

20 Further Epic Ideas for Your Role Playing Game

Are you looking for some epic ideas to spice up your role playing game? Look no further! Here are 20 ideas that will keep your players engaged and entertained for hours on end.



Random Encounters Volume 3: 20 FURTHER epic ideas for your role-playing game by Jason Brick

★★★★☆ 4.3 out of 5

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Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 43 pages
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1. The Lost City of Atlantis

Your players stumble upon a lost city hidden deep beneath the ocean. The city is filled with ancient ruins, forgotten treasures, and dangerous creatures. Your players must explore the city and uncover its secrets before it is too late.

2. The Tower of Babel

Your players are tasked with climbing the Tower of Babel, a massive structure that reaches into the heavens. The tower is guarded by powerful

creatures and filled with deadly traps. Your players must overcome these challenges and reach the top of the tower to gain access to the knowledge and power that lies within.

3. The Fountain of Youth

Your players search for the legendary Fountain of Youth, a magical spring that can restore youth and vitality. The fountain is said to be located in a hidden land, and your players must overcome many obstacles to reach it.

4. The Holy Grail

Your players quest for the Holy Grail, a legendary cup that is said to grant eternal life. The grail is said to be hidden in a secret location, and your players must follow clues and overcome challenges to find it.

5. The Philosopher's Stone

Your players search for the Philosopher's Stone, a legendary object that can turn base metals into gold and grant eternal life. The stone is said to be hidden in a secret laboratory, and your players must overcome many obstacles to reach it.

6. The Sword of Destiny

Your players search for the Sword of Destiny, a legendary weapon that is said to be able to defeat any enemy. The sword is said to be hidden in a secret location, and your players must overcome many obstacles to reach it.

7. The Staff of Magnus

Your players search for the Staff of Magnus, a legendary artifact that is said to be able to control the weather and summon powerful storms. The staff is said to be hidden in a secret location, and your players must overcome many obstacles to reach it.

8. The Eye of Vecna

Your players search for the Eye of Vecna, a legendary artifact that is said to grant the power of foresight. The eye is said to be hidden in a secret location, and your players must overcome many obstacles to reach it.

9. The Hand of Vecna

Your players search for the Hand of Vecna, a legendary artifact that is said to grant the power of necromancy. The hand is said to be hidden in a secret location, and your players must overcome many obstacles to reach it.

10. The Book of Vile Darkness

Your players search for the Book of Vile Darkness, a legendary artifact that is said to contain the knowledge of all evil spells. The book is said to be hidden in a secret location, and your players must overcome many obstacles to reach it.

11. The Deck of Many Things

Your players find the Deck of Many Things, a legendary deck of cards that can grant powerful boons or devastating curses. The deck is said to be extremely dangerous, and your players must be careful not to draw too many cards.

12. The Bag of Holding

Your players find the Bag of Holding, a legendary item that can store an infinite amount of items. The bag is said to be extremely useful, but it can also be dangerous if it is not used properly.

13. The Rod of Wonder

Your players find the Rod of Wonder, a legendary item that can cast a variety of random effects. The rod is said to be extremely powerful, but it can also be unpredictable.

14. The Wand of Orcus

Your players find the Wand of Orcus, a legendary artifact that is said to be able to cast powerful necromantic spells. The wand is said to be extremely evil, and your players must be careful not to use it for evil purposes.

15. The Sword of Kas

Your players find the Sword of Kas, a legendary artifact that is said to be able to cut through any material. The sword is said to be extremely sharp, and your players must be careful not to cut themselves with it.

16. The Staff of Ah



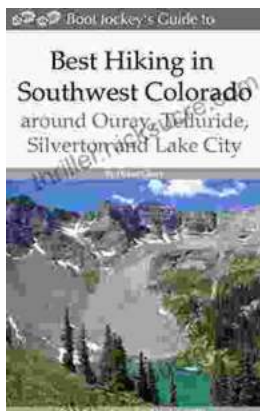
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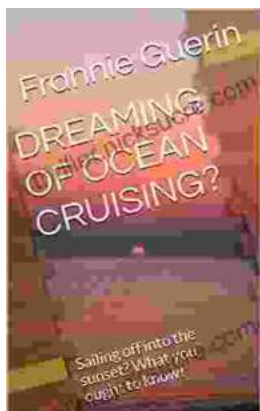
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