





	RANDOM EVENTS I - AN	Y	G	ե
GENE	RATE RANDOM ENVIRONMENTAL EVENTS ANYWHE	RI	E IN T	HE TEMPLE
[d20] 1	Result A dungeon door uncloaks on [1d20] 1-17: a wall, 18-19: the floor, 20: somewhere odd (GMs choice) - see Random Doors table. Opening it reveals [1d8] 1: a blank wall, 2: a set of stairs that leads up or down one GL (GMs choice), 3: an open Jing block that leads to a new level beyond (GMs choice), 4-5: a small empty room or cave, 6-8: a large room or cave with an encounter of random CR.		even rand Jir The de ofte the	ironmental ts reflect the domness of ng and his temple. GM should acide how n to roll for use events.
2	A Jing block opens, with the same results as opening a random door in the entry above.	Ī	[dFM] 0 1	CR APL +1dFM APL +2
3-4	A lever uncloaks near the group (see Random Levers table). Moving the lever in the opposite direction [1d10] 1-3: opens a nearby Jing block as above, 4-6: causes it to disengage, 7-8: causes 1d20+APL coins to rain down, then the lever disengages, 9-10: acts as if it		2 3 4 5	APL +2 APL +1 APL APL - 1 APL - 1dFM
5-12	were an activated rod of wonder. The sound of bells can be heard in the distance [1d20] 1-10: sleigh bells, 11-16: hand bells, 17-18: church bells, 19-20: temple bells. They fade the closer the PCs get to them.		DC disa are i have	evers are 20+APL to able. Traps random and random CR. dom Doors
13-17	 The air fills with a subtle then overpowering smell of [1d10] 1: rotting flesh, 2: burnt flesh, 3: perfume, 4: animal musk, 5: the ocean, 6: a sulfur pit, 7: a recently plowed field, 8: a field of flowers, 9: a gourmet meal, 10: ozone. 		[dFM] 0 1 2 3-5	
18-19	A random Jing statue uncloaks near the group (see table on Card 4).		[d6]	dom Levers Position
20	A magic zone centers itself on the group, and affects only them for the next 1d4 minutes. The zone is [1d4] 1: antimagic, 2: wild magic, 3: slowed time (group is <i>slowed</i> , CL 20), 4: quickened time (group is <i>hasted</i> , CL 20).		1-4 5-6 [dFM] 0 1 2-5	Down Up Status Trapped Stuck Normal



	GENERATE RANDOM ENCOUNTERS ANYWHERE IN THE TEMPLE These events can be used anywhere at any time. In all cases the Iden appearance of creatures can be explained by the existence of phased Jing blocks the creatures can use and the PCs cannot.
[d20] 1	Result A kobold cleaning crew appears. If attacked, they flee. Otherwise they [1d4] 1: ignore the group and go about their business, 2: ask the group if they need anything cleaned, 3: mistake the group for their employers and ask for payment, 4: leave in an angry huff, muttering about how the area was supposed to be empty. ^{B1,J}
2 3	The ghost merchant appears (H0). This can only happen once per solar day. ^J If rolled again, this is a random trap instead (Card 7). A foul horror from the Gravecaves (Level 6.3) bursts onto the scene and attacks the group: Table 7-10 Graveyard/Necropolis. ^{GG}
4	A puff of steamy jungle air blows by, and something from the Great Central Forest appears to challenge the group: Table 7-11 Lost Jungle City. ^{GG}
5	Something has escaped a nearby Wizards Lab. It prefers escape to combat, and will not attack the group unless attacked:Table 7-15 Wizard's Laboratory. ^{GG}
6	With a pop of static and the smell of ozone, something crosses over from another dimension [1d6] 1-2: Table 7-20 Astral Plane, 3-4: Table 7-21 Ethereal Plane, 5-6: Table 7-22 Shadow Plane. ^{GG}
7	The smell of the sewer heralds the arrival of something yucky: Table 7-45: Sewer. ^{GG}
8	Some unlucky people have gone mad from being trapped in the temple and attack visitors on sight. [d6] 1-2: Table 7-42 Castle/Estate, 3-6: Table 7-47 Tavern. ^{GG}
9	A blast of polar air rips through the group, and a polar creature attacks in it's wake: Table 7-63: Polar. ^{GG}
10	Swamp gas fills the immediate area, and a swampy beast attacks—Appendix 14, Swamp. ^{B1}
11-20	A dungeon dwelling creature appears and attacks—see Appendix 14, APL 1-6: Dungeon Low, APL 7-12: Dungeon Mid, APL 13+: Dungeon High Level. ^{B1}
50% o	f the time that a combat encounter or trap is rolled, it's CR is APL +1 50% of the time it is random (see Random CR table on Card 2).



JING STATUES



Donation or Action = Statues Reaction

1gp = it coughs conspicuously, then wiggles it's fingers as if to suggest that more should be donated. 5gp = it smiles and nods in honest thanks. 10gp = it bows respectfully, bends a knee, or curtsies.

100gp = it hops off it's pedestal and dances a jig.

A gem = it claps slowly or quickly depending on it's value. A minor magic item = it says "Woot", or "Woohoo!", or Huzzah!"

A medium magic item = it gets down on both knees, and looks skyward, both arms stretched upwards to the sky as if to say "Hallelujah."

Greeting Jing

Random Statues

Result

Greeting

Riddling

Come

Hither

Gimmee

Praying

Learned

[d6]

1 2

3

4

5

6

Series 1

A major magic item = it hops off it's pedestal and follows the group around the level, acting as an NPC if the GM desires.

Artifact = it opens a doorway out of the temple. Tell a joke to it = it laughs infectiously, then makes fart noises come out of most elegant, proper, or uptight person within range.

Pick a pocket or steal something right in front of it = gain +2 to Bluff for the next 24 hours.



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Card 4



DCKS	JING BL	
of the temple together. They are	g Blocks are cubes of enchanted stone t They connect various areas and levels o normally opened with a lever, but almost	
	30 Ways to Open a Jing Block	
Jing Block	Touch it.	1
Cloaked Block	Approach it.	2
	Trace it's outline.	3
Phased Block	Spit on it.	4
	Urinate on it.	5
FINDING JING BLOCKS	Approach it backwards.	6
Jing blocks are detected as secret doors.	Approach it with eyes closed.	7
They typically open like a portcullis does. Cloaked Jing Blocks cannot be detected	Hold your breath in front of it.	8
by any means.	Play or sing a musical note.	9
RANG	Play or sing a particular song.	10
	Ask the block to open.	11
The factor	Move a lever.	12
	Move multiple levers.	13
	Cast any spell in it's area.	14
Resting	Cast a specific spell in it's area.	15
A THE CALM.	Perform a task or series of tasks.	16
MIE	Touch it with a key.	17
	Simply discover it.	18
PHASED JING BLOCKS	Unlock it with a key or many keys.	19
Phased Jing blocks are keyed to very specific things. They cannot be detected	Splash water on it.	20
and do not open. Anything keyed to the block passes through it. Everything else is	Throw dirt, sand, or dust on it.	21
blocked by it. The Wizard below is not	Blow on it.	22
keyed to the block, but his enemies are. To them, the block does not exist.	Touch it with fire.	23
	Pray to Jing in front of it.	24
Alter Alter	Say the proper password.	25
	Answer it's riddle.	26
State State	Dance in front of it.	27
	Splash blood on it.	28
1 1 1 2 alter	Cook or prepare food near it.	29
A R HA	Sharpen a weapon or polish armor near it.	30



	6, d8, d20 to ables to ger					CO 18]	NTE Re	NTS esult				
	CHEST				1.	-3	Er	npty	4	EI		()
[d6]		Resu			4	4		thless	1	A-		13
1	1 [d6] 1-3 Trapped, 4-6 Locked and Trapped					5	Object				2.1	
2-4		ocke	•		-	5	Usable Object					
5-6	U	nlock	ed		6	-8		asure			- I	-
1.00	and the second			SIZE a	and	мат	EPI	A1		11-12		1000
				1-16 \				-19 Sto	ne	2	20 Iron	
[d20]	Size	AC	Hard	HP	BDO	СН	ard	HP	BDC	Hard	HP	BDC
1	Miniature	5	3	1	10		6	2	17	8	3	20
2-4	Small	4	4	7	17		7	10	20	9	20	24
5-16 17-19	Average	3	5	15 20	23 25		8 9	22 30	25 27	10	45 60	28 30
20	Large Huge	2	7	20 25	25		9 10	30	27	12	75	30
20	nuge	10-1		20	21	-	10	00	20	12	10	02
Rol	I on these ta	ables	as req	uired.		_		ess Obj		_	ole Obje	
TRAP & LOCK DCs-Perceive/Disable						[d2		Resu	-	[d20]	Ammu	sult
[d20]		Res				1-		Rag Rotted I		9-12		ages
1-10 11-16			20 + A 20 + A				14 i 18	Garba		13-18	Dung	•
17-18			20 + A			15-		and Re		10 10	Dres	
19-20			25 + A			19-	20	Sawd	ust	19-20	Ques	t Item
TRAP TYPE									Trea	asure		
d10]		Res	ult			[0	120]			Resu	t	
1-4	Poison Ne	edle	Trap ii	n Lock		-	- 1-6		APL	x (100c)	o, 50sp)
	(ATK +20 r				+	7	7-9	AP	'L x (5	0 cp, 10)0sp, 1	0gp)
	Black A				_	10)-12	AF	PL x (1	0cp, 20	sp, 10	Ogp)
5-6 7 F			Darts.				3-15		A	PL x 50	0gp	
/ 1	Poison Gas 30'. [d6] 1-2						6-17			gemsto		
	1d6 x APL	dama	age, 3-	6: Blue			18			upass. I		
	Whinn	is sle	ep gas	CR			19		0	Potions.		0
8	APL N	lagic	Missile	es.			20			Inted Ite		
9	The chest e						20			APL 6- Major		
(CL APL+3/A				out	L	in a			<u> </u>		0
	preservi	ng th	e conte	ents.		J	ing c	cnests r	egene	erate ea	ch Jing	j day.



	TRAPS - UNIVERSAL
[d20]	GENERATE RANDOM TRAPS ANYWHERE IN THE TEMPLE RESULT
1-2	Illusionary Trap: reroll on this table to determine the trap that this illusion mimics (Perception DC 10, Disable Device 30).
3-4	Alarm Trap: Perception DC 15+APL, Disable Device 20+APL. If sounded there is a 20% chance/round for 10 rounds that a creature will investigate (generate on Random Events card for this GL).
5-7	Pit Trap: [d10] 1-3: Pit (CR 1), 4-5: Spiked Pit (CR 2), 6-7: Camouflaged Pit (CR 3), 8-9: Camouflaged Spiked Pit (CR 8), 10: Poisoned Pit (CR 12).
8-10	Missile Trap: [d10] 1: 2d4 Arrows (CR 1), 2-3: 1d4 Poisoned Darts (CR 1), 4-5:1d4 Javelins (CR 2), 6-7: 1d4 Acid Arrows (CR 3), 8: Wyern Arrow (CR 6), 9: Hail of Arrows (CR 9), 10: Deadly Spear Trap (CR 18).
11	Cutting Blades Trap: [d10] 1-6: Swinging Axe Trap (CR 1), 7-9: Wall Scythe Trap (CR 4), 10: Chamber of Blades Trap (CR 10).
12-13	Poison Trap: [d10] 1-5: Sassone leaf residue—Contact Poison (CR 4), 6-7: Insanity Mist Trap (CR 8), 8-9: Burnt Othor Fumes (CR 8), 10: Black Lotus Extract—Contact Poison (CR 9).
14-15	Summon Monster Trap: Perception DC x+APL, Disable Device DC x+APL, spell effect—Summon Monster APL/2 (round up).
16	Spell Trap: [d10] 1-6: Energy Drain Trap (CR 10), 7-8: Harm Trap (CR 14), 9-10: Other (GMs choice).
17-19	 Energy Trap: [d10] 1: Burning Hands (CR 2), 2: Electricity Arc (CR 4), 3: Fireball (CR 5), 4: Flame Strike (CR 6), 5: Frost Fangs (CR 7), 6: Shocking Floor (CR 9), 7: Cone of Cold (CR 11), 8: Maximized Fireball (CR 13), 9: Lightning Bolt Gallery (CR 17), 10: Meteor Swarm (CR 19).
20	Obliteration Trap: [d10] 1-5: Falling Block Trap (CR 5), 6-8: Crushing Stone Trap (CR 15), 9: Empowered Disintegrate Trap (CR 16), 10: Destruction Trap (CR 20).



TEMPLE DRESSING

Choose as desired, or roll 1d20 for each column. If the roll is equal to or less than the number in brackets, generate dressing from that column.

[0	130]	Object 1 (1-3)	Object 2 (1-2)	Characteristic (1)
	1	Empty Sack	20' Coil of Rope	Covered in blue powder
	2	Chicken Bones	Human Bones	+1 to Arcane Spells
	3	Broken Barrel	Barrel of Water	Jester painted on the floor
_	4	Burned incense	Burnable Wood	Air is extremely dry
	5	Wooden Jing idol	Pouch of 3d6 gold	Smells of lilacs
	6 7	Blank Scroll Paper Smashed Chest	Shovel Empty Chest	Air tastes metallic
	/ 8	Corn Cob Pipe	Pouch of tobacco	Floor jiggles Air is hazy with incense
	9	Wooden Stool	Stuffed Armchair	Floor stones are cracked
	10	Saddlebag	Tiny Flute	Walls are water stained
	11	Ring of 6 Keys	Blank Spell Book	Ceiling drips seawater
	12	Orange candle	Usable Pentagram	Air is wavy as if hot
	13	Bag of chalk	Pick Axe	Ceiling covered in red fuzz
•	14	Usable Torch	Silver Mirror	Floor is spongy
	15	Empty Waterskin	1 Iron Ration	All sound is dulled
•	16	Webs and Dust	Flask of Oil	Smells like a stable
•	17	Signs of a Scuffle	Usable Weapon	Air stings the eyes
•	18	Empty Urn	Usable Armor	Air is cold
•	19	Dried Flowers	Hammer+3 Spikes	Humidity 110%
1	20	Clean Underwear	Bag of birdfeed	Sounds echoes as a "jing"
2	21	Origami Crane	Baby Rattle	Floor has a crunchy crust
1	22	Cracked Tankard	Saddle	Magic silence everywhere
2	23	Dull poleaxe	Flint and Steel	Lit by a strong pink light
	24	Merchant Scale	Idol of Jing	Pebbles everywhere
1	25	Chair	Full wineskin	Air is electric
1	26	Oar	Cano Wupass	Mist rises from the floor
1	27	Bag of coal	Silver dagger	Floor is covered in grease
	28	Gold coin	Lantern and Oil	Old tapestries on 1d4 walls
1	29	1d6 Gold coins	Jing Chest	Walls are polished
1	30	Jing Chest	Jing Chest	The walls drip blood



[d20]	Result	С
1	1d4+2 Common Cats, born in the temple and out mousing. ^{B1}	1
2	1d4+2 Lickspit Kobolds have become separated from their cleaning crew. They may ask the group to bring them home. ^{B1,J}	1
3	A protean jelly has gone feral, and attacks visitors. ^J	1
4	A small lightning elemental attacks anyone carrying metal. ^{B2}	1
5	Alarm Trap. ^{C7}	1
6	A Flumph floats around, chilling and checking things out. ^{B3}	1
7	6 Fire Beetles concentrate their attacks on 1 PC. ^{B1}	2
8	1d4+4 Gnashteeth Orcs on patrol attack on sight. ^{B1,J}	2
9	1d4+2 Stirges appear and attack. ^{B1}	2
10	An Axe Beak protects a nest behind a phased Jing block. ^{B3}	2
11	1d4 Dayseeker Skeletons attack if the party has a light source. ^J	2
12	A Skeletal Champion demands 1 on 1 combat with any PC to let the group pass. If reduced to 25% of hps, it lets them pass. $^{\rm B1}$	2
13	2 Cave Scorpions switch attacks to a random PC each round. $^{\mbox{\scriptsize B2}}$	3
14	A sly Adherer breaks off the attack as soon as an item sticks to it. It then offers to sell PCs back that item for 10gp. ^{B3}	3
15	A Grick appears and attacks. ^{B2}	3
16	2d4+2 Human Zombies in hooded robes appear alive from a distance, and initiate combat only if prey is in reach. ^{B1}	3
17	A Slicer Beetle blocks the group's way. ^{B2}	4
18	A Korred attacks, babbling about the Kiss of the Fey Queen. ^{B2}	4
19	A Tentamort hiding in the ceiling blocks passage. ^{B2}	4
20	A hungry Advanced Minotaur longs to eat the group. ^{B1}	5



[d20		CI
1	1d4 Giant Bees. ^{B2}	3
2	3d4 Wolfbite Goblins are out hunting troglodytes. They tolerate visitors, and may try to hire them (see Quest 2.2, Area 3). ^{B1,J}	3
3	The way is blocked by a pit trap (covered pit or other) large enough to catch the entire group. ^{CR,C7}	3
4	1d3 Blindheim attacks from the shadows (Perception DC 16). ^{B2}	4
5	1d2 Spider Swarms rush over the group. ^{B1}	4
6	2d4+2 Gourd Leshies appear out of nowhere and attack. ^{B3}	4
7	2d4 Stankgrub Troglodytes are scouting the area, looking for a new source of water, or a weapon to fight the Wolfbite Goblins. $^{\rm B1,J}$	4
8	1d3 Cacodaemons attack on sight. ^{B2}	4
9	A Slithering Tracker picks up the trail of the group. ^{B2}	4
10	1d4+1 Ghouls skulk along the passageway, seeking flesh. ^{B1}	4
11	A beautiful womanticore that is not immune to flattery. ^{B1}	5
12	A one eyed basilisk (victims gain +4 vs. it's Gaze attacks). ^{B1}	5
13	2d4 Jinkin Gremlins steal from the party and flee with their booty. ^{B2}	5
14	A giant owl flies up to the group and asks a riddle (see Appendix). If they get it wrong, it attacks. If they get it right, it introduces them to Storyline 11 "The Ultimate Riddle." ^{B3,J}	5
15	1d3 Gargoyle thugs attack the group on sight. ^{B1}	5
16	2d4 Giant Spiders attack from the floor, walls, and ceiling. ^{B1}	5
17	A cave giant sleeps in the path of the characters. ^{B3}	6
18	1d3 Weretigers in hybrid form begin to stalk the group. ^{B2}	6
19	A Giant Crawling Hand with 2d4 Crawling Hands. ^{B2}	6
20	A Chuul appears in the distance and charges the group. ^{B1}	7



d20	GENERATE RANDOM EVENTS ANYWHERE ON GRANDE LEVEL 3 Result	С
1	1d4 Ankheg with earthglide burst from the floor. ^{B1}	5
2	A Skaveling Bat attacks the smallest PC in the group. ^{B2}	5
3	A Penanggalen. In the day, she is a beautiful female that will try to join the group and destroy them from within. At night she simply tries to destroy them on sight. ^{B3}	5
4	1d4 Serpentfolk are slithering off somewhere special to do something sacred, secret, and sinister. ^{B2}	6
5	1d3 Satyrs try to charm people into dancing with them. ^{B1}	6
6	3d4 Hobgoblins of the Painted Toad (3.3, Area 45) out hunting. $^{\text{B1},\text{J}}$	6
7	An Illusionary Trap (Wyvern Arrow or other). ^{C7}	6
8	A starving Dire Lion is on the prowl. ^{B1}	6
9	8 soldiers from the Kingdom of Laiyay are in search of their Queen Delphine (3.2, Area 23). ^{GG}	6
10	1d2 Lunar Naga seek the Celestial Observatory (5.2). ^{B3}	6
11	2d4 malfunctioning Clockwork Servants may attack visitors. ^{B3}	7
12	1d4+1 Leprechauns steal something from the group and lead them on a merry chase, ending at the music box (3.3, Area 23). ^{B2}	7
13	A Chimera is on a rampage, slaying all lesser creatures in it's path. It wears a backpack that holds a stash (see appendix). $^{\rm B1}$	7
14	A rot grub swarm pours out of the ceiling onto the group. ^{B3}	7
15	2d4 air breathing bunyips smell the group from afar. ^{B2}	7
16	1 Huge Earth Elemental blocks the group. ^{B1}	7
17	1d3 Witchwyrds attack on sight. ^{B2}	8
18	A Mohrg seeks to devour the living. ^{B1}	8
19	A Tenebrous worm bursts from the ground and attacks. ^{B2}	8
20	A Shedu seeks to help the righteous. ^{B3}	9



[d20]	Result	CR
1	A wary sellsword may join the group for the right price. GG	7
2	1d6+1 stampeding Dire Boars. ^{B1}	7
3	A Dragonne roars and attacks. ^{B3}	7
4	4d4 Vabata from a long lost tribe seek new lands to conquer. ^J	8
5	2d4 Otyugh are on their way to parliament (4.2, Area 15). They are Indifferent to visitors, and may speak with them or attack. ^{B1}	8
6	A giant tarantula is out looking for food. ^{B2}	8
7	2d6 Skullduggruss Ogres are looking for some trolls to kill. They may ask the group to join their battle (see Quest 4.2, Area 6). $^{\rm B1,J}$	8
8	1d3 Lamia. ^{B1}	8
9	2d4 Rhinoceraptors from the cyclone maker (4.5). ^J	8
10	A Destrachan attacks the heaviest armored character. ^{B2}	8
11	2d4+1 Swampscrag Trolls out hunting ogres. They may ask the group to help find their leader (see Quest 4.4, Area 13). ^{B1, J}	9
12	2d4 Wraiths. ^{B1}	9
13	1d3 black puddings attack as a unit. ^{B1}	9
14	A Nessian Hell Hound picks up the groups scent. ^{B1}	9
15	A Missile Trap (Hail of Arrows or other). ^{C7}	9
16	A Nuckelavee appears and attacks. ^{B3}	9
17	1d6+1 Shambling Mounds. ^{B1}	10
18	A giant anaconda drops onto the group through a phased Jing block in the ceiling. ^{B2}	10
19	1d4+1 Medusas decked out in expensive jewelry and beautiful gowns are wreaking havoc in the area. ^{B1}	10
20	A barbed devil attacks the group with malicious glee. ^{B1}	11

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