

# Random Tables

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## Encounter

<b>D8</b>	<b>Surprised</b>
1 - 6	Not surprised
7 - 8	Surprised

## Random Encounter: Plains/Flatland

<b>D20</b>	<b>Encounter</b>
1 - 2	Gnolls
3 - 4	Orcs
5	Griffon
6 - 8	Traveling Merchant
9	Hurt Animal
10 - 13	Basilisk
14 - 17	Undead*
18 - 19	Bugbears
20	Something Awesome

\*only at night

## Random Encounter: Mountains/Rocky Crags

<b>D20</b>	<b>Encounter</b>
1	Young Dragon
2 - 5	Goblins
6 - 7	Kobolds
8	Frost Giant
9 - 10	Griffon
11 - 12	Escaped Slave
13 - 14	Monk on Pilgrimage
15	Troll
16	Ogres
17 - 18	Bandits
19	Chimera
20	Something Awesome

\*only at night

### Random Encounter: Forested Regions/Woods

D20	Encounter
1 - 3	Undead*
4 - 5	Dryad
6 - 7	Spirit of the Forest
8	Young Dragon
9 - 10	Spiders
11 - 12	Gnolls
13 - 14	Orcs
15 - 16	Goblins
17	Bandits
18 - 19	Hurt Animal
20	Unicorn

\*only at night

### Random Traps

Traps - d10	Danger Level
1-6	Setback
7-9	Dangerous
10	Deadly

### Dagger of the Planeswalker

Magic Item - Must be attuned, only by a rogue/thief.

2d4 piercing

Dagger of the Planeswalker gets +2 to attack, on a natural 20 the dagger will rip an interdimensional tear in space and time and then attempt to drag the target into the tear, transporting them to another plane. The target will have to make a DC Will save of 15 to avoid being drawn into the tear. Roll from the Dagger of the Planeswalker table to see where the enemy ends up.

Dagger of the Planeswalker, once per week can also be used by the one attuned to open a tear in reality and transport the wearer and allies to another plane. Magical energy surrounding the Dagger at the time of use can influence where the portal will transport, otherwise roll from the Dagger of the Planeswalker table.

<b>Dagger of the Planeswalker</b>	<b>Alignment (D20)</b>
Mount Celestia, The Seven Heavens of	LG (1)
Bytopia, The Twin Paradises of	NG, LG (2-20)
Elysium, The Blessed Fields of	NC (3)
The Beastlands, The Wilderness of	NC, CG (4)
Arborea, The Olympian Glades of	CG (5-18)
Ysgard, The Heroic Domains of	CN, CG (6)
Limbo, The Ever-Changing Chaos of	CN (7)
Pandemonium, The Windswept Depths of	CN, CE (8)
The Abyss, The Infinite Layers of	CE (9)
Carceri, The Tarterian Depths of	NE, CE (10)
Hades, The Gray Waste of	NE (11)
Gehenna, The Bleak Eternity of	NE, LE (12)
The Nine Hells (of Baator)	LE (13-19)
Acheron, The Infinite Battlefield of	LN, LE (14-17)
Mechanus, The Clockwork Nirvana of	LN (15)
Arcadia, The Peaceable Kingdoms of	LN, LG (16)

### **Channel Heritage**

**Casting time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Once per day, you can sacrifice three spell slots to cast one spell, one level above your caster level. This spell must be selected as something you are learning prior to using channel heritage. You must also roll from the wild magic table immediately after resolving the spell selected for Channel Heritage.

### **Channel the Ancients**

**Casting time:** 2 actions

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You may use this any time. 40 years will be taken from your life. This will take an immense amount of energy to channel your ancient heritage. You will be surrounded by the spirits of dead sorcerers from your lineage granting an aura of protection around your allies within a 30 foot radius and one target of your choosing will realize the full magical power of these ancestral allies. The number and power of Ancients that come to your aid are dependant on the amount you have awoken.

**Ancients**

**Aural, The Nomad**

Damage	Protection
4d6 + 4	Teleport one ally up to 30 feet from you to within 5 feet and heal them for 3d6 + 4 *

\*Ignores attacks of Opportunity