

## Names, Encounters, and Traps

### Male names      Female names

Adar	Aaryanna
Aiken	Alisa
Baldric	Belle
Balfour	Blossom
Cade	Caryan
Caradoc	Cass
Dabne	Davina
Darrow	Deirdre
Egan	Elsa
Eldon	Elan
Fabian	Fern
Fenn	Freya
Garett	Getha
Gideon	Glynis
Hayden	Hela
Hugh	Hester
Ian	Iris
Irwin	Ilona
Jago	Jemma
Joaquin	Jula
Kieran	Kallista
Kirk	Karis
Leander	Lea
Lennox	Lenore
Maddox	Mave
Malik	Maya
Nestor	Naia
Niall	Nessa
Ogden	Olwen
Oran	Oriel
Padraig	Pelagia
Quenton	Phendra
Quinlan	Quinn
Raynor	Raissa
Raif	Rayna
Salvatore	Safira
Silas	Seren
Tarquín	Tayla
Thaddeus	Tarina
Urien	Ula
Ullric	Una
Vaughn	Venya
Viktor	Vera
Warren	Wilfrida
Wil	Winifred
Xander	Xenya
Xern	Xandria
Yorick	Yelena
Yuri	Yvette
Zane	Zara
Zed	Zoe

### Encounters

**Pick Pocket-** A PC is pick pocketed by a doppelganger which quickly blends into a crowded market. The PC must make four successful insight checks against the monster's Deception skill (+6 w/ adv.) before three failures, or the creature is lost in the crowd.

**Watery Assassin-** A water elemental/mephit/weird bursts from a nearby well/river/lake. Was it a fluke or an assassination attempt?

**Drinking Challenge-** In order to get the help/information they require, the pc(s) must defeat the npc in a drinking challenge. (DC 15 Con save The DC increases by one each time. The first one to fail three saves loses and gains the poisoned condition.)

**Spot the Fake-** A merchant/thief/noble needs the pc to point out which items in the batch are the fake (6 successful DC 15 Int checks before three failures).

**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.

**Liars-** The PC's are hired to determine which of two NPCs is lying about a murder/crime/dispute. The players must encourage the silent liars to talk (must win three contested 3 Insight rolls against the liar's +6 Deception rolls before failing 3).

### 5e Traps

#### *Trap Save DC's and Attack Bonuses*

<b>Trap Danger</b>	<b>DC</b>	<b>Attack Bonus</b>
Setback	10-11	3-5
Dangerous	12-15	6-8
Deadly	16-20	9-12

#### *Damage Severity by Level*

<b>lvl</b>	<b>Setback</b>	<b>Dangerous</b>	<b>Deadly</b>
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10

## Locales, NPCs, & Encounter Cheat Sheet

### Urban Locales

Drunken Kobold Tavern  
 Blind Beholder Tavern  
 Frisky Pixie Pleasure Palace  
 Leaf and Grim's Smithy  
 Kerala's Park  
 Gelded Gnoll Inn  
 Moldy Quaggoth Inn  
 Black Dog Gambling Den  
 Redhoof's Bakery  
 Bazaar of the Bizarre  
 Xander Bridge  
 Blind Geth's Tower

### Wilderness Locales

Shadowfel Glen  
 The Lycanwood  
 The Jamewood  
 Brisk's Pond  
 Brindleboar Creek  
 Nixiekiss Spring  
 The Glitterbright Mine  
 Dragonscar Hill  
 Bearded Harpy Marsh  
 The Augustine Fields  
 Hrothgar's Ruin  
 The Goblin Mound

<b>Hard Encounter Cheat Sheet*</b>			
<b>PC level</b>	<b>2 monsters per PC</b>	<b>1 monster per PC</b>	<b>1 monster per 2 PCs</b>
1	N/A	1/4	1/2
2	1/4	1	2
3	1/2	1	2
4	1/2	1	3
5	1	2	4
6	1	2	5
7	1	3	5
8	1	3	6
9	2	4	7
10	2	4	8
11	3	4	8
12	3	5	9
13	3	6	10
14	4	6	11
15	4	7	11
16	4	7	12
17	4	8	13
18	5	8	14
19	5	9	14
20	6	10	15

\*Taken from Slyfloruish.com

### Instant NPCs

**Townfolk** (Craftsman, Farmer, Merchant, Peasant) 10 AC, 4 HP, All Stats – 10, Proficiency Bonus +2, Passive Perception- 10, CR 0 (10xp) Quirk: facial tic, smelly, rash/boil, tall, stutter

**Bandit\*/Guard** 12\*/16 AC, 11 HP, S13 D12 C12 I10 W11 Ch10, +2 Perception, Passive Perception- 12, Spear. Melee or Ranged Att: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage. CR 1/8 (25xp) Quirk: odd hair, tattoo, lisp, braggart, dumb

**Pickpocket /Thief** 12 AC, 27 HP, S10 D16 C10 I12 W14 Ch15, Deception +4, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5, Passive Perception- 16 Cunning Action: bonus action to take the Dash, Disengage, or Hide. Sneak Attack (1/Turn): extra 7 (2d6) dmg Multiattack: The thief makes two melee attacks. Shortsword or Hand Crossbow: +4 to hit, Hit: 5 (1d6 + 2) piercing damage. CR 1 (200xp) Quirk: whispers, hairless, mole, birthmark, black eye, albino, cackles