight. Now both their hands are made of stone. How are they supposed to raise a glass after they win a bout?

Armor Class 12 (leather armor)

Hit Points 13

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR (14 (+2))</td>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Attack**

**Stone punch.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

---

**Hulking Hold Hammerhearth**

Large monstrosity

Armor Class 17 (natural armor)

Hit Points 80

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR (23 (+6))</td>
<td>14 (+2)</td>
<td>18 (+4)</td>
<td>16 (+3)</td>
<td>12 (+1)</td>
<td>9 (-1)</td>
</tr>
</tbody>
</table>

**Saving Throws** INT +6, WIS +4

**Skills** Arcana +6, History +6, Alchemist’s Kit +9, Deception +9 with advantage

**Senses** Passive Perception 11

**Actions**

**Multiattack.** Hold can make 2 attacks.

**Grapple.** Hold can attempt to grapple a creature, with advantage.

**Barrel Throw.** Hold can throw a barrel as a melee or ranged (30/60) attack for (2d6)+6 bludgeoning damage.

**Hammer Toss.** (costs 2 attacks) Hold can attempt to grapple a creature and throw it up to 60 ft. as one action, for (2d4)+6 bludgeoning damage. If he aims at another creature, have them make a DC 15 Dexterity saving throw to jump out of the way or take the same bludgeoning damage.

---

**Towering Halfling**

This vertically challenged individual is much lankier than he’d hoped to be and is teetering on stilt-like, 15-ft.-tall legs.

Armor Class 10

Hit Points 8

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR (10) (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Too Tall.** Each time this halfling makes an attack with his greataxe he must succeed on a DC 15 Dexterity saving throw or fall prone and suffer 1d6 bludgeoning damage as he loses his balance and topples over.

**Actions**

**Greataxe.** Melee Attack: +4 to hit, reach 15 ft., one creature. Hit: 8 (1d12 + 2) slashing damage.