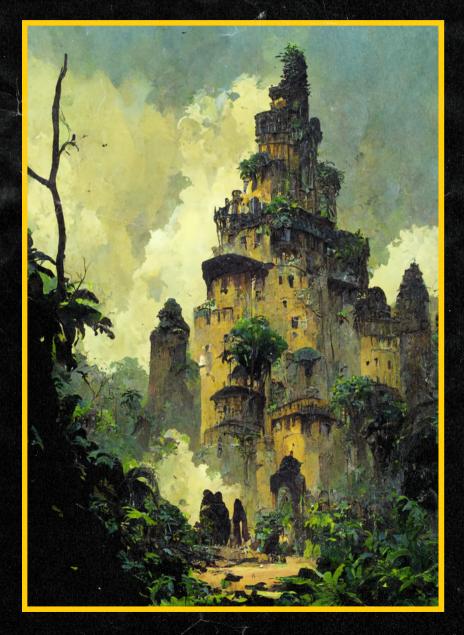
The Lost City Stroll

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



Post Cities

Their fates are a mystery few care to solve.

- {Stolen} Believing it to be his birthright, a prince turned demi-god literally stole the city away to his demiplanar realm.
- {Traded} A god of gambling traded the city to several betrayer gods in exchange for clearing him of some bad debts.
- {Ascended} The enchanted gravstones intended to make the city float amidst the clouds never stopped lifting the city higher and higher into the heavens.
- {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.
- {Shrunk} A poorly worded Wish spell meant to "give everyone enough to eat" shrunk the entire city while leaving the surrounding farmlands untouched.



Dew 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.
- {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.
- {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.
- Sneaky Statues No longer needing to hide their true nature, the city's statues openly mingle in the abandoned streets.
- {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.

