



ULTIMATE TOOLBOX

ALDERAC ENTERTAINMENT GROUP PRESENTS ULTIMATE TOOLBOX

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DEDICATION FOR ERIC WUJCIK, WHO INSPIRED US ALL**

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CHAPTER ENWORLD/PAIZO

FREE

Castle Names

- 1 Aberdun, Castle of the Neverborn
- 2 Achaddler, Fortress of Knighthood
- 3 Aggstein, House of the Lordstaff
- 4 Arkenvoch, Guardian of the waves
- 5 Boneshaw, Hold of the Crypthalls of Deneth
- 6 Boredun, Stones of the Withered Sage
- 7 Braemar, Keep of the Moonmark
- 8 Buckley, Eternal guardian of the Monarchy
- 9 Cordatch, Blight of the Gnoll Lords
- 10 Cragsthorn, Hold of the rulers of Demonblood
- 11 Dundeer, Fortress of Suntold Truth
- 12 Essemont, Stronghold of Destiny
- 13 Huntmane, Ranger-Lodge of Evermure
- 14 Kinndun, House of the Forseen Queen
- 15 Kolmitz, Manor of the Obsidian Scouts
- 16 Lochwood, Keep of the Swamplight
- 17 Ravenscrag, Haunted ruin of the Delverrealm
- 18 Tagdun, Bastion of the orcs of Puketongue
- 19 Weilsneg, Cradle of the Princess Valtume
- 20 Wittingham, walls of the Crown of Faitholme

Castle Fate

- 1 Abandoned under unknown, but extremely shameful circumstances
- 2 Contrary rumors speak in a hundred directions, yet all that remains is a single spire
- 3 Destroyed by powerful magic or ill-planned experiments
- 4 Dominated by an all-consuming acursed mire
- 5 Family curse caused death of the entire household
- 6 Family fought wars over its possession, causing its destruction
- 7 Forgotten by time, the castle turned to ruin and ash over the ages
- 8 Given to the clergy to be used as an abbey
- 9 King declared none of his sons were worthy of the castle
- 10 Jealously guarded, a dying king turned the foundation to mud so none could have it
- 11 Lost in a tragic, Shakespearean moral calamity befitting of Macbeth
- 12 Plague consumed the lives of all heirs leaving it for the elements
- 13 Razed by dissidents, rebelling against an unpopular constitutional monarchy
- 14 Reduced to cinder in a fit of rage by an unkempt and unruly thane
- 15 Sieged by mighty army of hobgoblins and trolls
- 16 Slid into decay from a decadent and aloof royal prince
- 17 Taken for spoils by a neighboring khan after several successful raids
- 18 Taken by raiders who let its condition rot away to nothing
- 19 Tithed to the church in as an act of "piety" to cover an "unpublic" slight
- 20 Turned into an embassy for neighboring nations



Brothels

- 1 Bronze Button; industrial district; imported southern slaves; workmen's favorite
- 2 Hot Pot; dockside; Middle Eastern atmosphere; dancing girls with benefits
- 3 Lady in a Poke; Low quarter; all wear masks, not all present are prostitutes
- 4 Lil' Chief; riverside; everything scaled small; halving and dwarves
- 5 Long Legged Lamm's; gate district; former playhouse staff; bard clientele
- 6 Neverfull Cup; Middle quarter; well funded and popular; friendly and clean
- 7 Nymph's Lace; country road; wholesome well-fed staff; great food
- 8 Oiled Spring; Low quarter; shoddy elegance; anything for a price
- 9 Pecedilo's; foreign quarter; dwarf owner and articulate staff with manners
- 10 Rose Glass; Middle quarter; drinks never watered; one of each race available
- 11 Rough Ride; Middle quarter; for those that like it rough and can take it that way
- 12 Selie's Playhouse; gate district; elf staff and foreign clientele
- 13 Shivered Timber; dockside; ship-like atmosphere; Rumored Madame is ex-pirate
- 14 Slippery Mermaid; dockside; water pools, baths, and exotic seafood menu
- 15 Slippery Slide; Middle quarter; theme rooms; random 'two for one' nights
- 16 Sneaky Peek; Low quarter; drugs; dark skinned girls and boys
- 17 Spitzer's; government district; costumed performers and colorful rooms
- 18 Sticky Spider; Dock quarter; offers rail-thin, spidersilk-garbed servants
- 19 Tempered Steel; Low quarter; offers potions of 'vigor'; many bouncers on site
- 20 The Mill; industrial district; basic conditions; all manner of rough staff

Esoterica

- 1 Arcana awaits
- 2 Of autumn came into the garden of the rising sun
- 3 Beyond the harpy vultures guarding their tombs
- 4 Callow meanings hidden in dread mysteries
- 5 Carving the words of knowledge into stone and sand
- 6 Confusion is the cloak of fools
- 7 Crowned voids forever rule
- 8 Drawn from reason and stolen from desperation
- 9 Exile this medium of bondage far beyond the prophecy of tyrant guardians
- 10 How far, how long, how wide the trip that buries friends and allies alike
- 11 Legions of malefic vermin taint the grounds of hallowed deeds
- 12 Lies serve no one and nothing
- 13 The Lord of Winter cannot know the thaw
- 14 There is only one vanishing point
- 15 The point of the search, may not be the answer
- 16 The seer of visions said we'd all be blind
- 17 A tangled maze is broken once again
- 18 Tempered to the iron gates of fate
- 19 The value of a want, is not always a need
- 20 Whisper into the ear of the dreamer and all you desire is yours

Something

- 1 Anxiety
- 2 Banality
- 3 Carnage
- 4 Chaos
- 5 Concern/Kindness
- 6 Courage
- 7 Cynicism
- 8 Despair
- 9 Destruction
- 10 Fear
- 11 Foolhardiness
- 12 Malaise
- 13 Mercy
- 14 Order
- 15 Piety
- 16 Rigor
- 17 Sickness
- 18 Valor
- 19 Wisdom
- 20 Worry

God/Goddess

- 1 Aehan, god of pathways and anchors
- 2 Andderin, god of famine and drought
- 3 Anneach, god of missing children
- 4 Anum, god of counting
- 5 Bergil, god of foolish heroism
- 6 Caunan, god of boils and harmful visions
- 7 Celowera, god of self-pity
- 8 Egelan, god of songs, especially death marches
- 9 Ghaiglus, god of slavery
- 10 Guers, god of disfigurement
- 11 Kaija, god of floods and earthquakes
- 12 Morcne, god of unexplained phenomenon
- 13 Ossissrin, god of injustice
- 14 Pagundur, god of royalty and lineage
- 15 Regor, god of sport
- 16 Sroic, god of the nine tongues
- 17 Thonin, god of orphans
- 18 Tredir, god of sympathy
- 19 Uerar, god of savagery and cunning
- 20 Yarenn, god of trade winds and tidal pools

Something More

- 1 Something feels wrong
- 2 Something is beyond your understanding
- 3 Something is coming
- 4 Something is coming true
- 5 Something is exactly what appears to be
- 6 Something is in the darkness
- 7 Something is invisible
- 8 Something is merely a distraction
- 9 Something is missing
- 10 Something is over
- 11 Something is owed
- 12 Something is well-guarded
- 13 Something is working against you
- 14 Something or someone has been harmed
- 15 Something or someone has thrown you to the wolves (metaphorically)
- 16 Something or someone is dead
- 17 Something or someone is following/watching
- 18 Something or someone is in your debt
- 19 Something or someone is lonely
- 20 Something or someone needs help

Games/Sports for Commoners (anything they can bet on, really)

- 1 Bloodsport
- 2 Bull, bear, or wolf baiting
- 3 Cards
- 4 Cockfighting or dogfighting
- 5 Darts
- 6 Dice
- 7 Dog or horse racing
- 8 Drinking
- 9 Faro
- 10 Ferret legging
- 11 Greed (a card game with increasing stakes)
- 12 Hammer throw
- 13 Hog tossing
- 14 Hunting (any kind really)
- 15 Kick (predecessor to football)
- 16 Pugilism
- 17 Quarterstaff contest
- 18 Snake catching
- 19 Turtle racing
- 20 Wrestling



Slang for Orc

- 1 Banes
- 2 Dogs
- 3 Ferrals
- 4 Gobbs
- 5 Greenskins
- 6 Grunts
- 7 Hunches or Hunchers
- 8 Jackals
- 9 Maugs
- 10 Mistakes
- 11 Pigs or Piggers
- 12 Pikers
- 13 Pissers
- 14 Shanks
- 15 Slags
- 16 Sodders
- 17 Thralls
- 18 Throttles
- 19 Vulgars
- 20 Warts

Agendas of an Evil Empire

- 1 Absolute law
- 2 Control/Domination of a culture
- 3 Control/Domination of geographic locations
- 4 Destiny/Fate foretells
- 5 Desperation
- 6 Disorder/Misery
- 7 Display of force
- 8 Economic needs
- 9 "Freedom" from oppression
- 10 Hatred
- 11 Hegemony
- 12 Insanity*
- 13 Land
- 14 Magical rulership
- 15 Racial purity and/or assimilation
- 16 Respect
- 17 Return of an other-worldly "king"
- 18 Revenge
- 19 Spreading of belief system
- 20 Wealth

Sources of "Evil"

- 1 Delusion and ignorance evolve into malevolent spirits and vice versa
- 2 Demons, devils, and other malevolent sources beyond the reach of mankind
- 3 Dragons (cf. no good dragons would exist in such a world)
- 4 Evil is not the source of man's ills, but chaos is
- 5 Evil thoughts remain after death, forming into living malevolence
- 6 Fey that remain on this world were left to punish mankind for its transgressions
- 7 Flawed Primogeniture: Mankind is inherently evil, and not good as religion tells us
- 8 Giants, ogres, and titans were thrown from the heavens for their impossibly evil ways
- 9 Gods are actually dead, leaving mankind alone in a callow and "ripe" world
- 10 Hole in the world that leads to the negative energy/material plane
- 11 Ideologies (pick one)
- 12 Passions are exacerbated and magnified by one another, leading to evil deeds, especially in concentrated population centers
- 13 Presence of good (in and of itself) is what drives others to evil acts in magical/metaphysical manner
- 14 Simple self-interest
- 15 Sinister force hidden from the gods during the creation of all
- 16 Sinister force that pre-dates the gods
- 17 The sun is both the earth's protector and it's bane
- 18 Unholy magics unleashed centuries before created pockets of evil and/or races different from man
- 19 Unknown; and it is common knowledge that the source of evil is unknown
- 20 World is a projection of the gods — unreal and illusory; evil is unstable and impermanent

Dead End Alleys

- 1 The alley ends abruptly, a collection of broken blades and leather straps lay scattered about
- 2 The alley ends, and the sound of windows being shut from above slowly bring an unsteady quiet
- 3 Alley suddenly stops in a cul-de-sac where three doors lead into adjacent buildings
- 4 The buildings on both sides suddenly come to a point, bringing the alley to a narrow end
- 5 A collection of homeless hooligans lie under heaps of oily rags and the end of this alley
- 6 A door and frame are authentically painted onto the wall at the end of this alley
- 7 The doorway at the end of this alley has been removed recently and bricked up
- 8 At the end, a rusted iron ladder leads to a rooftop, but begins over feet up the wall
- 9 From a rusted grate comes a foul-smelling vapor that stings the eyes and slicks the pavement
- 10 Grate at the end of alley is covered in filth, the bars crushed from massive hands
- 11 A few small, but angry, dogs fight over a scrap of meat tossed from a nearby window
- 12 A hangman's noose attached to an iron spike above hangs down as if a warning at this alley's end
- 13 Nothing but a narrow cellar window leads out of this alley's end, broken glass jagged around it
- 14 An old pile of notices and wanted posters lies crumbled into a rotten pile at this dead end
- 15 An old, unlit lantern hangs above the alley's end, a magic symbol painted in red on the cobblestones
- 16 The only small cargo door here is barred, from a series of ledges above a cat hisses
- 17 Puddles of slime and ichor have collected at the end of this alley, dripping from the rooftops above
- 18 A series of rain barrels create an unusual pattern, blocking the path to a door at the end of the alley
- 19 Seven burnt-out candles sit at the edges of this alley's end; a strange haze hangs in the air
- 20 A single doorway leads out of this alley, but is locked; a voice on the other side asks the password

Explanations for Monks in a Western Setting*

- 1 Arcane and/or lost lore studied in secluded training grounds
- 2 Criminal developed martial tactics while imprisoned
- 3 Fighting technique is just an extension of acrobatics or some sport
- 4 Final person to know the techniques; the secrets die with him
- 5 Forgotten knowledge of culture secreted away by "monks"
- 6 Gnostic guardian of unknown origin
- 7 Honored order of "special" fighters, ordained by church or king
- 8 Inborn talents that cannot be taught again
- 9 Martial prowess is only learned among peasants and drifters
- 10 Monk techniques are explained away as "sorcerer-like" magic
- 11 One in a million, destined prophecy, and all that sort of thing
- 12 Only nonhumans possess these talents
- 13 Part of a culture that abhors violence/weapons
- 14 Part of a culture that is either Ural-Altaic or an enclave of something else
- 15 Part of a culture that was subjugated and not allowed weapons
- 16 Secret society that guards its talents and rarely uses them in the presence of others
- 17 Techniques are seen as a sin in the eyes of the church
- 18 Techniques are taught as part of a renaissance of culture and knowledge
- 19 Visiting foreigner from a culture beyond Western understanding
- 20 Weirdo mystic exiled to this strange and unfamiliar world



Uncommon Villain Titles

- 1 Beggar-Prince of Addin'on
- 2 Bonegaunt Commander
- 3 Chained Leper Guardian
- 4 Crimson Lord of Vanquished Dreams
- 5 Crownking of the Dreadmists
- 6 Death-Knights of the Final Mourning
- 7 Dredgebeast of the Etherqueen
- 8 Gnolllord of the Underkings
- 9 Ironlord of the the Cryptbanes
- 10 King Hunter of the Malevolence Hounds
- 11 King of Masks
- 12 Queen of Desperation
- 13 Scion of Destruction
- 14 Sentinel Lord of Misery
- 15 Seven-Deaths Murderliche
- 16 Thane of the Last Whisper
- 17 Usurper Spirit
- 18 Vampire Prince of the Eyeless Serpents
- 19 Wisdom of 10,000 Visions
- 20 Wyvern Khan

Disease Symptoms 2

- 1 Confusion
- 2 Convulsions
- 3 Coughing
- 4 Cracked lips/dry mouth
- 5 Cysts
- 6 Decreased ability to clot blood
- 7 Decreased attention span
- 8 Decreased coordination
- 9 Decreased movement
- 10 Decreased recall
- 11 Decreased responsiveness
- 12 Dehydration
- 13 Delirium
- 14 Depression
- 15 Difficulty swallowing
- 16 Drowsiness
- 17 Ear infection
- 18 Easy bruising
- 19 Emotional instability
- 20 Fever

Disease Symptoms 1

- 1 Abscess
- 2 Adipsia (lack of thirst)
- 3 Agitation
- 4 Anger
- 5 Anosmia (loss of smell)
- 6 Anxiety
- 7 Apathy
- 8 Back pain
- 9 Blindness
- 10 Blotchy skin
- 11 Blueish skin
- 12 Blurred vision
- 13 Boils
- 14 Bone pain
- 15 Breath odor
- 16 Burning sensation
- 17 Changes in sleep patterns
- 18 Chills
- 19 Choking
- 20 Comatose

Disease Symptoms 3

- 1 Flank pain
- 2 Flashbacks
- 3 Gum bleeding
- 4 Gum discoloration
- 5 Gum swelling
- 6 Halluncinations
- 7 Headaches
- 8 Hearing loss
- 9 Hives
- 10 Hoarseness
- 11 Hyperventilation
- 12 Impaired vision
- 13 Intense abdominal pain
- 14 Intolerance to cold/heat
- 15 Irritability
- 16 Itching, severe
- 17 Jaundice
- 18 Joint pain
- 19 Kidney pain
- 20 Lethargy

Disease Symptoms 4

- 1 Light sensitivity
- 2 Lockjaw
- 3 Malaise
- 4 Memory disorder
- 5 Mental disorder (mania, phobia, etc.)
- 6 Metallic taste in mouth
- 7 Muscle cramping/pain
- 8 Nausea/Vomiting
- 9 Necroticis
- 10 Night blindness
- 11 Nosebleeds
- 12 Numbness
- 13 Open sores
- 14 Organ failure
- 15 Paleness
- 16 Palpitations
- 17 Paralysis
- 18 Poor balance
- 19 Posturing
- 20 Pustules

Disease Symptoms 5

- 1 Rash
- 2 Redness
- 3 Restlessness
- 4 Rigidity
- 5 Ringing in the ear
- 6 Seizures
- 7 Shortness of breath
- 8 Skin lesion/ulcer
- 9 Slurred speech
- 10 Sore throat
- 11 Spasms
- 12 Sweating
- 13 Swelling
- 14 Tenderness
- 15 Tooth pain/cavities
- 16 Tremors
- 17 Vertigo
- 18 Vomiting blood
- 19 Weakness
- 20 Weight loss

Skillful Tasks (Jeff 1)

- 1 Appear as someone else to fool an attacker
- 2 Balance around a pit of lava
- 3 Bluff your way past bodyguards
- 4 Climb over a spiked wall
- 5 Complete a map started long ago
- 6 Control a rowboat through a cavern
- 7 Crack the safe to prove oneself to a patron
- 8 Craft a custom magic item for a patron
- 9 Decipher a clue written in an ancient tongue
- 10 Determine the culprit rallying the ogres
- 11 Determine from which age a corpse is from
- 12 Determine just how safe the bridge is
- 13 Determine the religious order/ancient god associated with a given sigil
- 14 Discover the hidden route into the fort
- 15 Discover the worth of an ancient tome
- 16 Discover why messenger is acting differently
- 17 Distill a cure from a potion mixture
- 18 Eavesdrop on the guild meeting
- 19 Find the magic catch to a secret door
- 20 Force the carriage guards to back down

More Skillful Tasks (Jeff 2)

- 1 Forge an invitation to a coronation
- 2 Get out of the swamp without weapons
- 3 Heal a foe to gain inside information
- 4 Jump across an icy creek
- 5 Learn the lineage of the bastard prince
- 6 Make first contact with an oceanic race
- 7 Meditate to remove fatigue
- 8 Open the lock to the captain's closet
- 9 Pacify an animal defending her lair
- 10 Perform for visiting, saurian ambassadors
- 11 Play the ancient song to reveal a secret
- 12 Recite a prayer to bring folks to tears
- 13 Repair a malfunctioning wand
- 14 Repair the torn sails of the ship
- 15 Ride an untrained mount
- 16 Scale the cliff to the watch post aerie
- 17 Smuggle a tool to an innocent prisoner
- 18 Sneak past the ghostly watchdogs
- 19 Swim across a storm swept bay
- 20 Watch for army scout's approach



Skillful Tasks (jim 1)

- 1 Bypass the magical wards on door or lock (Disable Device/Spellcraft)
- 2 Climb/Crawl along an under-hang from one point to another (Climb/Balance)
- 3 Convince someone that an item is more valuable than it is (Appraise/Bluff)
- 4 Compare a forged item against the original (Craft/Forgery)
- 5 Create an alibi for a well-known personality (Disguise/Gather Information)
- 6 Convert a piece of machinery into something else (Craft/Disable Device)
- 7 Negotiate a peaceful settlement between two vengeful parties (Diplomacy/Language)
- 8 Create a believable distraction on a city street (Bluff/Perform)
- 9 Cross an icy river while pulling gear behind you (Fort/Swim/Use Rope)
- 10 Decipher a cryptic, illogical record, written in an ancient dialect (Arcana/Decipher Script/Language)
- 11 Descend into an unmapped, pitch black tunnel/well (Climb/Concentration/Listen)
- 12 Determine the historic significance of ruins/temples (Arcana/Religion)
- 13 Determine the nature of a defective magic item (Spellcraft/Use Magic Device)
- 14 Determine the value and the history of an item (Appraise/Arcana)
- 15 Display (showoff) impressive skill with a blade (Bluff/Intimidate/Perform)
- 16 Examine an intricate gem (Appraise/Concentration)
- 17 Forge heraldry (Forgery/History)
- 18 Get someone to notice you without “trying to hard” (Bluff/Perform/Sense Motive)
- 19 Give “advice” and/or appear knowledgeable on a subject (Bluff/Diplomacy/Profession)
- 20 Interview a known culprit with nefarious ties (Gather Information/Intimidate)

More Skillful Tasks (jim 2)

- 1 Leap down to a precarious ledge (Balance/Jump)
- 2 Locate the “mark” in a crowd (Sense Motive/Spot)
- 3 Maneuver behind an opponent, springboarding from a wall (Jump/Tumble)
- 4 Navigate a horse/mule down a rocky pass (Balance/Handle Animal or Ride)
- 5 Palm and coin and replace it with a fake (Bluff/Forgery/Sleight of Hand)
- 6 Perform an interrogation to get useful results (Intimidate/Sense Motive)
- 7 Quietly dig through a coin purse while the owner sleeps (Move Silently/Search)
- 8 Ride an out of control stagecoach (Balance/Ride)
- 9 Sneak into a second story residence (Climb/Hide/Move Silently/Open Lock)
- 10 Spread a rumor (Bluff/Gather Information/Sense Motive)
- 11 Prepare a pack for overland travel (Survival/Use Rope)
- 12 Purposely get caught by an alert sentry (Disguise/Hide/Move Silently)
- 13 Remain vigilant beyond a normal 4-hour watch (Fort/Concentration)
- 14 Scout an important location and return with useful information (Too numerous to list)
- 15 Shadow someone in a city, maintaining a safe distance (Bluff/Hide/Spot/Survival)
- 16 Sneak past an alert sentry (Disguise/Hide/Move Silently)
- 17 Slip out of ropes and shackles tied to an iron hoop (Escape Artist/Use Rope)
- 18 Smuggle items passed a guardpost (Disguise/Hide)
- 19 Tend to a wounded animal (Handle Animal/Heal)
- 20 Track a savage/wounded animal (Handle Animal/Survival)

Military Honors 1

- 1 Bravery Medal
- 2 Bronze (Lion) Medallion
- 3 Captain's Honor
- 4 Cardinal's Prize
- 5 Cavalier's Star
- 6 Chancellor's Favor
- 7 Chivalric Decoration
- 8 [City's Name] Cross or Star
- 9 Civic Crown
- 10 Commander's Pin or Shield
- 11 Commendation of Heroism
- 12 Courage of the Wolf Award
- 13 Cross of War
- 14 Distinguished Command Cross
- 15 Distinguished Service Award
- 16 [Division Name] Medal
- 17 [General's Name] Medal
- 18 Gold Crest
- 19 Hero of [Nation Name] Medal
- 20 Honor of the Crown Medal

Military Honors 3

- 1 The Queen's Blessing
- 2 Paladin's Cross
- 3 [Parade]
- 4 Prince [Prince's Name] Honor
- 5 Ring of the Prince
- 6 Royal Star of Courage
- 7 Sigil of Loyalty
- 8 Squire's Medallion
- 9 [Statue and/or Memorial Statue]
- 10 Star of Gallantry
- 11 Star of The King's Champion
- 12 Templar's Favor
- 13 [Tomb]
- 14 Uncommon Service Award
- 15 Volunteer's Medal
- 16 [Victory Title]
- 17 War Honor Cross for Heroism
- 18 War Merit Cross
- 19 [Weapon]
- 20 Wound Badge

Military Honors 2

- 1 Honorable Conduct Medal
- 2 The Iron Hammer
- 3 [King's Name] Medal
- 4 King's Pride
- 5 King's War Cross
- 6 Knight's Cross
- 7 Legionnaire's Service Medal
- 8 Mark of the King's Champion
- 9 [Medal for Long Service]
- 10 [Medal for Serving in a Specific Campaign]
- 11 Medal of Chivalry
- 12 Medal of Valor
- 13 Medal of [Year]
- 14 Medallion of Bravery
- 15 Mercenary's Medal
- 16 Military Cross
- 17 [Military Funeral and/or Memorial]
- 18 [Military Order]
- 19 [National Holiday]
- 20 [Ovation]

Military Orders

- 1 House Order of the Honor Cross
- 2 Military Order of the Lion
- 3 Order of the Black Eagle
- 4 Order of [Color]
- 5 Order of the Crown
- 6 Order of [Diety's Name]
- 7 Order of the Garter
- 8 Order of [General's Name]
- 9 Order of the Griffon
- 10 Order of [King's Name] Crown
- 11 Order of the King
- 12 Order of [King's Name]
- 13 Order of the Prince
- 14 Order of the Queen
- 15 Order of the Red Eagle
- 16 Order of the Titan
- 17 Order of the White Lion
- 18 Royal House Order of [Name]
- 19 Royal Order
- 20 Royal Order of the Queen

Victory Titles

- 1 Champion of the [Battle or Place Name]
- 2 Defender of the [Place Name]
- 3 Dominator of [Enemy Name]
- 4 Earl
- 5 Gatekeeper of [Siege Name]
- 6 Guardian of the Throne
- 7 Hunter of the [Beast Name]
- 8 Hammer of the [Nation Name]
- 9 Lord of [Place Name]
- 10 Keeper of [Ideal]
- 11 King's Champion
- 12 Knight of Renown
- 13 Overseer
- 14 Paladin of [Ideal]
- 15 Prince
- 16 Sentinel of [Place Name]
- 17 Siegebreaker
- 18 Scion of [Ideal]
- 19 Warden of the [People]
- 20 Watcher of the [Place Name]

Mercenary Companies 2

- 1 Devil's Vale Detachment
- 2 The Devil's Rats
- 3 Doomknights of Ithaca
- 4 Doomsmen
- 5 The Dragon Horde
- 6 The Eagleriders
- 7 Falconfyre Raiders
- 8 The Fangs
- 9 Fellow's Lowhunters
- 10 Fiendfyre Crew
- 11 Fifty-Seven Blades
- 12 The Final Siege
- 13 Firavun's Men
- 14 Forthman's Riders
- 15 Frontier's Gauntlet
- 16 Frostlance Brigade
- 17 Garum's Band
- 18 Ghoulslayers
- 19 Goblinbane Squad
- 20 The Godless

Mercenary Companies 1

- 1 Arcane Corps
- 2 August Trackers
- 3 Banik's Crawlers
- 4 Bastion's Chargers
- 5 Berrig's Muster
- 6 Blackblood Legionnaires
- 7 The Blades of Tannahawk
- 8 Bloodmoon Tyrants
- 9 Blunderbuss Enforcers
- 10 The Bonecrushers
- 11 The Clansmen
- 12 The Cloudkings
- 13 Coin's Hold Outfit
- 14 Company of Aegis
- 15 The Corruptors
- 16 The Crimson Guard
- 17 Darksy Archers
- 18 Deadman Lancers
- 19 Deadwind's Fist
- 20 Death's Company

Mercenary Companies 3

- 1 Gorgon Crushers
- 2 The Grey Riders
- 3 Greenking Footmen
- 4 Guardians of Rebuke
- 5 The Hawks
- 6 The Hammers
- 7 The Helmsmen
- 8 High Metal Assembly
- 9 Hooded Cartel
- 10 The Ironmen
- 11 Iverman's Command
- 12 The Ivory Crown Ring
- 13 The Jackals
- 14 Jakara's Troopers
- 15 The Kinslayers
- 16 Knights of the Anvil
- 17 Korissin's Army
- 18 The Lashers
- 19 The Maulers
- 20 Merchant Shield Combine

Mercenary Companies 4

- 1 Mountaincleave Horde
- 2 The Murdermen
- 3 The Nevermen
- 4 Northmen of Steel
- 5 The Oathhunters
- 6 One Hundred More
- 7 Orcskimmers
- 8 Order of the Lock
- 9 Pathforgers of Anoch
- 10 Pilot's Dragoons
- 11 Queen's Harriers
- 12 Quinon's Gang
- 13 Redwolf Pack
- 14 Retinue of the Damned
- 15 Riseneye Avengers
- 16 The Sellwords of Cairn's End
- 17 Sentinels of the Black Stone
- 18 Seven Against All
- 19 The Shadowmen
- 20 The Shieldbearers

Embalming Tools

- 1 Bowl
- 2 Brine
- 3 Clamp/tongs
- 4 Dowel
- 5 Glycerin
- 6 Hooks
- 7 Jar
- 8 Knife/scalpel
- 9 Linen
- 10 Liquor balsamicum preservative
- 11 Lye
- 12 Natron (bicarbonate and sodium carbonate)
- 13 Oils
- 14 Palm wine
- 15 Pliers
- 16 Resin
- 17 Salt
- 18 Sewing/suture needle
- 19 Straw
- 20 Talc

Mercenary Companies 5

- 1 The Sinisters
- 2 Skulks
- 3 The Skullsmiths
- 4 Soldiers of the Spear
- 5 The Sovereign
- 6 Stainsword Troop
- 7 Sunderstone Axemen
- 8 Tanner's Scouts
- 9 Team of the Scarred Scale
- 10 Thorn Legion
- 11 Titan's Pact
- 12 The Trollslayers
- 13 Warriors of the Tattered Banner
- 14 Werejackle Brigade
- 15 Whitecliff Plainsmen
- 16 Winged Contingent
- 17 Winterfire Legion
- 18 The Witch's Curse
- 19 The Wraiths
- 20 Wyvern's Watchmen

Bone Carvings

- 1 Bear bone rune-carved crown
- 2 Devil bone fortification circlet
- 3 Dwarf bone battle flute
- 4 Eagle bone scroll tube
- 5 Elephant bone royal palace
- 6 Elf bone warding pendant
- 7 Fey bone hair needles
- 8 Fish bone concentric ring
- 9 Giant bone bridge replica
- 10 Great cat bone luck talisman
- 11 Horse bone multisided dice
- 12 Human bone eldritch tower
- 13 Lizard bone casting circlet
- 14 Monster bone regal castle
- 15 Ogre bone curved scepter
- 16 Prehistoric bone serving plate
- 17 Shark bone mountain range
- 18 Titan bone battle-torn landscape
- 19 Whale bone divination chits
- 20 Wolf bone drumsticks



GM Headaches Cured (Paizo Exclusive)

- 1 A maker's mark? Where did this magic sword come from?
- 2 A symbol? Of which noble family?
- 3 The bag of holding ruptures? Well, what happens now?
- 4 But, we killed that guy months ago, how is he behind this crime?!
- 5 He offers me an irresistible bribe? Like what?
- 6 How do you explain my wizard graduating at such a young age?
- 7 I eavesdrop...what are they saying to each other?
- 8 I take watch in the crow's nest. What do I see?
- 9 I'm a fighter, I don't think I have anything to do in the city...
- 10 It's called Mount...um, the Mountain of the...uhh.
- 11 The locals? What do they dress and act like? Who are their gods?
- 12 My character has nightmares? Like what?
- 13 Ok, so we get to the top of the ridge, what do we see?
- 14 They're performing a ceremony? For what?
- 15 What does my bard know about these caverns?
- 16 What happens to him when I land my critical hit?
- 17 Who's in the inn? What are they doing? Who's singing what now?
- 18 Why did the players skip the city? Now what do I do?
- 19 Who is she, and what is she doing here?
- 20 You're telling me we sailed 400 miles and saw nothing?!

GOBLIN STEW

By **ENWorld's Quickleaf (Aaron Infante-Levy)**

How to make [Tribal Name's (page 381)] [Table 2-74 Weeds 1], and [Table 2-83 Pests] Stew

Prepare a base of [Table 5-40 Dungeon Liquids]

Boil [Useless Table One (page 391)] [Table 2-77 Bugs 2], and a whole

[Table 3-73 Domestic Animal], imagining [6-100 Undead Substance] bubbling in the pot

Stir in [Table 3-78 Basic Food] and a pickled [Table 3-82 Pickled Foods]

Last, add a handful of [Table 4-49 Aquatic Plants] which you'll

find [Table 4-57 X Marks the Spot]

Whisk until [Table 5-41 Dungeon Mysteries]

If it tastes like [Table 5-67 Potion Tastes 1], the stew is ready to serve

Finish it off with a pinch of [Table 3-63 City Smells 2] and garnish with [Table 6-75 Material Components 1]. Pour into a [Table 6-28 Potion Container Descriptions 3].

If you're expecting guests, double the recipe and add a pinch of [Table 5-70 Poisonous Plants 1] and set a place at a [Outdoor/Wilderness Traps (Page 388)]

Guaranteed to [Table 6-49 Ritual Effects 1] and feed yer gut.

University Diversions 1

- 1 Adventuring group made up of only University students returns successful
- 2 Alchemical accident, small explosion in class damages equipment
- 3 Alumnae Social, yearly celebration where new students can meet famous/infamous graduates
- 4 Awards Ceremony to honor university's heritage and recognize successes of students and faculty
- 5 Character is asked to assist in monitoring the security of a museum/college tour
- 6 Character is asked to help create a magic item or scroll by professor/tutor
- 7 Character is asked to help distribute literature by professor or fellow student
- 8 Character or rival student is nominated for student senate
- 9 Character qualifies for scholarship for additional classes, draws jealousy
- 10 Characters considerable knowledge in subject qualifies them for a bump to an advanced class
- 11 Classroom is broken into; items where stolen; class is canceled for the day
- 12 Fellow student has unusual/irrational hatred for the character
- 13 Foreign student doesn't speak much of the Common language and struggles in translation
- 14 Former star student makes unannounced visit to class, drawing attention
- 15 Group of students agree to get drunk later and get matching tattoos together
- 16 Huge debate scheduled between University/tutor and rival Student
- 17 Local guardsmen injured in defense of university students and/or property
- 18 Merchant/business owner often asks professor to recommend student for apprenticeship
- 19 Original professor is suddenly replaced by a substitute halfway through the class
- 20 Overly cruel professor has quietly been removed from faculty

University Diversions 2

- 1 Professor requires some sort of community service as part of class
- 2 Religious student loiters outside classes; frequently offers to take character to sermons/services
- 3 Reporter for local paper asking students questions on specific professor/tutor
- 4 Rumor; accident at class, acolyte/apprentice injured/killed
- 5 Rumor; animal disease of a type that could inflict character mount/ familiar or animal companion
- 6 Rumor; the university has found a cure for local wealthy noblemen's illness
- 7 Small group of locals protest necromancy related classes/spells
- 8 Student claims item stolen and 'finds' it on the character or in the characters room/backpack
- 9 Student claims to have test answers for a price, one that keeps going up
- 10 Student hints at 'connections' with crime syndicate to intimidate others
- 11 Student hints at knowing about black market goods and being able to get them
- 12 Student hints has access to stimulants to help with tests
- 13 Student is expelled for an undisclosed crime, faculty tries a coverup
- 14 Student of noble house is demanding special treatment because of status
- 15 Student or professor is former city guard, harsh with rules obedience
- 16 Student or professor is monster race, trying to remain subtle
- 17 Student or professor is of an unusual race, drawing unwanted attention
- 18 Student sleeps/eats during class, but always manages to pass tests
- 19 Textbook has been magically erased by an unknown source
- 20 Textbook replaced by treasure map or riddle just before big test



Personal Mysteries

- 1 Do the gods smile on me or are they all a myth
- 2 How, truly, did my parents come into their fortune
- 3 What is my destiny and has it been foretold
- 4 What telling event happened during my youth
- 5 What was my grandfather trying to keep secret from me before he died
- 6 When did I receive this wound and how did I come by it
- 7 Where are my siblings or parents
- 8 Where did I come from, or more importantly, when
- 9 Where did I gain the special skills I possess
- 10 Where did this tattoo or birthmark come from and what does it mean
- 11 Why am I so consistently lucky/unlucky
- 12 Why can I not remember a specific moment in time
- 13 Why do I feel like I have done all this before
- 14 Why do I keep having the same reoccurring dream
- 15 Why do I wear a wedding ring but have no memory of marriage
- 16 Why do so many act with fear or suspicion when hearing my name
- 17 Why do so many people I meet have memory of meeting me before, but I do not
- 18 Why does this animal keep following me
- 19 Why does this location seem so familiar or comfortable to me
- 20 Why were my parents/sibling deliberately hunted and killed

Curious Marsh Encounters

- 1 Ancient willow treant looking for company
- 2 Corpse floating just below the surface
- 3 Dangerous sinkhole as deep as a man mostly concealed
- 4 Derelict hut with strange totems hanging about
- 5 Frogmen lair with chief's hut heavily guarded
- 6 Frogmen patrol out in ambush mode with subdued prisoner
- 7 Giant ant nest and mounds surrounded by rare herb
- 8 Giant spider's lair and web with ancient scepter stuck within
- 9 Heavy mist barely conceals cave with strange smell
- 10 Hiding ghost surprises travelers but does not approach
- 11 Large, dry island offers some respite, despite pillar of skulls
- 12 Lizardfolk hunting party with prey and acidic weapons
- 13 Lizardfolk patrol returning to camp fresh from fight
- 14 Lone alchemist with kit collecting samples
- 15 Poisonous plants release spores in area
- 16 Strange lights hover nearby and popping sounds linger
- 17 Strange nest with clutch of large, unknown eggs
- 18 Submerged wooden cells with suffering prisoners
- 19 Swamp druid giving council to small muckdwelling creature
- 20 Young green dragon cautiously searching from tree to tree

Curious Locations

- 1 Abiathar: valley of white thunder
- 2 Acquila: hills of the great eagles
- 3 Ahishabar: cradle of the dawn
- 4 Avenon: valley of the seasons
- 5 Azmaveth: house of inner strengths
- 6 Beth-Aven: palace of vanity
- 7 Bithach: the broken land
- 8 Dishan: land of shapeshifters
- 9 Elarth: region of fell trees
- 10 Hariph: dale of eternal autumn
- 11 Hasemunah: caves of the flame hags
- 12 Ithea: the merciful plains
- 13 Jalon: savana of awakened beasts
- 14 Kitron: the twisted, burning river
- 15 Mercaboth: city of gladiators
- 16 Nimrah: keep of the poison bards
- 17 Ranima: manor of the pale inheritors
- 18 Shemesh: lowlands of the unforgiving
- 19 Shemmith: mountains of living frost
- 20 Tiria: basin of the earth riders



Weapon Prefix 1

- 1 Angelic
- 2 August
- 3 Banished
- 4 Barbarian
- 5 Black
- 6 Blazing
- 7 Blessed
- 8 Bloodborne
- 9 Bloodforged
- 10 Bone
- 11 Bronze
- 12 Brutal
- 13 Chaotic
- 14 Chimeric
- 15 Cleansed
- 16 Condemned
- 17 Crimson
- 18 Crusader's
- 19 Deadly
- 20 Decayed

Weapon Prefix 3

- 1 Grim
- 2 Holy
- 3 Icy
- 4 Howling
- 5 Hunter's
- 6 Imprisoned
- 7 Jagged
- 8 Last
- 9 Legendary
- 10 Living
- 11 Lost
- 12 Massive
- 13 Master
- 14 Merciless
- 15 Mighty
- 16 Necrotic
- 17 Obsidian
- 18 Orcish
- 19 Paladin's
- 20 Phantom

Weapon Prefix 2

- 1 Defender's
- 2 Demonic
- 3 Demonslayer
- 4 Despotic
- 5 Divine
- 6 Draconic
- 7 Elven/Elvish
- 8 Emerald
- 9 Fey
- 10 Fiery
- 11 Final
- 12 First
- 13 Forked
- 14 Ghostly
- 15 Giant
- 16 Gleaming
- 17 Glorious
- 18 Godly
- 19 Gold/Golden
- 20 Grand

Weapon Prefix 4

- 1 Piercing
- 2 Plague
- 3 Poisoned
- 4 Razor-edge
- 5 Reaver's
- 6 Resilient
- 7 Rugged
- 8 Rune
- 9 Ruthless
- 10 Saintly
- 11 Savage
- 12 Shadow
- 13 Shattered
- 14 Silver
- 15 Sinister
- 16 Skullsplitter
- 17 Smiting
- 18 Snake-skinned
- 19 Soulforged
- 20 Soulstitched

Weapon Prefix 5

- 1 Sundered
- 2 Swift
- 3 Tainted
- 4 Tireless
- 5 Triumphant
- 6 Trollskin
- 7 Twin
- 8 Unbreakable
- 9 Undead
- 10 Unholy
- 11 Valiant
- 12 Vampiric
- 13 Vibrant
- 14 Vile
- 15 Viridian
- 16 Vorpai
- 17 Vulpine
- 18 Warlord's
- 19 Warp
- 20 Wrought-iron

Weapons 2

- 1 Cutlass
- 2 Dagger
- 3 Dirk
- 4 Dwarven maul
- 5 Elven bow
- 6 Estoc
- 7 Falchion
- 8 Fauchard
- 9 Flail
- 10 Flamberge
- 11 Flanged mace
- 12 Foil
- 13 Gaff
- 14 Gauntlet
- 15 Gladius
- 16 Glaive
- 17 Greataxe
- 18 Greatclub
- 19 Greatsword
- 20 Guisarme

Weapons 1

- 1 Angon
- 2 Arrows
- 3 Axe
- 4 Backsword
- 5 Bardiche
- 6 Bastard sword
- 7 Battleaxe
- 8 Bec de Corbin
- 9 Bill
- 10 Blade
- 11 Bludgeon
- 12 Broadsword
- 13 Chain
- 14 Chopper
- 15 Claw
- 16 Claymore
- 17 Cleaver
- 18 Crossbow
- 19 Crowbill
- 20 Cudgel

Weapon 3

- 1 Halberd
- 2 Hammer
- 3 Hand Axe
- 4 Harpoon
- 5 Hatchet
- 6 Hook
- 7 Horseman's pick
- 8 Javelin
- 9 Katana
- 10 Katar
- 11 Kopesh
- 12 Kukri
- 13 Lance
- 14 Lochaber Axe
- 15 Longbow
- 16 Longspear
- 17 Longsword
- 18 Lucerne hammer
- 19 Mace
- 20 Machete



Weapon 4

- 1 Main gauche
- 2 Man catcher
- 3 Maul
- 4 Military fork
- 5 Morningstar
- 6 Moro barong
- 7 Ogre hook
- 8 Orc warhammer
- 9 Partisan
- 10 Pick
- 11 Pike
- 12 Pilum
- 13 Polearm
- 14 Poleaxe
- 15 Punching dagger
- 16 Quarterstaff
- 17 Ranseur
- 18 Rapier
- 19 Sabre
- 20 Scimitar

Weapon Suffix 1

- 1 of Absorption
- 2 of the Amber Flame
- 3 of the Anvil
- 4 of Beggars
- 5 of Blood
- 6 of Brilliance
- 7 of Carnage
- 8 of the Clans
- 9 of Corruption
- 10 of the Crucible
- 11 of the Crusades
- 12 of the Damned
- 13 of Darkness
- 14 of the Dead Kings
- 15 of Death
- 16 of Decay
- 17 of Defiance
- 18 of [Demon Name]
- 19 of the Desecrated
- 20 of Desperation

Weapon 5

- 1 Scythe
- 2 Short sword
- 3 Siangham
- 4 Sickle
- 5 Sledge
- 6 Spatha
- 7 Spear
- 8 Spetum
- 9 Spiked chain
- 10 Staff
- 11 Stiletto
- 12 Sword breaker
- 13 Swordstaff
- 14 Trident
- 15 Tulwar
- 16 Voulge
- 17 War club
- 18 War razor
- 19 Warhammer
- 20 Zweihander

Weapon Suffix 2

- 1 of Destiny
- 2 of Destruction
- 3 of Discord
- 4 of Doom
- 5 of Dragons
- 6 of the Dwarves
- 7 of Embers
- 8 of Evil
- 9 of Fallen Brothers
- 10 of the Fallen Empires
- 11 of Fortune
- 12 of Frost
- 13 of Gehenna
- 14 of the giant
- 15 of the gods
- 16 of Greed
- 17 of Guarding
- 18 of Harmony
- 19 of the heavens
- 20 of Honor

Weapon Suffix 3

- 1 of the Jackal
- 2 of Justice
- 3 of [Kingdom Name]
- 4 of Knighthood
- 5 of the Liche-King
- 6 of Lies
- 7 of Life
- 8 of Lightning
- 9 of the Lion
- 10 of the Lost Soldier
- 11 of the Magus
- 12 of the Mammoth
- 13 of Measure
- 14 of Misery
- 15 of the Moon
- 16 of the Mountain-Prince
- 17 of Murder
- 18 of Peace
- 19 of the Pit
- 20 of Precision

Weapon Suffix 5

- 1 of Tears
- 2 of the Thane
- 3 of Thorns
- 4 of Thunder/Thunderbolts
- 5 of the Titans
- 6 of Tomorrow
- 7 of the [Tribe Name] Orcs
- 8 of the Troll-King
- 9 of Tyranny
- 10 of Valor
- 11 of Vengeance
- 12 of Venom
- 13 of Vigor
- 14 of Villainy
- 15 of the Void
- 16 of the Vulture
- 17 of War
- 18 of the Warrior
- 19 of Winter
- 20 of the World's Edge

Weapon Suffix 4

- 1 of the Prince
- 2 of the Queen
- 3 of Radiance
- 4 of Rebirth
- 5 of Redemption
- 6 of Ruin
- 7 of the Sage
- 8 of the Sentinel
- 9 of the Sidhe
- 10 of Sinners
- 11 of Slaughter
- 12 of Slaying
- 13 of Souls
- 14 of the Southern Cross
- 15 of the Stag
- 16 of Steel
- 17 of Stone
- 18 of Sturdiness
- 19 of Suffering
- 20 of the Sun

