

# THE GLORY ROAD

## Issue 13

## Random Adventure Seeds, Monsters

### Random Adventure Seed Generator

#### D12 The Employer

- 1 A merchant
- 2 A soldier, guardsman, or centurion
- 3 An aristocrat or noble
- 4 An Imperial citizen
- 5 A member of the clergy
- 6 A guild official
- 7 A middleman for a crime lord
- 8 A civic leader from a neighborhood in Estarion
- 9 An old friend or lover
- 10 A relative or family friend
- 11 A friend of a friend or an old coworker
- 12 Roll twice, ignoring any rolls of "12"

#### D12 The Job

- 1 Courier duty (carry an item or message)
- 2 Escort duty (guard a person on a trip to a location)
- 3 Retrieval or theft of an item
- 4 Locate a person or an object
- 5 Investigate a person or a situation
- 6 Rescue a person
- 7 Protect a person, item or location
- 8 Monitor or scout a location or situation
- 9 Infiltrate a group or location
- 10 Eliminate a threat or problem
- 11 Intimidate a person or a group
- 12 Roll twice, ignoring any rolls of "12"

#### D12 The Antagonist

- 1 A crime lord
- 2 An aristocrat
- 3 An Imperial citizen
- 4 A merchant
- 5 A member of the clergy
- 6 A guild or organization
- 7 An evil cult
- 8 A relative or old family friend
- 9 An old friend or lover
- 10 An old enemy or rival
- 11 A wizard, demon or devil
- 12 Roll twice, ignoring any rolls of "12"

#### D12 Why the PCs are involved

- 1 It's illegal work – perfect for shady adventurer types
- 2 The employer's motivation is hidden
- 3 The employer is out for revenge
- 4 Somebody is calling in a favor from a PC
- 5 There is a personal connection or business relationship
- 6 The employer saw the PCs in a dream, vision, or prophecy
- 7 The PCs respond to a poster or ad
- 8 A note, map, or other clue leads to the employer
- 9 The job is the result of a PCs past actions
- 10 The PCs were recommended to the employer
- 11 The PCs find the employer while trying to solve a mystery
- 12 Serendipity

#### D12 Who Else is Involved

- 1 The Tarquai
- 2 The Aquilans
- 3 An aristocrat
- 4 A guild or an organization
- 5 An enemy or rival
- 6 A friend or family member
- 7 A church
- 8 Undead, demons or devils
- 9 Someone the PCs already know from the past
- 10 A cult or conspiracy
- 11 The authorities
- 12 Roll twice, ignoring any rolls of "12"

#### D12 Complication

- 1 The job is more illegal than it initially seemed
- 2 The job is actually more dangerous than it initially seemed
- 3 Another party is out to stop the PCs from succeeding
- 4 Another party is out to beat the PCs to the objective
- 5 Someone from a PC's past is involved
- 6 The PCs will face a moral quandary
- 7 The employer lied or has a change of heart about the job
- 8 The whole job is a trap
- 9 The employer planned for you to fail the job all along
- 10 Weather or natural disaster
- 11 A monster, trap or magic item changes everything
- 12 Roll twice, ignoring any rolls of "12"

#### D12 Location

- 1 Docks
- 2 A tavern or inn
- 3 A ship
- 4 A temple or shrine
- 5 The jails or a city guard barracks
- 6 A guildhall
- 7 A noble's home or estate
- 8 A shop, market or plaza
- 9 A brothel, gambling hall, or Downwind
- 10 A street market, fair, or festival
- 11 A basement, dungeon, or sewer
- 12 Roll again, re-rolling any "12" – as rolled, but the location is a

#### Monster: Berbalang

The berbalang is a solitary biped with leathery skin and bat-like wings. Its eyes are white and watery. The Berbalang is a low-level mystery monster that strikes and returns no matter what the PCs do, devouring people in a village, and even when the PCs are able to kill it off, it comes back looking for revenge until its lair can be found and the creature killed.

*A Dual Life on the Astral Plane:* Berbalangs spend most of their time hibernating in a hidden cave. While it seems comatose, the Berbalang is roaming the Astral Plane where it splits its time

I wanted the feeling of romance and the sense of wonder I had known as a kid. I wanted the world to be what they had promised me it was going to be—instead of the tawdry, lousy, fouled-up mess it is. — Robert A Heinlein, *The Glory Road*

between hunting and mating with other *berbalangs*. When a *Berbalang's* body is disturbed, the creature's astral form returns in 1d100 rounds to animate it. If the body is destroyed, the *berbalang* dies, so the *berbalang* is clever and cunning in hiding its body.

**Duplicate Projection:** During the three days surrounding the full moon, the *berbalang* returns to its material body, then sends out its astral form as a material projection. This form flies to feed on human flesh. This projection is identical to the *berbalang's* body, and may range up to 3 miles from the original.

If the projection is injured, it flies back to the original, which may not produce a new body for a number of days equal to the hit points lost. If the projection is 'killed' it disappears, and the *berbalang* must make a DC10 CON save. If the *Berbalang* fails the save, it falls to 0 hit points.

If the *Berbalang* survives an attack, it will eventually seek revenge upon its attacker, though this may be delayed while the *Berbalang* recovers its ability to project a body. If a wounded projection is followed back to the *berbalang* lair, this may lead to a conflict with the original *berbalang* after a fight with the projection. If the projection is forced back to the body before the *berbalang* was able to feed, or if the projection was destroyed before feeding, a new projection will go forth again as soon as possible (after the compulsory period of recovery) regardless of the phase of the moon.

**Sneaky Bigger:** *Berbalangs* move their physical body to a new area every three or four months. They avoid confrontations when they do this, and do so stealthily at night. They try to stay at the edges of civilization, outside of patrols and large armies. They rarely are seen in their physical form except by adventurers.

**Eat on the Run:** Once a *Berbalang* projection kills a human, it immediately flies away with the body, eating it while flying away. This will take one minute, leaving only the bones, garments and equipment behind as if flies back to its physical body.

**Baffling Metabolism:** The mechanics of how *berbalangs* feed when all feeding is done by an astral projection or how they reproduce on the astral plane are inexplicable mysteries.

## **Berbalang**

*Medium humanoid, chaotic evil*

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**Armor Class:** 15

**Hit Points:** 39 (6d8+12)

**Speed:** 30 feet, 60 feet flying

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STR 10 (+0), DEX 16 (+3), CON 14 (+2), INT 15 (+2), WIS 13 (+1),  
CHA 10 (+0)

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**Skills:** Perception +3, Stealth +5

**Senses:** Darkvision 120 ft., passive Perception 13

**Languages:** Common, Deep Speech

**Challenge:** 2 (450xp)

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### **Actions**

**Multiattack:** the *berbalang* attacks with its claws and a bite.

**Claws:** melee weapon attack, +5 hit, reach 5 feet, one target 8 (2d4+3) slashing damage.

**Bite:** melee weapon attack, +5 hit, reach 5 feet, one target 6 (1d6+3) piercing damage.

## **Caryatid Column**

Caryatid columns are constructs much like stone golems that look like a column that is shaped like a slim, seven foot tall woman carrying a narrow sword of ancient design.

**Guardians:** Caryatid Columns are built to guard an area or treasure, the task being set by the creator at the time of creation. The activate as soon as someone performs a task that is prohibited by its orders, such as someone entering a forbidden area or trying to steal a treasure.

The animated statue begins to look less like a statue and more like a living woman, the sword becoming metal. Its primary task is to guard, not to kill, so the tactics of the caryatid column may be more complicated, based on the orders of its creator. If necessary, the Caryatid Column will turn to combat. Once its task is complete, it will return to its original position and return to stone. If the Caryatid Column is killed, it and its weapon return to stone.

### Caryatid Column

*Medium Construct, Unaligned*

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**Armor Class:** 18

**Hit Points:** 60 (8d8+24)

**Speed:** 30 ft, climb 30 ft

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STR 16 (+3); DEX 14 (+2); CON 16 (+3); INT 3 (-4); WIS 10 (+0);  
CHA 10 (+0)

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**Damage Immunities:** Psychic, poison.

**Condition Immunities:** Charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

**Damage Reduction:** Bludgeoning, piercing or slashing from non-magical weapons that are not adamantine.

**Senses:** Darkvision 120 ft., passive Perception 10

**Languages:** Understands the languages of its creator, but does not speak.

**Challenge:** 3 (700 xp)

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**Immutable form:** Immune to any spell that or effect that would alter its form.

**Magic Resistance:** Advantage on saving throws against spells and other magical effects.

**Weapon Breakage:** Any non-magical weapon that strikes the caryatid column has a 25% chance (not cumulative) per strike of breaking.

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### ACTIONS

**Multiattack:** the Caryatid Column attacks twice with its sword.

**Sword:** +5 melee weapon, reach 5 feet, 9 (1d12+3) slashing damage.