

ECHIDNA



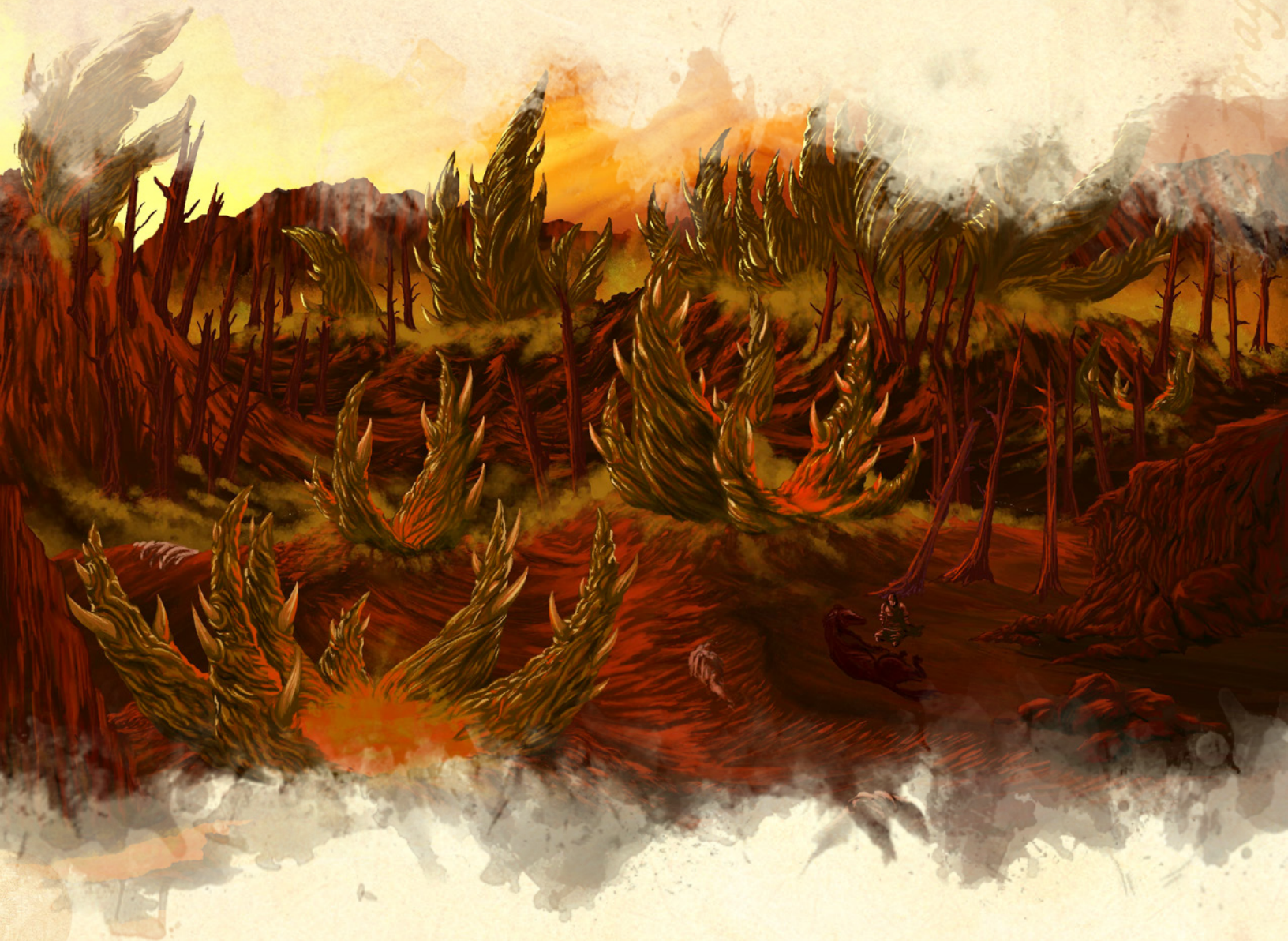
DESIGN

TASHA'S SUPERNATURAL TRAVELOGUE



Explore the magic of fantastic regions in this
book for the world's greatest roleplaying game

TASHA'S SUPERNATURAL TRAVELOGUE



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CONTENT WARNING

Some of the game components reference the rules for madness from the *Dungeon Master's Guide*. Blood is mentioned.

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ECHIDNA DESIGN



ON THE COVER

Florian Jonak shows us the wizard Tasha, renowned explorer of worlds, while consulting her magical travelogue. There she collected the lore on the magic of each and every world she ever visited, and the travelogue's pages are alive with the enchanted memories of amazing supernatural phenomenon.

Disclaimer: Echidna Design doesn't take any responsibility over which room of the dungeon you might end up in while you visit an area of Spacetime Distortion. We also recommend stocking up on healer's kits and patches if you plan to visit an Awakened Library, given the several reports of paper cuts. Check with your group's spellcaster before picking up anything from the ground while in a Scars of War region, or even just in general.

CONTENTS

Chapter 1: Introduction	4	Lunar Influence	25
Welcome to the Travelogue	5	<i>Table: Lunar Effects</i>	25
Chapter 1: Introduction	5	Pervasive Contamination	27
Chapter 2: Supernatural Travelogue	5	<i>Table: Contamination Effects</i>	27
Chapter 3: Adventure Travelogue	5	Scars of War	29
Other Books	5	<i>Table: Scars of War Effects</i>	29
Supernatural Regions from <i>TCoE</i>	5	Spacetime Distortion	31
Exploring Supernatural Regions	6	<i>Table: Spacetime Distortion Effects</i>	31
What is a Region	6	Supernatural Traveler's Tools	33
Pacing First	6	Explorer's Magic Items	33
Why to Use Them	6	Globe of the Discoverer	33
Bringing the Fantastic to Life	6	Leyline Compass	33
Dangers for Passing Time	6	Map of the Eldritch Explorer	33
As Encounters	6	Marble of Chances	33
Dynamizing Ongoing Encounters	6	Tasha's Supernatural Travelogue	34
Mixing Up the Three Pillars	7	Variant: Regional Enhancements on Spells	35
When to Use Them	7	Variant: Regional Circle Magic	35
DM's Choice	7	Chapter 3: Adventure Travelogue	37
Common Circumstances	7	<i>Table: Suggested Supernatural Regions per D&D title</i>	37
Specific Circumstances	8	Adventures A-Z	38
Consequences in Ordinary Locations	8	Baldur's Gate: Descent into Avernus	38
Non-Regional Events	8	Candlekeep Mysteries	38
DM Techniques	8	Curse of Strahd	38
Single Roll	8	Dragon of Icespire Peak	38
Double Roll	8	Dragonlance: Shadow of the Dragon Queen	38
Reroll	9	Dragons of Stormwreck Isle	38
Handpick an Event	9	Eberron: Rising from the Last War	38
Rearranging Events and Regions an Event	9	Ghosts of Saltmarsh	39
Chapter 2: Supernatural Travelogue	11	Guildmaster's Guide to Ravnic	39
Awakened Library	11	Hoard of the Dragon Queen	39
<i>Table: Awakened Library Effects</i>	11	Icewind Dale: Rime of the Frostmaiden	39
Crawling Cold	13	Journey Through the Radiant Citadel	39
<i>Table: Crawling Cold Effects</i>	13	Keys to the Golden Vault	40
Draconic Resonance	15	Mythic Odysseys of Theros	40
<i>Table: Draconic Resonance Effects</i>	15	Out of the Abyss	40
Dreams of the Tides	17	Princes of the Apocalypse	40
<i>Table: Dreams of the Tides Effects</i>	17	Spelljammer: Adventures in Space	41
Elemental Clash	19	Storm King's Thunder	41
<i>Table: Random Elements Table</i>	19	Strixhaven: A Curriculum of Chaos	41
<i>Table: Elemental Clash Effects</i>	19	Tales from the Yawning Portal	42
Fiendish Corruption	21	The Rise of Tiamat	42
<i>Table: Fiendish Effects</i>	21	The Wild Beyond the Witchlight	42
Grave Touch	23	Strixhaven: Tomb of Annihilation	42
<i>Table: Grave Touch Effects</i>	23	Van Richten's Guide to Ravenloft	42
		Waterdeep: Dungeon of the Mad Mage	43

A MAGICALLY ALTERED ROCK
FORMATION HOLDS MYSTERIOUS POWERS



CHAPTER 1: INTRODUCTION

WELCOME TO THE TRAVELOGUE

Within these pages you will find the lore and rules about several exciting supernatural regions, which you can use to bring the marvels and challenges of magic to life in your games as the players explore your fantastic location. Through this book, you will be able to turn the supernatural influence that pervades your adventures into something perceivable, concrete and that actually affects the characters and their surrounding world.

CHAPTER 1: INTRODUCTION

In this first chapter you will find information on how to best use this book. Following that, the **Guide to Supernatural Regions** section goes in depth into when, why and how to use the tables, giving suggestions on the ways to best implement them into your game.

CHAPTER 2: SUPERNATURAL TRAVELOGUE

Here you will find 11 supernatural regions, each complete with lore, a list of possible triggers and a table with a variety of effects, for a total of 220 possible unique events. The supernatural regions presented in this book have been chosen and designed to embody many common tropes of D&D adventures, like a corruption created by fiendish powers, an undead infestation or a dimensional instability. The **Supernatural Traveler's Tools** section features five new magic items about regional magic and exploration, and a page of rules variants to let the players wield the power of your adventure's location.

CHAPTER 3: ADVENTURE TRAVELOGUE

This chapter presents recommendations and suggestions on how and where to employ supernatural regions in several official D&D adventures and settings, taking into account both the ones from this book and the ones from *Tasha's Cauldron of Everything*.



THE LEYLINE COMPASS,
A NEW MAGIC ITEM
FROM CHAPTER 2

OTHER BOOKS

To use this compendium you need the *Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual*.

Everything that you will find in this book builds upon the idea of supernatural regions as they were presented in *Tasha's Cauldron of Everything*, however you don't need it to use the new regions that you'll find in the *Travelogue*.

The content in Chapter 3 provides suggestions on how to use both the supernatural regions from this book and the ones described in *Tasha's Cauldron of Everything* in several official D&D adventures and settings.

The compendium includes some variants that reference *Prothero's Guide to Spellweavery* by The Eren Chronicles, available on the DMsGuild.

SUPERNATURAL REGIONS FROM *TCoE*

If *Tasha's Supernatural Travelogue* caught your attention, chances are you might want to check *Tasha's Cauldron of Everything* for more supernatural regions. In the table below you will find a quick summary of the regions from that book and what they are about. If you have access to both books, you should be able to cover a large majority of the most common fantasy tropes for magical locations, giving yourself an extensive arsenal of options to choose from to enhance your games.

Region	Themes
Blessed Radiance*	Celestials, radiant energy, Upper Planes
Far Realm*	Aberrations, alien influences, eldritch powers
Haunted*	Hauntings, sinister influences, dark emotions
Infested*	Region overrun by insects, hives, swarms and similar creatures
Mirror Zone*	Plane of Mirrors, dangerous results of magic use
Psychic Resonance*	Strong emotions, psionics, awakened animals and objects
Unraveling Magic*	Magic that is corrupted, damaged, wild or dead

Supernatural regions from *Tasha's Cauldron of Everything* will be written with "*", as in the table above.

The same chapter that includes the supernatural regions above also includes a collection of **Magical Phenomenas** (like eldritch storms and magical mushrooms) and **Natural Hazards**, which you can use alongside supernatural regions.

EXPLORING SUPERNATURAL REGIONS

Supernatural regions are a powerful tool to enhance or even generate content for your game sessions. Each region presented in this book includes twenty possible events that can constitute dangers and challenges, but also resources for the characters or even roleplay opportunities.

In this section, you will find detailed indications and suggestions on how to use supernatural regions in the most effective ways during your game sessions.

WHAT IS A REGION

For the purpose of this book, a "region" is whatever you decide it to be. It can be a local area, a whole continent, the room of a dungeon, a city, or anywhere else. The only true rule on the nature and size of a supernatural region is that it makes sense in the context of your setting and adventure. For some examples, see Chapter 3, which is full of suggestions on where and how to implement supernatural regions in several official D&D adventures.

PACING FIRST

Even if supernatural regions come with a list of common and specific possible triggering circumstances (see later in this chapter) these are not to be applied literally but are to be intended as suggestions. The first and most important parameter to decide if it's time to roll on a region's table or not, is always the pace of the game. The **Why to Use Them** paragraph below provides you with plenty of reasons to put the tables to good use, but they should be always employed with a grain of salt. As DM, apply your discretion when deciding if you should roll on the table for a supernatural region or not, and first ask yourself: "Is this a good time for a supernatural region event"? For example:

- It's fun to present a regional event soon after the party enters the region (and it's a good time to do so), but it might be too much to roll for something new literally every 30 minutes during a long rest.
- It's fun to present a regional event when the character's magic disturbs the place, but it might be too much to roll for each and every spell they cast.
- It can be interesting to manifest a region event when a thematically appropriate creature goes to half or 0 hit points, but it might be too much to make it happen for every creature.
- If the players seem more annoyed than excited by the idea of a new supernatural region event happening, it's probably better to *not* roll and move on with the rest of the adventure's content.

This same concept also applies to the suggestions on how and where to implement supernatural regions in official settings and adventures from Chapter 3.

WHY TO USE THEM

These are some examples of the several reasons to consider adding a supernatural region table to your game.

BRINGING THE FANTASTIC TO LIFE

During our adventures we often come across places permeated by magic, which presents an intrinsic danger or are otherwise altered by some supernatural power. Abyssal energy spreads through the portal to corrupt the region, necromantic magic infuses the cemetery and the nearby town, and the proximity with the Feywild alters the flow of time. These evocative concepts fuel our imagination and give us the feeling that we are really adventuring in a fantasy world. However, they often risk to remain mostly a matter of flavor, with few chances to actually be represented as part of the action or influencing the game in a consistent way.

The supernatural regions from this compendium and from *Tasha's Cauldron of Everything* give us the chance to really introduce these fantastical elements in our adventures in a way that is relevant to the characters (and players) by turning the region into a source of challenges, resources, or even chances to deepen what we know about our characters.

DANGERS FOR PASSING TIME

The more time the characters spend in a supernatural region, the more likely it is that the power of the region can manifest. As you start rolling on these tables, suddenly spending a short or long rest in the region, or even casting a ritual spell, becomes an affair to not tread lightly. Spending hours or days in such a location becomes a brave decision, and finding a safe haven to rest is a priority and a true reward.

AS ENCOUNTERS

Most events on these tables can represent short encounters (similar to traps or natural dangers in many cases) and can be more varied and less time consuming than a fight against random creatures. Therefore, they can be a good addition (or even substitution) to wandering monsters. If you are playing an adventure with a sandbox structure (like one with a lot of wilderness exploration) or played as theater of the mind (like a dungeon without a map) you can also use the supernatural regions tables as a source for filler encounters, even with zero (or almost zero) preparation.

DYNAMIZING ONGOING ENCOUNTERS

Rolling on the table for a supernatural region can be a good way to reshuffle an encounter. Suddenly the situation or terrain changes, one of two factions are harmed or receive a boon, or something else happens that can force the participants to reconsider their stakes and priorities, or at least change tactics.



MIXING UP THE THREE PILLARS

A lot of different things can happen while you explore these supernatural regions: sentient books can deliver to you forbidden knowledge, fiends can tempt you, or draconic echoes can infuse you with the voice of the dragons. When a regional event includes monsters or other creatures, they usually appear in a way that doesn't call for an immediate fight, encouraging a non-combat interaction.

In general, supernatural regions can be a tool for the DM to introduce encounters and situations that can vary among the three pillars of adventuring (combat, exploration and roleplay) even while the characters are traveling through the wilderness or exploring a dungeon. As a DM, these can be chances to deliver precious information to the characters, assists for roleplay and interaction, or a game experience that can appeal to a wider variety of players (and tastes) in general.

For more information on the three pillars of adventuring, see the *Dungeon Master's Guide*, and Chapter 4 of *Tasha's Cauldron of Everything*.

WHEN TO USE THEM

There can be many ways to establish when it's time to manifest an effect from a supernatural region. Here's some options.

DM's CHOICE

One common reason to roll on your supernatural region's table is just because it's cool to do so and it fits well in a given moment of the game session.

The **Why to Use Them** section details plenty of exciting good reasons to roll on a supernatural region's table, while the **Pacing First** section focuses on when it might be better to refrain from making a new roll at a certain time. After reading them, you should have the right tools to determine if it's the right time or not to do so. In general, if you feel like it's gonna be fun for both you and your players to introduce a regional event, go for it.

COMMON CIRCUMSTANCES

While keeping in mind the suggestions in the paragraphs above, you can pick inspiration from any of the following circumstance to consider if a certain action can trigger a roll on a region's table or not:

- Soon after the party enters the region (recommended)
- When a creature loses more than half its hit points
- When a creature casts a spell of 1st level or higher
- When a creature activates a magic item
- When a creature makes an exceptionally loud noise or otherwise attracts attention
- When the party spends at least 30 minutes in the same region

Some of the circumstances above (especially the last two) can go a long way to make the characters feel the dangers of being in a supernatural region, and to remind them that choosing to take actions that require a lot of time (like casting several ritual spells or making Intelligence (Investigation) checks on large areas) or make a lot of noise (like bombarding an area with *fireball* and *thunderwave* spells) can come at a cost.

A FLOATING CITY, SPARKLING
WITH SUPERNATURAL ENERGIES

Here be Dragons

SPECIFIC CIRCUMSTANCES

Each supernatural region features a short list of circumstances specific to it that you can consider to justify rolling on the table. In general, there should be a clear cause-effect correlation between the triggering circumstance and the manifestation of an event, correlation that the characters (and players) can potentially understand.

For example, digging in the snow or destroying a wall of ice in a Crawling Cold region can trigger a roll on the table, because you are "disturbing" the environment and you might unleash something that has been frozen for a long time. The characters will soon understand that it is better to leave the ice alone and to not dig too deep, unless they want to awaken something.

CONSEQUENCES IN ORDINARY LOCATIONS

Consider rolling on the tables when the characters fail on thematically appropriate rolls even in regular regions, especially if they fail by 5 or more or if somebody rolled a 1 on the d20 for such an endeavor. For example, if the characters are failing a Wisdom (Survival) check to find their way out of a dense forest, you might roll on the table for the Pervasive Contamination region to represent them stumbling into something they should have left alone, like a dangerous giant mushroom or some poisonous vines.

NON-REGIONAL EVENTS

The supernatural regions tables might come handy even if you want to introduce consequences (either good or bad) for the characters tampering with a particular kind of magic, power, item or something similar, even when they are not in an appropriate region. Consider doing so especially if a character rolled a 1 on the d20 for such an action.

For example, a character tampering with a portal might trigger a random event from the Spacetime Distortion table, or a character trying to push a powerful magic item or spell beyond its limit might inadvertently unleash an effect from the Unraveling Magic* table.

By doing so, you can add hundreds of possible game events to the array of options you could present to your players.

DM TECHNIQUES

You can use several different techniques to determine which regional event can happen, or to find new ways to bring the supernatural regions into the game. Here's some examples.

SINGLE ROLL

The simplest and most straightforward way to use the tables, is to do a single d100 roll and use the event relative to the result of the roll. In most cases, this can be more than enough. If the result doesn't seem appropriate to you for some reason, consider doing a reroll (see below).

DOUBLE ROLL

An easy way to find a compromise between the excitement and variety of random generation and still having room to choose an event suited for the current game situation, is to roll the d100 twice and choose one of the two results. This way you can still let the dice do their job (without the need for you to do the extra work of choosing an event yourself) but



A PORTAL CAN HOLD A STRONG
SUPERNATURAL INFLUENCE ON
ITS SURROUNDINGS

you still have room to exercise your discretion in picking the event of the two that best suits the current pace of the game or that creates the most interesting situation for the characters.

REROLL

Not all of the events presented in the tables might be a good fit for the area that you have chosen as a supernatural region, for the current pace of your session or even for the game style of your group. For example, if you are using the Scars of War region in a narrow dungeon complex and you roll an 11 on the d100, it might be complicated to justify how a ballista got there in the first place.

Consider rerolling even if you already rolled this same event in the current session, as to provide more variety to the game.

HANDPICK AN EVENT

Sometimes, you might want to just choose one event from the table. This might be the case when the characters are actively looking for something (like, looking for a fiend to make a pact with in a region of Fiendish Corruption as per the 96-00 event) and they are being successful in doing so. Maybe, a certain event just feels particularly appropriate for some

reason. If that's the case, don't be afraid to handpick the event that you feel might be the most interesting for your players at this given time.

REARRANGING EVENTS AND REGIONS

Certain supernatural regions include variants and suggestions on how to bend or rearrange the region's concept to fit a slightly different trope (see Elemental Clash, Lunar Influence and Scars of War for some examples). You can do the same with any event from these tables, or even for a region as a whole. Feel free to alter any game component presented in the tables for your purpose, like changing some damage types or spells.

For example, you could reinterpret the Fiendish Corruption region to represent a derelict organic hive-ship, commanded by a damaged alien consciousness. In this case, the acid rain (91-95) becomes pipes that suddenly break and release dangerous chemicals on the characters, the explosions of infernal fire (71-75) become ammunitions from ancient battles that suddenly go off after being disturbed, and a possessing fiend (11-15) becomes the alien consciousness that infiltrates a character's mind (maybe changing the Charisma bonus into an Intelligence one).



AN EXPLORER OBSERVES AN UNUSUAL CAVE,
SEARCHING FOR HINTS OF ELDRITCH GEOMETRY

Here be Dragons



AN ANCIENT, EVIL DRAGON CORRUPTS
THE REGION AROUND ITS LAIR

CHAPTER 2: SUPERNATURAL TRAVELOGUE

AWAKENED LIBRARY

Every book, even the simplest one, has its own purpose and holds a cosmo of knowledge and meaning. When a great amount of writings are kept together, they can start to develop a consciousness and grow their unique kind of magic.

An awakened library might come to be because of a hoarding of magical power, the presence of lingering psionic energies or even just because the knowledge contained within it has been forming a mind of its own.

Consider rolling on the Awakened Library Effects table when the following circumstances occur in the region:

- A creature reads a spell scroll or another kind of magical writing.
- One or more creatures research something in the library.
- A creature casts a divination spell.
- A creature picks up, damages or destroys a book.

AWAKENED LIBRARY EFFECTS

d100	Effect
01-05	A spell scroll at the DM's choice that was hidden in the library spontaneously casts itself. <i>Bestow curse</i> , <i>sleep</i> and <i>stinking cloud</i> are good choices. If you choose a fire-based or lightning-based spell, consider the risk of fire.
06-10	The library demands quiet, and the <i>silence</i> spell affects the whole region for 1 hour.
11-15	One book, or other written text, which the characters are looking for or might need (DM's choice) falls in front of them (or on top of them).
16-20	A book that the characters are looking for, or another book at the DM's choice, gains the ability to speak and can answer 1d4 questions. The book remembers the places it has been and who read it, and can answer questions about its own written content. After answering the questions or after 1 hour, the book goes back to normal.
21-25	The books animate and fly around an alley, a room or the whole region, stumbling into everybody that is currently there. Each creature in the area must succeed on a DC 12 Dexterity saving throw at the beginning of each of its turns, taking 2d4 bludgeoning damage on a failure. The books stop after 1 minute, or if a creature threatening the books with fire succeeds on a DC 15 Charisma (Intimidate) check as an action.

d100 Effect

26-30	A book becomes intrinsically magical: anyone reading it can generate the same magical effects of a spell scroll based on the book's content (DM's choice, usually up to 3rd level). Common choices are <i>major illusion</i> and <i>sleet storm</i> .
31-35	The next time that a character opens a book while in the region, the book flies on the character's face and tries to stick to it. The target makes a DC 15 Dexterity saving throw. On a failure, the target takes 1d4 bludgeoning damage. If the target is Medium or smaller, it is also grappled (escape DC 15). While grappled, it is also blinded, can't breath, can't speak and takes 1d4 bludgeoning damage at the end of each of its turns. Over the next 24 hours, every creature opening a book while in this region rolls a d20: on a 1, the same thing happens.
36-40	A nothic , shadow or another creature appropriate to the location is lurking around, trying to steal the character's secrets or to reach a certain source of knowledge before them.
41-45	The characters meet an illusory creature that originated from a nearby illustrated magical book. The book works like a <i>deck of illusions</i> .
46-50	The characters meet a sentient holy text, spellbook or other book about the supernatural. It has the stats of an <i>acolyte</i> , a <i>mage</i> or a similar spellcasting NPC, with the following exceptions: type Construct, Speed 0 ft., fly 15 ft. (hover), any weapon attack becomes a Slam and deals bludgeoning damage.
51-55	The library's shelves and alleys move around, turning the region into a labyrinth. For the next 24 hours, a creature needs a DC 17 Wisdom (Survival) check to move around the library. On a failure, the creature can't find its way and you roll again on this table, choosing a suitable random encounter or another meaningful consequence.
56-60	The next time that one of the characters reads something while inside the region, the text reveals its truth to the reader. The character gains insight into the topic as if it casted the <i>commune</i> or <i>divination</i> spell (DM's choice).
61-65	One of the library's ladders seems to be going up into the infinite. For the next hour, anyone climbing it all the way up arrives to a far away location situated in a place at a high altitude at the DM's choice, like the castle of a cloud giant, a forgotten dungeon on top of a mountain or even another planet. Within 24 hours, the ladder can be climbed back.



A WIZARD TAKES ADVANTAGE
OF AN AWAKENED LIBRARY

d100 Effect

66-70 A book contains the soul of a fiend that has the purpose to tempt the reader, like a *glabrezu* or a *succubus*, or that was trapped there, like an *imp* or a *shadow demon*. Destroying the book releases the fiend that appears in the closest free space. While inside the book, the fiend is immune to damage and can't be killed, but is still susceptible to other effects, especially *dispel evil and good* and other magic against possession.

71-75 The next book that a creature reads is particularly inspiring, giving to the reader and to up to three creatures hearing it the benefit of the *bless* spell for the next 24 hours.

76-80 One book that the characters are looking for or that they are holding or carrying animates and runs away from them. If the characters run after it, they can catch it with a successful group check, rolling ability checks like Strength (Athletics) and Wisdom (Perception), or by winning a chase (see Chapter 8 of the *Dungeon Master's Guide*). The animated book has the stats of a **scout**, except as following: type Construct; speed 0 ft., fly 30 ft. (hover).

81-85 The next time that a creature reads a book while in the region, the creature is targeted by the *geas* spell (DC 17). The commanded course of activity is based on the book's topic. A creature under the effect of the *geas* that follows it gains inspiration at the end of its next short or long rest, once every 24 hours.

d100 Effect

86-90 The books become aggressive and try to paper cut the hands of whoever is reading them. Over the next 24 hours, every creature trying to read a book must succeed on a DC 10 Dexterity saving throw, taking 1 slashing damage on a failure. On a natural 1, the creature has disadvantage on all ability checks and attack rolls that require the use of that hand, until it receives magical healing or the wound is attended to with a successful DC 10 Wisdom (Medicine) check.

91-95 The next book that one of the characters opens becomes a vortex to another realm related to the book's topic. Every creature within 50 feet of the book makes a DC 20 Charisma saving throw (can choose to fail). If half or more of these creatures fail the saving throw, they are all teleported to another plane (DM's choice, or randomly determined as a color pool of the Astral Sea, see table in Chapter 2 of the *Dungeon Master's Guide*).

96-00 The characters stumble into a book that is a powerful magic item at the DM's choice, like a *tome of clear thought*, a *manual of golems* or even a *Book of Vile Darkness*. There could be a dangerous creature (like an *iron golem* or a *pit devil*) that is protecting the book or looking for it.

CRAWLING COLD

The cold elemental energies hold a strong grip on this region. Here, every blizzard or glacier seems to have an ominous will that wants to cover everything with frost. The magical grasp of the crawling cold attracts the supernatural creatures that feel comfortable in its chill embrace, and can freeze even thoughts, memories and time. Who knows what hides under the snow, or what it will soon claim for itself.

Consider rolling on the Crawling Cold Effects table when the following circumstances occur in the region:

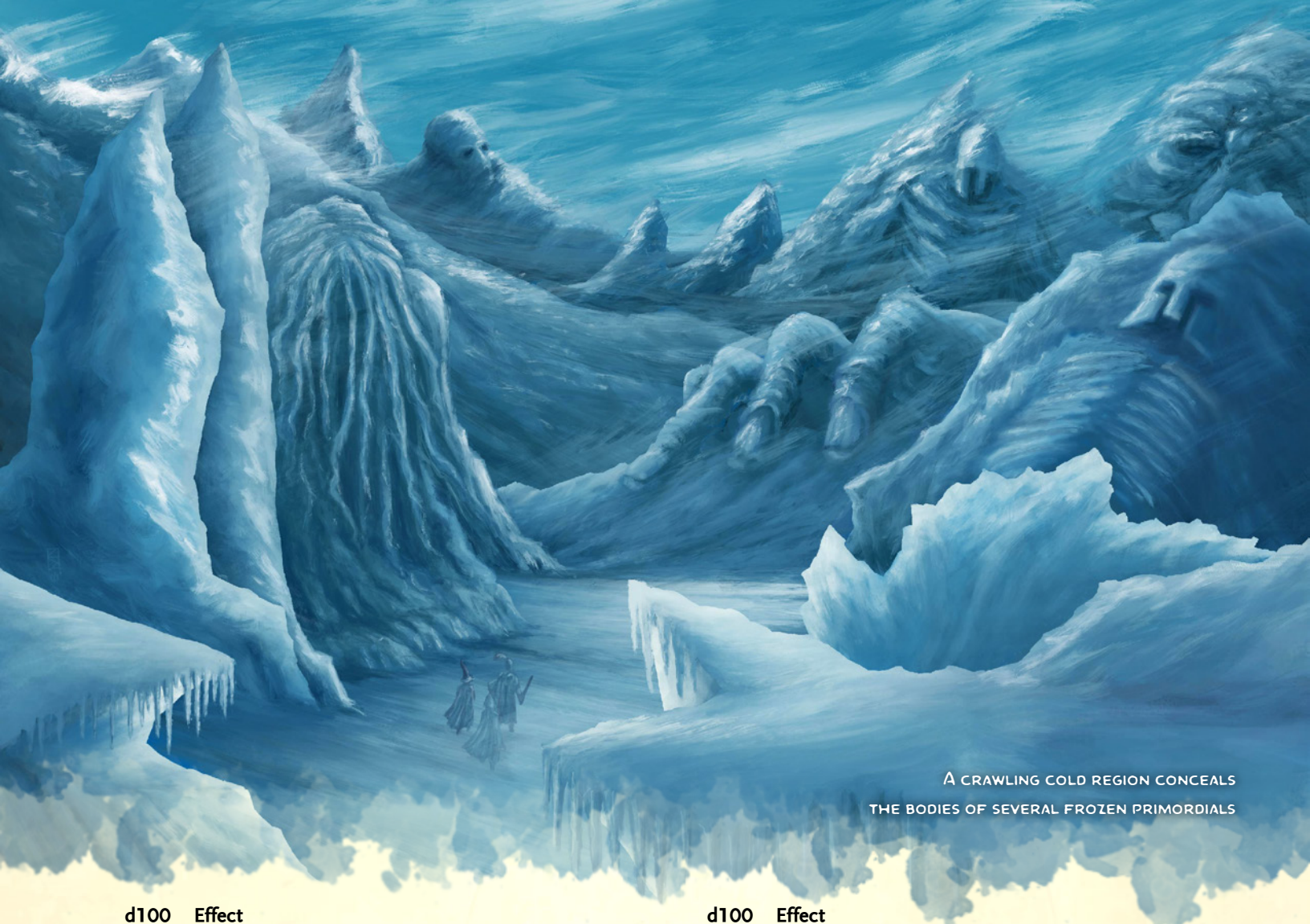
- A creature travels when there's wind, snow or fog.
- A creature fails a saving throw against environmental cold, a spell that deals cold damage or another cold-based effect.
- A creature fails a Wisdom (Survival) check for orientation or finding shelter or food.
- One creature digs through the snow or damages the ice.
- The characters take a short or long rest in the region.
- A creature casts a spell that is about cold.

CRAWLING COLD EFFECTS

d100	Effect
01-05	For the next 24 hours, the temperature of the region drops significantly and every creature in it gains vulnerability to cold, unless it has immunity to cold.
06-10	The metabolism of all creatures in the region slows down. For the next 24 hours, creatures don't need drink or food, also creatures rolling death saving throws treat a result between 6 and 9 as a 10.
11-15	A random icicle inside the region starts to emit an azure light and becomes a <i>frost brand</i> shortsword (see Chapter 7 of the <i>Dungeon Master's Guide</i>). Environmental conditions can't melt the icicle. The icicle breaks and loses all powers whenever whoever carries it rolls a natural 1 on a saving throw against a fire effect, or when whoever attacks with it rolls a 1 on the d20 for the attack.
16-20	A random structure inside the region becomes completely wrapped in a <i>wall of ice</i> (save DC 17, 3d6 damage to cross) that lasts until removed.
21-25	The cold energies hinder fire in the region. Over the next 24 hours, ability checks and attack rolls that involve fire (like using a mess kit, attacking with a torch or a <i>firebolt</i> spell) have disadvantage, and creatures have advantage on saving throws against fire (like a <i>fireball</i> spell).
26-30	The characters can see another cold place reflected in an icy surface. This is a portal that leads somewhere else within the region, or to a more far away freezing location. After 1d10 hours, the portal closes.

d100 Effect

31-35	An ice mephit starts to follow the characters. It's not necessarily hostile, but it will try to play some cruel practical jokes, like extinguishing the group's camp fire during the night.
36-40	A random creature feels the touch of cold and starts to freeze to death. The creature makes a DC 12 Constitution saving throw, taking 1d6 cold damage and one level of exhaustion on a failure. The creature repeats the saving throw at the end of each of its turns for 1 minute (with advantage if close to a heat source), ending the effect on itself on a success or taking another 1d6 cold damage on a failure. A <i>lesser restoration</i> spell or similar magic ends the effect.
41-45	One random creature involved in an encounter now or within the next 24 hours is affected by the <i>slow</i> spell (save DC 15) for 1 minute. If the target succeeds on the saving throw, the spell tries to affect another random creature that didn't roll this saving throw yet, until one fails or all creatures in the encounter have already rolled.
46-50	1d4 random creatures in the region gain the ability to cast <i>feign death</i> , requiring no components. After a creature uses it three times, it loses the ability.
51-55	The next time that the characters encounter ice, fog or a blizzard, they can see a version of themselves inside of it, like a frozen reflection or a cold ghost. This appearance is a magical illusion shaped around a memory frozen in time. Interacting with the appearance will reveal something about the character's past or some other related secret.
56-60	Over the next 24 hours, roll a d20 whenever a creature tries to eat or drink something, including magic items (like a <i>potion of healing</i>) or spell effects (like <i>goodberry</i>). On a 9 or lower, whatever the creature was trying to consume freezes in its hands and loses any power or benefit until properly unfrozen.
61-65	The shadow of one of the characters freezes in place and the character becomes immediately restrained. The character can be freed with a successful DC 15 Strength check as an action, but doing this severs the character from its shadow , that immediately animates. The severed shadow has speed 0 until it succeeds on a DC 15 Dexterity saving throw (made at the beginning of each of its turns). To free the character without separating it from its shade, the area around it must be slowly heated, or turned into complete darkness (so it will have no shade at all).
66-70	One random creature in the region is affected by the <i>armor of agathys</i> spell casted at a level equal to the creature's proficiency bonus.
71-75	A whistling wind blows, carrying with it laments, curses and secrets from the past that have been frozen in time by the cold.



A CRAWLING COLD REGION CONCEALS
THE BODIES OF SEVERAL FROZEN PRIMORDIALS

d100 Effect

76-80 The cold energies become angry and a sudden magical blizzard hits the region. The next round on initiative count 20, the region becomes affected by both strong wind and heavy precipitations (see Chapter 5 of the *Dungeon Master's Guide*). A creature exposed to the blizzard makes a DC 10 Constitution saving throw at the end of each of its turns, taking 1d6 cold damage on a failure. The blizzard lasts 1d4 rounds or until the end of the encounter (DM's choice).

81-85 One random creature involved in an encounter now or within the next 24 hours becomes affected by the *time stop* spell.

86-90 The characters find a shelter, a weird ice formation or another notable location. There, a harmless elemental, fey or similar magical creature hides, like a cold-related **pixie** or a **chwinga** (see *Tomb of Annihilation* or *Icewind Dale: Rime of the Frostmaiden*). If the characters gain the creature's trust, they will be rewarded with a pair of *boots of the winterland*, a *ring of resistance (cold)* or a similar magic item or charm.

d100 Effect

91-95 A magical wave of cold wraps the region and tries to freeze everything in it. Each creature in the region that is not immune to cold makes a DC 20 Constitution saving throw. On a failure, the creature takes 3d6 cold damage and becomes restrained. Each creature that failed the saving throw repeats it at the end of its next turn. On a failure, it becomes petrified (doesn't turn to stone, but is frozen in place). A creature petrified in this way is immune to cold and will go back to normal with 1 hour of heat. A creature can also be freed with *greater restoration*, *remove curse* or similar magic. Every creature petrified in this way goes back to normal after one week. If the whole group was frozen, consider moving the villain's plot forward during the week.

96-00 Something important that was frozen in the ice or buried in the snow resurfaces. Some examples: a powerful magic item, like a *ring of water elemental command* or a *staff of frost* (possibly, close by its previous owner); a legendary creature that was frozen or imprisoned with magic, like a **tarrasque** bound by the *imprisonment* spell; an ancient portal.

DRACONIC RESONANCE

As dragons have the power to affect the surroundings of their lair, so their mark can linger in a region where draconic influence has been particularly strong. This might happen in places where several dragons found their end, like graveyards or ancient battlefields of draconic wars. In certain cases, a dying dragon might decide to transcend to fuse its primeval echo with the region, turning it into a protected sanctuary or a land cursed by its haunting. Places where draconic relics are being held or when dragon cults are at work might also manifest the draconic resonance.

Consider rolling on the Draconic Resonance Effects table when the following circumstances occur in the region:

- A dragon drops at half hit points or dies.
- A dragon recharges a breath weapon or spends a legendary resistance.
- A magic item (like a *dragon slayer*) or other magical effect about dragons is attuned or activated.

Random Dragon. Whenever one of the table's effect calls for a random dragon, you can use the Draconic Ancestry table presented for the dragonborn in the *Player's Handbook*. If you have *The Vault of Draconic Magic Items* by Echidna Design, you can use the Random Dragon Table from Chapter 1 (which includes dragons from various D&D books).

DRACONIC RESONANCE EFFECTS

d100	Effect
01-05	Ghostly images of dragons from other worlds appear throughout the region. Over the next 24 hours, Wisdom (Perception) checks have disadvantage, but every creature in the region can cast the <i>augury</i> spell once without requiring any components.
06-10	A random creature in the region becomes filled with a dragon's breath. The creature can choose if it wishes to release the breath, or resist it. By releasing the breath, every target in a 50-foot line originating from the creature makes a DC 15 saving throw against the breath weapon of a random dragon, taking 3d10 damage on a failure or half as much damage on a success. The line is emitted towards a random creature within 50 feet, or to a random direction if there's no other creature in range. By resisting the breath, the creature makes a DC 15 Constitution saving throw, taking the same damage on itself on a failure, and half as much damage on a success. Over the next 24 hours, the same happens to any creature that rolls a 1 on a saving throw.
11-15	The region becomes infused by the energies of a type of dragon, determined randomly or established by the DM. Over the next 24 hours, whenever a creature takes damage of the type of the chosen dragon's breath, the creature takes an extra 1d10 damage.
d100	Effect
16-20	A random portion of a hoard emerges from the ground of the region. The hoard has the value of the treasure for a creature of CR equal to the average level of the group.
21-25	The region becomes affected by the <i>hallucinatory terrain</i> spell (DC 17), imitating the favorite environment of a specific kind of dragon.
26-30	1d4 random creatures in the region develop some draconic physical traits like reptile eyes or patches of scales. These traits last on a creature until it receives <i>remove curse</i> or similar magic.
31-35	The spirit of an ancient dragon or its echo from another world manifests itself in the region. This draconic presence will answer up to five questions as per the <i>communion</i> spell, then will leave.
36-40	Dragons in the region become immediately aware of the presence of the characters, and might register them as trespassers or a threat. Over the next 24 hours, creatures of the Dragon type have advantage on Intelligence and Wisdom checks against the characters.
41-45	A pseudodragon , faerie dragon (<i>Fizban's Treasury of Dragons</i>) or another dragon that is Small or smaller becomes attracted by the group and starts to follow them, possibly creating some disruption.
46-50	A dragon egg infused with the essence of a long dead dragon appears in the region, and can be used to give new life. The dragon egg can be cracked to cast <i>true resurrection</i> as an action without any component, but the targeted creature becomes a dragonborn.
51-55	An hostile dragon from another world or plane manifests itself in front of the characters and attacks them. The dragon has a CR equal or higher than the character's average level and the Incorporeal ability (see <i>Monster Manual</i>). At the end of each of the dragon's turn, roll a d6. On a result of 5-6, the dragon goes back to its world.
56-60	A random mundane item in the region absorbs volatile draconic magic and becomes a magic item from the Magic Item Table G, H or I (determined randomly, or DM's choice). Every time the item is used or its effects are applied to a roll, roll a d20. On a 1, the item becomes mundane again.
61-65	A uniquely looking tree, rock or similar object leaks dragon blood. The blood already spilled by the spring can be gathered into 1d4 flasks. By drinking it, a creature can choose one of the following benefits: immediately spend Hit Dice up to the creature's proficiency bonus to heal, as during a short rest. Immediately spend Hit Dice to recover a spent spell slot (one level per Hit Die, up to 5th level). Gain the benefits of a <i>potion of heroism</i> . The blood spring generates enough blood for a new flask every other 8 hours for the next 24 hours.



A DRAGON'S NEST, INFUSED
WITH DRACONIC RESONANCE

d100 Effect

66-70

The bones or spirits of long-dead dragons that fell in this region long ago become awakened. Over the next 24 hours, creatures in the region have disadvantage on saving throws against effects that deal necrotic damage, spells of the school of necromancy or similar effects.

71-75

A random creature in the region develops the scales of a random type of dragon, giving to the creature AC 14 + its Dexterity modifier and resistance to the dragon's type of damage. This effect lasts until the creature rolls a natural 1 on a saving throw, drops to 0 hit points or dies.

76-80

An overwhelming draconic presence oppresses the region. Over the last 24 hours, every creature in the region that is not of the Dragon type, a dragonborn or a similar creature has disadvantage on Wisdom saving throws.

81-85

A random creature in the region develops the voice of the dragon. The creature learns Draconic. Additionally, the creature can gain advantage on a Charisma-based ability check, attack roll or saving throw, or can give disadvantage to a creature rolling a saving throw against the creature for an effect that includes the spoken voice, like a spell with a verbal component. This ability works only once.

d100 Effect

86-90

A random creature in the region grows dragon wings that give it a flying speed of 40 ft., or equal to the creature's speed if higher. The same happens to any creature rolling a natural 20 on a saving throw. These effects last 24 hours.

91-95

The whole region warps and temporarily melds with a similar region from another world. Over the next 24 hours, creatures from one world can perceive everything from the other one, including speaking with each other, and creatures in the region cast spells as they had the Wild Magic Surge feature (see *Player's Handbook*). Any creature in the region can cast the *contact other planes* spell without any component to contact a dragon from the other worlds (one that the creature knows, or a random one). If the spell is successful, the creature and up to eight other creatures of its choice can immediately teleport into the other side. After 1 hour, the teleported creatures can decide to come back or stay on the other side.

96-00

An ancient dragon (either a physical one, an echo or an undead spirit) presents itself to the characters to deliver them an important proposal or a critical mission. If the characters complete the task successfully, the dragon rewards them with a powerful magic item or a similar reward. If they fail, they gain the dragon's loath and disappointment, possibly making a new enemy.

DREAMS OF THE TIDES

Ancient horrors dwell in the depths of the sea, like the terrifying kraken or the ancestral aboleths. While hidden in the darkness of the blue abyss, their supernatural consciousness can still influence the world of the younger civilizations unaware of their existence. This can come in the shape of dangerous manifestations of weather or tides, or as more subtle threats like weird dreams, psychic influences or transformations.

An example of a region afflicted by the dreams of the tides can be an island close to a Far Realm being that is sleeping under the sea, the waters on top of the seabed graveyard of an ancient titan, or a coastal area where a kraken cult is getting stronger.

Consider rolling on the Dreams of the Tides Effects table when the following circumstances occur in the region:

- The region is hit by a storm.
- One or more creatures fall asleep in the region.
- A creature fails an ability check to swim, sail or perform another activity related to the sea.
- A creature explores what lies under the water.
- A spell of the divination school is casted.

Madness of the Crazy One. Several of these effects threaten a character with gaining an indefinite madness. If a character already has one, you can roll for a random short-term or long-term madness instead.

DREAMS OF THE TIDES EFFECTS

d100	Effect
01-05	A weird fog that clouds the minds covers the region. Everything in the fog is heavily obscured, and creatures in it have disadvantage on Wisdom saving throws unless they are Aberrations, Fiends, Monstrosities or Undeads. The fog fades away after 1d10 hours.
06-10	One or more sea creatures are running away from the waters to look for help or comfort. Roll a d6. On a 1-2, it's a hunter shark or a similar beast from the sea. On a 3-4, it's a swarm of poisonous snakes . On a 5-6, it's one or more merfolks .
11-15	A random character catches the attention of an ancient creature of the depths. The target makes a DC 20 Intelligence saving throw. On a failure, it takes 5d10 psychic damage and it develops a long term madness (see Chapter 8 of the <i>Dungeon Master's Guide</i>). On a success, it takes half as much damage and no madness. Either way, it gains the benefits of the <i>contact other plane</i> spell to interact with the ancient being (no Intelligence check required).
16-20	The next time over the next 24 hours that one of the characters falls asleep, it dreams of being carried away by the tides with the rest of the group. Each character makes a DC 15 Charisma saving throw. If half or more of them fail, they are all immediately teleported 1 mile offshore.
21-25	A random creature in the region starts to drown. The creature can be saved with a successful DC 15 Wisdom (Medicine) check or with <i>remove curse</i> or similar magic.
26-30	The wind that blows from the sea whispers to one of the characters an ancient disturbing truth.
31-35	Dead fishes, kelps and other materials from the sea wash ashore. If the characters look into that, they might find the equivalent of a treasure for a creature with CR equal to their level if they succeed on a DC 15 Intelligence (Investigation) check, but they also must succeed on a DC 15 Constitution saving throw to not be poisoned for 1 hour (being nauseated by what they find).
36-40	Over the next 24 hours, creatures in the region can't rest properly as they are disturbed by the dreams of the ancient sleeper of the depths. Each creature that ends a long rest must succeed on a DC 12 Wisdom saving throw. On a failure, the creature gains no benefit from this long rest. A creature that doesn't sleep as part of its long rest has advantage on this saving throw.
41-45	A random creature in the region is touched by what lies in the depths. The creature is targeted by the <i>feeblemind</i> spell (DC 18). Whether it succeeds or fails, the creature now knows the name of what lies there.
46-50	A storm hits the region and lasts for 24 hours. During this time, whenever a creature rolls a 1 on an ability check, attack roll or saving throw, it is hit by a lightning: the creature and everything within 5 feet of it make a DC 15 Dexterity saving throw, taking 3d10 lightning damage on a failure, or half as much damage on a success. If the character is under a roof or a similar closed space, the lightning damages what's on top of it and might still reach the character if it deals enough damage to break through.
51-55	A sinister music or song comes from the sea. Whoever wants to listen carefully gains vulnerability to psychic damage for the next 24 hours, but also receives a d12 bardic inspiration die (see Chapter 3 of the <i>Player's Handbook</i>) that lasts up to 24 hours or until spent.
56-60	The waters in the region become hostile to whoever goes through them. Every ability check to swim, sail or to perform similar activities is made with disadvantage for the next 24 hours.
61-65	After its next long rest, a character wakes up with a little statue of a sea monster by its side.
66-70	A random character develops the ability to breathe underwater until it rolls a 1 on the d20 for a saving throw.



d100 Effect

71-75 A powerful entity from the depth of the sea contacts one of the characters to offer a pact. The character will be asked to drown a creature with Intelligence 3 or higher, or another quest at the DM's choice. If it obeys, it gains the ability to cast the *power word kill* spell once (works only on a creature that can be drowned), can immediately exchange a class level for a warlock level (choosing an appropriate patron) and can now multiclass warlock (if the character satisfies the prerequisites and if multiclassing is available in this campaign).

76-80 Tentacles come out of the water to grab the surrounding creatures and pull them under. This happens immediately, or the next time that the characters come close enough to a surface of water while in the region. This is the *evard's black tentacles* spell (DC 15) except that it also affects any creature within 15 feet of the spell's area, and that creatures that are restrained are also pulled underwater inside the spell's area.

81-85 An *iron flask* washes ashore by a random character. The flask contains an **aboleth** or another monstrous creature of the water. The flask is cursed, as the trapped creature can try to influence who wields the flask like it was an intelligent magic item with the creature's mental statistics, senses and means of communication. Reroll if you've already rolled this effect.

d100 Effect

86-90 A random character receives visions or dreams of a sinister location that is underwater, by the coast or on an island. This works like the *find the path* spell, except that doesn't require concentration and lasts until the character reaches the destination or receives the *dispel evil and good* spell or similar magic. Unless the character already suffers from a madness, it makes a DC 20 Wisdom saving throw every day at midnight while the spell lasts. On a failure, the character develops a random indefinite madness (see Chapter 8 of the *Dungeon Master's Guide*).

91-95 A random character develops the ability to cast the *augury* spell at will, using any group of items as a focus (ignoring the item's gp value). Whenever the character casts it, roll a d20. On a 1, the character develops a random long-term madness (see Chapter 8 of the *Dungeon Master's Guide*).

96-00 The next time that a character spends a long rest in the region, it has dreams or visions of an alien landscape that belonged to some underwater horror. When this happens, all characters make a DC 17 Charisma saving throw. A character can decide to surrender to the dreams of the tides and consciously fail the save. If half or more of them fail, all of the characters are teleported to a portion of the Far Realm, a water-dominant layer of the Abyss, an alien-looking region of Plane of Water or another similar location at the DM's choice. Until they leave, all characters can breathe underwater. The characters will go back to where they were after their next long rest.

ELEMENTAL CLASH

Chaotic elemental energies are creating mayhem in the region. Here air, fire, earth and water (all or some of them) are set loose, causing violent reactions and trying to take each other's place. As the fundamental bricks of creation are reshuffling and battling for dominance, the Elemental Chaos can filter through carrying powers, dangers or creatures from the Inner Planes.

A region could be suffering from the elemental clash because two or more elements are manifesting in the same place and interacting violently (like a place were fire encounters water), because there's an extraplanar instability connected to the Elemental Chaos or because a cult devoted to primordial elemental beings is at work there.

Consider rolling on the Elemental Clash Effects table when the following circumstances occur in the region:

- A creature activating or being targeted by elemental magic rolls a natural 1 or natural 20 while doing so.
- A creature summons an elemental creature or casts a spell strongly connected to one of the four elements.
- The weather changes.

Variant: Single Element. You can use the Elemental Clash table to represent the influence of a single element or energy. To do so, roll regularly on the Elemental Clash Effects table but substitute any instance of elements or types of damage with one that is relevant for your purpose. The Random Elements table has some options and equivalences.

RANDOM ELEMENTS TABLE

d4	Element	Damage
1	Air	bludgeoning, lightning, slashing or thunder
2	Fire	fire
3	Earth	acid or bludgeoning
4	Water	bludgeoning or cold

ELEMENTAL CLASH EFFECTS

d100	Effect
01-05	A wave of extreme cold or extreme heat (DM's choice) suddenly hits the region for 1d20 hours.
06-10	All creatures in the region gain resistance to one random type of elemental damage and vulnerability to another one for the next 24 hours.
11-15	Each flame in the region explodes. Everything within a number of feet equal to the flame's space makes a DC 15 Dexterity saving throw, taking 2d10 fire damage on a failure, or half as much damage on a success.
16-20	A portion of the region at the DM's choice boils with chaotic elemental energies. The area becomes difficult terrain. A creature that fails a saving throw while in the area or falls prone takes 1d6 damage of a random elemental type. The area goes back to normal after 1d8 hours.

d100 Effect

21-25	Randomly choose a creature in the region that is carrying a magic item somehow related to elemental magic. The magic item activates by itself, targeting a random creature in range (if necessary).
26-30	Motes of earth that are roughly in the shape of a 15-foot cube detach from the ground under 1d4 random creatures in the region. Each creature on one of them immediately makes a DC 12 Strength saving throw to not fall prone. Each mote levitates upwards for 1d6 x 30 feet at a rate of 30 feet per round.
31-35	Pockets of a random element in the region are substituted by another random element, like pools of water that become filled by fire. A random creature in the region disincorporates into its basic elemental components. The creature makes a DC 13 Constitution saving throw. On a failure, the creature takes 1d10 force damage and one level of exhaustion and is affected by this effect again at the end of each of its following turns. This lasts until the creature makes a successful save or receives a spell or other effect that changes the creature's shape, like <i>alter self</i> or <i>polymorph</i> . These levels of exhaustion are recovered at a rate of one per hour.
36-40	
41-45	A random creature in the region develops harmful elemental powers. The creature can now cast a randomly determined elemental cantrip, requiring no material component. Roll 1d4. On a 1, it's <i>lightning grasp</i> . On a 2, it's <i>firebolt</i> . On a 3, it's <i>acid splash</i> . On a 4, it's <i>ray of frost</i> . Each time that the creature casts it, roll a d20. On a 1, the creature loses this power.
46-50	A random creature in the region gains the ability to alter the elements in a minor way with its sheer will. The creature learns the <i>prestidigitation</i> cantrip and casts it with no component. When the creature uses this cantrip, it undergoes a minor physical change related to the element influenced, like a new hair color or a difference in its body temperature (DM's choice). The ability to cast the cantrip in this way lasts for 1 month, and the changes in the creature's appearance can be canceled by <i>remove curse</i> or similar magic.
51-55	Over the next 24 hours, each time anything deals acid, cold, fire or lightning damage, it becomes another one of the four of them randomly.
56-60	One or more mephits at the DM's choice appear in the region through a portion of an element related to them.
61-65	A random character or creature in the region develops an elemental physical trait, like hair or eyes of a particular color.



d100 Effect

66-70

A portion of raw elemental matter appears in front of a random character who can instantly plasmate it at its will. The character can turn it into anything that can be crafted with the *creation* spell.

71-75

The next time that a character willingly manipulates anything made of air, fire, earth or water while in the region, the substance turns into an **elemental** of that kind under the character's control. This works like a *conjure elemental* spell casted by the character.

76-80

A portion of the Elemental Chaos cracks through this plane and invests a random creature, bursting with energy that has the same effects of the *prismatic spray* spell (DC 18).

81-85

The character's find a floating mote of elemental energy that pulses with raw power. The mote is harmless, and once a creature picks it up it works like a *ring of elemental command*, or an *elemental sphere* (if you have *Prothero's Guide to Spellweavery*). Whenever a creature uses the mote's powers, it must roll a d20. On a 1, the mote evaporates and releases all of its power on the wielder, which receives the same effects of the *flesh to stone* spell (DC 17). If the creature would turn into stone, it turns into a shape of gas, fire, water or earth (based on the ring type) instead.

d100 Effect

86-90

An elemental rift with the same effects of the *prismatic wall* spell (DC 19) appears in a random direction 1d4 x 5 feet away from a random creature in the region and disappears after 1d20 hours.

91-95

An **elemental** of a random element (or another creature of the Elemental type at the DM's choice) is trying to break through to reach the Prime Material using the body of character as a conduit. The next time within 24 hours that one of the characters drops at 0 hit points, a rift to the Elemental Chaos opens within 60 feet and the elemental crosses through. If the character regains 1 or more hit points, the elemental disappears. The elemental is aware of this, therefore will try to finish off the character or prevent others from saving it.

96-00

A rift to the Elemental Chaos opens in a location at the DM's choice. Each creature within 20 feet of it makes a DC 20 Dexterity saving throw, taking 4d10 damage of a random elemental type on a failure, or half as much damage on a success. The rift lasts for 1d20 hours, is a two-way portal and crossing it leads to a random elemental plane. Elemental creatures from the other side could try to cross through.

FIENDISH CORRUPTION

Demons, devils and other creatures and energies originating from the Lower Planes are known to corrupt everything they touch. Their defiling powers are leaking through this region.

This can be the case for territories interested by demonic invasions, portals to the Lower Planes or dark cults perpetuating blasphemous rituals.

Consider rolling on the Fiendish Corruption Effects table when the following circumstances occur in the region:

- A warlock whose Otherworldly Patron is a fiend rolls a 1 or 20 on the d20 for an ability check, attack roll or saving throw.
- A creature with Intelligence 3 or higher that is not a Construct or an Undead is killed.
- A spell, magic item or other magical effect that summons a fiend or taps into an unholy power is activated.
- A creature commits an evil act.
- A creature invokes the name of a fiend.

FIENDISH EFFECTS

d100	Effect
01-05	Fell energy erupts in a 10-foot-radius sphere centered on one random creature in the region. Each creature in the sphere that isn't a fiend makes a DC 15 Constitution saving throw, taking 3d6 necrotic damage on a failure.
06-10	A random creature inside the region gains the ability to command fiends: the creature gains the ability to cast a <i>suggestion</i> spell with no components that only works on creatures of the Fiend type. The target always understands the given command even if they don't share a language. Once used, this ability is lost.
11-15	One creature in the region becomes temporarily possessed by a fiend with CR equal or higher than the creature's CR or level (if it's a playing character). The fiend can try to command the creature as per the <i>suggestion</i> spell once (works regardless of language and creature type) and then leaves. While the possession lasts, the creature has Charisma 19.
16-20	One creature in the region experiences harrowing visions of the lower planes. The creature makes a DC 15 Wisdom saving throw, taking 3d6 psychic damage and becoming frightened for 1 minute on a failure. A creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.
21-25	All liquids currently in the region are contaminated. For the next 7 days, roll a d20 every time a creature drinks any liquid that was in this region when this effect triggered. On a 1, the liquid has the effects of a <i>potion of poison</i> (see Chapter 7 of the <i>Dungeon Master's Guide</i>) in addition to any other effect that the liquid had. This also affects a <i>potion of healing</i> or any other liquid-based magic item.
26-30	One creature in the region hears unsettling whispers from the lower planes describing horrible facts or dark secrets.
31-35	Creatures inside the region are infused with fiendish energy that gives them more strength and changes their bodies. For the next 24 hours, these creatures gain Strength 19 (if lower) and some minor fiendish physical traits (like scaly skin, red eyes or horns).
36-40	During the next night, one random creature in the area dreams of one of the lower planes while sleeping. The creature must succeed on a DC 10 Wisdom saving throw to gain any benefit from this long rest. The creature remembers everything from the dream, like any fiend it met or any location it saw.
41-45	One random creature in the region is targeted by a <i>bestow curse</i> spell (save DC 15, effect at the DM's choice) that lasts 24 hours.
46-50	The temperature in the region increases by 10 degrees Fahrenheit every hour for the next 1d6 hours, after which the temperature returns to normal. If hot enough, creatures may suffer the effects of severe heat.
51-55	Over the next 24 hours, any blood (or similar fluid) touching the ground of the region becomes dark and boils instantly.
56-60	A <i>hallow</i> spell (save DC 17) with one extra effect (DM's choice) settles over the region for 24 hours.
61-65	For the next 24 hours the terrain of the region turns into a red wasteland or into the terrain of one of the lower plains.
66-70	One fiend speaks telepathically to a creature in the region and proposes a pact: assistance for the next 24 hours (same effect of the Luck feat) in exchange for a part of the creature's life force immediately (1d10 necrotic damage x proficiency bonus of the creature, that can't be reduced or prevented in any way). The DM can propose a different pact.
71-75	One random creature in the region explodes with infernal fire: everything within 15 feet of it (including the creature itself) makes a DC 15 Dexterity saving throw, taking 2d6 fire damage and 2d6 necrotic damage on a failure, or half as much damage on a success. On a failure, a target also catches fire and takes 1d4 fire damage and 1d4 necrotic damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.



HIGHLANDS DEVASTATED
BY FIENDISH CORRUPTION

d100 Effect

76-80

1d4 creatures in the region make a DC 15 Constitution saving throw. On a failure, their bodies become twisted, with the same effects of the *bestow curse* spell. Alternatively, you can use the Flesh Warping table of the Sibriex demon in *Mordenkainen's Presents: Monsters of the Multiverse*. This transformation can be reversed with *greater restoration* or similar magic.

81-85

One creature in the region is cursed with the mark of a powerful fiend that desires the creature's soul. For the next 24 hours, the creature has disadvantage on death saving throws. Additionally, if the creature dies, its soul travels to the lower plane of the marking fiend and becomes the fiend's possession. If somebody tries to bring the creature back to life with *raise dead* or similar magic, the fiend doesn't release the soul unless it receives an offering at the DM's discretion.

d100 Effect

86-90

One creature in the region feels compelled to commit heinous acts. When the situation presents itself to do something evil within the next 24 hours, the DM can call for a DC 20 Wisdom saving throw for the character to not act through its evil impulses. On a failure, the creature acts through the evil impulse until the deed is completed or up to 1 minute. On a success, the creature is free from this evil influence but takes 1d6 psychic damage for the mental strain.

91-95

Acid rains in the region for 1 minute, dealing 1d4 acid damage to everything exposed to it on initiative count 20 (losing ties) unless the target succeeds on a DC 12 Dexterity saving throw.

96-00

A demon lord, archdevil or a similar superior fiend telepathically contacts a creature inside the region. The fiend offers the effects of a *wish* spell, in exchange for something at the DM's discretion.

GRAVE TOUCH

In grim places like ancient cemeteries, bloody battlefields or mass graves, death, grief and decay can become so intense to turn into tangible forces. The same can happen when necromancers, lichs or other powerful entities connected to undeath release their full power or awaken, leaving a decaying scar on the surrounding territory. Whichever the cause, a region under the grave touch is a place where the dead unnaturally come back to interact with the living, often moved by hate or the desire to take the breath of life away from those who still have it.

Consider rolling on the Grave Touch Effects table when the following circumstances occur in the region:

- Somebody disturbs the dead or breaks through a tomb.
- A creature drops to 0 hit points or dies.
- The ground is excavated or otherwise moved.
- A necromancy spell of 1st level or higher is casted.
- The night arrives.

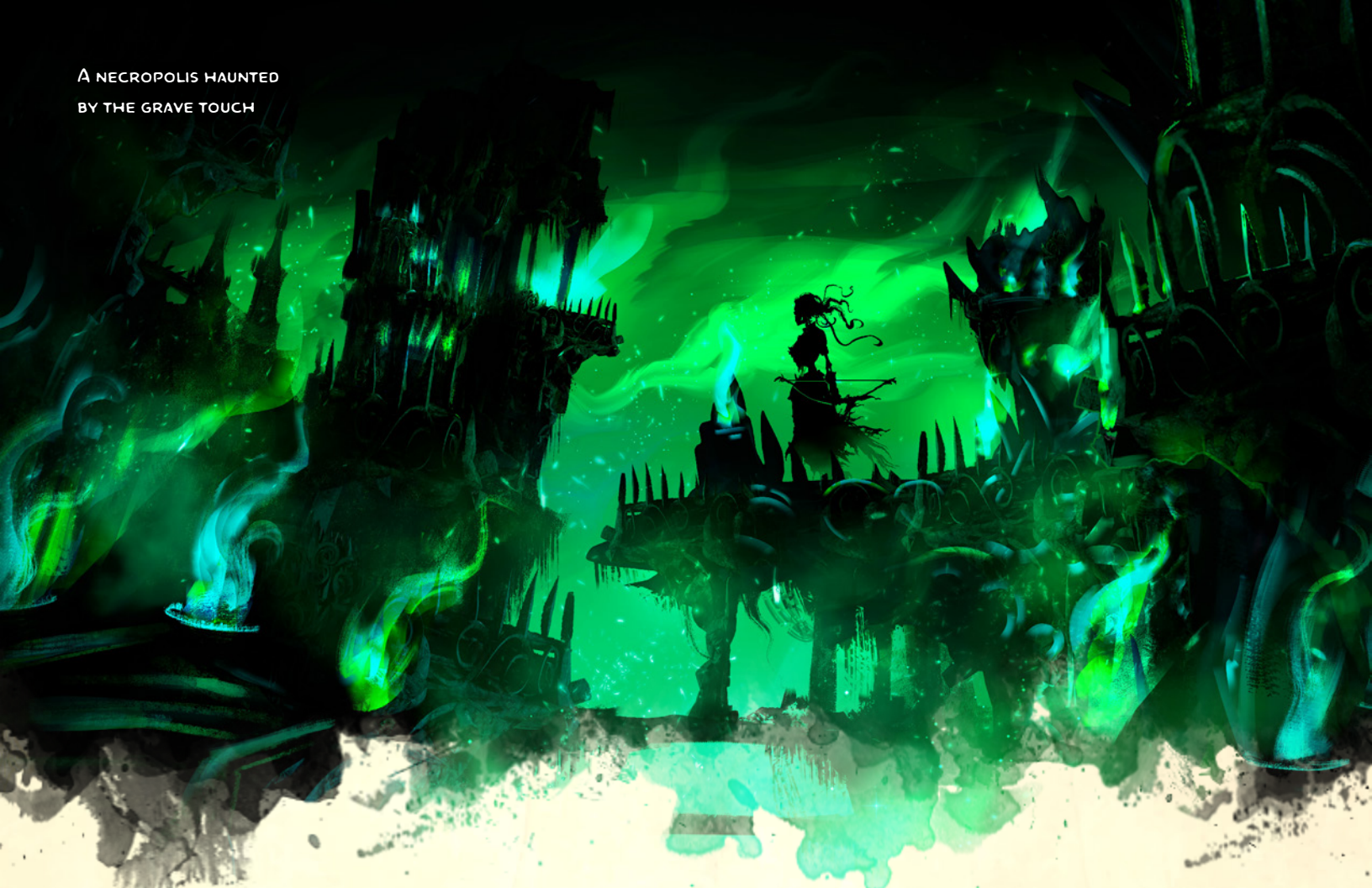
GRAVE TOUCH EFFECTS

d100	Effects
01-05	Food, water and similar perishable goods in the region become spoiled.
06-10	All wounds become more deadly. Over the next 24 hours, whenever a creature that is not a construct or an undead takes any kind of damage, it takes an extra 1d6 necrotic damage.
11-15	The skeletal arms of bodies from long ago emerge from the ground of the region and try to pull 1d4 random creatures inside the ground. Such a creature makes a DC 15 Strength saving throw, becoming buried on a failure. While buried, a creature is blind, restrained, has total cover and can't breath or speak. A creature can be pulled out as an action with a successful DC 15 Strength check. The creature itself can use Dexterity instead. Over the next 24 hours, these arms try to engulf any creature that falls prone while on the ground.
16-20	A random creature inside the region experiences contact from the dead spirit of a relative, an enemy or someone else somehow connected to the creature.
21-25	One player character sees visions of its own death and makes a DC 20 Wisdom saving throw. On a failure, the character has disadvantage on ability checks until dawn, or until it receives <i>greater restoration</i> or similar magic. On a success, the character gains inspiration.
26-30	One random creature in the region gains a deadly touch for the next 24 hours. Whenever the creature touches another that is not a construct or an undead, it deals 1d6 necrotic damage to it.
31-35	A <i>hallow</i> spell (save DC 17) with one extra effect (DM's choice) settles over the region or over a building inside of it for 24 hours.

d100 Effects

36-40	All creatures in the region smell like putrescence. For the next 24 hours, whenever a creature fails a Constitution saving throw, the creature becomes poisoned for 1 minute. A creature can make a DC 12 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
41-45	The forces of light can't face the horrors of this region and turn their back to it. All creatures and items in this region have resistance to radiant damage and are immune to holy water for the next 24 hours.
46-50	Over the next 24 hours, any creature trying to regain hit points through spells, magic items or magical effects while in the region only regains half as much, unless the creature is an undead.
51-55	All bodies in this region gain a semblance of consciousness and will answer to one question as if they were targeted by the <i>speak with dead</i> spell, until 24 hours pass.
56-60	All spellcasters in the region cast their next necromancy spell as if it was 5th level, or one level higher (the higher of the two, up to 9th level).
61-65	A skeleton , zombie or another undead of the DM's choice rises from the ground and obeys to one playing character until the undead is destroyed.





d100 Effects

- 66-70 The next time that a creature rolls a 1 on the d20 for a saving throw while in this region, a decaying energy is released from it and everything (including the creature) within 20 feet makes a DC 15 Constitution saving throw, taking 3d6 necrotic damage on a failure or half as much damage on a success.
- 71-75 A random playing character in the region becomes shrouded by death: the next time that it kills a creature, that creature rises as an undead (DM's choice) at the beginning of the character's next turn.
- 76-80 All undeads in the region gain advantage on saving throws for the next 24 hours.
- 81-85 Unsettling voices and whispers can be heard everywhere in the region. For the next 24 hours, all Wisdom (Perception) checks based on hearing have disadvantage.

d100 Effects

- 86-90 Night falls in the region and lasts until the next dawn. During this time, dim light is treated as darkness.
- 91-95 Long lost burial sites and tombs resurface on the region's terrain. For the next 24 hours, creatures in the region have disadvantage on death saving throws, and if they die they rise as a **skeleton** or **zombie** after 1 hour, or another undead at the DM's choice.
- 96-00 One creature inside the region falls under the attention of a powerful undeath-related being, like Orcus, and it's offered one chance to cheat death. The creature can use this at any time to undo its own death or the death of another creature, and even to bring back from the dead someone that is long gone. The creature cheating death in this way becomes an undead of any kind or gains the reborn lineage (see *Van Richten's Guide to Ravenloft*) at the DM's choice. The entity offering this "gift" may ask for something in return, or may do this as part of its own scheme. Once used, this chance to cheat death can't be used again.

LUNAR INFLUENCE

In many worlds the moon symbolizes change, rebirth and sometimes fate. Few entities can claim as much meaning as the moon, that is at the same time an elven divine symbol, a connection to the Feywild and a source of power for werewolves. For some cultures, the moon also symbolizes the different phases of life, from youth to death.

An area under the lunar influence could be a location connected to the Feywild, a sacred elven wood, a terrain where a primordial civilization used to make rites dedicated to the moon or a location that was recently hit by a storm of bright meteors.

Consider rolling on the Lunar Effects table when the following circumstances occur in the region:

- There is a full moon, an eclipse or a meteor shower.
- A rite regarding the moon is performed.
- A creature casts a spell involving the moon, like *moonbeam*, or a spell that deals radiant damage.
- A creature uses a shapeshifting power or spell or is affected by shapeshifting magic, like *polymorph*.
- An elf or a fey dies.
- A creature begins a long rest.

Variant: Shadow Influence. This table assumes that the moon is a mostly benevolent influence and that manifests in its luminous form, like the full moon. If you want this table to be about its dark equivalent, like the new moon, the eclipse or a similar shadowy source of power, consider changing every instance of radiant damage into necrotic damage, and everything that delivers a helpful spell into *bestow curse* (DC 15).

LUNAR EFFECTS

d100 Lunar Effects

01-05	The moon takes over the sky. Night immediately falls and lasts 24 hours. During this time, the moon shines as bright as in a full moon night, and light-based spells and magical effects last twice as normal and don't require concentration.
06-10	Each creature in the region can immediately repeat a saving throw against an effect currently affecting it. Additionally, each creature in the area changes one physical trait of its choice, like its hair color or height. This lasts until removed with a <i>remove curse</i> spell or similar magic.
11-15	A meteor of light instantly falls on top of a random creature in the region and explodes in a 15-foot radius. Each target in the area makes a DC 15 Dexterity saving throw. On a failure, a creature takes 2d10 bludgeoning damage, 2d10 radiant damage, is knocked prone and receives the <i>remove curse</i> spell. On a success, a creature takes half as much damage and no other effect.

d100 Lunar Effects

16-20	A random creature in the region receives visions of a beast hunting under the moonlight and makes a DC 15 Constitution saving throw to not contract the curse of lycanthropy, becoming a werewolf or another lycanthrope of the DM's choice (see "Lycanthropes" in the <i>Monster Manual</i>).
21-25	A random creature in the region is kissed by the moonlight and is immediately targeted by the spells <i>greater restoration</i> and <i>faerie fire</i> (DC 13).
26-30	A random character receives visions of two possible futures as a consequence of the same event, as per the <i>divination</i> spell (could be visions or other sensory effects instead of a prophecy).
31-35	All characters see an illusion that represents what they could have been if their life went in a different way. Each player can make up and describe this vision about the character of the player at their right, or the DM can describe them, possibly with the help of the player of the interested character or the whole table.
36-40	A random character receives a random long-term madness (see Chapter 8 of the <i>Dungeon Master's Guide</i>). After 1 minute, the character can make a DC 17 Wisdom saving throw, removing the madness on a success. If the character already has a madness, instead it gains inspiration and the benefit of the <i>contact other plane</i> spell with no harmful effects (the moon will answer the questions).
41-45	A random creature in the region becomes blessed by the moon: the creature gains the ability to cast the <i>moonbeam</i> spell three times without any component or spell slot, as a charm.
46-50	Motes of faint light rise from the ground in the whole region (they count as dim light). Each creature in the region receives a <i>guidance</i> spell (no concentration) that lasts up to 24 hours instead of 1 minute.
51-55	A storm of moonlight rays hits the region. Three <i>moonbeam</i> spells (DC 13) appear to include three or more random creatures in their areas. Each spell moves 1d6 x 5 feet in a random direction at initiative count 20.
56-60	The influence of the moon clouds the minds and fills everyone with bliss. Over the next 24 hours, every creature in the region has disadvantage on Wisdom ability checks and saving throw, and advantage on Charisma ones.
61-65	Inspired by the changing powers of the moon, a random character revisits a memory from its past and realizes what it could have done differently. The player can work with the DM and the other players to shed light on this part of the character's past and narrate it.



d100 Lunar Effects

- 66-70 A random character finds a crystallized moon ray, stuck in the ground. The moon ray works as a *sunblade* that is perpetually active. If you roll a 1 when you attack with it the weapon shatters, leaving a 5th-level *moonbeam* (DC 17) in its place. The weapon could be forged into a proper *sunblade*, with the right means and components (speak with your DM about how magic item creation works in your campaign).
- 71-75 A random creature in the region becomes the center of a 5th-level *sleep* spell. Each creature falling asleep in this way has its consciousness transported in the overlapping area of the Feywild while dreaming.
- 76-80 The moon blesses the sleepers. Over the next 24 hours, each creature that spends a whole long rest in the region receives 4d10 temporary hit points.
- 81-85 Silver electricity fills the region while the moon's influence transforms magic. Over the next 8 hours, roll a d20 whenever a creature casts a spell. On a result from 1 to 10, the spell becomes affected by wild magic (see *Player's Handbook*).
- 86-90 A **hippogriff** descends from the moon and lands in sight of the characters. It is a wild beast, but the characters might try to befriend it.
- 91-95 A mischievous or sinister fey, like a **night hag**, can see what a random character is doing as per the *scry* spell (no saving throw). The fey will do its best to find a way to gain any advantage from this information.
- 96-00 A magical bridge of moonlight appears. Crossing the bridge takes one minute. The path leads to the Feywild, the surface of the moon or another otherworldly or supernatural location. The entrance or the middle of the bridge might be guarded by a **cloud giant**, a **werebear** or another creature connected to the sky or the moon. The bridge might be one-way only, close behind the characters or last for any duration (DM's choice).

THE HAZE OF LUNAR INFLUENCE
TRANSFORMS THE SURROUNDINGS OF A PALACE

PERVASIVE CONTAMINATION

An extreme presence of poisons, diseases, acids or alchemical substances can have an enduring effect on a region. Such a location can become so filled by these contaminants to turn everything into a threat to whoever crosses it and is not properly equipped to deal with these dangers.

This can be common in sewers, landfills, forests of giant mushrooms or locations tainted by dangerous experiments.

Consider rolling on the Contamination Effects table when the following circumstances occur in the region:

- A creature fails a Constitution saving throw.
- Something dirty, contaminated or poisonous is disturbed.
- A creature uses a spell or area effect that deals acid or poison damage, inflicts a disease or a similar effect.
- A creature begins a short or long rest.

CONTAMINATION EFFECTS

d100 Contamination Effects

01-05	Toxic fumes rise from the ground of the region. All creatures in the area make a DC 15 Constitution saving throw, becoming poisoned for 1 minute on failure.
06-10	The characters find a pool of acid as big as a 15-foot square. The acid has the same effects of the acid on Chapter 5 of the <i>Player's Handbook</i> , but is more unstable. If you pick it up, roll a d20 at each dawn. On a 1, the acid loses all powers.
11-15	A spray of noxious gas with the same effects of the <i>stinking cloud</i> spell (DC 15) appears centered on a random creature in the region.
16-20	A random creature becomes contaminated with a dangerous disease. The creature makes a DC 13 Constitution saving throw. On a failure it contracts the sewer fever (see Chapter 8 of the <i>Dungeon Masters Guide</i>) or another disease at the DM's choice. Over the next 24 hours, the creature will also contract the disease (no saving throw) if it fails any Constitution saving throw, takes a critical hit or drops to 0 hit points, unless it receives <i>lesser restoration</i> or similar magic first.
21-25	A random creature in the region suffers from a mutation. The creature makes a DC 17 Constitution saving throw. On a failure, it takes 2d10 necrotic damage, has every speed reduced by 10 feet and its body changes as per the <i>alter self</i> spell (alteration at the DM's choice). On a success, it takes half as much damage and no other effect. The mutation lasts until the target receives <i>greater restoration</i> or similar magic.

d100 Contamination Effects

26-30	1d3 rats , scorpions or similar critters start to follow a random character. They aren't necessarily hostile.
31-35	A thick harmless gas raises in the character's area, with the same effects of the <i>fog cloud</i> spell.
36-40	A random creature in the region is exposed to highly toxic poisonous substances. The creature makes a DC 20 Constitution saving throw, taking one level of exhaustion on a failure.
41-45	The characters encounter some rare alchemical or herbal raw components that are worth 3d10 x 50 gp and can be employed to craft other items. Extracting them safely requires a successful DC 20 Intelligence of a relevant proficiency (like Arcana, Nature or a proper tool). On a failure, the character takes 3d10 acid or poison damage, or the DM rolls again on this table. If you have <i>Prothero's Guide to Spellweavery</i> , you can consider these components viable to be used with the Alchemical Creation rules.
46-50	A violent reaction happens in a random location in the region. Everything in a 20-foot radius from it makes a DC 15 Constitution saving throw, taking 3d10 bludgeoning, force or poison damage (DM's choice) on a failure, or half as much damage on a success.
51-55	The region, or a part of it up to a 100-foot square, is filled with toxic slime. A creature that takes the Dash action in the slime must succeed on a DC 15 Dexterity (Acrobatics) check. On a failure, the creature falls prone and takes 1d4 poison damage.
56-60	The region becomes particularly noxious and dangerous. Over the next 24 hours, a creature that fails a Constitution saving throw, takes a critical hit or drops to 0 hit points while in the region takes one level of exhaustion and contracts the sewer fever or another disease at the DM's choice.
61-65	The toxic nature of the region makes any effect that is based on dangerous substances more powerful. Over the next 24 hours, a target that is taking any acid or poison damage takes an extra 1d10 damage. Additionally, creatures have disadvantage on saving throws against anything that deals the poisoned condition, a disease or one or more levels of exhaustion.
66-70	A random creature in the region stumbles upon an <i>alchemy jug</i> . The jug might have been lost, or might be a mundane container that was turned into a magic item by the region's influence. Every harmless substance created by the jug deals 1 poison damage to whoever consumes it or touches it.



A WOODLAND POLLUTED
BY PERVERSIVE CONTAMINATION

d100 Contamination Effects

71-75 The fumes of the area influence the psyche of a random character that makes a DC 15 Wisdom saving throw. The character might choose to fail this save. On a failure, the target takes 1d6 psychic damage, becomes poisoned for 1 hour but receives a vision or omen equivalent to the *divination* spell.

76-80 A potion carried by a random character becomes a *potion of poison*. The DM can keep track of this and randomly determine if the character is about to drink it every time it's picking a potion from its equipment. Alternatively, the DM can roll a d20 every time the character drinks a potion it already had while in this region: on a 1-5, it's the poison.

d100 Contamination Effects

81-85 A **grey ooze** or **ochre jelly** (DM's choice) appears through a crack in the ground and targets a random creature in the region.

86-90 A random creature becomes altered by the volatile substances in the region. The creature receives the effects of the *enhance ability* spell on a random ability, with visible alterations to its body.

91-95 The characters stumble in a 20-foot square infestation of brown mold, green slime, yellow mold (see Chapter 5 of the *Dungeon Master's Guide*) or a similar contaminant at the DM's choice.

96-00 The immune system of a random character builds up more defenses after being exposed to this environment. Roll a d4. On a 1, the character gains resistance to poison damage. On a 2, gains advantage on saving throws against poison damage or the poisoned condition. On a 3, gains advantage on saving throws against diseases. On a 4, gains immunity to the poisoned condition. Reroll if you already rolled this effect.



SCARS OF WAR

As it happens with many calamities, war leaves behind severe scars in the places that have been touched by it, both in a physical and in intangible way. Wars that are particularly vicious or long can transform the terrain of the battlefield forever and attract restless spirits. If powerful supernatural forces were involved, war can alter even magic itself.

These transformations are most common in territories affected by warlike events where severe atrocities happened, powerful magic was employed or terrible supernatural creatures took the battlefield.

Consider rolling on the Scars of War Effects table when the following circumstances occur in the region:

- Initiative is rolled.
- A creature deals a critical hit.
- A barbarian enters into a rage or a fighter uses the Action Surge feature.
- Tales of war or stories of violence are being told.
- A character explores the region.

The Triviality of Horror. In this table, supernatural effects are on the even rows. Like this, if you need a table for a battlefield that doesn't give out supernatural influences, you can roll the d100 normally and jump to the following row if you get a magical effect.

SCARS OF WAR EFFECTS

d100	Effects	d100	Effects
01-05	The characters are exposed to a pestilence caused by the decomposition of the fallen. Who doesn't successfully make a DC 12 Constitution saving throw catches the sewer plague (see Chapter 8 of the <i>Dungeon Master's Guide</i>) or another disease at the DM's choice.	21-25	One of the characters trips into an alchemical device or a trap that was never triggered. A successful DC 15 Intelligence (Investigation) check might detect it ahead. Once the device is triggered, the character makes a DC 15 Dexterity saving throw, taking 3d10 fire damage (or other type at the DM's choice) on a failure.
06-10	The characters meet the reanimated dead body of a fallen knight (a skeleton , zombie or other at the DM's choice) that follows them, mistaking the characters for whom it had to protect.	26-30	Magic in the region is in turmoil for the following 24 hours. The next casted spell triggers a wild magic effect, and all the following casts work as if the caster had the Wild Magic Surge feature (see Chapter 2 of the <i>Player's Handbook</i>).
11-15	The characters find a ballista or another siege engine that is damaged and long abandoned (see Chapter 8 of the <i>Dungeon Master's Guide</i>). The weapon has half hit points, and whenever a creature rolls a 1 on the d20 to try to use it or attack with it, the weapon breaks and stops working until repaired.	31-35	A commoner (or other NPC at the DM's choice) is crying on a dead body or its tomb.
16-20	A random creature in the region becomes possessed by the rage of war. The creature is targeted by a <i>confusion</i> spell (DC 15) centered on it (also affects all creatures in a 10-foot radius).	36-40	Spirits of fallen warriors whisper to the wind, telling of their lost causes and asking for new blood. Over the next 16 hours, whoever takes damage from another creature also takes 1d10 additional necrotic damage once per turn.
		41-45	A substantial portion of the region (DM's choice) was disfigured by trenches, stakes, debris and similar obstacles. The area is difficult terrain, also a creature that takes the Dash action into the area must succeed on a DC 12 Dexterity (Acrobatics) check to not fall prone and take 1d6 piercing damage.
		46-50	The echo of a warcry or a lament awakens, centered on a random creature in the region. The creature and every other target within 30 feet is targeted by the <i>shatter</i> spell (DC 13) but makes the next attack roll within 24 hours with advantage.
		51-55	A random creature in the region finds itself in front of a hidden trench. It can be detected with a successful DC 15 Intelligence (Investigation) check. A creature that steps on it must succeed on a DC 15 Dexterity saving throw to not slip into it, falling prone. The trench is 5-foot deep and at least 30-foot long. At the DM's choice, this might be the beginning of a more complex system of trenches or underground tunnels.
		56-60	The Weave was damaged so severely that it temporarily collapsed. The region becomes an area of dead magic (as if it was affected by the <i>antimagic field</i> spell) for the next hour. A spellcaster can try to restore it by spending an action, sacrificing a spell slot and making a successful DC 20 Intelligence (Arcana) check. On a success, magic works normally for a number of rounds equal to the slot level (using the end of the spellcaster's turn as a reference). On a failure, the spellcaster takes 1d6 psychic damage per level of the slot.



AN ANCIENT BATTLEFIELD
CONCEALS ITS SCARS OF WAR

d100 Effects

- 61-65 The characters find a letter of a fallen or captured combatant.
- 66-70 The characters find a **+1 battleaxe** abandoned on the battlefield, or a random item from the Magic Item Table B or F (DM's choice). Picking it up might awaken the body of the fallen as **skeleton**, **wight** or other, or trigger another random encounter.
- 71-75 A random character is affected by a visible feeling of anguish caused by the sight of this battlefield. The player of the character explains why, considering how what it saw here could connect to the backstory or traits of the character. If the player does so, the character gains inspiration.
- 76-80 Blood rains in the whole region for 1d20 hours, as a remembrance of the bloodshed. Creatures exposed to it take 1d4 necrotic damage immediately, and 1d10 necrotic damage every 30 minutes of exposition afterwards. Additionally, all creatures in the region make Wisdom saving throws with disadvantage, whether they are covered or not.

d100 Effects

- 81-85 A skittish **warhorse** without a rider (or another mount at the DM's choice) charges a random creature in the surrounding of the characters, then proceeds on its own way. If there hasn't been any battle in the region for long, it might be its undead version (like a **zombie**).
- 86-90 The characters find a **berserker axe** long abandoned on the battlefield, or a similar cursed magic item at the DM's discretion. Picking it up might awaken the body of a fallen as a **skeleton**, **spectre** or other, or trigger a random encounter.
- 91-95 New armies are readying to fight on this battlefield. The characters must quickly find shelter or end up in the middle of a conflict that doesn't concern them.
- 96-00 The scar of war reopens and creates a passage to a plane of eternal war, like the Acheron, Ysgard or a layer of a Lower Plane where the Bloody War rages (the eternal war between devils and demons). The portal closes after 1d20 hours and might be crossed by warmongering creatures coming from other planes like a **barbazu**, **hezrou**, **marilith** or an **empyrean**.

SPACETIME DISTORTION

Some kinds of magic have the potential to influence time and space. In certain circumstances, this magic can be strong (or dangerous) enough to disrupt the regular flow of time, to damage the weave of reality, or both. This could be the result of abusing or tampering with powers that manipulate gravity, of experimenting with time travel or even tinkering with portals. It could also be the result of a phenomenon of dimensional instability, or even the influence of certain planes, since both the Astral Sea and the Feywild can alter the regular flow of time.

Consider rolling on the Spacetime Distortion Effects table when the following circumstances occur in the region:

- A character takes any activity that requires more time than usual, like casting a ritual spell.
- A creature uses or is affected by a magical effect (like a spell or a magic item) that is about time, teleportation, gravity or a change in speed (like *haste*, *misty step*, *stop time* or similar magic).
- The characters take a short or long rest in the region.

SPACETIME DISTORTION EFFECTS

d100	Effects	d100	Effects
01-05	For the next 24 hours, time in the region passes twice as fast for certain effects. Any effect that would trigger at the beginning or at the end of a turn, also triggers at initiative count 0.	41-45	Gravity is suspended in the region over the next 24 hours. During this time, each creature in the region can choose the direction for its own subjective gravity and can change it during its turn with a successful DC 10 Wisdom check (no action required).
06-10	A whole hour passes instantly. Every creature in the region gains the benefit of a short rest and can spend Hit Dice to heal for doing so.		The center of the region (or another point in the region at the DM's choice) becomes a singularity for the next 24 hours. Everything within 10 feet of it when it first appears, and everything directly touching it afterwards, receives 10d10 force damage. Anything that goes to 0 hit points from this damage is disintegrated. Over the next 24 hours, creatures within 150 feet of the singularity that are moving away from it do it at half speed. Creatures moving towards the singularity increase their speed by 15 feet, but must succeed on a DC 15 Strength saving throw to not fall prone at the end of their movement.
11-15	A creature in the region is instantly teleported 60 feet in a random direction and receives the effects of the <i>blink</i> spell.	46-50	
16-20	A random creature in the region becomes 1d10 years older or younger (determine randomly).	51-55	The characters meet a mage or another NPC from a time past (from even centuries or millennia ago) that got lost in the region.
21-25	The characters are targeted by the <i>slow</i> spell (DC 15, no concentration required).	56-60	For the next 24 hours, creatures don't need to breathe, drink, eat or sleep.
26-30	The characters are magically teleported at the closest border of the region.	61-65	The subjective time of a random creature in the region moves forward, and it gains one level of exhaustion.
31-35	Time in the region stops for 1 hour for certain effects. Creatures can act normally, but every effect with a duration that is not instantaneous lasts one extra hour while in this region. Effects depending on concentration still do so, but creatures gain advantage on concentration checks for 1 hour while in this region.	66-70	A random creature in the region is targeted by the <i>haste</i> spell (no concentration required).
36-40	A random creature in the region is targeted by the <i>hold monster</i> spell (DC 17, no concentration required).		



Here be Dragons



d100 Effects

71-75 The subjective time of the characters instantly moves forward, and they gain the benefits of a long rest.

76-80 For the next 24 hours time in the region influences certain effects twice as slow. Every effect that would trigger at the beginning or at the end of the next turn, skips the next eligible turn, and every odd-numbered turn afterwards.

81-85 The spacetime around a random creature in the region starts to freeze. This works as the *flesh to stone* spell (Wisdom DC 17, instead of Constitution) except that a creature becomes paralyzed instead of petrified, and while paralyzed in this way it is immune to every damage and effect. The creature can still be moved. A *dispel magic* spell or similar magic frees the creature, treating this effect as a 9th-level spell.

86-90 A random creature in the region is swiftly accelerated through time and receives the effect of the *time stop* spell.

d100 Effects

91-95 The whole region (and everyone within it) becomes stuck in a time loop 1 hour, 8 hours or 24 hours long (DM's choice, based on the pace of the adventure). If the characters leave the region before the end of the first loop, they are free from it. Otherwise, all characters and every creature with Intelligence 3 or higher traveling with them make a DC 20 Intelligence saving throw. If they all fail, they repeat the loop 1d10 times before they can make another saving throw as above, with the DC 1 point lower each time. A creature that passes the saving throw witnesses a *deja-vu* of something that it repeated a previous time, then it can try to notice something suspicious with a successful DC 20 Intelligence (Investigation) check. Whoever leaves the region before the end of a loop, is free from it.

96-00 A rift in the spacetime continuum opens, creating a two-way portal that leads to a time and place at the DM's choice. The portal disappears after 1d4 hours, and the DM decides if whatever crossed it comes back to where (and when) it was before going to the other side or not.

SUPERNATURAL TRAVELER'S TOOLS

EXPLORER'S MAGIC ITEMS

The following magic items can be useful to the daring explorers of the supernatural.

GLOBE OF THE DISCOVERER

Wondrous Item, Very Rare

While holding this globe, you can cast the following spells, requiring no components: *find the path*, *legend lore* (only information on locations) or *scrying* (can only target locations, not creatures). Each spell can be used once, then you can't cast it again in this way until the next dawn. The information delivered by these spells are shown as illusions inside or around the globe.

LEYLINE COMPASS

Wondrous Item, Uncommon

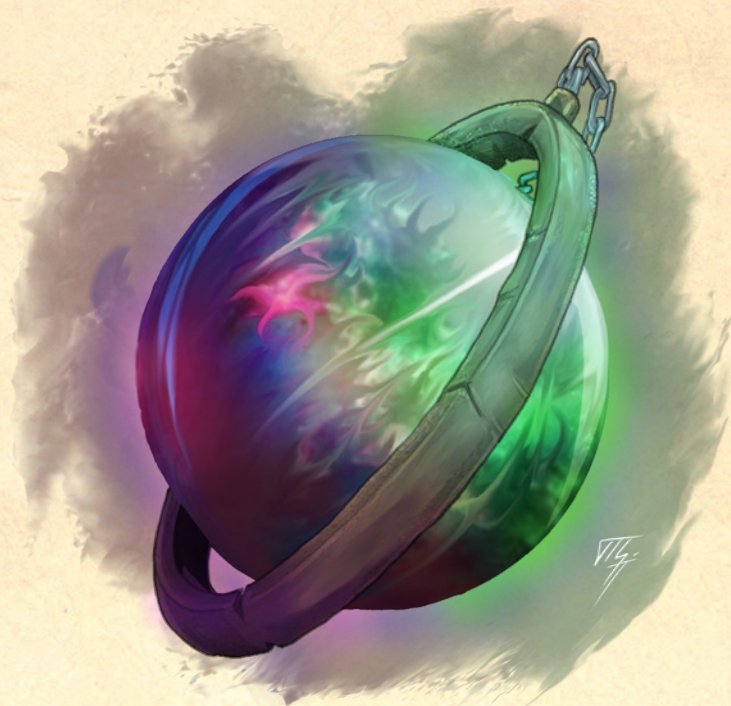
The compass has 3 charges, and it regains 1d3 expended charges daily at dawn. You can spend 1 charge to cast the *detect evil and good* or *detect magic* spell while holding it, but the spell will only give you information about the magic affecting areas, locations or structures. While the spell lasts, you have advantage on any ability check about the magic and supernatural effects affecting this location or region.

If you are a Leyline Warden ranger (*Prothero's Guide to Spellweavery*) you have advantage on ability checks related to your Magic Sense feature while you are holding the compass.

MAP OF THE ELDRITCH EXPLORER



GLOBE OF THE DISCOVERER



MAP OF THE ELDRITCH EXPLORER

Wondrous Item, Rare

This magical parchment assists the cartographer by writing on itself the characteristics of the surrounding environment. After exploring a location and writing on the map about it for at least 1 hour, you have advantage on other ability checks to not get lost or find your way in this region. Additionally, you can make an Intelligence (Survival) or cartographer's tools check. The DC is based on the terrain, as per the table below. If you succeed, the map shows you information on your surroundings as if you asked a question of your choice with the *commune nature* spell. The question can also be about any supernatural effect that affects the region. After using this ability, you can't use it in the same area until the next dawn. You can record on the map up to thirty days of travel, then it stops working. You can erase any part of the map by speaking a command word as an action.

Terrain	DC
Forest, jungle, swamp, mountains, or open sea with overcast skies and no land in sight	15
Arctic, desert, hills, or open sea with clear skies and no land in sight	10
Grassland, meadow, farmland	5

MARBLE OF CHANCES

Wondrous Item, Common

You can throw the marble to cast the *augury* spell as an action, without requiring any components. The course of action must be about a location or destination or some kind. The marble moves forward for "Weal", shatters for "Woe" or behaves in an unexpected way for other results, then loses all of its power.

TASHA'S SUPERNATURAL TRAVELOGUE

Wondrous Item, Legendary

This magical book, invented by the wizard Tasha, is able to contain within its pages the memories, experiences and peculiar magic phenomena connected to a visited location. A newly found travelogue can be completely empty, or with certain pages already filled (DM's choice).

While you spend a long rest in a particular location, you can make a DC 20 Intelligence (Arcana) check (or a check with an appropriate tool proficiency, like the cartographer's tools or the painter's supplies) to record on a page of the book the descriptions of what you experienced in this same location within the last 24 hours. On a successful check, the experiences that you recorded fill a full page and become permanently part of the book's magic.

Whenever the book is opened on a page with content, the pictures and texts on it come to life and turn into an illusion that represents the recorded experiences and powers. This works like the *major image* spell, except that the illusion is never bigger than the page (up to a 1-foot cube), stays on top of it and lasts until the book is closed or the page is turned.

The travelogue has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- As a reaction when you or a creature within 30 feet of you is making an ability check about the nature or

characteristics of a location that you recorded in the travelogue, or a saving throw against a natural hazard, supernatural region effect or a similar danger from it, you and the creatures of your choice within 30 feet of you gain advantage on this check or save, and take half damage from the triggering effect (if any).

- You can ignore the material components for a *plane shift* spell or *dream of the blue veil* spell (see *Tasha's Cauldron of Everything*) directed to a location recorded in the travelogue, and you are considered holding an associated object while casting a *teleportation* spell to that location.
- As an action, you can unleash the power of one of the travelogue's completed pages. This manifests the same environmental effects and supernatural qualities of the recorded location in the area within 60 feet of you for 10 minutes. If the area was a supernatural region from this compendium or from *Tasha's Cauldron of Everything*, you can also manifest a supernatural region's effect of your choice that you previously experienced as part of the recorded page, or you roll a d100 and generate a random one (within the same area and for the same duration as above). Effects that give permanent features only last 10 minutes. After doing so, the magic from this page is exhausted and doesn't count as part of the travelogue anymore (even if any ordinary text or picture written on it isn't canceled).



VARIANT: REGIONAL ENHANCEMENTS ON SPELLS

If you wish a supernatural region to affect the spells casted by the characters and other creatures, consider adding one of the following options to your game.

The DM can choose one or more of the following features (the one or ones that seem more relevant for the region) and apply them to all the appropriate spells casted in the region. An appropriate spell is one that is connected to the region's nature and power, like a spell that deals poison damage in a Pervasive Contamination region, or a spell that summons fiends in a Fiendish Corruption region (DM's choice).

- Appropriate spells are always casted as if they were one level higher than the used spell slot (up to 9th level).
- Saving throws against appropriate spells are rolled at disadvantage.

- Appropriate spells with expensive components require only half of them, or don't require them at all.
- While in the region, spellcasters of one or more classes add one or more spells (all chosen by the DM) to their class spell list, they automatically know these spells and they have them always prepared.
- Spellcasters have advantage on concentration checks on appropriate spells while they are in the region.
- Ability checks related to appropriate spells or similar magic, like an Intelligence (Arcana) check to identify a spell or the ability check for a *counterspell* or *dispel magic* spell, are rolled with advantage.
- Pick one Metamagic option from the sorcerer class (see *Player's Handbook*) or from Chapter III of *Prothero's Guide to Spellweaving*. Appropriate spells are automatically affected by the chosen option.

At the DM's discretion, a spellcaster that wishes to access these features first has to attune to the region just as if it was a magic item. This requires the spellcaster to be in the region while doing the attunement, and might trigger a regional effect from the table.

VARIANT: REGIONAL CIRCLE MAGIC

If you are using the rules for Circle Magic from *Prothero's Guide to Spellweaving*, the power of a supernatural region can influence the use of that kind of magic while the spellcasters are inside of it. The DM can choose one or more of the following options:

- All Circles of spellcasters gain a Circle Feature chosen by the DM while they are in the region.
- For the purpose of creating a new Circle while in the region, the region itself counts as an extra spellcaster that can cast 3rd level spells (or higher at DM's discretion).
- The ritual to form a Circle of Magic takes 1 hour instead of 4 hours.
- A certain Circle Spell is available to any Lead Caster in the region.

A SPRING INFUSED WITH REGIONAL MAGIC
ATTRACTS THE MOST CURIOUS CREATURES



ELDER TREES IMBUE A LAKESIDE
WITH ANCESTRAL POWER



CHAPTER 3: ADVENTURE TRAVELOGUE

SPOILERS AHEAD ON MOST OFFICIAL D&D ADVENTURES

The chapter is about how to implement supernatural regions from this book and *Tasha's Cauldron of Everything* on most official D&D adventures and settings. The table below includes the list of all of the books that are treated in this chapter and a quick reference to which tables they feature the most, with more details in the following pages.

Handle with Care. As explained in Chapter 1, consider all of the indications in this chapter as suggestions and examples, not prescriptions. If supernatural regions are omnipresent, they could become too much and the players might soon get tired. Consider them as a way to spice up your adventure and add action, variety and a true feeling of magic.

BUT WHERE'S *that* BOOK?

Lost Mine of Phandelver (Starter Set) and *Waterdeep: Dragon Heist* are not treated in this chapter because we couldn't find an obvious way to include a supernatural region into them. However, if you manage to do so, feel free to go ahead and let us know about it!

Some other books, as the ones based on third-party licensed content *cannot* be treated in this book, as per the current content rules of the DMs Guild (see "Content and Format Questions" on the DMsGuild's Help Center).

Title	Suggested Supernatural Regions
Baldur's Gate: Descent into Avernus	Fiendish Corruption, Scars of War, others (see notes)
Candlekeep Mysteries	Awakened Library, others (see notes)
Curse of Strahd	Grave Touch, Fiendish Corruption, Haunted*
Dragon of Icespire Peak	Crawling Cold
Dragonlance: Shadow of the Dragon Queen	Draconic Resonance, Scars of War, others (see notes)
Dragons of Stormwreck Isle (Starter Set)	Draconic Resonance, Elemental Clash, others (see notes)
Eberron: Rising from the Last War	Scars of War
Ghosts of Saltmarsh	Dreams of the Tides, others (see notes)
Guildmaster's Guide to Ravnica	See notes
Hoard of the Dragon Queen	Draconic Resonance, Scars of War
Icwind Dale: Rime of the Frostmaiden	Crawling Cold, others (see notes)
Journey Through the Radiant Citadel	Spacetime Distortion, others (see notes)
Keys From the Golden Vault	See notes
Mythic Odysseys of Theros	Psychic Resonance*, others (see notes)
Out of the Abyss	See notes
Princes of the Apocalypse	Elemental Clash, Scars of War, others (see notes)
Spelljammer: Adventures in Space	Blessed Radiance*, Lunar Influence, Spacetime Distortion (see notes)
Storm King's Thunder	Dreams of the Tides, Elemental Clash, Scars of War (see notes)
Strixheaven: A Curriculum of Chaos	Awakened Library, Unraveling Magic*
Tales from the Yawning Portal	See notes
The Rise of Tiamat	Crawling Cold, Draconic Resonance
The Wild Beyond the Witchlight	Lunar Influence, Psychic Resonance, others (see notes)
Tomb of Annihilation	Grave Touch, Pervasive Contamination (see notes)
Van Richten's Guide to Ravenloft	See notes
Waterdeep: Dungeon of the Mad Mage	See notes

Supernatural regions with the "*" come from *Tasha's Cauldron of Everything*.

ADVENTURES A-Z

The adventures and settings are presented in alphabetical order. For each of them, the suggestions on how to include supernatural regions are delivered in a way that suits the structure of the book itself (more generic for settings, anthologies, and adventures with a sandbox structure, and more detailed in some other cases).

Supernatural regions with the "*" come from *Tasha's Cauldron of Everything*.

BALDUR'S GATE: DESCENT INTO AVERNUS

In general, The Fiendish Corruption and Haunted* supernatural regions could be used to bring into the game the influence of the Nine Hells.

Chapter 1: A Tale of Two Cities. The Fiendish Corruption table might be occasionally used to represent the malevolent influence of the *Shield of the Hidden Lord*.

The Draconic Resonance table can be used if the characters tamper with the Tiamat's stolen treasure, which might carry some of her draconic power (see "D30. Tiamat's Stolen Treasure").

The Awakened Library table might be used to spice things up if the characters explore the libraries in Candlekeep.

Chapter 2: Elturel has Fallen. The Fiendish Corruption table can be used to represent even more the consequences of the fall of Elturel.

Chapter 3: Avernus. The Fiendish Corruption and Scars of War tables are well suited for the Avernus itself or other locations in the Nine Hells, for obvious reasons.

The Infested* table can be featured in the Hellwasp Nest.

The Haunted* table can be used to represent the haunting in the Bone Brambles.

CANDLEKEEP MYSTERIES

The Awakened Library table can spice things up while the characters research Candlekeep's library, or can be used in some of the adventures.

The Price of Beauty. The Mirror Zone* table might come into play if the characters tamper with the book "The Price of Beauty".

Sarah of Yellowcrest Manor. The Far Realm* supernatural region is a good choice for when the characters reach the Temple of the Burnt Tongue Cult.

Lore of Lurue. The Lunar Influence table can be used inside the demiplane.

The Curious Tale of Wisteria Vale. The Psychic Resonance* table can be used to represent the dreams of the beholder.

The Scrivener's Tale. A Mirror Zone* region can surround Nintra Siotta or be the result of a manifestation of her power.

Alkazaar's Appendix. The necropolis can be a Grave Touch region.

Xanthoria. Areas affected by the saprophytic plague, as well as the Lykortha Expanse, can be a Pervasive Contamination region.

CURSE OF STRAHD

Any location where the power of death is particularly strong, or that is infested by undeads, might be a Grave Touch or Haunted* supernatural region. The latter can work particularly well if the characters decide to explore the mist or if they explore an area close to it. The Fiendish Corruption supernatural region could come into play when the characters reach the Amber Temple or when they encounter a manifestation of the Dark Powers.

DRAGON OF ICESPIRE PEAK

The Crawling Cold region can be used in Icespire Hold to represent the influence of Cryovain.

DRAGONLANCE: SHADOW OF THE DRAGON QUEEN

Locations of strong draconic power or where a lot of dragon blood has been spilled can be Draconic Resonance regions. Areas strongly hit by war, in the present or in the past, can be Scars of War regions. The Grave Touch region can be used to represent the influence of death dragons or Lord Soth himself. Consider using supernatural regions in some specific parts of the campaign, like in the following examples:

Chapter 4: Shadow of War. Grave Touch or Haunted* in the Raided Catacombs.

Chapter 5: The Northern Wastes. Elemental Clash or Far Realm* in the Sunward Fortress (to represent the influence of slaads), Haunted* or Psychic Resonance* in Wakenreth.

Chapter 6: City of Lost Names. Draconic Resonance in the Temple of Paladine, due to the *dragonlance* presence.

Chapter 7: Siege of Kalaman. Unraveling Magic* in "S23: Mourning Sanctum", due to the cataclysmic fire (especially if the characters tamper with it).

DRAGONS OF STORMWRECK ISLE

Chapter 1: Dragon's Rest. The Draconic Resonance region can be used by the hot spring, to represent the lingering power of the dead brass dragon.

Chapter 2: Seagrow Caves. The Elemental Clash and Draconic Resonance supernatural regions (one or both) can be used to represent the influence of Sharruth and the conflict between water and fire.

Chapter 3: Cursed Shipwreck. The Grave Touch or Haunted* supernatural regions can be put to good use in the location of the wreck.

Chapter 4: Clifftop Observatory. The Draconic Resonance supernatural region can be used during Sparkrender's Ritual.

EBERRON: RISING FROM THE LAST WAR

The Scars of War supernatural region can easily find its purpose in Eberron, where the world is deeply wounded by war.

HOARD OF THE DRAGON QUEEN

The Draconic Resonance region can be used in locations where the supernatural influence of dragons is particularly strong, like where the Cult of the Dragon has been able to operate for a long time, or in the proximity of a powerful draconic relic as the *Black Dragon Mask*.

The Scars of War supernatural region can come into play in open battlefields or pillaged areas, like in "Episode 1: Greenest in Flames".

ICEWIND DALE: RIME OF THE FROSTMAIDEN

The Crawling Cold region can fit very naturally in several points of this campaign.

The Fiendish Corruption and Psychic Resonance* regions can be used to represent the demonic, maddening influence of chardalyn.

The Unraveling Magic* region can represent the chaotic magic of the *mythallar* in the Netherise Necropolis.

JOURNEY THROUGH THE RADIANT CITADEL

The Spacetime Distortion supernatural region might come into play if the Keening Gloom violently reawakens, if something goes wrong with piloting a Concord Jewel, or both.

Written in Blood. The Haunted* region can be used to represent the influence of the curse, especially as the characters get closer to the soul shaker.

The Fiend of Hollow Mine. The Fiendish Corruption or Haunted* region can represent the demonic influence, especially when Serapio's fiendish side takes over.

Wages of Vice. The Haunted* region can be used to represent the influence of the vengeful spirit.

Sins of Our Elders. The Haunted* or Psychic Resonance* region can be added to the effects of the fog of the gwishin.

Trail of Destruction. You can use the Elemental Clash (fire variant) region instead or on top of the Volcanic Awakening table provided in the adventure.

Between Tangled Roots. The Haunted* region can be used for the Weeping Paths. The Elemental Clash (lightning or thunder variant) or the Draconic Resonance presence can represent the power of the bakunawa, especially in Lambakluha.

Shadow of the Sun. The Blessed Radiance* region can be used in the area of the Pedestal of Judgement to represent the celestial power of the place.

The Nightsea's Succor. The Haunted* table can be used during the "The Restless Dead" section and in the areas nearby the ghost ship. The Dreams of the Tides region can manifest in the area of the aboleth's regional effects.

Orchids of the Invisible Mountain. The Far Realm* region can represent the influence of that plane, while the Psychic Resonance* region can be used to represent a (faint) connection to the Feywild. If the DM wishes so, the Elemental Clash region could be employed to represent the instability and sundering created by the conflict between the two planes, struggling to hold their grasp on the Prime Material.

GHOSTS OF SALTMARSH

The Dreams of the Tides supernatural region easily finds its place as part of the imaginary from this book.

Chapter 1: Saltmarsh. You can use the Haunted* supernatural region for the haunted house. The Dreadwood could feature the Grave Touch, Haunted* and Lunar Influence (shadow variant) supernatural regions. The Drowned Forest could host the Fiendish Corruption and Pervasive Contamination supernatural region. The Hool Marshes might be an Infested* region.

Chapter 2: The Sinister Secret of Saltmarsh. The Haunted House could feature the Infested* supernatural region.

Chapter 4: Salvage Operations. The Emperor of the Waves could feature the Fiendish Corruption or Infested* region. The Skull Dunes can be a Grave Touch region.

Chapter 6: The Final Enemy. The Dreams of the Tides supernatural region could represent the growing influence of the sahuagin's power as the characters get closer to them.

Chapter 7: Tammeraut's Fall. The Grave Touch or Haunted* supernatural regions might manifest during the attack of the drowned ones. The Dreams of the Tides or Fiendish Corruption supernatural region could represent the influence of the dark powers originating by the Pit of Hatred.

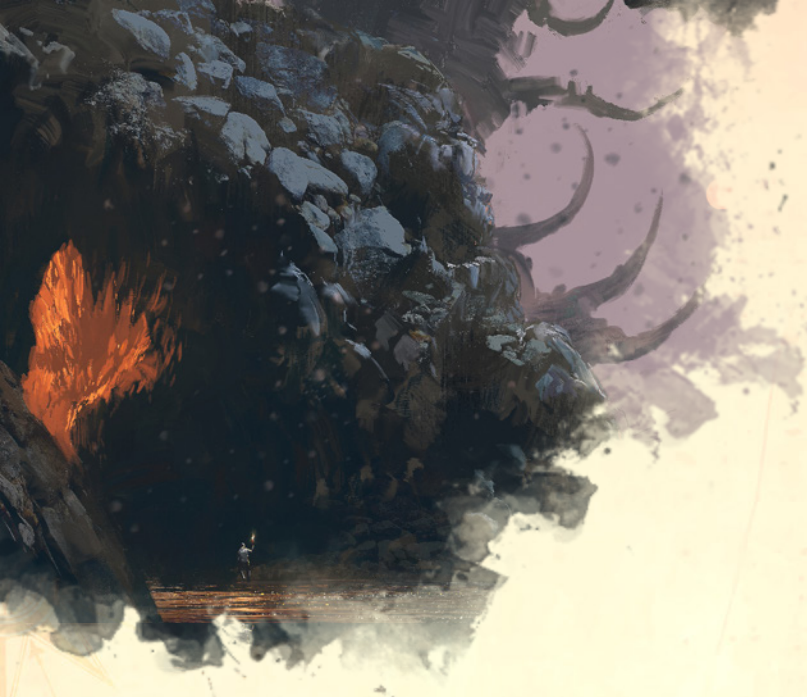
Chapter 8: The Styx. The Dreams of Tides supernatural region could manifest as an influence from the Endless Nadir. The Far Realm* supernatural region could have corrupted the area of the Temple of Tharizdun.

GUILDMASTER'S GUIDE TO RAVNICA

The setting revolves around the ten guilds of Ravnica, each of which has its own portfolio of affairs and characteristic flavor. Consider using the following supernatural regions for particular areas of power, dangers or magical manifestations connected to the relative guild:

- **Boros Legion.** Blessed Radiance*
- **House Dimir.** Awakened Library, Mirror Zone*
- **Golgari Swarm.** Infested*, Pervasive Contamination
- **Gruul Clans.** Scars of War
- **Izzet League.** Elemental Clash, Unraveling Magic*
- **Orzhov Syndicate.** Haunted*
- **Cult of Rakdos.** Fiendish Corruption
- **Selesnya Conclave.** Infested*, Lunar Influence, Psychic Resonance*
- **Simic Combine.** Pervasive Contamination (about alchemical substances and experiments)

Additionally, consider using the Pervasive Contamination supernatural region in the adventure "Krenko's Way" while the characters explore the sewers at Plaza West.



KEYS TO THE GOLDEN VAULT

A Cry for Help. The Far Realm* or Psychic Resonance* region can represent the influence of the Murkmire Stone, especially when the stone is close or when a character is interacting with it. Consider using them in addition or in substitution of the Murkmire Stone Effects table from the adventure.

The Stygian Gambit. The DM can roll on the Fiendish Corruption supernatural region if the players are dealing with dark powers inside of the casino.

Reach for the Stars. The Far Realm* region can represent corruption due to Krokulmar's presence. Consider using it in addition or in substitution of the Eldritch Surge's table from the adventure.

Prisoner 13. The Crawling Cold region can be used if the characters explore or get lost in the frozen surroundings of the fortress.

Axe from the Grave. The Grave Touch region could follow Froderic Dartwild's rise and influence his surroundings.

The Accursed Shard. The Elemental Clash region (earth variant, can use thunder damage) can be used to represent the tremors, especially as the characters come closer to the tomb.

Heart of Ashes. The Spacetime Distortion region can be used to represent the influence of the void.

Affair on the Concordant Express. The Spacetime Distortion region could come into play if the characters tamper with the planar movement capacities of the train. As the train moves through other planes, you might pick other supernatural regions to represent the plane in addition or in substitution of the Planar Effects table from the adventure.

Party at Paliset Hall. The Psychic Resonance* region can bring into the game some peculiar details of the Feywild, while the Far Realm* region can represent the alien influence of the shard solitaire.

Fire and Darkness. The Fiendish Corruption region can represent the *Book of Vile Darkness* spreading its influence in the surrounding area.

MYTHIC ODYSSEYS OF THEROS

The Psychic Resonance* supernatural region well fits the theme of a collective unconscious able to shape reality, which characterizes the world of Theros.

The Blessed Radiance* supernatural region can represent the energies of the world of Nyx, while the Grave Touch and Haunted* supernatural regions can do the same for the Underworld.

Several other regions, like Dreams of the Tides, Elemental Clash (possibly with one or more elemental variants) and Fiendish Corruption can be brought into play to manifest the powers of the various deities.

OUT OF THE ABYSS

This campaign has several recurring elements that make it a good fit for supernatural regions. Because of this, instead of going through the campaign page by page, we opted to present some examples and indications on where to introduce the supernatural regions, which can inform the DM on how to choose a proper one case by case:

- Areas densely inhabited by spiders or insects: Infested* or Pervasive Contamination (the latter especially if they are venomous creatures).
- Areas closely connected to Juiblex or Zugtmoym, inhabited by several oozes or filled with toxic fungi, molds or lichens: Pervasive Contamination.
- Areas with a strong presence of demons or closely connected to the Abyss: Fiendish Corruption.
- Areas suffused with *fearzress*: Unraveling Magic*.
- Boneyards, tombs and similar areas: Grave Touch or Haunted*.
- Area that present a risk of madness: Haunted*.
- Strong presence of cults of entities of the water: Dreams of the Tides.
- Areas with a strong presence of ghosts: Haunted*.
- Areas where the energy of one or more of the elemental planes is particularly strong: Elemental Clash (with one or more elemental variants if necessary).
- Areas under the regional effects of a beholder (especially if the beholder is dreaming): Psychic Resonance* or Far Realm*.
- Gravenhollow: Awakened Library.
- The Labyrinth: Scars of War.

PRINCES OF THE APOCALYPSE

The most prominent theme of this campaign is elemental power, making it a perfect fit for the Elemental Clash supernatural region (with one or more possible elemental variants when necessary, or as it is when different elemental factions come into conflict). As the characters get closer to the power of the Elder Elemental Eye, its influence could be represented by the Far Realm* or Fiendish Corruption supernatural region (depending if you want to represent the Elder Elemental Eye more as a fiendish or as an alien power). In the areas affected by vicious wars, you can consider using the Scars of War supernatural region.

SPELLJAMMER: ADVENTURES IN SPACE

The following ideas can be useful in the setting in general, or in specific parts of the *Light of Xaryxis* campaign:

- The Spacetime Distortion and Psychic Resonance* supernatural regions can be used to represent some extreme phenomenons of the Astral Sea.
- The Spacetime Distortion and the Elemental Clash supernatural regions can represent the influence of astral bodies that are about void (like the Eye of Doom in the *Light of Xaryxis* campaign) or other weird manifestations of gravity.
- The Blessed Radiance* supernatural region can be used to represent the dangers of astral bodies based on light, or similar powers related to radiance (like the astral vines from the *Light of Xaryxis* campaign). If you do so, consider rerolling the effects that are about deities and celestials (or finding a new reason for why they work as such) and having the effects that only work against certain creatures (like aberrations, fiends and undeads) work on all creatures. With these alterations, the radiant power will be more of a physical phenomenon than of a holy influence.
- Several supernatural regions might be a good fit for astral bodies with a particular environment or nature, like Crawling Cold for ice worlds, or Elemental Clash (possibly with one or more elemental variant) for gas or fire worlds.
- The Lunar Influence supernatural region (with or without its dark variant) can represent the influence of celestial bodies with a power similar to the earthly moon.

STORM KING'S THUNDER

The Scars of War supernatural region can be used to represent the aftermath of the violent passage of giants. Since giants are often strongly characterized by elemental energy, the Elemental Clash supernatural region (with one or more elemental variants as necessary) can be used to give a supernatural twist to the consequences of their warfare in a certain area.

Additionally, the Dreams of the Tides supernatural region might manifest when the characters get close to the Kraken Society.

STRIXHAVEN: A CURRICULUM OF CHAOS

The Awakened Library supernatural region can fit well in the "academic fantasy" theme of this book (especially if the characters visit certain restricted areas of the Biblioplex, or a similar location). The Unraveling Magic* supernatural region can be used to represent any kind of magical dysfunction, like when a character is experimenting with magic or struggling to learn a new spell.



TALES FROM THE YAWNING PORTAL

The Sunless Citadel. The Draconic Resonance supernatural region can manifest in the areas that are closely related to ancient draconic power. The Grave Touch or Haunted* supernatural region might manifest itself more and more as the characters get closer to the Gulthias Tree.

The Hidden Shrine of Tamoachan. The Pervasive Contamination supernatural region can be used in the poisonous area.

Dead in Thay. The dungeon, divided in several thematic areas, could host various supernatural regions in different rooms, for example: Dreams of the Tides, Fiendish Corruption, Pervasive Contamination, Unraveling Magic* and possibly more.

Against the Giants. The Scars of War supernatural region can be used to represent the trail of destruction left behind by raiding giants.

Tomb of Horrors. The Grave Touch and Haunted* supernatural region can be a good fit to enhance the undead theme of the place, in case you feel that this dungeon doesn't feel punishing enough (we won't judge you... Or maybe we will).

THE RISE OF TIAMAT

The Draconic Resonance supernatural region can find several uses in this campaign, especially as the characters come closer to the Cult of the Dragon, or during the summoning of Tiamat.

The Crawling Cold supernatural region can be used in the Sea of Moving Ice.

THE WILD BEYOND THE WITCHLIGHT

The Lunar Influence and Psychic Resonance* supernatural regions can be suited to represent the powers and characteristics of the Feywild and feys in general, that of course are the main theme of this campaign.

The Pervasive Contamination supernatural region might be used to represent some dangerous characteristics of Hither.

The Spacetime Distortion supernatural region could give a dynamic twist to the Palace of Heart's Desire.

TOMB OF ANNIHILATION

The Infested* and Pervasive Contamination supernatural regions can be employed to represent the dangers of the Land of Chult.

The whole campaign is an obvious fit for the Grave Touched and Haunted* supernatural regions. Consider using them in the areas most closely connected to undeath or in other special occasions, to prevent the players from getting tired of them very fast.

The Mirror Zone* supernatural region could be used when the characters interact with magical mirrors or stay in their proximity.

VAN RICHTEN'S GUIDE TO RAVENLOFT

Consider using these supernatural regions in the locations that you find the most appropriate in the following Domains of Dread:

- **Barovia.** Fiendish Corruption, Grave Touch, Lunar Influence, Haunted*
- **Bluetspur.** Far Realm*, Psychic Resonance*
- **Borca.** Pervasive Contamination
- **The Carnival.** Haunted* (as the characters come closer to Nepenthe)
- **Darkon.** Spacetime Distortion, Unraveling Magic*
- **Falkovnia.** Grave Touch
- **Har'Akir.** Elemental Clash (air, fire or earth variant to represent desiccation or heat), Grave Touch, Haunted*
- **Hazlan.** Elemental Clash, Unraveling Magic*
- **I'Cath.** Haunted*, Psychic Resonance*
- **Kalakeri.** Scars of War
- **Kartakass.** Lunar Influence, Psychic Resonance*
- **Lamordia.** Crawling Cold
- **Mordent.** Haunted*
- **Richemulot.** Infested*, Pervasive Contamination
- **Tepest.** Lunar Influence, Psychic Resonance*
- **Valachan.** Lunar Influence, Pervasive Contamination, Scars of War (flavored to represent the hunt)
- **Cyre 1313.** Haunted*
- **Forlorn.** Haunted*
- **Ghastria.** Mirror Zone* (flavored to be about paintings)
- **G'henna.** Fiendish Corruption
- **Invidia.** Haunted* or other supernatural regions appropriate for the beings contacted by Gabrielle
- **Keening.** Haunted*
- **Klorr.** Elemental Clash, Unraveling Magic*
- **The Nightmare Lands.** Psychic Resonance*, Haunted*
- **Nirnanjan.** Draconic Resonance, Fiendish Corruption (flavored to represent shadow), Haunted*
- **Nova Vaasa.** Scars of War
- **Scaena.** Haunted*
- **Sea of Sorrows.** Dreams of the Tides, Grave Touch
- **The Shadowlands.** Fiendish Corruption
- **Souragne.** Grave Touch
- **Staunton Bluffs.** Scars of War
- **Tovag.** Grave Touch, Scars of War
- **The House of Lament (adventure).** Fiendish Corruption (in the vicinities of Dalk Dranzorg), Haunted*

WATERDEEP: DUNGEON OF THE MAD MAGE

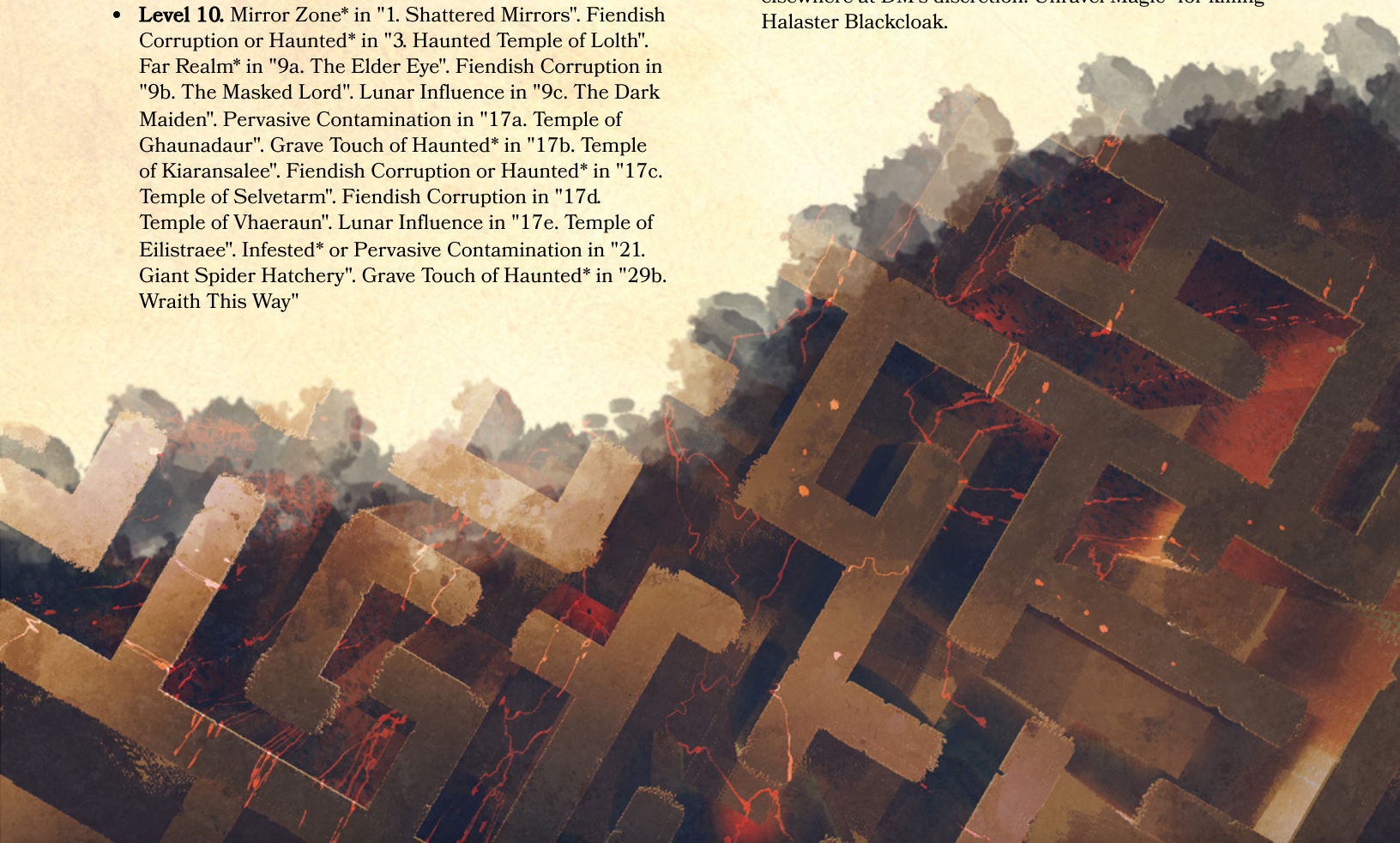
You can use the Unraveling Magic* or Psychic Resonance* table (or both) in certain conditions to make the power of the knot in the weave more real and present. Consider using them if the characters take multiple long rests in a row inside the dungeon, or if they tamper with magic in ways that are out of the ordinary, especially if they roll a 1 on the d20 to do so. Use them with caution and only on special occasions, so as to not overwhelm the characters with their effects and lose the novelty.

Additionally, consider using the following tables in the related levels, areas or rooms.

- **Level 1.** Mirror Zone in "21. Hall of Mirrors".
- **Level 2.** Grave Touch or Haunted* in "6. Music of the Dead". Fiendish Corruption or Pervasive Contamination in "10. Ooze Temple". Infested* in "19. Giant Spider Den". Draconic Resonance in "23b. Hall of Dead Dragons".
- **Level 3.** Grave Touch in "1. Catacombs". Infested* or Pervasive Contamination in "6. Temple of Dumathoin". Fiendish Corruption in "7c. Lounge". Fiendish Corruption, Haunted* or Psychic Resonance* in "8. Wailing Tunnels". Dreams of the Tides in "10. Caves of the River Coven".
- **Level 4.** Dreams of the Tides in the whole level. Pervasive Contamination in area 1 through 7.
- **Level 5.** Infested* in "2b. Ettercap Forest". Grave Touch in "7. Alcoves of the Dead".
- **Level 6.** Fiendish Corruption in "29d. Gods and Demons".
- **Level 8.** Pervasive Contamination in the swamp area, or anywhere at DM's discretion. Haunted* or Psychic Resonance* in "17. Battlefield Cavern".
- **Level 9.** Awakened Library at DM's discretion.
- **Level 10.** Mirror Zone* in "1. Shattered Mirrors". Fiendish Corruption or Haunted* in "3. Haunted Temple of Lolth". Far Realm* in "9a. The Elder Eye". Fiendish Corruption in "9b. The Masked Lord". Lunar Influence in "9c. The Dark Maiden". Pervasive Contamination in "17a. Temple of Ghaunadaur". Grave Touch of Haunted* in "17b. Temple of Kiaransalee". Fiendish Corruption or Haunted* in "17c. Temple of Selvetarm". Fiendish Corruption in "17d. Temple of Vhaeraun". Lunar Influence in "17e. Temple of Eilistraee". Infested* or Pervasive Contamination in "21. Giant Spider Hatchery". Grave Touch of Haunted* in "29b. Wraith This Way".

- **Level 11.** Scars of War at DM's discretion.
- **Level 12.** Scars of War at DM's discretion out of Spiderwatch Keep. Haunted* in "4. Faces in the Fog". Fiendish Corruption in "5. Demon's Triangle".
- **Level 13.** Pervasive Contamination or Scars of War in "12. Paradise Lost".
- **Level 14.** Pervasive Contamination in "2c. Fungus Gardens". Elemental Clash (fire variant) in "12. Melairkyn Foundry".
- **Level 15.** Grave Touch or Haunted* at DM's discretion (particularly in "39. Netherskull's Sanctum").
- **Level 16.** Tinkering with the gate towards Stardock might trigger an effect from the Spacetime Distortion table. Ashtyrranthor's death might trigger an effect from the Draconic Resonance table.
- **Level 17.** Dreams of the Tides at DM's discretion.
- **Level 18.** Draconic Resonance and Lunar Influence with the shadow influence variant (especially in the Shadowfell areas) at DM's discretion.
- **Level 19.** Pervasive Contamination in the area invaded by the ooze. Psychic Resonance* at DM's discretion (especially in "8. Thanks for the Memories"). Dreams of the Tides or Far Realm* in "13. The Scavenger".
- **Level 20.** Pervasive Contamination in "4. Myconid Colony". Grave Touch in "6. Lair of the Mummy Lord". Psychic Resonance* in "13. Runestone Caverns" and "14. The Runestone".
- **Level 21.** Fiendish Corruption at DM's discretion. Pervasive Contamination in "20. Poisonous Mine".
- **Level 22.** Far Realm* in the whole level (this influence is faint in Tier 1, stronger in Tier 2, and the strongest in Tier 3). Blessed Radiance* for toppling or destroying the obelisk in "34b. Black Obelisk".
- **Level 23.** Awakened Library in "2. Reversed Library" and elsewhere at DM's discretion. Unravel Magic* for killing Halaster Blackcloak.

Here be Dragons



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