

# D20 ABANDONED CAMPSITES

Scroll of Revelation #091

## THIS CAMPSITE BELONGED TO...

1. **{Bandits}** Got themselves killed trying to rob an old wizard. One tent has a chest full of stolen gold and a random potion.
2. **{Ranger}** Got eaten by wolves. Their half-finished dragon totem and a rusty dagger still rest atop the log they left them on.
3. **{Archeologist}** Trapped in some nearby ruins. 3 golden lizard idols {taken from the ruins} are stuffed in a sleep sack.



4. **{Bugbears}** Never returned from their gnome hunt. A handful of gnome skeletons are still shackled to a nearby tree stump.
5. **{Hermit}** Died eating poisonous berries. Still clutching a pouch filled with mixed poisonous berries and goodberries.
6. **{Astronomer}** Crushed by a meteor. Inside a locked chest in their tent is a telescope able to cast Scrying once per week.
7. **{Adventurers}** Fell in a pit trap. The idiotic wizard forgot their spellbook which contains 1d6 random spells.
8. **{Merchant}** Killed by bandits who missed a hidden compartment in the merchant's wagon containing their stash of drugs.
9. **{Druid}** Meditated so long they turned into a tree. Their wolf and bear skin tent keeps you warm in subzero temperatures.
10. **{Diplomat}** In prison for attempted espionage. A journal under their moldy pillow holds a dark secret about the King.
11. **{Hunter}** Died in their sleep from old age. Lying next to them is a quiver of hand-carved arrows and a hand-carved longbow.



12. **{Dwarves}** Captured by drow. A map case contains a contract signed by different adventurers helping find a lost mine.
13. **{Criminal}** Hanging from a nearby tree. A letter they left says "the voice in the shadows" made them kill that family.
14. **{Cultists}** Slaughtered by the demon they conjured. Their charred bones can be broken to unleash fiendish fireballs.
15. **{Herbalist}** Wandered into the Feywild. In their tent is a crate of herb-filled jars, some of which have magical properties.
16. **{Ogre}** Killed by adventurers. Their skin-stitched tent reeks of decay but holds a human skull filled to the brim with coin.
17. **{Farmer}** Died looking for their lost son. A charcoal portrait of their son and a bag of spoiled rations is all that remains.



18. **{Bounty Hunter}** Caught by a rival bounty hunter. A long list of unclaimed bounties {with rewards} hangs inside the bounty
19. **{Goblins}** Not actually abandoned. Riddled with traps set by goblins to capture adventurers who investigate the campsite.
20. **{Priest}** Went mad trying to commune with their god. The nearby trees are riddled with nonsensical omens left by the priest.