

The Lost City Scroll

1d6 lost cities, 1d6 new inhabitants, and 1d4 unforeseen changes



Lost Cities

Their fates are a mystery few care to solve.

1. **{Stolen}** Believing it to be his birthright, a prince turned demi-god literally stole the city away to his demiplanar realm.
2. **{Traded}** A god of gambling traded the city to several betrayer gods in exchange for clearing him of some bad debts.
3. **{Ascended}** The enchanted gravestones intended to make the city float amidst the clouds never stopped lifting the city higher and higher into the heavens.
4. **{Ethereal}** A devastating plague was so lethal, the literal city succumbed to it and passed over into the ethereal plane.
5. **{Sold}** In the kingdom's desperate efforts to raise funds for its losing war, this city and its people were sold off to a weak but aspiring warlord.
6. **{Shrunk}** A poorly worded Wish spell meant to "give everyone enough to eat" shrunk the entire city while leaving the surrounding farmlands untouched.



New Inhabitants

Finders keepers.

1. **{Red Dragon}** Dwells atop the vine-choked ruins of the former king's palace and is taking credit for the disappearance of the city's people {this is a lie}.
2. **{Thieve's Guild}** After successfully stealing the city {nobody knows how they did it} they now use it as a secret hideout.
3. **{Pixies}** Enjoy taking on the illusionary form of the city's previous inhabitants to trick adventures into thinking they've rediscovered a lost civilization.

4. **{Explorer}** Unable to cope with not finding their lost love here after a lifetime of searching, they've settled down and built hundreds of mannequins all throughout the city to interact with.
5. **{Automatons}** Sent into the jungle by their creator to find this lost city. Rather than return and share its location, they claimed it for themselves so they could live a life free of servitude.
6. **{Stone Giants}** A young gang whose members enjoy vandalizing the city's ancient stone architecture and statues.



Unforeseen Changes

Much has changed since it was last seen.

1. **{Talking Gardens}** Free of humanity's pollution, the city's gardens have become enriched with fey magic causing them to awaken and share a root-based hive mind.
2. **{Sneaky Statues}** No longer needing to hide their true nature, the city's statues openly mingle in the abandoned streets.
3. **{Flooded}** Having appeared at the base of a massive waterfall, the city is now one massive rapid with rivers roaring through its ruined keeps and castles.
4. **{Everburning}** With nobody around to manage the city's infernal engines, they quickly overheated and turned the entire city into a miniature hellscape.

