

Dm's Oh Sh!t Sheet: Names, Encounters, and Traps

Male

Adar
Aiken
Baldric
Balfour
Cade
Caradoc
Dabne
Darrow
Egan
Eldon
Fabian
Fenn
Garrett
Gideon
Hayden
Hugh
Ian
Irwin
Jago
Joaquin
Kieran
Kirk
Leander
Lennox
Maddox
Malik
Nestor
Niall
Ogden
Oran
Padraig
Quenton
Quinlan
Raynor
Raif
Salvatore
Silas
Tarquin
Thaddeus
Urien
Ullric
Vaughn
Viktor
Warren
Wil
Xander
Xern
Yorick
Yuri
Zane
Zed

Female

Aaryanna
Alisa
Belle
Blossom
Caryan
Cass
Davina
Deirdre
Elsa
Elan
Fern
Freya
Getha
Glynis
Hela
Hester
Iris
Ilona
Jemma
Jula
Kallista
Karis
Lea
Lenore
Mave
Maya
Naia
Nessa
Olwen
Oriel
Pelagia
Phendra
Quinn
Raissa
Rayna
Safira
Seren
Tayla
Tarina
Ula
Una
Venya
Vera
Wilfrida
Winifred
Xenya
Xandria
Yelena
Yvette
Zara
Zoe

Encounters

Pick Pocket- A PC is pick pocketed by a doppelganger which quickly blends into a crowded market. (A series of spot checks against the monster's disguise skill. After three failures the creature is lost.)

Watery Assassin- A water elemental bursts from a nearby well/river/lake. Was it a fluke or an assassination attempt? (CR 1-11 based on size)

Drinking Challenge- In order to get the help/information they require, the pc(s) must defeat the npc in a drinking challenge. (DC 13* Fort save or 2 wis and 2 dex dmg.* The DC increases by one each time. The first one to collapse or pass out from ability dmg is the loser.)

Spot the Fake- A merchant/thief/noble needs the pc to point out which items in the batch are the fake (3 successful appraise checks, DC 15 low lvl, 20 med. Lvl, DC 30 high level, DC 40 epic).

Spell Gone Awry- A caster using a scroll has attempted to summon/gate a creature and has lost control of it. The creature is now on a rampage and needs to be stopped (CR 1- 20+).

Traps

Razor-Wire Across Hallway

CR 1; mechanical; Atk +10 melee (2d6 dmg); Search DC 22; Disable Device DC 15.

Burning Hands Trap

CR 2 or 3*; (*burning hands*, 1st-lvl or 5th lvl*, 1d4 or 5d4* fire, DC 13 Reflex for half); Search DC 26; Disable DC 26.

Doorknob Smearred with Contact Poison

CR 5; poison (DC 13 Fort or 3d6 Con); Search DC 25; Disable DC 19.

Acid Fog Trap

CR 7; magic ; spell effect (*acid fog* CL 11th, 2d6/rnd for 11 rnds); Search DC 31; Disable DC 31.

Wide-Mouth Pit Trap

CR 9; mechanical; DC 25 Reflex ; 100 ft. deep (10d6, fall); multiple targets (10x10-ft.); Search DC 25; Disable DC 25.

Dm's Oh Sh!t Sheet: Pre-rolled Treasure by Encounter Level

EL Treasure

- 1- 1 vial alchemist's fire, 1 dagger, 1 CLW Pot., 197 gp, 2 moss agates (10g each)
- 1- Mw. Light wooden shield (w/ wolf crest), 1 vial antitoxin, silver dragon brooch (55gp), 37 gp
- 2- Jade pin (100gp), Bless Weapon D. scroll, 6 +1 arrows, 160 gp,
- 2- Sanctuary pot., 110 gp, 3 thunderstones, 5 Goodberries, mw. hvy. mace.
- 3- Mw. thieves' tools, Aid pot., 3 flasks holy water, gold crown (375 gp), 100 gp
- 3- Mw. Cold Iron bastard sword, ivory comb (100 gp), 130 gp
- 4- +1 warhammer with the name "Durvis" inscribed in dwarven on the head, 78 gp
- 4- Cloak of Resistance +1 made from displacer hide (no displacement abilities), 96 gp
- 5- Darkwood +1 bow with carved dryad ornamentation, 3 +1 arrows
- 5- Pipes of the Sewers, 3 vials antitoxin, 134 gp
- 6- Owl's wisdom pot., mw. lute carved from unknown bone (750 gp), silver dagger +1, 13 gp
- 6- Goggles of Minute Seeing, CMW pot., 450 gp
- 7- Silver chalice (115 gp), 1 Arrow Giant Slaying, 156 gp
- 7- Ring of Swimming shaped like an eel, CLW pot., 47 gp
- 8- Mithril Chainshirt +1, Fly pot., (3) +2 sling stones, 72 gp
- 8- Wand of Magic Missile (5th lvl) 41 charges, 46 gp
- 9- Flask of Curses, +1 Quarter staff carved in the likeness of a dragon, 98 gp
- 9- A. scroll of Nightmare, Lesser Extend Metamagic Rod, 378 gp
- 10- *Shatterspike*, Water Breathing pot., 978 gp
- 10- Vest of Escape, topaz (500gp), 120 gp
- 11- +2 Glamerd Half-Plate with a manticores emblazed on the breastplate, 53 gp
- 11- Wand of Web (48 charges), fire opal (1,000 gp), +1 sling, 17 gp
- 12- Bracers of Armor +3, Yeti-pelt cloak (600 gp), 289 gp
- 12- Magic Vestment +5 pot., Minor Circlet of Blasting, 70 gp
- 13- *Shifter's Sorrow*, Gold ring (215 gp), 13 gp
- 13- Ring of Chameleon Power, 276 gp
- 14- Winged Shield w/ gold lion's head on blue background
- 14- Scroll of Planeshift, *Assassin's Dagger*, 1,768 gp
- 15- Mask of the Skull
- 15- *Celestial Armor*, 56 gp
- 16- Ring of Electricity Resistance, Major in the shape of a snake
- 16- +4 Sword of Berserking, 786 gp,
- 17- Amulet of Health +6 in the shape of a lion's head
- 17- "Arwar" +3 Keen Scimitar grants +5 luck bonus to disarm 3x's a day, 1,345 gp
- 18- Staff of Healing, Tome of Clear Thought +1, 450 gp
- 18- *Life Drinker*, blue diamond (5,000gp)
- 19- Scroll of Summon Mon. IX, Gr. Magic Fang +5 pot., *Demon Armor*
- 19- Flying Carpet 10x10, Silk Turban w/ jade ornament (1,000gp)
- 20- Darkwood Staff of Earth and Stone
- 20- "Balfor's Aegis" +4 hvy. steel shield w/ major fire resistance (30 pts.)