

The Chaos Compendium



a d20 Table
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The Chaos Compendium

This table is designed to incorporate chaotic non sequiturs into your adventures, hinting that something is off in this reality. In some cases, players can shrug off the event—others are bound to forever alter their characters.

Use for: surreal comedy, reality glitches, chaos magic events



D20 Table:

- 1. The only surviving Gondlaxian squeaks violently from under your shoe. It ain't lookin' pretty for the Gondlaxian race.*
- 2. A town crier rings a bell while running toward you. As he gets closer, you realize that he's sobbing about his favorite wrestler being hit with a chair while the match herald wasn't looking.*
- 3. Your soul exits your body, which seems unaffected. You hover invisibly over your body while some unknown force controls it. No one else appears to notice this change.*
- 4. The next time someone opens a container (any container), a single, full-sized giraffe explodes out of it and bolts away silently into the distance.*
- 5. A tiger-striped zebra in a tutu stands on its hind legs, does a ballet spin, and chirps like a songbird before taking a deep bow.*
- 6. You've just entered the Negative Space, a pocket dimension in which all colors are exchanged for their inverse. Otherwise, it looks identical to your world. To return, you must find an orange and paint it orange before each person wishing to return consumes a piece of it.*
- 7. A crowd of roughly 30 villagers enter the scene, pumping their fists and cheering for the quietest, most humble member of your party.*
- 8. A small parade marches through the scene, complete with confetti, off-tempo music, and an aggressive juggler. No one else seems to see them.*
- 9. A very small man with a very large mustache demands satisfaction via duel. He is wielding a baguette. The baguette is sentient (and judging you).*
- 10. A polite stick horse approaches to ask whether anyone has seen its ex, Gary (a fire elemental).*
- 11. Your character's harshest critic possesses the top item in their inventory. It senses whenever the character is distressed, heckling them unless the item is discarded or an exorcist is hired to remove it.*
- 12. The plumpest onion you've ever seen appears in each player character's unoccupied hand. On the onion is a stamp reading, "Courtesy of Gleepeg's Infernal Homestead."*
- 13. An NPC has dreamed about this conversation and is furious that you're not sticking to the script.*
- 14. Write down a character's name that's not you. For the next 8 hours, you wear that person's face.*
- 15. The trees inexplicably turn into giant stalks of broccoli. If there are no trees around, the ground turns to piping-hot broccoli soup.*
- 16. A mysterious crate appears. It rattles. When opened, it contains one single boot and a note that reads, "Wrong timeline. Apologies. - Z."*
- 17. Every spoken sentence for the next ten minutes must rhyme. Any character who fails gets hiccups.*
- 18. A raccoon in ceremonial robes insists that one member of the party is their long-lost god.*
- 19. A cloud shaped like a duck follows the party overhead. It never rains, but it does cast spells at random intervals. Mostly useless ones. Mostly.*
- 20. The heavens open and a pantheon you've never met invites only one of you to become immortal. Whichever accepts the offer will lose autonomy forever (prompting the creation of a new character).*