DANGEROUS DESTINATIONS

The definitive guide to creating intriguing and dynamic destinations for storytelling and fantasy roleplaying games.

DANGEROUS DESTINATIONS

Dearest reader...

Throughout 2020 and 2021, the world went through an upheaval. Our lives, and the lives of those we know and love, were challenged in ways most of us could never have imagined. The world we live in, itself, turned into a dangerous destination.

Something that became abundantly clear through this whole ordeal was how important we are to one another. It is my hope that none of us forget what going through a global pandemic was like. There is an old adage in the roleplaying game community that says, "Never split the party." Though it is usually tongue-in-cheek, the core idea is that together we can succeed where alone we would likely meet defeat. Together, we can handle what we couldn't handle alone.

This book, to me, is a testament to the times we are living in. Everyone faces adversity and we all have our own stories and struggles, but we don't have to bear them alone. Through empathy and compassion, we can make those burdens easier to bear, together. That is what we, as people, are. We are stronger together. We are better together.

As you delve into this book and consider the countless ways you will test, torment, and otherwise challenge your players with your own dangerous destinations, remember this one thing: at the end of the day, it all comes down to love. Love your hobby. Put your heart and passion into it. Love the people you play with (and those you don't!). Show kindness, empathy, compassion, flexibility, and friendship. Be understanding. Be inclusive. Strive to make your table like the stereotypical trope we all know and love: the tavern. Make it a place where all are welcome to have a seat, relax, be at ease, enjoy one another's company and maybe—just maybe—share in an adventure or two. Remember, just because the world may be a dangerous destination, it doesn't mean your table has to be.

In the spirit of that love, I want to say thank you. Thank you to the amazing team of writers and artists that contributed to this book, as well as to everyone else on the Nord team that keeps the company running, even when things get crazy. Thank you to our families, our partners, and our kids. Without your patience and support, we couldn't do any of this. Last—but certainly not least—thank you to all of you. Thank you for the love and trust you've shown us. Your enthusiasm for this hobby is what keeps us going, and we are ever grateful for you and the opportunity to make things that bring happiness, excitement, and joy to you and the folks you share your imaginations with. You (yes, you) are the best, and you always will be.

With utmost sincerity,

Andrew Geertsen

Director of Game Design

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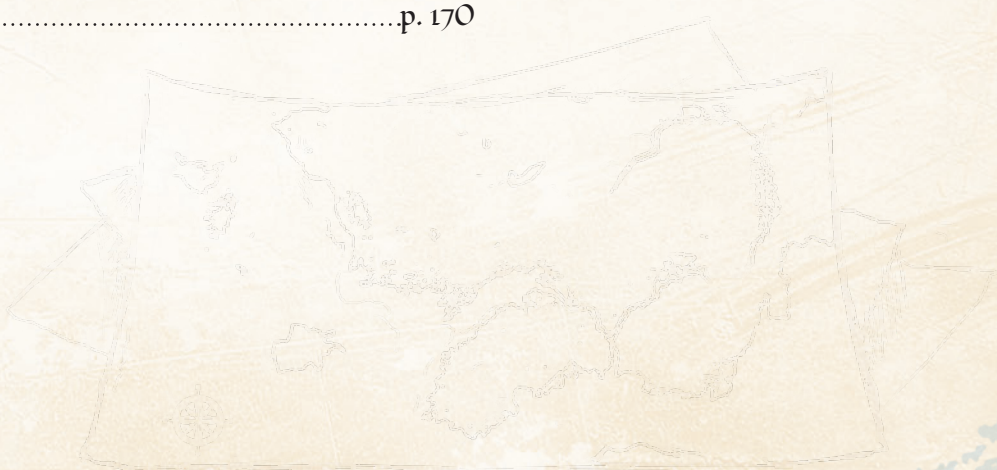


Introduction

This book is the sequel to Nord Games' first world-building book, *Spectacular Settlements,* which focused on creating intriguing, interesting, and unique settlements such as villages, towns, and cities. A settlement can be a hub, a base of operations, somewhere to carouse, or somewhere to rest, shop, or find quests (which may or may not take place in that settlement). *Dangerous Destinations,* on the other hand, focuses on places that are a bit different.

A dangerous destination is not a place most regular folk would want to go (though, there are certainly some intrepid adventurers with little regard for their own safety). The realms of fantasy are full of challenge, darkness, and peril. Adventurers are, to a large degree, as admired as they are because of their willingness to go to these places, to deal with that which threatens the peace of the land. Without danger, there's no adventure. So, what are these places, where are they, and what is happening there? That is what this book will help you discover.

Builders

A dangerous destination is made up of four pieces: the **prelude**, **destination**, **environment**, and **danger.** When these four elements are combined, they will yield a foundation upon which you can build. Each of these has their own section in the book and, within them, are chapters covering the different types. These are:

- **Part 0: Prelude.** The prelude contains four tables which provide some general ideas that can marinate in your mind as you build your dangerous destination. This includes the overarching theme, what might have been present previously, and whether that presence is still having an effect now. This is also where you roll your destination type.
- **Part 1: Destinations.** This part includes builder chapters for the different types of places your destination could be: burial grounds (divided into graveyards and crypts), camps, fortresses, headquarters, hideouts (indoor and underground), outposts, religious sites, religious structures, residences, settlements, small locations, or watchtowers.
- **Part 2: Environments.** This part includes builder chapters for the different environments your destination could exist in: aquatic, coastal, desert, extra-planar, forest, jungle, mountain, plains, swamp, tundra, underground, or urban.
- **Part 3: Dangers.** This part includes builder chapters for the different things that could be responsible for the danger at or in your destination: beasts and unintelligent monsters, events, humanoids, intelligent monsters, items, or magic.

What can I get out of the builders?

While the obvious answer would be 'a dangerous destination', rolling on one or more of the sections, or even individual tables in the book, can provide additional utility. For example:

- Campaign Ideas: One of the dangers in the chapter may give you ideas that extend beyond the dangerous destination itself, perhaps spawning an idea for a subplot arc, or even an entire campaign.

- Specific Details: While the builders are intended to be used in tandem, you can also use them individually to help flesh out a certain element of a game you're running or prepping. For example, if you are planning a bandit camp, but aren't sure how to structure it, you could simply use the tables in the **Camp** chapter of **Part 1: Destination Types**.

Everything Else

This book also has a number of other sections, each useful in their own ways.

- **Part 4: Antagonists.** This part is broken into two chapters, one for **humanoids** and one for **intelligent monsters**. Each chapter features an extensive set of **personality profiles** that can be used as a foundation for an antagonist's personality. The personality profiles are based on the 12 archetypes developed by the psychiatrist Carl Jung. These archetypes are meant to encompass the general categories that most (if not all) characters in literature fall into, and provide insight into their drives, motivations, and struggles.

  The **humanoids** chapter is intended to provide profiles that can be applied to *any* humanoid, such as most playable races in many tabletop RPGs, but also those like goblins, orcs, etc. These profiles are intended to feel fairly grounded, realistic, and relatable for mortal beings.

  The **intelligent monsters** chapter is intended to provide profiles that can be applied to any non-humanoid creature of approximate, and relative, intellect. While the definition and parameters can be a matter of some debate, here we consider an 'intelligent' monster to be one that is typically capable of nuanced communication, and/or of cognisant thought beyond that of basic animal instincts. These profiles are intended to be much more extreme, over-the-top, and perhaps hyper-focused on what the profile desires, per its archetype.

- **Part 5: Pre-Generated Dangerous Destinations.** This part is broken up into chapters that correspond to the **Destinations** found in **Part 1**. Each chapter of Part 5 contains five dangerous destinations of that given type, each of which includes a write-up describing its general story and key elements, a list of every rolled result that was part of the creation process, an illustration, and a color map.
    - **Rolled Results.** As stated above, the intention behind the builders is to inspire and aid the generation of ideas and, therefore, the creation process is still a flexible one. It is rare that every single roll result is used or accounted for in the write-up, but their inclusion in their entirety provides an example of how you can create a destination that emphasizes certain results that inspire you, and focuses less on those that may not. Comparing the write-up to the rolled results can be a great way of examining the creative process.
    - **Maps.** Some dangerous destinations can be enormous, potentially spanning acres, miles, or more. The maps generally do not include areas wide expanses that a GM could recreate using generic map tiles or art. In the case of destinations where the area is large, and/or has multiple key locations (such as certain points of interest along a mountain path, or multiple floors of a building), the key locations are mapped, within reason.

Printing Maps

The maps that are included in the printed book are generally not at a scale usable for miniatures and, as such, are more of a reference for the GM. Digital versions, which should accommodate most standard fantasy miniatures, can be purchased and downloaded from nordgamesllc.com.

- **Appendix A: Deciphering Your Dangerous Destination**. The amount of information provided by your rolled results is occasionally daunting; this appendix provides an example of how you can easily interpret them.
- **Appendix B: Creature Tables**. Need a beast on the fly? How about a monster? This appendix is packed with tables full of beasts and monsters, arranged by environment.
- **Appendix C: Useful Tables**. Just like in *Spectacular Settlements*, the Useful Tables appendix is filled with tables that are, at least tangentially, related to dangerous destinations, such as a table of attitudes, physical challenges that characters might face, vices, and tragedies, to name a few.

Contradictions

When building a dangerous destination, it is entirely possible (even expected) that you will roll results which seem to contradict one another. Your initial instinct in these situations may be to reroll on the table that gave you the conflicting roll, or even just manually choose a result from the table without rolling. We encourage you not to, and instead to treat the contradiction as both a creative challenge, and an opportunity. These contradictions can actually present something extra intriguing, interesting, and unlike anything before it; they are often the things that end up as the heart and soul of your dangerous destination. The reasons you come up with to explain why the contradiction exists will be unique to yourself and your own imagination.

Imagine that the builder process is not actually creating a 'new' place, and is instead *revealing* a place that *already exists,* but is yet to be discovered. With each table, you see a little bit more than you did moments before, and your thoughts and opinions shift ever-so-slightly to accommodate this new information. By questioning your rolls, you make sense of them.

You *always* have the answer. The builder will tell you what's there but it is up to you to determine why things are the way they are. When you do, life will be breathed into the places you create.

Using the Tables

The explanation below will help you navigate the chapters in this book.

Table. A table is a group of columns and rows that looks something like this:

d10	Table Title
1-2	Result 1
3-9	Result 2
10	Result 3

Left Column. The top left column of a table will show you what to roll (in the example above, a 10-sided die or 'd10'). Below it will be a row for each number that can be rolled on that die (or, sometimes, a number range). Then, look to the right for the result of your roll (this is what you'd write down wherever you're recording your roll results).

Dice. Dice are represented with a lowercase 'd' followed by its number of sides. The dice you will find referenced in the book are **d4, d6, d8, d10, d12, d20** and **d100**. They look like this:

To get a **d100**, simply roll two **d10s**, using one as the 1s digit, the other as the 10s digit. If you roll double 10s (some dice use 0s), you roll 100.

Modifiers. Sometimes the result of a roll may influence a table later in the builder. It may be by adding or subtracting from a future roll (though, in this particular book, this is rare), by giving you an automatic result for a future table, or could narrow the potential results of a future table. Modifiers are intended to make things thematic, and help your dangerous destination to feel like it makes some degree of natural sense.

Building A Dangerous Destination

To build a dangerous destination, follow these simple steps:

1. **Prelude.** The prelude section is a very short section found after this introduction. Its table results can influence the general tone of your dangerous destination.
   This chapter ends with a table that will determine your **destination type**.
2. **Destination.** Turn to the appropriate destination type chapter, and roll on its tables. The tables in this chapter provide details about the destination, such as its original purpose, current condition, and age.
   This chapter ends with tables that will determine your destination's **environment**, and **danger**.
3. **Environment.** Turn to the appropriate environment chapter, and roll on its tables. The tables in this chapter provide environmental details, which include how your destination is situated within the environment, as well as how the environment affects it.
4. **Danger.** Turn to the appropriate danger chapter, and roll on its tables. The tables in this chapter provide details pertaining to the danger present in the destination, such as its origins, aims, and/or methods.

Freedom

This book contains what amounts to thousands and thousands of suggestions. If you notice a detail you don't like, or something just doesn't fit within the campaign setting you're using or the area you need your dangerous destination to be in, simply change it. This applies to anything you find in a table, within an antagonist profile, or anything else. We have gone to great lengths to ensure that the information provided remains as general and widely applicable as possible, but we also know that every campaign is unique, and sometimes there are details that couldn't have been predicted.

The most important thing to remember is that you have complete freedom when making your dangerous destinations. If you opt to select things from a table instead of roll, that is up to you. If you roll something up, don't like it, and want to make changes, do it. If you find an antagonist profile that you like most of, but want to make some alterations, go for it. The ultimate purpose of this entire book is to *inspire*.

Note: Already have an idea?

You may already have an idea for a dangerous destination, which is great! If that is the case, you may decide that you don't want to roll on the tables, and instead wish to pick-and-choose.

We *strongly* advise that you still go through the appropriate builder chapters, step-by-step. If you have not read the chapters before, ensure that you read *everything*. There are important notes and clarifications that, we hope, will help to alleviate any confusion. We have worked very hard to make things as clear as possible, so in electing to skip around, or just giving certain things a quick glance, you risk missing something important.

One last thing...

None of the content in this book works without *you*. Whether you end up building a haunted, underwater graveyard, a keep in the swamp full of witless bandits, or anything else at all, your destinations will always be unique. They will always be something you find intriguing or interesting because, while it might not be something you would normally have thought of, it still came from *your* mind. No one else would interpret your results quite the way you will. So, with that in mind, use this book knowing that whatever comes out of it for you is genuinely and completely *yours*. We just helped (a bit).

Prelude

This brief chapter will serve to set the stage for your dangerous destination by giving you some ideas that can be interwoven into the story surrounding it.

Theme

What is the important or overarching theme of this destination? It is likely that the theme is closely tied to the danger, but it could be related to other aspects as well. Let the theme be a guide for your imagination as your dangerous destination takes shape.

d20	Theme
1	**Love.** Romance, in all its many facets.
2	**Curiosity.** Inquisitiveness or nosiness.
3	**Hunger.** The need to feed.
4	**Greed.** The desire to possess for possession's sake.
5	**Loneliness.** The desire for companionship, friendship, or simply interaction - or the effects of madness brought on by spending too long alone.
6	**Duty.** Responsibility, and the effort of doing what needs to be done, regardless of whether one agrees with it.
7	**Cowardice.** Flight when faced with a challenge, or lack of conviction or principles when it counts most.
8	**Hatred.** Pure dislike, or a desire to see ill befall something.
9	**Playfulness or Recklessness.** Disregard and abandon, enjoyment or acting in such a way that disregards consequences.
10	**Fear.** Feeling that something threatening or dangerous is near.
11	**Test.** Part of a task, the result of which will determine a decision.
12	**Help.** Seeking the aid of someone or something in order to achieve a desired outcome.
13	**Grief.** Experiencing deep emotional pain, often associated with a loss.
14	**Study.** Seeking answers, or information, pertaining to a specific topic.
15	**Rejection.** The denial of an offer or proposal.
16	**Pilgrimage.** The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.
17	**Curse.** A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.
18	**Prophecy.** Something foretold, or seen to happen in the future.
19	**On-The-Run.** Something pursuing something else.
20	**Opportunism.** Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence

What, if anything, was found here before your dangerous destination occupied this location? The destination may have replaced what was there, built over it, or otherwise blotted it from existence. On the other hand, it could be that the destination now shares the area with what was previously there. Use this as a point of inspiration to guide your ideas.

d20	Previous Presence
1-3	**Nothing/Unsettled Nature.** The area had nothing built on it prior to the destination. (skip **continued presence** table)
4	**Conflict Site.** The area was the site of two or more entities engaging in warfare or other hostilities.
5	**Holy Site.** The area was the site of a significant, religious occurrence.
6	**Meeting Place.** The area was frequently used as a meeting spot, either for a few specific individuals, or more generally for groups.
7	**Training Grounds.** The area was used to teach or tutor a certain discipline.
8	**Road.** The area was directly connected to a road, or was very near to one.
9	**Secret Spot.** This area was known only to select individuals, and its use and purpose was confidential to all but the trusted few.
10	**Strategic Location.** This area was a place of vital military importance.
11	**Resource Abundance.** This area was rich in a particular resource.
12	**Dumping Ground.** This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).
13	**Magical Phenomena.** This area was the site of a strange, magical occurrence.
14	**Magical Passage.** The area was the location of a gate, portal, tear, or other form of magical travel. This may have been less overt; perhaps, for example, the planar barrier was thin or weak here.
15	**Befouled.** The area was tainted by something dark, sinister, or vile. It may have been magically corrupted, or perhaps the land was poisoned so that nothing would grow here anymore.
16	**Creature Territory.** This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.
17	**Cursed.** This area was deliberately cursed by someone, or something. The curse may have affected the land, all those who lived or came here, or perhaps only particular individuals.
18	**Ritual Site.** This area was used for very special rituals. They need not have been dark rituals.
19	**Monster Lair.** This area once contained the lair of a monster.
20	**Mighty Creature Lair.** This area once contained the lair of a great, mighty, or exceedingly powerful creature - perhaps one out of legend (or nightmare).

Continued Presence

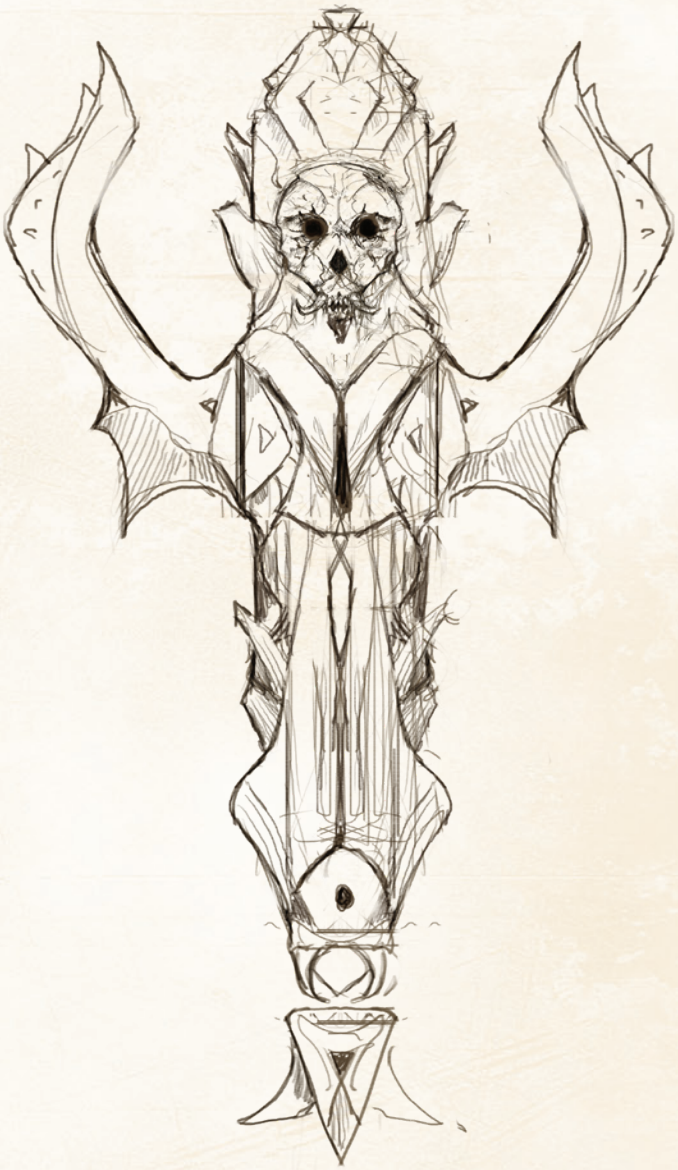
Is the presence still there? If it isn't, are there lingering effects or influences?

d10	Continued Presence
1	**Erased.** What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.
2-4	**Traces.** What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.
5-7	**Apparent.** What was here has been replaced by the destination, however there is still clear evidence of what was once here.
8-9	**Present (Reduced).** The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten. [Roll 1d6]: 1-3: The destination coexists with the previous presence harmoniously. 4-6: The destination is at odds with the previous presence.
10	**Present (Grown).** Not only does the presence still exist, but it is even stronger. [Roll 1d6]: 1-3: The destination coexists with the previous presence harmoniously. 4-6: The destination is at odds with the previous presence.

Destination Type

What type of place is your dangerous destination?

d12	Destination Type	Page
1	**Burial Ground.** Places where the dead are interred or disposed of. This destination type includes crypts and graveyards.	12
2	**Camp.** Makeshift settlements, typically constructed with the intent of being temporary, mobile or, at the very least, expendable.	20
3	**Fortress.** Structures of heavy, strong materials, designed to withstand assault and provide great defensibility.	25
4	**Headquarters.** Central location where command of a company, organization or fighting force has been established.	35
5	**Hideout.** A location used to keep people and/or items hidden, or to carry out covert activities. This destination type includes indoor hideouts and underground hideouts.	40
6	**Outpost.** A satellite location, typically built for a specific purpose, in a separate location to that of its organizers. An outpost has a large array of potential purposes.	49
7	**Religious Site.** An area with special significance for followers of a certain belief, creed, or faith.	54
8	**Religious Structure.** A structure where a faith practices and holds ceremonies. It may also act as a central hub for adherents.	59
9	**Residence.** A structure that is intended to be lived in.	63
10	**Settlement.** A place constructed with the intent of permanence, as a place for a community to live.	67
11	**Small Locations.** A catch-all for individual places, or structures, with a range of miscellaneous purposes. This destination type includes rural and urban options.	73
12	**Watchtower.** A standalone location, intended to give a high vantage point, typically used for various defensive purposes.	78



Part One: Destinations

The setting of a story can have as much character as any of the speaking roles. We can all readily imagine classic settings, such as a gothic castle, a mist-shrouded graveyard, or a tumbledown shack, and how they influence the stories that take place within or around them. The type of destination will act as a focal point for the adventure you are creating, and be an anchor for your ideas throughout the rest of this creative process.

Within this section, you will find a chapter for each potential **destination type**, all of which are listed in the table at the end of the **Prelude** (p. 7). Even if you chose to skip the majority of the prelude, you can still roll for a destination type on the final table, or simply select the type you wish to create, turn to the relevant chapter, and then roll on its tables to flesh out the details.

Burial Ground

The damp chill seeps into your feet as the mist that cloaks the ground swirls about your steps. You walk through the rows of headstones; most of their carved surfaces are marred by cracks and chips, or are so obscured by moss and lichen so as to be unreadable. You're reminded that few things in this life are permanent, especially those as ephemeral as memory.

The cold, clammy, damp sensation has made its way into the rest of your body; it has become uncomfortable to be in this place of transition. Your mind wanders, and you imagine your gaze piercing through the soil and stone, through the mahogany boxes, urns, and amphora, to the remains within. Images of who they might have been flit through your mind: people from all walks of life with their own hopes, dreams, challenges, losses and loves, some fleeting, some enduring. The realization strikes you that, in this way, they are all you. Some day, this will be you too.

It is then that a different chill sinks tendrils into your spine, and your knees begin to shake. You find an old door, and hope that it is at least a bit warmer inside. The door protests with a creak as you push, and you follow a stairway down beneath the surface. You breathe in a lungful of stale air, and smell the mixed scents of clay, dust, earth, and decay. The torch you carry illuminates burial niches, side chambers, shelves of various clay containers and a sense of claustrophobia presses on your chest. You can feel the dead around you. You don't belong here, not yet. A cracking sound reaches your ear, a rattle or clatter in the darkness. Panic and dread fill your heart and you turn to run. There, in the gloom just beyond your torch's faltering, flickering glow, looms a leering skull and, to your horror and disbelief, it lurches toward you with an outstretched hand of whitest bone.

Burial grounds are places where the dead are interred. How a society deals with its dead can say a lot about them; do they seal the corpse with all their treasures, or do monarch and pauper share the same sized plot? Are the bodies preserved, as vessels for the next world, or to watch over those who remain? Or is the body, its spirit departed, simply food for the surrounding ecosystem? Places where the dead are gathered can be some of the oldest locations still utilized for their original purpose. For, even in a world full of magic and fantasy, death is the closest thing to a certainty faced by all, and a gravedigger or cryptkeeper will never find themselves out of work. This chapter contains two separate kinds of burial ground: crypt and graveyard.

Roll on the tables in this chapter if your **destination type** is a burial ground.

Burial Ground Type

Is this burial ground a crypt or a graveyard?

d6	Burial Ground Type
1-3	**Crypt**. This burial ground is underground. Bodies are typically housed in wall niches, tombs, sarcophagi, or other means of underground containment. Continue on through this chapter, stopping once you reach the end of the **crypt** section.
4-6	**Graveyard**. This burial ground is at ground level. Bodies are typically housed in graves dug into the ground, although there are other burial methods, such as interring the deceased within a mausoleum. Skip the **crypt** section of this chapter, and instead proceed to the **graveyard** section (p. 19).

Burial Ground Location

Where is the burial ground located?

d12	Burial Ground Location
1	**Inner Settlement.** The burial site is located within the inner portion of a settlement. Unless the settlement is extremely small (or the burial site extremely large), the burial site will likely not extend beyond the settlement's border.
2-3	**Settlement Outskirts.** The burial site is located within the outer portion of a settlement, but isn't necessarily on its border. If it is of significant enough size, it may extend to the settlement's border, or even beyond.
4-6	**Settlement Edge.** The burial site is located just outside the border of a settlement, perhaps adjacent to some of its outer structures, or a short walk away. The burial site does not extend into the settlement itself.
7-9	**Nearby.** The burial site is located 1d4 hours' walk from the nearest settlement, or as far as possible between settlements in the area.
10-11	**Day's Journey.** The burial site is located 1d20 + 4 hours' walk from the nearest settlement, or as far as possible between settlements in the area.
12	**Remote.** The burial site is located 1d6 days' walk from the nearest settlement, or as far as possible between settlements in the area.

Crypt

A crypt is an underground burial structure or area where the dead are buried and/or their remains are stored.

If you rolled 'Graveyard' on the **burial ground type** table, continue through and roll on the tables in this section. If you rolled any other result, skip the tables in this section and continue on to the **Graveyard** section (p. 17).

Structure

How has the crypt been built and organized?

d12	Structure
1	**Repurposed, Natural Tunnels.** These tunnels occurred naturally, snaking though the earth. Any burial chambers or nooks are dug into the pre-existing walls, or utilize naturally occurring spaces.
2-3	**Reinforced Natural Tunnels.** These tunnels occurred naturally, but were reinforced with basic bracing, steps, rudimentary doorways, etc. Any burial chambers or nooks are dug into the pre-existing walls, or utilize naturally occurring spaces.
4-6	**Organized, Crude Tunnels.** These tunnels were created on purpose, and laid out with particular areas and walkways in mind. The formation of any necessary burial chambers and nooks was part of the original design. The creation of the tunnels only went so far as the digging itself.
7-9	**Organized, Reinforced Tunnels.** These tunnels were created on purpose, and laid out with particular areas and walkways in mind. The work included bracing, added structure, doors, stairs, etc. The formation of any necessary burial chambers and nooks was part of the original design.
10-11	**Engineered Tunnels.** These tunnels were created with a great deal of skill; the tunnels are more akin to hallways. Skilled structural design was used to create these tunnels, and the spaces within them function as well as any solid, above-ground structure.
12	**Artfully Engineered Tunnels.** These tunnels were created not only with great skill, but with an eye for aesthetics. Visual embellishments are apparent throughout. The materials used are exemplary, as is the integrity of the place itself .

Age

How long ago was the crypt built?

d12	Age
1	**New.** This place is between 0 and 50 years old.
2-5	**Recent.** This place is between 50 and 100 years old.
6-9	**Old.** This place is between 100 and 500 years old.
10-11	**Very Old.** This place is between 500 and 1000 years old.
12	**Ancient.** This place is over 1000 years old.

Size

How large is this crypt?

d12	Size
1	**Tiny.** Can comfortably fit a dozen two-person plots, or 24 individuals. (Roll 1 time on the **plot types** table)
2-3	**Small.** Can comfortably fit 50 two-person plots, or 100 individuals. (Roll 2 times on the **plot types** table)
4-6	**Moderate.** Can comfortably fit 100 two-person plots, or 200 individuals. (Roll 3 times on the **plot types** table)
7-9	**Large.** Can comfortably fit 200 two-person plots, or 400 individuals. (Roll 4 times on the **plot types** table)
10-11	**Huge.** Can comfortably fit 500 two-person plots, or 1000 individuals. (Roll 5 times on the **plot types** table)
12	**Gigantic.** Can comfortably fit 1000+ two-person plots, or 2000+ individuals. (Roll 6 times on the **plot types** table)

Condition

What kind of shape is the crypt in?

d10	Condition
1	**Terrible.** The crypt has been either ransacked, dug up, or made an absolute mess. Many niches, pots, urns and the like are likely broken and scattered. Any chambers or sarcophagi are likely defaced, or possibly even broken-into. If a chamber has been broken-into, the interior may be wrecked as well. There are few keepsakes or tributes, if any.
2-4	**Shabby.** The crypt is dusty, and thick with cobwebs. There is likely strong evidence of pests or, at least, little evidence of frequent traffic. If it is still in regular use, those doing so don't bother to clean or clear the place up much, if at all. There is certainly no evidence of regular maintenance.
5-7	**Used.** The crypt is primarily seen to by those who visit it. Dust and cobwebs only collect in areas that do not get frequented. Keepsakes or tributes are generally undisturbed, though they may be dusty, or even rotting or falling apart, if they are organic.
8-9	**Maintained.** The crypt is clearly well-tended, with maintenance work in evidence. The niches, chambers and walkways are well-cared-for. Keepsakes and tributes are likely visible on many of them. Important areas are dusted, and cobwebs and pests are kept in check (though a few may escape attention).
10	**Immaculate.** The crypt is kept in perfect condition, likely out of respect for, and in tribute to, the dead. Though still solemn in tone, everything is in exquisite, working order, clean, and maintained with an eye for the smallest particulars.

Typical Interment Method

How are most of the bodies buried or otherwise dealt with? This does not necessarily mean that all the deceased are handled this way, but the majority of them.

d12	Typical Interment Method
1	**Mass.** The deceased are all thrown into one or more large areas. (Skip **plot types** table)
2-7	**Burial.** The deceased are prepared and then buried in the ground. Depending on available technology or resources, the bodies may be placed in some form of container.
8-11	**Cremation.** The deceased are burned, and the ashes stored in an urn. The urn is then placed (if it is not taken to someone's home) in a designated space at the burial site.
12	**Mummification or Other.** The deceased undergo a thorough preparation process, various rites and rituals, and are interred in keeping with that method.

Concentration of the Dead

How tightly packed are the bodies within the perimeter of the crypt?

d12	Concentration of the Dead
1	**Spacious.** The crypt is not at capacity.
2-3	**Comfortable.** The crypt is at a comfortable capacity, with a bit of room to spare.
4-6	**Full.** The crypt is at capacity, and cannot offer any more plots without expansion, or carving out niches in a more condensed fashion.
7-9	**Packed.** The crypt is above its comfortable capacity, packing bodies into narrower niches or utilizing other methods of interment, such as cremation.
10-11	**Tight.** The crypt is at roughly double the capacity it was designed for; it is in need of expansion, or alternate interment methods.
12	**Bursting.** The crypt is well over capacity, so the dead are having to be interred as close to the crypt as possible, but technically outside its perimeter.

Plot Types

Plots are considered basic niches, but there may be other types as well. What other types of plots are here?

d12	Plot Types
1	**Niches.** The crypt consists only of simple niches: spaces dug into the walls intended to house a single body, or smaller spaces created for the placement of urns.
2-4	**Sealed Niche.** This type of niche has some form of covering over the opening, closing off the remains from view.
5-7	**Coffin.** The remains of some of the deceased are housed in simple, wooden boxes. These might be placed in niches, on some other structure, or given space on the floor.
8-9	**Sarcophagus.** The remains of some of the deceased are housed in strong, stone boxes. These might be found in niches but, more likely, will be situated on the floor, possibly in a place of prominence.
10-11	**Private Chamber - Group.** The remains of a specific group of individuals are all interred within a private room, set apart from the general burial areas. These would usually belong to families, or perhaps fraternal organizations. Roll again to see how the individuals within this private chamber are interred.
12	**Private Chamber - Individual.** The remains of a specific individual are interred within a private room, set apart from the general burial areas. The individual is either put to rest laying on top of a bier (or other form of stone slab) or within a sarcophagus. If the remains are in an urn, it is likely placed in a special place.

Individual Private Chambers

Individuals are usually interred in this way for one of three reasons:
1. Honor. The individual was revered or respected.
2. Disgrace. The individual was held in such a state of disrepute that they are not permitted to rest near any others.
3. Caution. The individual is believed to pose some sort of danger or threat, and is buried away from public spaces as a matter of safety.

Crypt Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Crypt Environment

Your crypt's environment is automatically **underground**. After you've completed this chapter, turn to the **Underground** chapter within **Part 2: Environments** (p. 156).

Crypt Danger

What sort of danger is within, or around, the crypt?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Crypt Danger
1-3	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
4-6	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
7-8	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195)**.**
9	**Grave Robbers.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Bandits'.
10-11	**Mindless Undead.** Turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180). Your monster type is one of the following: [Roll 1d6]: 1-3: Skeleton 4-6: Zombie
12-13	**Spirit(s).** Turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195). Your monster type is one of the following: [Roll 1d10]: 1-4: Shadow 5-7: Specter 8-9: Ghost 10: Wraith
14-15	**Intelligent Undead.** Turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195). Your monster type is one of the following: [Roll 1d8]: 1-4: Ghoul 5-6: Ghast 7: Wight 8: Lich
16-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Graveyard

A graveyard is a burial site that is at ground-level.

Age

How long ago was the graveyard established?

d12	Age
1	**New.** This place is between 0 and 50 years old.
2-5	**Recent.** This place is between 50 and 100 years old.
6-9	**Old.** This place is between 100 and 500 years old.
10-11	**Very Old.** This place is between 500 and 1000 years old.
12	**Ancient.** This place is over 1000 years old.

Size

How large is the graveyard?

d12	Size
1	**Tiny.** Can comfortably fit a dozen two-person plots, or 24 individuals. (Roll 1 time on the **plot types** table)
2-3	**Small.** Can comfortably 50 two-person plots, or 100 individuals. (Roll 2 times on the **plot types** table)
4-6	**Moderate.** Can comfortably fit 100 two-person plots, or 200 individuals. (Roll 3 times on the **plot types** table)
7-9	**Large.** Can comfortably fit 200 two-person plots, or 400 individuals. (Roll 4 times on the **plot types** table)
10-11	**Huge.** Can comfortably fit 500 two-person plots, or 1000 individuals. (Roll 5 times on the **plot types** table)
12	**Gigantic.** Can comfortably fit 1000+ two-person plots, or 2000+ individuals. (Roll 6 times on the **plot types** table)

Condition

What shape is the graveyard currently in?

d10	Condition
1	**Terrible.** The graveyard has been either ransacked, dug up, or made an absolute mess. Many grave markers are likely broken and scattered. Any mausoleums are likely defaced, or possibly even broken-into. If a mausoleum has been broken-into, the interior may well be wrecked as well.
2-4	**Shabby.** The graveyard is overgrown, dirty, and clearly lacks regular groundskeeping attention. Mausoleums and grave markers may be dirty, or in disrepair.
5-7	**Tended.** The graveyard is kept decently, with overgrowth held back and obvious dirt and detritus cleaned up. A small number of keepsakes or tributes may be present at certain graves, but not many.
8-9	**Groomed.** The graveyard is clearly well-tended, with groundskeeping work in evidence. The plots themselves are well-cared-for, and keepsakes or tributes are likely present at many of them.
10	**Immaculate.** The burial site is kept in perfect condition, likely out of respect for, and in tribute to, the dead. Communal areas, like pathways, are manicured and decorated. Though still solemn in tone, everything is in the best shape possible, and is being maintained with an eye for the smallest particulars.

Typical Interment Method

How are most of the bodies buried or otherwise dealt with? This does not necessarily mean that all the deceased are handled this way, but the majority of them.

d12	Typical Interment Method
1	**Mass.** The deceased are all thrown into one or more large areas. (Skip **plot types** table)
2-7	**Burial.** The deceased are prepared and then buried in the ground. Depending on available technology or resources, the bodies may be placed in some form of container.
8-11	**Cremation.** The deceased are burned, and the ashes stored in an urn. The urn is then placed (if it is not taken to someone's home) in a designated space at the burial site.
12	**Mummification or Other.** The deceased undergo a thorough preparation process, various rites and rituals, and are interred in keeping with that method.

Concentration of the Dead

How tightly packed are the bodies within the perimeter of the graveyard?

d12	Concentration of the Dead
1-3	**Spacious.** The graveyard is not at capacity.
4-6	**Comfortable.** The graveyard is at a comfortable capacity, with a bit of room to spare.
7-8	**Full.** The graveyard is at capacity, and cannot offer any more plots without expansion, or digging graves in a more condensed fashion.
9-10	**Packed.** The graveyard is above its comfortable capacity, packing bodies into narrower graves, burying multiple bodies in the same grave, utilizing vertical space, or utilizing other methods of interment, such as cremation.
11	**Tight.** The graveyard is at roughly double the capacity it was designed for; it is in need of expansion, or alternate interment methods.
12	**Bursting.** The graveyard is well over capacity, so the dead are having to be interred as close to the graveyard as possible, but technically outside its perimeter.

Plot Types

Unless otherwise noted, all plots are considered to be at least basic graves, but there may be other types as well. What other types of plots are there?

d12	Plot Types
1	**Graves.** No plots are more than a buried body and a grave marker.
2-4	**Small Mausoleum.** A roughly 10-foot-by-10-foot structure for storing and honoring the deceased. The room is above ground, and occupies roughly the space of a two-person plot.
5-7	**Large Mausoleum.** A roughly 20-foot-by-20-foot structure for storing and honoring the deceased. The room is above ground, and occupies roughly the space of four two-person plots.
8-9	**Small Private Crypt.** This is a roughly 20-foot-by-20-foot subterranean space for storing and honoring the deceased, perhaps an individual or family. The crypt can be entered via a door or mausoleum, built at ground-level.
10-11	**Large Private Crypt.** This is a roughly 40-foot-by-40-foot subterranean space for storing and honoring the deceased, perhaps an important individual or family. The crypt can be entered via a door or mausoleum, built at ground-level. The crypt's area may be divided up into several chambers; it need not be one space.
12	**Huge Private Crypt.** This is a roughly 80-foot-by-80-foot subterranean space for storing and honoring the deceased, perhaps a large group of related individuals or one or two very important people. The crypt can be entered via a door or mausoleum, built at ground-level. The crypt's area may be divided up into several chambers; it need not be one space.

Graveyard Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Graveyard Environment

What sort of environment is the graveyard located in?

d12	Graveyard Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (p. 106)

Graveyard Danger

What sort of danger is within, or around, the graveyard?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Graveyard Danger
1-3	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
4-6	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
7-8	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
9	**Grave Robbers.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Bandits'.
10-11	**Mindless Undead.** Turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180). Your monster type is one of the following: [Roll 1d6]: 1-3: Skeleton 4-6: Zombie
12-13	**Spirit(s).** Turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195). Your monster type is one of the following: [Roll 1d10]: 1-4: Shadow 5-7: Specter 8-9: Ghost 10: Wraith
14-15	**Intelligent Undead.** Turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195). Your monster type is one of the following: [Roll 1d8]: 1-4: Ghoul 5-6: Ghast 7: Wight 8: Lich
16-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Camp

The sun drops low as you make your way along the track, wondering how you managed to get so lost. The way seemed clear before, and you thought you'd followed the directions, but a feeling in your gut says you took a wrong turn somewhere. Soreness and exhaustion have settled into your muscles; those aches were easy enough to ignore a few hours ago, but that was back when you thought the end was in sight. You know you need to find a place to rest, and soon.

As luck would have it, an invisible tendril caresses your senses, beckoning you onwards: woodsmoke. Your mind is immediately filled with the image of a merrily-crackling campfire, surrounded by a motley assortment of jovial folks, eating various fire-roasted vittles. Your mouth begins to water as the scent draws you along. Before long, you hear the sounds of laughter and see the pointed profiles of tents silhouetted by the flickering, orange light of a campfire behind them.

Your mind consumed by food and rest, you stumble toward the camp and find yourself facedown in the dirt with a sharp, tight sensation around your ankle. Dazed, you hear the laughter and talking from the camp cease immediately. Rustling comes from the foliage around you as you struggle to extricate your foot from the snare. A snare? A trap? As you struggle with the implication, faces come into view and you're lifted roughly onto your feet. Hands pat you down, find your small pouch of coin, and relieve you of it. You overhear one voice growl the word ransom, which is met with some indistinct, harsh muttering that leaves you in little doubt as to the situation you find yourself in. You wonder if you'll at least get a bite of whatever it is they're roasting.

This is the last thought that crosses your mind before you feel something strike the back of your head. Brilliant stars blossom in your eyes for a moment, and darkness seizes you.

A camp is a makeshift settlement composed of shelters, constructed with the intention of being temporary, mobile or expendable (though something intended to be short-term can, of course, eventually evolve into a permanent settlement). Structures found in a camp are typically tents, lean-tos, cabins and/or huts. A camp can be made by an independent group with no ties to other entities in the area, or can be 'operational', which are usually military, or established by an organization, such as a logging or mining operation.

Roll on the tables in this chapter if your **destination type** is a camp.

Age

How long ago was the camp established?

d12	Age
1-5	**Days.** The camp has been here for less than a week.
6-9	**Weeks.** The camp has been here for at least a week, but no more than a month.
10-11	**Months.** The camp has been here for at least a month, but no more than a year.
12	**Year.** The camp has been here for at least a year, but no more than a few years.

Size

How large an area does this camp encompass?

Camp Considerations

This table assumes that the tents mentioned are two-person tents. If you want to use larger tents, or possibly structures such as huts or cabins, think about how much ground area they would cover compared to a two-person tent.

Each camp, regardless of size, is assumed to have some kind of space for supplies.

The table refers to the 'main camp' because it is possible for a larger group than the camp would usually hold to be currently occupying it. If the group is too numerous, some members may need to find a space to set up nearby, or come up with another sleeping solution (such as hammocks in trees).

d12	Size
1	**Tight.** The main camp has space for up to 2 tents, plus a supply space.
2-3	**Small.** The main camp has space for up to 5 tents, plus a supply space.
4-6	**Moderate.** The main camp has space for up to 8 tents, plus a supply space.
7-8	**Large.** The main camp has space for up to 12 tents, plus a supply space.
9-10	**Huge.** The main camp has space for up to 20 tents, plus a supply space.
11	**Massive.** The main camp has space for up to 50 tents, plus a supply space.
12	**Colossal.** The main camp has space for up to (1d6 x 10) + 50 tents, plus a supply space.

Condition

What kind of shape is the camp in?

d12	Camp Condition
1	**Trashed.** The camp is in disarray. Garbage or debris is scattered around, little to no concern is shown for sanitation, and any living or sleeping areas are in terrible shape.
2-4	**Poor.** The camp is in rough shape. Things are dirty and disorganized, and the general supplies seem to be in disrepair or of poor quality.
5-9	**Good.** The camp is in fair shape. Things are passingly clean, and equipment looks like it is of a decent quality, or at least functionally maintained.
10-11	**Excellent.** The camp is in very good shape. Everything is as clean as things in a camp could be expected to be. The equipment looks very well-maintained, or of relatively good quality.
12	**Pristine.** The camp is in incredible shape. Everything is cleaner than one would imagine a camp could be, almost unnaturally so. The equipment appears to be in new, or like-new condition, or has been meticulously and perfectly maintained.

Camp Organization

How well-structured and planned-out is the camp?

d20	Camp Organization
1-2	**Disgraceful.** The camp appears to have been set up at random, or as if every camper set up their own spot with no consideration for the position of others. The camp has many security flaws; a watch position was likely not a consideration but, if there is one, it is likely not ideal, and probably has several considerable blind spots. (Skip **vigilance** table)
3-5	**Disorganized.** The camp seems to have been set up with many inconveniences in evidence, such as blocked paths, inconveniently-placed supplies and workstations, dwellings too close or too far from key parts of the camp, etc. Any watch positions the camp has are not ideal, usually with a few significant blind spots. (-1 to **vigilance** roll)
6-14	**Organized.** The camp is set up with a fair degree of organization, with dwellings arranged in a functional grouping, and with supplies and workstations in locations that are visible from the most important location in the camp. Any watch positions are decent, and one of them has only minor blindspots. (+0 to **vigilance** roll)
15-18	**Well Organized.** The camp is set up with a strong degree of organization, with dwellings arranged in tight groupings, and convenient aisles to allow for easy foot traffic. The supplies and workstations are located in convenient places, visible from multiple key places within the camp. Any watch positions are good, and one of them has only one minor blindspot. (+1 to **vigilance** roll)
19-20	**Rigidly Organized.** The camp is set up with a militaristic degree of organization. Foot traffic is considered in the placement of all structures and workstations. Supplies are central, or in line of sight from almost every location within the camp. Watch positions are chosen carefully, with no blindspots, if possible. (+2 to **vigilance** roll)

Noteworthy Camp Elements

What elements of the camp stand out? It could be noteworthy for a variety of reasons.

d8	Noteworthy Camp Elements
1	**Main Campfire.** This is the main, or most central fire in the camp. [Roll 1d6]: 1: Extremely small 2-3: Smaller than usual 4-5: Larger than usual 6: Huge bonfire
2	**Tent.** There is a tent somewhere in the camp that fits this description. [Roll 1d6]: 1: Missing stakes 2-3: Flap pinned open 4: Small, single-person 5: Large, four-person 6: Pavillion
3	**Supply Area.** This is the area where general camp supplies are kept. [Roll 1d6]: 1: In locked chests 2: Running low 3: Well-stocked 4: Unusual item in stock 5: Livestock - few small animals 6: Livestock - one large animal
4	**Resources.** The camp seems to have a fair amount of this kind of resource stockpiled. [Roll 1d6]: 1-3: Firewood 4: Lumber 5: Stone 6: Iron
5	**Cask.** A large barrel of some kind of alcohol is in a central location. [Roll 1d8]: 1: Cheap ale 2: Cheap wine 3: Mead 4: Fine ale 5: Fine wine 6: Cheap spirits 7: Fine spirits 8: Pure moonshine
6	**Cookpot.** The main camp cookpot has something inside. [Roll 1d6]: 1: Dirty laundry 2: Thin soup 3: Basic stew 4: Delicious soup 5: Hearty stew 6: Something horrifying.

d8	Noteworthy Camp Elements
7	**Kitchen.** The camp's kitchen area has something special. [Roll 1d6]: 1: Large table 2: Bloody butcher's apron 3: Case of high-quality butcher's knives 4: Box of soap 5: Jars of various spices 6: Padded chest of fine dishes
8	**Miscellaneous.** Various odds and ends that could be found in a camp, in the open. [Roll 1d8]: 1: Locked chest 2: Broken clay mug 3: Mallet 4: Dog 5: Cat 6: Unlocked chest 7: Game in progress (cards, checkers, etc.) 8: Cask of lamp oil

Vigilance

How much effort has been devoted to security?

The table below will determine how many times (if any) you should roll on the **alarms** and **traps** tables which follow.

Modified by: camp organization

d20	Vigilance
1-6	**None.** The camp's security measures amount to nothing more than the placement of their campfire(s) and the posted watches. (Skip **alarms** and **traps** tables)
7-10	**Wary.** The camp is watchful. (Roll once on **alarms** table) (Skip **traps** table)
11-14	**Prudent.** The camp is taking necessary precautions. (Roll twice on **alarms** table) (Roll once on **traps** table rolls)
15-17	**Cautious.** The camp is being very careful. (Roll twice on **alarms** table) (Roll twice on **traps** table rolls)
18-19	**Vigilant.** The camp is well-protected. (Roll three times on **alarms** table) (Roll twice on **traps** table rolls)
20	**Paranoid.** The camp is extremely secure. (Roll three times on **alarms** table) (Roll three times on **traps** table rolls, +1 to each roll)

Alarms

What kinds of alarms does your camp have to inform campers of intruders?

d6	Alarms
1-4	**Simple Alarm.** Certain key points near or within the camp have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.
5-6	**Sophisticated Alarm.** Certain key points near or within the camp have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.

Traps

What kinds of traps does your camp have to deter intruders?

d6	Traps
1-3	**Basic Traps.** Certain key points near or within the camp have basic traps, such as shallow pits, ditches, sharpened stakes, trip-wires, etc. These are mainly intended to hamper movement, and are not elaborate enough to injure, maim, or kill.
4-5	**Moderate Traps.** Certain key points near or within the camp have traps such as covered pits (with or without additional dangers inside, such as spikes) or rigged, simple, mechanical devices.
6	**Serious Traps.** Certain key points near or within the camp have traps that are designed to either imprison, maim, or kill those who trip them.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Camp Environment

What sort of environment is the camp located in?

d12	Camp Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (106)

Camp Danger

What sort of danger is within or around the camp?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Camp Danger
1-4	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
5-7	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
8-9	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195)**.**
10-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Fortress

You poke your head through the crenelations along the wall, and idly think about how you would never survive a fall from up here. Or, if you did, you'd probably wish you hadn't. You shrug and keep walking. Another night, another patrol shift on the battlements. It turns out that guard life is just as boring as your friends warned you it would be. Still, coin is coin. You rub the bridge of your nose and hope the ache in the back of your skull doesn't turn into something bigger.

You stare into the darkness below, trying to stay sharp and alert, despite the boredom. Captain's said no torches on the wall; they make it harder to see, and show your position to anyone on the ground. Captain also said talk must be kept to a minimum. Paranoid, that's what it is. Nothing ever happens out here. Who's going to attack this place? It's dozens of feet high, has walls thick enough for internal hallways, and obviously has plenty of defenders. Perhaps, you wonder, bored guards are a sign of an effective fortress...

Another guard passes you on their route in the opposite direction. In the moment that you stand briefly together, you share your realization, and they quietly chuckle as they light their pipe. Something hisses through the air. The guard's laugh suddenly sounds wet and choked as an arrow sprouts from below their chin. Horror grips you. You drop and slam your back to the stone, trying desperately to remember your training, and reach for your signal horn. Before you can raise it to your lips, a black, iron grapnel bites into the stonework right next to your shoulder. Your eyes widen as dozens appear at intervals along the wall. A cry and a horn blast erupt from elsewhere on the wall. As you look in their direction, a mailed fist crashes into your helm, spinning you around. A boot shoves you out into thin air. As the hard ground of the inner courtyard rushes up to meet you, you wish that things were a little more boring around here.

Fortresses are purpose-built defensive structures such as keeps, castles, or strongholds. These places are intended to secure an area, offer refuge, or protect important people and objects. A fortress often serves a number of ancillary functions as well; it may contain governmental offices, house correctional facilities such as dungeons, and train cadets for military operations, if it is large enough. A fortress is a place of note. Whether a humble keep, a mighty castle, or an impregnable stronghold, it stands resolutely against its surroundings, and serves as a symbol of strength to allies and enemies alike.

Roll on the tables in this chapter if your **destination type** is a fortress.

Spectacular Settlements

This destination type in particular is intended to complement the Fortresses builder chapter (p. 293) found in *Dangerous Destinations*' sister book, *Spectacular Settlements*, which walks you through building a fortress in great detail. However, if you do not have *Spectacular Settlements*, or are simply looking to use this book in isolation, we have included a number of the most basic builder tables at the end of this chapter to help you detail the more mechanical elements of your fortress, if required.

If you would like to use this chapter in conjunction with *Spectacular Settlements*, there are two ways you can go about this:

Method 1 - Dangerous Destinations First. Roll on the tables presented in this chapter, and then continue through the **environment** and **danger** sections. Once your dangerous destination is complete, open the 'Fortresses' chapter in *Spectacular Settlements*, and then roll on the tables within that chapter. Treat the resulting fortress as what the fortress was like *before* it became a dangerous destination.

Method 2 - Spectacular Settlements First. Decide whether you would like your fortress to be a keep, castle or stronghold, or determine randomly by rolling on the **fortress type** table in *Dangerous Destinations*. Once you've done so, open *Spectacular Settlements* to the 'Fortresses' builder chapter, roll on the appropriate tables, and build it. Once complete, return to *Dangerous Destinations* and proceed through this chapter. When you reach the **environment** table, manually select the environment that matches what you rolled in *Spectacular Settlements*. Feel free to do so with any other table results in the builder, if you find it necessary, in order to have your destination fit your settlement. Finally, proceed to rolling the **danger**, as normal.

Fortress Type

What sort of fortress is this?

d4	Fortress Type
1	**Keep.** A keep is a single, fortified structure, like a tower or other large, heavy-duty building. A keep is also the central, main building of a castle. A keep can exist without being in a castle, but a castle cannot exist without a keep.
2-3	**Castle.** A castle has a central keep, and the whole structure is surrounded by a curtain wall. The yard inside the curtain wall, where the keep and other smaller buildings (stables, forge etc.) are found, is called the bailey.
4	**Stronghold.** A stronghold is a great and mighty castle; its expanded defenses, and increased size make them harder to conquer. These are the most imposing kinds of fortresses.

Reason for Construction

What was the ultimate reason the decision was made to build this fortress?

d10	Reason for Construction
1	**Anticipation.** Aggression from somewhere was expected.
2	**Mortal Command.** It was the dying wish of someone important to the builder.
3	**Immortal Command.** A god, or powerful otherworldly being, commanded it be built.
4	**Vanity.** The fortress was commissioned as a demonstration of power, wealth, or self-importance.
5	**Protection.** It was built to keep a particular thing, or place, safe or hidden.
6	**Panic.** The construction was motivated by fear of what would happen if they didn't.
7	**Prophecy.** It was foretold that a fortress would be needed on this site.
8	**Decree.** A ruler, or governing group, ordered that it be built.
9	**Life's Work.** It was built as a labor of love by a dedicated craftsperson and their team.
10	**Conversion.** The building was formerly used for another purpose, but constant additions and changes made it what it is today.

Design Theme

What did the builder want to project in the design of the fortress? What values does it display, or what sensations should someone feel when approaching it?

d8	Design Theme
1	**Power.** Strength and fortitude.
2	**Glory.** Prestige and triumph.
3	**Refuge.** Welcome and safety.
4	**Fear.** Dread and insignificance.
5	**Grace.** Beauty and elegance.
6	**Wealth.** Luxury and opulence.
7	**Piety.** Righteousness and ascendence.
8	**Power.** Strength and fortitude.

Age

How long ago was the fortress built?

d12	Age
1	**New.** This place is between 0 and 50 years old.
2-5	**Recent.** This place is between 50 and 200 years old.
6-9	**Old.** This place is between 200 and 500 years old.
10-11	**Very Old.** This place is between 500 and 1000 years old.
12	**Ancient.** This place is over 1,000 years old.

Condition

What sort of shape is the fortress currently in?

d20	Condition
1-9	**Ruin or Bare Bones.** The majority of the structure is exposed to the elements. Ruined elements and other damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.
10-14	**Poor or Incomplete.** The fortress is in disrepair, with loose stones or timbers, gaps, holes, rot, or other issues that might adversely affect the structure's integrity. The exterior is not completely intact. If under construction, it may be nearing completion, or up to a few years from being finished. Residence within the fortress would prove inconvenient, at best.
15-17	**Average.** The fortress is usable, sound, and habitable, though minor issues may be present, or a good clean may be needed. If under construction, the basics are complete and allow residents to, at least, live and function adequately. Further work or repairs should take no more than a year.
18-19	**Strong.** The fortress is well-maintained and presents no obvious vulnerabilities. If the fortress is of a significant enough age, doors, timbers, fixings or other elements may have been added, updated, or replaced. It is likely kept relatively clean. If under construction, the fortress is very nearly complete, perhaps waiting on some superficial or decorative elements, and completion is likely within the month. The residents are able to live comfortably.
20	**Impeccable.** The fortress could not be in better shape, presenting an imposing and immaculate image to observers. It is either brand-new or impressively well-maintained. Fixtures show minimal or no weathering, and interiors appear spotless. If recently under construction, everything is, for all intents and purposes, complete. Final inspections and touch-ups may be underway, but any remaining work could be easily completed within a week. Most laborers have left, and regular day-to-day life is fully underway.

Notable Contents

What are some of the more noteworthy contents that can be found throughout the fortress?

d20	Contents
1	**Rations.** This food is suitable for extended storage. It is intended solely to provide sustenance, without concern for taste beyond basic edibility.
2	**Preserved Food.** This food has been specially prepared for extended storage, usually via salting, pickling, or other such means.
3	**Perishable Food.** This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.
4	**Drinking Water.** This water is stored in a cask, barrel, or other container which is sealed, except for where it may be opened to dispense its water.
5	**Alcohol.** This is an intoxicating beverage which, when consumed beyond one's physical limits, leads to drunkenness.
6	**Maps.** These depict various locations, either of the immediate area, or other areas of interest to the occupants of the fortress. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
7	**Plans.** These depict a course of action to be carried out by the fortress' inhabitants. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
8	**Official Correspondence.** A written letter either received from, or intended for, someone working within the same organization as the fortress' occupants.
9	**Surveyor's Tools.** These tools are used for assessing terrain.
10	**Maintenance Tools.** These tools are used for repairs around the fortress.
11	**Interrogation Tools.** These tools are used for coercing information out of captives.
12	**Medicine.** This is a drug or substance intended to treat or aid with a medical condition.
13	**Drugs.** This is a substance that has a body and/or mind altering effect, typically used recreationally.
14	**Basic Equipment.** Standard-issue kit used by an average-ranked occupant of the fortress.
15	**Specialist Equipment.** Kit issued to an occupant of the fortress tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.
16	**Commander Equipment.** Kit issued to a commander, officer, or other high-ranking individual in the fortress. This may simply be better quality versions of basic equipment, or include other special items.
17	**Personal Keepsake.** An item that is important to an occupant of the fortress.
18	**Personal Correspondence.** A written letter either received from, or intended for, someone of personal significance to an occupant of the fortress.
19	**Contraband.** An item not allowed by those in command of the fortress.
20	**Hidden Space.** The hidden space is… [Roll 1d10]: 1-4: A niche big enough for a small pouch, or a handful of tiny items 5-7: A cubby big enough for a pack, some personal equipment, or even a small-sized creature 8-9: A closet big enough for a medium-sized creature 10: A whole room with enough space for multiple creatures, or whatever would be necessary for the room's purpose to function

Current Inhabitants

Who occupies the fortress now?

d20	Current Inhabitants
1-8	**Original.** The original residents, their descendents, or successors currently occupy the fortress. They might be responsible for constructing the fortress, or those they stationed here (or their descendents/successors).
9-14	**New (Peaceful).** Non-original inhabitants occupy the fortress, after obtaining it peacefully. This typically means that either the fortress was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.
15-20	**New (Forceful).** Non-original inhabitants occupy the fortress, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline

How disciplined are the inhabitants?

d10	Inhabitant Discipline
1	**Undisciplined.** The inhabitants only have the barest semblance of structure, routine, or purpose (if any). They seem mainly governed by their own whims, or perhaps those of their leader, or the most powerful individual amongst them.
2-3	**Loosely Ordered.** The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence (such as cook or guard). Routines or schedules may seem loose or nonexistent.
4-7	**Ordered.** The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.
8-9	**Disciplined.** The inhabitants have evident structure. Roles or jobs appear to be clearly defined, with individuals moving about with purpose. Evidence of routines or schedules can be seen clearly. Significant failure to adhere to the system in place may result in punishment.
10	**Rigidly Disciplined.** The inhabitants have rock-solid structure. Each individual knows not only their own role, but understands their place within the group. The inhabitants may exhibit a deep or nuanced system of rank. Routines or schedules are obvious. Any failure to adhere to the system in place may result in serious punishment although, with such high levels of discipline, such failures are very rare.

Negative Impact

What had a negative impact on this place that pushed it toward becoming a dangerous destination?

d12	Negative Impact
1	**Bad Behavior.** Some of the residents began engaging in some sort of behavior that wound up causing a major issue. This could be as simple as raucous behavior that escalated into a big problem, or something darker.
2	**Dangerous Work.** One or more of the residents within the fortress was engaging in pursuits that had very serious, perilous consequences. This could have been experimenting with certain chemicals or devices, or it could have been tampering with magic best left alone.
3	**Disease (Siege).** The fortress was under siege and suffered illness through enemy action. This could have been diseased bodies, poisoning a water source, secretly sending in tainted supplies, or any other means of insidiously harming the health of those locked up inside a fortress.
4	**Disease.** A disease or illness swept through the fortress, killing a significant portion of the residents, or causing lingering problems. It could have been of a natural or magical nature. The disease targeted… [Roll 1d6]: 1-3: The body 4-5: The mind 6: The soul The untreated disease was… [Roll 1d6]: 1-3: Non-lethal 4-6: Lethal
5	**Famine.** The fortress fell on very hard times. They lacked food, which caused things to go very badly. The food shortage could have been due to weather conditions, or could have been caused by outside influences, such as supply blockades.
6	**Harsh Weather.** The fortress was hit by bad weather, either once or multiple times, to an extent where it created major problems for the people living there. [Roll 1d6]: 1: Heavy precipitation 2: Hurricane or tornado 3: Major storm 4: Extreme cold or heat 5: Drought 6: Earthquake
7	**Poor Defense.** The fortress was attacked and the defenses were not able to cope. This could mean that the methods used by the defenders were insufficient, or it could be that the structure's defenses were not up to the task.
8	**Poor Leadership.** The fortress was led by an individual who made some unwise decisions that took the settlement down a bad path.
9	**Sabotage (External).** Someone, or something, compromised the fortress by exploiting a vulnerability or lapse in its defenses.
10	**Sabotage (Intermal).** The fortress was compromised by someone, or something, inside the fortress, creating a vulnerability or exploiting something only accessible from inside the fortress.
11	**Starvation (Siege).** The fortress was under siege, or otherwise had its supply blocked; for a period of time, things in the fortress were dire, and some or all of those inside were starving.
12	**Traitor.** Someone inside the fortress was having dealings with an enemy. Their dealings lead to major trouble for the fortress and those inside.

Number of Effects

How many effects did the negative impact have?

d6	Number of Effects
1-3	**One.** Roll once on the **negative impact effects** table.
4-5	**Some.** Roll twice on the **negative impact effects** table.
6	**Lots.** Roll three times on the **negative impact effects** table.

Negative Impact Effects

What changes occurred within the fortress due to the negative impact?

Same Result?

If you roll on this table more than once and get the same result, you can consider the rolls in one of two ways:

1. Separate Instances. The roll results are separate instances of the same kind of thing. For example, if you rolled 'Appearance' twice, you could treat it as if the negative impact affected the fortress' appearance in two different ways.

2. One Extreme Instance. The roll results are treated as just a single interpretation of the result, but a significantly extreme one. For example, if you rolled 'Infighting' twice, you could treat it as if the infighting was more wide-reaching, or perhaps between more influential individuals. What is considered an 'extreme' version of the results below is entirely up to you.

d10	Negative Impact Effects
1	**Appearance.** Something related to the negative impact has had an effect on how the fortress looks.
2	**Desertion.** A number of the residents of the fortress have left.
3	**Infighting.** A few or more residents are now in a sustained conflict.
4	**Despair.** A general feeling of hopelessness has spread among the residents.
5	**Mutiny.** Some or all of the residents decided to rise up against their leader.
6	**Apathy.** Many of the residents don't seem to care about their duties anymore.
7	**Open Doors.** The residents have decided to leave the doors open, and certain visitors come and go.
8	**Pests.** An infestation of some sort of pest has taken hold within the fortress.
9	**Over-Indulgence.** Many of the residents have taken to partying, drinking, and other forms of merry-making in excess, to the fortress' detriment.
10	**Fear.** Some, many, or all of the residents have succumbed to fear or terror while in the fortress, and believe that they are in some form of danger.

Fortress Magic Attribute

Does the fortress possess some kind of magical nature or attribute?

Important. Even if the result on the following table is 'No', the fortress may still have a magical **danger**. This potential magical attribute is separate from any potential magical danger.

No Magic?

Depending on your setting (especially if you are using one that is low-or-no-magic), you may not want your fortress to have the potential to be under the effects of magic. For this, two solutions present themselves:

1. Intentionally ignore and skip this table and the **magic attribute type** tables.
2. Roll on these tables and, if you do receive an effect but want to keep it non-magical, simply treat the magic as technological instead.

d6	Fortress Magic Attribute
1-4	**No.** The fortress itself is not under the influence of any kind of magic, and has no sort of magical property. This does not include the danger itself. (Skip **magic attribute type** table)
5-6	**Yes**

Magic Attribute Type

What kind of magical attribute does the fortress possess?

d4	Magic Attribute Type
1	**Mobility.** The fortress can… [Roll 1d6]: 1-3: Walk/Swim 4-5: Fly 6: Teleport
2	**Phasing.** The fortress fades between the ethereal realm and the material realm at… [Roll 1d6]: 1-3: Random 4: A certain time of day 5: A certain time of night 6: A time, or any time, chosen by the fortress itself, if it is somehow sentient, or by a controlling entity.
3	**Communication.** The fortress can communicate with those nearby through… [Roll 1d6]: 1-3: Telepathy 4-5: Messages appearing on itself 6: Audible speech
4	**Shifting.** The fortress structure can rearrange its rooms or internal spaces.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Fortress Environment

What environment is the fortress located in?

Already Know?

If you are using a previously made fortress, using *Spectacular Settlements* or otherwise, choose the appropriate result from this table, instead of rolling.

d12	Fortress Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (p. 106)

Fortress Danger

What sort of danger is within or around the fortress?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Fortress Danger
1-2	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
3-4	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
5-6	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
7-8	**Bandits.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Bandits'.
9-10	**Conquerors.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Conquerors'.
11-12	**Military Company.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Military Company'.
13-14	**Mercenary Company.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Mercenary Company'.
15-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Physical Fortress Builder

Below are a number of tables taken from *Spectacular Settlements* to help you establish the general shape and layout of your fortress, though *Spectacular Settlements* itself goes into far greater depth. If you have something in mind already, feel free to skip this section.

Keep

Keep Shape

What shape is the keep?

d6	Keep Shape
1-3	**Box.** A square or rectangular keep maximizes internal space and is easier to construct. Furnishing, outfitting and decorating straight walls is considerably simpler.
4-6	**Round.** A circular keep can offer defense against certain weather and attacks, as the curved surface (depending on its extremity) will deflect weak or glancing blows. However, the interior can be limited, especially in an overall small keep.

Alternate Shapes

A keep can be any shape you like, these are simply the two most common. If you'd like your keep to be a different shape, use these as guidelines. If you rolled 'box', consider your keep to have straight sides, like an octagon. If you rolled 'round', consider your keep to have smooth, continuous sides, such as an oval.

Keep Size

How much area is there on each standard floor of the keep?

Standard Floor?

If you wanted your keep to generally vary in size, such as getting narrower toward the top, the floor area of each level would change (lower floors being larger, upper floors being smaller). The areas listed in the table below assume each floor is the same.

d20	Keep Size
1-6	**Small.** The floor space is either 25-by-25-feet or, if round, 35-feet in diameter.
7-14	**Medium.** The floor space is either 35-by-35-feet or, if round, 45-feet in diameter.
15-19	**Large.** The floor space is either 45-by-45-feet or, if round, 55-feet in diameter.
20	**Very Large.** The floor space is either 55-by-55-feet or, if round, 65-feet in diameter.

Keep Floors

How many floors high is the keep?

d20	Keep Floors
1-2	**One**. One above-ground floor, no cellar.
3-6	**Two**. One above-ground floor and a cellar.
7-13	**Three**. Two above-ground floors and a cellar.
14-17	**Four**. Three above-ground floors and a cellar.
18-19	**Five**. Four above-ground floors and a cellar.
20	**Six**. Five above-ground floors and a cellar.

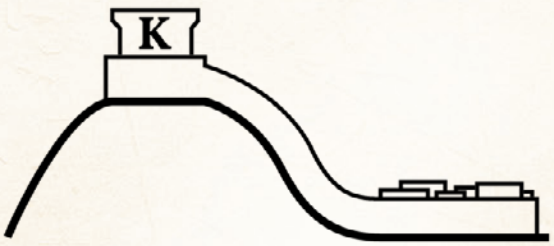
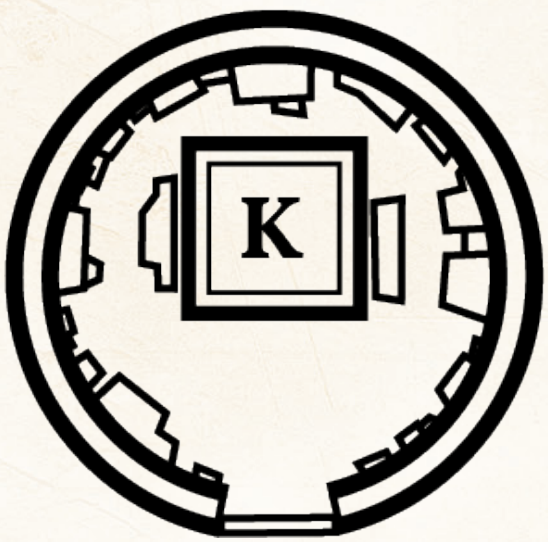
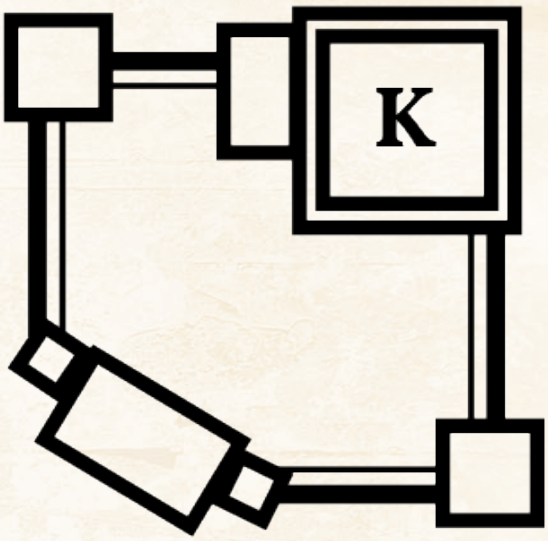
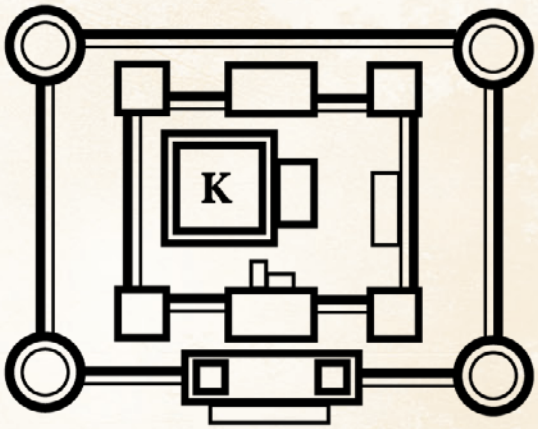
Important! If you're only making a keep (and not a castle or stronghold), skip the remaining tables in this chapter.

Castle & Stronghold

If you are making a castle or stronghold, roll on the tables in this section.

Style

The fortress' style is its form of overall layout. Those described below can be configured in an enormous array of variations (longer walls, more towers, different building arrangements, etc.), but tend to have general commonalities.

d20	Style
1-3	**Motte-and-Bailey**. The keep is built on an earthen mound, or hill, and surrounded by a high fence or wall. The wall extends down the hill to form a large, circular yard (the bailey), where other buildings are located. 
4-6	**Shell Keep**. The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall. 
7-16	**Fortified Keep**. The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall. 
17-20	**Concentric**. Similar to a fortified keep, but with a second, additional wall surrounding everything. Additional outbuildings (typically of lesser strategic value) may be placed in this additional space. 

Curtain Wall Thickness

How thick are the curtain walls?

d20	Curtain Wall Thickness (Stone/Wood)
1-6	(10 ft./5 ft.)
7-14	(15 ft./10 ft.)
15-19	(20 ft./15 ft.)
20	(25 ft./20 ft.)

Stronghold Wall Thickness

If you're making a stronghold, roll on this table and add the result to your **curtain wall thickness**.

d20	Stronghold Wall Thickness
1-6	+5 ft.
7-14	+10 ft.
15-19	+15 ft.
20	+20 ft.

Curtain Wall Height

How tall are the curtain walls?

d20	Curtain Wall Height (Stone/Wood)
1-6	(10 ft./10 ft.)
7-14	(20 ft./15 ft.)
15-19	(30 ft./20 ft.)
20	(40 ft./25 ft.)

Stronghold Wall Height

If you're making a stronghold, roll on this table and add the result to your **curtain wall height**.

d20	Stronghold Wall Height
1-6	+20 ft.
7-14	+25 ft.
15-19	+30 ft.
20	+35 ft.

Number of Wall Towers

How many towers are there along the curtain wall?

d20	Curtain Wall Towers
1-6	1d4+1
7-14	1d4+2
15-19	1d4+3
20	1d4+4

Tower Shape

What shape and size are the towers?

d6	Tower Shape
1-3	Box
4-6	Round (Cylinder)

d20	Tower Size / Height (= to wall height +[ ])	Floor Area (square / diameter)
1-4	Small [+0 ft.]	25-by-25-feet / 35-foot diameter.
5-12	Medium [+10 ft.]	25-by-25-feet / 35-foot diameter.
13-18	Large [+20 ft.]	35-by-35-feet / 45-foot diameter.
19-20	Very Large [+30 ft.]	35-by-35-feet / 45-foot diameter.

Headquarters

You march along a dirt path in your well-worn uniform. Small clouds of dust float up from your boots as you near a farmhouse beside a golden field of wheat that waves in the gentle, autumn breeze. Until yesterday evening, you were just one of the rank-and-file, but not anymore. After some clever work on the battlefield, you have been granted a commendation and a promotion. You're an officer now, and they've called all officers to a meeting.

You open the farmhouse door to a frenzy of activity. Uniformed bodies move with purpose from room to room, voices bark military jargon, and orders are given, delivered, and carried out. A ranking officer, festooned with ribbons and medals, greets you with a crisp salute, and takes you to a small back room. Once upon a time, it was probably a bedroom, but it is now occupied by nothing but an improvised table of stacked crates, topped with a large, unrolled map. Serious faces, all furrowed brows and clenched jaws, surround the table, and all turn to you as you enter the room.

You feel the weight of their collective gaze as you look from them to the map. Standing among these accomplished warriors and tacticians, you feel you're in the beating heart of this army. The bustle and surface level chaos merely appears as such to the untrained eye, but now you know better. Opinions are shared, strategies are discussed, recommendations are made. It all happens so fast that you nearly miss your assignment. You've been given command of the vanguard, a position of honor indeed. Your knees begin to shake as the realization sets in. Your company will lead the charge.

Your company.

You.

A headquarters is the central hub for some sort of organization, be it military, commercial, political, or just a club of private individuals who share the same ideals, ambitions or skills. It is usually the place where the organization's leadership can be found, a place where documents or other important items are stored and used, and where plans and decisions regarding the future of the organization are made. The headquarters may be established and widely known and visited, such as that of a prominent banking chain or guild, or may instead be a secret known only to those with membership privileges. Similarly, it may be located in a bespoke structure, or use other buildings on an ad hoc basis.

Roll on the tables in this chapter if your **destination type** is a headquarters.

Age

How long ago was the headquarters established?

d12	Age
1	**New.** This place is between 0 and 50 years old.
2-3	**Recent.** This place is between 50 and 100 years old.
4-7	**Old.** This place is between 100 and 200 years old.
8-11	**Very Old.** This place is between 200 and 500 years old.
12	**Ancient.** This place is over 500 years old.

Size

How large an area does the headquarters occupy?

d12	Size
1	**Single Space (Small).** The headquarters operates out of a small single-room structure, or possibly a tent. This space is roughly the size of a moderately sized tent or small cabin. (Roll once on the **notable contents** table)
2-3	**Single Space (Large).** The headquarters operates out of a single-room structure. This space is roughly the size of a pavilion or large cabin. (Roll twice on the **notable contents** table)
4-6	**Multi-Room (Small).** The headquarters operates out of a small, multi-room structure which is roughly the size of a small residence, with 1d4+1 rooms. (Roll three times on the **notable contents** table)
7-9	**Multi-Room (Large).** The headquarters operates out of a large, multi-room structure which is roughly the size of a large residence, with 1d4+4 rooms. (Roll four times on the **notable contents** table)
10-11	**Compound (Small).** The headquarters operates out of a group of structures. [Roll 1d6]: 1-4: Compound is made up of 1d4+2 small structures 5-6: Compound is made up of 1d4+2 large structures (Roll five times on the **notable contents** table)
12	**Compound (Large).** The headquarters operates out of a group of structures. [Roll 1d6]: 1-4: 1d10+4 small structures 5-6: 1d10+4 large structures (Roll six times on the **notable contents** table)

Condition

What kind of shape is the headquarters in?

d12	Condition
1-2	**Disgraceful.** The headquarters is disorganized, messy, and much of it is in a clear state of disrepair. Most structures have serious vulnerabilities, such as unaddressed collapsed walls or roof portions, missing doors or windows, badly torn tent canvas, etc.
3-5	**Poor.** The headquarters is disorganized and messy, but basic efforts have been made to secure it. Structural vulnerabilities are only moderate at worst, such as broken doors or windows, rotten or poorly patched walls or roofs, makeshift bracing on collapsed structural portions, heavy roof leaks, etc.
6-9	**Good.** The headquarters is organized and passingly clean. Structural maintenance has been made a priority, and structural vulnerabilities are only minor at worst, such as creaky doors or windows, non-functioning locks, minor roof leaks, boarded up windows, etc.
10-11	**Excellent.** The headquarters is well-organized and very clean. Structural maintenance has been made a high priority, and there are no apparent vulnerabilities. The structure's doors and windows seem to work, locks function, and it is sealed off from the elements the best that it can be.
12	**Pristine.** The headquarters is extremely well-organized and incredibly clean. Structural maintenance has been made a top priority, and additional reinforcements and security measures are in evidence. Doors are barred (and may have various locks), windows have heavy shutters, walls are finished with surfaces to make climbing difficult, and wall or roof edges may have deterrents (such as potshards, bone, or glass) worked into them.

Notable Contents

What are some of the more noteworthy contents that can be found throughout the headquarters?

d20	Contents
1	**Rations.** This food is suitable for extended storage. It is intended solely to provide sustenance, without concern for taste beyond basic edibility.
2	**Preserved Food.** This food has been specially prepared for extended storage, usually via salting, pickling, or other such means.
3	**Perishable Food.** This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.
4	**Drinking Water.** This water is stored in a cask, barrel, or other container which is sealed, except for where it may be opened to dispense its water.
5	**Alcohol.** This is an intoxicating beverage which, when consumed beyond one's physical limits, leads to drunkenness.
6	**Maps.** These depict various locations, either of the immediate area, or other areas of interest to the occupants of the headquarters. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
7	**Plans.** These depict a course of action to be carried out by the headquarters' inhabitants. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
8	**Official Correspondence.** A written letter either received from, or intended for, someone working within the same organization as the headquarters' occupants.
9	**Surveyor's Tools.** These tools are used for assessing terrain.
10	**Maintenance Tools.** These tools are used for repairs around the headquarters.
11	**Interrogation Tools.** These tools are used for coercing information out of captives.
12	**Medicine.** This is a drug or substance intended to treat or aid with a medical condition.
13	**Drugs.** This is a substance that has a body and/or mind altering effect, typically used recreationally.
14	**Basic Equipment.** Standard-issue kit used by an average-ranked occupant of the headquarters.
15	**Specialist Equipment.** Kit issued to an occupant of the headquarters tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.
16	**Commander Equipment.** Kit issued to a commander, officer, or other high-ranking individual in the headquarters. This may simply be better quality versions of basic equipment, or include other special items.
17	**Personal Keepsake.** An item that is important to an occupant of the headquarters.
18	**Personal Correspondence.** A written letter either received from, or intended for, someone of personal significance to an occupant of the headquarters.
19	**Contraband.** An item not allowed by those in command of the headquarters.
20	**Hidden Space.** The hidden space is… [Roll 1d10]: 1-4: A niche big enough for a small pouch, or a handful of tiny items 5-7: A cubby big enough for a pack, some personal equipment, or even a small-sized creature 8-9: A closet big enough for a medium-sized creature 10: A whole room with enough space for multiple creatures, or whatever would be necessary for the room's purpose to function

Current Inhabitants

Who occupies the headquarters now?

d20	Current Inhabitants
1-8	**Original.** The original residents, their descendents, or successors currently occupy the headquarters. They might be responsible for constructing the headquarters, or those they stationed here (or their descendents/successors).
9-14	**New (Peaceful).** Non-original inhabitants reside in the headquarters, after obtaining it peacefully. This typically means that either the headquarters was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.
15-20	**New (Forceful).** Non-original inhabitants reside in the headquarters, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline

How disciplined are the inhabitants?

d10	Inhabitant Discipline
1	**Undisciplined.** The inhabitants only have the barest semblance of structure, routine, or purpose (if any). They seem mainly governed by their own whims, or perhaps those of their leader, or the most powerful individual amongst them.
2-3	**Loosely Ordered.** The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence (such as cook or guard). Routines or schedules may seem loose or nonexistent.
4-7	**Ordered.** The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen. (Treat all **vigilance** roll results of 'None' as 'Wary')
8-9	**Disciplined.** The inhabitants have firm structure. Roles or jobs appear to be clearly defined, with individuals moving about with purpose. Evidence of routines or schedules can be seen clearly. Significant failure to adhere to the system in place may result in punishment. (Treat all **vigilance** roll results of 'None', or 'Wary' as 'Prudent')
10	**Rigidly Disciplined.** The inhabitants have rock-solid structure. Each individual knows not only their own role, but understands their place within the group. The inhabitants may exhibit a deep or nuanced system of rank. Evidence of routines or schedules is obvious. Any failure to adhere to the system in place may result in serious punishment although, with such high levels of discipline, such failures are very rare. (Treat all **vigilance** roll results of 'None', 'Wary', or 'Prudent' as 'Cautious')

Vigilance

How much effort has been devoted to establishing security?

The table below will determine how many times (if any) you should roll on the **alarms** and **traps** tables which follow.

d20	Vigilance
1-6	**None.** The headquarters' security measures are nonexistent. This may be due to negligence, lack of funds or capability, or even overconfidence. (Skip **alarms** and **traps** tables)
7-10	**Wary.** The headquarters is watchful. (Roll once on **alarms** table) (Skip **traps** table)
11-14	**Prudent.** The headquarters is taking necessary precautions. (Roll twice on **alarms** table) (Roll once on **traps** table rolls)
15-17	**Cautious.** The headquarters is being very careful. (Roll twice on **alarms** table) (Roll twice on **traps** table rolls)
18-19	**Vigilant.** The headquarters is well-protected. (Roll three times on **alarms** table) (Roll twice on **traps** table rolls)
20	**Paranoid.** The headquarters is extremely secure. (Roll three times on **alarms** table) (Roll three times on **traps** table rolls, +1 to each roll)

Alarms

What kinds of alarms does your headquarters have to inform inhabitants of intruders?

d6	Alarms
1-4	**Simple Alarm.** Certain key points near or within the headquarters have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.
5-6	**Sophisticated Alarm.** Certain key points near or within the headquarters have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.

Traps

What kinds of traps does your headquarters have to deter intruders?

d6	Traps
1-3	**Basic Traps.** The headquarters is protected by simple traps intended to inconvenience, slow, or otherwise hamper unauthorized individuals.
4-5	**Moderate Traps.** The headquarters is protected by traps intended to delay, hold, or injure unauthorized individuals.
6	**Serious Traps.** The headquarters is protected by traps intended to either be lethal, or to hold or delay unauthorized individuals indefinitely.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Headquarters Environment

What sort of environment is the headquarters located in?

d12	Headquarters Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (p. 106)

Headquarters Danger

What sort of danger is within or around the headquarters?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

Non-Intelligent Danger?

A headquarters (or, at least, a headquarters organized and run *as* a headquarters) will usually be occupied by some sort of intelligent entity, typically a humanoid. However, this does not mean something else couldn't occupy it. Also, the danger need not be *inside* the headquarters itself - it could be in the immediate area. For example, if the danger turned out to be 'Beasts', and it was a pack of wolves, perhaps those wolves are just prowling the area instead of having overrun the headquarters (or, alternatively, perhaps that's *exactly* what they've done...).

d20	Headquarters Danger
1-2	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
3-4	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
5-6	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
7-8	**Bandits.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Bandits'.
9-10	**Conquerors.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Conquerors'.
11-12	**Military Company.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Military Company'.
13-14	**Mercenary Company.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Mercenary Company'.
15-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Hideout

The bell above the tailor's door rings as you enter from the avenue. You wipe your boots on the mat - left, right, right, left - and give a nod to the proprietor. You casually remark that you're here for a winter rain cloak. The tailor nods, takes you to a fitting room, and closes the door. They step behind a parchment privacy screen and lift a hidden wall panel to reveal a crawl space. You thank the tailor and crawl through.

The tunnel seems to be within the wooden walls of the tailor's shop. The lack of expected dust and cobwebs assures you that this is a regularly-used passage. It stops at a dead end, but you knock on the wall, exactly as you were instructed. It lifts away to reveal a well-lit, windowless room, where several rough-looking types are sat in wooden folding chairs, munching on dried fruit, and drinking cheap wine. They greet you warmly (but quietly), and seal the wall behind you.

Introductions are made, and they fill you in. They're planning their next job: robbing the palace treasury. You'll all pose as palace staff, they explain, at a gala for a visiting dignitary, and - and everyone stops talking. Noises can be heard through the wall, in the tailor's shop: muffled voices, some of which are raised and aggressive. A softer voice responds, but heavy boots ring loudly on the floorboards. Truncheons tap the walls, and more muffled words follow until, very abruptly, a final voice gives an order with a tone of urgency, and the boots recede rapidly. Silence lingers in the space as your group looks at one another, sweat beading on more than a few faces. You release a collectively-held breath. That was close. If they'd have found you... well, you've dodged the rope this long. Looks like your luck is holding steady, but then it only needs to fail you the once.

A hideout is a location used by those who, for one reason or another, wish to avoid notice. The hiders may be on the run from a particular organization or entity, or from the wider world in general. There are many reasons someone may have need of a hideout, some of which are nefarious such as to worship an evil deity, or plan a crime, though others are more benign or sympathetic, such as escaping persecution. Hiders often have to rely on others in some way to organize or disguise the hideout to avoid unwelcome attention, which can lead to tension if the loyalties of these outsiders are called into question. This chapter contains two separate kinds of hideout: indoor and underground.

Roll on the tables in this chapter if your **destination type** is a hideout.

Hideout Type

Is this hideout inside a structure, or underground?

d6	Hideout Type
1-3	**Indoor.** This hideout is inside some form of structure. Continue through the **indoor hideout** section that follows these tables.
4-6	**Underground.** This hideout is subterranean. Skip the **indoor hideout** section, and proceed to the **underground hideout** section (p. 48).

Vigilance

How much effort has been devoted to establishing security?

The table below will determine how many times (if any) you should roll on the **alarms** and **traps** tables which follow.

d20	Vigilance
1-6	**None.** The hideout's security measures amount to the placement of their entryway(s) and the posted watches. (Skip **alarms** and **traps** tables)
7-10	**Wary.** tThe hideout is watchful. (Roll once on **alarms** table) (Skip **traps** table)
11-14	**Prudent.** The hideout is taking necessary precautions. (Roll twice on **alarms** table) (Roll once on **traps** table rolls)
15-17	**Cautious.** The hideout is being very careful. (Roll twice on **alarms** table) (Roll twice on **traps** table rolls)
18-19	**Vigilant.** The hideout is well-protected. (Roll three times on **alarms** table) (Roll twice on **traps** table rolls)
20	**Paranoid.** The hideout is extremely secure. (Roll three times on **alarms** table) (Roll three times on **traps** table rolls, +1 to each roll)

Alarms

What kinds of alarms does your hideout have to inform campers of intruders?

d6	Alarms
1-4	**Simple Alarm.** Certain key points near or within the hideout have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.
5-6	**Sophisticated Alarm.** Certain key points near or within the hideout have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.

Traps

What kinds of traps does your hideout have to deter intruders?

d6	Traps
1-3	**Basic Traps.** The hideout is protected by simple traps intended to inconvenience, slow, or otherwise hamper unauthorized individuals.
4-5	**Moderate Traps.** The hideout is protected by traps intended to delay, hold, or injure unauthorized individuals.
6	**Serious Traps.** The hideout is protected by traps intended to either be lethal, or to hold or delay unauthorized individuals indefinitely.

Notable Contents

What are some of the more noteworthy contents that can be found throughout the hideout?

d20	Notable Contents
1	**Stolen Items.** There are at least 1d4 stolen items. The items, in total, are… [Roll 1d12]: 1: Worthless junk 2-3: Passingly valuable 4-6: Moderately valuable **7-9:** Extremely valuable **10-11:** Priceless or unique **12:** Incredibly important, top-secret, or of major consequence
2	**Book.** There is a particular book in the hideout. The topic is… [Roll 1d8]: 1: Science 2: Religion 3: Fiction 4: Biography 5: History 6: Jokes; 7: Diary or journal 8: Forbidden, dangerous, or frowned-upon
3	**Pet.** There is some kind of pet that lives in the hideout. It is a… [Roll 1d8]: 1: Feline 2: Canine 3: Rodent 4: Reptile 5: Fish 6: Amphibian 7: Bug 8: Magical creature
4	**Visual Artwork.** Someone in the hideout makes artwork. The artwork is… [Roll 1d4]: 1: Drawing 2: Painting 3: Sculpting (ceramic) 4: Sculpting (metal) [Roll 1d6]: 1: Terrible 2-3: Average 4-5: Very good 6: A masterpiece
5	**Rations.** This food is suitable for extended storage. It is intended solely to provide sustenance, without concern for taste beyond basic edibility.
6	**Preserved Food.** This food has been specially prepared for extended storage, usually via salting, pickling, or other such means.
7	**Perishable Food.** This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.
8	**Drinking Water.** This water is stored in a cask, barrel, or other container which is sealed, except for where it may be opened to dispense its water.
9	**Alcohol.** This is an intoxicating beverage which, when consumed beyond one's physical limits, leads to drunkenness.
10	**Maps.** These depict various locations, either of the immediate area, or other areas of interest to the occupants of the hideout. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
11	**Plans.** These depict a course of action to be carried out by the hideout's inhabitants. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
12	**Surveyor's Tools.** These tools are used for assessing terrain.
13	**Maintenance Tools.** These tools are used for repairs around the hideout.
14	**Interrogation Tools.** These tools are used for coercing information out of captives.
15	**Medicine.** This is a drug or substance intended to treat or aid with a medical condition.
16	**Drugs.** This is a substance that has a body and/or mind altering effect, typically used recreationally.
17	**Specialist Equipment.** Kit issued to an occupant of the hideout tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.
18	**Personal Keepsake.** An item that is important to an occupant of the hideout.
19	**Personal Correspondence.** A written letter either received from, or intended for, someone of personal significance to an occupant of the hideout.
20	**Hidden Space.** The hidden space is… [Roll 1d10]: 1-4: A niche big enough for a small pouch, or a handful of tiny items 5-7: A cubby big enough for a pack, some personal equipment, or even a small-sized creature 8-9: A closet big enough for a medium-sized creature 10: A whole room with enough space for multiple creatures, or whatever would be necessary for the room's purpose to function

Indoor Hideout

An indoor hideout is located within a structure, such as a warehouse, the back room of a merchant's store, or even a hidden room built within the walls of a fortress.

Structure Type

What was the original purpose of the structure the hideout is in?

Intent

Buildings are usually constructed with a purpose in mind. This, however, can change. For example, a structure might have originally been built as a residence but, later, it changed ownership and was renovated to become a shop or a restaurant. The table below tells you the structure's original purpose. Whether or not it has remained as intended is up to you.

d10	Structure Type
1	**Residence.** This building was intended to be lived in.
2	**Storage.** This building was intended for the holding of cargo, equipment, etc.
3	**Food Processing.** This building was intended for the production of some form of food or consumable goods.
4	**Food Storage.** This building was intended for the storage of some form of food, such as a meat locker, or grain silo.
5	**Production.** This building was intended for the creation of certain items or materials.
6	**Retail.** This building was intended for selling something, usually to the public.
7	**Offices.** This building was intended to be used for various administrative functions, possibly by a mercantile organization, guild, or government.
8	**Religious.** This building was intended to be used as a place for reverence, worship, and the practice of a certain faith.
9	**Animal Quarters.** This building was intended to house animals for some purpose.
10	**Fortification.** This building was intended to be used for defensive or security measures.

Structure Age

How long ago was the building the hideout is utilizing built?

Structure Age vs. Hideout Age

Even if a hideout is new, it doesn't necessarily mean that the building is. Hideouts might be established in abandoned buildings, and often function best in places that are overlooked. An old building might actually be the perfect place for a hideout.

d12	Structure Age
1-4	**New.** This building is among the newest buildings in the area. (+2 to **structure condition** roll) (+4 to **structure activity** roll)
5-7	**Recent.** This building is newer than most of the other buildings in the area, but is not necessarily the newest. (+1 to **structure condition** roll) (+1 to **structure activity** roll)
8-9	**Old.** This building is relatively old, and has likely been around for several generations. It is possible that a small few recall the structure being built. (+0 to **structure condition** roll) (+0 to **structure activity** roll)
10-11	**Very Old.** This building is among the oldest in the area, but perhaps not the oldest. It is unlikely that many recall the structure being built. (-1 to **structure condition** roll) (-1 to **structure activity** roll)
12	**Ancient.** This building has been around as long as anyone in the area can remember. It is possible that no one even recalls who built it. (-2 to **structure condition** roll) (-2 to **structure activity** roll)

Condition

What kind of shape is the building in?

Modified by: structure age

d8	Condition
1	**Disrepair.** The building is in very bad shape. Things are falling apart or there are structural compromises. There are likely signs of rot, mold, or mildew. If there is a roof, it probably leaks.
2-3	**Poor.** The building is not well structured or maintained. Cleanliness is not a priority. Structural problems are in evidence.
4-5	**Good.** The building is in working shape. The structure is functional with no major problems, though it is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.
6-7	**Excellent.** The building is in solid shape. The structure is well maintained. Cleanliness and order are a priority.
8	**Pristine.** The building is in perfect condition. The structure is meticulously maintained, cleaned, and kept in order.

Structure Activity

Does the structure currently appear to be in active use to onlookers?

Modified by: structure age

d6	Structure Activity
1-3	**Inactive.** To anyone who sees the structure from the outside, it appears to no longer be in use.
4-6	**Active.** To anyone who sees the structure from the outside, it appears to still be in use.

Structure Control

Who actually owns and operates the structure?

d6	Structure Control
1-3	**The Hiders.** Whoever is using the location as a hideout also owns, controls, and/or operates the structure. (Skip **owner involvement** tables)
4-6	**Third Party.** The structure is owned, controlled, and/or operated by someone other than those who are using the location as a hideout.

Hideout Portion

How much of the structure is used as the hideout?

d6	Hideout Portion
1	**Single Room.** One space within the structure.
2-3	**Multiple Rooms.** Up to half the spaces within the structure.
4-6	**All Rooms.** The entire structure is used for hideout purposes.

Fronts

Spaces within the structure that are used for hideout purposes may not actually be physically hidden, but instead simply disguised as something else. Whether the space truly fulfils the function of the front it puts up depends on the ingenuity of the hideout's creators. Even if the entire structure is used as a hideout, its function could still be a front, such as a shop.

Owner Involvement

How is the owner of the structure involved with the hiders?

d6	Owner Involvement
1-2	**Ally.** The owner of the structure knows the hiders and is working with them in some way.
3	**Blackmailed.** The owner of the structure is allowing the structure to be used by the hiders because they're being blackmailed.
4	**Bribed.** The owner of the structure is allowing the structure to be used by the hiders because they're being bribed.
5	**Threatened.** The owner was threatened by the hiders (or someone working with the hiders) and they acquiesced.
6	**Fooled.** The owner of the structure is not aware the structure is being used as a hideout. They may think it's being used for something else, or they may not realize it is being used at all.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Indoor Hideout Environment

What sort of environment is the structure located in?

d20	Indoor Hideout Environment
1-9	Urban (p. 170)
10	Aquatic (p. 84)
11	Coastal (p. 93)
12	Desert (p. 100)
13	Forest (p. 111)
14	Jungle (p. 123)
15	Mountain (p. 131)
16	Plains (p. 139)
17	Swamp (p. 146)
18	Tundra (p. 156)
19	Underground (p. 163)
20	Extra-Planar (p. 106)

Indoor Hideout Danger

What sort of danger is within or around the hideout?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Indoor Hideout Danger
1-2	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
3-4	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
5-7	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
8-10	**Bandits.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Bandits'.
11	**Renegade Sorcerers.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Mages'.
12-13	**Apostates.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Religious'.
14-15	**Insurgents.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Conquerors'.
16-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Underground Hideout

An underground hideout is a specific kind of hideout that is dug into the ground, or located within tunnels, caves, or other subterranean formations (which could include portions of sewers and the like). These have the advantage of usually being places with less frequent foot traffic, and some can also accommodate a far greater number of occupants.

Underground Hideout Area

What sort of underground hideout is this?

Later: Underground Type

The table below will determine the physical space that makes up the hideout itself. Later, in the **Underground** environment chapter (p. 156), you will find a table called **underground type**, which determines the general underground area. Your results may seem to conflict; you could roll 'Natural Tunnels' for the **underground hideout area** below, but roll 'Massive Cavern' for **underground type**. You might wonder how there could be tunnels in an open cavern, but how you should interpret your results is that the general area is a cavern, but the hideout is in some tunnels *connected* to the cavern.

d12	Underground Hideout Area
1-3	**Natural Cave.** The hideout is in a naturally occurring cave.
4-5	**Natural Tunnels.** The hideout is set up within a tunnel (or tunnels) that occurred naturally. These tunnels likely twist and turn much more than a man-made tunnel would. (-3 to **size** roll)
6-7	**Natural Cavern.** The hideout is set up in a substantial open space underground. (+3 to **size** roll)
8	**Man-Made Tunnels.** The hideout is set up within a tunnel (or tunnels) that are not naturally occurring. The tunnels may have supports, or other structure, depending on how much engineering was involved. (-3 to **size** roll)
9	**Excavation.** The hideout is in a dig site, which could have been for archeological reasons, or could have been a quarry or mine. (-3 to **size** roll)
10	**Bunker.** The hideout is in what was a fortified underground space, built specifically for protection and defensibility.
11	**Residence.** The hideout is in what was once a home of someone (or something) who would typically build their home either partially, or completely, underground. (-1 to **size** roll)
12	**Depression.** The hideout is in a depression, crater, or other hole made as the result of some impact or external influence, such as an object crashing into the ground, or an animal or other great force exerting itself upon the environment.

Size

How large is the hideout?

Modified by: underground hideout area

d20	Size
1-3	**Tiny.** The hideout itself has room for up to 4 occupants.
4-8	**Small.** The hideout itself has room for 8 occupants.
9-14	**Moderate.** The hideout itself has room for 12 occupants.
15-17	**Large.** The hideout itself has room for 24 occupants.
18-19	**Huge.** The hideout itself has room for 48 occupants.
20	**Massive.** The hideout itself has room for 100 or more occupants.

Age

How long ago was the hideout established?

d12	Age
1-4	**New.** This place is between 0 and 50 years old.
5-7	**Recent.** This place is between 50 and 100 years old.
8-9	**Old.** This place is between 100 and 200 years old.
10-11	**Very Old.** This place is between 200 and 300 years old.
12	**Ancient.** This place is over 300 years old.

Condition

What kind of shape is the hideout in?

d8	Condition
1	**Unstable.** The place the hideout is built in is unstable. There may have been collapses, slides, or other signs of structural failings. This place may once have been solid, but it is now showing obvious signs of deterioration.
2-3	**Poor.** The hideout is in bad shape. Things are messy or disorganized, the quality of what is there is largely low, with few exceptions. Little care has been shown for taking care of this hideout. Few or no structural augmentations have been added to make the hideout safer (such as bracing or scaffolding on nearby walls or tunnel ceilings).
4-5	**Good.** The hideout's state is decent. Cleanliness is likely not a great priority, but things are cleaned at a very basic level, at least. Some basic structural augmentations have been added to make the hideout safer (such as bracing or scaffolding on nearby walls or tunnel ceilings).
6-7	**Excellent.** The hideout is respectable. Everything is decently clean and well maintained. Cleanliness and order are a priority. Necessary augmentations have been added to make the hideout safer (such as bracing or scaffolding on nearby walls or tunnel ceilings).
8	**Pristine.** The hideout is in perfect condition. Everything is meticulously maintained, cleaned, and kept in order. Well-built structural augmentations have been added to make the hideout safer (such as bracing or scaffolding on nearby walls or tunnel ceilings).

Cover

How well-hidden is the hideout's location?

d8	Cover
1	**Exposed.** If someone were to walk past the hideout, it would be obvious, and plainly visible. The only thing that really allows it to be called a hideout is that the location of the hideout itself is not known. (+1 to **local awareness** roll)
2-4	**Basic Cover.** The hideout is moderately obscured, visible from certain directions, but not from others. A passerby looking directly at any cover with gaps could see the hideout through them. If they were to look at manually constructed cover (such as stacked stones), they could determine that the formation was not natural. (+0 to **local awareness** roll)
5-7	**Significant Cover.** The hideout is heavily obscured, and only visible from a very specific angle or vantage point. Cover has very few gaps (if any) and any constructed cover appears fairly natural to all but a very discerning eye. (-2 to **local awareness** roll)
8	**Perfect Cover.** The hideout is ideally obscured and is extremely well-concealed. It can't effectively be seen unless standing directly in its entryway. Cover has no usable gaps, and any constructed cover looks completely natural. (-6 to **local awareness** roll)

Local Awareness

How many locals know about the hideout's location? If locals are at all aware, it does not necessarily mean that they know who is there, or what's going on.

Modified by: cover

d20	Local Awareness
1-5	**None.** Not a single local has any clue about the hideout.
6-10	**One.** A single local knows where the hideout is.
11-14	**A Few.** A small handful (1d4+1) of locals know where the hideout is.
15-17	**Some.** A fair group (2d6) of locals know where the hideout is.
18-19	**Many.** A large group (4d6) of locals know where the hideout is.
20	**Everyone.** Just about all of the locals in the area know about the hideout's location.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Underground Hideout Environment

Your underground hideout's environment is automatically **underground**. After you've completed this chapter, turn to the **Underground** chapter within **Part 2: Environments** (p. 156).

Underground Hideout Danger

What sort of danger is within or around the hideout?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Underground Hideout Danger
1-2	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
3-4	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
5-7	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
8-10	**Bandits.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Bandits'.
11	**Renegade Sorcerers.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Mages'.
12-13	**Apostates.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Religious'.
14-15	**Insurgents.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Conquerors'.
16-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Outpost

Follow the road to the stand of pines, then west for half a day until you reach the rock that looks like an old man, then north. At the overgrown, wrecked wagon on the rise, go west into the trees for a thousand strides.

...You did all that, and now here you are in a clearing with no outpost in it. Where did you go wrong? Of all the jobs to get lost on, why did it have to be one in the middle of nowhere?

You stand there, muttering to yourself, when something catches your eye. There, out in the undergrowth - was that movement? Suddenly, a head pops up, followed by shoulders. The figure waves you over. As you approach, warily, you see a masterfully-camouflaged hatch in the ground that opens onto a tunnel. From the rungs of the ladder within, the figure pleasantly informs you you're expected.

Once you've both climbed down, your host unlocks a door. You enter a large room, divided into areas for sleeping, eating, supplies, and work. The work area is scattered with papers and notes, and on a nearby wall hangs a large, hand-drawn map. This outpost is covertly tracking a group of elves suspected of inciting rebellion in the nearby city. They've gathered significant information at this point; your job is to act on the information and track down their base. You make mental notes, grab some supplies, and head back up the ladder. You lift the hatch, and a light sprinkle of dirt rains down on you. As your eyes adjust to the outside light, focus returns. A nocked arrow is mere inches from your face; an elf holds the bowstring taut, their face fixed with a devious smirk. They whisper something; you don't fully understand the words, but the insistent motions they make with the bow make their intentions clear. You quietly step out, close the hatch, and walk with hands raised in the direction they indicate. Well, at least finding the elves proved easier than finding the outpost...

An outpost is a satellite location built, or commissioned, by an entity that is based elsewhere. A common aspect of an outpost is that it is isolated, and surrounded by something else, whether that be wilderness it is set up to observe, or hostile territory it is set up to colonize. This isolation may be an unfortunate side effect of the purpose it was established to fulfil, or may be exactly why it was established in the first place.

Roll on the tables in this chapter if your **destination type** is an outpost.

Outpost Type

What kind of outpost is this?

d12	Outpost Type
1	**Military (First Line of Defense).** The outpost was built to be a forward station for military forces of the establishing entity, in order to proactively combat, or defend against, forces that might target them.
2	**Military (Security).** The outpost was built to make the area safer either for the establishing entity's people and operations, the locals in the outpost's area, or both.
3	**Military (Supply Depot).** The outpost was built to be a military waystation, to allow the establishing entity's forces to conveniently rest and resupply.
4	**Observation (Natural).** The outpost was built to observe something natural in the area. [Roll 1d6]: 1-3: Creature activity 4-5: Weather 6: Surrounding environment or ecosystem
5	**Observation (Locals).** The outpost was built to observe the locals living in the area.
6	**Observation (Spying).** The outpost was built to acquire covert information about something in the area; it may have been built to appear to be something other than what it is, or may itself be hidden.
7	**Research (Natural).** The outpost was built to carry out natural experiments.
8	**Research (Magical).** The outpost was built to carry out magical experiments.
9	**Research (Dark).** The outpost was built to carry out dark or questionable experiments.
10	**Clandestine.** The outpost was established for use as a clandestine location, perhaps either as a diplomatic meeting site or a safehouse.
11	**Black Site.** The outpost was built by a small contingent of the establishing entity for some secret purpose, not intended to be known by the main body of the establishing entity, or other figures or organizations that they have regular contact with. Roll on this table again until you roll one of the above purposes, ignoring results of 11 and 12. The result is this outpost's original purpose.
12	**Rebel.** The individuals occupying the outpost were once affiliated with the establishing entity, but are now rebels. Roll on this table again until you roll one of the above purposes, ignoring results of 11 and 12. The result is this outpost's original purpose.

Establishing Entity

Who established this outpost?

d10	Establishing Entity
1-4	**Government.** The construction of the outpost was ordered by a government or ruling institution.
5-7	**Private Organization.** The outpost was established by a business, guild, or other formally-created group.
8-9	**Individual (Professional).** The outpost was established by an individual with particular interests and goals, whose profession aligns with the purpose of the outpost.
10	**Individual (Amateur).** The outpost was established by someone interested in the purpose of the outpost, though they are not professionally or formally trained in the subject.

Importance

Is the outpost still important to the establishing entity?

d8	Importance
1	**Forgotten.** The purpose of the outpost, or the work being done there, has either been entirely forgotten or become an extremely low priority for concerned parties.
2-4	**Unimportant.** The purpose of the outpost, or the work being done there, is not regarded as being very important, but it is accorded minimal or cursory attention by concerned parties.
5-7	**Important.** The purpose of the outpost, or the work being done there, is regarded as being quite important, and a fair amount of attention is paid to it by concerned parties.
8	**Vital.** The purpose of the outpost, or the work being done there, is regarded as being crucial to concerned parties.

Size

How large is the outpost?

d10	Size
1-2	**Tiny.** The outpost amounts to a small shack, cottage or single-room structure.
3-5	**Small.** The outpost amounts to a small residence or multi-room structure.
6-7	**Moderate.** The outpost amounts to a large residence or multi-room structure.
8-9	**Large.** The outpost amounts to a small estate or compound, with several small or moderate buildings and, if the landscape permits, a yard or area of open land.
10	**Huge.** The outpost amounts to a large estate or compound, with buildings of any size and, if the landscape permits, a yard or area of open land.

Condition

What kind of shape is the outpost in?

d12	Condition
1-2	**Disgraceful.** The outpost is disorganized, messy, and much of it is in a clear state of disrepair. Most structures have serious vulnerabilities, such as unaddressed collapsed walls or roof portions, missing doors or windows, badly torn tent canvas, etc.
3-5	**Poor.** The outpost is disorganized and messy, but basic efforts have been made to secure it. Structural vulnerabilities are only moderate at worst, such as broken doors or windows, rotten or poorly patched walls or roofs, makeshift bracing on collapsed structural portions, heavy roof leaks, etc.
6-9	**Good.** The outpost is organized and passingly clean. Structural maintenance has been made a priority, and structural vulnerabilities are only minor at worst, such as creaky doors or windows, non-functioning locks, minor roof leaks, boarded up windows, etc.
10-11	**Excellent.** The outpost is well-organized and very clean. Structural maintenance has been made a high priority, and there are no apparent vulnerabilities. The structure's doors and windows seem to work, locks function, and it is sealed off from the elements the best that it can be.
12	**Pristine.** The outpost is extremely well-organized and incredibly clean. Structural maintenance has been made a top priority, and additional reinforcements and security measures are in evidence. Doors are barred (and may have various locks), windows have heavy shutters, walls are finished with surfaces to make climbing difficult, and wall or roof edges may have deterrents (such as potshards, bone, or glass) worked into them.

Equipment

How well-equipped or supplied is the outpost?

d12	Equipment
1-2	**Barebones.** The outpost lacks anything more than the most basic equipment required to execute its duties; what is available is hodgepodge, second (or even third or fourth) hand, in poor condition, or perhaps improvised.
3-5	**Poor.** The outpost has the equipment needed to execute its duties, but it is not in very good shape. Fighting gear might be rusted or dull, instruments might be worn or in need of calibration, etc.
6-9	**Good.** The outpost has the equipment needed to execute its duties, and what it has is in good, working order.
10-11	**Excellent.** The outpost has all the equipment it needs to execute its duties, and perhaps even some extra items that aren't strictly necessary but make the task more efficient, or effective. Most of the equipment is well taken care of and in very good shape.
12	**Extravagant.** The outpost has all the equipment it could possibly ever need to execute its duties, and most if not all of it is new, nearly new, or at least very well taken care of. No expense was spared to outfit this outpost.

Current Inhabitants

Who occupies the outpost now?

d20	Current Inhabitants
1-8	**Original.** The original residents, their descendents, or successors currently occupy the outpost. They might be responsible for constructing the outpost, or those they stationed here (or their descendents/successors).
9-14	**New (Peaceful).** Non-original inhabitants reside in the outpost, after obtaining it peacefully. This typically means that either the outpost was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.
15-20	**New (Forceful).** Non-original inhabitants reside in the fortress, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline

How disciplined are the inhabitants?

d10	Inhabitant Discipline
1	**Undisciplined.** The inhabitants only have the barest semblance of structure, routine, or purpose (if any). They seem mainly governed by their own whims, or perhaps those of their leader, or the most powerful individual amongst them.
2-3	**Loosely Ordered.** The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence (such as cook or guard). Routines or schedules may seem loose or nonexistent.
4-7	**Ordered.** The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.
8-9	**Disciplined.** The inhabitants have evident structure. Roles or jobs appear to be clearly defined, with individuals moving about with purpose. Routines or schedules can be seen clearly. Significant failure to adhere to the system in place may result in punishment.
10	**Rigidly Disciplined.** The inhabitants have rock-solid structure. Each individual knows not only their own role, but understands their place within the group. The inhabitants may exhibit a deep or nuanced system of rank. Evidence of routines or schedules is obvious. Any failure to adhere to the system in place may result in serious punishment although, with such high levels of discipline, such failures are very rare.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Outpost Environment

What sort of environment is the outpost located in?

d12	Outpost Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (p. 106)

Outpost Danger

What sort of danger is within or around the outpost?

Note: Environmental Dangers

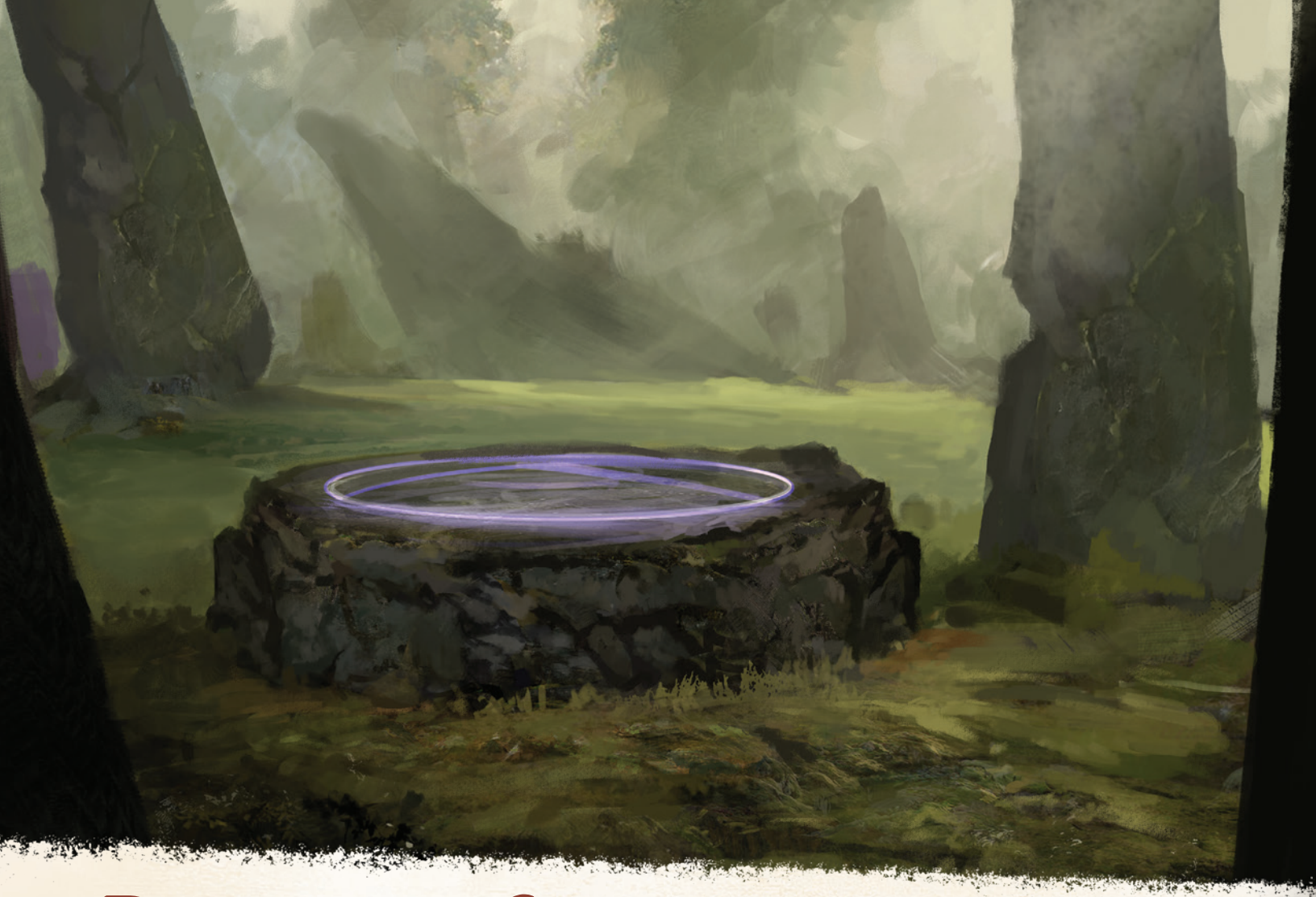
The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

Non-Intelligent Danger?

An outpost (or, at least, an outpost organized and run *as* an outpost) will usually be occupied by some sort of intelligent entity, typically a humanoid. However, this does not mean something else couldn't occupy it. Also, the danger need not be *inside* the outpost itself - it could be in the immediate area. For example, if the danger turned out to be 'Beasts', and it was a pack of wolves, perhaps those wolves are just prowling the area instead of having overrun the outpost (or, alternatively, perhaps that's *exactly* what they've done...).

d20	Outpost Danger
1-4	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
5-8	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
9-12	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195)**.**
13-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).



Religious Site

The precarious trail snakes up the mountain. You have been at this for days and ache all over, but then, that is what a pilgrimage is supposed to be, isn't it? A difficult journey, as an exercise in endurance and meditation? The sacrifice is outweighed by the reward, they say: the growth of one's soul by dedication, perseverance, and faith. That sounds all well and good, you think, but an empty stomach can't be filled with lofty ideals. You press on, as a broken piece of shale catches your heel, leaving blood to mark your passage. With gritted teeth, you continue along the path - which suddenly ends at a sheer, natural wall of stone. This can't be the place! What now? You stare forward, bewildered, until hunger, pain, and overwhelming exhaustion take you.

Your eyes flick open. The sky is now a star-speckled black which bathes the stone in moonlight - and reveals a thin gap. You scrape along the tight passage, for what feels like an eternity, finally emerging into a large basin where you behold a lake at its center, still and perfect as glass, reflecting the glistening heavens above. You take in this holy place and walk down to the shore. The surface is so smooth that you see only stars and, for a moment, you feel as if you're floating in space, your aches, hunger, and the pain in your foot a distant memory. A ripple undulates across the water, in all appearances like the wave of energy usually accompanied by sound. No note reaches your ears, but you feel it touch your soul. It beckons you onward, so onward you walk.

As you step forward, you brace for the feeling of icy, snow-melt water but instead stare in amazement as your foot rests atop the surface. You can feel the ripple under your skin; there is power here, ancient and awe-inspiring. For a moment, nothing happens, and your trancelike state is almost broken by the lull. Your head lolls forwards, allowing you a glimpse of your feet. A faint cloud of red from your earlier wound is mingling with the reflected stars, spreading into water as deep and dark as the night sky. By the time your senses fully return, it is far, far too late.

A religious site is a location that has special significance for those who follow a certain belief, creed, or faith, or could be important to a variety of peoples in a more general, spiritual sense. It could be an outdoor area, the location of a certain object, somewhere an important person lives (or lived), or a site where particular energies converge, to name a few.There is some overlap between religious sites and religious structures, though the obvious distinction would be that a religious site is not necessarily particularly built up or developed beyond its natural state. In general, a religious site is inherently sacred due to its location or history, whereas a religious structure is built to be more representative of a faith or ideal. This is not to say that a religious structure cannot also be a religious site, but if the structure itself is significant, it might be more appropriate to use that chapter instead.

Roll on the tables in this chapter if your **destination type** is a religious site.

Faith Domain

What ideal is the site dedicated to?

d20	Faith Domain
1	**Chaos.** The domain of disorder. This pertains to a lack of order and/or rules, not necessarily outright anarchy, so could be more akin to 'freedom'.
2	**Civilization.** The domain of culture, structure, and development of areas or peoples.
3	**Darkness.** The domain of shadows and the unseen.
4	**Death.** The domain which encompasses the loss of life, and all aspects of the afterlife.
5	**Elemental Air.** The domain is tied to the essence of air, including things such as wind, flight, and the sky.
6	**Elemental Earth.** The domain is tied to the essence of stone, soil, minerals and gems.
7	**Elemental Fire.** The domain of heat, entropy, and volatility.
8	**Elemental Water.** The domain is tied to the essence of seas and rivers, and all things lying within the grasp of water.
9	**Knowledge.** The domain of understanding, reason, and the mind.
10	**Life.** The domain of birth, entry, and existence.
11	**Light.** The domain of brightness, purity and vision.
12	**Love.** The domain of affection, desire, friendship, and camaraderie.
13	**Luck.** The domain of chance and fate.
14	**Magic.** The domain encompassing the arcane, and the strands which allow manipulation of natural and otherworldly forces.
15	**Music.** The domain of song and story.
16	**Nature.** The domain of plants and animals.
17	**Order.** The domain of law, structure, and judgement.
18	**Time.** The domain of progression, planning, and movement from one thing to the next.
19	**Trickery.** The domain of deception, misdirection, illusion, and manipulation.
20	**War.** The domain of conflict, aggression, anger, and raw power.

Faith Alignment

What is the alignment of the faith that established this site?

d6	Faith Alignment
1-3	Good.
4-5	Neutral.
6	Evil.

Significance Reason

Why is this site so significant?

d10	Significance Reason
1-2	**Appearance.** A being with great significance to the faith appeared here.
3-4	**Artifact.** An artifact with great significance to the faith is kept here.
5-6	**Conflict.** A major conflict of great significance to the faith happened here.
7-8	**Miracle.** A wondrous, incredible occurrence happened here.
9-10	**Remains.** The deceased remains of an important being are located here. These remains are kept in a place such as a mausoleum, a temple, or perhaps just in a particularly important grave.

Age

How long ago was the religious site established?

d20	Age
1	**New.** This place is between 0 and 50 years old.
2-3	**Recent.** This place is between 50 and 200 years old.
4-8	**Old.** This place is between 200 and 1,000 years old.
9-14	**Very Old.** This place is between 1,000 and 5,000 years old.
15-20	**Ancient.** This place is over 5,000 years old.

Size

How much space does the site occupy?

d100	Size
1-10	**Tiny.** The area of the site occupies up to a 10-by-10 foot area.
11-34	**Small.** The area of the site occupies up to a 30-by-30 foot area.
35-59	**Moderate.** The area of the site occupies up to a 100-by-100 foot area.
60-79	**Large.** The area of the site occupies up to a 300-by-300 foot area.
80-94	**Huge.** The area of the site occupies up to an acre in area.
95-99	**Gigantic.** The area of the site occupies up to a 1 square mile area.
100	**Colossal.** The area of the site occupies multiple square miles.

Condition

What sort of shape is this site in?

d12	Condition
1-2	**Neglected.** Any outdoor grounds or areas are untended and overgrown. Structural elements have fallen apart, are ruined, or are in a state of severe disrepair.
3-5	**Poor.** Any outdoor grounds or areas have only received the barest of care. Structural elements are in a state of disrepair.
6-9	**Good.** Any outdoor grounds or areas have received basic care. Structural elements are in passable shape.
10-11	**Very Good.** Any outdoor grounds or areas have received excellent care. Structural elements are tended to, repaired, restored or refurbished as much as possible.
12	**Exquisite.** Any outdoor grounds or areas receive meticulous, devoted care. Structural elements are staunchly maintained; the slightest issue or imperfection is dealt with as soon as it is discovered.

Site Development

How developed is the site?

d6	Site Development
1	**Bare.** The site has not been developed, and has been instead left in an untouched and unmodified state.
2-3	**Simple.** The site has undergone some rudimentary development, perhaps comprising a building or two, and/or a few statues relating to the site's significance.
4-5	**Moderate.** The site has been developed a fair amount and likely has several buildings, and perhaps some landscaping and finished paths or roads. Statues, art, or other symbols are also likely to be in evidence.
6	**Heavy.** The site has been heavily developed. It likely has many buildings, landscaping, finished paths or roads. There are likely to be many statues, pieces of art, or other symbols around.

Site Accessibility

How accessible is this place?

d8	Site Accessibility
1	**Secret.** This place is only accessible to those who are explicitly told about it, how to find it, and how to get in. (Skip **adherent traffic** table)
2	**Very Difficult.** Access to the site is via a single path or method, and that path or method is exceedingly difficult to get to. Making it to the site itself, overcoming any difficulties inherent in doing so, may even be considered a test of devotion. There may be serious, or even lethal, deterrents along the way, either natural or intentionally placed by adherents who oversee the religious site. (Roll a d10 for **adherent traffic**, instead of a d20)
3-5	**Difficult.** Access to the site is via limited paths or methods. Getting to the site is tough, but doable for those who are committed. There may be deterrents or challenges along the way, either natural or intentionally placed by adherents who oversee the religious site. (-3 to **adherent traffic** roll)
6-7	**Normal.** Reaching the site does not require anything more strenuous than hard travel at the most. There may be multiple routes to reach it, more than one way to get in, or it may even be completely open to visitors.
8	**Easy.** Reaching the site is very easy. There are likely multiple routes to reach it, some of which may even be traversable by those who would otherwise have difficulty traveling. There may be many ways to get in, or it may be completely open to visitors.

Adherent Traffic

How many non-local adherents does this site normally see on a regular basis?

Local Adherents

Local adherents are lucky enough to live nearby so, unless actively prevented from doing so, most likely have the option to visit the site as often as they please. The numbers mentioned in the following table address non-local adherents only, that must make a special trip to do so.

d20	Adherent Traffic
1	**Miniscule.** 1 a month, or less.
2-3	**Extremely Low.** Up to 2 a month.
4-6	**Very Low.** Up to 5 a month.
8-11	**Low.** Up to 10 a month.
12-14	**Moderate.** Up to 50 a month.
15-17	**High.** Up to 100 a month.
18-19	**Very High.** Up to 1000 a month.
20	**Extremely High.** More than 1000 a month.

Adherent Interaction

When visiting this site, what do adherents usually do?

d20	Interaction
1-3	**Presence.** Adherents usually come to simply be present in this place for a time.
4-6	**Contact.** Adherents usually come to touch a specific place or object.
7-11	**Silent Prayer.** Adherents usually contemplate, meditate, pray, or otherwise devote focused thought in a quiet way.
12-15	**Prayer.** Adherents usually say prayers, or make verbal declarations.
16-19	**Offering.** Adherents usually offer up valuables, often taking the form of money or objects, sometimes even a non-lethal amount of blood.
20	**Sacrifice.** A life is ended, and either its blood, life force, or soul (or any combination of the three) is offered up. The sacrifices could be performed as part of large ceremonies, or as smaller or even individual occurrences. The typical sacrifice is usually... [Roll 1d12]: 1-9: An animal, often of a particular species 10-11: One or more people, not necessarily associated with the faith, willing or otherwise 12: An adherent of the faith, usually willing

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Religious Site Environment

What sort of environment is the religious site located in?

d12	Religious Site Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (p. 106)

Religious Site Dangers

What sort of danger is within or around the religious site?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Religious Site Danger
1-4	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
5-7	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180)**.**
8-10	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195)**.**
11-15	**Priesthood.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Religious'.
16-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Religious Structure

Your footsteps echo in the sanctuary. Beams of rich, dark wood span the spaces between the stone archways that support the great temple's roof, dozens of feet overhead. Sunlight flows through myriad panes of colored glass that depict holy figures, and scenes of celestial beauty. Alcoves, niches, rooms, and wings all extend off this central space like branches from an otherworldly tree.

You walk the center aisle, passing polished, oak pews on either side. While the hand-carved armrests seem identical at a glance, a close look reveals small, wonderfully unique details. The floor tiles are laid in an intricate pattern, leading to a dais, upon which stands an altar.

The altar is carved from a single block of granite; its front and side faces show intricate scenes from the sacred texts, set in mesmerizing relief. A lone individual kneels before it, their flowing vestments pooling around them. The sonorous tone of their prayers echoes through the space. Then, the figure rises, and turns to you. Their face is a mask of serenity, and you feel your eyes lock with theirs, unable to look away, as they extend their hands to you, palms up, as if in offering.

Your attention is drawn to a deep chanting that has started to reverberate through the chamber, outside your notice. It swells, reverberating the surrounding stained glass with a near-crystalline resonance that becomes unbearable, until the altar before you cracks with a resounding BOOM, exposing a gaping hole. You frantically look about you, trying to pinpoint the source of the chanting. When your eyes return to the priest, you see that their hands and forearms are soaked in blood. As their voice joins the incantation, the blood streams forward, becoming ribbons of red energy that entwine around you, lifting you high above the shattered altar. You look down. The pit beneath your suspended feet is impossibly deep, flickering with a molten glow. You cough and choke as sulphurous fumes waft up into your nostrils. The chanting ceases and, as all wait with baited breath, a voice answers far below.

A religious structure is a physical building or edifice where a faith practices and holds ceremonies, and adherents can gather. These structures can be as small as a single shrine, or as massive as a great temple. A religious structure differs from a religious site in that it is more representative of a faith as a whole, and constructed purposefully, rather than being tied to a particular location or relic that holds significance to the faith. Religious structures can be some of the wealthiest, or at least most lavishly decorated of structures while in use and so, centuries later, often become prime targets for adventurers (or, less charitably, looters), particularly those that do not share the same reverence for the particular faith represented.

Roll on the tables in this chapter if your **destination type** is a religious structure.

Structure Type

What sort of religious structure is this?

d10	Structure Type
1-2	**Altar.** A small shrine or, perhaps, a tiny shack, usually evincing various items or images relating to that which the faith venerates.
3-4	**Oratory.** A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.
5-6	**Sanctuary.** A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.
7-8	**Temple.** A very large and grand building devoted to the ideal or deity which it venerates. The decor evinces the values of its adherents, which could be anywhere on the scale from luxury and extravagance to austerity and simplicity. It can hold nearly a thousand attendees.
9-10	**Great Temple.** An awe-inspiring structure, devoted to that which it venerates. Its construction likely took an enormous amount of labor, time and expense. The decor evinces the values of its adherents, which could be anywhere on the scale from luxury and extravagance to austerity and simplicity, but on the most extreme possible scale. Visiting a great temple is a rare and striking experience for those who do not live near one.

Faith Domain

What ideal is the structure dedicated to?

d20	Faith Domain
1	**Chaos.** The domain of disorder. This pertains to a lack of order and/or rules, not necessarily outright anarchy, so could be more akin to 'freedom'.
2	**Civilization.** The domain of culture, structure, and development of areas or peoples.
3	**Darkness.** The domain of shadows and the unseen.
4	**Death.** The domain which encompasses the loss of life, and all aspects of the afterlife.
5	**Elemental Air.** The domain is tied to the essence of air, including things such as wind, flight, and the sky.
6	**Elemental Earth.** The domain is tied to the essence of stone, soil, minerals and gems.
7	**Elemental Fire.** The domain of heat, entropy, and volatility.
8	**Elemental Water.** The domain is tied to the essence of seas and rivers, and all things lying within the grasp of water.
9	**Knowledge.** The domain of understanding, reason, and the mind.
10	**Life.** The domain of birth, entry, and existence.
11	**Light.** The domain of brightness, purity and vision.
12	**Love.** The domain of affection, desire, friendship, and camaraderie.
13	**Luck.** The domain of chance and fate.
14	**Magic.** The domain encompassing the arcane, and the strands which allow manipulation of natural and otherworldly forces.
15	**Music.** The domain of song and story.
16	**Nature.** The domain of plants and animals.
17	**Order.** The domain of law, structure, and judgement.
18	**Time.** The domain of progression, planning, and movement from one thing to the next.
19	**Trickery.** The domain of deception, misdirection, illusion, and manipulation.
20	**War.** The domain of conflict, aggression, anger, and raw power.

Faith Alignment

What is the alignment of the faith that established this site?

d6	Faith Alignment
1-3	Good.
4-5	Neutral.
6	Evil.

Furnishings

What sort of furnishings does the structure have?

d12	Furnishings
1	**Bare.** The structure has no finery or decor; it was built to be purely utilitarian.
2-4	**Austere.** The structure has only a small amount of decor, only for the most important things, such as certain ceremonial items or spaces of significance.
5-9	**Appropriate.** The structure has the level of decor and ornamentation expected of a structure of this kind. This is usually in the form of ceremonial items, surface coverings, wall fixtures, etc.
10-11	**Rich.** The structure has rich decor and ornamentation of a particularly high quality. There are also concessions to comfort, such in the seating which, depending on setting and environment, could be plush.
12	**Opulent.** The structure has magnificent decor and ornamentation. Effort has been made to make the structure comfortable and elaborate, and may include inlay and leafing of precious metals, elaborate carvings, jewels, glasswork, tapestries or artwork, and lighting.

Age

How long ago was the religious structure built?

d12	Age
1	**New.** This place is between 0 and 50 years old.
2-3	**Recent.** This place is between 50 and 200 years old.
4-7	**Old.** This place is between 200 and 1,000 years old.
8-10	**Very Old.** This place is between 1,000 and 5,000 years old.
11-12	**Ancient.** This place is over 5,000 years old.

Condition

What kind of shape is the building in?

d8	Condition
1	**Disrepair.** The building is in very bad shape. Things are falling apart or there are structural compromises. There are likely signs of rot, mold, or mildew. If there is a roof, it probably leaks.
2-3	**Poor.** The building is not well structured or maintained. Cleanliness is not a priority. Structural problems are in evidence.
4-5	**Good.** The building is in working shape. The structure is functional with no major problems, though it is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.
6-7	**Excellent.** The building is in solid shape. The structure is well maintained. Cleanliness and order are a priority.
8	**Pristine.** The building is in perfect condition. The structure is meticulously maintained, cleaned, and kept in order.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Religious Structure Environment

What sort of environment is the religious structure located in?

d12	Religious Structure Environment
1	Aquatic (p. 84)
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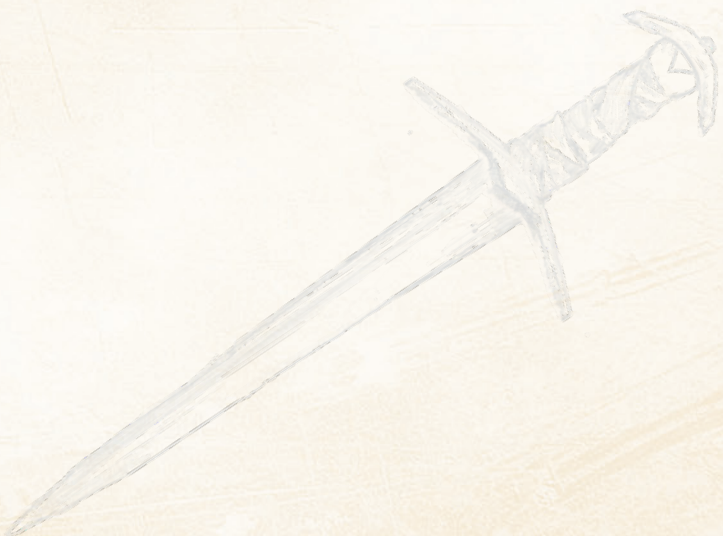

Religious Structure Danger

What sort of danger is within or around the religious structure?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
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3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Religious Structure Danger
1-2	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
3-4	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
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8-13	**Priesthood.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188). Your **group type** result is automatically 'Religious'.
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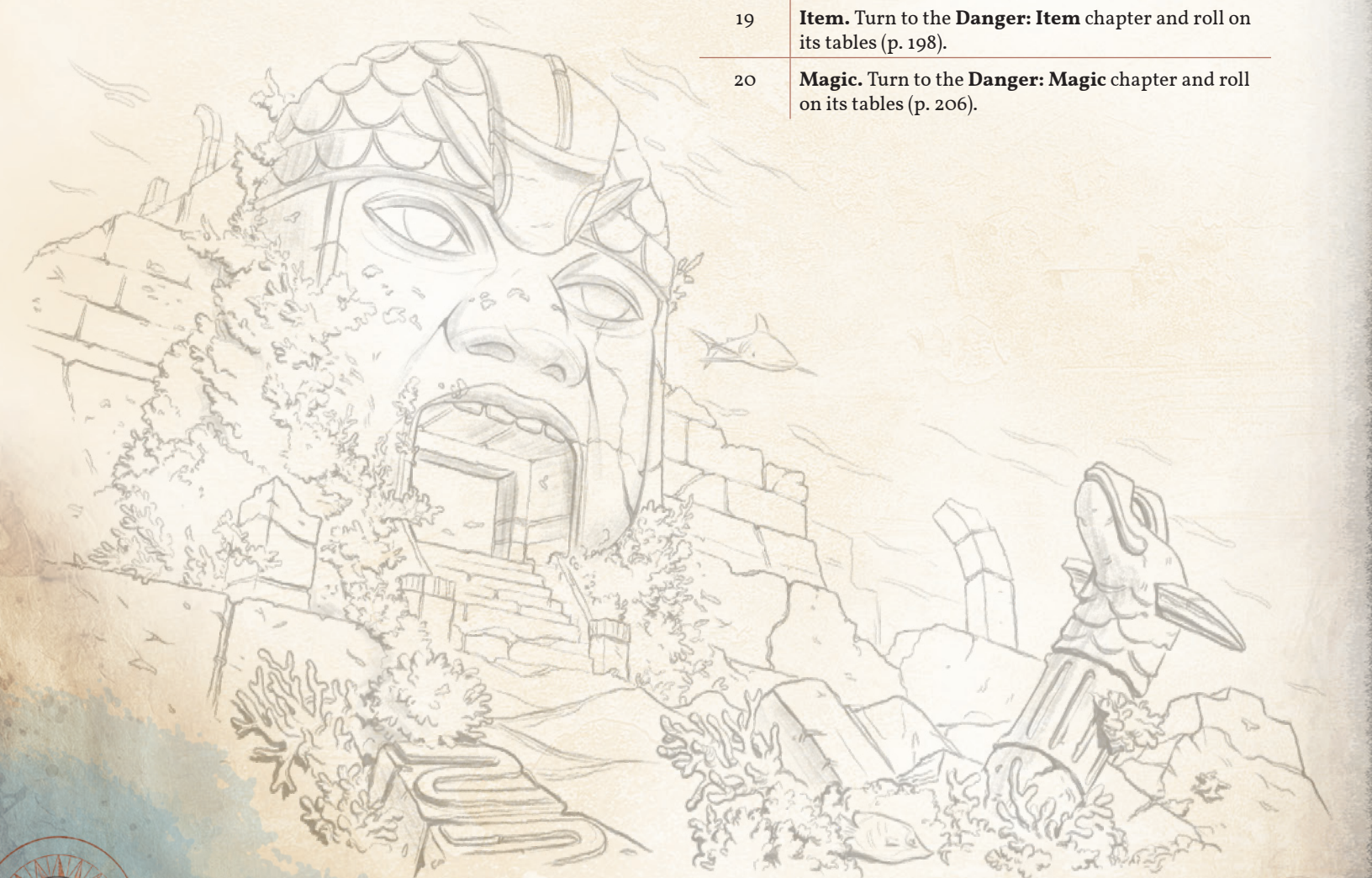


Residence

They say home is where the heart is. Judging by the whispers about this place, you wonder if they are speaking literally. Rumor had it that this house was like any other, until it suddenly… wasn't. You've come to get to the bottom of all the nonsense you've heard the locals babbling about.

You take in the exterior as you approach. The gate sags on rusted hinges, and the flagstone path is pocked with weeds. Both overgrown and dead foliage form a deplorable patchwork across the yard. Paint has flaked and peeled to reveal the rot eating through the ledges of windows, any of which that aren't shuttered are boarded up from the inside in a way that indicates haste.

You hesitate as your fingers curl around the doorknob. You turn it and push but, alas, the door has swollen in its frame. You slam it with your shoulder, and stagger as it bursts inwards. Your sudden footsteps disturb clouds of dust that billow from the floor and ceiling near the doorway, and you peer, coughing, into the gloom.

The mildewed linens that cover old furnishings in the front entryway ripple with the fresh air of your forced entry. Much to your dismay, as you take a step farther into the house, the front door slams shut. You know before you struggle with it that it won't budge. As you strain, the candles and lanterns of the foyer flicker to life and you turn. The linens are gone, the dust has all but evaporated, and the furnishings look plush, warm and inviting. You feel a tap on your shoulder, and wheel around in shock to be greeted by a gaunt, pale figure of skin and bone. They are dressed in immaculate servant's attire, and smile in a way that seems genuine, though that somehow makes it all the more gastly. The servant bows graciously and, in a rattling voice, asks if they can take your coat, offers you a cup of tea, and extends their sincere hope that you will enjoy your stay. From their tone, you sense you may be staying some time…

A residence is a place intended to be lived in for an extended period. This could be anything from a shack in the woods, to an apartment above a magical bookshop, a houseboat stranded in a dredged canal, or any other kind of structure where a person, or group of people, might reside. While residences might not always be the most historic of locations, they can contain a great deal of personal history, as each successive group of residents fills it with all their worldly possessions, decorates, and makes modifications to suit their own comfort and priorities in the process of making a home.

Roll on the tables in this chapter if your **destination type** is a residence.

Residence Type

What kind of residence is this?

d20	Residence Type
1	**Mobile.** This form of residence is a home that can be moved. [Roll 1d6]: 1-2: Houseboat 3-6: Wagon or caravan
2	**Shack.** A tiny, one-room, standalone living space.
3-5	**Apartment.** A living space which was built to be occupied by no more than one family. Apartments are usually built in blocks of units with common, adjoining walls. However, it is equally possible for them to be connected to a house, or even above a shop or other business. Apartments are often rented, though many are owned, and some landlords may live in one of several they own in the same building. [Roll 1d6]: 1-2: Small apartment building 3-4: Large apartment building 5-6: Single apartment connected to non-apartment building
6-9	**Townhouse.** A structure, often over more than one floor, which is built within close proximity to other townhouses around it, and usually shares adjoining walls. Sometimes referred to as a rowhouse.
10-14	**House - Small.** A structure intended to support a single family. A small house may have a single floor, a few rooms, or both.
15-17	**House - Large.** A structure intended to support a single family. A large house will likely have more than one floor, several rooms, or both.
18-19	**Mansion.** A large structure intended to support a single resident or family. A mansion often has many rooms, more than one floor, and at least a few rooms for recreation, or luxury.
20	**Estate.** An estate is a significant parcel of land, likely with a mansion on it. The land may contain farm fields, gardens, quarters for servants or guests, or anything else the estate owner might desire.

Interpreting Residence Type

The residence types in the table above are primarily differentiated by size and proximity to other residences, rather than their style. A result of 'Shack', for example, could represent any relatively small one-room structure, such as a yurt, treehouse, or hermitage, as well as a tumbledown outhouse.

Age

How long ago was the residence built?

d20	Age
1-3	**New.** This building was just completed. (+2 to **condition** roll)
4-8	**Recent.** This building was completed in the past few years. (+1 to **condition** roll)
9-15	**Old.** This building was completed quite some time ago, and has likely been around for several generations. (+0 to **condition** roll)
16-19	**Very Old.** This building was completed a very long time ago. Unless it is of particular importance, it is unlikely anyone remembers who built it. (-1 to **condition** roll)
20	**Ancient.** This building has been around so long that it is part of the landscape and cultural memory of the area. It is possible that it predates local written records. (-2 to **condition** roll)

Condition

What kind of shape is the building in?

Modified by: age

d20	Condition
1	**Ramshackle.** The residence is falling apart at the seams - wood is rotten, plaster is crumbling, exposed metal is rusted. Dust, dirt, or debris is in evidence everywhere. Trash or filth litters the building, and there is likely a strong pest presence, unless something keeps them at bay. This place is generally dangerous to live in.
2-5	**Poor.** The residence is not well maintained. Cleanliness is not a priority, and structural problems are in evidence.
6-15	**Good.** The residence is in fair, working shape. The structure is functional, with no major problems, though is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.
16-19	**Excellent.** The residence is in solid shape. The structure is well maintained. Cleanliness and order are a priority.
20	**Pristine.** The residence is in perfect condition. The structure is meticulously maintained, cleaned, and kept in order.

Resident Density

How many are living in the residence?

d20	Resident Density
1	**Abandoned.** No one lives here.
2-5	**Minimal.** If there is a single living space, 1d2 people live there. If there are multiple living spaces, only a few are occupied, by 1d2 people in each.
6-15	**Comfortable.** Available living spaces are occupied by a number of residents that the structure was built (and reasonably has room) for.
16-19	**Tight.** The available living space(s) are currently occupied by slightly more residents than they were designed to comfortably house.
20	**Uncomfortable.** The available living space(s) are currently occupied by far more residents than they were designed to comfortably house.

Ownership

Who owns the residence?

d6	Ownership
1-3	**The Resident.** An individual who lives in the building, or on the property, owns it.
4-5	**Landlord or Liegelord.** An individual, who is not living in the building or on the property, owns it.
6	**Bank or Institution.** The building or property is owned by a business, such as a bank, lending house, company, or even governmental entity.

Secrets

Does the residence conceal anything hidden or mysterious?

d20	Secrets
1-10	None.
11	**Niche.** A space with enough for a small pouch, or a handful of tiny items.
12	**Cubby.** A space with enough room for a pack, some personal equipment, or even a small-sized creature.
13	**Closet.** A space with enough room for a medium-sized creature.
14	**Room.** An entire room, with enough space for multiple creatures or whatever would be necessary for the room's purpose to function.
15	**Death.** Someone died here.
16	**Prisoner.** Someone was kept captive here.
17	**Clandestine Conference.** Secret meeting(s) of some kind were held here.
18	**Creation.** Something was created in secret here.
19	**Buried.** Something special, important, or valuable is buried at the site of the property, or the residence was built on top of it.
20	**Magic.** Some secretive or forbidden magic was performed here, such as a ritual, research, summoning, etc.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Residence Environment

What sort of environment is the residence located in?

d20	Residence Environment
1-9	Urban (p. 170)
10	Aquatic (p. 84)
11	Coastal (p. 93)
12	Desert (p. 100)
13	Forest (p. 111)
14	Jungle (p. 123)
15	Mountain (p. 131)
16	Plains (p. 139)
17	Swamp (p. 146)
18	Tundra (p. 156)
19	Underground (p. 163)
20	Extra-Planar (p. 106)

Residence Danger

What sort of danger is within or around the residence?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Residence Danger
1-3	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
4-5	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
6-10	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
11-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Settlement

The discordant bells in the square ring in a gray morning, and you wake in the scratchy bed of the room you rented the previous night. You dress and head downstairs, locking the door to your accommodations behind you. After a simple breakfast, you sling your bags over your shoulder and step out the front door.

Save for the lights in the windows of the scant few taverns and inns open until the wee hours, the city was mostly dark last night on your arrival last night, without a soul to be seen on the streets. Doors were barred, windows shuttered; the only noise coming either from the same few taverns, or the dark alleys between them, that seemed best avoided. This morning, despite the overcast sky and the drizzle, windows and doors are open, and the residents are emerging.

The road is damp, the dust and dirt turning to mud. As you look about, you see that, in the cold light of day, the buildings and streets are dirty, the people surly, or at least disinclined toward hospitality. The sounds of children strike you as noticeably absent; in a place of this size, you would think the streets would echo with their playful shrieks. If there are any children about, they must be remarkably well-behaved.

You head toward the docks to secure passage home; this is only a stopover, after all. As you pass along the waterfront, you see two figures mid-fight in a shadowy alleyway. One pulls a knife, stabs the other and, as their slain opponent slumps to the ground, wipes the knife on their coat. After checking briefly over their shoulder, they run in the other direction, and you stare at their retreating back. Residents all around you pass by the alley without so much as a word so finally, feeling a moral obligation, you holler for a constable.

You wait for far longer than you would expect in a situation this dire, until a tall officer in a rumpled uniform arrives. They take a look at the face of the corpse, scribble something on a pad, and leave with a shrug. You stand shocked, until you are forced to clear the alleyway when the local stray dogs start to swarm. You don't risk a look back; the gnashing growls behind you jangle your nerves while, in stark contrast, a bouncing, happy tune streams out of a nearby dockside establishment. The music does little to calm your nerves; it briefly swells as a figure is thrown bodily out the door, landing facedown in a puddle, unmoving. You decide you'd better keep your head down, and scan the assembled ships with increased urgency.

A settlement is a place constructed to be a permanent hub for a community to live. Settlements come in a variety of sizes and purposes, from a few buildings making up a trading post along a well-trafficked highway, to a metropolis which is home to millions. Most settlements carry with them a certain amount of inherent danger, whether that stems from the isolation of a rural village, or the dark alleys of a city. However, in all likelihood, to be considered a dangerous destination, settlement has probably undergone some kind of change for the worse.

Roll on the tables in this chapter if your **destination type** is a settlement.

Spectacular Settlements

This destination type in particular is intended to complement the builder chapters found in *Dangerous Destinations*' sister book, *Spectacular Settlements*, which walks you through building the different settlements found in the **settlement type** table below in great detail. However, if you do not have *Spectacular Settlements*, or are simply looking to use this book in isolation, this builder will still give you the broad strokes of a settlement, and set your imagination on a path to detail the more mechanical and/or geographical elements, if required.

If you would like to use this chapter in conjunction with *Spectacular Settlements*, there are two ways you can go about this:

Method 1 - Dangerous Destinations First. Roll on the tables presented in this chapter, and then continue through the **environment** and **danger** sections. Once your dangerous destination is complete, open *Spectacular Settlements* to the appropriate settlement type, and then roll on the tables within that chapter. Treat the resulting settlement as what the settlement was like *before* it became a dangerous destination.

Method 2 - Spectacular Settlements First. Decide what kind of settlement type you'd like to build, or roll on the **settlement type** table in *Dangerous Destinations*. Once you've done so, open *Spectacular Settlements* to the appropriate builder chapter, roll on the appropriate tables, and build it. Once complete, return to *Dangerous Destinations* and proceed through this chapter. When you reach the **environment** table, manually select the environment that matches what you rolled in *Spectacular Settlements*. Feel free to do so with any other table results in the builder, if you find it necessary, in order to have your destination fit your settlement. Finally, proceed to rolling the **danger**, as normal.

Settlement Type

What sort of settlement is this?

Note: Spectacular Settlements Builders

A page reference for each **settlement type**'s respective builder chapter in *Spectacular Settlements* is included in the table below.

d12	Settlement Type
1	**Trading Post.** Small settlements focussed on trade and accommodating the needs of those who are travelling or, perhaps, living wild (*Spectacular Settlements* p. 9).
2-3	**Village.** Small, rural settlements, focussed on community and the production of some form of resource (*Spectacular Settlements* p. 45).
4-7	**Town.** Medium-sized settlements where the commercialism of trading posts meets the community aspect of villages (*Spectacular Settlements* p. 91).
8-11	**City.** Large, urban settlements, split into districts with potential for social stratification (*Spectacular Settlements* p. 137).
12	**Capital.** Huge, urban settlements with the societal and governmental infrastructure to oversee and rule over a region (*Spectacular Settlements* p. 205).

Age

How long ago was the settlement established?

d12	Age
1	**New.** This place is between 0 and 50 years old.
2-4	**Recent.** This place is between 50 and 200 years old.
5-7	**Old.** This place is between 200 and 1,000 years old.
8-10	**Very Old.** This place is between 1,000 and 5,000 years old.
11-12	**Ancient.** This place is over 5,000 years old.

Condition

What sort of shape is the settlement currently in?

d20	Condition
1-9	**Very Bad.** The settlement is in its worst possible condition. Things are dirty, have fallen apart, are broken down, or in an utterly deplorable state. The settlement is but the merest shadow of what it could be, or what it once was. (If using *Spectacular Settlements*, this is considered equivalent to the first option on the settlement's **condition** or **general condition** table)
10-14	**Bad.** The settlement is in rough shape. Things are dirty, and probably in disrepair. Buildings may be boarded up, streets broken or rutted. It is not a pleasant place to live, right now. (If using *Spectacular Settlements*, this is considered equivalent to the second option on the settlement's **condition** or **general condition** table)
15-17	**Good.** The settlement is in an average shape. Things are passably clean or kept up and roads are relatively intact. Buildings are in a workable or liveable state, though issues can be spotted here and there. (If using *Spectacular Settlements*, this is considered equivalent to the third option on the settlement's **condition** or **general condition** table)
18-19	**Very Good.** The settlement is in excellent shape. Things are quite clean and tidy, and roads are maintained and kept clear. Buildings are in a very workable or liveable state, with little work needing to be done. No glaring issues stand out. (If using *Spectacular Settlements*, this is considered equivalent to the fourth option on the settlement's **condition** or **general condition** table)
20	**Extremely Good.** The settlement is in pristine shape. Everything is as clean as it could possibly be, and the roads and buildings are all so exceptionally well-crafted and maintained to the point where they appear new. There is barely an imperfection to be seen; the settlement is the best that it could possibly be, given its location and circumstances. (If using *Spectacular Settlements*, this is considered equivalent to the fifth option on the settlement's **condition** or **general condition** table)

Negative Impact

What sort of thing had a negative impact on this place that pushed it toward becoming a dangerous destination?

d12	Negative Impact
1	**Poor Leadership.** The settlement was led by an individual or group who made some unwise decisions that took the settlement down a bad path.
2	**Corrupted Values.** A virtue of the settlement has become a vice. Perhaps creativity turned to overambition, dedication to obsession, admiration or appreciation to lust or covetousness, honor to zealotry, pursuit of knowledge to elitism or cynicism, positivity to blind optimism (or willful ignorance), or courage to recklessness or violence.
3	**Drugs.** A drug or harmful substance, introduced into the settlement, had an ill effect; this could have been health or wellness related, or the drug's presence may have brought other influences, such as dangerous people. The drug itself could also have introduced some sort of phenomena or experience that, while not bad in itself, got out of control.
4	**Invasive Element.** A pest, creature, type of magic, or something else foreign to the settlement or region was introduced, and got out of control.
5	**Prejudice.** A group of people were treated badly based on their race, faith, gender, or other aspect of themselves. This prejudice created a major, settlement-impacting problem.
6	**Lawlessness.** The settlement fell into a state of anarchy. This could be because existing law enforcement officials were prevented from doing their jobs, or were corrupt, or there may have been little or no law enforcement to begin with.
7	**Tyranny.** An individual or organization took over and began to dominate the settlement, holding on to power through fear, force, deception, manipulation, or some combination thereof.
8	**Indulgence.** The settlement began indulging in some form of vice that got out of control. The vice could have been anything from drugs, alcohol, gambling, gluttony, laziness, or lustful pursuits, to name a few.
9	**Famine.** The settlement fell on very hard times and the people lacked food. The shortage could have been due to adverse or unseasonal weather conditions, or could have been caused by outside influences, such as a supply blockade.
10	**Harsh Weather.** The settlement was hit by bad weather, either once or multiple times, to an extent where it created major problems for the people living there. [Roll 1d6]: 1: Heavy precipitation 2: Hurricane or tornado 3: Major storm 4: Extreme cold or heat 5: Drought 6: Earthquake
11	**Disease.** A disease or illness swept through the settlement, killing a significant portion of the residents, or causing lingering problems. It could have been of a natural or magical nature. The disease targeted… [Roll 1d6]: 1-3: The body 4-5: The mind 6: The soul The untreated disease was… [Roll 1d6]: 1-3: Non-lethal 4-6: Lethal
12	**Conflict.** The settlement is suffering through, or from the outcome of, some sort of fighting; it might have been conquered, raided, or extorted, or there could be infighting, war nearby, or problems with a potent, organized group, such as brigands.

Number of Effects

How many effects did the negative impact have?

d6	Number of Effects
1-3	**One.** Roll once on the **negative impact effects** table.
4-5	**Some.** Roll twice on the **negative impact effects** table.
6	**Lots.** Roll three times on the **negative impact effects** table.

Negative Impact Effects

What changes occurred within the settlement due to the negative impact?

Same Result?

If you roll on this table more than once and get the same result, you can consider the rolls in one of two ways:

1. Separate Instances. The roll results are separate instances of the same kind of thing. For example, if you rolled 'Appearance' twice, you could treat it as if the negative impact affected the settlement's appearance in two different ways.
2. One Extreme Instance. The roll results are treated as just a single interpretation of the result, but a significantly extreme one. For example, if you rolled 'Crime Increase' twice, you could treat it as if crime not only increased, but *overran* the settlement. What is considered an 'extreme' version of the results below is entirely up to you.

d10	Negative Impact Effects
1	**Appearance.** Something related to the negative impact has had an effect on how the settlement looks.
2	**Attraction.** Certain individuals or groups have come to the settlement, or otherwise began to pay attention to it.
3	**Crime Increase.** The presence of criminals, or the frequency of criminal activity, has risen.
4	**Irritation.** The situation has caused particular annoyance, frustration, or aggravation on a persistent basis.
5	**Loss of Resource.** The settlement has lost something that it relies upon, such as a physical resource it produces or sells, or something less tangible like visitors or political power.
6	**Medical Issue.** A lingering medically-related problem is plaguing the settlement.
7	**Organized Response.** Some residents have banded together, either to do something about the negative impact itself, or any resulting issues caused by it. (+3 to **remaining residents** roll)
8	**Population Decrease.** The number of residents living in the settlement has significantly dropped. (-1 to **remaining residents** roll)
9	**Tensions.** Two groups (either within, or somehow connected to, the settlement) have developed a serious problem with each other.
10	**Wealth Shift.** Money has been lost or gained, or has changed hands in a significant way.

Remaining Residents

How many of the residents have remained since the negative impact(s)?

Modified by: negative impact effects

d20	Remaining Residents
1-3	**None.** All residents who lived through the negative impact(s) abandoned the settlement, taking whatever they could with them.
4-9	**Few.** Less than a tenth of the settlement's residents remain. All others have either left or died.
10-14	**Some.** Less than a quarter of the settlement's residents remain. All others have either left or died.
15-17	**Half.** Roughly half of the settlement's residents remain. All others have either left or died.
18-19	**Many.** Roughly three quarters of the settlement's residents remain. All others have either left or died.
20	**All.** Nearly all of the settlement's residents have remained; only a small few have either left or died

Mood

What is the general atmosphere in the settlement?

The Mood of a Settlement?

What we refer to here is the mood and general atmosphere of the settlement itself as a whole, not just the living things within it. Think about ways that the settlement could embody this beyond just how its residents (if any) act. What kind of feeling would someone have standing, undisturbed, in the middle of the settlement? Why would they feel this way?

d8	Mood
1	**Hostile.** Aggressive, threatening, or downright antagonistic.
2	**Dark.** Unsettling, foreboding, or sinister.
3	**Cheerless.** Lacking in joy or positivity.
4	**Offbeat.** Disjointed, strange, confusing, or off-balance.
5	**Neutral.** Dull or ambivalent.
6	**Good.** Pleasant, inviting, and non-threatening.
7	**Cheerful.** Very happy, warm, and welcoming.
8	**Unnaturally Positive.** Upbeat and positive to an unnerving degree.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Settlement Environment

What environment is the settlement located in?

Already Know?

If you are using a previously made settlement, using *Spectacular Settlements* or otherwise, choose the appropriate result from this table, instead of rolling.

d12	Settlement Environment
1	Reroll. Ignore results of 1.
2	Aquatic (p. 84)
3	Coastal (p. 93)
4	Desert (p. 100)
5	Forest (p. 111)
6	Jungle (p. 123)
7	Mountain (p. 131)
8	Plains (p. 139)
9	Swamp (p. 146)
10	Tundra (p. 156)
11	Underground (p. 163)
12	Extra-Planar (p. 106)

Settlement Danger

What sort of danger is within or around the settlement?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Settlement Danger
1-4	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
5-8	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
9-11	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
12-17	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Small Location

The day has given way to dusk, and shadows stretch as you walk through the streets. You smile, and heft the leather, drawstring purse in your hand. Adventuring is dangerous work but, if you know what you're doing and can handle yourself, the pay can be terrific. The sky is a riot of color by the time you arrive outside the tavern. Light spills out of the open doorway onto the street, as if beckoning you inside.

The house is packed, but you edge up to the bar and order their best liquor. You're given a generous glass of amber spirit, knock it back, and feel fire course its way into your stomach. The sensation is replaced with pleasant warmth, and you taste cinnamon, cloves, plum, and nutmeg on your palette. You smile with satisfaction.

Before you can order another, another patron hops on to the bar, with a grace that belies their profound inebriation and, in a blustery voice, announces that, for the next five minutes, drinks are on them. The barkeep, sensing doom, attempts to protest, but it is in vain. The place erupts into mayhem.

A fist bounces your head off the counter and you stagger, dazed, over a round, wooden table. You try to stand, swerve a bit, and grab a barstool. You swing, but your target moves. The stool splinters over the head of the biggest, meanest looking bruiser in the room. The room goes quiet as the large figure turns around. You smile sheepishly.

You hit the floor hard. You try to scramble away, but they drag you back by an ankle, and you are hoisted by your collar and belt, despite your struggling. The neat square panes and segmented frame of the window explodes as you're tossed through it. You must have landed in a puddle, you muse in a daze; the back of your head is all wet. You barely have the energy to groan incoherently in protest as you feel someone take your coin purse. Their footsteps recede, and your vision narrows to pinpricks. In the failing light, you feel the puddle start to bleed between the cobbles.

Small location is an all-encompassing term for a whole manner of establishments, landmarks, or places of work, all of which take a great variety of forms, but are generally constructed with a specific function in mind. These locations are divided between those that can be found in a settled area, and those in the countryside or wilderness. If a place you have in mind is not covered by one of the other chapters, it is likely that you can use the tables listed here to flesh out details about it.

Roll on the tables in this chapter if your **destination type** is a small location.

Location Type

What sort of location is this?

d20	Location Type
1	**Bank (Settlement Only).** Establishment built for the exchange and safekeeping of money and other valuables. (Do not roll on the **environment** table. This location's environment is automatically 'Urban').
2	**Bell Tower.** A tall tower containing one or more bells, usually used to signal mundane things such as time of day, but also used for other purposes, such as to give warning signals. It is usually a high point in the settlement.
3	**Bridge.** A constructed passage between two points, often over something impassable or difficult to traverse.
4	**Checkpoint.** A temporary location, established by a group, in order to inspect passersby. These checks may be based on certain criteria, or apply to everyone.
5	**Clock Tower (Settlement Only).** A tall tower with a device which allows onlookers to see the time. Clock towers are usually a widely-visible point in a settlement. *If your setting does not have clockwork technology or a clocktower would not fit for any other reason, use Bell Tower instead.* (Do not roll on the **environment** table. The location's environment is automatically 'Urban').
6	**Farm Field (Rural Only).** An open area where crops or some other form of harvestable plant is, was, or could be grown.
7	**Inn.** An establishment where patrons can rent a place to sleep for the night. The inn usually serves some form of food and drink, and has a common area available for leisure and downtime.
8	**Logging Camp (Rural Only).** A place where a group or company has established themselves to harvest trees. This camp is likely mobile, able to be shifted depending on requirements of the harvesting.
9	**Market.** A hub for trade, often populated with merchant stalls.
10	**Mine (Rural Only).** An area where a resource, such as coal, valuable metal ore or jewels, are dug (or otherwise removed) from the earth.
11	**Monument.** A structure built as a work of art, or to commemorate a person, idea, or event.
12	**Orchard (Rural Only).** An area where fruit-bearing trees are, were, or could be grown.
13	**Quarry (Rural Only).** A sizable area where stone is cut and harvested from the ground.
14	**Tavern.** An establishment that patrons visit primarily for food, drink, and socializing.
15	**Theater (Settlement Only).** An establishment where patrons go to view performances and entertainment, such as plays or live music. (Do not roll on the **environment** table. The location's environment is automatically 'Urban').
16	**Transport Depot.** A hub area where travel is arranged. This might be a caravan loading zone, a train station of some kind, or even a dock.
17	**Recreation.** This establishment could be used as any sort of recreational establishment, such as a casino, fight ring, museum, private club, race track, or any other form of leisure activity.
18	**Service.** A single permanent establishment that provides a specific service (such as a barber or bathhouse).
19	**Shop.** A single permanent establishment that sells either a specific kind of material good, or more general wares.
20	**Well.** A water source, dug into the ground, to offer easy access to fresh drinking water.

Rural or Settlement

Is the location in a rural area or a settlement?

Important! If your result on the **location type** table specified 'Rural Only' or 'Settlement Only', address your roll on this table in the following ways.

Rural Only: Reroll any results of 4 on the table below.

Settlement Only: Your result on this table is automatically 'Settlement.'

d4	Rural or Settlement
1	**Rural - Wilderness.** The location is more than several day's walk from any settled, developed area.
2	**Rural - Miles.** The location is more than a day's walk from the nearest settled, developed area.
3	**Rural - Near.** The location is outside (but potentially still in sight of) a settled, developed area.
4	**Settlement.** The location is inside a settled environment.

Importance

How much does this location matter to the surrounding people or area?

d12	Importance
1	**Not Important.** This location is rarely used, if ever, or not much paid attention is paid to it. It might be that there are better locations with a similar function locally.
2-5	**Niche Importance.** This location is important to a very small subset of people, who regularly use or pay attention to it, but not many others do.
6-9	**General Importance.** This location is used, or paid attention to, by the general populace on a regular basis.
10-11	**Significant Importance.** This location is frequently used, or paid close attention to, by the general populace.
12	**Vital Importance.** This location is critically important to the surrounding area, though the degree of its importance may or may not be widely be understood by the general populace.

Age

How long ago was the location established?

How Old?

The table below does not actually reference years, to avoid, for example, a location in a 100-year-old city being rolled as 200 years old. Though this scenario could be explained by backstory, it could still be overly jarring. Instead, the ages beyond 'new' and 'recent' (which have more concrete ranges) use recollection and memory as the gauge. This should scale smoothly with wherever you place it.

d12	Age
1-4	**New.** This location was just established.
5-7	**Recent.** This location was established in the past few years.
8-9	**Old.** This location was established quite some time ago, and has likely been around for several generations.
10-11	**Very Old.** This location was established a very long time ago. Unless it is of particular importance, it is unlikely anyone remembers who founded it.
12	**Ancient.** This location was established so long ago that it is part of the landscape and cultural memory of the area. It is possible that it predates local written records.

Size

How large is this location?

d20	Size
1	**Tiny.** This location is the smallest possible version possible. Its size may affect its efficiency, profitability or usefulness, depending on its location type.
2-5	**Small.** This location is smaller than many others of its type, but not abnormally so. It might be considered quaint, intimate, or just limited, depending on its purpose.
6-12	**Standard.** This location is considered roughly average sized for one of its type.
13-17	**Large.** This location is larger than many others of its type, but not abnormally so. It might be considered roomy, well-stocked, impressive, or difficult to navigate.
18-19	**Huge.** This location is an abnormally large version of one of its type, so big as to likely call attention to itself.
20	**Massive.** This location is incredibly huge, possibly one of the largest of its kind. It's enormous size might be a great benefit or detriment.

Condition

What kind of shape is the location in?

d12	Condition
1	**Wrecked.** The location is in as bad a shape as it can possibly be. There are critical structural issues, major detriments to its function, or it is otherwise one of the worst examples of its kind. If it includes a physical structure, that structure is likely to be unsafe. Otherwise, it may be unproductive, blighted, or have some other major issue which makes it hazardous and unable to fulfil its purpose.
2-4	**Poor.** The location is in rough shape. It may have visible structural issues, but none pose immediate danger to life. It may be possible to get this place functioning as intended, but it will take a lot of hard work. It is likely dirty, infested, or otherwise in an undesirable state.
5-9	**Good.** The location is in adequate shape, and roughly how one would expect an average example of its type to be. The grounds or structure are not immediately objectionable, and the place is safe enough to use, though it isn't remarkable in many (if any) ways.
10-11	**Excellent.** The location is in very good shape. Structure(s) are well-built, safe and secure, and any grounds are either well-tended or production-ready. It is a great example of a location of its type, and fulfills the purpose it was designed for very well.
12	**Incredible.** The location is in tip-top shape, and could not be better. Any structures are extremely safe, well-designed, efficient and fit for purpose, as well as clean and tidy enough to look new. The location is fully functional, productive, or in an ideal state to be used. It is a shining example of what locations of its type can be.

Location Activity

How much use does this location see on a regular basis?

d12	Location Activity
1-2	**Very Light**. This location does not see much use or traffic, certainly far less than would be expected for a location of its type.
3-5	**Light.** This location sees less use or traffic than would be expected for a location of its type, but still some.
6-9	**Normal.** This location sees regular use or traffic for a location of its type.
10-11	**Heavy.** This location sees more use or traffic than would be expected for a location of its type.
12	**Very Heavy.** This location sees far more use or traffic than would be expected for a location of its type, perhaps even to the point where it could be concerning.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Small Location Environment

What sort of environment is the small location in?

Important: If your **location type** was 'Settlement Only', your **environment** is automatically 'Urban'. Do not roll on the table below.

d12	Small Location Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170) (Reroll if your location is 'Rural Only')
12	Extra-Planar (p. 106)

Small Location Danger

What sort of danger is within or around the location?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

d20	Small Location Danger
1-2	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
3-4	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
5-7	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
8-12	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
13-18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Watchtower

It might not be the most comfortable seat, but it commands an impressive sea view. The tower juts from the end of one of the narrow, rocky horns curving around the bay. From here, you see every ship that approaches through the narrows between the shoals a few miles out, even if they then attempt to make port in one of the more secluded harbors away from town to avoid the levvies on their goods. Not the sort of life you expect to read poems about, but every town needs its coffers filled somehow.

You take a sip of lukewarm tea, squint, and jot down the name of the latest arrival, tutting as it makes for an old smugglers' cove. You don't recognize the name; it must have been a while since they were last in port if they think they can pull a fast one on you. Then another ship clears the shoals, and another, and another. Your pen works feverishly as you note down descriptions. You are so caught up in your work that you don't realize, until you've noted down a few, the gravity of a dozen black-flagged ships descending on your home.

With mounting panic, you run to the bell rope in the hopes of giving them some slim warning, but are interposed by a cutlass-wielding ruffian. They must have landed further along the coast and made their way on foot (your professional pride precludes any other explanation).

There is a fierce glee in their eye. You sense they have been looking forward to this moment.

The town will soon be under new management, they explain, and, as you have been so vigilant over the years, it is only right and fair that you should be witness to their first act of governance.

Far below, at the base of the tower, you see their compatriots at work, stacking barrels with an ominous level of delicacy. When one appears with a torch, you notice that the others make a hasty retreat. Your visitor smiles, bows, and ducks out of the room as you stare, dumbfounded. You hear the click of the lock as the door slams shut.

A watchtower is a standalone structure intended to give a high vantage point, typically used for defense, observation, or communication. A military watchtower might be one-of-a-kind, armed to the teeth, and set up to defend a specific location, whereas a signal tower might be one of several constructed to relay a message along a particular route, each built just within visual or auditory range of the next in the chain.

Roll on the tables in this chapter if your **destination type** is a watchtower.

Watchtower Type

What is this watchtower's primary purpose?

d6	Watchtower Type
1-2	**Defense.** The watchtower's primary purpose is to defend the area in which it is located. This is typically via the use of ranged attacks, although the use of magic or triggering traps from a raised position is not unheard of.
3-4	**Signal - Auditory.** The watchtower's primary purpose is to be a location from which to keep a lookout and then sound audible signals such as horns, drums, bells, or verbal shouts. These sounds, when heard by another entity, convey a message, or a call to action.
5-6	**Signal - Visual.** The watchtower's primary purpose is to be a location from which to keep a lookout and then to use visual signals to send messages. Some watchtowers, such as beacon towers, may only have a single signal, the use of which is a clear, unmistakable sign. Others may use signals with multiple variants, such as flags, numbers of lanterns/fires, or other such indicators which convey different messages.

Height

How high up is the watchtower's topmost floor?

d20	Height
1-6	Up to 10 feet.
7-12	Between 10 and 20 feet.
13-16	Between 20 and 50 feet.
17-18	Between 50 and 100 feet.
19	Between 100 and 200 feet.
20	Between 200 and 400 feet.

Top Floor Size

Approximately how large is the area of the topmost floor?

Approximate Size

The areas listed in the following table are intended to be rough suggestions. The floor of your tower does not need to be a square. If you want a round, or otherwise differently shaped floor layout, just try to match the overall suggested area the best that you can. Conversely, it actually may not be constructed as an enclosed 'top floor' with multiple others below, so this table merely gives you the approximate size of the 'watching/signaling floor'; the **construction** table below this one will give you more information.

d20	Top Floor Size
1-7	10-by-10 feet.
8-13	15-by-15 feet.
14-17	20-by-20 feet.
18-19	25-by-25 feet.
20	30-by-30 feet.

Construction

How is the watchtower constructed?

d10	Construction
1-4	**Standalone Platform.** The watchtower is built as a single platform or room at the top of tall, exposed legs and support beams. Access to the platform may be via a ladder, stairs, or other means.
5-7	**Standalone Structure.** The watchtower is built as a standalone, enclosed structure, with walls that extend from ground level all the way to the top. It may have multiple floors inside, or it may be a single staircase or ladder that goes all the way to the top floor.
8-9	**Environmental Platform.** The watchtower is a single platform that is built into, or on top of, a natural environmental feature, such as a tree, cliff or mountainside. If your **environment** does not have features that could be utilized thus (such as 'Plains', which you may envisage as relatively flat and treeless), use one of the 'Standalone' results above instead.
10	**Environmental Structure.** The watchtower is a full structure, the interior of which is built into a natural environmental feature, such as a large tree, cliff or mountainside. If your **environment** does not have features that could be utilized thus (such as 'Plains', which you may envisage as relatively flat and treeless), use one of the 'Standalone' results above instead.

Condition

What kind of shape is the watchtower in?

d8	Condition
1	**Dangerous.** The watchtower is in serious disrepair, with major structural problems. Unless repaired soon, the tower could collapse if it sustains any further damage.
2-3	**Poor.** The watchtower is in a state of disrepair. Many elements are falling apart - wood may be rotting, stone may be coming loose, etc. It does not seem like it will imminently collapse, but it certainly has significant shortcomings and vulnerabilities.
4-6	**Good.** The watchtower is stable. Its construction is holding together and basic elements, while perhaps showing standard wear and tear, remain functional. There are no serious structural vulnerabilities.
7-8	**Excellent.** The watchtower is sound. Its construction is solid and any glaring vulnerabilities have been dealt with. Foundations have been strengthened, access points have been secured, and support structures have been kept in good repair.

Current Effectiveness

If the watchtower is being used as originally intended, how effective is it currently? If it is not being used as originally intended (for example, because it has been abandoned) skip the next three tables and proceed straight to **environment** and **danger**.

d4	Current Effectiveness
1	**Ineffective.** Something fundamental to the watchtower's functionality is missing, or something is interfering. This could mean that supplies, such as equipment or fuel, are lacking, that line of sight to key locations is somehow being obstructed, or that those manning and operating the tower have been doing so incorrectly or inefficiently.
2-3	**Effective.** The tower usually works as it should. Those in the tower usually perform their duties and purpose relatively well, but perhaps not as promptly, efficiently or something as might be ideal. Obstructed line of sight may, at times, hamper effectiveness.
4	**Extremely Effective.** The watchtower works perfectly. All duties, signals and/or defensive maneuvers are carried out with utmost efficiency. Obstructions are regularly cleared so the tower's line of sight is as optimal as possible.

Watchtower Control

Who controls the watchtower now?

d20	Watchtower Control
1-8	**Original.** The original residents, their descendents, or successors currently control the watchtower. They might be responsible for constructing the watchtower, or those they stationed here (or their descendents/successors).
9-14	**New (Peaceful).** Non-original inhabitants control the watchtower, after obtaining it peacefully. This typically means that either the watchtower was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.
15-20	**New (Forceful).** Non-original inhabitants control the watchtower, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Watcher Discipline

How disciplined are the individuals who crew the watchtower?

d10	Watcher Discipline
1	**Undisciplined.** The inhabitants only have the barest semblance of structure, routine, or purpose (if any). They seem mainly governed by their own whims, or perhaps those of their leader, or the most powerful individual amongst them.
2-3	**Loosely Ordered.** The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence. Routines or schedules may seem loose or nonexistent.
4-7	**Ordered.** The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.
8-9	**Disciplined.** The inhabitants have evident structure. Roles or jobs appear to be clearly defined. Evidence of routines or schedules can be seen clearly. Significant failure to adhere to the system in place may result in punishment.
10	**Rigidly Disciplined.** The inhabitants have rock-solid structure. Each individual knows not only their own role, but understands their place within the group. The inhabitants may exhibit a deep or nuanced system of rank. Routines or schedules are obvious. Any failure to adhere to the system in place may result in serious punishment although, with such high levels of discipline, such failures are very rare.

Environment & Danger

The tables below will tell you:

- What kind of environment your destination is in
- What the danger is there

Be sure to write these down. After rolling on these tables, turn to the appropriate chapter in **Part 2: Environments**, and resolve its tables.

After resolving the appropriate environment chapter, turn to the appropriate chapter in **Part 3: Dangers**, and resolve its tables.

Watchtower Environment

What sort of environment is the watchtower located in?

d12	Watchtower Environment
1	Aquatic (p. 84)
2	Coastal (p. 93)
3	Desert (p. 100)
4	Forest (p. 111)
5	Jungle (p. 123)
6	Mountain (p. 131)
7	Plains (p. 139)
8	Swamp (p. 146)
9	Tundra (p. 156)
10	Underground (p. 163)
11	Urban (p. 170)
12	Extra-Planar (p. 106)

Watchtower Danger

What sort of danger is within or around the watchtower?

Note: Environmental Dangers

The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:

1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

Non-Intelligent Danger?

A watchtower (or, at least, a watchtower organized and run *as* a watchtower) will usually be occupied by some sort of intelligent entity, typically a humanoid. However, this does not mean something else couldn't occupy it. Also, the danger need not be *inside* the watchtower itself - it could be in the immediate area. For example, if the danger turned out to be 'Beasts', and it was a pack of wolves, perhaps those wolves are just prowling the area instead of having overrun the watchtower (or, alternatively, perhaps that's *exactly* what they've done...).

Watchtower Danger

d20	Watchtower Danger
1-3	**Environmental Danger: Beast.** Roll for the type of environmental beast at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
4-7	**Environmental Danger: Unintelligent Monster.** Roll for the type of environmental unintelligent monster at the end of the environment chapter, then turn to the **Danger: Beasts & Unintelligent Monsters** chapter and roll on its tables (p. 180).
8-12	**Environmental Danger: Intelligent Monster.** Roll for the type of environmental intelligent monster at the end of the environment chapter, then turn to the **Danger: Intelligent Monster** chapter and roll on its tables (p. 195).
13-16	**Humanoids.** Turn to the **Danger: Humanoids** chapter and roll on its tables (p. 188).
17-18	**Event.** Turn to the **Danger: Event** chapter and roll on its tables (p. 183).
19	**Item.** Turn to the **Danger: Item** chapter and roll on its tables (p. 198).
20	**Magic.** Turn to the **Danger: Magic** chapter and roll on its tables (p. 206).

Part Two: Environments

The environment a story takes place in might affect the outcome, or scenarios that take place there, in a multitude of ways. Characters adventuring in a destination near a beach might suffer the effects of wind, salt spray, and excesses of sand. However, a quest taking place in the same destination type, but in the mountains, might lead to them dealing with harsh cold, snow, and even avalanches. The environment will act as a backdrop, and ground the destination in your chosen setting.

This section is intended to be used after completing one of the **destination type** chapters, though it can also be used in a standalone fashion to simply flesh out an environment you are using in your campaign. If you have not yet rolled the details of your **destination type** in the previous chapter, do so first and then come back.

Within this section, you will find a chapter for each potential **environment**, all of which are listed in a table near the end of each **destination type**. Turn to that environment's respective chapter, and roll on its tables to get its details. Of course, if your campaign is already anchored in a specific environment in your setting, feel free to manually select the appropriate environment, instead of rolling for it.

Aquatic

The lifeboat bobs in the water as you shiver beneath your rain cloak. Your sense of time has left you; it may have been hours or minutes since your ship went down. There are no signs of your shipmates, or of the ship itself; only debris remains, and precious little of that. At least you were lucky enough to find a lifeboat. Actually, a crew mate was lucky first, but a falling yardarm had caught them unawares and, well, you know they'd have wanted you to have it.

You had thought that the ship was nearing its destination when the storm hit, but now it was anyone's guess. There are no clues to be found in the dark; you know you'll have to wait until morning to properly gauge the situation. You just need to get through one night. One night in the lifeboat, under your rain cloak, in the dark... on the open sea...

A splash nearby almost makes you jump out of your skin. You stare at the water, your mind racing through a list of everything that could be beneath you, in the depths. You've seen what can come up in the nets; all teeth, and tentacles, and hateful eyes. Something bumps against the bottom of the boat. Your hand reflexively grabs for an oar and you hold it close, for what good it will do you. You are jostled again. This time, while stifling a cry, a long, scaled, serpentine form breaks the surface, before disappearing again.

You wait, tired eyes struggling to remain open throughout the salt-spray and exhaustion. There are deep vibrations coming from beneath the surface, muted but still there. Then, in the moonlight, the scaly hide emerges once more. You brace yourself for another probling strike, but the form floats there, unmoving. You hesitantly prod it with your oar. Dead - sliced open by multiple long, savage cuts. Something else is down there. You gather your courage and peer back into the boundless, black depths.

Suddenly, lightning flashes, thunder roars, and the torrential downpour begins anew. Waves rock your little boat like a toy and, in the moonlight, you see a massive swell rise before you. It lifts you up, up, up until you're nearly vertical. You are tipped out into thin air, and the waves rush up to meet you.

Much of the world beneath the waves is unmapped, unexplored and unobserved, so the potential for truly strange, bizarre, or confounding aquatic environments is amplified greatly in a fantasy setting. We are simply not often used to considering places that are submerged in, or even on top of, water. Not all aquatic environments are the same however; water is necessary for life, so you find it in all biomes, climates and corners of the world, each of which brings its own trials. If you chose or rolled this environment, we encourage you to accept the creative challenge this may well present you; the result could be something truly unique.

Roll on the tables in this chapter if your **environment** is aquatic.

Aquatic Position

Where is the destination in relation to the water?

d6	Aquatic Position
1	**Underwater.** The destination is entirely beneath the water's surface. Continue on through this chapter, stopping once you reach the end of the **underwater destination** section.
2-3	**On the Water [Floating].** The destination floats and moves around on the water's surface… [Roll 1d6]: 1-4: Via a physical structure that makes the destination buoyant 5-6: Via magic that makes the destination buoyant Skip the **underwater destination** section of this chapter, and instead proceed to the **surface destination** section (p. 88).
4-5	**On the Water [Secure].** The destination is on the water's surface, but secured in place. What holds the destination there is… [Roll 1d6]: 1-4: A physical structure 5-6: Magic Skip the **underwater destination** section of this chapter, and instead proceed to the **surface destination** section (p. 88).
6	**Above the Water [Floating].** The destination is held above the water's surface… [Roll 1d6]: 1-4: Via a physical structure 5-6: Via magic Skip the **underwater destination** section of this chapter, and instead proceed to the **surface destination** section (p. 88).

Aquatic Body

What sort of body of water is the destination located in, on, or above?

d10	Aquatic Body
1	**River or Stream.** The destination is located in, on, or above the waters of a moving watercourse. If a stream, it should be large enough to accommodate the destination. If this is not possible in your setting, select river instead.
2-4	**Pond or Small Lake.** The destination is located in, on, or above a body of water surrounded by land. The entire body of water can be seen from any point on its shoreline.
5-7	**Large Lake.** The destination is located in, on, or above a body of water surrounded by land. The body of water is large enough where only a portion of it can be seen from any point on its shoreline.
8-9	**Sea.** The destination is located in, on, or above deep water that is within sight of land, but not immediately adjacent to it. This area is where one might find underwater sub-biomes such as coral reefs or kelp forests.
10	**Ocean.** The destination is located in, on, or above water that is not within sight of land in any direction.

Plant Density

How dense is the aquatic plant life where the destination is located?

d10	Plant Density
1	**Clear.** There may be seaweed, kelp, or other aquatic vegetation in the general region, but none in the vicinity of the destination itself.
2-4	**Sparse.** Some seaweed, kelp, or other aquatic vegetation grows near and around the destination. If the destination is underwater, the vegetation is not dense enough to obscure it in any meaningful way.
5-7	**Natural.** Seaweed, kelp, or other aquatic vegetation grows near and around the destination. If the destination is underwater, the plants lightly obscure it when viewed at the same depth, shortening lines of sight as one gets closer to the destination. Longer lines of sight are only possible from specific angles. Glimpsing the destination from afar is unlikely, but may be more possible from above.
8-9	**Dense.** Seaweed, kelp, or other aquatic vegetation grows thickly near and around the destination. If the destination is underwater, the plants obscure it when viewed at the same depth. The shifting plants allow for short lines of sight, but these are only possible from specific angles. Longer lines of sight are not possible. Glimpsing the destination from a short distance above is possible, but unlikely from a greater distance. Maximum Swim Speed: Normal
10	**Tight.** Seaweed, kelp, or other aquatic vegetation grow extremely thick near and around the destination, densely enough to obscure it entirely when viewed at the same depth. The shifting plants completely obscure line of sight, so the destination is completely blocked from view. From above, it is very difficult to glimpse the destination, even from a very short distance away. Maximum Swim Speed: Slow

Water Clarity

What is visibility like through the water?

d6	Underwater Clarity
1	**Clear.** The water is extremely clean and clear, free of floating debris, sediment, or any other particles that might impede vision. If a creature is normally able to open its eyes underwater to look around and see well, the water here does nothing to impede their vision.
2-3	**Hazy.** The water has some sort of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water somewhat hazy. If a creature is normally able to open its eyes underwater to look around and see well, the water obscures anything beyond a short distance, unless the creature is native to this environment.
4-6	**Cloudy.** The water has a high amount of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water quite cloudy. If a creature is normally able to open its eyes underwater to look around and see well, obscures anything within a short distance, and completely hides anything beyond that, unless the creature is native to this environment.

Underwater Destination

An underwater destination is one that exists either mostly or completely below the surface of a body of water.

If you rolled 'Underwater' on the **aquatic position** table, continue through and roll on the tables in this section. If you rolled **any other** result, skip the tables in this section and continue on to the **surface destination** section (p. 88).

Underwater Destination Depth

Where beneath the surface is the destination located?

d10	Underwater Destination Depth
1-6	**Floor.** The destination is located at the greatest depth available, built or resting on the physical matter comprising the floor of the body of water.
7-8	**Outcrop.** The destination is located on an earthen protrusion, such as an underwater cliff or dropoff. [Roll 1d6]: 1-4: Shallow. The destination is near to the surface, though is mostly or completely submerged. 5-6: Deep. The destination is far below the surface.
9-10	**Bar.** The destination is located on a rise or reef such as a sandbar, rocky shoal, or bank of coral. [Roll 1d6]: 1-4: Shallow. The destination is near to the surface, though is mostly or completely submerged. 5-6: Deep. The destination is far below the surface.

Notable Underwater Features

What sort of notable landmarks are nearby?

d20	Notable Underwater Features
1-3	**Cave.** A natural hollow in a rock formation.
4-5	**Forest.** An underwater forest of kelp, seaweed, or other underwater vegetation.
6-8	**Boat Wreck.** A sunken boat, such as a row-boat, canoe, or other craft which would have required a crew of no more than two people.
9-11	**Small Shipwreck.** A small, sunken ship, which would have required a crew of no more than a dozen people.
12-13	**Large Shipwreck.** A sunken ship, large enough to require a full crew.
14-15	**Hydrothermal Vents.** Jets of heated water periodically shoot into the main body of water in the area, elevating its temperature somewhat.
16	**Stone Ruins.** The tumbled ruins of an old, stone structure or sculpture.
17	**Wood Ruins.** A rotten, wooden structure or sculpture.
18	**Stone Statue [Whole].** A carved stone statue, in fairly good condition.
19	**Stone Statue [Broken].** Portions of a broken, stone statue.
20	**Buried Treasure.** A cache of valuables, hidden from sight. It may have been intentionally hidden, or the environment may have somehow swallowed it up.

Recent Conditions - Underwater

What have the underwater conditions been recently?

d10	Recent Conditions - Underwater
1-4	**Calm.** The underwater conditions have been still and quiet.
5-7	**Current [Gentle].** The water around the destination has a gentle current, just strong enough to make swimming slightly difficult for any who are not natural swimmers or accustomed to living in these conditions. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current. Maximum Swim Speed: Normal. The current may move weak swimmers short distances.
8-9	**Current [Strong].** The water around the destination has a strong current that makes swimming difficult for any who are not natural swimmers or accustomed to living in these conditions. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current. Maximum Swim Speed: Slow. The current may move weak swimmers far distances.
10	**Whirlpool.** Opposing currents collide here and have formed a considerable whirlpool that has… [Roll 1d6]: 1-3: Stirred up organic matter, greatly reducing visibility 4-5: Moved structures (light or small only) 6: Moved all structures

Cardinal Directions

Many of the condition results refer to the direction of a current, or other aquatic effect. To determine the direction randomly, roll a d8:

1: North
2: Northeast
3: East
4: Southeast
5: South
6: Southwest
7: West
8: Northwest

Current Conditions - Underwater

What are the underwater conditions at the time of arrival?

d6	Current Conditions - Underwater
1	**Shift.** The underwater conditions have shifted from what they were recently. Reroll on the **recent conditions** table, ignoring and rerolling rolls that match your initial recent conditions roll. Your result is the current conditions.
2-3	**Calm.** Any recent underwater occurrences have ceased, and all is calm.
4-5	**Same As Recent.** The recent underwater conditions are still ongoing.
6	**Worse Than Recent.** A worse version of the recent underwater conditions has set in. See below and use the entry that relates to your **recent conditions** result. ***Calm - Shift:*** Reroll on the **recent conditions** table, ignoring results of 'Calm'. Your result is the current weather. ***Current [Gentle] - Current [Strong]:*** What was once a gentle current has gotten stronger, making swimming difficult for any who are not natural swimmers or accustomed to living in these conditions. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current. Maximum Swim Speed: Slow. The current may move weak swimmers far distances. ***Current [Strong] - Riptide:*** What was once a strong current has turned into a riptide, making swimming impossible for those who are not natural swimmers or accustomed to living in these conditions. Even those who are accustomed to living here have a difficult time swimming through the currents without aid. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current. Maximum Swim Speed: Impossible (if unaided); Very Slow (if aided). The current may move weak swimmers extremely far distances. ***Whirlpool - Maelstrom:*** What was once a whirlpool has increased in size and strength and is now a devouring maelstrom. Any who come near will have a very difficult time not being pulled into it. Any who are pulled in have an equal chance of being driven to its bottom and held there, or being flung extremely hard and very far in a random direction out of its side. If it is determined that someone is flung out of the maelstrom, refer to the 'Cardinal Directions' sidebar to determine the direction.

Surface Destination

A surface destination is one that exists on or above a body of water.

If you did **not** roll 'Underwater' on the **aquatic position** table, continue through and roll on the tables in this section.

Destination Support Condition

In what sort of condition are the supports (physical or magical) which hold the destination on or above the water?

d8	Destination Support Condition
1	**Failing.** The supports are beginning to give way, and the destination is facing imminent descent into the water below.
2-3	**Unstable.** The supports are shaky, or show signs of weakness; they are likely to be fragile, or to have vulnerabilities apparent to those knowledgeable enough to spot them.
4-5	**Reasonably Stable.** The supports are generally stable, though there may be mild underlying weaknesses or vulnerabilities. These are likely not wide-spread or obvious, and would only be apparent to those knowledgeable enough to spot them.
6-7	**Solid.** The supports are completely solid and intact, with no apparent weaknesses or vulnerabilities, apart from those that naturally occur in the material or magic used.
8	**Reinforced.** The supports are not only solid and intact, but have extra support or protections to ensure continued stability.

Notable Features

Is there anything noteworthy in the environment nearby?

d20	Notable Features
1-2	**Empty.** The destination is the only thing in the immediate vicinity.
3	**Cave.** A natural hollow in a rock formation.
4-5	**Boat.** A boat, such as a row-boat, canoe, or other craft which would require a crew of no more than two people… [Roll 1d6]: 1-3: Has sunk, and is somewhere below the destination 4-5: Is abandoned, drifting near the destination 6: Has been reduced to splintered driftwood and boat fragments nearby
6-7	**Small Ship.** A small ship, which would require a crew of no more than a dozen people… [Roll 1d6]: 1-3: Has sunk, and is somewhere below the destination 4-5: Is abandoned, drifting near the destination 6: Has been reduced to splintered driftwood and boat fragments nearby
8-9	**Large Ship.** A ship, large enough to require a full crew… [Roll 1d6]: 1-3: Has sunk, and is somewhere below the destination 4-5: Is abandoned, drifting near the destination 6: Has been reduced to splintered driftwood and boat fragments nearby
10	**Hydrothermal Vents.** Jets of heated water periodically shoot into the main body of water in the area, elevating its temperature somewhat.
11-14	**Stone Ruins.** The tumbled ruins of an old stone structure or sculpture. [Roll 1d6]: 1-4: Underwater 5-6: Visible above the surface
15-16	**Wood Ruins.** A rotten, wooden structure or sculpture. [Roll 1d6]: 1-4: Underwater 5-6: Visible above the surface
17	**Stone Statue [Whole].** A carved stone statue, in fairly good condition. [Roll 1d6]: 1-4: Underwater 5-6: Visible above the surface
18	**Stone Statue [Broken].** Portions of a broken, stone statue. [Roll 1d6]: 1-4: Underwater 5-6: Visible above the surface
19	**Natural Resource.** There is access to a valuable natural resource (such as oil, rare metals, etc.).
20	**Buried Treasure.** A cache of valuables, hidden from sight. It may have been intentionally hidden, or the environment may have somehow swallowed it up.

Recent Weather - Surface

How has the weather outside the water been recently?

d12	Recent Weather - Surface
1-2	**Calm.** The weather conditions have been still and quiet.
3-4	**Breezy.** There has been a light breeze; enough to whip cloth and gently move sailing vessels, but not push unsecured structures.
5-6	**Windy.** There has been a fair wind recently, enough to rock floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance.
7	**Gale Force Winds.** There has been a strong wind recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.
8-9	**Rain.** There has been rain recently. Surfaces are slippery, so it is necessary to move at a slower walking speed. The water level accumulated in vessels is not significant enough to cause an issue or emergency bailing situation. This level of rain can be held back by using sand bags or other conventional means of keeping water out of a location.
10	**Heavy Rain.** There have been heavy amounts of rain recently. Surfaces are very slippery, so it is necessary to move at a slower walking speed. In places where there is nowhere for water to escape, several inches of water has accumulated, perhaps significantly enough to warrant emergency baling. This level of rain can be held back by using sand bags or other conventional means of keeping water out of a location, but these will either require reinforcement or double quantity. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance
11	**Mild Storm.** Combine 'Windy' result with 'Rain' result.
12	**Whirlpool.** Opposing currents collide here and have formed a considerable whirlpool that has…. [Roll 1d8]: 1-4: Pulled down one or more vessels 5-6: Moved structures and vessels (light or small only) 7: Moved all structures and vessels 8: Pulled the destination down, which has since been ejected or has floated back to the surface

Current Weather – Surface

What is the weather like outside the water at the time of arrival?

d6	Current Weather - Surface
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Breezy - Windy:*** What was once a light breeze has progressed to a fair wind. It is strong enough to rock lightweight objects and structures, floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance. ***Windy - Gale Force Winds:*** What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances. ***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Materials, such as cloth, lightweight wood, loose objects, debris and plant matter may be torn or blown away, and weak or defective structures or vessels may be ripped to pieces or destroyed. Untethered individuals are swept up and blown great distances, and even those tethered risk severe injury. Those out in the open risk being hit with windswept debris. Unsecured structures may be pushed extremely long distances. The wind's impact on the water makes staying dry almost impossible. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

d6	Current Weather - Surface
6	***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy. Surfaces are very slippery, so it is necessary to move at a slower walking speed. In places where there is nowhere for water to escape, several inches of water has accumulated, perhaps significantly enough to warrant emergency baling. This level of rain can be held back by using sand bags or other conventional means of keeping water out of a location, but these will either require reinforcement or double quantity. Maximum Travel Speed: Slow ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Water is collecting in significant volumes anywhere without adequate drainage. Any roofs, doors, hatches, or windows that are not specifically sealed to withstand this sort of rain are leaking badly. Vessels without sophisticated drainage are taking on enough water to require all-hands of a full crew to efficiently bail the water. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Mild Storm - Heavy Storm:*** Combine the **recent weather** 'Gale Force Winds' and 'Heavy Rain' results. In addition, there may well be thunder and lightning overhead. ***Whirlpool - Maelstrom:*** What was once a whirlpool has increased in size and strength and is now a devouring maelstrom. Any who come near will have a very difficult time not being pulled into it. Any who are pulled in have an equal chance of being driven to its bottom and held there, or being flung extremely hard and very far in a random direction out of its side. If it is determined that someone is flung out of the maelstrom, they are moved… [Roll 1d8]: 1: North 2: Northeast 3: East 4: Southeast 5: South 6: Southwest 7: West 8: Northwest

Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d8	Aquatic Beasts
1	Quipper [Roll 1d6]: 1-2: Quipper 3-6: Swarm of quippers
2	Poisonous Snake [Roll 1d6]: 1-4: Poisonous snake 5-6: Giant poisonous snake
3	Constrictor snake [Roll 1d6]: 1-4: Constrictor snake 5-6: Giant constrictor snake
4	Sea horse [Roll 1d6]: 1: Sea horse 2-6: Giant sea horse
5	Shark [Roll 1d6]: 1-3: Reef shark 4-5: Hunter shark 6: Giant shark
6	Octopus [Roll 1d6]: 1-2: Octopus 3-6: Giant octopus
7	Plesiosaurus
8	Killer whale

Rabid... Frogs?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large and Swift.** Sea lion, seal, marlin, tuna
2	**Large and Tough.** Basking shark, sturgeon, catfish, sea turtle
3	**Small and Swift.** Otter, beaver, salmon, flying fish, salamander, frog
4	**Small and Tough.** Pufferfish, river turtle, electric eel
5	**Diving Bird.** Cormorant, auk, penguin
6	**Flying Bird.** Albatross, gull, frigatebird

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

Note: The only aquatic monsters that fall under the 'unintelligent' classification are water elementals. However, we have provided the table below to provide the option to roll an aquatic 'Beast' or 'Intelligent Monster' instead.

d4	Aquatic Unintelligent Monsters
1-2	Water elemental
3	Roll on the **Environmental Danger: Beast** table. Consider making whichever beast results from your roll a more monstrous version of that kind of beast.
4	Roll on the **Environmental Danger: Intelligent Monster** table.

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

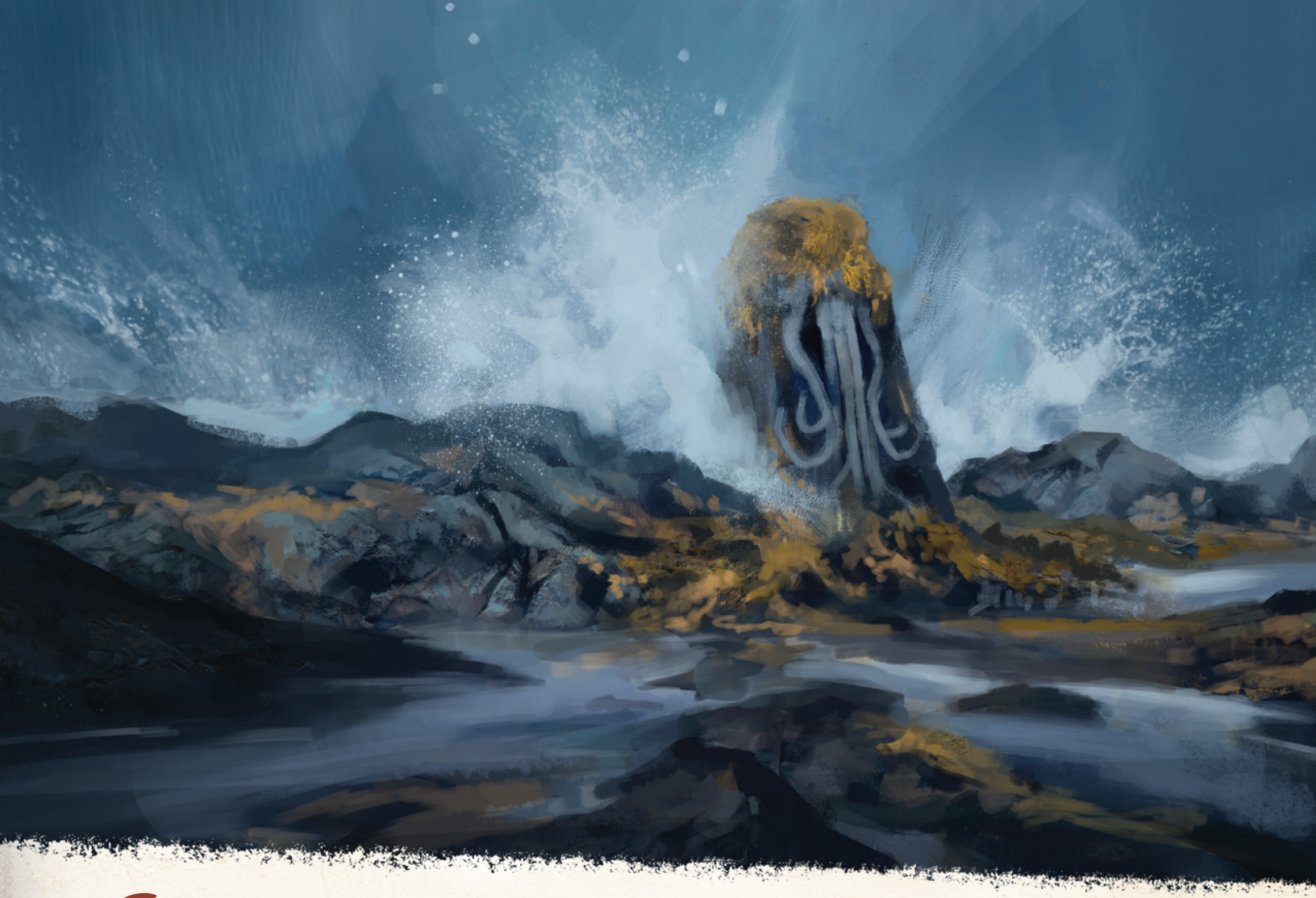
Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d8	Aquatic Intelligent Monsters
1	Marid
2	Merfolk
3	Merrow
4	Sahuagin [Roll 1d6]: 1-3: Basic sahuagin 4-5: Sahuagin fighter 6: Sahuagin spellcaster
5	Sea hag
6	Mephit
7	Dragon turtle
8	Kraken

Fish Out Of Water

Each monster listed in the **Aquatic Intelligent Monsters** table is amphibious, so can breathe air as well as water (though often prefer the latter). The only monster listed that has strict requirements is the Sahuagin; these creatures require full submersion in water multiple times per day, so if inhabiting a destination above water, may do so in rotating shifts.



Coastal

The coasts have always seemed romantic to you - warm breezes, swaying palm trees, and sandy beaches lapped by gentle, salty waves that cool your toes... You're sure that coasts like that exist, somewhere, but certainly nowhere around here. You sit up and shiver as your sodden clothes shift in the breeze, the chill seeping straight into your bones. A quick glance towards the shore reveals that you had indeed made it within sight of land when your ship struck the sandbar. Now that you're on a spit of stone, some hundred yards offshore, you wish it could have made it a little closer.

It's now or never; waiting will only cost precious energy. The frigid water nearly knocks the wind out of you, but you keep your head above the surface. You take a deep gulp of air and start to swim. The water beneath you is deep. The vastness of depths beneath you, and what could be down there, makes your heart drum with panic. There is probably something watching you right now, you think, legs flailing like two juicy worms. This motivates a burst of additional speed; you thrash the water to foam and swim for all you're worth.

Sand nearly scrapes your skin raw as you drag yourself onto dry land. As you lay there, chest heaving and body convulsing, you notice the breeze has picked up. Out at sea, clouds billow, swirl, and grow to fill the sky. What may be the biggest storm you've ever seen is rolling in, and fast. The rain begins to lash down in sheets, the wind howls, and trees strain against the ground, as if holding on for their arboreal lives.

All of a sudden, one palm loses its battle, and is ripped into the air. Debris swirls all around as you scramble for shelter. You make a dash for a small cave nearby, but a blunt force from behind smashes you into the ground. Before you have time to find your bearings, you feel a strange sensation of weightlessness. Did you take a blow to the head? No; you realize you are in the air, the hurricane has you in its grip. You tumble, higher and higher, surrounded by a swaying forest in the sky.

The coast is an environment defined by constant change; what is dry land now may be underwater in a few hours, and what was once blue sky can turn to storm clouds in minutes. Coasts can be harsh or tame, beautiful or barren, or all things at once. In these places where land meets sea, there are many variables that could affect your destination.

Roll on the tables in this chapter if your **environment** is coastal.

Coastal Region

What sort of geographic area is the coastal area located in?

d6	Coastal Region
1-3	**Warm.** This area of coast typically enjoys warm weather.
4-5	**Temperate.** This area of coast typically encounters a wide range of weather. When rolling on the **weather** tables below, if your result has more than one option, select the one that you feel makes the most sense for your campaign setting, season, story or atmosphere.
6	**Cold.** This area of coast typically experiences cold weather.

Destination Location

Where on the coast is the destination located?

d20	Destination Location
1-2	**Coast Edge - Inland.** The destination is on the coastal region's inland edge, where it meets a bordering region or biome (maximum 4 hour walk from the shore).
3-5	**Outer Coast - Inland.** The destination is closer to the inland edge of the coastal region than the shore.
6-9	**Inner Coast.** The destination is closer to the shore than the inland edge of the coastal region.
10-13	**Near Shore.** The destination is as close to shoreline as possible.
14	**Over The Water.** The destination is somehow built over the water. It could be on a raft, on stilts or pylons, at the end of a pier, or even be suspended magically.
15-17	**Peninsula.** The destination is on a portion of land, connected to the shore, that juts out into the water some distance.
18	**Island.** The destination is on a piece of land offshore from the coast that is entirely surrounded by water.
19-20	**Notable Land Feature.** The destination is built on, or directly next to, the **notable environmental feature** (see table below).

Notable Environmental Feature

What sort of notable landmarks or features are nearby?

d12	Notable Environmental Feature
1	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
2	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
3	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
4	**Cliffs.** Sheer cliffs rise up out of the ground, 1d100 x 10 feet high.
5	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
6	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
7	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
8	**Fjord.** A long, deep, narrow river inlet, surrounded by towering cliff sides.
9	**Ford.** A shallow area where a river can be crossed on foot.
10	**Sea Arch.** A high rock formation, naturally joined to a rocky outcrop or cliffside on the mainland by an arch, the stone underneath it having eroded away long ago.
11	**Cave.** A natural hollow in a rock formation.
12	**Shipbreaker Reef.** A barrier of sand, jagged rock, or coral, 1d20 x 10 meters offshore.

Shore

What is the shore that is nearest to the destination composed of?

d8	Shore
1	**Mud.** Where the land meets the water, the shore is a wide swath of mud.
2-4	**Rock.** Where the land meets the water, the shore is large rocks and cliffs.
5-7	**Sand.** Where the land meets the water, the shore is a sandy beach.
8	**Shingle.** Where the land meets the water, the shore is covered with small pebbles.

Tides

Coastal destinations can face a unique complication in the way of tides. The timing of when the water comes in or goes out may render certain avenues of approach usable or unusable at certain times. Perhaps the area becomes uninhabitable for terrestrial creatures once or twice a day? When the tide is in (or out) how long does it stay that way? Has anything around the destination ever been swept out to sea? Depending on your setting, how many moons there are (if any), and the use of magic can affect how tides function for you. If you know this information, it can help your setting feel more realistic. If not, just have fun and play with the tides in whatever way you feel is most dramatic, fun, or interesting.

Recent Weather

How has the weather been recently?

d10	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Heavy Rain.** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
7-8	**Windy.** There has been a fair wind recently, enough to rock floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
9	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing.
10	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Dry [Summer/Year-Round Warm].*** There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control. ***Frost [Spring/Fall].*** There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible. ***Snow [Winter/Year-Round Cold].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like at the time of arrival?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Windy - Gale Force Winds:*** What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

d6	Current Weather
6	***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Materials, such as cloth, lightweight wood, loose objects, debris and plant matter may be torn or blown away, and weak or defective structures or vessels may be ripped to pieces or destroyed. Untethered individuals are swept up and blown great distances, and even those tethered risk severe injury. Those out in the open risk being hit with windswept debris. Unsecured structures may be pushed extremely long distances. The wind's impact on the water makes staying dry almost impossible. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance ***Dry - Wildfire:*** What was once merely dry has sparked a wildfire. Roll a d6. On a 1-2, it is just starting and, if reached in time, could be extinguished with some concerted effort. On a 3-5, it has been burning for a while, but could be extinguished with great effort. On a 6, it is out of control. Without very potent magic, or the efforts of a great many individuals, the only recourse is to run. Depending on how long the fire has been raging, the area might be filled with smoke, damaging buildings and reducing visibility. ***Frost - Snow:*** What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old. Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Impact Degree

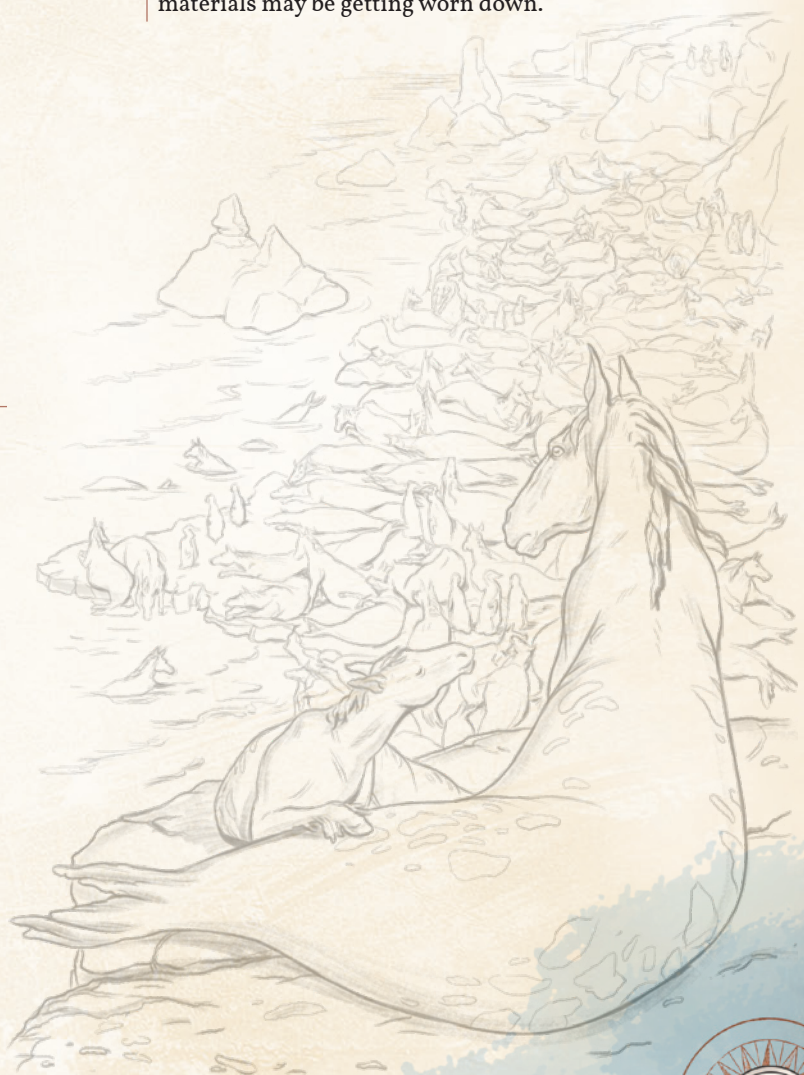
If the environment has impacted this destination, how strong is the impact?

d6	Environmental Impact Degree
1	**Extreme.** When rolling on the **environmental impact type** table, use the '*Extreme*' version of your roll result.
2-3	**Bad.** When rolling on the **environmental impact type** table, use the '*Bad*' version of your roll result.
4-5	**Concerning.** When rolling on the **environmental impact type** table, use the '*Concerning*' version of your roll result.
6	**Minimal or None.** Skip the **environmental impact type** table.

Environmental Impact Type

How has the environment impacted the destination?

d4	Environmental Impact Type
1	**Sandy.** Sand is deposited in this area, either by wind, water, or being tracked in on foot. *Extreme*. There is more sand visible here than any other naturally occurring ground (such as dirt, stone, etc.). Sand has built up in most cracks and crevices, and things located on or near the ground are most likely to be completely obscured, though larger objects may only me partially obscured. The sand is heavy enough to be considered difficult terrain. *Bad*. Sand is scattered everywhere and covers flat ground. General details are hard to make out, and things at ground level are partially obscured or covered. *Concerning*. A dusting of sand that obscures fine detail can be found on most things.
2	**Damp.** There is always some amount of moisture or humidity in the surrounding area. *Extreme*. Everything feels at least mildly wet, and any ground that isn't a hard surface feels soft and muddy. Heavy humidity makes it extremely uncomfortable to breathe. Starting a fire is very difficult. *Bad*. A sheen of wetness can be seen on most exposed surfaces, and the ground is muddy in places. Moderate humidity makes it uncomfortable to breathe. Starting a fire is difficult. *Concerning*. Most things seem mildly damp.
3	**Foggy.** The area is prone to fog. *Extreme*. The fog is thick and opaque, with roughly 5 feet of clear visibility. *Bad*. The fog is thick, with roughly 15 feet of clear visibility. *Concerning*. The fog is mild, with roughly 30 feet of clear visibility.
4	**Exposure.** The area has been weathered by wind, sun, or other forceful weather. *Extreme*. Details on surfaces have been worn away, possibly until smooth. Objects that were not well-anchored may have been scattered or blown around. Structures made from lightweight material are falling apart or may have been destroyed. *Bad*. Fine details on surfaces have been worn away. Lightweight objects may have been scattered or blown around. Structures made from lightweight materials may have significant compromises. *Concerning*. Superficial details or coatings have been worn away. Lightweight objects may have shifted or fallen over. Structures made from lightweight materials may be getting worn down.



Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d8	Coastal Beasts
1	Crab [Roll 1d6]: 1-3: Crab 4-6: Giant crab
2	Eagle [Roll 1d6]: 1-3: Eagle 4-6: Giant eagle
3	Blood hawk
4	Poisonous snake
5	Stirge
6	Giant lizard
7	Giant wolf spider
8	Giant toad

Rabid... Crabs?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d10	Typically Nonthreatening Beasts
1-2	**Large.** Sea lion, seal
3-4	**Small and Swift.** Otter, fox, monkey
5-6	**Small and Tough.** Turtle, crab, iguana
7-8	**Diving Bird.** Cormorant, auk, penguin
9-10	**Flying Bird.** Albatross, gull, frigatebird

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d6	Coastal Unintelligent Monsters
1	Griffon
2	Harpy
3	Manticore
4	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
5	Roc
6	Water elemental

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d20	Coastal Intelligent Monsters
1	Aboleth
2	Banshee
3	Cyclops
4	Djinni
5-7	Dragon turtle
8	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
9	Marid
10	Merfolk
11	Merrow
12	Pseudodragon
13-15	Sahuagin [Roll 1d6]: 1-3: Basic sahuagin 4-5: Sahuagin fighter 6: Sahuagin spellcaster
16-17	Sea hag
18	Storm giant
19	Blue dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient
20	Bronze dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Water-Dwelling Monsters?

Some of the monsters listed here (such as merfolk) are, as a rule, typically unable to live for extended periods on land. If you roll a monster that is exclusively aquatic, you can approach this in one of three ways:

1. It resides in the water near the coastal destination.

2. It is able to go on land with some sort of aid. This aid is likely to be magical, but you could also consider mechanical solutions, or help from accomplices.

3. It is on land because it has either adapted its new environment in some way, or it has constructed something that allows it to survive outside the main body of water (such as a water-filled dome).

Desert

Sand. Is. Everywhere. You trudge along, and it shifts underfoot, sapping you of energy you can't afford to spare. The locals you spoke with mentioned some kind of oasis or depot roughly two days' walk due east. One dune looks much like another, though, and keeping your bearings has been difficult, to say the least.

You have tried to ration your water, but thirst is proving an insidious foe. You stick to cooler shadows, or wait for the sun to position itself a bit more favorably. Finally, it drops below the horizon, and you sigh with relief.

Night spreads over the desert, bringing great change with it. Yellows and browns turn to blues, and the air is suddenly alive with chirps and croaks, as animals who have been hidden all day emerge from their rest. Pure exhaustion threatens to overwhelm you. You notice a large, flat area of stone raised above the sea of sand, and decide to rest there. Sleep does not come easily. You lay there, curled under your thin blanket, freezing in the desert night.

Scorching rays kiss your flesh as the sun rises, and the ice in your veins is replaced with fire. You try to stand, but think that perhaps crawling will be easier. You scrape along, and feel your mind starting to drift. You just need a drink. You reach for your waterskin. Three drops evaporate on your cracked lips. You want to weep, but lack the capability to do so.

You crest a dune and see a glistening pool of water at the bottom. You try to break into a run, but pitch forward, falling violently, and plow face first into the bottom. You don't care. You drag yourself to the pool, plunge your hands into the cool water and gulp it down greedily.

You wake in darkness, bruised and scraped from your tumble. With a start, you worry that the night will freeze your wet clothes to your body, but you see no sign of the pool. A painful cough scours your throat and peppers your hands with specks of gold.

The desert is a harsh environment, known for vast, featureless, sweeping seas of sand, stone, packed earth, or any mixture of the three. It is an inhospitable place at the best of times, and a deadly one at its worst. Creatures that survive here are tough and resilient, built to seize upon whatever scant opportunities may come their way. Creatures that frequent the desert know that, during the day, you worry about the heat. At night, you worry about everything else. While any environment that receives little or no rainfall is considered a desert by technical definition, for the purposes of this chapter, only hot deserts are represented; cold deserts might be better represented by the tundra chapter.

Roll on the tables in this chapter if your **environment** is desert.

Destination Location

Where in the desert is the destination located?

d6	Destination Location
1	**Desert Edge.** The destination is found at the outer edge of the desert, where it meets a bordering region or biome.
2-3	**Outer Desert.** The destination is closer to the outer edge of the desert than its heart.
4-5	**Inner Desert.** The destination is closer to the heart of the desert than its outer edge.
6	**Desert Heart.** The destination is found deep within the desert, either in, or just a short walk from, its center.

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
2	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
3-6	**Dune.** A great hill of sand, 1d10 x 10 feet high.
7-8	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
9-10	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
11	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
12	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
13-14	**Cave.** A natural hollow in a rock formation. The cave is big enough for… [Roll 1d8]: 1: 1 human-sized creature 2: 1d6 human-sized creatures 3: 1d20 human-sized creatures 4: 1 large creature 5: 1d6 large creatures 6: 1d12 large creatures 7: 1 extremely large creature 8: 1d6 extremely large creatures
15-16	**Dry Riverbed.** A trench where water used to flow. The portion of the riverbed nearby is 1d10 + 10 feet wide.
17	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.
18-19	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
20	**Oasis.** An area of fertile ground, lush vegetation, and a source of freshwater.

Destination Terrain

What is the geography of the area immediately surrounding the destination?

d6	Destination Terrain
1	**Flat Sand.** The destination is in an area of flat sand. This offers a clear line of sight to and from the destination, and therefore leaves it open to observation.
2	**Dunes.** The destination is in the midst of rolling sand dunes, which may make the approach difficult, and may obscure line of sight to and from the destination.
3	**Rock Shelf.** The destination is stationed on a hard, rocky surface.
4	**Rock Trenches.** The destination is near, or in, deep trenches in the desert's bedrock. These trenches could create difficult approaches, obscure line of sight, and be confusing to navigate, for anyone attempting to enter or leave.
5	**Canyon.** The destination is near, or in, a canyon. Depending on the size of the canyon, this might be a great defensive feature or an equally great inconvenience. If the destination is atop the canyon, is there a bridge to the other side? If it's at the bottom, how do people get to and from it?
6	**Caves.** The destination is near a system of caves, inhabited or abandone. There may be one entrance, or many. If many, these could be separate and spread throughout the system, or they could be clustered together, creating a honeycomb effect.

A Land of Extremes

It is common for many real deserts to be incredibly hot during the day, and freezing cold at night. You may wish to factor this into any adventures you set in or around your dangerous destination; how your adventurers interact with their environment and what actions they take may massively depend on what time of day it is, and how exposed they are to the elements.

Recent Weather

How has the weather been recently?

d20	Recent Weather
1-2	**Mild.** There has been no weather of note recently; it may have been cooler than usual, allowing for more comfortable travel than would normally be expected.
4-6	**Warm.** There have been higher temperatures than usual. Travel during the day, without adequate cover and a ready supply of water, makes the traveler noticeably more exhausted every 24 hours.
7-13	**Hot.** There have been significantly higher temperatures than usual; it is blisteringly hot. Travel during the day without adequate cover and a ready supply of water makes the traveler noticeably more exhausted every 8 hours.
14-15	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
16	**Heavy Rain.** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
17-18	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.
19-20	**Sandstorm.** The desert has been disturbed by a billowing storm of swirling sand. The ground is rough and uneven, and covered in loose vegetation and materials dislodged by the high winds. Small items on the ground are likely covered in sand. Tracks made before the sandstorm blew in are impossible to follow. Maximum Travel Speed: Slow; Difficult Terrain

Current Weather

What is the weather like at the time of arrival?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
1-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

d6	Current Weather
6	***Gale Force Winds - Sandstorm:*** What was once strong winds has turned into a great, billowing storm of swirling sand that fills the air. Visibility is poor and movement is difficult. The ground is rough and uneven, and covered in loose vegetation and materials dislodged by the high winds. Small items on the ground are likely covered in sand. Tiny grains bite and scratch at exposed skin, and can be very dangerous to unprotected eyes, noses and mouths. Tracking anything through the sandstorm by mundane means is impossible. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance ***Sandstorm - Mega Sandstorm:*** What was once a sandstorm has turned into a mega sandstorm: a moving wall of dust or sand that is 1d6 thousand feet high, and can be over 100 miles wide. Ripping winds, around 50-60 miles per hour and laced with blinding and abrasive sand or dust, fills the entire area. Visibility is impossible, unless eyes are shielded somehow, and even then, only out to a few feet. Swirling debris and force of wind makes keeping a sense of direction extremely difficult. Exposed skin takes damage from the abrasive wind, breathing without adequate protection of the nose and mouth is painful, and prolonged exposure can be fatal. Fires out in the open are impossible to keep lit. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Extremely Short Distance

Environmental Impact - Sand

If your desert is sandy, how much of a negative impact has the sand had on the destination and its surroundings?

d6	Environmental Impact - Sand
1-2	**Extreme.** Sand seems to cover and get into everything. Great drifts of it seem to pile up almost, even shortly after being cleared away. Any structure that has been exposed to this for long has been weathered harshly. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth get torn to pieces before long.
3-5	**Bad.** There is more sand visible than the naturally occurring ground here (unless sand *is* the naturally occurring ground). It is in just about all cracks and crevices, and can even make it difficult to find things that are on or near the ground. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth don't hold up well, but prove to be better than nothing.
6	**Concerning.** Sand is scattered everywhere and covers flat ground. Small details are hard to make out, and things at ground level are obscured. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth are sufficient to keep the sand at bay.

Environmental Impact - Exposure

How much of a negative effect has exposure, either to sand, wind, sun, or all of the above, had on the destination and its surroundings?

d6	Environmental Impact - Exposure
1-2	**Extreme.** Details on surfaces have been worn away, possibly until smooth. Objects that were not well-anchored may have been scattered or blown around. Structures made from lightweight material are falling apart or may have been destroyed.
3-5	**Bad.** Fine details on surfaces have been worn away. Lightweight objects may have been scattered or blown around. Structures made from lightweight materials may have significant compromises.
6	**Concerning.** Superficial details or coatings have been worn away. Lightweight objects may have shifted or fallen over. Structures made from lightweight materials may be getting worn down.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d20	Desert Beasts
1	Giant fire beetle
2	Hyena [Roll 1d6]: 1-3: Hyena 4-6: Giant hyena
3	Jackal
4	Scorpion [Roll 1d6]: 1-3: Scorpion 4-6: Giant scorpion
5	Vulture [Roll 1d6]: 1-3: Vulture 4-6: Giant vulture
6	Flying snake
7	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-6: Giant poisonous snake
8	Stirge
9	Constrictor snake [Roll 1d6]: 1-3: Constrictor snake 4-6: Giant constrictor snake
10	Giant lizard
11	Giant wolf spider
12	Swarm of beetles
13	Swarm of centipedes
14	Swarm of insects
15	Swarm of spiders
16	Giant spider
17	Giant toad
18	Lion
19-20	Roll on the **typically nonthreatening beasts** table below.

Rabid... Hedgehogs?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d10	Typically Nonthreatening Beasts
1-2	**Large and Swift.** Antelope, kangaroo, emu, camel
3-4	**Small and Swift.** Rabbit, fox, jackal, jerboa, frilled lizard
5-6	**Small and Tough.** Armadillo, tortoise, hedgehog, aardvark
7-8	**Bird.** Vulture, grouse, parakeet
9-10	**Insect.** Dung beetle, ant, wasp

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d6	Desert Unintelligent Monsters
1	Death dog
2	Elementals [Roll 1d6]: 1-4: Fire elemental 5-6: Air elemental
3	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
4	Phase spider
5	Purple worm
6	Roc

Environmental Danger: Intelligent Monster

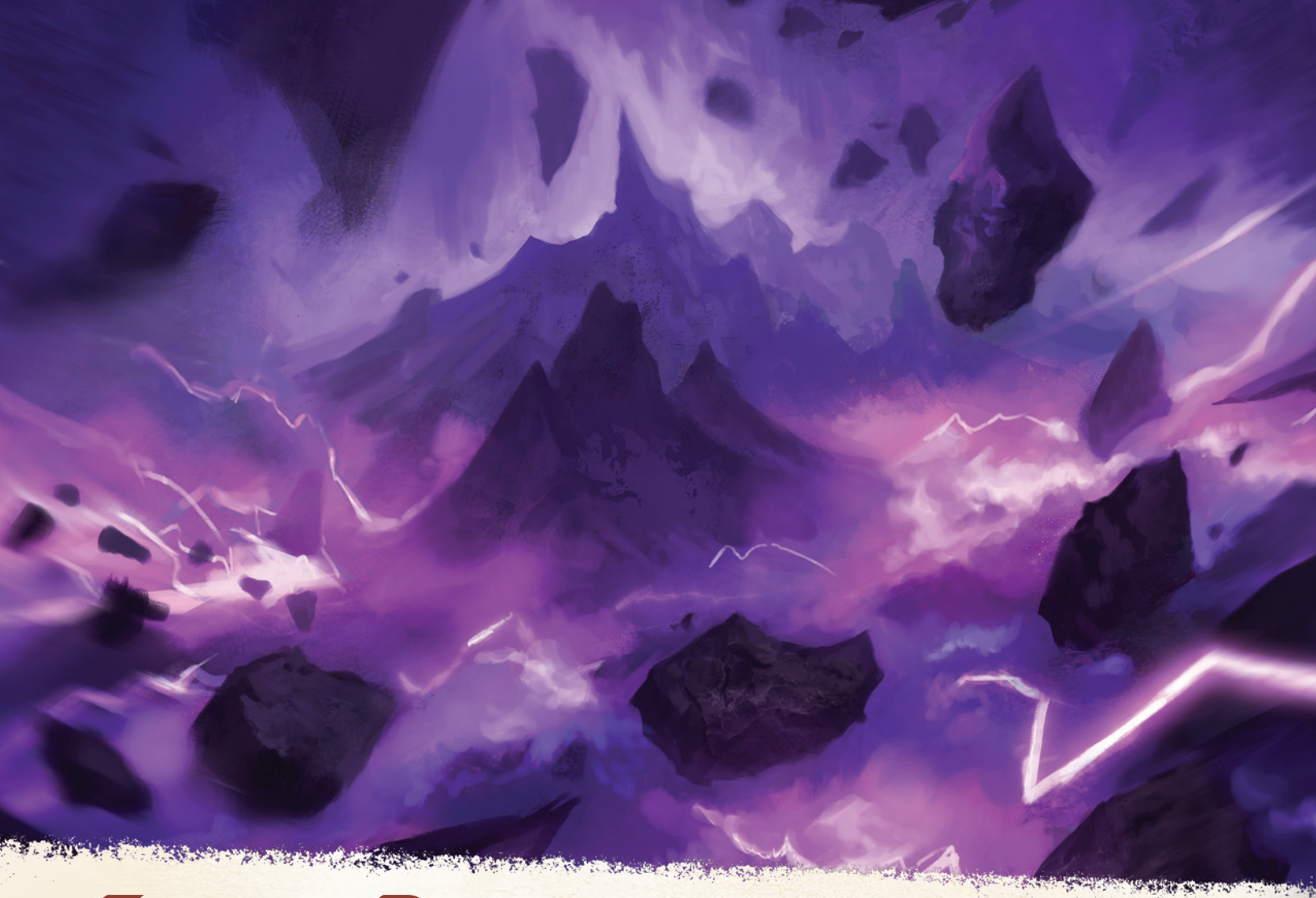
If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d20	Desert Intelligent Monsters
1	Couatl
2	Cyclops
3	Mephit
4	Efreeti
5	Gnoll [Roll 1d6]: 1-3: Gnoll 4-5: Gnoll berserker 6: Gnoll alpha
6	Guardian naga
7	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
8	Jackalwere
9	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
10	Lamia
11	Medusa
12	Mummy [Roll 1d6]: 1-5: Mummy 6: Mummy lord
13	Mantis-folk
14	Pseudodragon
15	Sphinx: [Roll 1d6]: 1-3: Androsphinx 4-6: Gynosphinx
16	Undead [Roll 1d6]: 1-5: Wight 6: Revenant
17	Weretiger
18	Adult blue dracolich
19	Blue dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient
20	Brass dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient



Extra-Planar

A planar navigation device is rare, enough for you to know you aren't exactly going to be tripping over spare parts, which is unfortunate; since the fall you just took, several of the components rattle and whir alarmingly. Now your route is anyone's guess, but the only chance you have of getting home is to try. You spin the remaining functional dial, and click the small button on the device's edge.

Brimstone assaults your nostrils and you nearly choke. You hear magma bubbling somewhere and, in the atmosphere above, an intermittent firestorm roils. A blackened, stone bridge spans a searing river, and a creature composed of raw, molten rock emerges, smooth as a lava flow, onto the bridge. Spin. Click.

You're falling. Wind roars as you try to twist to see the ground, but the sky seems to stretch in all directions. A gust of wind hits you like a charging bull and hurls you, screaming, in the direction you imagine is up. Spin. Click.

This place is familiar, but something is... wrong. Everything is desaturated, twisted, a mockery of the material. Trees are bent and rotten, buildings look deteriorated, and everything is too quiet. Despite there being no obvious light source around, you look down and see your shadow. It moves of its own accord. Spin. Click.

You float in the ether, feeling the unstructured energy of the universe around you. Some force drags you down to what you might, very generously, call an approximation of the ground. You walk through the void as floating stepping stones appear beneath your feet. A kaleidoscope of color and a riot of sound surrounds you. An entity emerges from the chaos that feels both alien and familiar. In your mind, you hear its call in what you know is an incomprehensible language, but understand it perfectly. You go to spin the device but, as the voice speaks, your already tenuous hold on reality snaps. The magnitude of all existence stretches out before you. As you stare in wonder, the device lazily spirals out of reach of your grasping fingers, which themselves begin to drift away, like smoke in the wind.

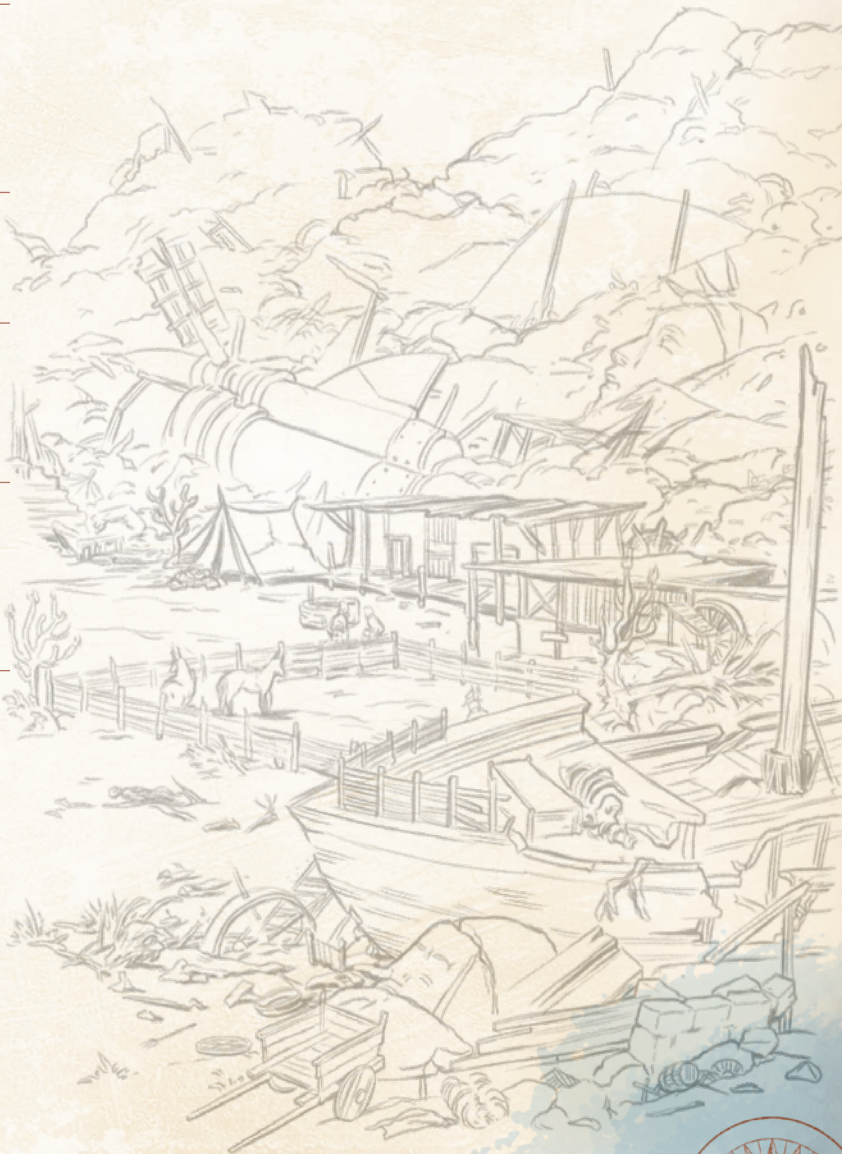
Most environments focus on some portion of the prime material plane (which, in most settings, is the equivalent of the 'normal' world). However, in many fantasy settings, there are other planes of existence, many of which are distilled manifestations of a particular element that exists in the prime material plane, such as fire, shadow, or dream. Whether your destination resides within one of these other planes, or is located in a location heavily influenced by one, danger is sure to follow, as the very rules of reality can become mutable where the veil between planes becomes thin.

Roll on the tables in this chapter if your **environment** is extra-planar.

Plane Type

Which plane has intersected with the prime material?

d12	Plane Type
1	**Astral.** The astral plane is the swirling space in which all other planes reside - a sparkling, shifting haze. Planar weather could include great shifts in the swirling clouds, and gatherings of illumination and darkness.
2	**Air.** The plane of air is made up of swirling clouds, wind, and boundless sky. Planar weather could include anything involving movements of the air.
3	**Earth.** The plane of earth is made up of stone, dirt, and all manner of naturally occuring minerals. Planar weather could include anything involving shifting earth.
4	**Fire.** The plane of fire is made up of magma, ash, and flame. Everything is burning, molten, or incredibly hot. Planar weather could include eruptions, firestorms, or raining ash or debris.
5	**Water.** The plane of water is an endless, surfaceless body of water, made up of smaller pockets of specific types and temperatures of water. Planar weather could include anything involving rain, currents and moving water, such as whirlpools, or violent waves.
6	**Shadow.** The plane of shadow is a dark reflection of the prime material plane. Planar weather is similar to that of the prime material plane, but tends towards the gloomy and dark.
7	**Fey.** The plane of the fey is an alternative reflection of the prime material, if nature had dominion over everything. Planar weather is similar to that of the prime material plane, but tends towards the wild and unpredictable.
8	**Dream.** The plane of dreams is an ever-shifting place where one's surroundings are shaped by their subconscious or, if they are capable of lucid dreaming, their active consciousness. Planar weather could include impossible effects, conjured from the subconscious of those observing it.
9	**Chaos.** The plane of chaos is one of uncertainty and entropy. Things on this plane are unreliable, and ever-changing. The physical is broken apart, and new entities come together, seemingly at random. Planar weather could include almost anything, though likely defies any logic.
10	**Order.** The plane of order is one of clear boundaries, structure, and unending solidity and permanence. Everything here has a purpose, and is arranged with efficiency and practicality in mind. Planar weather is regular and reliable, and likely serves a purpose.
11	**The Hells.** The hells are regions of torment and darkness, representing a cosmological manifestation of evil incarnate. The hells are made up of scorching brimstone, painful cold, and any combination of elements that would be uncomfortable for a mortal to experience.
12	**The Heavens.** The heavens are regions of purity and light, representing a cosmological manifestation of good incarnate. The heavens are typically characterized by clear, sunny skies, or picturesque landscapes, though they could also just as easily be realms of pure light.



Destination Planar Positioning

How is the destination positioned in relation to the plane?

d6	Planar Positioning
1-3	**Extra-Planar.** The destination is located completely within another plane. Some kind of passage, or other form of access, leads from where the campaign is currently taking place to the plane in question.
4-6	**Prime Material.** The plane has manifested somewhere on the prime material plane. The landscape around the destination has been transformed to fit the ecology of that plane.

Planar Manifestation

Dependent on the **destination planar positioning**; if 'Extra Planar', how strongly is the influence of the plane impacting the destination? If on the 'Prime Material', how much has the plane manifested?

d6	Planar Manifestation
1	**Subtle.** The plane has manifested in and around the destination in its subtlest form, impacting it in very minor, or even hidden, ways.
2-3	**Noticeable.** The plane has manifested in and around the destination in a few apparent ways, but nothing glaring.
4-5	**Obvious.** The plane has manifested in and around the destination in many obvious and apparent ways.
6	**Glaring.** The plane has manifested in and around the destination to the point where the destination is entirely consumed by the essence of the plane. There are few (if any) elements of the destination untouched by the plane's influence.

Planar Presence Origin

How did the destination come to be in contact with the plane?

d12	Planar Presence Origin
1-2	**Complete Accident.** Something utterly unforeseen and unintentional happened which led to the destination being in contact with the plane. If what happened occurred naturally, it was a totally bizarre anomaly.
3-5	**Adjacent Accident.** The destination came into contact with the plane due to a side effect, or unintended result, of something. If what happened occurred naturally, there was some slight anomaly.
6-8	**Accident.** The destination came into contact with the plane due to something that went wrong. If what happened occurred naturally, there was some sort of anomaly.
9-11	**Slightly Intentional.** The destination coming into contact with the plane the way it did wasn't exactly what was supposed to happen, but was similar to what would normally be expected. If what happened occurred naturally, it didn't happen as it normally would.
12	**Intentional.** The destination coming into contact with this plane was either planned or expected. If what happened occurred naturally, it did so as normal.

Access

How is the destination normally reached by those outside it?

d20	Access
1-4	**Physical (Unrestricted).** The destination can be approached normally (such as by walking).
5-8	**Physical (Restricted).** The destination can be approached only by proceeding through, past, or around various physical barriers, fortifications, or obstacles. Generally, to pass through these obstacles properly, one must have proper authorization, a key, or otherwise possess knowledge, or an object of some sort.
9-12	**Physical (Hidden).** The way to the destination is obscured by some form of physical cover, disguise, or camouflage. Only a particular individual or group knows where this entrance is, and how to open it.
13-15	**Magical (Unrestricted).** The destination can be approached normally (such as by walking), but the path or structure moved through (or by), is magical. This could be a form of magical bridge, a launch-pad, etc.
16-17	**Magical (Restricted).** The destination can be approached only by proceeding through, past, or around various magical barriers, fortifications, or obstacles. Generally, to pass through these obstacles properly, one must have proper authorization, a key, or otherwise possess knowledge, or an object of some sort, but detection is normally handled magically.
18-19	**Magical (Hidden).** The way to the destination is obscured by some form of magic. Only a particular individual or group knows where this entrance is, and how to open it.
20	**Magical (Ritual).** The destination can be approached after performing a certain magical ritual: a lengthy (10 minutes or greater) process, requiring specific components, and possibly magical expertise, in order to execute. The ritual could literally transport those taking part, could open a passage, or reveal a hidden path, to name a few.

Visitor Protections

Is there anything that shields destination visitors from the dangers posed by the plane and its essence?

d20	Visitor Protections
1-4	**None.** The destination does not provide any kind of protection. Those who visit do so risking all perils related to the plane, its essence, and its denizens.
5-8	**Slight (Destination).** The destination provides slight protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections are tied to the destination itself, and do not extend beyond its borders.
9-12	**Slight (Visitor).** The destination confers to its visitors slight protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections linger on the visitors and are… [Roll 1d6]: 1-2: Permanent and minimal 3-5: Temporary and small 6: Temporary and moderate
13-15	**Significant (Destination).** The destination provides significant (but not total) protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections are tied to the destination itself, and do not extend beyond its borders.
16-18	**Significant (Visitor).** The destination confers to its visitors significant protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections linger on the visitors and are… [Roll 1d6]: 1-2: Permanent and small 3-5: Temporary and moderate 6: Temporary and considerable
19	**Strong (Destination).** The destination provides total protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections are tied to the destination itself, and do not extend beyond its borders.
20	**Strong (Visitor).** The destination confers to its visitors total protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections linger on the visitors and are… [Roll 1d6]: 1-2: Permanent and moderate 3-5: Temporary and considerable 6: Temporary and total

Planar Denizen Awareness

How cognizant are the planar natives of the destination, and its residents and visitors?

d20	Planar Denizen Awareness
1-3	**None.** The destination has remained hidden, or otherwise seemed insignificant enough to fall beneath the notice of any beings native to the plane.
4-7	**Very Minor.** The destination has been noticed by some beings native to the plane who, if confronted, would not normally pose any threat.
8-12	**Minor.** The destination has been noticed by some beings native to the plane who, if confronted, would normally only pose a slight threat.
13-16	**Moderate.** The destination has been noticed by some beings native to the plane who, if confronted, would normally pose a credible threat.
17-19	**Serious.** The destination has been noticed by some beings native to the plane who, if confronted, would normally pose a significant threat.
20	**Major.** The destination has been noticed by a being or beings native to the plane who, if confronted, would normally pose a massive threat.

Recent Planar Weather

How has the weather been recently?

Interpretation

How you interpret the weather types in the tables below is up to you. We suggest, as a starting point, to consider what conditions could be like your **plane type** without any environmental disturbance or activity going on, and then consider how it could be stirred up. The results in the tables below will point you in the direction of what the 'weather' (whatever you decide it should be) recently was, and has developed into.

For example, you might interpret mild weather for the plane of fire as simple hot temperatures, but violent weather might be furnace-like temperature winds with molten hail. Mild weather in the plane of water might be calm, still waters, but violent weather might be swirling maelstroms, or extremely strong currents.

d10	Recent Planar Weather
1-4	**Mild.** Environmental conditions around the destination have been mild or calm.
5-7	**Moderate.** Environmental conditions around the destination have been noticeable, but not atypical. Some examples might be slightly strong winds, light precipitation, gentle currents, sparse floating debris or objects in space, mild solar flares, slight magical fluctuations, etc. The conditions likely pose some small modicum of survival difficulty, if not properly prepared. Movement and travel may be slowed by a small degree, but this can likely be overcome with specialized equipment, resources, or abilities.
8-9	**Strong.** Environmental conditions around the destination have been considerable, and could be dangerous if not well-prepared. Some examples might be significantly hotter or colder temperatures than usual, severe winds, heavy precipitation, powerful currents, many pieces of floating debris or objects in space, blazing solar flares, or strong magical energy fluctuations. The conditions likely pose serious survival difficulty, and may be deadly if not properly prepared. Movement and travel may be slowed by a large degree, even with specialized equipment, resources, or abilities, unless they are particularly good quality, or perhaps magical.
10	**Violent.** Environmental conditions around the destination have been significantly dangerous, and the environment is in a tumultuous state. Some examples might be incredibly high or low temperatures, brutally powerful winds, massive amounts of precipitation, racing riptide currents or whirlpools, storms of debris or objects in space, gigantic solar flares, or staggering magical energy fluctuations. The conditions likely pose extreme survival difficulty, and may be potentially fatal even for the most well-prepared. Movement and travel may be nigh-impossible unless equipped with not only the best in resources and equipment, but also training and, almost certainly, magical assistance.

Current Planar Weather

What is the planar weather like at the time of arrival?

d8	Current Planar Weather
1-2	**Better than Recent.** Use the result before what you rolled for recent weather (if you rolled 'Mild', the weather is the same).
3-6	**Same as Recent.** The recent weather is still ongoing.
7-8	**Worse than Recent.** Use the result after what you rolled for recent weather (if you rolled 'Violent', the weather is the same).

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

Planar-Specific Beasts & Monsters

Due to the incredible range of beasts and monsters that could inhabit the various planes (and the fact that many of them would not make even the remotest sense on planes other than their specific native one), we felt that it was not practical to put them in a rollable table here. If you rolled 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster' for your **danger**, refer to **Appendix B: Planar Creature Tables** (p. 438) or, alternatively, check your chosen game system's rulebooks for creatures (or search online), and find a creature that feels appropriate to you. Once you've done this, proceed to the appropriate **danger** chapter.

Forest

The forest near your childhood home is a place full of happy memories. To you, it is a place of stick-swords, tree forts, and charging through the undergrowth as mighty heroes, against a great, imagined army.

This forest is not that. This is a primal place, the deep woods where few dare to tread. Here, trees see and walk as you do. Here, ancient spirits dwell, and nature lays claim to all.

Gnarled trees, as wide as a carriage or wider, grow in twisted forms, with contorted roots that anchor their ancient hosts to the earth for time immemorial. The creatures who reside here know nothing of you, your kind, or kin, and don't care to. The forest has a brooding hostility, and wordlessly makes it clear that it was here an age before you, and will be here long after you're gone.

You push through the undergrowth, eyes ever watchful, ahead and above. The trees create a landscape of myriad dimensions, whose denizens traverse paths unseen by civilized folk. Massive spider webs span great boughs and entire trees. You breathe heavily, feeling your heart beat faster.

You've known for some time now that you are thoroughly lost. There are no straight lines here, no paths, no roads, not even any oddly piled stones or carved trunks that might act as landmarks to see you along the trail. You recall being informed that traveling around the forest would take weeks, and you were in too great a hurry for that. Though you were discouraged from taking this route, you were certain that it couldn't be that bad.

Now, the wisdom of the advice you ignored has become clear. This is not a place that tries to get rid of you, this is a place that keeps its intruders. The forest doesn't want you gone. It wants you to stay. Forever.

A forest might be a managed environment that provides a reliable source of food, or particular varieties of wood, to a community, or is controlled and regulated by an estate for a particular purpose, such as hunting grounds. More often, however, they are wilder, primordial places, difficult to navigate through, in perpetual gloom, and with few clear paths or landmarks to mark passage. Forests often become natural borders; they might separate settlements or entire kingdoms, forming a barrier that stretches for miles, with predictable, exploitable routes around the outside. Those that decide to take the short cut, do so at their own risk.

Roll on the tables in this chapter if your **environment** is forest.

Forest Region

What particular kind of forest is the destination in?

d6	Forest Region
1-2	**Boreal.** The forest is in a cold region that is more prone to snow. Roll for recent weather on the **recent weather - boreal region** table, and skip the **recent weather - temperate region** table.
3-6	**Temperate.** The forest is in a region that is typically more mild, or at least experiences more normal, seasonal weather. Roll for recent weather on the **recent weather - temperate region** table, and skip the **recent weather - boreal region** table.

Destination Location

Where in the forest is the destination located?

d10	Destination Location
1	**Forest Edge.** The destination is found at the outer edge of the forest, where it meets a bordering region or biome.
2-4	**Outer Forest.** The destination is closer to the outer edge of the forest than its heart.
5-7	**Inner Forest.** The destination is roughly equidistant between the outer edge of the forest and its heart.
8-9	**Deep Forest.** The destination is closer to the heart of the forest than its outer edge.
10	**Forest Heart.** The destination is found deep within the forest, either in, or just a short walk from, its center.

Notable Environmental Features

What sort of notable landmarks are nearby?

d20	Notable Environmental Features
1-3	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
4	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
5-9	**Exceptionally Large Tree.** A tree of a species that normally grows to a great size, or one that is abnormally large for its species. The tree is (1d4 + 1) x 50 feet tall, and 5 feet thick for every 50 feet of height.
10	**Ford.** A shallow area where a river can be crossed on foot.
11-12	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
13	**Pond.** A small body of water, surrounded by shore, up to 1d10 acres in area.
14	**Lake.** A body of water, surrounded by shore, up to 1d100 + 20 acres in area.
15	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
16	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
17	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
18	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
19	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
20	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.

Destination Tree Density

How dense are the trees where the destination is located?

d10	Destination Location
1	**Clearing.** There are trees within a stone's throw of the destination's location, but none in the immediate vicinity.
2-4	**Sparse.** The trees around the destination are generously spaced. Movement of large creatures and vehicles to and from the destination is unimpeded, and light easily breaks though the canopy to illuminate the forest floor.
5-7	**Natural.** The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the forest floor in patches, but there is at least dim light everywhere. Night Time Effect: The destination remains dark until an hour after sunrise, and is dim for an hour after that. The destination descends into dim light two hours before sunset, and is fully dark an hour before sunset.
8-9	**Dense.** The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness. Night Time Effect: The destination remains dark until two hours after sunrise, and is dim for an hour after that. The destination descends into dim light three hours before sunset, and is fully dark two hours before sunset. Maximum Travel Speed: Normal
10	**Tight.** The trees around the destination are spaced very closely, likely pressed against the edges, or leaning over the top. The movement of medium creatures to and from the destination is difficult, and requires weaving through the trees, and rarely following a straight line. It may be impossible for large creatures or vehicles to get through at all. There are no long lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness. Night Time Effect: The destination remains dark until three hours after sunrise, and only gets dim light for the rest of the day. The destination becomes fully dark three hours before sunset. Maximum Travel Speed: Slow

Forest Floor Terrain

What is the forest floor surface like?

d6	Forest Floor Terrain
1	**Overgrown.** The forest floor around the destination is covered in thick grasses, thickets, shrubbery, or exposed roots. Travel Effect: If the destination is in frequent use, paths must be cut through the overgrowth, or it must be accessed from below or above. Movement through the overgrowth outside any clear-cut paths is very difficult, and doing so stealthily is nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
2-3	**Uneven.** The forest floor around the destination is uneven with random swells, depressions, and some exposed roots. Travel Effect: Approaching the destination without adequate light or familiarity with this specific area is difficult, and tripping is very possible. A path may need to be cut in some places. Movement under such conditions should impose penalties against stealth, speed, etc. Maximum Travel Speed: Normal
4-6	**Clear.** The forest floor around the destination is generally even and clear, with few obstructions.

Recent Weather - Boreal

How has the weather been recently?

d8	Recent Weather
1-2	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
3-5	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Snow [Late Summer - Early Spring].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain. ***Rain [Mid-Spring - Midsummer].*** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Snow [Late Summer - Early Spring].*** There has been heavy snow recently; 1d4 feet has accumulated so far. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered). Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain [Mid-Spring - Midsummer].*** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Travelers encounter 1d6 fallen trees across their path.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Dry [Late Spring - Midsummer].*** There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control. ***Blizzard [Late Summer - Early Spring].*** There has been very heavy snow recently; 1d6+4 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered). Maximum Travel Speed: Slow; Difficult Terrain

Recent Weather – Temperate

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Travelers encounter 1d6 fallen trees across their path.
7-8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Rain [Spring].*** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain

d8	Recent Weather
7-8	***Dry [Summer].*** There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control. ***Frost [Autumn].*** There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible. ***Snow [Winter].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like when the destination is arrived at?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

d6	Current Weather
6	***Dry - Wildfire:*** What was once merely dry has sparked a wildfire. Roll a d4. On a 1, it is just starting and, if reached in time, it could be put out with some concerted effort. On a 2, it has been burning for a while, but a great deal of effort could put it out. On a 3 or 4, it is out of control. Without very potent magic, or the efforts of a great many individuals, the only recourse is to run. Depending on how long the fire has been raging, the area might be filled with smoke, damaging buildings and reducing visibility. ***Frost - Snow:*** What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old. Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance ***Heavy Snow - Blizzard:*** What was once heavy snow is now a furious blizzard. 1d6 + 4 feet has accumulated and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without shelter risks great danger. Exposed fires are nearly impossible to keep lit. Hypothermia is all but guaranteed for any traveller who stays damp or wet for any length of time. Falling snow and swirling winds make following tracks almost impossible. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

d6	Current Weather
6	***Blizzard - Whiteout:*** What was once a blizzard has turned into a blinding whiteout. 1d6 + 4 feet has accumulated already, and more is coming down fast. Visibility is impossible, unless the eyes are shielded somehow, and even then, only out to a few feet. Swirling snow and force of wind makes keeping a sense of direction for travel extremely difficult. Exposed skin takes damage from the cold, breathing without adequate protection of the nose and mouth is painful, and prolonged exposure can be fatal. Fires out in the open are impossible to keep lit and tracking is impossible by mundane means. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Extremely Short Distance

Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Boreal Environmental Danger: Beast

If you rolled 'Boreal' for your **forest region**, and 'Environmental Danger: Beast' for your **danger**, roll on the following table (tables for a 'Temperate' **forest region** come later in the chapter).

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d8	Boreal Forest Beasts
1	Bear [Roll 1d6]: 1-2: Black bear 3-4: Brown bear 5-6: Polar bear
2	Blood hawk
3	Giant elk
4	Giant owl
5	Giant weasel
6	Tiger [Roll 1d6]: 1-4: Tiger 5-6: Saber-toothed tiger
7	Wolf [Roll 1d6]: 1-4: Wolf 5-6: Dire wolf
8	Roll on the **typically nonthreatening beasts** table below.

Rabid... Weasels?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large and Swift.** Deer, antelope
2	**Large and Tough.** Boar, buffalo
3	**Small Climber.** Squirrel, bat
4	**Small and Tough.** Badger, hedgehog, skunk
5	**Bird.** Hawk, owl, pheasant
6	**Small Predator.** Weasel, cat, marten

Boreal Environmental Danger: Unintelligent Monster

If you rolled 'Boreal' for your **forest region**, and 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table (tables for a 'Temperate' **forest region** come later in the chapter).

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d12	Boreal Forest Unintelligent Monsters
1	Ankheg
2	Spider [Roll 1d6]: 1-4: Phase spider 5-6: Ettercap
3	Gnoll
4	Gorgon
5	Grick
6	Harpy
7	Lupine [Roll 1d6]: 1-4: Worg 5-6: Winter wolf
8	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
9	Owlbear
10	Plant [Roll 1d10]: 1-3: Awakened twigs 4-5: Awakened needles 7-9: Awakened vines 10: Shambling mound
11	Remorhaz [Roll 1d6]: 1-2: Young remorhaz 3-6: Remorhaz
12	Troll

Boreal Environmental Danger: Intelligent Monster

If you rolled 'Boreal' for your **forest region**, and 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table (tables for a 'Temperate' **forest region** come later in the chapter).

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d100	Boreal Forest Intelligent Monsters
1-4	Banshee
5-8	Blink dog
9-12	Celestial steeds [Roll 1d6]: 1-4: Pegasus 5-6: Unicorn
13-16	Centaur
17-22	Crow-folk
22-25	Fey [Roll 1d10]: 1-4: Pixie 5-7: Sprite 8-9: Satyr 10: Dryad
25-28	Frost giant
29-32	Gnoll [Roll 1d6]: 1-3: Gnoll 4-5: Gnoll berserker 6: Gnoll alpha
33-36	Goblinoid [Roll 1d6]: 1-3: Goblin 4-5: Bugbear 6: Goblin boss
37-40	Green hag
41-46	Guardian naga
47-52	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
53-58	Lycanthrope [Roll 1d20]: 1-7: Wererat 8-13: Werewolf 14-17: Wereboar 18-19: Weretiger 20: Werebear
59-61	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
62-64	Treant
65-70	Oni
71-73	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
74-76	Pseudodragon
77-80	Revenant
81-84	Will-o-wisp
85-88	Yeti
89-94	Faerie dragon [Roll 1d6]: 1-4: Young 5-6: Adult
95-96	Gold dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient
97-100	White dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Temperate Environmental Danger: Beast

If you rolled 'Temperate' for your **forest region**, and 'Environmental Danger: Beast' for your **danger**, roll on the following table (tables for a 'Boreal' **forest region** can be found earlier in the chapter).

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d100	Temperate Forest Beasts
1-3	Ape [Roll 1d6]: 1-4: Ape 5-6: Giant ape
4-6	Blood hawk
7-9	Black bear
10-12	Brown bear
13-15	Constrictor snake [Roll 1d6]: 1-4: Constrictor snake 5-6: Giant constrictor snake
16-18	Giant badger
19-21	Giant bat
22-24	Giant boar
25-27	Giant centipede
28-30	Giant elk
31-33	Giant frog
34-36	Giant spider
37-39	Giant toad
40-42	Giant owl
43-45	Giant weasel
46-48	Giant wolf spider
49-51	Panther
52-54	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
55-57	Rat [Roll 1d6]: 1: Rat 2-4: Giant rat 5-6: Diseased giant rat
58-60	Saber-toothed tiger
61-63	Stirge
64-66	Swarm of beetles
67-69	Swarm of centipedes
70-72	Swarm of insects
73-75	Swarm of ravens
76-78	Swarm of spiders
79-81	Swarm of wasps
82-84	Tiger
85-87	Wasp [Roll 1d6]: 1-4: Giant wasp 5-6: Swarm of wasps
88-90	Wolf [Roll 1d6]: 1-4: Wolf 5-6: Dire wolf
91-100	Roll on the **typically nonthreatening beasts** table below.

Rabid... Koalas?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large and Swift.** Deer, antelope
2	**Large and Tough.** Boar, buffalo, tapir
3	**Small Climber.** Squirrel, monkey, bat, koala
4	**Small and Tough.** Badger, hedgehog, skunk
5	**Bird.** Hawk, owl, pheasant, peafowl
6	**Small Predator.** Weasel, cat, civet

Temperate Environmental Danger: Unintelligent Monsters

If you rolled 'Temperate' for your **forest region**, and 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table (tables for a 'Boreal' **forest region** can be found earlier in the chapter).

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d8	Temperate Forest Unintelligent Monsters
1	Ankheg
2	Spider [Roll 1d6]: 1-4: Phase spider 5-6: Ettercap
3	Gorgon
4	Grick
5	Harpy
6	Plant [Roll 1d10]: 1-3: Awakened twigs 4-5: Awakened needles 7-9: Awakened vines 10: Shambling mound
7	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
8	Owlbear
9	Troll
10	Worg

Temperate Environmental Danger: Intelligent Monster

If you rolled 'Temperate' for your **forest region**, and 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table (tables for a 'Boreal' **forest region** can be found earlier in the chapter).

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d100	Temperate Forest Intelligent Monsters
1-4	Banshee
5-8	Blink dog
9-12	Celestial steed [Roll 1d6]: 1-4: Pegasus 5-6: Unicorn
13-16	Centaur
17-20	Couatl
21-24	Crow-folk
25-28	Fey [Roll 1d10]: 1-4: Pixie 5-7: Sprite 8-9: Satyr 10: Dryad
29-32	Gnoll [Roll 1d6]: 1-3: Gnoll 4-5: Gnoll berserker 6: Gnoll alpha
33-36	Goblinoid [Roll 1d6] 1-3: Goblin 4-5: Bugbear 6: Goblin boss
37-40	Green hag
41-44	Guardian naga

d100	Temperate Forest Intelligent Monsters
45-48	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
49-52	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
53-56	Lizardfolk [Roll 1d6]: 1-4: Lizardfolk 5-6: Lizardfolk shaman
57-60	Lycanthrope [Roll 1d20]: 1-7: Wererat 8-13: Werewolf 14-17: Wereboar 18-19: Weretiger 20: Werebear
61-64	Treant
65-71	Oni
72-77	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
78-80	Pseudodragon
81-84	Revenant
85-88	Will-o-wisp
89-92	Faerie dragon [Roll 1d6]: 1-4: Young 5-6: Adult
93-96	Gold dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient
97-100	Green dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Jungle

This was an ill-conceived expedition. None of you knew what you were in for—but then, if you had known, you likely would not have gone at all. You were supposed to find a lost temple, but now you just hope to make it out alive.

A snake bite had been the undoing of your leader a day after arriving, and things had gone downhill ever since. A member of your group, against all advice, had drank the river water, and died in agony within days. Another scratched their leg on a thorn, and the wound got so infected that the limb had to be amputated, which saved your life when the leopard attacked - you were no longer the slowest. Steadily, and patiently, the jungle claimed each in turn.

Now you're alone. This is bad. Very bad. You make sure to periodically check the sun's position to keep your heading as best you can, but what little light filters through the canopy is hard to read. It feels, as it has from the start, like the jungle is actively working against you.

You follow a trail that clings to a slope. You are sure you've been here before, but a mudslide has swept part of it away since, and the going is hard. Hanging vines serve as tenuous handholds as you struggle, slip, and slide your way along. The vine you have tied around your wrist cuts into your skin, but the thought of the alternative makes your head swim. You eventually make it to the other side, and look around to see where the trail continues. But where is it? The heavy downpours of the last few days must have washed this part out entirely. You take a guess at where it must have been; exhaustion is heavy on you, but you press on. You feel more and more like a fly caught in a web; death waits for you, just out of sight, enjoying your feeble struggle.

The soup of humidity and flies makes it painful and laborious to breathe. You tumble forward as your foot is enveloped by unstable ground, and feel yourself being sucked into receding sand. You know what to do; you slow your breathing and try to remain calm, but the feeling of tiny insect legs, prickling all over every bit of skin that is not submerged, causes you to jerk and twitch. Desperately clawing for a nearby root, you finally manage to drag yourself out, and lay there, coughing. Your eyes widen as you feel movement under your skin, and part of you prays that the leopard returns before you have to find out exactly what.

Jungles are rich with all manner of life; countless plants, insects, birds and other creatures call them home. However, they are utterly deadly to those who are unprepared. Many an expedition to the jungle has been overcome by the sweltering heat, dangerous wildlife, and virulent diseases, or simply been swallowed up by the pressing foliage, never to be seen again. The desert may kill you with indifference, but few places seem to actively wish death upon those who travel there as much as the jungle.

Roll on the tables in this chapter if your **environment** is jungle.

Destination Location

Where in the jungle is the destination located?

d10	Destination Location
1	**Jungle Edge.** The destination is found at the outer edge of the jungle, where it meets a bordering region or biome.
2-4	**Outer Jungle.** The destination is closer to the outer edge of the jungle than its heart.
5-7	**Inner Jungle.** The destination is roughly equidistant between the outer edge of the jungle and its heart.
8-9	**Deep Jungle.** The destination is closer to the heart of the jungle than its outer edge.
10	**Jungle Heart.** The destination is found deep within the jungle, either in, or just a short walk from, its center.

Notable Environmental Features

What sort of notable landmarks are nearby?

d20	Notable Environmental Features
1-3	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
4	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
5-9	**Exceptionally Large Tree.** A tree of a species that normally grows to a great size, or one that is abnormally large for its species. The tree is (1d4 + 1) x 50 feet tall, and 5 feet thick for every 50 feet of height.
10	**Ford.** A shallow area where a river can be crossed on foot.
11	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
12	**Waterfall.** A torrent of water that falls over a ledge into a pool below. The waterfall's top ledge or bottom pool could be nearby, or the water may cascade past the destination.
13	**Pond.** A small body of water, surrounded by shore, up to 1d10 acres in area.
14	**Lake.** A body of water, surrounded by shore, up to 1d100 + 20 acres in area.
15	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
16	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
17	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
18	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
19	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
20	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.

Destination Tree Density

How dense are the trees where the destination is located?

d12	Destination Tree Density
1	**Clearing.** There are trees within a stone's throw of the destination's location, but none in the immediate vicinity.
2	**Sparse.** The trees around the destination are generously spaced. Movement of large creatures and vehicles to and from the destination is unimpeded, and light easily breaks though the canopy to illuminate the forest floor.
3-6	**Natural.** The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the forest floor in patches, but there is at least dim light everywhere. Night Time Effect: The destination remains dark until an hour after sunrise, and is dim for an hour after that. The destination descends into dim light two hours before sunset, and is fully dark an hour before sunset.
7-9	**Dense.** The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness. Night Time Effect: The destination remains dark until two hours after sunrise, and is dim for an hour after that. The destination descends into dim light three hours before sunset, and is fully dark two hours before sunset. Maximum Travel Speed: Normal
10-11	**Tight.** The trees around the destination are spaced very closely, likely pressed against the edges, or leaning over the top. The movement of medium creatures to and from the destination is difficult, and requires weaving through the trees, and rarely following a straight line. It may be impossible for large creatures or vehicles to get through at all. There are no long lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness. Night Time Effect: The destination remains dark until three hours after sunrise, and only gets dim light for the rest of the day. The destination becomes fully dark three hours before sunset. Maximum Travel Speed: Slow
12	**Choking.** The trees around the destination are spaced extremely closely, likely pressed against the edges, or leaning over the top. Vines span all but the narrowest gaps between trees. The movement of medium creatures to and from the destination is very difficult, and may require squeezing through small gaps. It is almost certainly impossible for large creatures or vehicles to get through at all. There are only very short lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness. Night Time Effect: The destination remains dark until three hours after sunrise, and only gets dim light for the rest of the day. The destination becomes fully dark three hours before sunset. Maximum Travel Speed: Very Slow

Jungle Floor Terrain

What is the forest floor surface like?

d6	Jungle Floor Terrain
1	**Overgrown.** The jungle floor around the destination is covered in thick grasses, fungi, flowers, vines, exposed roots and other ground-based vegetation. Travel Effect: If the destination is in frequent use, paths must be cut through the overgrowth, or it must be accessed from below or above. Movement through the overgrowth outside any clear-cut paths is very difficult, and doing so stealthily is nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
2-3	**Uneven.** The jungle floor around the destination is uneven with random swells, depressions, and some exposed roots. Travel Effect: Approaching the destination without adequate light or familiarity with this specific area is difficult, and tripping is very possible. A path may need to be cut in some places. Movement under such conditions should impose penalties against stealth, speed, etc. Maximum Travel Speed: Normal
4-6	**Clear.** The jungle floor around the destination is generally even and clear, with few obstructions.

Present Natural Hazards

Are there natural hazards in the same area as the destination?

Roll 1d4-1 (minimum 0) to determine how many times to roll on the **present natural hazards** table.

The Jungle Wants You Dead

Jungles are lethal places. Creatures not raised in them are usually singularly ill-suited for them. It is reasonable to assume that most, if not all, of the hazards presented in the following table are present in the jungle, but this table determines which, if any, are prominent in or near the destination itself. If you roll no hazards, ask yourself why this is. Perhaps someone in the destination found a way of dealing with the hazards, or maybe there is magic or a divine blessing in effect. The absence of hazards can potentially prove just as interesting as their presence.

d8	Present Natural Hazards
1	**Unclean Water.** The area of the destination has had its water contaminated somehow. Drinking it, without filtering or otherwise purifying it first will, within hours, cause severe flu-like symptoms, dehydration, death, and/or result in the potential ingestion of harmful small creatures. Recommended Precaution: Do not use, drink, or touch water that has not been completely treated or purified.
2	**Egg-Laying Insects.** The area of the destination is full of insects. These creatures lay eggs under the skin of hosts that they bite, sting or touch, or those that ingest them. After 1d4 hours, the host develops painful welts where the eggs were laid. After an additional 2d10 + 4 hours, movement can be felt. After an additional 1d4 hours, the eggs hatch, break the skin, and emerge, often leaving the area raw and/or infected. The creatures are… [Roll 1d6]: 1-3: Water-borne 4-6: Flying Recommended Precaution: Do not use, drink, or touch water that has not been completely treated or purified. Cover exposed skin in mud or other substances that repel insects, or prevent them biting.
3	**Poisonous Plant (Irritant).** The area of the destination is full of plants that irritate on contact (itching, burning, stinging etc.). The plants most commonly affect the skin of exposed body parts like arms, legs and hands, but their effects can be much worse if they make contact with eyes, open wounds, or intimate areas. Recommended Precaution: Wear protective layers to prevent contact, learn the telltale signs of known, local, irritant plants, and vigilantly avoid them.

d8	Present Natural Hazards
4	**Poisonous Plant (Poison).** The area of the destination is full of plants that can make those that ingest them seriously unwell, causing symptoms such as convulsions, abdominal cramps, nausea and, ultimately death, if an antitoxin or other remedy is not found quickly. Recommended Precaution: Wear protective layers to prevent contact, learn the telltale signs of known, local, poisonous plants, and vigilantly avoid them.
5	**High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation. Recommended Precaution: Rest in dry places, change and dry clothes and dressings regularly.
6	**Malaria**. The area of the destination is prone to outbreaks of malaria, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d6 + 9 days. Those affected develop a fever, exhaustion, and other flu-like symptoms and, if left untreated, yellowed skin, seizures, coma, or death. Recommended Precaution: Cover exposed skin in mud or other substances that repel insects, or prevent them biting.
7	**Dengue Fever**. The area of the destination is prone to outbreaks of dengue fever, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d12 + 2 days. If untreated, those affected develop flu-like symptoms, and a severe rash. Roll a 1d6. On a 2-6, the victim recovers in as many days. On a 1, the fever develops into its most severe state; victims experience shock, internal bleeding, and possibly death. Recommended Precaution: Cover exposed skin in mud or other substances that repel insects, or prevent them biting.
8	**Yellow Fever**. As 'Dengue Fever', but disease onset is 1d4 + 2 days.

Recent Weather

How has the weather been recently?

d8	Recent Weather
1-2	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
3-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Heavy Rain.** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Travelers encounter 1d6 fallen trees across their path.
8	**Humid.** There has been a tremendous amount of moisture that has evaporated into the air due to the extreme heat. Anything porous, such as fabric, is constantly damp, and is unable to be dried. Sweating cannot keep creatures cool. Insects that do well in warm weather thrive, and exist in greater numbers.

Current Weather

What is the weather like when the destination is arrived at?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance ***Humid - Sauna:*** What was once humid is now suffocating. Creatures are only capable of a quarter of their maximum travel distance before becoming exhausted, and they cannot exceed half their maximum travel distance. Anything porous, such as fabric, becomes soaked, is unable to be dried, and may begin to rot. Sweating cannot keep creatures cool. Insects that do well in warm weather are thriving to their utmost, and are likely present to a nearly unbearable extent.

Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d20	Jungle Beasts
1	Ape [Roll 1d6]: 1-3: Ape 4-6: Giant ape
2	Axe beak
3	Baboon
4	Bat [Roll 1d6]: 1-4: Giant bat 5-6: Swarm of bats
5	Constrictor snake [Roll 1d6]: 1-3: Constrictor snake 4-6: Giant constrictor snake
6	Crocodile
7	Elephant
8	Giant boar
9	Centipede [Roll 1d6]: 1-4: Giant centipede 5-6: Swarm of centipedes
10	Giant frog
11	Giant lizard
12	Giant scorpion
13	Wasp [Roll 1d6]: 1-4: Giant wasp 5-6: Swarm of wasps
14	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
15	Spider [Roll 1d6]: 1-4: Spider 5-6: Swarm of spiders
16	Stirge
17	Swarm of beetles
18	Swarm of insects
19	Big cat [Roll 1d6]: 1-3: Panther 4-5: Tiger 6: Saber-toothed tiger
20	Dinosaur [Roll 1d6]: 1-4: Triceratops 5-6: Tyrannosaurus rex

Rabid... Sloths?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large Ground-Dweller.** Boar, cassowary, tapir, antelope
2	**Small Ground-Dweller.** Armadillo, tortoise
3	**Climber.** Monkey, squirrel, bat, sloth, tamandua, ape, cat, civet
4	**Bird.** Parrot, hornbill, toucan, bird of paradise
5	**Cold-Blooded.** Frog, chameleon, gecko, salamander, snake
6	**Insect.** Beetle, ant, fly, cicada, mantis

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d6	Jungle Unintelligent Monsters
1-2	Ghoul
3-4	Troll
5-6	Zombie

Environmental Danger: Intelligent Monster

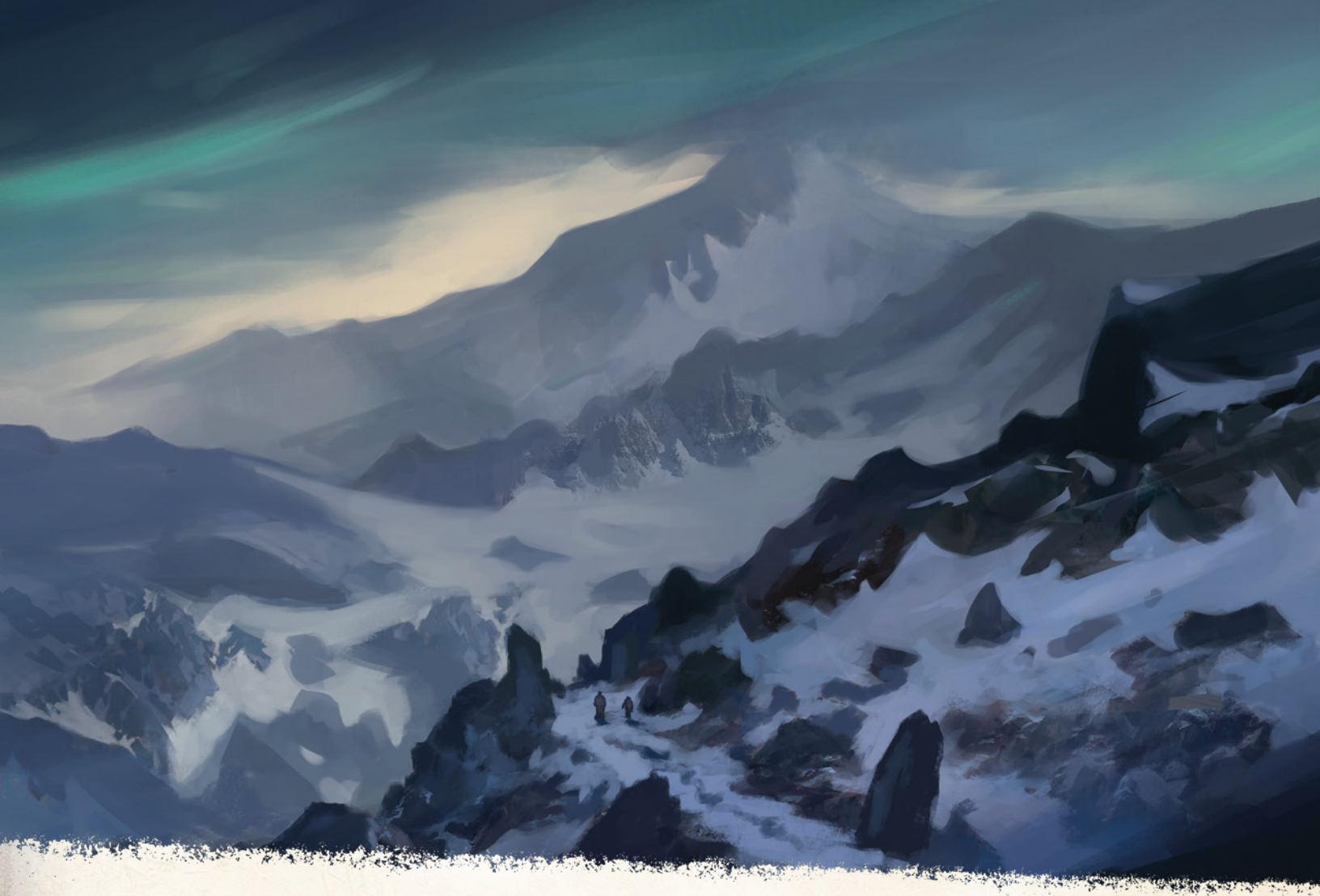
If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d20	Jungle Intelligent Monsters
1-3	Cyclops
4-10	Goblin [Roll 1d6]: 1-4: Goblin 5-6: Goblin boss
11-14	Lizardfolk [Roll 1d6]: 1-4: Lizardfolk 5-6: Lizardfolk shaman
15-16	Lycanthrope [Roll 1d6]: 1-4: Wereboar 5-6: Weretiger
17-19	Night hag
20	Green dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient



Mountain

Getting to the village was easy enough, but your team's job is to extend a path beyond it, a third of the way up the mountain. You gear up, get a good night's rest, and set out the next day.

The path beyond the village soon narrows to a foot-wide shelf. You set pitons, hooks, and rope along the way, making it just a bit safer. This work continues for the day, tied together in a line. Exhausted, you shelter in an alcove, and continue in the morning.

While you work, you look down and marvel at the world below. Forests spread out below you like pieces of green cloth, the buildings in towns look like nothing more than toys. Then, you look up. Dark, pregnant clouds roll ominously above, so close you feel you could touch them.

Before you know it, the storm is raging. Wind pulls at you and sends chills down your back. You move quickly but, as if in answer, snow starts to cascade down in a blinding blizzard. You hear the ring of metal and feel a lurch as a piton on your rope pulls loose. Your stomach leaps into your throat, and you scream in spite of yourself. The cry echoes and then, for a moment, all you can hear is wind.

You feel rumbling. An avalanche drives down from above, ripping you, flailing, from the mountainside. You tumble, bounce, and feel your head make contact with stone, momentarily staining the snow a bright red before it flutters away.

You're in the air - sky above, and ground far, far below. You plummet, faster and faster, but are stopped by a painful yank in your midriff; the rope. You look up to see your companion, faltering, barely keeping their grip on the crumbling ledge; with the addition of your dead weight, they're sure to follow you into oblivion. You try to shout words of encouragement but, with dawning horror, see them avert their eyes, and draw their knife.

The unique verticality of mountainous environments poses a challenge to any attempting to traverse them. What may seem like a short distance as the crow flies may actually be hours or days of hard climbing, with any stumble potentially spelling doom. This enforced isolation can make mountain locations relatively safe from incursion, but can also be their greatest danger; any potential allies might be unwilling, or unable, to mount an expedition to help in the case of an emergency.

Roll on the tables in this chapter if your **environment** is mountain.

Single Mountain or Mountain Range

Is the destination on a lone mountain, or on one that is part of a mountain range?

d6	Single Mountain or Mountain Range
1-2	**Lone Mountain.** The destination is on a mountain that stands on its own.
3-6	**Mountain Range.** The destination is on a mountain that is part of a range.

Mountain Size

How large is the mountain that the destination is on?

d6	Mountain Size
1-3	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
4-6	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.

Destination Location

Where on the mountain is the destination located?

d20	Destination Location
1	**Base.** The destination is located at the foot of the mountain, so only has an up-mountain trail. (+3 to **trail size** roll)
2-5	**Low Slope.** The destination is located on a slope on the bottom third of the mountain. (+1 to **trail size** roll)
6-8	**Mid-Slope.** The destination is located on a slope on the middle third of the mountain. (+0 to **trail size** roll)
9-10	**High-Slope.** The destination is located on a slope on the top third of the mountain. (-2 to **trail size** roll)
11-14	**Low Crest.** The destination is situated on, or nea,r a crest or ridgeline, somewhere on the bottom third of the mountain. (+1 to **trail size** roll)
15-17	**Middle Crest.** The destination is situated on, or near, a crest or ridgeline, somewhere on the middle third of the mountain. (+0 to **trail size** roll)
18-19	**High Crest.** The destination is situated on, or near, a crest or ridgeline, somewhere on the top third of the mountain. (-2 to **trail size** roll)
20	**Peak.** The destination is situated on, or very near, the topmost point of the mountain, so only has a down-mountain trail. (-3 to **trail size** roll)

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1-3	**Cave.** A natural, underground hollow in a rock formation.
4-5	**Cavern.** A small opening in the mountain, leading to a great, yawning space within.
6-7	**Crevasse.** A large, deep fissure or crack in the surface of the mountain.
8-9	**Crevice.** A tight, narrow fissure or crack in the surface of the mountain, likely no wider than an average person.
10	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
11	**Pond.** A small body of water, surrounded by shore, up to 1d10 acres in area.
12	**Lake.** A body of water, surrounded by shore, up to 1d100 + 20 acres in area.
13	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
14-15	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
16	**Waterfall.** A torrent of water that falls over a ledge into a pool below. The waterfall's top ledge or bottom pool could be nearby, or the water may cascade past the destination.
17-18	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
19-20	**Spire.** A tall, narrow growth of tapering stone or ice, 1d10 x 10 feet high.

Destination Terrain

What is the terrain like in and around the destination itself?

d12	Destination Terrain
1-3	**Level - Earthen.** The area in and around the destination is largely level, with soil, and at least some plant life (grass, trees, etc.).
4-6	**Level - Stony.** The area in and around the destination is largely level, stony ground.
7-8	**Difficult - Earthen.** The area in and around the destination has soil and plant life (grass, trees, etc.), but the ground is uneven. There may be dense plant growth, roots, fallen trees, loose soil, fallen rocks, or any other natural occurrence that would make the area difficult to traverse, but not impossible.
9-10	**Difficult - Stony.** The area in and around the destination is stony ground, but it is uneven and difficult to traverse. There may be loose, crumbling stone, sand, extremely smooth or slippery surfaces, boulders, outcroppings, or other arrangements of stone that do not allow for easy, linear navigation.
11	**Very Difficult - Earthen.** The area in and around the destination has soil and plant life (grass, trees, etc.), but the ground is as difficult to traverse as possible to be without being impassible. There may be very dense tree or plant growth, very loose soil, or a very steep slope.
12	**Very Difficult - Stony.** The area in and around the destination is stony ground,but the ground is as difficult to traverse as possible to be without being impassible. There may be unstable surfaces, large formations that block easy passage, chasms or crevasses, or a very steep slope.

Trails

The trail tables account for the main paths that lead up and/or down the mountain, to and from your destination.

On any table beginning with the word 'Trail', roll twice (once for the up-mountain trail, once for the down-mountain trail), unless your **destination location** is at the mountain's 'Base' or 'Peak'. As these destinations only have a single trail, you only need to roll once.

Trail Size

How wide is the trail to or from the destination?

No Trail?

If, after modifiers, your result is 0 or less, you may choose for there to be no trail. This could certainly be the case, especially for destinations near the base of a mountain, but if your destination is further up, consider why. Perhaps extreme weather has wiped out the trail, perhaps inhabitants have purposefully eradicated it to deter visitors and/or unsavory characters, or perhaps the inhabitants simply have little need to leave the destination, or have alternative ways to reach it.

Modified by: **destination location**

d10	Trail Size
1	**Razor's Edge.** The trail is a thin lip, or very narrow passage, only suitable for traversing on foot and, even then, it is tight. If this trail is along a rock face (as opposed to a tunnel), those traversing it would need to press their back to the mountain, and may have to move sideways to keep a footing.
2-4	**Narrow.** The trail is narrow, only wide enough for a single, humanoid creature to walk, facing forwards. Without handholds, or some additional structure, the risk of falling is considerable.
5-7	**Modest.** The trail is of modest width, enough to allow two humanoids to walk abreast, or wide enough for a single cart.
8-9	**Wide.** The trail is relatively wide, enough to allow four humanoids to walk abreast, or wide enough for up to two average-sized carts to travel side-by-side.
10	**Generous.** The trail is a generous size, enough to allow six humanoids to walk abreast, or wide enough for up to three average-sized carts to travel side-by-side.

Trail Type

Is the trail man-made or natural?

d8	Trail Type
1-4	**Natural.** Most, or all, of the trail occurs naturally in the mountainside.
5-6	**Man-Made.** Most, or all, of the trail was constructed by humanoid hands.
7	**Natural Tunnel.** Most, or all, of the trail goes through a natural tunnel.
8	**Man-Made Tunnel.** Most, or all, of the trail goes through a tunnel dug and/or constructed specifically for purpose.

Trail Safety Measures

What sort of additional structure does the trail have?

d6	Trail Safety Measures
1-2	**None.** The trail has no railings, rope, constructed handholds, or any other sort of device to aid traversal.
3-5	**Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.
6	**Substantial.** The trail has an elaborate or well-built structure, multiple handholds, or both, to make traversal considerably easier and safer.

Trail Condition

What state is the trail to or from the destination in?

Why?

This table presents potential physical changes to the trails that can be accounted for in many ways, depending on your setting, and what **trail type** it is. Some explanations for these changes or damages include sustaining damage via attack or sabotage, weather and erosion, collapses, cave-ins, avalanches, and rock-slides.

d12	Trail Condition
1	**Destroyed.** The trail has been completely wiped out, and is currently unusable.
2-4	**Remnants.** The trail has been reduced to roughly half of its original size. Any structures or handholds (if there were any) are gone.
5-6	**Unstable.** The trail is not safe. It may be crumbling, eroding, exceedingly slippery, or treacherous in some other way. Any structures or handholds (if there were any) are compromised, in poor shape, or are otherwise not likely to function much longer.
7-8	**Precarious.** The trail is collapsing, but any structures or handholds (if there were any) are still largely present, though some may be inaccessible.
9-10	**Bare.** The trail is still functional at the most basic level, but any structures or handholds (if there were any) are gone.
11-12	**Solid.** The trail, as well as any structure or handholds (if there were any), is in good, working order.

Trail Hazards

What sort of natural threat or risk is present on the trail?

d8	Trail Hazards
1-4	**None.** The trail does not have any significantly dangerous portions.
5	**Windy.** The area of the destination is prone to strong gusts of wind that rush across the trail, and potentially push travelers. If there are any sheer drops or places with poor footing, this can spell doom for an ill-prepared traveler.
6	**Sheer Drop.** The area of the destination, or the trail leading up to it, has a significant drop off to one or both sides. If it runs through a tunnel, there could be unstable areas that have previously fallen away, or there could be a bridge over a deep chasm or cavern.
7	**Slippery.** The area of the destination is difficult to find stable footing on, whether due to ice, loose stone, or just very smooth rock.
8	**Slides.** The area of the destination is prone to rock slides or avalanches.

Recent Weather

How has the weather been recently?

d8	Recent Weather
1-2	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
3-4	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
5-6	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. **Heavy Rain [Spring].** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Dry [Summer].*** There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control. ***Snow [Autumn/Winter].*** There has been snowfall recently, 2d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like when the destination is arrived at?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Windy - Gale Force Winds:*** What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

d6	Current Weather
6	***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance ***Dry - Drought:*** What was once merely dry has continued into a sustained drought. Any water source of moderate or smaller size (i.e. less than a small lake/large pond) nearby has dried up. New water sources can only be found underground, or by traveling great distances. Most vegetation has died off or become dormant. ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d12	Mountain Beasts
1	Blood hawk
2	Brown bear
3	Giant eagle
4	Giant elk
5	Giant goat
6	Lion
7	Pteranodon
8	Saber-toothed tiger
9	Stirge
0	Swarm of bats
11	Dire wolf
12	Wolf

Rabid... Chinchillas?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large.** Yak, takin, llama, ibex, goat
2	**Small and Swift.** Marmot, chinchilla, hyrax, hare
3	**Bird.** Goose, eagle, vulture
4	**Small Predator.** Fox, weasel

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d12	Mountain Unintelligent Monsters
1	Air elemental
2	Basilisk
3	Bulette
4	Chimera
5	Ettin
6	Griffon
7	Hell hound
8	Hippogriff
9	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
10	Roc
11	Troll
12	Wyvern

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d20	Mountain Intelligent Monsters
1-2	Avian-folk
3	Cyclops
4	Stone people
5-7	Giant [Roll 1d8]: 1-4: Stone 5-6: Frost 7: Fire 8: Cloud
8-9	Harpy
10-12	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
13	Manticore
14-16	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
17	Peryton
18	Pseudodragon
19	Red dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient
20	Silver dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Plains

Lush, tall, golden grasses sway quietly on all sides. You plod along as the cool, autumn breeze kisses your cheeks, and inhale the delightful scent of a campfire somewhere in the distance. This, you think, is the life that adventurers dream of. Mostly.

Your horse took a bad fall a few miles back; it caught its leg in a hole made by some sort of burrowing animal and you heard a wet snap. As it foundered in blood and pain, with you beneath it, you had to put the poor beast out of its misery, half convinced that its snorts and shrieks would be like ringing a dinner bell for every predator on the prairie. Now, as you limp along, half your body dominated by an angry, purple bruise, you can hear small animals chittering through the grasses at ankle-level. It feels like they're mocking you.

The plains might have looked like open ground from a distance but, now you're in the thick of them, you find that the grasses stretch above your head. It's as difficult to find your way as it would be in the deep forest. You keep heading west, towards where you know town to be, though you know you won't arrive before tonight now. A few small, dead trees serve as firewood as you settle in a clearing of trampled-down grass. You glance back, and see the carrion birds circling in the distance.

You stare at the embers as you listen to the sounds of the plains: rattling, chirping, squeaking... and growling. Your eyes snap around the edge of your camp. You hear it again. A lupine shape pads into the clearing, sniffing, eyes flashing in the firelight.

You shout and wave your arms to shoo it away, eliciting only an inquisitive stare. Sensing movement behind you, you turn to see more shadows loping around you. Every instinct tells you to run, but you've seen what wolves do to prey that runs. Summoning your courage, you elect to go down fighting. You snatch a stick from the fire, kick the embers, yell like a wild thing, and brandish your burning stick like a fencer's foil. In the face of your assault, the dogs scatter, and you savor your triumph. You have no way of knowing how far they have retreated, or if they will return, but as scattered embers catch in the tinder-dry grass all around you, you fear you may not have to worry about it much longer.

The plains are categorized as large, open areas, usually dominated by grasses. These environments can be highly seasonal, swinging between the harsh dry season, which transforms them into semi-arid scrubland, and the lush rainy season. Creatures and people who live here are often at least semi-nomadic, prepared to travel great distances to graze, hunt, or just follow the rain.

Roll on the tables in this chapter if your **environment** is plains.

Destination Location

Where on the plains is the destination located?

d10	Destination Location
1	**Plains Edge.** The destination is found at the outer edge of the plain, where it meets a bordering region or biome.
2-4	**Outer Plains.** The destination is closer to the outer edge of the plain than its heart.
5-7	**Inner Plains.** The destination is roughly equidistant between the outer edge of the plain and its heart.
8-9	**Deep Plains.** The destination is closer to the heart of the plain than its outer edge.
10	**Plains Heart.** The destination is found deep within the plain, either in, or just a short walk from, its center.

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1-4	**Plateau.** A flat-topped area of high ground rises high above the otherwise low-lying ground. The plateau's top is 1d100 x 10 feet high, and its area is... [Roll 1d6]: 1: 1d10 x 100 square feet 2: 1d100 acres 3: 1d100 x 6 acres 4: 1 square mile 5: 1d10 square miles 6: 1d100 square miles
5	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature. The pit is 1d100 x 10 feet deep.
6-9	**Hill.** A rise of earth, often topped with grass or trees. The top of the hill is 1d10 x 10 feet above ground level.
10-11	**Pond.** A small body of water, surrounded by shore, up to 1d10 acres in area.
12	**Lake.** A body of water, surrounded by shore, up to 1d100 + 20 acres in area.
13	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
14	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land. The mountain is 1d8 + 4 thousand meters high.
15-16	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
17	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
18	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
19-20	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.

Terrain Features

What is the ground surface of the plains like?

d6	Plains Terrain Features
1-2	**Burrows.** The ground is pockmarked by the burrows of small creatures which live underground, such as prairie dogs. Destination Effect: Traveling across such ground can be deceptively treacherous. If walking or travelling at a slow pace, there is likely to be little issue. However, if travelling on foot at higher speeds, there is considerable danger of sustaining injury; a misplaced foot may accidentally catch in one of the burrow holes. Mounts and beasts of burden are even more at risk. Maximum Travel Speed (on foot): Normal Maximum Travel Speed (mounts or mounted): Slow, Difficult Terrain
3-4	**High Grasses.** The plains are covered in a sea of tall grasses. The grasses are… [Roll 1d6]: 1-2: Green 3-4: Golden 5-6: Amber Destination Effect: The grasses stand 1d10 + 2 feet high. They sway gently with passing wind in nearly hypnotic waves, giving a sense of peace and calm. However, beneath this tranquil facade lies danger, as one is never quite sure what lurks within. Efforts made to detect danger, such as concealed creatures or traps, are subject to considerable penalties, unless the seeker is particularly skilled or familiar with the environment.
5	**Thicket.** The area is covered by thick, thorny bushes. Destination Effect: The robust thorns make traveling through them difficult, as they snag on clothing, and damage unprotected flesh. Depending on the species, the thorns might also be coated with venom, or contain hollows for biting insects. Efforts made to detect danger, such as concealed creatures or traps, are subject to considerable penalties, unless the seeker is particularly skilled or familiar with the environment. Maximum Travel Speed: Slow, Difficult Terrain
6	**Mounds.** The area is covered with large mounds, built by ants, termites, wasps, or other invertebrate life. Destination Effect: The mounds are 1d10 + 4 feet tall, and may extend the same distance underground. The above-ground section is made of densely-packed soil, as hard as baked clay. They break up line of sight, providing hiding places for creatures to make a stealthy approach. In addition, insects swarm out if a mound is damaged, defending their home with bites or stings. At certain times of the year, insects may swarm from the mounds in their thousands, causing dense clouds that obscure the area entirely.

Recent Weather

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
5	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
6	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.
7-8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Rain [Spring].*** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain
8	***Dry [Summer].*** There has been an extended lack of rain, so conditions are quite dry. Plains vegetation that has been exposed to these dry conditions is vulnerable to fire, unless within 100 feet of a body of water. If there are few or no trees nearby, finding firewood is difficult, but dry kindling is everywhere. Making a fire, therefore, may be particularly ill-advised as, if adequate precautions are not taken, they can easily get out of control. ***Frost [Autumn].*** There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures. ***Snow [Winter].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like at the time of arrival?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain

d6	Current Weather
6	***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Windy - Gale Force Winds:*** What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances. ***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance ***Dry - Wildfire:*** What was once merely dry has sparked a wildfire. Roll a d6. On a 1-2, it is just starting and, if reached in time, could be extinguished with some concerted effort. On a 3-5, it has been burning for a while, but could be extinguished with great effort. On a 6, it is out of control. Without very potent magic, or the efforts of a great many individuals, the only recourse is to run. Depending on how long the fire has been raging, the area might be filled with smoke, damaging buildings and reducing visibility. OR ***Dry - Drought:*** What was once merely dry has continued into a sustained drought. Any water source of moderate or smaller size (i.e. less than a small lake/large pond) nearby has dried up. New water sources can only be found underground, or by traveling great distances. Most vegetation has died off or become dormant.

d6	Current Weather
6	***Frost - Snow:*** What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old. Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d100	Plains Beasts
1-4	Axe beak
5-8	Black bear
9-12	Blood hawk
13-16	Elephant
17-20	Giant badger
21-24	Giant boar
25-28	Giant eagle
29-32	Giant elk
33-36	Giant goat
37-40	Giant vulture
41-44	Giant wasp
45-48	Giant weasel
49-52	Giant wolf spider
53-57	Hyena [Roll 1d6]: 1-4: Hyena 5-6: Giant hyena
58-61	Jackal
62-66	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
67-71	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
72-75	Rhinoceros
76-79	Spider
80-83	Stirge
84-87	Swarm of insects
88-92	Big cats [Roll 1d8]: 1-4: Panther 5-6: Tiger 7: Saber-toothed tiger 8: Lion
93-96	Wolf [Roll 1d6]: 1-4: Wolf 5-6: Dire wolf
97-100	Dinosaur [Roll 1d6]: 1-4: Triceratops 5-6: Tyrannosaurus rex

Rabid... Baboons?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large and Swift.** Antelope, giraffe, zebra, deer, kangaroo, emu
2	**Large and Tough.** Buffalo, eland
3	**Small and Swift.** Gazelle, rabbit, baboon, prairie dog
4	**Small and Tough.** Badger, porcupine, anteater, tortoise
5	**Bird.** Oxpecker, hornbill, stork, crane, grouse
6	**Small Predator.** Jackal, fox, mongoose, civet, monitor lizard

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d12	Plains Unintelligent Monsters
1	Ankheg
2	Bulette
3	Chimera
4	Cockatrice
5	Gnoll
6	Gorgon
7	Griffon
8	Hippogriff
9	Manticore
10	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
11	Phase spider
12	Worg

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d20	Plains Intelligent Monsters
1	Centaur
2	Couatl
3	Cyclops
4-5	Gnoll [Roll 1d6]: 1-3: Gnoll 4-5: Gnoll berserker 6: Gnoll alpha
6-8	Goblinoids [Roll 1d6]: 1-3: Goblin 4-5: Bugbear 6: Goblin boss
9-10	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
11	Jackalwere
12	Lycanthrope [Roll 1d6]: 1-4: Werewolf 5-6: Wereboar
13	Mantis-folk
14-15	Oni
16-17	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
18	Pegasus
19	Scarecrow
20	Gold dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Swamp

You wade through mossy, scum-covered water. The buzz and whine of mosquitos is ever present, and the vampiric little insects seem to wriggle their way through every vulnerability in your clothing. The ground sucks at your boots, threatening to pull them off with every step.

You can't imagine a less appealing place. It smells of rot, the trees are ugly, and the ground is pocked with sinkholes just waiting to swallow you up. The creatures are either violent, poisonous, or both, and the plants aren't much better. You hate it. This is the sort of place that makes an adventurer raise their rates.

Some witch-doctor was supposed to be here, a recluse best left alone by all accounts, but one said to have unmatched skill with herbs. The mother of a very ill child begged you to seek out the hermit for a rare healing herb. A long and treacherous road to take for a plant, but she was so distraught, you'd have felt monstrous to refuse her.

At last, you see an old shack on stilts, strung animal bones and herbs hanging from its eaves. This must be the place. You step out of the water, onto what passes for land in these parts, and trudge through knee-deep mist towards the porch. You swear, they'd better have the—

You drop through the mist as a hidden pool swallows you up. You scrabble blindly but feel only slick, insubstantial walls. You slip off your pack and boots, for all the good it does you. You hold your breath until your head pounds and lungs burn. Finally, you touch the loamy bottom. Horror grips you. Straining with all your might, you claw and flail, rising ever so slowly. Too slowly.

After what feels like an age, you feel cool air on your outstretched hand, as it just clears the surface of the rancid pool. Blindly, you grope around for anything solid to grasp hold of, and recoil as your fingers find the eye sockets of a skull. You try to scream, but only produce a pop of bubbling muck.

Swamps can combine the complications of an aquatic environment, with their disguised and shifting areas of water, with the overgrowth and concealment of a forest. For the purposes of this chapter, all wetlands are gathered under the umbrella of 'swamp'; while there are geographical distinctions between bogs, fens, marshes, and swamps, they are unified by their waterlogged surfaces, which make travel treacherous, and settlement difficult.

Roll on the tables in this chapter if your **environment** is swamp.

Swamp Type

What particular kind of swamp is the destination in?

Moving In The Deep

Depending on the particulars of your **swamp type**, your environment may largely consist of relatively deep water or mud. We suggest that maximum movement speed should be slower than usual if water or mud is knee deep or deeper. How this is managed will depend on how your chosen game system handles movement.

d10	Swamp Type
1-2	**Stream Web.** Small streams and rivulets crisscross the landscape in a haphazard fashion, none of which are wider than a few feet. The ground tends toward dampness, though some dry spots may be found.
3-4	**Mud.** There is no visible watercourse, but the ground is generally soft, saturated and mucky. Though the depth of mud can vary, around the destination it is mostly… [Roll 1d20]: 1-4: An inch deep 5-10: Ankle deep 11-14: Shin deep 15-17: Knee deep 18-19: Hip deep 20: Chest deep
5-6	**Scattered Pools.** The ground is mainly damp, but is pocked by pools and patches of water of varying depths. Some of these pools may not be readily visible, and could be covered with a layer of plant matter.
7-8	**Marsh.** The entirety of the swamp is under water. Trees and other plants grow out of the water, and there are few (if any) places where the ground is visible. The water is… [Roll 1d20]: 1-2: Ankle deep 3-6: Shin deep 7-10: Knee deep 11-14: Hip deep 15-17: Chest deep 18-19: Chin deep 20: Over head height
9-10	**Riverbank.** A main river passes through, but swamp is present on both sides. The river is… [Roll 1d6]: 1-2: Narrow, able to be stepped or jumped over 3-5: Moderately wide, able to be crossed on a boat or raft in under a minute 6: Very wide, only able to be crossed with a boat in several minutes or, potentially, much more

Swamp Region

What sort of geographic area is the swamp located in?

Multi-Regional

Swamps are transition areas, so are found in climates and regions all over the world. They are wetlands, containing and surrounded by things like trees, grass, mud and soil, and many occur along large rivers, none of which are specific to a particular kind of biome. Freshwater swamps are commonly found inland, while coastal areas may feature saltwater swamps. Bogs, fens, and marshes are considered swamps, and may be referred to interchangeably, particularly in colder regions.

d4	Swamp Region
1	**Cold.** The swamp is a region that is more prone to freezing temperatures. Roll for recent weather on the **recent weather - cold region table**, and skip the **recent weather - temperate or warm region** table.
2-4	**Temperate or Warm.** The swamp is a region that does not often experience freezing temperatures. Roll for recent weather on the **recent weather - temperate or warm region** table, and skip the **recent weather - cold region table** table.

Destination Location

Where in the swamp is the destination located?

d10	Destination Location
1	**Swamp Edge.** The destination is found at the outer edge of the swamp, where it meets a bordering region or biome.
2-4	**Outer Swamp.** The destination is closer to the outer edge of the swamp than its heart.
5-7	**Inner Swamp.** The destination is roughly equidistant between the outer edge of the swamp and its heart.
8-9	**Deep Swamp.** The destination is closer to the heart of the swamp than its outer edge.
10	**Swamp Heart.** The destination is found deep within the swamp, either in, or just a short walk from, its center.

Notable Environmental Features

What sort of notable landmarks are nearby?

d20	Notable Environmental Features
1-3	**Muck Pile.** A pile of swamp muck, composed of decaying, organic matter such as leaf litter, sticks, mud, droppings, and deceased creatures. The pile is 1d4 x 5 feet high. Recently it… [Roll 1d6]: 1-2: Has gotten smaller 3-4: Has gotten bigger 5-6: Just showed up, seemingly out of nowhere
4	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
5-9	**Exceptionally Large Tree.** A tree of a species that normally grows to a great size, or one that is abnormally large for its species. The tree is (1d4 + 1) x 50 feet tall, and 5 feet thick for every 50 feet of height.
10	**Ford.** A shallow area where a river can be crossed on foot.
11-12	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
13	**Pond.** A small body of water, surrounded by shore, up to 1d10 acres in area.
14	**Lake.** A body of water, surrounded by shore, up to 1d100 + 20 acres in area.
15	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
16	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
17	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
18	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
19	**Perpetual Fog.** A portion of swamp that experiences perpetual, unceasing fog.
20	**Stench Vents.** A particularly boggy area of the swamp where underground pockets of methane and sulfur are periodically expelled through natural vents beneath the muck and mud. The area has a lingering, reeking stench and, sometimes, a floating yellow-green haze or fog.

Destination Tree Density

How dense are the trees where the destination is located?

d12	Destination Tree Density
1-2	**Bog.** There are no trees in the vicinity; the swamp is, instead, a wide expanse of unwooded wetland.
3	**Clearing.** There are trees within a stone's throw of the destination's location, but none in the immediate vicinity.
4	**Sparse.** The trees around the destination are generously spaced. Movement of large creatures and vehicles to and from the destination is unimpeded, and light easily breaks though the canopy to illuminate the swamp's surface.
5-7	**Natural.** The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the swamp's surface in patches, but there is at least dim light everywhere. Night Time Effect: The destination remains dark until an hour after sunrise, and is dim for an hour after that. The destination descends into dim light two hours before sunset, and is fully dark an hour before sunset.
8-9	**Dense.** The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness. Night Time Effect: The destination remains dark until two hours after sunrise, and is dim for an hour after that. The destination descends into dim light three hours before sunset, and is fully dark two hours before sunset.

d12	Destination Tree Density
10-11	**Tight.** The trees around the destination are spaced very closely, likely pressed against the edges, or leaning over the top. The movement of medium creatures to and from the destination is difficult, and requires weaving through the trees, and rarely following a straight line. It may be impossible for large creatures or vehicles to get through at all. There are no long lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness. Night Time Effect: The destination remains dark until three hours after sunrise, and only gets dim light for the rest of the day. The destination becomes fully dark three hours before sunset.
12	**Choking.** The trees around the destination are spaced extremely closely, likely pressed against the edges, or leaning over the top. Vines or other plant life spans all but the narrowest gaps between trees. The movement of medium creatures to and from the destination is very difficult, and may require squeezing through small gaps. It is almost certainly impossible for large creatures or vehicles to get through at all. There are only very short lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness. Night Time Effect: The destination remains dark until three hours after sunrise, and only gets dim light for the rest of the day. The destination becomes fully dark three hours before sunset.

Destination Protection

How is the destination protected, if at all, against the effects of the swamp?

d6	Destination Integration
1	**Waterlogged.** Water or excessive damp has invaded the destination. Signs of rot, mildew, or mold can be seen, unless efforts have been made to keep these things at bay. Unless properly outfitted and equipped, living in such a situation is typically miserable for a humanoid, and likely hazardous to their health. (Skip the **protection nature**, and **protection success** tables)
2-3	**Barrier.** A barrier, or barriers, have been created to block the water from invading the destination.
4-6	**Risers.** The destination is being raised and held above the swamp's surface.

Protection Nature

Is the method of protection physical or magical?

d8	Protection Nature
1-4	**Physical.** The destination's barriers or risers are of a physical nature, such as walls, pillars, platforms, or other structural elements.
5-7	**Magical (Intentional).** The destination's barriers or risers are of a magical nature, and were put in place for the purpose of keeping water from invading the destination.
8	**Magical (Unintentional).** The destination's barriers or risers are of a magical nature, but they were put in place for the purpose of keeping water from invading the destination. The magic may be a naturally occurring anomaly, a lingering effect from something in the past, or even a side effect of something larger.

Protection Success

What is the state of any protections in place?

d8	Protection Integrity
1	**Failing.** The barriers or risers are beginning to give way; the swamp waters will soon impact the destination.
2-3	**Unstable.** The barriers or risers are shaky, or show signs of weakness. They are likely to be fragile, or have apparent vulnerabilities to those knowledgeable enough to spot them.
4-5	**Reasonably Stable.** The barriers or risers are generally stable, though may have an underlying weakness or vulnerability. This weakness or vulnerability would not be wide-spread or obvious, and would only be apparent to those knowledgeable enough to spot them.
6-7	**Solid.** The barriers or risers are completely solid and intact, with no apparent weaknesses or vulnerabilities apart from those that naturally occur in the material or magic used.
8	**Reinforced.** The barriers or risers are not only solid and intact, but have extra support or protections to ensure continued stability.

Present Natural Hazards

Are there natural hazards in the same area as the destination?

Roll 1d4-1 (minimum 0) to determine how many times to roll on the **present natural hazards** table.

Tough To Traverse

The inherent danger and mystery of swamps makes them attractive to adventurers, and unattractive to pretty much everyone else. Many cultures view them as cursed or haunted, and it is not hard to see why. So much is not what it seems; these environments are often filled with sinkholes, grasping mud, and dense brush. To make matters worse, plants and plant matter often floats on the water's surface, creating the appearance of solid ground where, in fact, a deep pool of water is concealed. A heavily armored individual can be sucked down in seconds, never to be seen again. Roads are rarely built through swamps, so circumnavigating them can add days or weeks to a journey. The decision to travel through the swamp should not be taken lightly; adventurers should take it slow, and always be wary of what might be lurking just beneath the surface.

d12	Present Natural Hazards
1-4	**High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation. Recommended Precaution: Rest in dry places, change and dry clothes and dressings regularly.
5-7	**Sinkholes.** The area of the destination is peppered with sinkholes, concealed beneath the surface. If those traveling through the swamp are doing so at normal or higher speeds, and/or are not being guided by someone with experience or knowledge of this sort of environment, roll a d100. On results of 1-25, a random member of the group falls into a sinkhole. The sinkhole is 1d4 x 5 feet deep. If the victim falling into the hole goes unnoticed, finding them is very difficult.
8	**Egg-Laying Insects.** The area of the destination is full of insects. These creatures lay eggs under the skin of hosts that they bite, sting or touch, or those that ingest them. After 1d4 hours, the host develops painful welts where the eggs were laid. After an additional 2d10 + 4 hours, movement can be felt. After an additional 1d4 hours, the eggs hatch, break the skin, and emerge, often leaving the area raw and/or infected. The creatures are… [Roll 1d6]: 1-3: Water-borne 4-6: Flying Recommended Precaution: Do not use, drink, or touch water that has not been completely treated or purified. Cover exposed skin in mud or other substances that repel insects, or prevent them biting.
9	**Poisonous Plant (Irritant).** The area of the destination is full of plants that irritate on contact (itching, burning, stinging etc.). The plants most commonly affect the skin of exposed body parts like arms, legs and hands, but their effects can be much worse if they make contact with eyes, open wounds, or intimate areas. Recommended Precaution: Wear protective layers to prevent contact, learn the telltale signs of known, local, irritant plants, and vigilantly avoid them.

d12	Present Natural Hazards
10	**Poisonous Plant (Poison).** The area of the destination is full of plants that can make those that ingest them seriously unwell, causing symptoms such as convulsions, abdominal cramps, nausea and, ultimately death, if an antitoxin or other remedy is not found quickly. Recommended Precaution: Wear protective layers to prevent contact, learn the telltale signs of known, local, poisonous plants, and vigilantly avoid them.
11	**Malaria**. The area of the destination is prone to outbreaks of malaria, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d6 + 9 days. Those affected develop a fever, exhaustion, and other flu-like symptoms and, if left untreated, yellowed skin, seizures, coma, or death. Recommended Precaution: Cover exposed skin in mud or other substances that repel insects, or prevent them biting.
12	**Lucky.** There are no particularly awful hazards nearby.

Recent Weather - Cold

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Rain [Spring/Summer].*** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Frost [Autumn].*** There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible. ***Snow [Winter].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Recent Weather - Temperate or Warm

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Rain [Spring/Autumn/Winter].*** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Humid [Summer].*** There has been a tremendous amount of moisture that has evaporated into the air due to the extreme heat. Anything porous, such as fabric, is constantly damp, and is unable to be dried. Sweating cannot keep creatures cool. Insects that do well in warm weather thrive, and exist in greater numbers.

Current Weather

What is the weather like when the destination is arrived at?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Windy - Gale Force Winds:*** What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

d6	Current Weather
6	***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Materials, such as cloth, lightweight wood, loose objects, debris and plant matter may be torn or blown away, and weak or defective structures or vessels may be ripped to pieces or destroyed. Untethered individuals are swept up and blown great distances, and even those tethered risk severe injury. Those out in the open risk being hit with windswept debris. Unsecured structures may be pushed extremely long distances. The wind's impact on the water makes staying dry almost impossible. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance ***Humid - Sauna:*** What was once humid is now suffocating. Creatures are only capable of a quarter of their maximum travel distance before becoming exhausted, and they cannot exceed half their maximum travel distance. Anything porous, such as fabric, becomes soaked, is unable to be dried, and may begin to rot. Sweating cannot keep creatures cool. Insects that do well in warm weather are thriving to their utmost, and are likely present to a nearly unbearable extent. ***Frost - Snow:*** What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old. Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d20	Swamp Beasts
1-2	Constrictor snake [Roll 1d6]: 1-4: Constrictor snake 5-6: Giant constrictor snake
3	Crocodile [Roll 1d6]: 1-4: Crocodile 5-6: Giant crocodile
4	Spiders [Roll 1d6]: 1-4: Giant spider 5-6: Swarm of spiders
5-6	Giant frog
7-8	Giant lizard
9-10	Giant toad
11-12	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
13-14	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
15-16	Stirge
17	Swarm of beetles
18	Swarm of insects
19	Swarm of ravens
20	Roll on the **typically nonthreatening beasts** table below.

Rabid... Otters?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Large.** Boar, tapir
2	**Small.** Otter, beaver, rat, platypus, turtle
3	**Bird.** Heron, moorhen, duck, ibis, crow
4	**Fish.** Catfish, eel
5	**Cold-Blooded.** Frog, gecko
6	**Insect.** Firefly, water beetle, cicada

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d6	Swamp Unintelligent Monsters
1	Ghoul
2	Hydra
3	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
4	Shambling mound
5	Troll
6	Water elemental

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d10	Swamp Intelligent Monsters
1	Frog-folk
2	Undead [Roll 1d8]: 1-4: Ghoul 5-6: Ghast 7: Wight 8: Revenant
3	Green hag
4	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
5	Lizardfolk [Roll 1d6]: 1-4: Lizardfolk 5-6: Lizardfolk shaman
6	Mephit
7	Oni
8	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
9	Will-o-wisp
10	Black dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Tundra

You think back to childhood sermons preaching fire and brimstone. The priest was wrong, you understand now, for hell is cold.

Digging through the snow for lichen sapped all your energy, and a pungent, pitiful fire, more smoke than heat, is all you have to show for a day of hard labor. Still, once it has burnt down to ashes, you set your tent atop it, wrap up as best you can, and try to sleep.

The chattering of your own teeth snaps you awake. There is no sunrise; you know that the faltering sliver of yellow-gray light on the horizon is the best the sun will do for months. A racking cough seizes you as you fumble with your pack.

With effort, you break your fast, worrying at a strip of frozen seal meat. You have come to hate the taste of it, but there is nothing else to be had, so eat it you must. You feel a sudden pain, and feel around your mouth with half-numb fingers. Between your shaking, dark fingertips, you hold a bloody tooth. Revolted, you cast it into the snow.

You have to move. Every step is effort and agony, every rut the sled hits is a knife-sharp pain, but to stop is to die. A stomach spasm doubles you over, and another lung-burning cough takes hold. Despite being numb with cold, your face drips sweat. Your legs shake uncontrollably as you rise and press on. Gods, is there anything worse than walking? Maybe crawling would be easier.

Hours pass, or maybe days. The white of the sky becomes the white of the snow becomes the white of your frozen eyelashes. One foot in front of the other. Each step is a victory, each step is progress. Your mind wanders ahead to the whaling station, to a ship home, to lamps, and fires, and food. With every step, they are closer.

You stop to make camp, and collapse, exhausted. Rooting through the snow, you find the ashes of a spent fire, and a single, bloody tooth.

The tundra is an unforgiving environment, even for those that live there. The extreme cold saps energy, burning precious reserves simply to stay alive. Creatures here are tough, able to endure the brutal conditions by stockpiling resources in times of relative plenty. At extreme latitudes, it is possible that the tundra goes without daylight for weeks or months in the winter, and that the midnight sun can be seen at the height of summer.

Roll on the tables in this chapter if your **environment** is tundra.

Destination Location

Where in the tundra is the destination located?

d10	Destination Location
1	**Tundra Edge.** The destination is found at the outer edge of the tundra, where it meets a bordering region or biome.
2-4	**Outer Tundra.** The destination is closer to the outer edge of the tundra than its heart.
5-7	**Inner Tundra.** The destination is roughly equidistant between the outer edge of the tundra and its heart.
8-9	**Deep Tundra.** The destination is closer to the heart of the tundra than its outer edge.
10	**Tundra Heart.** The destination is found deep within the tundra, either in, or just a short walk from, its center.

Notable Environmental Features

What sort of notable landmarks are near the destination?

d20	Notable Environmental Features
1	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
2	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
3-4	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
5-6	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
7	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep
8	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land. The mountain is 1d4 thousand meters high.
9	**Large Mountain.** A great rise of stone and earth that covers a massive amount of space. The mountain is 1d8 + 4 thousand meters high.
10-12	**Cave.** A natural hollow in a rock formation. The cave is big enough for… [Roll 1d8]: 1: 1 human-sized creature 2: 1d6 human-sized creatures 3: 1d20 human-sized creatures 4: 1 large creature 5: 1d6 large creatures 6: 1d12 large creatures 7: 1 extremely large creature 8: 1d6 extremely large creatures
13-14	**Crevasse.** A large, deep fissure or crack.
15-16	**Crevice.** A tight, narrow fissure or crack, likely no wider than an average person.
17	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.
18	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
19	**Hot Springs.** A pool of water, connected to hydrothermal vents far below the earth's surface. The pool is quite large, and temperatures range from warm to scalding hot.
20	**Great Animal Skeleton.** A skeleton of a colossal creature, either recently or long-since dead. The skeleton is… [Roll 1d6]: 1-2: Completely buried 3-4: Partially exposed 5-6: Entirely exposed

Tundra Discovery

What, if anything, is ripe for discovery on, under, or encased in, the ice and snow?

d20	Tundra Discovery
1-9	Nothing.
10-13	**Dead Adventurer.** The corpse of a deceased adventurer lies buried, or partially buried under a layer of ice and/or snow. The adventurer was… [Roll 1d12]: 1: Broke 2-3: Poor 4-7: Modest 8-9: Wealthy 10-11: Rich 12: Exceedingly rich [Roll 1d12]: 1: Utterly unequipped 2-6: Functionally equipped 7-9: Well-equipped 10: Perfectly equipped [Roll 1d12]: 1: Carrying no other items 2-3: Carrying a family keepsake 4-7: Carrying a magic item (not armor or a weapon) 8-9: Carrying a magic weapon 10-11: Carrying magic armor 12: Carrying an important item that is being widely sought
14-16	**Preserved Creature.** An ancient creature lies, perfectly preserved, in a solid block of ice and/or snow. The creature is… [Roll 1d6]: 1-2: Carnivorous 3-4: Herbivorous 5-6: Omnivorous [Roll 1d20]: 1-3: An amphibian 4-5: A bird 6: An insect or arachnid 7: A fish 8-13: A mammal 14-16: A reptile 17: A draconic creature 18: A humanoid 19: A hideous monstrosity 20: An undead creature [Roll 1d4]: 1: A lesser ancestor of a currently-existing creature 2: An equal ancestor a currently-existing creature 3: A greater ancestor of of a currently-existing creature 4: One thought to be extinct
17	**Buried Chest.** An old, locked chest is held within the permafrost. The chest contains… [Roll 1d12]: 1: An I.O.U. note 2: A small number of low-value coins 3-4: A few valuable coins 5-7: Lots of valuable coins 8-9: Lots of valuable coins and gems 10-11: Lots of valuable coins, gems, and a magic item 12: Lots of valuable coins, gems, and 1d6 magic items
18	**Sign.** A sign has been posted nearby. It is… [Roll 1d6]: 1: An advertisement 2: Directions 3: A request 4: A trick 5-6: A warning
19	**Equipment.** There are 1d6 pieces of equipment scattered in the ice and snow. [Roll 1d12, 1d6 times]: 1: Light armor 2: Medium armor 3: Heavy armor 4: Simple melee weapon 5: Martial melee weapon 6: Special or strange melee weapon 7: Simple ranged weapon 8: Martial ranged weapon 9: Special or strange ranged weapon 10: Exploration or climbing tools 11: Food 12: Clothing
20	**Cart.** The cart of a traveling merchant is broken down nearby, but secluded, buried, or otherwise obscured. It shows signs of having been here for a long time, but the contents of the wagon are in new, or unused, condition (accounting for the normal ravages of time). The wagon is completely stocked with the kind of items one might find at most general good stores (GM's discretion).

Destination Terrain

What is the tundra like where the destination is located, or nearby?

d8	Destination Terrain
1	**Flat.** The destination is in an area of flat ground. This offers a clear line of sight to and from the destination, and therefore leaves it open to observation.
2	**Slope.** The destination is on a sloped portion of land, such as a mountainside or hillside. This elevation could allow for easier defensibility against any who try to proceed uphill toward the destination.
3	**Rock Formation.** The destination is stationed on a hard, rocky outcropping, shelf, or other natural, stable, rock formation. It is likely making use of any advantages provided by the rock formation.
4	**Rock Trenches.** The destination is near, or in, deep trenches in the tundra's bedrock. These trenches could create difficult approaches, obscure line of sight, and be confusing to navigate, for anyone attempting to enter or leave.
5	**Canyon.** The destination is near, or in, a canyon. Depending on the size of the canyon, this might be a great defensive feature or an equally great inconvenience. If the destination is atop the canyon, is there a bridge to the other side? If it's at the bottom, how do people get to and from it?
6	**Caves.** The destination is near a system of caves, inhabited or abandone. There may be one entrance, or many. If many, these could be separate and spread throughout the system, or they could be clustered together, creating a honeycomb effect.
7	**Snowdrifts.** The destination is in the midst of rolling swells of snow. The drifts could create difficult approaches, obscure line of sight, and be confusing to navigate, for anyone attempting to enter or leave.
8	**Ice Formation.** The destination is found on, or near, one or more massive pieces of ice. These formations are large enough to be a significant feature of the skyline, such as a hill or outcrop made entirely of ice. They could also be in the form of large shards, crags, icebergs, etc.

Creatures In The Cold

Cold temperatures can be especially brutal. The weather tables below present conditions or problems a creature may encounter in a cold environment. Consider the following when rolling and interpreting the results on the tables:

Immunities. Any creature that is immune to cold, native to a similar environment, and/or capable of survival in extremely cold conditions would not suffer from exhaustion or other setbacks mentioned in the table below.

Resistances. When the table below references exhaustion or other setbacks a creature would face due to cold, treat any creature that is resistant (but not immune) to cold as being tougher. The creature may be able to stay out in the cold a while longer before the negative effects set in, or perhaps the negative effects set in just as fast, but aren't quite as harmful. How you approach this is dependent on the game system you're using.

Exhaustion. Your game may or may not have rules to deal with an exhausted character. If your chosen system does not have an exhaustion mechanic, use whatever your chosen system provides to create penalties and setbacks to accurately reflect the toll that traveling through extremely cold conditions has on the average humanoid.

Frostbite. Frostbite is a serious condition that can be suffered when skin is exposed to (or is poorly protected from) very cold temperatures. When frostbite develops, the skin and underlying tissue freezes and can die completely. Typically, the areas most affected are on the face, and extremities such as fingers and toes. There are a few stages:

- Stage 1: Frostnip. The skin gets red, cold, firm, and numb. The skin can be warmed back up and, as it is, the creature feels a minorly painful 'pins-and-needles' kind of sensation, but no permanent damage to the skin occurs.
- Stage 2: Superficial Frostbite. The skin goes from red to very pale, and the skin may (counterintuitively) start to feel warm. The skin can be rewarmed, but may take on a mottled appearance, and there will likely be pain, such as burning, stinging, and swelling. Within a day or two, serious blisters may show up on the affected area.
- Stage 3: Deep Frostbite. The skin turns white or blue-grey, and the tissues beneath all freeze. The affected area will likely feel numb to all sensation, and muscles may cease to work. Within a day or two of rewarming, serious blistering occurs, after which the affected skin and tissue hardens, turns black, and dies.

Option: Implementing Frostbite

If the temperature in and around your destination is far below freezing, or if there is a freezing wind, you wish to implement frostbite into your game. Note any creatures that have exposed skin, and think of penalties that could reasonably apply. For example, frostbite on hands and fingers could make dexterity related checks more difficult, while frostbite on feet and toes could reduce speed. Frostbite on the face may not necessarily present a specific penalty in the tundra, but the scarring and damage could affect creatures long-term, especially if they care what they look like.

Recent Weather

How has the weather been recently?

d20	Recent Weather
1-2	**Mild.** The weather has been warmer than usual, allowing for easier travel than would normally be expected.
4-6	**Cold.** The weather has been very cold. Travelling without finding adequate cover and a way to get warm is dangerous. If a creature spends 8 hours traveling in this cold without taking at least 1 hour to shelter from the elements, they will grow exhausted. Frostbite is possible.
7-13	**Bitter Cold.** The weather has been incredibly cold. Travelling without finding adequate cover and a way to get warm is perilous. If a creature spends 4 hours traveling in this cold without taking at least 1 hour to shelter from the elements, they will grow extremely exhausted. Frostbite is likely.
14-15	**Snow.** It has snowed recently and is 1d12 inches deep. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.
16	**Heavy Snow.** There has been heavy snow recently; 1d4 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered). Maximum Travel Speed: Slow; Difficult Terrain
17-18	**Blizzard.** There has been very heavy snow recently; 1d6+4 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered). Maximum Travel Speed: Slow; Difficult Terrain
19-20	**Sleet.** There has been freezing rain recently, falling in sheets and turning the water into semi-frozen, stinging shards of ice. Visibility is poor and movement is difficult. Creatures out in the lashing storm risk laceration in addition to being soaked as the ice thaws on the creature's body, creating a massive risk of frostbite and hypothermia. Tracking anything by mundane means is impossible. Maximum Travel Speed: Slow; Difficult Terrain

Current Weather

What is the weather like when the destination is arrived at?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
1-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance ***Heavy Snow - Blizzard:*** What was once heavy snow is now a furious blizzard. 1d6 + 4 feet has accumulated and more is coming down. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without shelter risks great danger. Exposed fires are nearly impossible to keep lit. Hypothermia is all but guaranteed for any traveller who stays damp or wet for any length of time. Falling snow and swirling winds make following tracks almost impossible. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Extremely Short Distance

d6	Current Weather
6	***Blizzard - Whiteout:*** What was once a blizzard has turned into a blinding whiteout. 1d6 + 4 feet has accumulated already, and more is coming down fast. Visibility is impossible, unless the eyes are shielded somehow, and even then, only out to a few feet. Swirling snow and force of wind makes keeping a sense of direction for travel extremely difficult. Exposed skin takes damage from the cold, breathing without adequate protection of the nose and mouth is painful, and prolonged exposure can be fatal. Fires out in the open are impossible to keep lit and tracking is impossible by mundane means. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Extremely Short Distance ***Sleet - Ice Storm:*** What was once sleet is now lashing sheets of ice, no longer in semi-frozen droplets, but instead solid shards roughly an inch or more in diameter. The ice pounds down and damages just about anything it hits (shattering glass, denting thin metal, breaking shingles, etc.). Exposed creatures without protection from the bludgeoning impacts of the weather, risk bruises, cuts, broken bones, or sensory impairment, if hit. Exposed fires are nearly impossible to keep lit. Hypothermia is all but guaranteed for any traveller who stays damp or wet for any length of time. Falling snow and swirling winds make following tracks almost impossible. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d8	Tundra Beasts
1	Blood hawk
2	Giant weasel
3	Giant owl
4	Brown bear
5	Polar bear
6	Saber-toothed tiger
7	Mammoth
8	Roll on the **typically nonthreatening beasts** table below.

Rabid... Lemmings?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1-2	**Large.** Musk ox, yak, deer
3-4	**Small.** Lemming, fox, weasel, badger
5-6	**Bird.** Grouse, penguin, owl

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d6	Tundra Unintelligent Monsters
1	Griffon
2	Manticore
3	Remorhaz [Roll 1d6]: 1-2: Young remorhaz 3-6: Remorhaz
4	Roc
5	Troll
6	Winter wolf

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d20	Tundra Intelligent Monsters
1-2	Frost giant
3	Mephit
4-6	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
7-10	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
11-14	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
15	Revenant
16	Werebear
17-19	Yeti
20	White dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Underground

Moisture drips from the natural stone of the tunnel, causing your torch to intermittently fizz and hiss. You've always fancied yourself the adventurous type, so when a post went up on the tavern board for a cave expedition, you jumped at it. It also didn't hurt that the pay was incredible. Now, you are sure you'll never see a single clipped copper. If you can just make it out of here, you won't even care.

Your whole sorry team was dead. A tunnel collapse buried two of them, and a loose boulder crushed a third while you tried to dig the first two out. The team leader claimed to have done this many times before, but your experience has made you doubt. Alas, you'll never know, because yesterday they were snatched by something hiding in a side tunnel. All you heard was a scream, a growl, a wet squelch, then echoing silence.

Your torchlight flickers feebly, illuminating the stone and earth overhead. An involuntary shudder goes down your spine as you imagine the sheer weight of the earth above you. Efforts toward distracting yourself prove futile, that is, until you enter the cavern.

A crystal-studded ceiling and mirror-smooth pools of water glimmer in the mesmerizing light of thousands of glowing mushrooms. You recognize the mushrooms and pick one, recalling from an old manual you picked up and hastily fingered through before leaving home that they taste funny but are very nutritious, and give an excellent boost of energy.

As you swallow, your tongue feels dry, and your throat feels… tight. You dump your pack, find your herb manual, locate the mushroom, and— oh. You break out in a sweat. The book illustration didn't have— You drop the book and cough, trying to clear your throat to no avail. You drag a labored breath through your nostrils but it's not enough. Blood thunders in your ears and your vision narrows to a dim tunnel. You drop and lay curled your side. Another agonizing, groaning, straining inhalation later and the tunnels in your vision grow darker. And darker. And darker.

Beneath the ground is another world entirely, one almost entirely alien to those who walk beneath the open sky. Most only skim the surface, venturing into caves or catacombs only briefly but, beyond those small footholds, a vast, sunless expanse looms. Life here is rare; without light, the plants that are needed for almost every other ecosystem to function cannot grow. Instead, creatures scratch a living off fungi, minerals, or those that stumble in from the surface.

Roll on the tables in this chapter if your **environment** is underground.

Underground Entry Size

How large is the entrance into the underground from the surface?

d12	Underground Entrance Size
1-3	**Tight.** The entrance is of a sufficient size for a small creature to get through comfortably but, for medium or large creatures, it is an uncomfortable squeeze.
4-8	**Modest.** The entrance is of a sufficient size for medium, or even large creatures, to get through comfortably, but any huge creatures would find it difficult.
9-11	**Large.** The entrance is of a sufficient size for huge vehicles like warwagons, and any creatures of an equivalent size.
12	**Gigantic.** The entrance is massive, of a sufficient size for gargantuan creatures like dragons, enormous vehicles such as siege engines and trebuchets, or for several smaller creatures or vehicles to travel abreast.

Underground Entry Door

What kind of entryway, or door, leads to the underground destination?

d12	Underground Entry Door
1-2	**Open.** The entrance is a natural, uncovered opening, somewhere on the surface.
3-5	**Makeshift.** The entrance is covered by an ill-fitting 'door', not built for purpose, which partially covers the entryway. This might be something like a piece of scrap wood or metal, or an object of similar size to the opening.
6-9	**Fitted.** The entrance is covered by a door that was built for this opening. It opens and closes as intended, and seals the opening when closed.
10-11	**Fortified.** The entrance is covered by a door that was built for this opening, which is reinforced in some way, or made from particularly strong materials. It opens and closes as intended, seals the opening when closed, is sturdy, and is able to resist some degree of force.
12	**Hewn.** The door that covers the entrance is cut from the material in which it is set. If the surrounding material is not suitable, such as sand or soil, the door is instead made directly from something in the local region (such as locally harvested stone or lumber). The door is well-built, extremely strong, and functions entirely as intended. It seals very tight when closed, and is resistant to all but the greatest force.

Underground Entry Visibility

What kind of camouflage, disguise, or obscurement, if any, conceals the entryway?

Note: If your **destination type** is 'hideout', your **cover** roll details how well-hidden the destination itself is, while this **entry visibility** roll details how well-hidden the entrance into the whole underground **environment** is.

d12	Underground Entry Visibility
1-6	**Undisguised.** The entry is in plain view. It may be naturally occurring, or perhaps either no one thought to cover it, thought that it was necessary, or could think of no simple or suitable way to cover it.
7-9	**Naturally Hidden.** The entry is not immediately visible unless approaching from a particular angle, or it may be otherwise obscured by its surrounding environment.
10-11	**Manually Hidden.** The entry has been obscured or camouflaged purposefully, by someone or something, using mundane means such as by building a structure around it or disguising it somehow.
12	**Magically Hidden.** The entry has been obscured or camouflaged purposefully, by someone or something, using magical means, such as a glamor or spell.

Destination Depth

How deep underground is the destination located?

d12	Destination Depth
1-2	**Surface Adjacent.** The destination is very close to the surface, possibly even in sight of it.
3-6	**Shallow.** The destination is 1d10 x 10 feet below the surface.
7-9	**Moderate.** The destination is 1d10 x 100 feet below the surface.
10-11	**Deep.** The destination is (1d2 + 1) x 1000 feet below the surface.
12	**Very Deep.** The destination is (2d4 + 1) x 1000 feet below the surface.

Underground Type

What sort of underground area is the destination found in?

d20	Underground Type
1-6	**Small Cavern.** The destination is found in a small, open underground space. The cavern's ceiling and dimensions are only just large enough to accommodate the destination.
7-12	**Moderate Cavern.** The destination is found in a considerable, open underground space. The cavern's ceiling is high and there is enough space around the destination to be able to see it from a distance.
13-16	**Massive Cavern.** The destination is found in a gigantic, open underground space. The cavern has a very high ceiling, and destination might even be only one of several points of interest in the cavern.
17-19	**Tunnel System.** The destination is found somewhere within a maze or warren of tunnels.
20	**Tunnel.** The destination is found in a single, direct tunnel running from the underground entryway to the destination's location.

Water Presence

What kind of water source, if any, can be found in or near the destination?

d20	Water Presence
1-4	**None.** The area around the destination is bone dry; the air lacks humidity and moisture. Things feel arid, almost dusty, turning some of the organic material brittle.
5-7	**Small Pool.** There is a small pool of water nearby, approximately 1d6 + 4 feet across. The air has some noticeable humidity.
8-10	**Large Pool.** There is a large pool of water nearby, approximately 1d10 + 10 feet across. The air has very noticeable humidity, unless the space itself is very large.
11-12	**Multiple Small Pools.** There are 1d20 small pools of water nearby. Each of the pools are approximately 5 - 10 feet in diameter.
13-14	**Multiple Large Pools.** There are 1d20 large pools of water nearby. Each of the pools are approximately 10 - 20 feet in diameter.
15-16	**Lake.** There is an underground lake nearby. It is (2d12 + 3) x 10 feet in diameter, at its widest point.
17-18	**Stream.** There is a stream of running water that passes nearby. It is… [Roll 1d10]: 1-4: 5 feet wide 5-7: 10 feet wide 8-9: 15 feet wide 10: 20 feet wide
19	**Waterfall - Bottom.** There is an underground waterfall, the bottom of which is nearby.
20	**Waterfall - Top.** There is an underground waterfall, the top of which is nearby.

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1-3	**Crystals - Colorless.** The area is studded with crystals, which sprout from various surrounding surfaces. The crystals are… [Roll 1d4]: 1: Opaque 2-3: Translucent 4: Transparent
4-5	**Crystals - Monochrome.** The area is studded with crystals of a single color, which sprout from various surrounding surfaces. The crystals are… [Roll 1d10]: 1: Red 2: Orange 3: Yellow 4: Green 5: Blue 6: Purple 7: Brown 8: Amber 9: White 10: Black
6	**Crystals - Multi-Colored.** The area is studded with crystals of various shades, which sprout from various surrounding surfaces. The crystals are… [Roll 1d4]: 1: Duo-Color (roll for two colors) 2-3: Tri-Color (roll for three colors) 4: Quad-Color (roll for four colors) [Roll 1d10]: 1: Red 2: Orange 3: Yellow 4: Green 5: Blue 6: Purple 7: Brown 8: Amber 9: White 10: Black
7-10	**Pillars.** The area around the destination contains 1d12 pillars, connecting floor to ceiling. For each pillar, roll 1d4. The pillar's diameter is… [Roll 1d4]: 1: 5 feet 2: 10 feet 3: 15 feet 4: 20 feet
11-15	**Fungus - Normal.** The area around the destination is rich with mushrooms. These mushrooms are… [Roll 1d12]: 1: Lethally poisonous 2-3: Mildly poisonous 4-7: Foul-tasting, but harmless 8-9: Mildly nutritious 10-11: Extremely nutritious 12: Hallucinogenic
16-17	**Fungus - Bioluminescent.** The area around the destination is rich with glowing mushrooms. These mushrooms… [Roll 1d4]: 1: Faintly glow, providing no light beyond themselves 2-3: Dimly glow, providing low light beyond themselves 4: Brightly glow, providing bright light beyond themselves [Roll 1d8]: 1: Red glow 2: Orange glow 3: Yellow glow 4: Green glow 5: Blue glow 6: Purple glow 7: White glow 8: Shifting glow (Roll 2d8 to determine what colors it shifts between) [Roll 1d12]: 1: Lethally poisonous 2-3: Mildly poisonous 4-7: Foul-tasting, but harmless 8-9: Mildly nutritious 10-11: Extremely nutritious 12: Hallucinogenic
18	**Ice.** The area around the destination has natural ice formations. [Roll 1d6]: 1-2: Large shards and spines of ice extend from surrounding surfaces 3-4: A thin layer of ice covers almost everything in the area 5-6: A significant portion of the surrounding environment is solid ice
19	**Magma flow.** The area around the destination is heated and lit by a flowing course of magma. The width of the flow nearby is… [Roll 1d4]: 1: 5 feet 2: 10 feet 3: 15 feet 4: 20 feet
20	**Side Areas.** The area around the destination has additional spaces or features. There is a… [Roll 1d10]: 1: Small Cave 2: Large Cave 3: Short Tunnel 4: Long Tunnel 5: Tunnel Network 6: Burrow 7: Breeding Ground 8: Hive 9: Deep Pit 10: Constructed Building

Area Stability

How stable is the area surrounding the destination?

d12	Area Stability
1	**Volatile.** For each hour spent in the area of the destination, roll a d20. On results of 15-20, there is some form of crack, collapse, or other breakage.
2-3	**Tumultuous.** For each hour spent in the area of the destination, roll a d20. On results of 18-20, there is some form of crack, collapse, or other breakage.
4-6	**Upset.** For each hour spent in the area of the destination, roll a d20. On results of 20, there is some form of crack, collapse, or other breakage.
7-12	**Solid.** There are no stability issues in the area. Everything is firm and unshakable.

Local Fauna

What beasts, if any, are typically found in or near the destination?

Important: These local beasts are incidental wildlife found in or near the destination and are NOT the **danger** for your destination.

d8	Local Fauna
1-4	**None.** There is no additional wildlife.
5-6	**One.** There is one particular kind of animal that can be found in or near the destination. Roll once on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what it is. Note that this is NOT your destination's **danger**.
7	**Two.** There are two particular kinds of animal that can be found in or near the destination. Roll twice on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.
8	**Three.** There are three particular kinds of animal that can be found in or near the destination. Roll three times on the **environmental danger: beasts** or **typically non-threatening beasts** table in this chapter to see what they are. Note that these are NOT your destination's **danger**.

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d20	Underground Beasts
1-2	Bat [Roll 1d6]: 1-4: Giant bat 5-6: Swarm of bats
3	Giant constrictor snake
4	Giant centipede
5	Giant fire beetle
6	Giant lizard
7	Giant toad
8-9	Poisonous snake [Roll 1d6]: 1-4: Poisonous snake 5-6: Swarm of poisonous snakes
10	Polar bear
11	Stirge
12-13	Swarm of beetles
14-15	Swarm of insects
16-17	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
18-19	Spider [Roll 1d6]: 1-4: Giant spider 5-6: Swarm of spiders
20	Roll on the **typically nonthreatening beasts** table below.

Rabid... Moles?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d6	Typically Nonthreatening Beasts
1	**Small Predator.** Bat, mole, rat
2	**Fish.** Cave fish
3	**Cold-Blooded.** Salamander, olm
4	**Insect.** Cricket

Environmental Danger: Unintelligent Monsters

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d100	Underground Unintelligent Monsters
1-3	Behir
4-6	Chimera
7-10	Chuul
11-13	Darkmantle
14-17	Earth elemental
18-21	Fire snake
22-26	Gargoyle
27-30	Gibbering mouther
31-33	Grick [Roll 1d6]: 1-4: Grick 5-6: Grick alpha
34-36	Hell hound
37-39	Hook horror
40-42	Mimic
43-46	Minotaur [Roll 1d6]: 1-4: Minotaur skeleton 5-6: Minotaur
47-49	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
50-56	Oozes [Roll 1d8]: 1-3: Gray ooze 4-5: Ochre jelly 6-7: Gelatinous cube 8: Black pudding
57-60	Otyugh
61-65	Phase spider
66-71	Purple worm
72-74	Roper maggot
76-81	Rust monster
82-84	Shadow
86-89	Shrieker
90-94	Troglodyte
95-100	Troll

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Beasts & Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d100	Underground Intelligent Monsters
1-2	Aboleth
3	Bone naga
4-6	Cyclops
7	Dao
8-11	Cloaker
12-17	Deep races [Roll 1d6]: 1-2: Dark elves 3-4: Deep dwarves 5-6: Deep gnomes
18-19	Doppelganger
20-22	Drider
23-25	Flameskull
26-27	Flumph
28-29	Fomorian
30-31	Giant [Roll 1d6]: 1-2: Ettin 3-5: Stone giant 6: Fire giant
32-34	Ghoul [Roll 1d6]: 1-3: Ghoul 4-5: Ghast 6: Wight
35-39	Goblinoid [Roll 1d6]: 1-3: Goblin 4-5: Bugbear 6: Goblin boss
40-41	Grell
42-44	Grimlock
45-49	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
50-55	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
56-57	Mephit
58-61	Mushroom-folk [Roll 1d6]: 1-4: Sprout 5-6: Adult
62-64	Nothic
66-69	Oni
70-74	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
75-79	Roper
80-83	Sahuagin [Roll 1d6]: 1-3: Basic sahuagin 4-5: Sahuagin fighter 6: Sahuagin spellcaster
84-87	Salamander
88-92	Spirit [Roll 1d6]: 1-3: Specter 4-5: Ghost 6: Wraith
93	Spirit naga
94	Vampire spawn
95-97	Walking brain
98	Water weird
99	Xorn
100	Red shadow dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Urban

You step in another puddle of gods-know-what, and make a mental note to take a carriage next time. It was foolish to stay out this late, but that money was burning a hole in your coin purse, so had to be spent somewhere. Perhaps you had been a bit too open about your newfound wealth, but hadn't you as much a right to walk these streets as anyone?

You tell yourself you're not scared, and try to believe it. You're only imagining that muttered conversations cease as you pass by. Those glances, almost hungry, predatory, are simply tricks of the light. The two figures behind you though, the ones you are sure left the tavern as you did, those are harder to dismiss as harmless. It's like taming an animal, you think; you can't let them smell fear.

The streets of the merchants' quarter feel different after dark, muted, and dead. You silently curse whatever lackadaisical lamplighter was responsible for the pooling shadows spilling out from every alley. You chance a glance backwards. They're still there, lazily keeping stride.

You up your pace, and turn into a sidestreet. It's not exactly a shortcut, but you think you can find your way home from here. Left, right, and was it another left? It looks different in the dark. You look back to check, and they're still there. You can't help it, you break into a run.

It's foolish, you know, but the prickle of fear has turned into a throbbing drum of panic. You clatter over the cobblestones, and pray that some instinctive force will guide you home through the warren of backstreets.

Home. The thought sours in your mind. Was that not exactly where your pursuers wanted you to lead them? Why take your spare change, when they could rob whatever you, as free-spending as you had proved yourself to be, deemed too valuable to remove from the house? As you weigh your options, your foot catches on a loose stone, and you add the mason to your curses. You realize you haven't a clue where you are. There seems to be no way through the alley, which grows suddenly darker, as two figures move to block the exit.

An urban environment is somewhere that has been settled, established, and developed significantly from its natural state. While a small town or village might still be heavily influenced by the natural environment in which it is built, an urban environment is one which is primarily defined by structures, usually a collection of residences, businesses, and public places. Larger urban environments might be made up of distinct districts, which may specialize in a trade or commodity, or be defined by a particular culture that resides there, so consider whether the particulars of your urban environment are true for the settlement as a whole, or just the immediate vicinity of your destination.

Roll on the tables in this chapter if your **environment** is urban.

Destination Location

Where in the urban area is the destination located?

d4	Destination Location
1	**Urban Edge.** The destination is found at the outer edge of the urban area, where it meets a bordering region or biome.
2	**Outer Urban.** The destination is closer to the outer edge of the urban area than its center.
3	**Inner Urban.** The destination is closer to the center of the urban area than its outer edge.
4	**Urban Center.** The destination is found deep within the urban area, either in, or just a short walk from, its center or most heavily-trafficked portion.

Area Condition

What state is the area around the destination in?

d4	Area Condition
1	**Derelict.** The destination's environment is in a terrible state; the worst it could possibly be before people would be forced to abandon it entirely. Roads are broken, or are just filthy dirt or mud paths. Structures in the immediate area are in a deplorable state; they may be in severe disrepair, abandoned, condemned, or have completely collapsed. There is no reason for visitors to come here, so most folks are either residents, criminals, or other shady types that benefit from the general lack of traffic.
2	**Rough.** The destination's environment is not hospitable. Most structures are in a state of disrepair; keeping things looking presentable is clearly not seen as important. Roads are dirty or poorly maintained, but still usable (even if doing so is not the most pleasant). The whole place has a general sense of unease. Public safety and security is clearly not a priority here, and it is dangerous to walk around alone.
3	**Good.** The destination's environment is acceptable, and at an average level of cleanliness for a place of its kind. The area is in a functional and decent condition and state of repair, though there are still flaws. It is not typically regarded as a dangerous place to be (current **danger** notwithstanding).
4	**Excellent.** The destination's environment is very nice. Roads and walkways are well-maintained, structures are in good condition, and the place looks clean and tidy. Public safety is not often a concern here (current **danger** notwithstanding). This might be thanks to the work of vigilant law enforcement, other parties who keep things safe, or an arrangement between certain powerful individuals.

Area Density

How dense are the structures, properties, or plots in the area where the destination is located?

d4	Area Density
1	**Lonely.** The destination is the only structure of note in the area. All others have either collapsed or been destroyed, or there were none there to begin with.
2	**Sparse.** The destination is one of just a few places of note in the immediate vicinity. There is a considerable amount of space between most structures, unless their owners have deliberately chosen to place them close together.
3	**Snug.** The destination is surrounded by several places of note. It's immediate neighbours are closeby, with little space separating them from one another. There are few, if any, large open spaces nearby, unless the destination is on the very edge of the urban area.
4	**Cramped.** The destination is almost, or completely, enclosed by other places of note. Structures in the immediate area are side-by-side, pressed tightly together with nothing but narrow walkways separating them.

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1	**Demolition.** Roll again, ignoring and rerolling results of 1 and 20. The destination has whichever feature is rolled nearby, but it is in the process of being demolished.
2	**Intersection.** A place where two important roads meet.
3	**Thoroughfare.** A main, connecting road through the area, either for vehicles or pedestrians.
4	**Warehouse.** A storage building for many types of goods, or one specific item.
5	**Local Charm.** A landmark, or place of note that locals favor, view as a good luck charm, or otherwise has notable positive significance to the community.
6	**Local Shunned.** A landmark, or place of note that locals dislike, see as an eyesore or a harbinger of bad luck, or reminds the community of something unpleasant.
7	**Government or Law Enforcement.** A place where governmental or law enforcement duties take place. It could be a finance building, constable's office, prison, guarded toll or checkpoint, or even a gallows, to name a few.
8	**Religious.** A structure or gathering place of religious significance. This could be an artifact or symbol, a shrine or memorial, or a temple building.
9	**Resource - Water.** A pool, well, stream, or other source of water. This water is likely fresh, and a place locals frequent, but it could instead be corrupted, poisoned, or otherwise experiencing a kind of problem.
10	**Resource - Food.** A place where food is gathered, made or processed. This could be anything from an egg farm, to a slaughterhouse, to a bakery.
11	**Magic.** A place tied closely to magic. It could be a nexus, or place where magic manifests on its own, or could be a magical academy, a shop selling magic goods, or the home of a skilled practitioner of magic.
12	**High Points.** A place that is taller than most (or even all) nearby structures. This could be a clocktower, belltower, steeple, etc.
13	**Market.** An area dedicated to selling goods, services, or both. This could be a gathering of stalls, a row (or rows) of permanent businesses, or a mix of both.
14	**Burial Ground.** An area dedicated to housing the remains of the dead. This could be a graveyard, a crypt, a combination of the two, or an individual plot (such as a single grave or mausoleum on private land).
15	**Educational.** A place that is focused on instruction. This could be a school for children and/or young people to receive a general education, or one that is more specialized, such as a trade school.
16	**Residential (Impoverished).** An area of residences inhabited by the impoverished. These might vary in size, cleanliness, population density and building type. This could also encompass somewhere like a charitable group home or facility.
17	**Residential.** An area of residences, of average size, quality, and upkeep for the area. The type of residence will almost certainly depend on your destination location, and the type and size of your urban environment.
18	**Residential (Wealthy).** An area of residences that are of greater than average size, quality, and upkeep for the area, so cost significantly more money to buy. These may be mansions or estates, or could be smaller places in very desirable locations.
19	**Operational.** A place where an organization is managed from, such as a guild, bank, charity, member's club, association, militia, or military force.
20	**Construction.** Roll again, ignoring and rerolling results of 1 and 20. The destination has whichever feature is rolled nearby, but it is in the process of being built or established.

Local Behavior

What sort of behavior usually takes place in and around the destination?

d10	Local Behavior
1	**Carousing.** In and around the environment of the destination, locals come to drink, party, and make merry.
2	**Devotion.** In and around the environment of the destination, locals express or practice some form of devotion. This could be romantic, religious, or otherwise, such as a place where knights take their vows.
3	**Fighting.** In and around the environment of the destination, there is usually violence. There could be a rowdy tavern, dueling green, underground fight club, or arena nearby, or the locals might simply take their grievances to the streets.
4	**Rushing.** In and around the environment of the destination, passersby appear to be in a hurry. Perhaps the destination is near an important place that requires promptness and punctuality from visitors.
5	**Shady Dealings.** In and around the environment of the destination, various illicit, illegal, or secret activities or business transactions take place. The area may lack adequate law enforcement, or just attract a certain sector of society.
6	**Musical.** In and around the environment of the destination, there is often music. There might be a stage, theater, site of religious worship, or tavern with live music nearby, or the locals may simply sing, play, perform, hum or whistle in the streets.
7	**Trading.** In and around the environment of the destination, there are a fair amount of commercial dealings. The area might be full of shops and services, be near the marketplace or docks, or locals may sell wares outside their homes.
8	**Transport.** In and around the environment of the destination is a transportation hub, such as docks, a caravan staging area, a local stable, or something of that nature.
9	**Working.** In and around the environment of the destination, locals are often laboring. The destination may be on or near a construction site, mine or farm (particularly if it is on the edge of the urban environment), there may be roadworks, a community garden or allotment, or the area may be under redevelopment.
10	**Multiple.** In and around the environment of the destination, multiple different behaviors take place. Roll 2d10 on this table, rerolling results of 10. Both of these behaviors are present.

Secrets

What, if any, secrets are being concealed in the area around the destination?

d12	Secrets
1-6	**None.** There are no secrets being concealed in the area around the destination.
7	**Dead Drop.** The area around the destination is near a spot used for covert transfer of goods or information.
8	**Distillery.** The area around the destination has an unregistered, alcohol-making facility.
9	**Entertainment.** The area around the destination offers a particular form of underground entertainment, such as gambling, fighting, musical performance, etc.
10	**Meeting Place.** The area around the destination is full of places where groups can convene in secret.
11	**Stockpile.** The area around the destination conceals a hidden stash of something.
12	**Tunnel.** The area around the destination conceals the entrance to a tunnel; perhaps it runs underneath the destination to a particular location, or allows passage into or out of the urban area.

Recent Weather

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Paved surfaces are slick, unpaved surfaces are soft and muddy so tracking in them is easy (though covering one's tracks is not). If the destination has some form of drainage system, the water may have largely run off but, if there is not, there may be a few inches of water on the roads.
6	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.
7-8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Rain [Spring].*** There have been heavy amounts of rain recently, leaving paved surfaces slick, and unpaved surfaces very muddy. Rivers and streams may have overflowed their banks. Low-lying paths of travel without drainage have likely been flooded or washed out, and certain parts of the area may be inaccessible. Maximum Travel Speed: Slow; Difficult Terrain ***Dry [Summer].*** There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control.
7-8	***Frost [Autumn].*** There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible. ***Snow [Winter].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like when the destination is arrived at?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result. ***Mild - Shift:*** Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather. ***Rain - Heavy Rain:*** What was once light to medium rain has turned heavy. Paved surfaces are slick, and unpaved surfaces are very muddy. Rivers and streams may have overflowed their banks. Low-lying paths of travel without drainage have likely been flooded or washed out, and certain parts of the area may be inaccessible. Maximum Travel Speed: Slow; Difficult Terrain ***Heavy Rain - Deluge:*** What was once heavy rain has turned into a severe downpour. Visibility is poor. Paved surfaces are at least slick, but may also be under several inches of water or more. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things caught by the flow are carried away, including even very large trees. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance ***Gale Force Winds - Windstorm:*** What was once strong winds has now turned into a hurricane, cyclone or tornado. Poorly constructed or lightweight structures are scattered, and parts of structures that are not secured are torn free. Loose debris, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover, they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself. Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

d6	Current Weather
6	***Dry - Fire:*** What was once merely dry has sparked a fire. Roll a d4. On a 1, it is just starting and a single property is ablaze. If reached in time, it could be put out with some concerted effort. On a 2, it has spread to surrounding buildings near its origin, but a great deal of effort could put it out. On a 3, it has spread to a wide area, and would require a massive effort to overcome. On a 4, the fire is out of control. Without very potent magic, or the efforts of a great many individuals, the only recourse is to run. Depending on how long the fire has been raging, the area might be filled with smoke, damaging buildings and reducing visibility. ***Frost - Snow:*** What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old. Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance ***Snow - Heavy Snow:*** What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Dangers

IMPORTANT: If you did not roll 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster', you are done with the **environment** chapter. Please turn to the appropriate **danger** chapter to continue building your dangerous destination.

If you *did* roll an **environmental danger**, consult and roll on the appropriate table below before continuing on.

Environmental Danger: Beast

If you rolled 'Environmental Danger: Beast' for your **danger**, roll on the following table.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the beast (or beasts) which beset your destination.

d20	Urban Beasts
1-2	Crocodile [Roll 1d6]: 1-4: Crocodile 5-6: Giant crocodile
3	Giant centipede
4	Giant frog
5	Giant spider
6	Giant wasp
7-9	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
10-12	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
13	Stirge
14	Swarm of bats
15	Swarm of beetles
16	Swarm of centipedes
17	Swarm of insects
18	Swarm of ravens
19	Swarm of wasps
20	Roll on the **typically nonthreatening beasts** table below.

Rabid... Possums?

The **typically nonthreatening beasts** table is intended to offer the rare chance to center a problem around a creature that wouldn't normally be considered a threat, or worthy of an adventurer's notice. This is not to say they are completely harmless: some of these creatures can also be found in the **environmental danger: beast** table, as they possess the natural weaponry to be considered a threat in their own right. However, this table presents a great opportunity to think outside the box - perhaps these creatures have massively overpopulated, are spreading disease, have rampaged, or are being controlled by magic. Alternatively, this table could simply be used to fill out the ecosystem with some local fauna.

d4	Typically Nonthreatening Beasts
1	**Small and Swift.** Fox, monkey, rat, racoon, squirrel, possum
2	**Bird.** Pigeon, ibis, gull, parakeet, crow
3	**Cold-Blooded.** Gecko
4	**Insect.** Cockroach, louse, bedbug

Environmental Danger: Unintelligent Monster

If you rolled 'Environmental Danger: Unintelligent Monster' for your **danger**, roll on the following table.

Low Intelligence

Unintelligent monsters are those whose intelligence scores are below the typical human average (for example, in 5th Edition, monsters with an intelligence score below 8). As a general rule, their thinking is less sophisticated, and they lack the capacity for great planning, adaptation and ambition.

After rolling, proceed to the **Danger: Beasts & Unintelligent Monsters** chapter (p. 180) and to learn more about the monster (or monsters) which beset your destination.

d8	Urban Unintelligent Monsters
1	Gargoyle
2	Ghoul
3	Mimic
4	Mindless undead [Roll 1d6]: 1-3: Skeleton 4-6: Zombie
5	Ogre [Roll 1d6]: 1-5: Half-ogre 6: Ogre
6	Phase spider
7	Shadow
8	Shield guardian

Environmental Danger: Intelligent Monster

If you rolled 'Environmental Danger: Intelligent Monster' for your **danger**, roll on the following table.

High Intelligence

Intelligent monsters are those that have instincts beyond those of an animal, have the capacity for sophisticated adaptability, and usually (though not always) the ability to speak and reason. Some monsters listed here as 'intelligent' may actually have lower intelligence statistics than some of those in the unintelligent monsters section but, as these usually form tribes, groups or packs, this affords them some ability to strategize and coordinate.

After rolling, proceed to the **Danger: Intelligent Monsters** chapter (p. 195) and to learn more about the monster (or monsters) which beset your destination.

d100	Urban Intelligent Monsters
1-3	Cambion
4	Couatl
5-13	Crow-folk
14-22	Doppelganger
23-29	Intelligent undead [Roll 1d6]: 1-4: Ghast 5-6: Wight
30-39	Spirit [Roll 1d8]: 1-4: Specter 5-6: Ghost
40-45	Oni
46-49	Incubus/succubus [Roll 1d6]: 1-3: Incubus 4-6: Succubus
50-55	Invisible stalker
56-62	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
63-69	Mephit
70-75	Pseudodragon
76-80	Rakshasa
81-83	Revenant
82-89	Vampire [Roll 1d8]: 1-4: Vampire spawn 5-6: Vampire 7: Vampire warrior 8: Vampire spellcaster
90	Water weird
91-97	Wererat
98-99	Will-o-wisp
100	Silver dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Part Three: Dangers

The conflict in a story is a vital driving force and, in the case of an adventure, often takes the form of danger. Danger comes in many forms; it could be a ravening beast, a malicious item with a will of its own, raw and unpredictable magic, or the simple greed and callousness of fellow humans. The stories that connect to, and stem from, this destination will be significantly shaped by the nature of whatever danger dwells there.

This section is intended to be used after completing one of the **destination type**, and **environment type** chapters, though it can also be used in a standalone fashion to simply flesh out a danger you are using in your campaign. If you have not yet rolled the details of your **destination type** and **environment type** in the previous chapter, do so first and then come back.

Within this section, you will find a chapter for each potential danger type, all of which are listed in a table near the end of each **destination type**. Turn to that danger's respective chapter, and roll on its tables to get its details. Of course, if the danger has already been established previously in your campaign, feel free to manually select the appropriate danger, instead of rolling for it.

Beasts & Unintelligent Monsters

Trolls are dumb. That's what you've always heard. You're suddenly struck by how staggeringly unhelpful an observation that is as you stand in the middle of the bridge, opposite nine feet of warty, mottled, stinking muscle. It grunts and scratches as you dig in your pack.

"ME FOOD. YOU PASS." A fair deal, you think, all things considered. You stand up and present a savory bundle. The troll sniffs it and, to your profound dismay, gags, and throws it off the bridge. There goes a week's supply of your best jerky…

"FRESH," the creature clarifies. Trying your best to hide your resentment, you present a rabbit you hunted earlier that day. It doesn't touch the sides. You smile, and step to pass, but the troll blocks you.

"MORE," it manages to muster, with a self-satisfied grin at the pure cunning of this development. With no more to give, this presents somewhat of a problem. You pretend to search in your pack and, as the troll yawns in a cavernous display of boredom, you take your chance. Ducking beneath an outstretched claw, you clear the remainder of the bridge at a sprint, and dart into the forest beyond. The pounding footfalls behind your meld with the pounding of blood in your ears, but then begin to fade. It must have given up, and why not? Why bother to chase down a meal when food is offered freely? You chance a look backwards. Nothing.

Too late, you notice the great gouges in the tree trunks all around you, and the leaves raining down from the canopy. Surely a creature that large couldn't—

Your gaze shifts upwards, to the huge, warty shape that briefly blots out the sun as it barrels towards the ground or, more accurately, towards you. As stars dance in your fading vision, you see what would appear, in any other situation, to be an enormous cavern before you, lined with dripping, yellow stalactites. It opens wider, and wider. As darkness envelopes you, you are struck with one final thought; troll breath is truly, and utterly, vile.

Beasts and unintelligent monsters are creatures with only basic mental capacity, typically driven by primal instincts such as hunger, or the defense of territory. Depending on the destination, the creature(s) may have overrun the destination, be residing outside of it, or be causing some other problem entirely. Creatures in this category typically have much lower intelligence than an average humanoid (or equivalent entity), and lack the cognisance to be reasoned with, or the ability to plan far in advance, or think particularly tactically or abstractly.

Roll on the tables in this chapter if your **danger** is one or more beasts (or unintelligent, bestial monsters).

Creature State

What is driving the creature to be a danger to the destination?

d10	Creature State
1	**Confused**. The creature thinks this place is (or has) something other than it actually is (or does).
2	**Displaced.** The creature is, unintentionally, not where it would typically be, such as far from home, separated from its pack, or outside of its territory. This could be because of others settling in the creature's habitat, bad weather, or any other external factor.
3	**Escape**. The creature wants to leave, but can't.
4	**Home**. The creature wants to live here.
5-7	**Hungry.** The creature is searching for food.
8	**Violent.** The creature is unusually violent, possibly due to a disease or magical effect.
9	**Controlled - Natural.** The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). Although it is being controlled, it is still behaving in a way that it would normally be capable of.
10	**Controlled - Unnatural.** The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). The creature is behaving in a way that it would not (or perhaps could not) do otherwise.

Kinship Similarity

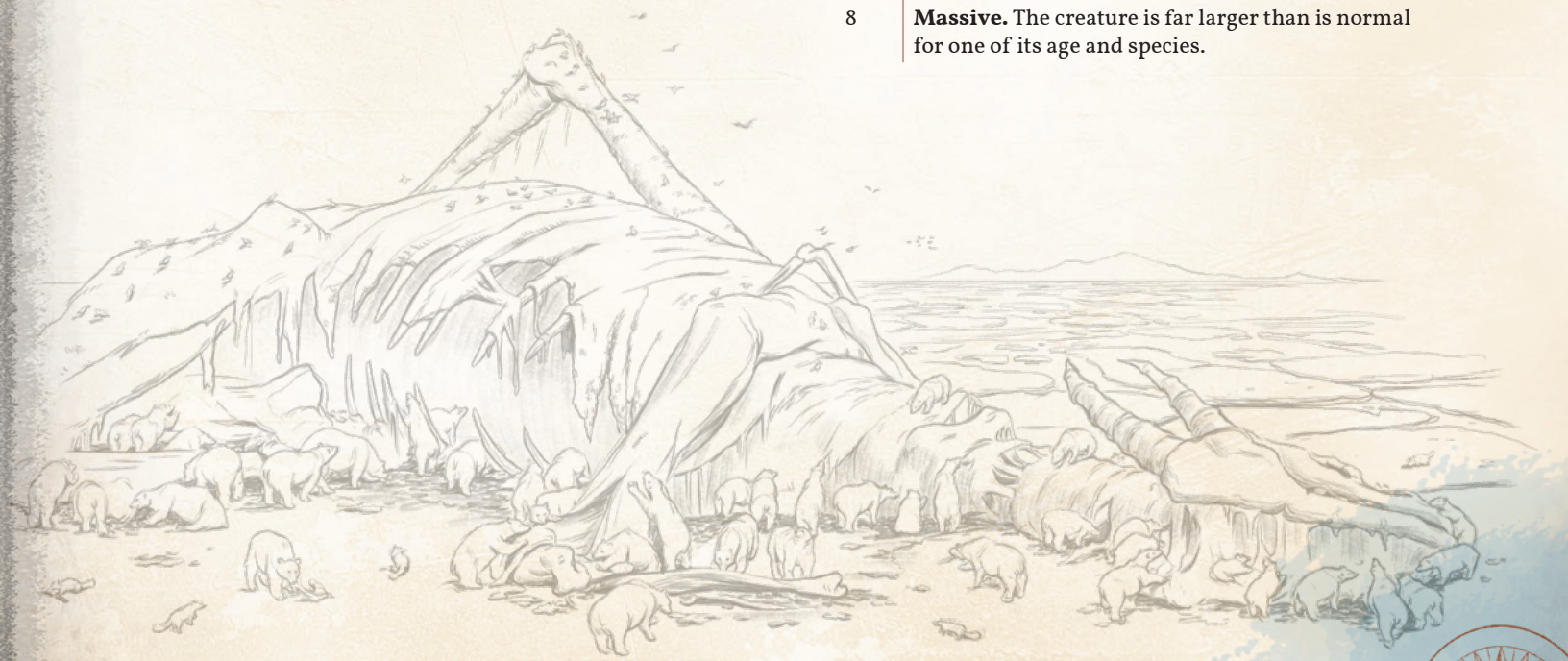
How similar is this creature to others of its kind?

d10	Kinship Similarity
1-3	**Identical.** This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.
4-6	**Offbeat.** This creature is a bit different from others of its kind in some small way, like a slightly unusual temperament, or a visual difference such as coloring. However, at its core, it is still very much like its kin.
7-8	**Different.** This creature is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.
9	**Divergent.** This creature is almost the antithesis of its kin, and defies the expectations one might assume about a creature of its kind.
10	**Polar Opposite.** This creature is all the things that others of its kind are not; in many ways, it is a massive anomaly.

Creature Size

How big is the creature, in comparison to others of its kind?

d8	Creature Size
1-2	**Runt.** The creature is much smaller than its kind usually are.
3-5	**Healthy.** The creature is the typical size for its age and species.
6-7	**Great.** The creature is larger than is normal for one of its age and species.
8	**Massive.** The creature is far larger than is normal for one of its age and species.



Harmed Locals

Who or what has been harmed by the creature?

d12	Harmed Locals
1-3	**Indiscriminate.** Random locals have been intentionally harmed, hunted, or otherwise aggrieved by the creature(s).
4	**Targeted - Animals.** Animals within the local area have been specifically targeted by the creature(s).
5	**Targeted - Adults.** Adults within the local area have been specifically targeted by the creature(s).
6	**Targeted - Children.** Children within the local area have been specifically targeted by the creature(s).
7	**Targeted - Occupation.** Those who do a certain kind of work in the local area (such as farmers, quarry workers, loggers, etc.) have been specifically targeted by the creature(s).
8	**Targeted - Small Group.** A small group with something in common (such as a family, club, or organization) has been specifically targeted by the creature(s).
9	**Collateral.** Something inanimate, such as a structure, area (i.e. farm field, camp, quarry, etc.), or device (i.e. a machine or piece of equipment), has been specifically targeted by the creature(s), without the intent of harming any living things, but some people, animals, or both have been harmed in the process.
10	**Attempted.** The creature(s) have attempted to harm locals, but have so far been unsuccessful.
11	**Unavailable.** The creature(s) have been seeking potential targets, but have so far been unable to find any.
12	**Accidental.** Some locals have been harmed by the creature(s), but not intentionally. Reroll on this table, using a d6, to find out who.

Local Mindset

What is the mindset of the locals with regard to the creature?

d12	Local Mindset
1-4	**Opposed.** Locals are actively opposed to the creature and want it defeated or stopped. If they have tried already, all attempts have failed.
5-7	**Unsure.** Locals don't know what to do about the creature; it is a lingering problem or fear for them.
8-9	**Adapted.** Locals have adapted to the creature's behavior and have accepted it, trying to live with it the best they can.
10-11	**Unfamiliar.** Locals are only vaguely aware of the creature, only the impact it is having; they have many incorrect assumptions about it.
12	**Ignorant.** Locals are utterly unaware of the creature; they either have no idea of the degree of danger, or just have no idea what is causing it.

Creature Schedule

When is the creature active?

d6	Creature Schedule
1	**Diurnal.** The creature is active during the day, whether or not it would typically be.
2-3	**Nocturnal.** The creature is active at night, whether or not it would typically be.
4-5	**Natural.** The creature maintains the same behavioral schedule it would normally have.
6	**Erratic.** The creature's activity has no discernable schedule or pattern, or seems to act randomly.

Environmental Impact

How has the creature affected the environment?

d12	Environmental Impact
1-6	**None.** The creature has not affected or changed the environment in any significant way.
7-9	**Light.** The creature has had some small impact on the environment; perhaps a certain prey animal or plant species has become more scarce, or there may be visible, superficial markings or damage here and there.
10-11	**Moderate.** The creature has had a fair amount of impact on the environment; perhaps a certain prey animal or plant species has changed its behavior, or there may be visible, superficial markings or damage in many places, or significant damage in specific places.
12	**Heavy.** The creature has had a heavy impact on the environment; perhaps a certain prey animal or plant species has disappeared, or there may be visible, superficial markings or damage all around, or significant damage in many places.

Event

You've been meaning to arrange for the transfer of funds back home for a while now. Your family's letters have progressed from polite enquiries, to ardent insistence. There is a bank and counting house in town, so you decide to pay it a visit. The clerk handles your paperwork and asks that you return in a month's time for confirmation of delivery. You bid them good day and turn to go, only to find another patron blocking the exit, their back to the door.

You clear your throat. They don't move, and instead continue to mutter under their breath. You realize they're counting down. Before you have much time to wonder about that, they reach "one", with finality, rapidly unharness a greatsword, and bury it in the doorjamb, sealing the exit. Seconds later, an explosion rocks the entire building. Plaster and dust rain from the shaking ceiling. You rise to your feet, knees shaking, ears ringing, and stagger toward vague signs of movement in the haze.

Fresh air hits your face as the dusty air clears. Four figures, their faces hidden behind masks, are loading nondescript cloth bags into a wagon. Your senses suddenly coalesce, and you realize what you're seeing. One of the robbers notices you standing there and, before taking a beat, bull-rush straight toward you. You feel their shoulder in your gut and, not a moment later, are soaring through the air. Smashing headfirst into a wall, you see stars. Dazed, you groan, and try (and fail) to lift your body from its crumpled heap. Your assailant stalks toward you with their companions. One hefts a heavy-looking truncheon, raising it to deliver a finishing blow, when their heads snap up as one at the sound of whistles and rapid footfalls. Constables! You sense that none of them are sure what to do, but one grabs you roughly by the arm and bundles you into the wagon with their loot. As it lurches into motion, and with the constables in hot pursuit, you faintly wonder if your transfer will still go through...

An event is a unique danger. Instead of danger being inherently part of the **destination type**, it's only happening there, at this time. This could be an assassination attempt, a kidnapping, robbery, sabotage, or any number of exciting and perilous incidents. Events can make an otherwise unassuming place suddenly very important.

Roll on the tables in this chapter if your **danger** is an event.

Event Type

What kind of event is this?

d20	Event Type
1	**Assassination.** A person, group or entity is trying (or is about to try) to make an attempt on an important person's life.
2	**Welcome.** A person, group or entity is meeting (or about to meet) someone or something not from the local area.
3	**Betrayal.** A person, group or entity is breaking faith with (or about to break faith with) an entity who trusts them.
4	**Communication.** A person, group or entity is attempting (or intends to attempt) to get an important message out.
5	**Escape.** A person, group or entity being held captive is trying (or about to try) to get out.
6	**Exchange.** A person, group or entity is doing (or about to do) a deal at the destination.
7	**Sabotage.** A person, group or entity is trying (or about to try) to stop something, good or ill, from succeeding or working properly.
8	**Hostage Situation.** A person, group or entity is holding (or about to hold) hostages at or from the destination.
9	**Fight.** A person, group or entity is fighting (or about to fight) another.
10	**Avenging.** A person or group is attempting (or about to attempt) to get retribution in response to a wrong committed against someone important to them.
11	**Vengeance.** A person, group or entity was wronged and is attempting (or about to attempt) to get retribution for themselves.
12	**Infiltration.** A person, group or entity is trying (or about to try) to get into the destination.
13	**Intimidation.** A person, group or entity is trying (or about to try) to use fear and threats to get what they want.
14	**Takeover.** A person, group or entity is attempting (or about to attempt) to take over the destination.
15	**Kidnapping.** A person, group or entity is attempting (or about to attempt) to unlawfully take someone into their custody.
16	**Ritual.** A person, group or entity is performing (or about to perform) a magical ritual.
17	**Chase.** A person, group or entity is pursuing (or about to pursue) someone or something else.
18	**Scam.** A person, group or entity is trying (or about to try) to trick someone else.
19	**Heist.** A person, group or entity is attempting (or about to attempt) to steal something.
20	**Destruction.** A person, group or entities destroying (or about to destroy) the destination.

Participants

What sort of group is causing or directly involved in the event?

d20	Participants
1	**Assassins.** A group of hired killers.
2	**Bandits.** A group of criminals, usually involved in violent crime.
3	**Celestial.** A heavenly entity or group, often seeking to do something good.
4	**Conquerors.** A group focused on dominating, or taking over, a location or area.
5	**Covert Operatives.** A group acting in a secret capacity known only to a select few.
6	**Cultists.** A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.
7	**Explorers.** A group focused on discovering things ancient and forgotten, or that which is currently new and uncharted.
8	**Gang.** A group of ruffians or toughs, united in a shared hierarchy.
9	**Inexperienced.** A group that has never done this sort of thing before, but is likely doing so out of desperation, or some outside pressure.
10	**Infernal.** A hellish entity or group, often seeking to do something evil.
11	**Law Enforcement.** A group whose focus is maintaining order in a civilized area.
12	**Mages.** A group of spellcasters.
13	**Mercenaries.** A private fighting force for hire, either for direct combat, or as guards.
14	**Merchant's Guild.** A group of individuals with a shared interest in business and trade.
15	**Military.** A fighting force working in an official capacity for a government, monarch or other powerful entity.
16	**Religious.** A group focused on holy (or unholy) matters.
17	**Scientists.** A group focused on unlocking the secrets of the universe and the natural world.
18	**Spies.** A group actively attempting to acquire sensitive or valuable information.
19	**Transport Service.** A group whose focus is on the movement of goods or passengers from one location to another.
20	**Treasure Hunters.** A group focussed on the discovery and acquisition of long-lost caches of valuables.

Not Necessarily Evil...

Groups of people are complex, and very rarely are all participants truly the same. As such, many groups (yes, event cults!) may not necessarily be evil. Consider what motivates them, what they're willing to do in service to their leader, goal, or directives. Do they have lines they won't or can't cross? Do they have lines they *must* cross? Why?

Event Tense

Is the event currently in progress, or about to happen?

d6	Event Tense
1-4	**Future.** The event has not happened yet, but is going to happen soon.
5-6	**Present.** The event is in progress.

Preparation

How prepared are those trying to carry out the event?

d12	Preparation
1	**Unprepared.** Those involved are rushing, missing one or more important things, or do not have a solid enough plan for the operation to go smoothly, or even be successful at all.
2-4	**Ill-Prepared.** Those involved are somewhat prepared, but not all aspects of the situation have been covered, or the plan has some holes. The operation may just be sloppy.
5-9	**Prepared.** Those involved are prepared, and have put the proper measures in place. If their plans are executed properly, success is a reasonable expectation.
10-11	**Well-Prepared.** Those involved are very prepared, with contingencies accounted for, and backup plans in place. They should be able to adapt to small things going wrong. Success is a very reasonable, even likely, expectation.
12	**Extremely Prepared.** Those involved have prepared obsessively, considered every small detail, and accounted for just about every eventuality. Success is all but assured.

Key Individual

What is the main personality trait of the key individual causing, or directly involved in, the event? This may or may not be the group leader.

d20	Key Individual
1	**Adaptable.** This individual anticipates change and enjoys opportunities, deals, and negotiations. If a situation is not going their way, their priority is to put themselves in the best possible position, even if it means turning on a former ally (provided the penalties for doing so aren't an adequate deterrent).
2	**Aggressive.** This individual is always ready to strike, look for an opening, or take some kind of advantage. When they see a weakness or opportunity they can exploit, they do so immediately, with commitment and gusto.
3	**Apprehensive.** This individual is unsure, and taking direct action is hard for them. Some concern makes them hesitate when it comes to certain aspects of the event.
4	**Charismatic.** This individual is very affable and pleasant. They deal with their problems with smiles and clever words, so that enemies view them as a friend (or, at least, not a threat). They would much rather make allies than enemies.
5	**Commanding.** This individual has the presence of a military leader, and speaks in a tone that does not brook argument. They know what needs to be done, and expect their orders to be followed. They do not enjoy having their authority challenged.
6	**Confused.** This individual has missed a detail about the event and is confused. They are either not sure of their role, that of someone else, or even the intention of the event. They find comfort in solid answers, and appreciate putting their trust in someone else.
7	**Distracted.** This individual does not appear to be fully focussed on the task at hand. There is something else that they are concerned or excited about that takes over their thoughts from time to time.
8	**Excited.** This individual is pumping with adrenaline; they're thrilled to be involved with this event. Their particular job, the task as a whole, the intended target, or some other detail about the event especially appeals to them in some way.
9	**Exhausted.** This individual is tired, and would rather not be doing what they're doing. Perhaps they've taken part in events like this many times before and it's gotten old or, alternatively, maybe this event is just too much for them to deal with.
10	**Focused.** This individual has pushed all distractions unrelated to the event from their mind. All they care about is completing the task in the best way possible. It would take something significant to distract them from their goal.
11	**Happy.** This individual is genuinely enjoying themselves and is happy to be doing what they're doing. If they're not under immediate threat, they have a good attitude, and are generally friendly.
12	**Irritable.** This individual is on edge, and is proving impatient. They may be prone to outbursts or making rash decisions, and they don't deal well with interruptions or inconveniences.
13	**Joker.** This individual uses humor or levity at any and all opportunities. Making light of a situation helps them deal with tension. They will joke even in the toughest of situations in order to keep their own spirits up, and/or those they are working with.
14	**Mixed-Up.** This individual is a participant in the event by accident, or against their wishes. They feel like they aren't supposed to be here, or don't belong.
15	**Modest.** This individual is incredibly gifted in a certain discipline, but doesn't let on that they are. They keep to themselves, or have little time for extravagance or flashiness. Instead, they prefer to let their results speak for themselves.
16	**Overconfident.** This individual thinks they know more than they do, or are more capable than they actually are. They approach situations with conviction and enthusiasm, but may quickly find that they're in over their head.
17	**Personal.** This individual has a personal attachment to the goal of the event, which could mean they are not very emotionally stable. They may be helping to carry out the event, or may instead have been brought along as a safety or security measure.
18	**Scared.** This individual is nervous or frightened about something having to do with the event. Their worries may be about something they have to do, something they know or believe will happen, or the consequences, once it has happened.
19	**Specialist.** This individual is extremely good at a certain task that relates directly to the event. They are extremely confident when they are in their element, and anyone challenging them in their specialist field is likely to come up short.
20	**Veteran.** This individual has had lots of experience with this sort of event, and knows exactly what they're doing. They are calm under pressure, and their word is trusted by others involved with the event. (+2 to **response type** roll)

Response Type

How does the key individual, or group leader, involved in the event respond if things start to go badly?

d10	Response Type
1	**Panic.** The individual or leader responds with little coordination. There is no attempt at organizing or salvaging the situation. Everyone in the group runs or tries to save themselves the best way they know how. The leader, in this moment, shows a massive lack of leadership skill.
2	**Cowardice.** The individual or leader responds by begging, pleading, groveling or doing anything else to save their own skin (and ideally, but to a lesser extent, the skins of the others in their group).
3	**Backup Plan.** The individual or leader responds with a contingency plan that has been arranged in case the event goes poorly. This plan should involve them walking away with their life, and with as much of their objective completed as possible.
4	**Flight.** The individual or leader responds with a coordinated retreat. They know when they're in a bad position, and feel that discretion is the better part of valor; better to pull back and try again at a later time. Combat is only engaged in to help facilitate the retreat. If they can run without engaging, they will.
5	**Go Down Fighting.** The individual or leader responds by standing their ground. They refuse to be beaten, and will fight to the last, believing that if the problem can be overcome, the event can still be salvaged. Only when faced with overwhelming odds will they actually relent.
6	**Hide.** The individual or leader responds by retreating, hiding, and then planning a counter-strike. They will have provided instruction on where to go and meet up if things go badly. Once they have successfully escaped and hidden, they will regroup and coordinate an attack on whoever was responsible for the event's complication.
7	**Intimidate.** The leader or individual responds with threats, attempting to present an impression of their own power, or the futility of those that oppose them. They prefer to step up to the opposition and make them feel small, powerless, or otherwise incapable of achieving success.
8	**Lie.** The individual or leader responds by presenting a falsified claim, such as 'new' information, that those interfering with the event may not have. They will likely try to distract, or set up some other action, such as framing those responsible for causing them trouble, or possibly even enlisting their aid.
9	**Negotiation.** The individual or leader responds with diplomacy, in an attempt to get out of the situation with their life and the event's goal intact. They are willing to make deals, and may be open to concessions, if the interfering group allows this.
10	**Reinforcements.** The individual or leader responds with a signal calling for help, or has someone observe the situation, ready to intervene. When the signal is given, more support shows up.

Humanoids

The group had split up to scout out the approaches to the bandit camp. You were against it but, when none of them returned to the rendezvous point, it fell to you to track them down. Three dead so far, all from precision shots with thick, red-fletched arrows; if the situation were different, you would be impressed, especially given the dense tree cover. Two still unaccounted for; with neither being the sort to panic and flee, that left capture. Luckily, you knew just where they would be taken.

Now, you press on, darting through the no-man's-land of stumps dividing the treeline and the palisade wall of the camp. Spotting a rotten section of wall, you move in, and gain entry with a well-placed kick. Creeping along the perimeter, you spy figures clustered around a central fire, and try to catch snippets of their conversation. As you listen, a heavy boot scuffs on a stone behind you, you feel a weighty thunk on the back of your head, and then all is darkness.

You awaken in a cage of branches, lashed together as tightly as your wrists. These bandits know their knots, you lament. To either side of you, your missing companions languish in similar lodgings. There is a roar of laughter, and a group of your captors hoist your cages up and into the no-man's-land outside the gates. More join them as they progress through the camp, excitement building. You make eye contact with your hapless companions. They have a bad feeling about this too.

The bandits set the cages down, and you see one of their number, dressed in finer furs than the others, stringing a great, curved bow of horn-capped yew. After testing the tension a few times, they cast a handful of arrows into the ground before them, each fletched with red feathers. The rest of the group are shouting now; their excitement has reached fever-pitch. You pick out a few key words here and there, and realize they're placing bets.

Your cage is opened, and you hear a single word: "Run."

Humanoids, in this context, are considered to be bipedal creatures with the overall capability for complex thought and organization. By no means are all humanoids extremely intelligent or civilized (just visit any tavern on a Saturday night…), but they, at least, have the capacity to think and act in ways more complex than those creatures covered by the Beasts & Unintelligent Monsters chapter, which tend to be far more animalistic, instinctual, or just exceedingly simple.

Roll on the tables in this chapter if your **danger** is a group of humanoids of any kind.

Group Type

What sort of group is this?

d20	Group Type
1	**Assassins.** A group of hired killers.
2	**Bandits.** A group of criminals, usually involved in violent crime.
3	**Brainwashed.** A group under the mental control of someone, or something, else.
4	**Conquerors.** A group focused on dominating, or taking over, a location or area.
5	**Cultists.** A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.
6	**Explorers.** A group focused on discovering things ancient and forgotten, or that which is currently new and uncharted.
7	**Gang.** A group of ruffians or toughs, united in a shared hierarchy.
8	**Law Enforcement.** A group whose focus is maintaining order in a civilized area.
9	**Mages.** A group of spellcasters.
10	**Mercenaries.** A private fighting force for hire, either for direct combat, or as guards.
11	**Merchants.** A group of individuals with a shared interest in business and trade, perhaps connected to a larger merchant's guild.
12	**Military.** A fighting force working in an official capacity for a government, monarch or other powerful entity.
13	**Refugees.** A group fleeing from somewhere they no longer feel welcome.
14	**Religious.** A group focused on holy (or unholy) matters.
15	**Scientists.** A group focused on unlocking the secrets of the universe and the natural world.
16	**Scouts.** A group, sent ahead of a main body, in order to assess a given situation before reporting back.
17	**Slavers.** A group that captures people to sell into servitude.
18	**Spies.** A group actively attempting to acquire sensitive or valuable information.
19	**Transport Service.** A group whose focus is on the movement of goods or passengers from one location to another.
20	**Treasure Hunters.** A group focussed on the discovery and acquisition of long-lost caches of valuables.

Not Necessarily Evil...

Groups of people are complex, and very rarely are all participants truly the same. As such, many groups (yes, event cults!) may not necessarily be evil. Consider what motivates them, what they're willing to do in service to their leader, goal, or directives. Do they have lines they won't or can't cross? Do they have lines they *must* cross? Why?

Group Size

Other than the leadership, how many members make up the group?

Note: The number of individuals rolled on this table may factor into rolls on the **group leadership** table.

d10	Group Size
1-4	**Small.** The group is made up of 1d10+1 individuals.
5-7	**Moderate.** The group is made up of 1d10+10 individuals.
8-9	**Large.** The group is made up of 1d12+20 individuals.
10	**Huge.** The group is made up of 1d20+32 individuals.

Group Locality

How many of the group (if any) are from the area in or around the destination?

d10	Group Locality
1-4	**All Locals.** The entire group is from the area in or around the destination.
5-7	**Mostly Locals.** Over half of the group are from the area in or around the destination.
8-9	**Mostly Non-Locals.** Over half of the group are not from the area in or around the destination.
10	**All Non-Locals.** The entire group is not from the area in or around the destination.

Group Leadership

What sort of leadership does the group have?

Note: The leaders rolled here add to your **group size** to give you a total size for your group of humanoids. For example, if you roll a 'Small' **group size** (1d10+1) for a result of 7, and 'Lieutenants' for **group leadership** on the table below, the total size of your group would be 9.

d10	Group Leadership
1	**Informal Leader.** There is no formal leader, but there is one individual that the rest seem to look up to, admire, or trust.
2-6	**Solo.** There is one leader; all others are considered equal.
7-9	**Lieutenants.** There is one leader, who has a number of lieutenants. The number of individuals in the group (from the **group size** table) determines how many lieutenants there are. Small: One Medium: Two Large: Three Huge: Four
10	**Peers.** There are multiple leaders within the group. The number of individuals in the group (from the **group size** table) determines how many leaders there are. Small/Medium: Two Large/Huge: Three

Leader Strengths

What is the primary skill or attribute of the group leader, or leaders?

Note: Roll on this table once for each leader in the group (from the **group leadership** table).

d12	Leader Strengths
1	**Smart.** The leader possesses great wisdom, learned from their peers, observations and life experiences.
2	**Charismatic.** The leader's strength comes from their personality. The leader is… [Roll 1d10]: 1-2: Charming 3-4: Confident 5-6: Intimidating 7-8: Talkative 9-10: Smooth
3	**Connected.** The leader is friends with (or otherwise connected to) some powerful individuals, who will help them out when they need it.
4	**Medic.** The leader is trained as a doctor or nurse.
5	**Learned.** The leader is formally educated.
6	**Magical Power (Arcane).** The leader is very proficient with arcane magic.
7	**Magical Power (Divine).** The leader is very proficient with divine magic.
8	**Magical Power (Natural).** The leader is very proficient with nature-based magic.
9	**Physical Capability.** The leader has great physical prowess in one or more ways. The leader is… [Roll 1d6]: 1-2: Extremely dextrous 3-4: Extremely tough 5-6: Extremely strong
10	**Scout.** The leader is incredibly observant, and skilled at wayfinding.
11	**Clever.** The leader possesses great knowledge and intelligence, learned from study, reading or tutelage.
12	**Additional.** Each time you roll this result, the leader gains an additional strength, up to a maximum of 3. Roll for these additional strengths. If your leader already has the maximum of 3 strengths, ignore any further 'Additional' results.

Leader Weaknesses

What is the primary flaw or deficiency of the group leader, or leaders?

Note: Roll on this table once for each leader in the group (from the **group leadership** table).

d20	Leader Weaknesses
1	**Clumsy.** The leader lacks physical coordination or dexterity.
2	**Easily Distracted.** The leader has a hard time keeping focus, or struggles to see plans and ambitions through to their completion.
3	**Irritable.** The leader has very little patience and a bad temper, especially when things do not go smoothly.
4	**Controlling.** The leader overmanages the group, and needs to know everything about everything.
5	**Paranoid.** The leader constantly feels that they (or the group as a whole) is under threat or the target of some danger.
6	**Drunk.** The leader enjoys alcohol too much; they are rarely sober and, even when they are, they are thinking about drinking.
7	**Drugs.** The leader frequently uses some sort of drug or illicit substance.
8	**Overly Romantic.** The leader loves being in love; they are always fawning or pining over someone, and make frequent passes at, or declarations of affection to, a single, unrequited sweetheart, or a revolving door of potential partners.
9	**Rash.** The leader does not think things through for long; they make decisions rapidly, oftentimes fueled by emotion.
10	**Hesitant.** The leader often second-guesses themselves, or has difficulty taking decisive action. They often have a lack of confidence, or have a need to look at all potential possibilities.
11	**Grandiose.** The leader has visions of greatness which they aspire to, which they frequently let get the better of them. They care about face, showmanship, legacy, and making their mark.
12	**Liar.** The leader lies compulsively; the untruths come as naturally as breathing, even when it is totally unnecessary.
13	**Cruel.** The leader has very few qualms (or none whatsoever) about wilfully causing pain to others (or ordering others to do so, on their behalf).
14	**Arrogant.** The leader thinks very highly of themself. This may be related to their capabilities, upbringing, heritage, accomplishments, something special that happened to them, something they were told, or something else entirely.
15	**Lazy.** The leader doesn't much care to do any work themself. They often delegate, or try to do as little as possible, while still remaining in charge.
16	**Entitled.** The leader feels that the things they want are owed to them, and that others should do whatever they can to please them.
17	**Defensive.** The leader feels the need to justify themselves and their decisions, which may also manifest as abruptness or aggression.
18	**Too Nice.** The leader is kind to a fault, sometimes overlooking offenses, mistakes, or grievances for the sake of kindness.
19	**Anxious.** The leader always feels as if they're under pressure. They constantly worry, or feel worried, even if it's about nothing in particular. They always feel on edge, and even when everything seems fine, they're always waiting for the other shoe to drop.
20	**Additional.** Each time you roll this result, the leader gains an additional weakness, up to a maximum of 3. Roll for these additional weaknesses. If your leader already has the maximum of 3 weaknesses, ignore any further 'Additional' results.

Group Attitude

What is the general attitude, or demeanor, of the group?

d10	Group Attitude
1	**Negligent.** The group is lazy, inattentive, and has little regard for their duties.
2	**Relaxed.** The group is generally casual and easy-going; they react, rather than plan.
3	**Tense.** The group is on edge, tetchy, and easily-provoked.
4	**Dour.** The group is subdued, sad or depressed.
5	**Jubilant.** The group is excitable, positive, and always up for a celebration.
6	**Focused.** The group is alert, centered, and totally fixated on the task at hand.
7	**Serious.** The group is straight-laced and humorless; there is hardly a smile between them.
8	**Rebellious.** The group is dissatisfied with their leadership or current situation.
9	**Inebriated.** The group is always under the effect of some sort of intoxicant, be it drink or drugs.
10	**False.** The group is putting on a front in an effort to disguise their true feelings or mindset. Roll twice more on this table (ignoring 'False', if rolled again). Your first result is their true **attitude**, your second is what they are currently portraying (reroll any repeated result).

Group Loyalty

What unites the members of the group?

d10	Group Loyalty
1	**Work.** The group is dedicated to their work, and loves what they do. Even if their leader(s) are difficult, they care enough about the job to overlook any issues.
2	**Family.** The group has formed close, personal bonds, and treat each other as kin. There may be rivalries or disagreements but, at the end of the day, family comes first.
3	**Leader.** The group is dedicated to its leader. If the group has multiple leaders, they are loyal to… [Roll 1d6]: 1-3: All of the leaders equally 4-5: Some of the leaders, in varying amounts over the others 6: One of the leaders, and not the other(s)
4	**Incentive.** The group is driven by rewards; this is usually money, but could also be knowledge, resources, etc. If these were not forthcoming, there would certainly be trouble.
5	**Goal.** The group is driven by their desire to achieve a certain goal, or reach a particular milestone. If their goal was no longer possible (or was never actually real to begin with), there would certainly be trouble.
6	**Heritage.** The group is driven somehow by their ties to an important legacy or shared history, and it is that bond that keeps them all together.
7	**Threat.** The group is driven by fear of what will happen if they do not. They may believe they will be overwhelmed, caught, betrayed or be in danger in some way.
8	**Idea.** The group is driven by their dedication to a certain philosophy, creed, ideal, or other principle, such as a religious or patriotic duty.
9	**No Choice.** The group is driven to work together by necessity. They may have been thrown or otherwise brought together by chance, and need to be loyal to one another in order to survive or achieve their goal. If that necessity were ever removed, there would certainly be trouble.
10	**Region.** Most or all of the group is from a certain place (which could be a *specific* place like a city or neighborhood, or it could be a general area like a country or kingdom).

Loyalty Extent

How loyal are the group to their leader(s)?

d20	Group Loyalty
1	**Borderline Mutiny.** The group's loyalty is stretched to its thinnest. There are serious problems within the group that need to be resolved quickly. The majority of the group are a single instance away from revolting against the leadership.
2-3	**Tense.** The group, or some members within it, are at odds with one another, or perhaps questioning their direction. A large number within the group are angry, dissatisfied, or working at cross purposes to the leadership.
4-6	**Tepid.** The group, or some members within it, are less than pleased with their direction. A few within the group are not as dedicated as they once were, or otherwise might be, so are at odds with the leadership.
7-11	**Loyal.** The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.
12-17	**Devoted.** The members of the group are very dedicated, and few would consider turning their backs on it. There may be one or two who are not so committed, but they know better than to make that obvious to the leadership.
18-19	**Absolute.** All members of the group are extremely dedicated, and none would be willing to turn. Most members would give up a lot before betraying the group's trust, or that of the leadership.
20	**Zealous.** All members of the group are so dedicated that they would die before betraying the group or the leadership.

Non-Group Local Familiarity

How familiar are the locals in the area with the group and their activities?

d8	Non-Group Local Familiarity
1	**Allies.** All locals are certainly familiar with the group, and a fair number of them support, aid, otherwise assist, or are friendly with the group. The locals may know the group's plans, or other information about them, but few would betray them.
2-3	**Familiar.** Most locals are familiar with the group, and know a fair amount of general information about them, but nothing the group expressly tries to keep secret. The locals are relatively ambivalent towards the group.
4-5	**Acquainted.** A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.
6-7	**Unaware.** The locals don't know of the group's existence, or anything about them, so have no information or opinions about them.
8	**Enemies.** The locals certainly know of the group and are directly opposed to them. They have information about the group, and may be willing to share their information and grievances with anyone else that would oppose them too.

Group Complications

What else is going on within the group?

d20	Group Complications
1-8	**No Complications.** Nothing is currently complicating things. Things are business as usual.
9	**Relationship.** Two of the group's members are in some sort of a relationship. This could be romantic, business, or something else. The relationship is… [Roll 1d6]: 1-3: A secret within the group 4-6: Known within the group
10	**Disagreement.** Two of the group's members can't agree on something important, and their arguments are affecting the group dynamic.
11	**Accusation.** One group member has accused another member of something. The accusation is… [Roll 1d6]: 1-2: True 3: Half true 4-5: Unknowingly false 6: Purposefully false
12	**Injury.** One group member has recently suffered a debilitating injury, and is still recovering. The injury may or may not be a result of the actions of the group, or one of its members.
13	**Sick.** One group member has come down with an illness and has yet to recover. The illness may or may not be contagious, which might affect how the group is dealing with it.
14	**Death.** One group member died recently, and the loss is still being processed. The death may or may not be a result of the actions of the group, or one of its members.
15	**Punishment.** One group member did something that was against the group's code, or rules, and is suffering the consequences. Group members may feel differently, or be united in their feelings, about the act and the punishment.
16	**Low Supply.** The group is running very low on a particularly important supply (or has run out completely), and is trying to figure out what to do about it.
17	**Too Much Of A Good Thing.** The group's most recent efforts yielded better results than they could have imagined, so much so that they're not sure what to do with what they've gained, or how to process their success.
18	**More Than They Can Chew.** The group feels like they're in over their heads with regard to something they're trying to accomplish. This might be to do with the level or complexity of a job, or how involved they are with an accomplice.
19	**Stolen Personal Item(s).** Something belonging to one group member has been stolen. Group members may or may not have their suspicions as to who the thief is, either inside or outside the group.
20	**Stolen Group Item(s).** Something belonging to the entire group has been stolen. Group members may or may not have their suspicions as to who the thief is, either inside or outside the group.

Situational Influence

What is currently influencing the group's situation?

Note: The situational influence result should be used as a seed to aid in creating the group's motivations. Use the roll result from the table below in tandem with some, or all, of the following to better ground this group of humanoids in your world, campaign, and current story.

- **Theme** roll result from the **Prelude** chapter.
- Current or past player character goals, actions or backstory.
- Current antagonist goals.
- Setting information related to the region and/or **environment** where the destination is located.
- Information about certain relevant cultures within your setting.
- Anything else you deem relevant

What the table doesn't say...

The table result does not necessarily refer to the group itself. You can interpret or use the result as creatively as you would like. For example, 'Seeking Someone' could mean that the group is trying to find someone, or it could mean that someone *in* the group is being sought.

d10	Situational Influence
1-2	**Seeking Someone.** The one being sought is... [Roll 1d12]: 1: A celebrity 2: A criminal 3: An escapee 4: A victim of kidnap 5: A legendary or mythic figure 6: Long since lost, assumed dead 7: A mentor 8: A pet or creature 9: A nemesis 10: A traitor 11: A family member 12: A friend
3-4	**Seeking Information.** The information being sought is... [Roll 1d12]: 1: Political 2: Magical 3: Holy 4: Cursed 5: Heretical 6: Long-forgotten 7: A story 8: A name 9: A forgery 10: A location 11: Military 12: Romantic
5-6	**Seeking an Item.** The item being sought is/are... [Roll 1d12]: 1: An artifact or relic 2: Cursed 3: Documents 4: Holy 5: A lost personal item 6: A lover's token 7: A potion 8: Remains 9: A spell 10: Supplies 11: Unholy 12: A weapon or armor
7-8	**An Attempt.** Someone, or something, is attempting to... [Roll 1d8]: 1: Buy something 2: Cast a spell or ritual 3: Contact something or someone 4: Destroy something 5: Save something 6: Sell something 7: Steal something 8: Unleash something
9-10	**Desire.** Someone, or something, wants... [Roll 1d8]: 1: Enlightenment 2: Fame 3: Food 4: Political power 5: Safety 6: Understanding 7: Vengeance 8: Wealth

Intelligent Monster

The creature floats in the murky water of the tank, huge and unsettling. Looking at it too closely is difficult somehow. It blurs around the edges. Something like a great tail sweeps back and forth, and catfish-like whiskers wave gently. A vertical row of beady eyes peer out above a downturned mouth. The eyes peer through the glass, peer into you, and a deep, liquid voice speaks within your mind. Are you kind? Are you helpful? Should I not be free? You find yourself answering in the affirmative.

Why wouldn't you? Friends don't leave friends stuck in tanks. Your hands make contact with a large metal wheel on the wall and turn it, and you are filled with a surge of glee as the tank floor opens. The creature swims down and out into the dark lakewater below. You shall be rewarded, the voice says. You will be led to a place unlike any you've ever seen. You clamber awkwardly into the tank, for reasons you can't really explain. A great tentacle wraps around you and drags you down into the deep.

Thick, green mucus swirls around the creature, and drifts towards you. It spreads over your skin, into your mouth, and forces its way into your lungs. You feel ill but, as you begin to gag, you realize you can breathe. The creature bears you along and, in time, great ruins emerge from the gloom. Something about them is difficult to comprehend, but you're overcome with awe.

The voice now speaks in a commanding tone. This place was its home, but its kin were hunted and all fell to ruin. You will be the one to extend its reach into the surface world. You will be its eyes and ears: a harbinger of the ancients in the here and now.

You feel... something, in the back of your mind. It sounds like your voice, but heard through the thick walls of a prison cell. It screams. The creature is evil, this small, unbidden voice says. But that can't possibly be, the you of now responds; the creature cares about you, and you it. Your friend needs you, and the two of you have an important job: to reclaim the world.

Intelligent monsters have similar mental capacity, cunning and ambition to humanoids, greater than that of beasts or unintelligent monsters. They are often creatures found in the far reaches of the world, or even on other planes of existence. They are driven by their own feelings, opinions, cares and motivations but, despite this, may not be aware of (or care about) social contracts, laws, or other norms that bind civilized folk. Alternatively, they may care deeply, but perhaps come from a place where social contracts, laws, and other life guidelines are very different.

Roll on the tables in this chapter if your **danger** is an intelligent monster.

Monster Motive

What is driving the monster to be a danger to the destination?

d10	Monster Motive
1	**Home**. The monster wants to live here.
2	**Escape**. The monster wants to leave, but can't.
3	**Search**. The monster wants something that is hidden here.
4	**Change**. The monster wants to make this place into something else.
5	**Lost**. The monster is lost.
6	**Confused**. The monster thinks this place is (or has) something other than it actually is (or does).
7	**Pause**. The monster is waiting for something.
8	**Destruction**. The monster wants the destination destroyed.
9	**Control**. The monster wants to control the destination.
10	**Orders**. The monster has been tasked to occupy this destination.

Motive Success

How successful does the monster feel that they have been at achieving what motivates them?

d8	Motive Success
1-2	**Frustrated.** The monster feels that they are actually farther from their goal than when they first came here, or when they first settled on their goal.
3-5	**Wary.** The monster has encountered some difficulty or resistance in achieving their goal, and may be on edge because of it.
6-7	**Pleased.** The monster feels they have made strides toward achieving their goal. Though they may not have succeeded yet, they have made encouraging progress.
8	**Enthused.** The monster feels they are on the precipice of achieving their goal, and are more motivated than ever to complete it, and perhaps to start work on a new goal.

Kinship Similarity

How similar is this monster to others of its kind?

d10	Kinship Similarity
1-3	**Identical.** This monster is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.
4-6	**Offbeat.** This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.
7-8	**Different.** This monster is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.
9	**Divergent.** This monster is nearly the antithesis of its kin, and defies the expectations one might assume about a monster of its kind.
10	**Polar Opposite.** This monster is all the things that others of its kind are not; in many ways, it is a massive anomaly.

Monster Age

How old is the monster?

d10	Monster Age
1	**Baby.** The monster is the youngest possible for one of its kind to function on its own, at least to a basic degree.
2-3	**Young.** The monster is not fully grown, but is approaching maturity.
4-6	**Adult.** The monster has grown into its normal, mature state.
7-9	**Old.** The monster has lived to an old, but not abnormal, age for a monster of its kind.
10	**Ancient.** The monster has lived far longer than a monster of its kind is expected to live.

Monster Size

How big is the monster when compared to others of its kind?

d8	Monster Size
1-2	**Runt.** The monster is much smaller than its kind usually are.
3-5	**Healthy.** The monster is the typical size for its age and species.
6-7	**Great.** The monster is larger than is normal for one of its age and species.
8	**Massive.** The monster is far larger than is normal for one of its age and species.

Local Awareness

How aware are the locals of the monster?

d10	Local Awareness
1-2	**Unaware.** The locals have no idea about the monster's presence; they either have no idea of the degree of danger, or just have no idea what is causing it. This may be due to genuine ignorance, lack of contact with (or sightings of) the monster, or it could instead be due to some form of magic or other phenomena that causes them to forget. (Skip **local reaction** table)
3-4	**Passing Awareness.** The locals are aware of its presence but don't know much, if any, detail about it beyond the superficial, or the degree of danger it poses.
5-7	**Aware.** The locals know of the monster, including some basic details and the degree of danger it poses.
8-9	**Very Aware.** The locals know the monster very well, including a lot of specific details and the degree of danger it poses.
10	**Intimately Aware.** The locals know the monster incredibly well, including much deep, specific, or secret knowledge about this kind of monster and the degree of danger it poses.

Local Reaction

How have the locals responded to the arrival of the monster into their area?

d4	Local Reaction
1	**Misunderstood (Ineffective).** The locals reacted in a way that the monster did not intend. Perhaps it tried to scare the locals, but they instead thought it funny or cute, or it tried to take control of them, but they fled in terror.
2-3	**Understood.** The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.
4	**Misunderstood (Too Effective).** The locals reacted in a way that the monster intended, but far more extreme. This might mean that it wanted to intimidate, but instead they were utterly terrified, or that it wanted to show that it was friendly, but instead was worshipped.

Local Coexistence

How well does the monster coexist with the locals or environment itself?

d6	Local Coexistence
1-3	**Disruptive.** The monster's presence has caused a significant change to local life or the environment. The cause of this change or disruption may not be known to the locals or creatures in the environment, but its effects can certainly be felt.
4	**Non-Disruptive.** The monster's presence has not caused any major issues, or disturbed anything to a significant degree, but its presence has also not been beneficial.
5	**Beneficial.** The monster's presence has benefited the locals or the environment in some way.
6	**Symbiotic.** The monster's presence has benefited the locals or the environment, and the locals or environment have also benefited the monster.

Item

The sword beckons as it hovers above the pedestal. Grasp it, it calls to you, and its power will be yours. You will finally be able to crush the enemy that threatens your home. Your companions begin to shout, as you ascend the dais, but you are deaf to their sentiments. You seize the hilt.

You feel as if struck by lightning. Your eyes burn with an infernal heat, and your muscles surge with restlessness. For the first time in your life, you feel true strength. You understand now: power is not influence, power is not standing, or gold, or allies - power is this. Power is the edge of a blade, and blood, and fire. You look at the shadows around you, and know they held significance once. The shadows hold out their hands, and speak meaningless platitudes about friendship, and magic. They beg you to let go of the sword. You know they only want it for themselves.

You hold the sword high, roar, and cut a bloody swath through the pathetic wretches. They try to flee, but it makes little difference. A few remain, only to quail, grovel, and beg for mercy. At your feet, their only mercy is a quick death.

You feel a sensation that you might have once called pain, and your senses return, like taking a deep breath after an extended time spent underwater. You feel spent, drop to your knees, and gape at the carnage. You did this? No, the sword did this. You stare down at the gore-slick blade on the ground, sickened. One of your companions circles you, their eyes never leaving you, the quarterstaff they used to disarm you still poised and ready. Without breaking eye contact, they stoop to pick up the sword, perhaps intending to fling it away. You see what happens next before it happens in real time. Their knuckles go white.

Tears fill your eyes as you see your erstwhile friend filled with raw rage before you. You cry out, pleading that they resist, knowing full well that they won't hear. You lack the energy to stand. They raise the sword, deaf to your sentiments.

Particular items can be the cause of, or a direct link to, the **danger** in or near the destination. Magic is often involved; this does not necessarily mean that the item itself is magical, but it is likely that it is, at the very least, connected to magic. The effect it has on the destination depends on what the item is, who it affects, and in what way they are affected.

Roll on the tables in this chapter if your **danger** is an item.

Item Origin

How did the item come to be at the destination?

d12	Item Origin
1-3	**Original.** The item was made or put here by its rightful owners or creators.
4-6	**Stolen.** The item was stolen, and then stashed here.
7-9	**Hidden.** The item was hidden here.
10	**Unknown.** The item was brought here without knowledge of what it really was.
11	**Misunderstanding.** The item was brought here under the false impression that it was something more, or other, than it really was.
12	**Otherworldly Decree.** The item was directed here by the will of a god or extra-planar entity.

Item Status

Is the item in the possession of someone or something and, if so, what?

d4	Item Status
1	**Understanding Ownership.** Someone, or something, in the destination is in possession of the item, and understands what it is or does. The owner is… [Roll 1d6]: 1-4: A humanoid 5-6: An intelligent monster
2	**Ignorant Ownership.** Someone,or something in the destination is in possession of the item, but doesn't truly understand what it is or does. The owner is… [Roll 1d6]: 1: A beast 2-3: An unintelligent monster 4-5: A humanoid 6: An intelligent monster
3	**Undisturbed.** The item is where it was last placed or discarded, and it has not been undisturbed, uncovered, or otherwise moved since.
4	**Disturbed.** The item is where, or in the vicinity of where, it was last placed or discarded, but shows signs of being touched, uncovered, moved, or otherwise disturbed since then.

Item Type

What is the item?

d20	Item Type
1	**Armor (Piece).** The item is a piece of protective equipment. The armor piece is… [Roll 1d6]: 1: A breastplate 2: A gauntlet 3: A pair of gauntlets 4: A helm 5: A shield 6: Other
2	**Armor (Suit).** The item is a full set of protective equipment. The armor is… [Roll 1d4]: 1: Chainmail 2: Leather 3: Plate 4: Scale mail
3	**Artwork.** The item is a piece of visual art. The artwork is… [Roll 1d4]: 1: A carving 2: A drawing 3: A painting 4: A sculpture
4	**Body.** The item is a body. The body is that of… [Roll 1d6]: 1: A beast 2-3: An unintelligent monster 4-5: A humanoid 6: An intelligent monster
5	**Body Part.** The item is a part of a body. The body is that of… [Roll 1d6]: 1: A beast 2-3: An unintelligent monster 4-5: A humanoid 6: An intelligent monster The body part is… [Roll 1d10]: 1: An arm 2: An eye 3: A finger 4: A foot 5: A leg 6: A hand 7: A head 8: A toe 9: A tongue 10: A torso

d20	Item Type
6	**Book.** The item is a book. The book is… [Roll 1d12]: 1: A children's book 2: A cookbook 3: A diary or journal 4: A tome of eldritch lore 5: A religious text 6: A work of fiction 7: A selection of games or puzzles 8: A ledger 9: A collection of historical records 10: A work of nonfiction 11: A script 12: A collection of spells or rituals
7	**Clothing.** The item is a piece of clothing. The clothing is… [Roll 1d6]: 1: An accessory 2: A cloak or coat 3: An item of footwear 4: A pair of gloves 5: A hat 6: Pants 7: A shirt 8: Something else
8	**Document.** The item is a written document. The document(s) is/are… [Roll 1d6]: 1: A deed 2: A set of instructions 3: A letter 4: A map 5: A collection of notes 6: A prophecy 7: A collection of official records 8: A riddle
9	**Holy Symbol.** The item is a physical object with holy (or unholy) significance.
10	**Jewelry.** The item is an adornment, typically made of valuable metal, bone, wood, or other special material, and sometimes set with precious stones. The jewelry is… [Roll 1d6]: 1: A bracelet 2: A crown or tiara 3: An earring, or pair of earrings 4: A brooch 5: A necklace 6: A ring

d20	Item Type
11	**Spellcasting focus.** The item is a length of wood, metal, or other material that is imbued with or otherwise contains magical properties. The focus is a… [Roll 1d6]: 1-2: Rod 3-4: Staff 5-6: Wand
12	**Delicate Object.** The item is inherently fragile, or has multiple moving parts that make it easily breakable. The object is… Roll 1d6: 1. A decorative ornament 2. A mechanical device 3. A mirror 4. A tool or implement 5. A curiosity 6: Something else
13	**Melee Weapon.** The item is a weapon intended to be used at close range for striking. The weapon is… [Roll 1d8]: 1: A club 2: A dagger 3: A flail 4: A hammer 5: A mace 6: A staff 7: A sword 8: Something else
14	**Mixture.** The item is a substance, such as a chemical or compound, possibly contained within a vial, bottle, or other container. The mixture is a… [Roll 1d6]: 1-2: Potion 3-4: Poultice 5-6: Powder
15	**Musical Instrument.** The item produces music when played. The instrument is… [Roll 1d4]: 1: Brass 2: Percussion 3: Strings 4: Woodwind
16	**Ranged Weapon.** The item is a weapon intended to be used at a distance, typically to strike targets with projectiles. The weapon is… [Roll 1d10]: 1-2: A crossbow 3-4: A longbow 5-6: A shortbow 7-8: A sling 9-10: Something else

d20	Item Type
17	**Symbol of Office.** The item is one used or worn to signify rank, authority, or rulership. The symbol is a… [Roll 1d6]: 1: Sash 2: Brooch 3: Chain 4: Crown 5: Scepter 6: Signet ring
18	**Toy.** The item is one intended to be used for play. The toy is… [Roll 1d8]: 1: An animal 2: A fancy-dress costume 3: A ball 4: Construction-based (blocks, etc.) 5: A doll 6: A kaleidoscope 7: A musical instrument 8: A puzzle 9: An indoor game 10: An outdoor game 11: A vehicle 12: A weapon
19	**Vehicle.** The item is one that is used to move about in various ways. The vehicle is designed for… [Roll 1d20]: 1-4: Air travel 5-12: Land travel 13-16: Water travel 17: Amphibious travel 18: Underwater travel 19: General planar travel 20: Travel within a specific plane The vehicle… [Roll 1d20]: 1-5: Can reach very high speeds 6-9: Is very oversized or undersized 10-14: Has a secondary function (ie. mobile base, vendor stall) 15-17: Is extremely tough 18: Has guided navigation 19: Has stealth capabilities 20: Is not designed for humanoid use
20	**Vessel.** The item is some form of container, which may or may not have something in it (GM's choice). The container is… [Roll 1d12]: 1: An amphora 2: A bowl 3: A jar 4: A tin 5: A bottle 6: A drinking vessel 7: A chest 8: A box 9: A vial 10: A tank 11: A safe 12: A pot or cauldron

Item Condition

What sort of shape is the item in?

d10	Item Condition
1-2	**Awful.** The item is in the worst shape it could be; it may be broken, filthy, missing components, etc.
3-4	**Poor.** The item has seen better days. It is likely dirty, damaged, or in an otherwise unappealing state.
5-6	**Good.** The item seems to be in acceptable shape for whatever kind of item it is.
7-8	**Excellent.** The item seems to be in very good shape; relatively clean, well-maintained, and with no missing parts.
9-10	**New.** The item is in perfect condition; it either is, or appears to be, new.

Item Notability

Why is the item special?

Not Mutually Exclusive

Though the table below is intended to be rolled on once, the results need not necessarily be mutually exclusive. If you think your result would work well in combination with something else, feel free to pick or roll again to add an extra dimension to your item.

d8	Item Notability
1	**Creator.** The item was created by someone very important, influential, or powerful.
2	**Owner.** The item belonged to someone very important, influential, or powerful.
3	**False Power.** The item is rumored to possess powers, but actually does not.
4	**True Power.** The item is rumored to possess powers, and lives up to the stories.
5	**Material Value.** The item is made of, or embellished with, a very valuable material (such as a precious metal or gem).
6	**Storied.** The item is mentioned in many beloved tales, inspiring adventurers and all kinds of intrepid folk to search for it.
7	**Attraction.** The item draws those around to it; many have unwittingly found themselves in its vicinity for unexplained reasons.
8	**Heirloom.** The item has been handed down from person to person throughout a span of time. This could be within a family, organization, etc.

Item Link To Magic

How intrinsic are the magical properties of the item?

Non-Magical Items

Many items that are inherently dangerous in and of themselves have magical properties (such as mind-controlling those who touch them), or utilize nearby magic to serve some purpose (such as a magical zone of protection in place around them). However, if you are running a low-magic, or no-magic setting, or simply prefer your item to be mundane, that's ok too. In such a case, skip this table, and the magic-related tables that follow.

Non-magical items can still act as a major catalyst that drives the story or situation. Though their inherent danger may be less than that of a magical one, context can create an incredibly dangerous situation that affects the entire destination; your item could play some pivotal role in the events surrounding the location and current state of affairs. Perhaps, for example, the badge of office of a great ruler has been stolen, a national manhunt is taking place, and the thief is hiding out in the destination. Anyone linked to the item is in great danger, even if the item itself cannot cause harm to anyone. Perhaps, instead, the destination conceals an item that is the final clue to a great mystery. In any case, the final decision on whether or not your item has magical properties is down to you.

d6	Item Link To Magic
1-3	**Dependent Link.** The item is intrinsically linked to the magic. If the link is severed, either by destroying the item, dispelling the magic, or otherwise causing the two to become unbound, neither the item or magic can continue to exist in isolation.
4-5	**Independent Link.** The item and magic share a conditional link, though both can exist without the other. Perhaps the magic fuels the item, or the item focuses or grounds the magic. If the magic is dispelled, the item is rendered mundane. If the item is destroyed, the magic is untethered from it - this may dispel it, or may cause it to surge or spiral out of control.
6	**Location Link.** The magic exists in the location of the item to serve a purpose, such as to protect or hide it, but is not linked to the item itself. If the item is destroyed, the magic persists, and vice versa. The item may serve as bait to attract targets into the path of the magic.

Magic Activation

How is the magic triggered?

Authorized Users

Given that items are most often designed to be used, we assume that there are individuals that can approach and use the item without triggering the magic. These individuals may be attuned to the item in some way, such as its creator, or current owner. We consider these individuals 'authorized' and, as such, they are never targeted by the magic (unless the GM decides otherwise).

d10	Magic Activation
1-4	**Physical Contact.** If the item is touched, the magic activates, targeting whoever or whatever touched it, or came into contact with it.
5-7	**Action On Item.** If something is done to the item, or within a certain distance of it, the magic activates. The item is triggered when someone… [Roll 1d8]: 1: Attempts to break it 2: Breaks it 3: Brings something specific near it 4: Casts magic near it 5: Removes it from where it is 6: Says something specific near it 7: Touches it 8: Does something else
8-9	**Line of Sight.** The magic targets individuals who have line of sight to the item.
10	**Aura.** The magic activates when something, or someone, enters the aura that persistently surrounds, and is centered on, the item. This remains active until it is somehow deactivated. The aura's radius… [Roll 1d10]: 1-5: Is 50 ft. 6-8: Is 100 ft. 9-10: Is 200 ft. 11: Encompasses the entire destination 12: Extends well beyond the destination

Magic Category

What kind of magic affects the targets?

d6	Magic Effect
1-2	**Physical.** Roll on the **physically targeted magic** table to learn the magic's effect.
3-4	**Mental.** Roll on the **mentally targeted magic** table to learn the magic's effect.
5-6	**Spiritual.** Roll on the **spiritually targeted magic** table to learn the magic's effect.

Physically Targeted Magic

Physically targeted magic affects physical things (bodies, objects, etc.). The magic could simply harm the target, but could also physically move or transform it, change it's position etc.

d10	Physically Targeted Magic
1-2	**Transformation.** The target is physically changed in some way by the magic. The magic alters… [Roll 1d6]: 1: Something superficial or cosmetic 2-3: Something generally important, or specifically vital 4-5: The target's entire body or structure into something with similar physical traits or biology 6]: The target's entire body or structure into something with different physical traits or biology
3-4	**Element.** An element manifests. The element is… [Roll 1d12]: 1: Acid 2: Air 3: Dark 4: Earth 5: Fire 6: Force 7: Ice 8: Light 9: Necrotic 10: Psychic 11: Shadow 12: Water The element manifests… [Roll 1d12]: 1-5: Directly on the target 6-9: Immediately around the target 10-11: Widely around the target 12: As an elemental creature of the related element
5-6	**Change Position.** The target is magically moved from its location to another. The target is… [Roll 1d6]: 1-3: Physically pushed (target's movement can be seen) 4-6: Teleported (target disappears and appears somewhere else) The target is moved… [Roll 1d8]: 1-4: A short distance 5-6: A moderate distance 7: Far 8: Very far

d10	Physically Targeted Magic
7-8	**Disease.** The target develops a physical sickness. Roll a d6 for each of the following questions: Contagious? 1-3: Yes 4-6: No Deadly? 1-2: Yes 3-6: No Time For Worst Symptoms To Show: 1: A minute 2: An hour 3: A day 4: A week 5-6: 2 weeks Impacted Body System: 1: Digestive 2: Circulatory 3: Respiratory 4: Immune 5: Nervous 6: Brain
9-10	**Lethargy.** The target feels tired, lackadaisical, or listless. They suffer from some degree of exhaustion, or feel a decided lack of energy.

Mentally Targeted Magic

Mentally targeted magic affects the mind and senses. The effects tend to take the form of altering dreams, perception, or attitudes.

d10	Mentally Targeted Magic
1	**Hallucination (One Sense).** The target senses something that is not physically there in the surrounding environment. The affected sense is… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
2	**Hallucination (Multiple Senses).** The target senses something that is not physically there in the surrounding environment in multiple (1d4 + 1) ways. The affected senses are… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
3	**Disorientation.** The target constantly loses their sense of direction, or rarely seems to find a clear path or trajectory.
4	**Frightening Dreams.** The target is plagued with terrifying dreams that disturb their rest and may put them on edge in their waking hours.
5	**Pleasant Dreams.** The target experiences wonderful dreams, which may aid their rest, or may lead them astray, alter their opinions, create a false narrative, or cause other various problems on awakening.
6	**Strange Dreams.** The target is beset by dreams that confuse or unsettle, possibly prompting misleading thoughts or misguided suspicions.
7	**Heightened Emotions.** The target experiences their emotions in more extreme ways. Anger becomes intense rage, happiness becomes hysteria, sadness becomes deep melancholy or depression.
8	**Dampened Emotions.** The target experiences their emotions in more subdued ways. Things they would otherwise react strongly to don't seem to prompt the same reaction, and emotions seem to blur into each other and become indistinguishable.
9	**Combative.** The target experiences increased aggression. When affected, the target… [Roll 1d6]: 1-2: Is more prone to aggressive responses 3-5: Immediately lashes out at anyone they consider an enemy 6: Immediately lashes out at enemies and allies alike, at the slightest provocation or disagreement
10	**Friendly.** The target experiences increased good feeling towards others. When affected, the target… [Roll 1d6]: 1-2: Is more prone to friendly responses 3-5: Gives the benefit of the doubt to all allies, and to those they usually consider an enemy 6: Goes out of their way to help enemies and allies alike, regardless of the risk to their own safety

Spiritually Targeted Magic

Spiritually targeted magic aims to affect the soul, either by testing, warping, or weakening the target's convictions and spiritual fortitude.

d10	Spiritually Targeted Magic
1-2	**Corruption.** The target's good qualities are twisted to ill, and flaws or faults seem to appear in them where they once did not.
3-4	**Temptation.** The target has an overwhelming desire to possess something that they shouldn't, or that is unobtainable, often at a dire or hidden cost that is in opposition to their usual principles.
5-6	**Hopelessness.** The target seems lost, and lacks hope and a sense of purpose.
7-8	**Loss of conviction.** The target's drive to press on, to complete important tasks, and accomplish the things that matter dwindles. Things that were previously important to the target don't seem to matter so much any more.
9-10	**Distraction.** The target is easily diverted by new and interesting things, losing the attention and focus that they would normally devote to major goals and tasks.

Item Sentience

Does the item have awareness or personality?

d20	Item Sentience
1-17	**None.** The item does not possess awareness, personality, or any other form of consciousness or agency.
18-19	**Simple Personality.** The item has some elements of consciousness, but they are simple. It may want, or be drawn to, a certain thing or behavior. If it speaks, it may only use single words or short phrases. It may appear dormant until appropriate moments, and is unlikely to be able to form opinions.
20	**Fully-Formed Personality.** The item has a full personality and is able to communicate with whomever is using it (or, possibly, anyone within a certain range). It has complex thoughts, feelings, desires, likes, and dislikes, and likely has its own ambitions and makes its own plans.

Magic

You've been walking the trail for an hour or so. It's easy enough going at least, level and smooth. You check your compass, but it spins wildly - no use. You feel something in your gut, a feeling that you've missed something. You want to turn around and go back. It can't hurt to check, surely? At least you packed plenty of rations.

You walk back along the trail for an hour or so, checking each side, looking for something, anything that you might have missed. You feel something in your gut: a feeling that you've missed something. You want to turn around and go back. You figure it can't—

A realization hits you, but you can't quite process it, like words on the tip of your tongue. How long have you been here? The pieces are there, but.. it's a feeling in your gut, a feeling that you've missed something. You could have sworn you packed more rations. Perhaps it would be best to go back and check?

You walk the trail for an hour or so, stumbling across the rutted surface. You search through your pack with some difficulty; your nails are broken and bloody. It was careless of you to have packed so few rations.

Something is scratched on a tree trunk here. Whoever passed this way before you marked the date a few months ago and, oddly, shares your initials. You wonder, mildly, if you might eventually catch up with them, to share this coincidence. It's an amusing thought. Your spirits are dampened, however, by the realization that you somehow managed to pack no rations for this trip. Perhaps you could forage for something, if you walk back along the trail.

Magical danger can take many forms, and the reasons for its presence can be myriad. A strange aura may cover an entire area, or it could be that a spell is in effect that only affects a very specific thing, or occurs under certain circumstances. The degree to which magic can impact a place, and the problems it can cause, vary wildly.

Roll on the tables in this chapter if your **danger** is magical in nature, or has a magical effect.

Saves & Defenses

This chapter contains a large number of magical effects that can be leveled at the player characters (PCs), ranging from the physical effects of something like a lightning strike or enforced ailment, to a mental condition like a hallucination, or something that is designed to affect the target's emotions, spirit, or soul.

The magic presented in this chapter should always be treated as an outside force that is somehow exerting its influence on those that it can reach. This being the case, make sure you have a good understanding of how your chosen game system handles defenses against these kinds of effects. If a character is poisoned, what (if anything) would they typically roll? If they are targeted by a charm spell, how would they usually defend against it?

We suggest that, if there is no precedent, or you can't find an example and you're not sure off the top of your head, ask your players what would be most reasonable and, once you've taken their suggestions into account, use your best judgement. This will help things feel fun and fair, even if they're not clearly defined in the system you're playing.

IMPORTANT! Be sure to allow the PCs (and any other relevant creatures, as appropriate) to defend against the magic, unless you have a very clear and justifiable reason not to do so.

Targets

This chapter mentions targets for the various magical effects. This usually refers to the PCs and any active NPCs or incidental characters in the **environment** or **destination type**. You may decide how the magic generally affects any wildlife, plants, structures, inanimate objects, or general population. Use your roll results as guidance to determine how the overall location has been affected so far.

Magic Origin

Where did the magic originate from?

d10	Magic Origin
1	**Collision**. The magic occurred as a side effect of a clash between entities.
2	**Departed Visitor**. The magic is linked to an otherworldly entity who was on the same plane as the location, but no longer is.
3	**Historic Impetus**. The magic is a lingering effect of something that happened here prior to the destination's founding.
4	**Intentional**. The magic was created on purpose by an entity who wanted this magic here.
5	**Mistake**. The magic was created unintentionally by an entity who was using magic to complete a task, but something went wrong.
6	**Natural Occurrence**. The magic is a natural phenomenon, or stems from something in the natural world in or near to the destination's location.
7	**Remote Influence**. The magic is linked to, or caused by, an otherworldly entity who has not been to the destination's location or plane.
8	**Present Visitor**. The magic is linked to an otherworldly entity who is currently on the same plane as the location.
9	**Unintentional**. The magic was created unintentionally by an entity who was trying to create or use a different kind of magic here.
10	**Wild**. The magic occurred, seemingly at random, as a result of magic's sometimes unpredictable nature.

Magic Area

How much of an area does the magic cover?

Center

It may be tempting to simply center the magic on your destination, but we encourage you to be creative about how you place the magic zone. There is no reason why it needs to be a perfect circle. The guidelines given below are just that: guidelines. If you roll an area that is as large as the destination, but you want it to only cover half the destination, and then spill into the area the destination, you absolutely can.

d20	Magic Area
1-2	**Specific Place**. The magic is present in a very specific, small location, such as a single, average-sized home.
3-4	**Small Area**. The magic is present in an area no larger than a quarter of the destination.
5-7	**Moderate Area**. The magic is present in an area no larger than half of the destination.
8-13	**Large Area**. The magic is present in an area as large as the destination.
14-15	**Very Large Area**. The magic is present in an area twice the size of the destination.
16-17	**Massive**. The magic is present in an area five times the size of the destination.
18	**Broad**. The magic is present in an area ten times the size of the destination.
19	**Environmental**. The magic is present everywhere within the **environment** in which the destination is located.
20	**Environmental Overflow**. The magic is present everywhere within the **environment** in which the destination is, as well as spilling over into adjacent environments.

Magic Frequency

How often does the magic activate, and try to affect targets?

Important: Practically-speaking, the **magic frequency** table is intended to help you manage how often you should ask for checks, or roll against any target's defenses. If you have a clear idea of what you would like the magic to do, or how you would like it to function, we encourage you to choose the option below that fits your needs (or roll first, then decide).

d20	Magic Frequency
1-5	**Threshold**. When a target which meets a certain criteria enters the magic's area, the magic tries to affect them.
6-7	**Fluctuating**. Every hour, in game, roll a die. On an odd result, the magic tries to affect all potential targets in the magic's area. On an even result, it does not.
8-10	**Minutes**. Every 1, 5, 10, 15, or 30 minutes (whichever you feel is most reasonable), the magic tries to affect all potential targets in the magic's area.
11-14	**Hourly**. Every hour, the magic tries to affect all potential targets in the magic's area.
15-17	**Extremes**. Every dawn, midday, dusk, and midnight, the magic tries to affect all potential targets in the magic's area.
18-19	**Daily**. Once each day, the magic tries to affect all potential targets in the magic's area.
20	**Greater**. The magic tries to affect all potential targets in the magic's area once per… [Roll 1d6]: 1-3: Week 4-5: Month 6: Year

Magic Density

When the magic is active, how likely is it to target a given individual in its area of influence?

Important: While playing, when the GM determines that the magic in the area is active, about to be active, or about to affect players (as per the **magic frequency** table), all players and active NPCs in the magic's area should roll a d100. If a player or NPC's roll falls within the range given in the **magic density** table below, the magic attempts to affect them (but be sure to allow for any defenses if appropriate).

d20	Magic Density
1-5	**Sparse**. Players or NPCs who roll a 1-25 are targeted.
6-12	**Moderate**. Players or NPCs who roll a 1-50 are targeted.
13-16	**Dense**. Players or NPCs who roll a 1-75 are targeted.
17-19	**Very Dense**. Players or NPCs who roll a 1-90 are targeted.
20	**Solid**. Players or NPCs are *always* targeted when the GM determines the magic is active. Each time, they are given the opportunity to defend against it, if they are able.

Magic Manifestation

Something you might wish to consider is what the magic looks like when it manifests. You may decide that it is invisible, which works nicely if you are aiming for mystery, and don't want visual cues that could tip the players off. Alternatively, the magic could manifest as a cloud, beams of light (colored or otherwise), sparkles floating in the air, or any other visual indicator that you feel would be appropriate. You may decide, instead, that you would like a different kind of sensory cue altogether, to give players a hint in a more subtle way. This could be anything from a disembodied sound, a sensation, a change in temperature, a voice, a smell, or countless other options.

Magic Category

What kind of magic affects the targets in the area?

d8	Magic Effect
1	**Physical.** Roll on the **physically targeted magic** table to learn the magic's effect.
2	**Mental.** Roll on the **mentally targeted magic** table to learn the magic's effect.
3	**Spiritual.** Roll on the **spiritually targeted magic** table to learn the magic's effect.
4	**Life & Death.** Roll on the **life & death magic** table to learn the magic's effect.
5	**Conjuration.** Roll on the **conjuration magic** table to learn the magic's effect.
6	**Divination.** Roll on the **divination magic** table to learn the magic's effect.
7	**Illusion.** Roll on the **illusion magic** table to learn the magic's effect.
8	**Other.** Roll on the **other magic** table to learn the magic's effect.

During Play

Some results in the tables below pertain to rolls you make in game. These are labeled with the italicized text '*During Play*'. If you roll one of these results, bookmark or copy it down to use in your next relevant gaming session.

Physically Targeted Magic

Physically targeted magic affects physical things (bodies, objects, etc.). The magic could simply harm the target, but could also physically move or transform it, change it's position etc.

d10	Physically Targeted Magic
1-2	**Transformation.** Within the magic's area, targets are physically changed in some way. The magic alters… [Roll 1d6]: 1: Something superficial or cosmetic 2-3: Something generally important, or specifically vital 4-5: The target's entire body or structure into something with similar physical traits or biology 6]: The target's entire body or structure into something with different physical traits or biology
3-4	**Element.** Within the magic's area, an element manifests. The element is… [Roll 1d12]: 1: Acid 2: Air 3: Dark 4: Earth 5: Fire 6: Force 7: Ice 8: Light 9: Necrotic 10: Psychic 11: Shadow 12: Water The element manifests… [Roll 1d12]: 1-5: Directly on the target(s) 6-9: Immediately around the target(s) 10-11: Widely around the target(s) 12: As an elemental creature of the related element
5-6	**Change Position.** Within the magic's area, targets are magically moved from one location to another. The targets are… [Roll 1d6]: 1-3: Physically pushed (target's movement can be seen) 4-6: Teleported (target disappears and appears somewhere else) The targets are moved… [Roll 1d8]: 1-4: A short distance 5-6: A moderate distance 7: Far 8: Very far
7-8	**Disease.** Within the magic's area, targets develop a physical sickness. Roll a d6 for each of the following questions: Contagious? 1-3: Yes 4-6: No Deadly? 1-2: Yes 3-6: No Time For Worst Symptoms To Show: 1: A minute 2: An hour 3: A day 4: A week 5-6: 2 weeks Impacted Body System: 1: Digestive 2: Circulatory 3: Respiratory 4: Immune 5: Nervous 6: Brain
9-10	**Lethargy.** Within the magic's area, targets feel tired, lackadaisical, or listless. They suffer from some degree of exhaustion, or feel a decided lack of energy.

Mentally Targeted Magic

Mentally targeted magic affects the mind and senses. The effects tend to take the form of altering dreams, perception, or attitudes.

d10	Mentally Targeted Magic
1	**Hallucination (One Sense).** Within the magic's area, targets sense something that is not physically there in the surrounding environment. The affected sense is… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
2	**Hallucination (Multiple Senses).** Within the magic's area, targets sense something that is not physically there in the surrounding environment in multiple (1d4 + 1) ways. The affected senses are… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
3	**Disorientation.** Within the magic's area, targets constantly lose their sense of direction, or rarely seem to find a clear path or trajectory.
4	**Frightening Dreams.** Within the magic's area, targets are plagued with terrifying dreams that disturb their rest and may put them on edge in their waking hours.
5	**Pleasant Dreams.** Within the magic's area, targets experience wonderful dreams, which may aid their rest, or may lead them astray, alter their opinions, create a false narrative, or cause other various problems on awakening.
6	**Strange Dreams.** Within the magic's area, targets are beset by dreams that confuse or unsettle them, possibly prompting misleading thoughts or misguided suspicions.
7	**Heightened Emotions.** Within the magic's area, targets experience their emotions in more extreme ways. Anger becomes intense rage, happiness becomes hysteria, sadness becomes deep melancholy or depression.
8	**Dampened Emotions.** Within the magic's area, targets experience their emotions in more subdued ways. Things they would otherwise react strongly to don't seem to prompt the same reaction, and emotions seem to blur into each other and become indistinguishable.
9	**Combative.** Within the magic's area, targets experience increased aggression. When affected, the targets… [Roll 1d6]: 1-2: Are more prone to aggressive responses 3-5: Immediately lash out at anyone they consider an enemy 6: Immediately lash out at enemies and allies alike, at the slightest provocation or disagreement
10	**Friendly.** Within the magic's area, targets experience increased good feeling towards others. When affected, the targets… [Roll 1d6]: 1-2: Are more prone to friendly responses 3-5: Give the benefit of the doubt to all allies, and to those they usually consider an enemy 6: Go out of their way to help enemies and allies alike, regardless of the risk to their own safety

Spiritually Targeted Magic

Spiritually targeted magic aims to affect the soul, either by testing, warping, or weakening the target's convictions and spiritual fortitude.

d10	Spiritually Targeted Magic
1-2	**Corruption.** Within the magic's area, targets have their good qualities twisted to ill, and flaws or faults seem to appear in them where they once did not.
3-4	**Temptation.** Within the magic's area, targets have an overwhelming desire to possess something that they shouldn't, or that is unobtainable, often at a dire or hidden cost that is in opposition to their usual principles.
5-6	**Hopelessness.** Within the magic's area, targets seem lost, and lack hope and a sense of purpose.
7-8	**Loss of conviction.** Within the magic's area, targets lack the drive to press on, to complete important tasks, and accomplish the things that matter dwindles. Things that were previously important to the targets don't seem to matter so much any more.
9-10	**Distraction.** Within the magic's area, targets are easily diverted by new and interesting things, losing the attention and focus that they would normally devote to major goals and tasks.

Life & Death Magic

Life and death magic relates to the cycle of life, and the body and spirit of the living and dead.

d10	Life & Death Magic
1-2	**Decay**. Within the magic's area, things seem to wear out faster; organic things rot, structures fall apart, and living things seem to age more quickly. The longer that targets remain in the magic's area, the worse and more pronounced these effects appear to get. The dead, under the magic's effects, decompose exponentially quicker than they otherwise would. This is a permanent effect, unless the source of the magic is dispelled or disabled. (Ignore your results from the **magic frequency** and **magic density** tables)
3-4	**The Walking Dead**. Within the magic's area, any dead things, including those brought in from outside, are animated, but mindless. This includes all creatures that were once living, including insects, animals, etc. When affected creatures attempt to leave the magic's area, they… [Roll 1d6]: 1-3: Do so unharmed 4-6: Collapse into their dead state This is a permanent effect, unless the source of the magic is dispelled or disabled. (Ignore your results from the **magic frequency** and **magic density** tables)
5-6	**The Awakened Dead**. Within the magic's area, any dead things are animated, and their consciousness is restored. Their bodies remain in the state they were in; they are magically supported, no longer require sustenance or rest, but permanently retain their state of decay. When affected creatures attempt to leave the magic's area, they… [Roll 1d6]: 1-3: Do so unharmed 4-6: Collapse into their dead state This is a permanent effect, unless the source of the magic is dispelled or disabled. (Ignore your results from the **magic frequency** and **magic density** tables)
7-8	**Deathless**. Within the magic's area, no living thing can die. If a creature in the area that would normally be dead (such as one that has suffered a usually-fatal injury) somehow exits the magic's area, it dies immediately.
9-10	**Spirits**. Living physical bodies cannot enter the magic's area. The bodies of any living targets in the area, when the magic manifests, are shunted, or otherwise moved, outside the magic's area, leaving the target's spirit behind. If a living target attempts to move into the magic's area, it leaves its body at the magic area's edge, and the spirit continues on through. If a spirit, or other ethereal entity that is possessing or inhabiting a physical body, attempts to move into the magic's area, the same thing happens.

Conjuration Magic

Conjuration magic focuses on altering things, or bringing them into being.

d10	Conjuration Magic
1-2	**Objects**. Within the magic's area, magical energies create and unmake objects. *During play:* Roll a d10 as often as your **magic frequency** table result suggests. When you roll, something disappears or reappears (GMs choice). To determine the size of what disappears or reappears, roll a d10: 1-3: Small 4-6: Medium 7-9: Large 10: Huge
3-4	**Structure.** Within the magic's area, magical energies alter structures or large physical formations. *During play:* Roll a d10 as often as your **magic frequency** table result suggests. When you roll, a structural element nearby disappears or reappears (GMs choice). To determine what disappears or reappears, roll a d10: 1-3: Door or window 4-6: Wall or barrier 7-9: Complete room or space 10: Entire structure
5-6	**Heart's Desire**. Within the magic's area, desires are made manifest. Something that the target(s) deeply want materializes in front of them (GMs discretion). *During play:* Roll a d10 as often as your **magic frequency** table result suggests. To determine how long the desire remains, roll a d10: 1-3: Disappears when touched 4-6: Disappears after 1 minute 7-9: Disappears after 1 hour 10: Remains permanently while within the magic's area

d10	Conjuration Magic
7-8	**Heart's Dread**. Within the magic's area, nightmares are made manifest. Something that the target(s) deeply dread materializes in front of them (GMs discretion). *During play:* Roll a d10 as often as your **magic frequency** table result suggests. To determine how long the dread remains, roll a d10: 1-3: Disappears when touched 4-6: Disappears after 1 minute 7-9: Disappears after 1 hour 10: Remains permanently while within the magic's area
9-10	**Dreamscape**. Within the magic's area, humanoids and other intelligent creatures can exert their influence on their surroundings to change them into other things. The area under the magic's influence functions as a dreamscape. This is a permanent effect, unless the source of the magic is dispelled or disabled. (Ignore your results from the **magic frequency** and **magic density** tables)

Divination Magic

Divination magic focuses on the revelation and interpretation of the unknown.

d12	Divination Magic
1-2	**External Self-Awareness**. Within the magic's area, targets are contacted by voices that know all about their past, and tell them about it. These voices might be an effect of their own mind, but it could also be a god, or another entity.
3-4	**Answers**. Within the magic's area, targets receive answers to questions they ask. The answers are… [Roll 1d6]: 1-2: Lies 3-4: Vague 5-6: Truthful
5-6	**Aura of Revealing**. Within the magic's area, it is impossible to hide or obscure the truth. Invisibility and illusions fail, lies are not utterable, and spells that create false feelings, such as *charm person*, do not function.
7-8	**Mental Network**. Within the magic's area, targets are able to communicate telepathically. This means, as if they were speaking out loud, creatures nearby can hear telepathic speech (but cannot read the thoughts of others).
9-10	**Beacon**. Within the magic's area, targets are visible to, and actively being watched by, a being or beings on another plane.
11-12	**Understanding**. Within the magic's area, targets can understand one another as if they can all speak the same language.

Illusion Magic

Illusion magic focuses on fooling the senses, and creating fabricated realities.

d8	Illusion Magic
1	**Different Environment**. Within the magic's area, the environment or location appears different than it really is. The illusion feels real in every way to anyone fooled by it.
2	**Magnificent**. Within the magic's area, the environment or location appears to be the most amazing version of itself possible. The illusion feels real in every way to anyone fooled by it.
3	**Terrible**. Within the magic's area, the environment or location appears to be the most awful version of itself possible. The illusion feels real in every way to anyone fooled by it.
4	**Copycats**. Within the magic's area, perfect copies of all targets are created. The copies obey the intent or direction of whoever created the magic. If the magic occurred randomly, or there was no clear intent, the copies act similarly (but perhaps not identically) to the originals. If the copies try to leave the magic's area, they… [Roll 1d6]: 1-3: Do so without issue 4-5: Cannot 6: Die
5	**Seeming**. Within the magic's area, all targets appear to be something else, when viewed by another target. To the targets, all others look like… [Roll 1d10]: 1-4: Beasts 5-7: Animated objects 8-9: Animated plants 10: Monsters To the targets, all creatures appear to be… [Roll 1d6]: 1: Identical (i.e. all dogs of the same breed) 2-4: Similar (i.e. all dogs, but of different breeds) 5-6: Different, while still within the basic category, species or type (i.e. dogs, wolves, foxes, or other canines.).
6	**Appropriate Hazards**. Within the magic's area, illusions of hazards manifest. These hazards blend in and seem appropriate in the surrounding environment, making it hard to tell which dangers are real, and which are not. The hazards appear to be… [Roll 1d6]: 1-3: Dangerous environmental features (plants, pits, etc.) 4-5: Creatures 6: Constructed objects or traps

d8	Illusion Magic
7	**Discordant Hazards**. Within the magic's area, illusions of hazards manifest. These hazards are out of place in the area (such as a lava pit in a forest), so stand out from those that are real. The hazards appear to be… [Roll 1d6]: 1-3: Dangerous environmental features (plants, pits, etc.) 4-5: Creatures 6: Constructed objects or traps
8	**Phantom Senses**. Within the magic's area, targets see, hear, smell, taste, or feel something that isn't really there. *During Play:* Roll 2 d10s as often as your **magic frequency table** result suggests. The affected sense is… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch or physical feeling What is being sensed is… [Roll 1d10]: 1: Pleasant 2: Unpleasant 3: Intoxicating 4: Revolting 5: Positively connected to the target's childhood 6: Negatively connected to the target's childhood 7: Uncomfortable 8: Comforting 9: Painful 10: Soothing

Other Magic

Other magic incorporates all manner of unique and obscure effects that sit outside the standard magic categories.

d10	Other Magic
1-2	**Etherealness**. Within the magic's area, targets shift into the ethereal plane, until they leave the area, the magic tries to affect them again but they successfully defend, or they escape via magical means.
3-4	**Force Field**. The magic's area is contained within a force field. The force field's purpose is to… [Roll 1d6]: 1-2: Keep targets in 3-4: Keep targets out 5-6: Keep targets in, and others out, or vice versa
5-6	**Voices**. Within the magic's area, targets hear voices. The voices… [Roll 1d12]: 1: Sound confused 2: Sound conspiratorial 3: Sound excited 4: Sound frightened 5: Sound guiding 6: Sound dishonest 7: Sound malicious 8: Sound pleading 9: Sound solicitous 10: Are talking to each other 11: Are unaware that they can be heard 12: Give a warning
7-8	**Animation**. Within the magic's area, inanimate, non-living objects gain sentience and begin moving, unless somehow anchored to the ground. Plants are unaffected by this. Objects that are anchored in some way (such as houses) are unable to move from their location, but still gain sentience.
9-10	**Parallel Dimension**. Within the magic's area, targets are shifted to a version of the destination in a parallel dimension. The GM decides how closely this dimension aligns with the original.

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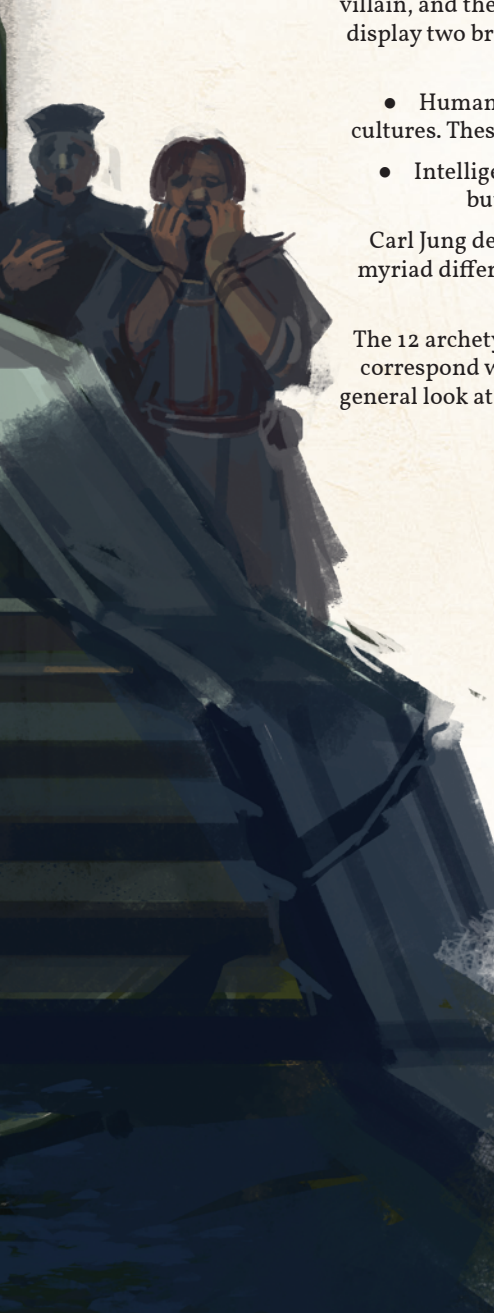
Part Four: Antagonists

Antagonists are individuals whose goals run counter to those of the protagonists in the story. As the GM, it is important to remember that an antagonist is not always the same as a villain, and they don't always need to be evil. They are simply an obstacle. In this section, we display two broad categories of antagonists, which correspond to two of the dangers listed earlier in the book. These categories are:

- Humanoids. These are the typical 'civilized' creatures, or those who have developed cultures. These creatures often include player races (such as humans, elves, dwarves, etc.).
- Intelligent Monsters. These are creatures that are not typically considered 'civilized', but certainly exhibit intelligence (sometimes to a very high degree).

Carl Jung developed 12 archetypal characters, which have been found in literature in a myriad different permutations that just about everyone is familiar with, and which have various strengths and weaknesses.

The 12 archetypes have each been further broken down into 5 **antagonist profiles** which correspond with the general Jungian archetype in some way. These 60 profiles provide a general look at the antagonist's personality or temperament, what they like and dislike, and often a few notes about their background.



Humanoids

Sometimes, we need not look to the dank caves and tangled forests to find monsters. Sometimes, we need look no further than ourselves. People—which can also be extrapolated to refer to any sentient group of 'civilized' mortals—can, in fact, be far scarier, and contain the potential for greater monstrosity. Their connection to reality, and insight into those of their own kind, makes them uniquely dangerous; as people, we know other people - how to push them, how to deceive them, and how to hurt them.

It is very likely that you will know, or at least recognize, various people from over the course of your life who fit one or more of the archetypes listed below. The personality profiles within this section are designed with mortal, somewhat mundane beings in mind. Depending on your setting and game system, this may only refer to the playable races or groups, or may extend to 'monstrous' humanoids such as goblins or ogres, for example. The profiles here are intended to be relatable, understandable, and grounded.

Applying to Monsters

The profiles here, though intended to be used for mortal humanoids, are still flavorful personality ideas, and should not have an impact on any creature's given abilities, stats, or other mechanical considerations. If you see a profile that speaks to you here, and have a desire to apply it to something else (such as an intelligent monster), feel free to do so. You may be surprised by the results you get. Just consider whether your decision meshes with any necessary setting-specific aspects of the creature you use.

d12	Archetype	Strengths	Weaknesses	Goal
1	Lover	Passionate, committed, appreciative	People-pleaser	Deep connection
2	Hero	Brave, courageous, competent	Arrogant, confrontational	Achievement
3	Magician	Strategic, smart, experienced	Hubris, anger, ready to sacrifice	To gain power or to exert influence on the world
4	Outlaw	Tough, adaptable, inspiring	Not much traditional power, status, or resources	Upset the rules
5	Explorer	Independent, ambitious, true-to-self	May not fit in, wanderer, easily distracted	Discovery
6	Sage	Wise, smart	Overthinks, delays	Knowledge
7	Innocent	Optimistic, imaginative, pure	Naive, low physical capability, vulnerable	Happiness
8	Creator	Drive, creativity, vision	Perfectionist, egotistical, self-sacrificing	To make something important
9	Ruler	Leader, powerful, charismatic	Suspicious, worrisome, will not accept help	Control
10	Caregiver	Loving, selfless, generous	Naive, can be taken advantage of	Be useful and help others
11	Everyman	Realistic, empathetic	Desperate to belong	Belonging
12	Jester	Fun, likeable, happy	Unreliable, frivolous, selfish	Enjoyment

Lovers

Characters that fall into the **lover** archetype are those who seek deep and meaningful connections with other individuals, and to be bonded to others by unbreakable commitment and passion. This usually takes the form of a longing for a single passionate, romantic connection, but could be a broader aim of being adored by a close-knit, dedicated group. Their greatest fear is being unwanted or unloved, with being unrecognized as a close second. Because of this, Lovers tend to be people-pleasers and, at their worst, sycophants. They are, however, passionate and committed to their goals.

Roll on the table below to determine a random **lover antagonist profile**.

d10	Lover Antagonist Profile
1–2	Scorned Lover
3–4	Obsessive Devotee
5–6	Out of my League
7–8	Flagrant Narcissist
9–10	Covetous Hoarder

Scorned Lover

General Description: This antagonist thought they had found their one great love, but that person betrayed them. Their perspective has now shifted, and they want revenge.

Dominant Trait(s): Pained, sad, frustrated. They have had their heart broken and are struggling to deal with the emotional pressure it has put upon them.

Secondary Trait(s): Irrational, projecting. They may sometimes generalize and take out their frustrations on those who seem similar to their ex-lover.

Strength: Passionate. They feel strongly about their beloved, and can articulate it well.

Weakness: Prone to outbursts of rage and despair. Their instability makes them difficult to be around at times.

Goal: To bring vengeance down upon the individual who betrayed them.

Obstacle: They need to locate the ex-lover who scorned them, but have been unable to do so.

Obsessive Devotee

General Description: This antagonist has found the one they wish to devote themselves to, and will not let go. They absolutely idolize the object of their desire, sometimes to a detrimental extent.

Dominant Trait(s): Elated. They have found their soulmate, and want to believe they are capable of almost anything.

Secondary Trait(s): Delusional, selfless. They see no flaws in their soulmate, and put their beloved first, at all costs, opening them up to potential manipulation.

Strength: Unwavering positivity and trust. They see the best in all people, especially those associated with their soulmate.

Weakness: Denial, ignorance and naivety. They overlook their soulmate's flaws, as well as those associated with them.

Goal: To elevate their soulmate above their current station, and help them attain new heights.

Obstacle: They need to accept the flaws that their loved one has in order to successfully help them prosper and grow. All efforts taken without that acknowledgement are doomed to fail.

Out of My League

General Description: This antagonist has fallen head over heels for someone who is utterly unobtainable to them. Perhaps they are a serf in love with a prince, or the daughter of a duke who has fallen for a princess of a rival family.

Dominant Trait(s): Desirous, eager. They can't be united with the one they love, and it haunts them.

Secondary Trait(s): Rebellious. They will not rest until the true love they feel has been allowed to blossom, outside the established norm.

Strength: Vision, ambition. They can see what they want in their mind's eye, even if they are not sure how to realize it yet.

Weakness: Powerless. They can do little about their predicament, and so rely on others too much.

Goal: To have their love accepted by someone who would normally be unattainable to them.

Obstacle: The gulf between the two lovers, whether it be class, geography, or politics.

Flagrant Narcissist

General Description: This antagonist has fallen in love with themselves. They truly believe that they are the best, unmatched by any other. They surround themselves with sycophants who reinforce their echo chamber.

Dominant Trait(s): Vain, egomaniacal. They are entirely self-absorbed, and only think of others in relation to themselves.

Secondary Trait(s): Desperate, frustrated. They don't understand why everyone else can't see how amazing they are.

Strength: Commitment. They have unwavering dedication, which could be beneficial if applied to more valiant causes.

Weakness: Lack of insight. They don't understand (or care) that other people have needs and lives that are unrelated to them personally.

Goal: To be loved by all, and gain fame, love, or power because of it.

Obstacle: They must accept their own failings in order to progress. If they continue on their current path, their self-obsession will consume them.

Covetous Hoarder

General Description: This antagonist has given up hope of bonding with other people, and so has replaced personal relationships with objects, to which they attach an emotional significance. They covet certain items that they are willing to lay their life down for, much like one would their true love.

Dominant Trait(s): Avaricious, acquisitive. They want to collect and curate. They are obsessed with material items not for their worth, but for their manifest significance to the antagonist themselves.

Secondary Trait(s): Lonely. They crave comfort, but for whatever reason has given up on finding that in other people.

Strength: Detached. They are able to make hard decisions and think things over logically, without the added baggage of emotional investment in people.

Weakness: Suspicious, slow to trust. They have long since decided that people don't give them the comfort they desire, so have lost the interpersonal skills that enable them to connect to others.

Goal: To acquire an item that will give them the emotional solace they are searching for.

Obstacle: The item they want is owned by another.

Heroes

Heroes want to prove their worth and achieve great deeds. They often have their heart set on a specific goal they wish to achieve, such as slaying a great beast or bringing down a foul villain, but they might also have a more general goal such as to become a great ruler, or rid an area of evil. These aims are often confrontational in nature, and heroes can become competitive, arrogant, and combative when left unchecked. The more a hero accomplishes, the harder it is for them to remain grounded and humble. Despite this, they are always courageous and dependable.

Roll on the table below to determine a random **hero antagonist profile**.

d10	Hero Antagonist Profile
1–2	Weary Warrior
3–4	Hubristic Hero
5–6	Holy Diver
7–8	Vengeful Slayer
9–10	Doomed to Fail

Weary Warrior

General Description: This antagonist has been through it all and back again. Nowadays, they are tired of pursuing heroic goals, but something keeps pulling them back into the fight.

Dominant Trait(s): Exhausted. They are physically worn down, and emotionally bankrupt. They have lost a lot on their journey through life.

Secondary Trait(s): Compulsive. When they realize their goal hasn't been met, they feel drawn by a force outside of themselves to get back up and wade into the throng.

Strength: Wisdom and experience. They know when to fight, and how to win.

Weakness: Unwillingness and underderlying orneriness. They can't muster the motivation to fight.

Goal: To achieve something difficult and personal that requires them to keep fighting.

Obstacle: Whatever weariness they feel, be it mental, physical, or spiritual, has not yet been overcome or succumbed to.

Hubristic Hero

General Description: Infatuated with themselves, this antagonist has accomplished great deeds, but is undermined by the fact that they will not stop going on about it.

Dominant Trait(s): Pride. They honestly think they are the best of the best.

Secondary Trait(s): Superior, indifferent. Because they believe they are remarkable, they view others as less important, or even disposable.

Strength: Physical capability and fighting experience. They have bested many foes.

Weakness: Never satisfied. They never see their work as finished, so don't allow themself to take pride and comfort in their own achievements.

Goal: To become memorialized through the amazing deeds they have undertaken.

Obstacle: They have not bested anything they deem worthy, and they feel their audience is unsatisfied.

Holy Diver

General Description: This antagonist has spent their life fighting the forces of evil, never recognized for their work - it was simply their job. Eventually, they became fed up with the lack of recognition, and chose to fight alongside their former foes for the glorification they crave.

Dominant Trait(s): Bitter, angry. They feel their life has been wasted fighting an evil they were never acknowledged for.

Secondary Trait(s): Egotistic, avaricious. They have turned to the dark-side for adoration, which might be in the form of accolades, wealth, power, or notoriety.

Strength: Brutality. They have spent so long fighting the good fight that they know how to get the job done.

Weakness: Storied past. They try to ignore their past life of good deeds, as it causes great guilt.

Goal: To amass power, wealth, or something similar, by committing acts of evil for a patron that rewards them well.

Obstacle: They are haunted by their past. They know they are capable of great deeds of good, so try to ignore the evil they are doing to focus on the reward.

Vengeful Slayer

General Description: This antagonist lost something to a foe a long time ago, and has held a great grudge against them ever since. The foe might be a specific individual, or a certain kind of person or creature.

Dominant Trait(s): Cool, collected. They are comfortable in their own skill and abilities. They are a seasoned warrior, and trust their gut.

Secondary Trait(s): Resentful, vindictive. Beneath their relaxed exterior, they burn with the fire of vengeance. They are almost psychopathic in their pursuit of gory revenge.

Strength: Gut instinct. Their years of life in the wild has prepared them for almost anything.

Weakness: Continued pain and suffering. Whatever they lost still hurts them; this might be a physical injury that causes chronic pain, or an emotional injury that is hard for them to think about.

Goal: To slay the foe that injured or slighted them.

Obstacle: Their vindictiveness makes them hot-headed, and they often lose potential opportunities because of their impatience.

Doomed to Fail

General Description: This antagonist is obsessed with besting their previous achievements. They are an adrenaline junkie who doesn't know when to stop. They have lost interest in the small things that make life worth living.

Dominant Trait(s): Jovial, excitable. They love life, and just want to keep moving onto the next adventure.

Secondary Trait(s): Empty. They are constantly fighting back a sense of meaninglessness that pervades the space between adventures.

Strength: Determination. They keep going when the going gets tough. In fact, they prefer it that way.

Weakness: Lack of restraint. They don't know when to take a break. They push themselves too far.

Goal: To fill their life with adventure, and continue to best their previous great deeds.

Obstacle: Eventually, they will hit a wall. They will have to confront the fact that they are getting injured, old, tired, or drained.

Magicians

Typified by superior intelligence, **magicians** use their cunning to gain power and exert influence on the world around them, through understanding of fundamental laws. They are visionary and strategic, and normally have an array of skills in which they far surpass their peers. Despite the moniker, a magician need not have access to magic, but they should certainly be a mastermind of some sort. Most magicians are dreamers who want to see their dreams become reality and, when push comes to shove, are willing to use others to make that happen.

Roll on the table below to determine a random **magician antagonist profile**.

d10	Magician Antagonist Profile
1–2	Mad Scientist
3–4	Breacher of Realms
5–6	Master Manipulator
7–8	Sanity's Edge
9–10	The Architect

Mad Scientist

General Description: This antagonist has a vision that they cannot bear to let go of. They feel that they must achieve the goals they have set themself, no matter the cost.

Dominant Trait(s): Blind dedication. They want to realize their vision.

Secondary Trait(s): Disregard. They don't pay heed to the consequences of their actions.

Strength: Unmatched alchemical, or other technical, expertise. They are an expert in a certain field, which they use to their advantage.

Weakness: Short-sightedness. They never anticipate the consequences of their actions, and often don't care to.

Goal: To realize their dream of creating a specific thing: a new spell, potion, magic item, etc.

Obstacle: Some non-technical hurdle stands between them and actualization, which they don't have the skills to overcome themselves.

Breacher of Realms

General Description: This antagonist wishes to open a gateway of some sort, perhaps between planes of existence, spiritual realms, or geographical areas.

Dominant Trait(s): Curiosity. They want to understand how to open portals, and how to use them to gain more power.

Secondary Trait(s): Uncertain. They have little or no idea what's on the other side.

Strength: Magical might. They are capable of world-changing rituals.

Weakness: Lack of conviction. They could probably be persuaded that what they are doing is too dangerous.

Goal: To open a gateway or portal between two previously unconnected spaces.

Obstacle: They need to tap into a powerful magical source in order to open the gateway. Failure to do so correctly could destroy them (and/or others or things around them).

Master Manipulator

General Description: Manipulative and detached, this antagonist wants to amass power by pitting others against each other. They set up situations where conflict provides opportunities for them to advance.

Dominant Trait(s): Cool, calm, collected. They can't be goaded or drawn out. They analyze everything around them with cold detachment.

Secondary Trait(s): Heartless, power-hungry. They don't care who they hurt to attain greater power.

Strength: Detachment. They don't stick to a failing plan, and care nothing for the 'pawns' beneath them.

Weakness: Lack of physical power. They rely on manipulation and/or magic.

Goal: To attain greater power by taking the place of those who have fallen from grace.

Obstacle: They want to rise up through a power structure, but are prevented from accessing certain parts due to something core to their being, such as their gender, race, social position etc.

Sanity's Edge

General Description: This antagonist works on levels that most can't comprehend. They speak of other places and other things that most mortal minds struggle to process. They have world-shattering dreams that, once set in motion, can't be stopped.

Dominant Trait(s): Wonder, awe. They have seen, heard, or perceived things that leave them lost for words. They are pensive and absent-minded.

Secondary Trait(s): Curiosity. They need to understand the messages or visions they have unlocked.

Strength: Extradimensional understanding. They have a grasp on the nature of other worlds that evades others.

Weakness: Losing grasp of reality. The more powerful and enlightened they become, the less they can understand the real world.

Goal: To discover what their visions truly mean, in full, without reservation or confustication.

Obstacle: There's no way they can go on as they are and remain in full control of their wits and faculties. They must find a way to anchor themselves to reality.

The Architect

General Description: This antagonist wants to forge a structure or kingdom based on visions they have received from a deity. It's no small task, but they have been chosen for the job, and they must succeed.

Dominant Trait(s): Plotting, scheming. They know their goals will not be achieved overnight. They dwell on decisions, taking time to evaluate so they don't put a foot wrong.

Secondary Trait(s): Arrogance. They know they are the chosen one, and don't care whether everyone else sees them that way.

Strength: Evaluation. They rarely put a foot wrong. They take time to ensure that each decision they make propels them toward their eventual aim.

Weakness: Slow to act. They sometimes miss opportunities because they have taken more time properly considering them than actually grasping them.

Goal: To create a kingdom or structure, using whatever means they have to.

Obstacle: They will have to crush another empire to achieve their vision.

Outlaws

Rebels with a cause, **outlaws** are driven by revenge, revolution, or simply the idea of change. They destroy, disrupt, and disturb existing power structures in order to achieve what they want - typically, a utopian vision of how things should be. Although their goals are noble, their methods are far from it. These iconoclasts are tough and adaptable, as well as willing to see things through to the bitter end. Unfortunately, their unattainable ideals are often their downfall, as they realize they will never achieve what they set out to. Worse still, a disillusioned outlaw can turn their ability to overthrow structures into a dangerous, destructive power.

Roll on the table below to determine a random **outlaw antagonist profile**.

d10	Outlaw Antagonist Profile
1–2	Rampant Rabble-Rouser
3–4	Secret Saboteur
5–6	Vehement Protester
7–8	Volatile Firebrand
9–10	Thorn in your Side

Rampant Rabble-Rouser

General Description: This antagonist uses impassioned speeches and charisma to influence and unite others against systems they dislike, but they take a backseat when heads begin to roll.

Dominant Trait(s): Zeal. They have a genuine hatred for the system they speak out against.

Secondary Trait(s): Self-preservation. They don't want to be the one who takes the flak for actions taken.

Strength: Charismatic, passionate, unifying. Their oration binds people together into collective protest.

Weakness: Unaccountable, cowardly. When it comes to actually doing something beyond speaking, they let others take the lead.

Goal: To bring down an unjust cause, without getting directly involved in the process, or suffering the consequences for it.

Obstacle: They are fighting a losing battle. The system crushes any attempts to change it, with lethal force.

Secret Saboteur

General Description: Embedded within a power structure, this antagonist sows the seeds of dissent among those in high places, hoping eventually to bring about chaos that will undermine the whole system.

Dominant Trait(s): Vengeful. They want the system to be brought down.

Secondary Trait(s): Anxious. One wrong step, and their true motives could be revealed, spelling disaster for both them and their cause.

Strength: Cunning. They know how to get into a good spot, and out of a tight one.

Weakness: Overconfidence. They overestimate their abilities, and don't understand what might be a step too far.

Goal: To destroy a system of governance from within by corrupting individuals.

Obstacle: Even with numerous corrupt individuals pursuing their own goals, the system needs a final shove to cause it to collapse, something this antagonist is struggling to bring about.

Vehement Protester

General Description: This antagonist is out on the streets, trying to bring down a corrupt system through protest, either violent or peaceful. They have dedicated their life to the cause, and will not stop until they have seen it through.

Dominant Trait(s): Angry, disillusioned. They have had enough of putting up with corruption.

Secondary Trait(s): Exhausted. They have been doing this for a long time, with little success to bolster them.

Strength: Vocal and impassioned. Their drive comes across in their acts and deeds.

Weakness: Poorly connected. They don't know people in high enough places who can make genuine systemic changes.

Goal: To bring down a corrupt system: a government, guild, faction, or similar.

Obstacle: Although their protests have an impact, genuine change seems a long way off. Only by playing the system can they progress - something far outside their skill set.

Volatile Firebrand

General Description: This antagonist is an absolute fugitive. Wherever they go, they cause trouble, and try to mess with the status quo. They can ignite others, but they burn out quickly and move on.

Dominant Trait(s): Anticipation. They are always on the point of boiling over. They want to instigate rebellion, and they will; it's just a matter of where and how.

Secondary Trait(s): Unsettled, lost. Sometimes they forget what they are fighting for. It's been a long time since they had a true home where they felt grounded and safe.

Strength: Contacts. They have a network of connections all over the realms. No matter what they need, they can normally find it through a friend of a friend.

Weakness: Lack of focus. It's easy for them to get caught up in the act of rebellion and rioting, while forgetting what exactly it is they are fighting against.

Goal: To incite disquiet and agitation within the populace of an institution they wish to disrupt.

Obstacle: They need a base or headquarters, in which they could ground their efforts. Establishing one would mean opening themself up, and having to take responsibility for themself and others.

Thorn in Your Side

General Description: This antagonist has set their sights upon a military, or other structured organization they want to take down, perhaps out of revenge. Although they have no great power, they use guerilla warfare to their advantage.

Dominant Trait(s): Secretive, untrusting. Staying undercover is the only way they can stay safe. They don't open up to just anyone; others have to prove themselves first.

Secondary Trait(s): Hope. Although times are hard, and their life is sometimes miserable, they can see the progress they are making.

Strength: Military intelligence. They know how to orchestrate an ambush that will have a serious impact.

Weakness: They are cut off from the rest of the world. They have to stay quiet to stay safe, but this means they are disconnected from the reality of life where they are from.

Goal: To cripple a military structure through ambush and skirmish.

Obstacle: They keep losing members of their faction, either through death or imprisonment. They need them back to succeed.

Explorers

With discovery guiding their every move, independent and ambitious **explorers** are a force to be reckoned with. For explorers, there is nothing more desirable than an unmapped expanse, whether it be a literal geographical space, an area of science as yet unresearched, or magical energy that is yet to be tapped. Having the freedom to fulfil their curiosity is paramount to explorers, as is their ability to resist conformity. However, in some instances, the drive to discover can come at the cost of personal attachment, dedication to a cause, and social cohesion.

Roll on the table below to determine a random **explorer antagonist profile**.

d10	Explorer Antagonist Profile
1–2	Overzealous Seeker
3–4	Urban Explorer
5–6	Conquering Imperialist
7–8	By the Skin of their Teeth
9–10	Ornery Archeologist

Overzealous Seeker

General Description: This antagonist dreams of making discoveries that will change the course of history. They wish to unravel some mystery that only a few have perceived, and most do not believe exists.

Dominant Trait(s): Drive. They are ruthless in their pursuit of discovery.

Secondary Trait(s): Frustration, anxiety. They fear that they will be let down, and become upset when others disbelieve them.

Strength: Commitment. Once they set their sights on something, they will see it through to the end.

Weakness: Arrogance. Their passion for discovery manifests as toxic self-aggrandizement.

Goal: To explain a mystery that they witnessed that seems to elude rational explanation.

Obstacle: Their own arrogance prevents them from seeing where they have gone wrong in their process. They will never achieve their goal without a little more humility.

Urban Explorer

General Description: This antagonist has no desire to leave the city, but rather craves to see each aspect of it from all perspectives, literally. They poke their nose where it doesn't belong just for the sake of seeing what's there.

Dominant Trait(s): Curiosity. They just have to know what's in that abandoned building.

Secondary Trait(s): Ambition. They want to achieve their goal, and put themselves at risk every day in its pursuit.

Strength: Capable navigator. They seem to be able to get into anywhere.

Weakness: Easily distracted. They uncover important secrets, but let them fall by the wayside to focus on the next adventure.

Goal: To find incredible locations within the city that no one else knows about.

Obstacle: Their prying has gained them some powerful enemies, some of whom they may not even be aware of.

Conquering Imperialist

General Description: This antagonist is obsessed with the discovery of finding new lands and cultures. In order to fund their addiction, they work for a brutal empire that takes what they have found and exploits it.

Dominant Trait(s): Desperate, addicted. They care for nothing, save the thrill of discovery, and will do anything to push the boundaries.

Secondary Trait(s): Apathy. Once they are bored of what they have found, they don't care what happens to it.

Strength: Wealth, courage, determination. They know what they want and they can achieve it, thanks to the funding of the empire.

Weakness: Neglect of anything, save their own dedication to discovery. They have a lack of conscience for the consequences of their discoveries.

Goal: To discover new cultures and lands, to temporarily quell their insatiable curiosity.

Obstacle: Although the empire is imperialist now, should the motives of governance change, they will be considered a distasteful relic of a past regime.

By the Skin of their Teeth

General Description: This antagonist puts everything on the line for the chance of a new discovery. They are not one to plan ahead, but they are pretty good at getting out of a scrape, when push comes to shove.

Dominant Trait(s): Eagerness. They want to get going, stop thinking, and start doing. They never wait long enough to talk themself out of something.

Secondary Trait(s): Easily bored, impatient. They can't stand waiting around talking about things.

Strength: Resourcefulness. They normally have what they need when they need it. If they don't, they will make something work.

Weakness: Something always trips them up, probably on a recurring basis. Maybe they are awful at languages, become easily overwhelmed by lots of information, or have a paralyzing fear of something relatively harmless.

Goal: To discover something that will bring them a sense of satisfaction or completion, and remove their constant need for discovery.

Obstacle: Not everything can be solved through action. They need to puzzle out an obstacle (perhaps even a literal obstacle) that stands between them and a great discovery.

Ornery Archeologist

General Description: This antagonist has a great interest in a particular ancient culture, and works for a large organization to earn the funds necessary to conduct their exploratory research. They detest the duties the organization forces onto them, making them grouchy.

Dominant Trait(s): Cantankerous. Whenever they are not exploring, they are fed up. They hate the necessary bureaucracy that accompanies their career.

Secondary Trait(s): Fascination. They are still passionate and curious about their field.

Strength: Knowledge. There's no one in all the realms better informed, or more educated in, this specific field than them.

Weakness: People skills. They would rather go without than have to ask someone for something they need.

Goal: To discover new things about the ancient culture they are interested in, so they can create a legacy for themselves.

Obstacle: To reach their goal, they will need to rely on an ally, one with skills they just don't have. This antagonist hates working with others, but has no choice if they want to achieve their ambitions.

Sages

Typically scholars, philosophers, researchers, or mentors, **sages** pursue knowledge at all costs. Similar to the magician, sages have a broad range of knowledge and expertise in one or more subjects that sets them apart from others. They use this intelligence to analyze and understand the world around them, though they have few aspirations to change reality; rather, they wish to understand it better through amassing more wisdom. Their obsession with understanding can sometimes become paralyzing, however, as they become unwilling to act before they have enough intel on a situation to make an informed decision.

Roll on the table below to determine a random **sage antagonist profile**.

d10	Sage Antagonist Profile
1–2	Learned Hermit
3–4	Animist Druid
5–6	Undying Mage
7–8	Spy Master
9–10	Surveillance Operative

Learned Hermit

General Description: This antagonist has amassed secrets about beings from beyond the stars, and written prophecies that seem to come true. The level of connection they share with these aberrant beings is unclear.

Dominant Trait(s): Full of wonder. They are in awe of the beings they have communed with.

Secondary Trait(s): Mania. The beings are impossible for mortal minds to fully comprehend, so the antagonist's obsession with understanding them threatens their sanity.

Strength: Mental fortitude, prescience. They can commune with the beings that would break other minds, giving them insight into the future.

Weakness: Social ineptitude. They have been apart from society for so long, communicating only with aberrations, that they have forgotten how to behave around others.

Goal: To fully understand the nature of the aberrant beings, and gain untold divinatory powers.

Obstacle: The aberrant beings are malignant, and have dire machinations when it comes to the future of humanity. Following their current path can only lead to destruction.

Animist Druid

General Description: This antagonist consults spirits of natural things to amass wisdom of the natural world. Each time a part of the natural world is destroyed, they lose a chance to commune with it and learn more of the nature of reality.

Dominant Trait(s): Caring. They believe each and every element of nature should be nurtured to please the spirit that inhabits it.

Secondary Trait(s): Interested. They are a superb listener. The spirits speak to them in ways others would not understand.

Strength: Compassion. They care for the natural world above all else.

Weakness: Dismissiveness. They are quick to dismiss those that don't share their worldview.

Goal: To become one with the natural world.

Obstacle: Nature is constantly threatened by outside influences that they can do little to control.

Undying Mage

General Description: In order to continue to amass knowledge, this antagonist has decided to try and prolong their life through necromantic means. They intend to become undead in order to continue to grow their library-like intellect.

Dominant Trait(s): Morbid curiosity. Their desire to know more overwhelms them.

Secondary Trait(s): Fearful. They genuinely fear death and destruction.

Strength: Magical prestige. They are incredibly skilled, so might very well succeed at achieving undeath.

Weakness: Exposed to dark secrets. They have uncovered necromantic secrets that could drive them mad.

Goal: To achieve undeath in order to pursue further knowledge.

Obstacle: The macabre mysteries of undeath are scattered far and wide. It will take a huge amount of time and effort to collect them all but, while they do, they continue to creep slowly toward death.

Spy Master

General Description: This antagonist is at the center of a web of spies who work for a ruler, faction, or other powerful body. They are distinct from said body, but work on its behalf for political immunity, great wealth, or some other benefit.

Dominant Trait(s): Nosy, prying. They often abuse their network of spies to learn things totally unrelated to their assignment, just because they are intrigued.

Secondary Trait(s): Malicious. Their curiosity is tinged with a sense of superiority that makes them petty and spiteful. They are not above blackmail.

Strength: Inside information. They have got dirt on everyone.

Weakness: Aimless. Despite amassing a bank of gossip and rumor, they don't really have much use for it personally. They want information for information's sake.

Goal: To discover what they care about. They currently work for another; when they decide to work for themselves, that's when the trouble will start.

Obstacle: In order to figure out what actually matters to them, they will have to step out of the shadows, potentially exposing themselves to the same scrutiny they place on others.

Surveillance Operative

General Description: This antagonist serves as a bodyguard (possibly to another antagonist or foe). They are calculating and careful, keeping things on lockdown so that their ward is never under threat.

Dominant Trait(s): Patient. They will never take a rash decision in the heat of the moment.

Secondary Trait(s): Nervous. When they don't feel they have enough information, they struggle to act.

Strength: Rapid processing. Once they have got their intel, they can act on it fast. They are quick to recognize patterns and respond appropriately.

Weakness: Reliance. They can't possibly gather all the information they need on their own. They rely on a small, tight team to do this for them.

Goal: To protect the one in their care by gaining enough information to ensure their safety.

Obstacle: Sometimes the unexpected happens. They need to learn how to react to the unpredictable to be successful.

Innocents

Striving for happiness above all else, **innocents** are often considered naive and unrealistic, but their optimism and imagination can see them through even the darkest of times. Innocents believe in freedom of expression, and strive to do things correctly, or at least in accordance with whatever system they operate in, to achieve bliss. For all their optimism, innocents are often weak or vulnerable, both physically and mentally, and can be taken advantage of by more manipulative characters. They also tend to be long-sighted - focussing on their eventual aims, rather than coming up with meaningful steps to achieve them.

Roll on the table below to determine a random **innocent antagonist profile**.

d10	Innocent Antagonist Profile
1–2	Gentle Aesthete
3–4	Animal Lover
5–6	Chef par Excellence
7–8	Out of their Depth
9–10	Ardent Evangelist

Gentle Aesthete

General Description: Capable of seeing beauty and art in almost anything, this antagonist wishes to protect a certain place against harm, though they lack the capability to do so.

Dominant Trait(s): Melancholy. Something threatens, or is presently afflicting their favorite place, and they cannot do anything about it.

Secondary Trait(s): Admiration. Everything has a redeemable quality that can be appreciated with the right outlook.

Strength: Optimism. They can see the best in everyone and everything.

Weakness: Pathetic, delicate. They have limited capability to achieve anything that requires might in even the slightest degree.

Goal: To prevent decay and destruction befalling a place they consider beautiful.

Obstacle: They have not the might to defend the place themselves, nor the charisma to inspire others to assist. Desperate times call for desperate measures.

Animal Lover

General Description: This antagonist's innocence is reflected in the animals they have rescued and keep under their care. They have a sanctuary of some sort where they keep the animals safe from harm.

Dominant Trait(s): Loving. They have surrounded themselves with animals with whom they share a deep, emotional bond.

Secondary Trait(s): Solicitous. They show concern for the wellbeing of their animals.

Strength: Empathy. They can identify with people and animals in a range of situations and positions, and often know what to do to soothe them.

Weakness: Insouciance. They don't take things seriously, and dismiss things that should be heeded.

Goal: To live happily with their animals, and continue to rescue them, even when that threatens the community around them.

Obstacle: A big system seeks to take the sanctuary from them because of its disruptive nature. They need to come to an agreement, but instead exacerbate the problem.

Chef par Excellence

General Description: This antagonist is obsessed with food, and creating the perfect dishes. They are always in search of bold, new ingredients to include in their cooking that will elevate their plates to a higher echelon.

Dominant Trait(s): Artistry, innovation. New ingredients and methods spark their curiosity, and they use them to create elegant food.

Secondary Trait(s): Delight. When things go right in their kitchen, they are elated.

Strength: Out of the box thinking. They can solve problems in unique and unconventional ways.

Weakness: Practical survival skills. Though they crave a never-ending supply of new ingredients, they lack knowledge of foraging, hunting, fishing, navigating, or anything else that would assist in finding them.

Goal: To create the best food in the world.

Obstacle: Finding the right ingredients takes them to dangerous places where they are unlikely to manage well. They have to rely on others to support them.

Out of their Depth

General Description: This antagonist is in over their head. Through diligence, they have managed to ascend to a position within a government or faction that they don't really want, and certainly aren't qualified to hold.

Dominant Trait(s): Fragile. They know they are an imposter; it shows in their anxious behavior and mannerisms.

Secondary Trait(s): Hard-working attitude. The only way they will get through this is to keep doing what they have always done - hammer on, with their shoulder to the wheel.

Strength: Can-do attitude. They might not understand why they are doing something, but they sure can get it done.

Weakness: Naivety. They have got no idea what agendas they are forwarding, and only a limited idea as to whose agenda it is.

Goal: To stay afloat. Just keep doing well for the sake of it.

Obstacle: Realization will eventually dawn on them that they are being manipulated. Will they stand on their own two feet, or continue to uphold their ideal of hard work above all?

Ardent Evangelist

General Description: Have you heard the good news? This antagonist is set on a belief system, and believes it should be spread to others.

Dominant Trait(s): Compassion. They care for others, and don't want them to fall into wrongful behaviors or thought patterns.

Secondary Trait(s): Judgemental. If people refuse to take the word of whatever authority bestowed the belief system on the antagonist, they view them disparagingly.

Strength: Stability, magnetism. They are hard to shake from their world view, and are good at spreading it to others, thanks to their natural charisma.

Weakness: Unquestioning. They never stop to think whether their belief system is justified, or how it might impact others.

Goal: To spread the word of their belief system to all those who still live without it in their lives.

Obstacle: They will butt heads with anyone who refuses to convert, or question the motives behind their evangelism.

Creators

The drive for creativity and artistic expression is felt by all **creators**, whose goal is to produce fine works that have long-lasting impact and meaning: a legacy. This realization of imaginative vision is orchestrated by a creator's inventive and aesthetic talent, which could reach across a wide variety of disciplines, from the humble hands of a potter, to the flourishing blade of a duelist. These innovators are held back only by their own perfectionism, sometimes failing to create things of beauty and worth because they can't get past their initial drafts. Conversely, if a creator does see success within their lifetime, they might struggle with their ego.

Roll on the table below to determine a random **creator antagonist profile**.

d10	Creator Antagonist Profile
1–2	Artisan Duelist
3–4	Galvanizing Sculptor
5–6	Divine Inspiration
7–8	Polluting Spellcrafter
9–10	Notorious Virtuoso

Artisan Duelist

General Description: Dedicated to the creation and perfection of a unique fighting style, this antagonist wants to hone their skills as a duelist and pass on their techniques to worthy apprentices.

Dominant Trait(s): Enthusiastic, excitable, obsessive. They become extremely dedicated to things after almost no time, to the point of addiction.

Secondary Trait(s): Constantly disappointed. They know they have become obsessed with their art, to the detriment of other parts of their life, but they feel compelled to continue.

Strength: Flair, style, martial skill. They make an impression, without a doubt.

Weakness: Perfectionism. Every flourish of the blade must exactly match the style, or it is not worth the effort.

Goal: To finalize and perfect their epic fighting style pass it on, and use it to defeat great and worthy foes.

Obstacle: They want to pass on their fighting style, but can only do so to extremely talented apprentices. Because they have to be picky, they are willfully ignorant of what the apprentices use the fighting style for.

Galvanizing Sculptor

General Description: This antagonist is desirous of the power of the gods. They wish to emulate life in their art to such a degree that they have learned magic that animates their sculptures upon completion.

Dominant Trait(s): Ingenuity. Each new process brings them a step closer to realizing their goals.

Secondary Trait(s): Expressive. They see their work as a reflection of themselves, and use it to tell stories they can't achieve with words.

Strength: Magic and art combined. They have an amazing ability to express themselves clearly and artistically.

Weakness: Disregard and envy for the gods, entitlement. They find themselves aspiring to do what only the divine should be capable of.

Goal: To create true life, in the manner of the gods.

Obstacle: They are so talented that the gods will soon feel the need to intervene; they cannot let new life be created so frivolously. Furthermore, the antagonist's discarded cast-offs are dangerous creatures that cannot understand their own existence.

Divine Inspiration

General Description: Inspired by a specific celestial entity, this antagonist has received a vision that they must fulfil, but they constantly doubt if they have the ability to do so successfully.

Dominant Trait(s): Nervous. They are never sure if they will live up to the messages from on high.

Secondary Trait(s): Diligence, supreme attention to detail, perfectionism. They make sure everything is done properly, to the letter.

Strength: Faith. They have been chosen, and they understand the weight of that.

Weakness: Self-doubt. Their own hesitation and lack of confidence hinders their important work.

Goal: To live up to the divine inspiration of the celestial entity, even if it comes at a great cost to others.

Obstacle: The vision they have seen cannot be achieved without serious loss of life or destruction. They are conflicted, but feel they must continue.

Polluting Spellcrafter

General Description: This antagonist draws natural power to fuel their spells. They have an idea for a spell that they want to perfect, an entirely unique creation, but their efforts to create it are damaging the natural environment around them.

Dominant Trait(s): Dissatisfaction. They are upset with themselves for being unable to unlock the spell they have in mind, despite their evident spellcasting ability.

Secondary Trait(s): Disgust. They are appalled by the local environment for failing them, and for 'giving up' and becoming corrupted.

Strength: Fearlessness. They are willing to put themselves at risk to unleash their creativity.

Weakness: Impatience. They put pressure on themselves to achieve, which has a negative impact on the environment around them.

Goal: To forge a unique spell.

Obstacle: They keep drawing from the environment to fuel their magic, but it's polluting and corrupting it, not only leaving lasting damage, but also decreasing their own power source. They need to find something new to draw from if they are to be successful.

Notorious Virtuoso

General Description: This antagonist has a terrible reputation for treating others poorly, be they musicians working alongside them, venue owners, fans, or their peers.

Dominant Trait(s): Heartless. They don't care about others; they just pretend to so they can get their way.

Secondary Trait(s): Pride. They have accomplished a lot, and they know it.

Strength: Perspective. They can see that they are working toward something that, they believe, justifies their actions.

Weakness: Infamy, disingenuousness. They have an awful reputation, but use lies to avoid the consequences.

Goal: To perfect a song, poem, or other composition that will bring them fame.

Obstacle: In order to get the chance to show what they can do, they need to overcome their bad reputation, or no one will give them the chance to show it.

Rulers

Rulers are eager to control and influence through amassed power. They desire prosperity and command, coupled with the ability to leave behind a lasting dynasty of their own creation. Through the application of power, rulers hope to further spread their own influence, commanding ever greater swathes of whatever it is they wish to control. Most commonly, this applies to rulers of people or places, but could also be adapted to fit a scholar, eager to restrict or channel research in certain areas. Rulers have a tendency to become authoritarian and paranoid as their power grows, losing sight of the individuals under their control, and/or focussing on the utilitarian view.

Roll on the table below to determine a random **ruler antagonist profile**.

d10	Ruler Antagonist Profile
1–2	Dark Deal-Maker
3–4	Fearful Ruler
5–6	Stoic Tyrant
7–8	Academic Gatekeeper
9–10	The Puppet

Dark Deal-Maker

General Description: This antagonist is in the business of corruption. They look for hapless targets who are naive or desperate enough to make a deal. The deal will always be honored, technically, but the cost may be high, or the result may not be quite what their 'client' thought it would be.

Dominant Trait(s): Easy-going. They are relaxed and positive most of the time.

Secondary Trait(s): Arrogant. They feel they are much more clever than those they encounter, which presents when they are directly challenged, or are encountering stubbornness while making a deal.

Strengths: Charming, adaptable. They use their charisma to entice people into making deals.

Weaknesses: Merciful. Has a blind spot when it comes to genuine good in people.

Goal: To find something substantial that is truly good (a ruler, a kingdom, a champion of the light, etc.), and cause it to rot from the inside out.

Obstacle: They need to plant the seed of corruption but, due to the nature of their preferred targets, have so far been unable to find ways to tempt them from the path of righteousness.

Fearful Ruler

General Description: This antagonist is in charge of something; it could be a gang, a village, a kingdom, or more. They are afraid of some threat to their power, which causes them to act irrationally or dangerously.

Dominant Trait(s): Assertive. They are used to putting on a strong face and maintaining control even though, beneath the surface, they feel it slipping away.

Secondary Trait(s): Paranoid. They are never separated from their fear, and see everyone as a potential threat. If they feel that they are being challenged, they may get defensive or deflect.

Strengths: Committed, lawful. They always follow the laws of the land, while trying to maintain their power.

Weakness: Lacks confidence. They overthink and doubt their decisions, expecting at any moment for one to be used against them.

Goal: To be at peace in their position of power, and to root out any threats to their position.

Obstacle: They suspect a person or group of working against them, but have not been able to find clear evidence. Their suspicions may or may not be founded, but they cannot succeed until they know for sure, and deal with them.

Stoic Tyrant

General Description: This antagonist desires utter control over all within their dominion, and will crush anything that gets in their way.

Dominant Trait(s): Stern. They are serious and focused.

Secondary Trait(s): Full of rage. When challenged in a way that is not easily diverted or dealt with, they explode.

Strength: Commanding, intelligent, ambitious. They know how to run their domain, and do so without brooking argument.

Weakness: Arrogant. Their self-assuredness makes them susceptible to sycophancy.

Goal: To assert complete dominance over their domain.

Obstacle: There is a group or area that has avoided, or even thwarted their control, and so has become a thorn in their side.

Academic Gatekeeper

General Description: This antagonist holds great sway within a certain scholarly community, and controls what research is done within it to forward their own agendas.

Dominant Trait(s): Disapproving, manipulative. They are judgemental, and it takes a lot to earn their respect, which they use to control others.

Secondary Trait(s): Inquiring, thirsty for knowledge. Their academic work comes first.

Strength: Love of learning. They never shirk away from hard work, if the end goal is further knowledge.

Weakness: Incompatibility with others, poor team player. They'd rather work alone than with people they view as incompetent (which is most people).

Goal: To cement their power within an institution, through controlling the behavior of others.

Obstacle: They need the help of others to succeed, but don't respect others enough to trust them with important work. If their behavior remains unchanged, others will not wish to help them, regardless.

The Puppet

General Description: This antagonist is actually a pawn in the control of something, or someone, bigger - perhaps a deity, an extraplanar being, a sentient magic item, an or ancient monster.

Dominant Trait(s): Fearful. They are constantly worried about putting a foot wrong, and paranoid that their overlord will punish them.

Secondary Trait(s): Satisfied. They feel as if they are doing a good job of maintaining a balanced rule, despite the pressure.

Strength: Fairness. They mostly treat their underlings fairly, except when their own fears overtake them.

Weakness: Rashness. When paranoia overcomes them, they make poor, unthoughtful decisions.

Goal: To continue to rule, perhaps overthrowing their overlord some day and keeping rulership for themselves.

Obstacle: They can't act independently without their overlord getting some inclination of what's occurring. They will most certainly have to use others, but risk exposing their fraudulent rulership.

Caregivers

Love and care above all else - that's the motto of **caregivers**. These characters want to spread goodwill, support, or become useful to others. Much of their self-worth is externally derived, making them dedicated companions and generous altruists. The benevolence exhibited by caregivers can be exhibited in a variety of forms, from love, to wealth, to physical support. They fear ingratitude and a lack of acknowledgement, and work hard to make sure that others consider them beneficial. Often, caregivers take this to the extreme, becoming self-sacrificial, or even martyrs. On the other end of the spectrum, they can be highly dependent and needy.

Roll on the table below to determine a random **caregiver antagonist profile**.

d10	Caregiver Antagonist Profile
1–2	Protective Parent
3–4	Shield Bearer
5–6	Impassioned Medic
7–8	Guardian of the Grove
9–10	Passionate Rescuer

Protective Parent

General Description: This antagonist is overprotective of their child. Having something awful happen to them is tantamount to the annihilation of the world in their mind, and they cannot see past that fear.

Dominant Trait(s): Worried. They are unable to focus on anything other than protecting their child.

Secondary Trait(s): Stalwart. They are loyal, hardworking, and will not falter from their cause.

Strength: Physical and mental endurance, empathy. They will suffer any hardship for those under their protection.

Weakness: Overinflation of small issues to a grand scale. They turn mountains into molehills.

Goal: To protect their child at all costs, even to their own detriment.

Obstacle: Their unfettered desire to protect results in them smothering their own child, inadvertently pushing them away. They must come to terms with the freedom of their child.

Shield Bearer

General Description: This antagonist has devoted their life to protecting others from harm. The individuals they protect have changed over the years, but they remain loyal, as long as they are needed.

Dominant Trait(s): Stoic. They take on physical punishment without complaint; rather, it strengthens their resolve.

Secondary Trait(s): Vigilant. They are always on the lookout for danger, resting only when they are sure the coast is clear.

Strength: Fast reactions, might and magic. As well as being fast to respond to incoming threats, they know a good deal of protection magic.

Weakness: Controlling. Although they make for a good companion, they can become restrictive in their pursuit of safety.

Goal: To protect a certain individual against all odds.

Obstacle: They are terrified of loss, and their fear makes them act irrationally. Their overprotectiveness has gotten them dismissed in the past, and threatens to do so again.

Impassioned Medic

General Description: Dashing between the wounded, this antagonist never leaves the fallen behind. They force through physical and mental barriers in order to save those in need of attention.

Dominant Trait(s): Selfless. Their great passion in life is saving others.

Secondary Trait(s): High levels of endurance. They go through a lot, and take it all on the chin.

Strength: Fast-thinking, healing abilities. They know how to administer medical aid quickly and efficiently, to save as many lives as possible.

Weakness: Uncompromising. They refuse to leave anyone behind, and put themselves at unnecessary risk at times.

Goal: To serve in great battles, and save as many lives as possible.

Obstacle: They are often faced with conflicting situations and moral quandaries where there is no easy call to make. They struggle to be utilitarian, often stretching themselves to breaking point.

Guardian of the Grove

General Description: This antagonist has formed a connection to a place that they wish to protect. It might be a wild or urban place. Their connection could be spiritual or emotional, but is always incredibly strong.

Dominant Trait(s): Indignant. They will not budge; this is their special place, and they will not let anything bad happen to it.

Secondary Trait(s): Scared. They are terrified of losing the place they have connected with.

Strength: Appreciation. They are grateful when people offer to help, and reward it generously wherever they can.

Weakness: Stubbornness. They can't admit when they are wrong.

Goal: To stop the perceived desecration of a place that is significant to them.

Obstacle: They must learn to compromise in order to achieve their goal.

Passionate Rescuer

General Description: Dedicated to helping a particular set of people escape persecution, this antagonist works covertly to get them to places of safety, against all odds.

Dominant Trait(s): Inspiring, courageous. They are risking everything to help others, with no thought of personal gain.

Secondary Trait(s): Highly stressed. They are on the verge of being overwhelmed. Each day they take life or death risks.

Strength: Integrity. They help others, and stay true to their word.

Weakness: Lack of self-control, overambition. They bite off more than they can chew, putting themselves, and sometimes others, at great risk.

Goal: To see as many people to safety as they can.

Obstacle: They have to learn that they can't save everyone.

Everymen

The **everyman** profile is not dissimilar, in many ways, to the **lover**. They believe in equality, and have a strong desire to connect and form bonds with others. A sense of belonging is fundamental to their personality, and the idea of standing out from the crowd is abhorrent to them. Everymen tend to be realistic and empathic, offering support and assistance without societal affectations. However, this desperation to belong can sometimes come at the cost of personal freedoms, and of individual expression. The everyman, at their worst, is 'just following orders', reluctant to think for themselves lest they become isolated from their pack.

Roll on the table below to determine a random **everyman antagonist profile**.

d10	Everyman Antagonist Profile
1–2	Dedicated Law Enforcer
3–4	Unlikely Cult Leader
5–6	Mindless Soldier
7–8	The Innkeep
9–10	Thoughtful Sidekick

Dedicated Law Enforcer

General Description: This antagonist is not a bad sort; they are just trying to do their job the best they can. They respect the law, and hold it in high esteem. They see those that would flaunt the law, try to find loopholes, and otherwise disregard it as a threat to the society and civilization they work so hard to protect.

Dominant Trait(s): Fatigued. They work hard, and feel that their work is never done.

Secondary Trait(s): Sincere. They believe in their work and, if they are feeling open, will express their unguarded feelings.

Strength: Honest, law-abiding, dedicated. They care about upholding the law, no matter what.

Weakness: Inflexible, worrier. They constantly fret about anything that threatens the status quo, or that might do so in the future.

Goal: To ensure the safety of the public, and root out any threat to them.

Obstacle: They are stymied by adventurers who treat the law as if it doesn't apply to them, and perhaps even act as vigilantes.

Unlikely Cult Leader

General Description: This antagonist's desire to fit in has manifested in the creation of their own community of like-minded individuals. The cult members venerate the antagonist, though they themself wish only to be treated as an equal.

Dominant Trait(s): Sense of community. They are dedicated to bringing together those of similar outlook, and uniting them through bonds of spiritual kinship.

Secondary Trait(s): Uneasy. They never intended to create the cult, nor to become its leader, and aren't comfortable with the responsibility.

Strength: Honesty, egalitarianism. They are transparent in their leadership, and treat others as equals.

Weakness: Inexperience. They often stumble into things they don't intend.

Goal: To find and maintain their place in a community, using their position to uplift others to regain an equilibrium.

Obstacle: The growing power of the cult has made them an important political figure, though they have no governmental power or knowledge, and have no desire to be one.

Mindless Soldier

General Description: Their desire to be part of the pack has impeded this antagonist's faculties. They do as they are told, when they are told, without question.

Dominant Trait(s): Strict, ardent, dutiful. They follow their orders to the letter.

Secondary Trait(s): Anxious to conform. They hate the idea of sticking out, and their greatest fear is to be singled out or to lose their place in the pack.

Strength: Resolution. They are loyal, stick to their orders, and keep secrets.

Weakness: Inflexibility, amorality. They follow their orders, no matter the heinous acts they might be commanded to undertake.

Goal: To serve and do their duty.

Obstacle: Their commanders are losing respect for the soldier, as they show no initiative or ability to think for themself. They must become self-possessed to advance.

The Innkeep

General Description: The owner of some establishment that aims to cater for all, not always necessarily an inn, this antagonist ensures everyone has a place at the metaphorical table, and are fiercely protective of those they welcome.

Dominant Trait(s): Contented, trusting. They place faith that people will be decent, and act respectfully while within their establishment.

Secondary Trait(s): Ridiculous, embarrassing. They are sometimes the butt of the joke, due to some aspect of their personality, appearance, or beliefs.

Strength: Forgiving, thick-skinned. They don't hold a grudge, and understand that people can sometimes be mean without being 'bad'.

Weakness: Lack of self-control. If someone goes too far, and acts against the interest of the patrons, it will not end well for them. The innkeep has skeletons in their closet. Literally.

Goal: To run a respectable establishment, and be considered good company by those who visit.

Obstacle: They need to reign in their temper. If they are ever caught red-handed enacting their own kind of justice, they will lose it all.

Thoughtful Sidekick

General Description: Keen to look out for their best friend, boss, idol, or whoever they have attached themself to, this antagonist does whatever they can to keep people content.

Dominant Trait(s): Thoughtful, considerate. They are good at reading emotions and assessing needs.

Secondary Trait(s): Jealous. They are a little envious of the person they are attached to. The antagonist doesn't necessarily want what they have, but either wishes they were like them, or were in their position.

Strength: Enthusiasm, optimism. They are always pushing people to be their best, and encouraging them when times get tough.

Weakness: Impotence. They can't do much beyond help others. It's a useful skill, but their only one.

Goal: To be accepted as a friend, or at least a useful companion, by whoever they are attached to.

Obstacle: They are destined to go one of two ways - become a genuinely loved sidekick who's valued just as highly as the person they are attached to, or fall to jealousy and rage and become the antithesis of who they are attached to.

Jesters

Jesters are impulsive and chaotic; they live life in the moment, without worrying about consequences or impact. All they want is to enjoy themselves, paying no heed to the costs to themselves or others around them. Often, this desire for joy is infectious, or is deliberately spread by the jester. Although the archetype is typically comical, it needn't always be. Joy can be found in the strangest of places, and impulsiveness need not always be frivolous. Unfortunately, many jesters are guilty of wasting time, ignoring the negative impacts of their behavior, and failing to achieve, or even aspire to, long-term goals.

Roll on the table below to determine a random **jester antagonist profile**.

d10	Jester Antagonist Profile
1–2	Reckless Mage
3–4	Laughable Fool
5–6	Nose-Tweaker
7–8	The Overindulger
9–10	Regretful Reveler

Reckless Mage

General Description: Slinging spells like confetti, this antagonist has no regard for what is to come; they just want to live in the moment. Whatever impulse they feel is realized through magical outpourings.

Dominant Trait(s): Thrill-seeking. They want each moment to be utterly electrifying, sometimes literally.

Secondary Trait(s): Bored. The daily grind of existence is unbearable to them, and they need to fill each moment with chaos to distract themself.

Strength: Incredible, natural magical ability. They have a mastery over the arcane that is, perhaps, unrivaled.

Weakness: Inability to focus. Neither urgent situations or future plans are in the forefront of their mind.

Goal: To live an interesting and carefree life of excitement.

Obstacle: Their inability to think of the future will be their eventual undoing. Frivolity can only take them so far.

Laughable Fool

General Description: This antagonist is a comical one who creates chaos and laughter in order to distract from the haunting realities of life. They work for an individual or group that keeps them preoccupied with the moment rather than greater reality.

Dominant Trait(s): Outward frivolity and hilarity. They work hard to raise their own spirits, and those of others.

Secondary Trait(s): Secretly depressed. Beneath their thin veneer of humor is a deep sadness about the state of the world.

Strength: Deflection. They can turn any situation into a farce, no matter how dire.

Weakness: Overthinking, anxiety. They cannot stand being alone with their thoughts.

Goal: To continue to distract those who need it until a bad situation (war, natural disaster, etc.) rights itself, or is solved by others.

Obstacle: Time. There is only so long they can keep up their facade, and the bad situation they are distracting from will not fix itself quickly.

Nose-Tweaker

General Description: This antagonist gets their kicks from winding others up, to the point where conflict becomes inevitable. They rely on their swiftness and agility to get out of sticky situations, but their luck will run out eventually.

Dominant Trait(s): Mocking, taunting. They find it funny to insult and aggravate others.

Secondary Trait(s): Self-loathing, lack of self-esteem. They don't like to confront their feelings about themself, so they take it out on others.

Strength: Agility and speed. They know they can quickly get themselves out of trouble, but may not realize how much of their success so far has been down to sheer luck.

Weakness: Cowardice, unsociability. If they are ever caught, they will bend like a reed. Furthermore, their talent for taunting makes them disliked by others.

Goal: To enjoy their life, and forget about their insecurities through the abuse of others.

Obstacle: Eventually, their luck will run out and they will be caught or called out on their tirade. They need to shape up and confront their demons if they are to have any hope of true happiness.

The Overindulger

General Description: This antagonist always goes too far. They have got a specific vice (or set of vices) that they overdo on a frequent basis. It makes them fun to be around, but not for the long-term.

Dominant Trait(s): Energetic, eager. They want to get going; life exists to be enjoyed.

Secondary Trait(s): Growing exhaustion. Their particular vice is starting to weigh on them. Its ill-effects will eventually catch up with them.

Strength: Resilience, playfulness. They are determined to have a good time, and want others to have a good time with them.

Weakness: Dependency. They are dependent both on their vice for a good time, and on others to share it with. Loneliness eats at them.

Goal: To share enjoyment with others, even if it costs everyone involved.

Obstacle: At some point, they will have to scrap their vice. If they don't, they will lose their companions or, worse, continue further on their downward spiral to destruction.

Regretful Reveler

General Description: This antagonist knows how to party, but they never feel good about it afterwards. Maybe it's a direct result of their methods, social anxiety, or a feeling of meaninglessness.

Dominant Trait(s): Regretful, listless. Once the party is over, they feel they have wasted their time, made a fool of themselves, or suffer physically from their lack of control.

Secondary Trait(s): Hopeful. Deep down they know they are valued by others, but sometimes it's hard for them to see it.

Strength: Sense of fun, honesty. They are genuinely great to be around. Furthermore, they will always be true to their feelings.

Weakness: Vulnerability. They don't take criticism well, and are their own worst critic.

Goal: To find some meaning in life, but without losing their fun-loving side.

Obstacle: They will have to give up the partying eventually, at least in the short-term, to discover meaning.

Intelligent Monsters

Intelligent monsters have the potential to be interesting and frightening villains for the exact opposite reason that humanoids do; it is precisely because they are so different to us, yet operate on a similar (or even superior) mental level, that they scare us. An intelligent monster might have vastly different social norms, or ways of interpreting or physically interacting with the world around them, that are entirely different from our own, leading them to make decisions and weigh cost and benefits in a way that is difficult to predict, or perhaps to comprehend. The personality profiles in this section are designed for use with beings or creatures that are immortal, alien, monstrous, or otherwise significantly outside the norm of the more immediately understandable humanoids of the previous chapter. In general, their goals and motivations are more extreme, in one way or another, and so, as antagonists, they tend to feel more distanced, arch, bizarre, or even cartoonish. Indeed, some intelligent monsters may operate on such a different level to humanoids as to be entirely incomprehensible to them. For example, while a humanoid antagonist may wish to dominate a settlement or country, an intelligent monster might set their sights on entire worlds or planes, or might wipe civilizations off the map for reasons that might seem entirely justifiable as far as they are concerned, though that might be cold comfort for those who previously lived there.

Applying to Humanoids

The profiles here, though intended to be used for intelligent monsters, are still flavorful personality ideas, and should not have an impact on any creature's given abilities, stats, or other mechanical considerations. If you see something here, and have a desire to apply it to something else (such as a mundane humanoid), you can feel free to do so. You may be surprised by the results you get! Just consider whether your decision meshes with any necessary setting-specific aspects of the creature you use.

d12	Archetype	Strengths	Weaknesses	Goal
1	Lover	Passionate, committed, appreciative	People-pleaser	Deep connection
2	Hero	Brave, courageous, competent	Arrogant, confrontational	Achievement
3	Magician	Strategic, smart, experienced	Hubris, anger, ready to sacrifice	To gain power or to exert influence on the world
4	Outlaw	Tough, adaptable, inspiring	Not much traditional power, status, or resources	Upset the rules
5	Explorer	Independent, ambitious, true-to-self	May not fit in, wanderer, easily distracted	Discovery
6	Sage	Wise, smart	Overthinks, delays	Knowledge
7	Innocent	Optimistic, imaginative, pure	Naive, low physical capability, vulnerable	Happiness
8	Creator	Drive, creativity, vision	Perfectionist, egotistical, self-sacrificing	To make something important
9	Ruler	Leader, powerful, charismatic	Suspicious, worrisome, will not accept help	Control
10	Caregiver	Loving, selfless, generous	Naive, can be taken advantage of	Be useful and help others
11	Everyman	Realistic, empathetic	Desperate to belong	Belonging
12	Jester	Fun, likeable, happy	Unreliable, frivolous, selfish	Enjoyment

Lovers

Characters that fall into the **lover** archetype are those who seek deep and meaningful connections with other individuals, and to be bonded to others by unbreakable commitment and passion. This usually takes the form of a longing for a single passionate, romantic connection, but could be a broader aim of being adored by a close-knit, dedicated group. Their greatest fear is being unwanted or unloved, with being unrecognized as a close second. Because of this, Lovers tend to be people-pleasers and, at their worst, sycophants. They are, however, passionate and committed to their goals.

Roll on the table below to determine a random **lover antagonist profile**.

d10	Antagonist Profile
1–2	Besotted Captor
3–4	Grasping Hoarder
5–6	The Lifelink
7–8	Alpha Mate
9–10	Jealous Leech

Besotted Captor

General Description: This antagonist has fallen in love with a humanoid, but their affections are not returned. In a fit of passion, they have kidnapped said humanoid and imprisoned them within their lair, awaiting the day their love chooses to accept them.

Dominant Trait(s): Scorned, infuriated. They are filled with rage because of their rejection.

Secondary Trait(s): Devoted. Despite being turned down, they are still madly in love with the person they have kidnapped.

Strength: Protection of their stronghold. Their lair is almost impenetrable. Any attempts from outside to recover the captive will not be easy.

Weakness: Blinded by love. They absolutely believe their captive will eventually fall for them. They can't see that their love might be working against them.

Goal: To earn the love of their captive, by any means necessary, however long it takes.

Obstacle: Their captive is in love with another who will do anything to get them back.

Grasping Hoarder

General Description: Already surrounded by riches, this antagonist desires more and more. They are entirely in love with treasure; their soulmate is not another being, but the idea of wealth.

Dominant Trait(s): Avarice. They want it all. They become obsessed with treasures they hear rumor of, and begin desperately searching for them to add them to their hoard.

Secondary Trait(s): Nervous, anxious. They fear losing their amassed treasures with as much fervor as they crave new additions to the pile.

Strength: Directness. Once they are set upon an action, they don't waste time undertaking it.

Weakness: Greed. Their primary emotion is also their greatest weakness. They can be manipulated through promises of wealth.

Goal: To amass enormous wealth.

Obstacle: They have heard a rumor of a treasure that surpasses all others, but can't pin it down.

The Lifelink

General Description: This antagonist is a spectral undead. In life, they were a lover embroiled in a passionate affair with another creature before they were killed because of it. Now, they haunt the one they loved, or the one who killed them.

Dominant Trait(s): Vengeful. They want their death to be avenged, and every act reflects their anger.

Secondary Trait(s): Sorrowful. They have died and been denied the pleasures of life and love.

Strength: Terrifying. Their ghostly visage haunts those who see it, and their howling drives even the most stoic to the edge of madness.

Weakness: Tenuous link to the material. They are linked to life only by the one they haunt. If that individual were to die, or be cured of the curse binding them, the antagonist will move to the afterlife.

Goal: To get revenge on the creature that killed them, and show their undying affection for the one they loved in life.

Obstacle: Presence. They have a limited influence on the real world, and struggle to communicate their desires to the living without causing fear.

Alpha Mate

General Description: This antagonist is a bestial creature of some sort, whose mate has been captured by humanoids. They run riot over the land in animalistic frustration, causing great damage to property and person alike. Their rage will only be quelled once they are reunited with their mate.

Dominant Trait(s): Full of rage. They have been separated from their mate, and are reacting with anger rather than sorrow. Not only have they lost their partner, the hierarchy by which they live has been disrupted.

Secondary Trait(s): Desirous. They want their mate back, but have limited means by which to do so.

Strength: Ferocity. They are a formidable beast, capable of causing serious destruction.

Weakness: Lack of intelligence. As a bestial creature, they have limited wits. They don't understand why their mate was taken, and can't communicate their need to have them returned.

Goal: To be reunited with their partner, so they can breed and continue their legacy.

Obstacle: Their mate has been taken and imprisoned by an intelligent foe. The antagonist is unable to free them using the methods they would employ against fellow beasts, and needs others to work out why they are acting in this way, and fix the problem.

Jealous Leech

General Description: The archetypical example of this antagonist is a vampire. A creature that needs to feed on others to survive, and uses love and seduction to find victims. This particular antagonist is obsessed with a single other person, who they guard jealously and keep alive to feed from.

Dominant Trait(s): Protective. They don't want anyone else to even see their love, let alone speak to them.

Secondary Trait(s): Resentful. They resent what others have and they do not, not just in love, but in all things.

Strength: Supernatural powers. They have abilities that make them almost impossible to kill, and difficult to defeat even temporarily.

Weakness: Specific weakness. They have some specific weakness, like a vulnerability to a weapon type, material or symbol, that can defeat them, or at least hold them back.

Goal: To keep their lover in their care forever, locked away to feed upon them emotionally, and perhaps literally.

Obstacle: Their lover is unwilling, and wants to be freed. They work tirelessly to escape, recruiting others to the cause whenever they can.

Heroes

Heroes want to prove their worth and achieve great deeds. They often have their heart set on a specific goal they wish to achieve, such as slaying a great beast or bringing down a foul villain, but they might also have a more general goal such as to become a great ruler, or rid an area of evil. These aims are often confrontational in nature, and heroes can become competitive, arrogant, and combative when left unchecked. The more a hero accomplishes, the harder it is for them to remain grounded and humble. Despite this, they are always courageous and dependable.

Roll on the table below to determine a random **hero antagonist profile**.

d10	Antagonist Profile
1–2	Evil Incarnate
3–4	Guild Leader
5–6	Black Knight
7–8	The Vanquisher
9–10	The Bitter Soul

Evil Incarnate

General Description: A black champion of evil, this antagonist has an unholy destiny. They must destroy a paragon of good in single combat, heralding a new era of darkness and despair.

Dominant Trait(s): Bloodlust. Each day is christened with the shedding of blood - something they can't live without.

Secondary Trait(s): Under pressure. A great quest has been laid out for them, and sometimes it feels like a burden.

Strength: Might. In battle, they are almost unmatched.

Weakness: Guilt. Occasionally, they feel a tinge of remorse for the heinous deeds they have committed.

Goal: To destroy a specific individual that works for the powers of good, and prove themselves worthy of their destiny.

Obstacle: They must unlock greater power, by defeating lesser foes, before they can challenge the paragon.

Guild Leader

General Description: This antagonist is the leader of a guild, perhaps a thieves' or assassin's guild. They use this guild to foster influence within a city, or even realm, which they one day hope to overthrow and reforge in their own image. They use others as pawns to this end, but plan to make the final blow themself.

Dominant Trait(s): Pensive, calculating. They take time to consider decisions and make tactical choices.

Secondary Trait(s): Delusions of grandeur. They fully believe that it is their destiny to overthrow the city in which they reside, and to rule it themselves.

Strength: Diverse portfolio, contacts. They have got agents spread all over the city, so can get almost anything done within a matter of hours.

Weakness: Hesitant. They'd rather wait another century to make their foolproof play, than risk it failing.

Goal: To overthrow the city in which they are based, using their guild, and remake it around their wishes and priorities.

Obstacle: They have to constantly hide their tracks, and disguise their identity from everyone, even those working for them. Eventually, they will need to drop their mask to make their final play.

Black Knight

General Description: This anti-hero wants to take heads, specifically those of great knights who espouse chivalry and justice. They were once a member of an order that they now wish to destroy; their excommunication drives their fury.

Dominant Trait(s): Vexed. Every moment they have to spend searching, and not fighting, causes them much irritation.

Secondary Trait(s): Bull-headed. They have made a decision to destroy an entire order of knights, and they will not stop until it is done. Everything else falls by the wayside.

Strength: Inside knowledge. As a previous member, they know everything about the order they wish to take down.

Weakness: Blind anger. As they never finished their training as a knight, their fighting style is based on instinct, anger, and all-out attack, leaving them open to counterattacks, both literally and metaphorically.

Goal: To wipe out an order of knights, to which they once belonged.

Obstacle: They need to finish their training in order to be skilled enough to take out the order's leaders, so will need to find someone willing to undertake this, despite their evil intent.

The Vanquisher

General Description: This antagonist sees something as a threat - either to itself, others, or the world or universe at large - because of a skewed perception. They seek to put an end to whatever it is because they feel that it will benefit not only them, but also everyone and everything else.

Dominant Trait(s): Committed. They are stalwart in their goal, and dedicate all their energies toward that singular goal.

Secondary Trait(s): Selective hearing. When confronted with information that suggests that they might be wrong, or going about their pursuits the wrong way, they either change the subject, or reframe the issue in a way that favors them and their efforts.

Strength: Faith. They have a rock-solid internal belief that what they are doing is the right thing. They feel that they have the best interests of others at heart, and trying to shake that faith is a fool's errand.

Weakness: Singular purpose. They have focused so much thought and energy toward this one goal that they have lost sight of anything else. They no longer know who they are, or what they'd do, outside the pursuit of their goal.

Goal: To destroy something significant in order to save, protect, or otherwise better whatever or whomever would remain.

Obstacle: They have yet to find the best way to accomplish the goal. Every option they have tried or investigated has been lacking in some way. Perhaps what they tried was simply not effective enough, they lacked certain resources, they have encountered passive interference (such as something unintentionally thwarting them), or they have encountered active interference (like something intentionally thwarting them).

The Bitter Soul

General Description: This antagonist sought to accomplish a task, or do something important or very noteworthy, but someone or something beat them to it. Since then, they have been brooding, thinking of a way to bring down the one(s) who robbed them of their goal or opportunity.

Dominant Trait(s): Bitter. They dwell on the past, and it clouds how they live in the present. Everything is less enjoyable because of what happened before, and what they lost or missed out on.

Secondary Trait(s): Mood swings. During extended interactions, they are prone to significant shifts in mood. If they hear things they like, or are offered help to accomplish their goal, they can be very kind, happy, or even jovial. However, if they sense they are being tricked, manipulated, or that they will not be aided in a way that suits them, they can quickly turn resentful, angry, or worse.

Strength: Insightful. They read into everything, looking deeply for any sign of help or hindrance; they are rarely complacent, and instead are ever-vigilant.

Weakness: Judgemental and flighty. They tend to make snap judgements very quickly, and their mood can be ever changing.

Goal: Humble, shame, or destroy whoever ruined their opportunity or original goal. How they do this needs to be combined with reclaiming the thing they were originally after, or accomplishing something better.

Obstacle: The individual(s) who they wish to take down have either been difficult to find, or difficult to access.

Magicians

Typified by superior intelligence, Magicians use their cunning to gain power and exert influence on the world around them, through understanding of fundamental laws. They are visionary and strategic, and normally have an array of skills in which they far surpass their peers. Despite the moniker, a Magician need not have access to magic, but they should certainly be a mastermind of some sort. Most Magicians are dreamers who want to see their dreams become reality and, when push comes to shove, and willing to use others to make that happen.

Roll on the table below to determine a random Magician Antagonist Profile.

d10	Antagonist Profile
1–2	Sovereign of the Necropolis
3–4	The Grand Shaper
5–6	The Manipulator
7–8	The Pupil
9–10	The Elder

Sovereign of the Necropolis

General Description: The living just don't last. Servitude is made infinitely more permanent through the introduction of undeath. This antagonist wishes to create a realm of undying servants to meet their every need.

Dominant Trait(s): Narcissistic. They are in love with themselves, and believe they are worth serving. They genuinely believe it would be an honor for others to do so.

Secondary Trait(s): Hesitant. They can't afford to be thwarted before they have an army of undead large enough to protect them.

Strength: Necromancy. It has its uses. They have superior magical powers in this field, and can use them to devastating effect.

Weakness: Public face. It takes more than undead to make a necropolis. They need wealth and power as foundations to build upon. They are already important, so can't risk being caught undertaking necromantic rituals lest they lose their spot.

Goal: To create a city of undead, dedicated to their service.

Obstacle: They need corpses to animate. Perhaps they deliberately foment war, encourage disease to spread across the realms, or build death-trap dungeons to lure adventurers.

The Grand Shaper

General Description: Life, existence, the cosmos: these things leave so much to be desired. They could be so much better, and this antagonist is the one to make it so. They seek to lay their hands on the power to reshape something on a grand level.

Dominant Trait(s): Excited, focused. They are usually in a state of activity, working, moving, and pushing toward the next step. Anyone they engage with is first assessed as to whether they will be of use, and if so, what they can specifically do.

Secondary Trait(s): Dreamer. If they get talking and are in a comfortable setting, they may be prone to daydreaming, in between bouts of hyperactivity, musing on how much better things will be when they are done.

Strength: Inquisitive, interested, open-minded. They are looking for information and clues everywhere, and never reject information out of hand.

Weakness: Dissatisfaction, melancholy. For one who dreams so big, wishes for so much more, and has such ambition and lofty goals, the present can be painfully dull. Even when things are actually good, the antagonist often finds fault and flaws, which can lead it into a woeful state.

Goal: To obtain the power to reshape some fundamental aspect of existence to suit their vision.

Obstacle: They have hit a question or gap in their research or hunt. They have followed a trail of clues which have led them to this point, but the next step has been frustratingly elusive.

The Manipulator

General Description: This antagonist is a puppet-master who enjoys watching their inferiors ignorantly bend, move, and act according to their will, all while having no idea of their true involvement.

Dominant Trait(s): Friendly, unassuming. They exude a welcoming air, and focus on making others feel comfortable and relaxed, all the better to get them to let their guard down.

Secondary Trait(s): Patronizing. When challenged or frustrated, they often treat their irritants as children or fools, either talking down to them, or handling them in such a way as to 'help' them understand how inferior they are, or how superior the antagonist is.

Strength: Observant, charming, excellent memory. They rely on information, and so have excellent faculties for obtaining it.

Weakness: Pride. They feel very superior to almost everyone which, on rare occasions, can lead to underestimating potential threats.

Goal: To orchestrate the implosion of a group (a people, society, culture, etc.) who are currently seen as the best, brightest, richest, most powerful, etc.

Obstacle: One of the key figures within the targeted group has started to grow suspicious. The antagonist has realized this, and it has thrown a wrench into their plans.

The Pupil

General Description: This antagonist is a student of someone they once viewed as greater than themselves, but they have recently realized that their master isn't as impressive as they thought. The antagonist has now grown to loathe their master, and their perceived failings and shortcomings.

Dominant Trait(s): Cooperative, gentle, studious. They have learned to play the role of the agreeable student very well, and go about their business in such a way as to not ruffle any feathers.

Secondary Trait(s): Secretly sullen, backbiting, spiteful. When not in the presence of their master, they indulge in exasperation at their shortcomings. If comfortable enough, the antagonist may display this outwardly in some way.

Strength: Smart, adaptable. They are very intelligent, and can apply themselves well. When complications arise, they can shift and change to suit them.

Weakness: Fragile pride, resentful, insecure. When faced with declarations or displays of their master's prowess, they grow sullen or have a hard time appreciating what is in front of them. When complimented or appreciated in their own right, they are easily flattered.

Goal: To take their master's position, and show the world what they are really capable of.

Obstacle: Their master is hale and healthy, and very vigilant. Overthrowing them will not be easy at all.

The Elder

General Description: This antagonist has been around for a long time, has seen much, and become jaded. In their day, they knew how things were supposed to be done, and now they feel that the world is falling apart, because the old ways are being forgotten. They want to change that.

Dominant Trait(s): Nostalgic. They remember the 'good old days', and rarely talk without relating the current topic of conversation to something that was better before.

Secondary Trait(s): Sour. They have little patience for those who don't appreciate history, legacy, and tradition. If approached with anything new or strange, they view it with skepticism and contempt.

Strength: Confident, fearless. Nothing surprises this monster, they feel they have seen it all. They know what they are about, and anyone who thinks otherwise is just a fool.

Weakness: Closed-minded, stubborn. They are all about embodying a better time, and therefore are categorically opposed to anything new, even if it is actually a better idea; that would be the same as admitting they were wrong.

Goal: To influence their surrounding group, realm, world, etc. into returning to how things were before, and to embrace the old ways, because that was when things were so much better.

Obstacle: Despite their age and experience, those who currently hold power have not been receptive to their suggestions. They need to find a different, perhaps more unconventional way, to enact change.

Outlaws

Rebels with a cause, **outlaws** are driven by revenge, revolution, or simply the idea of change. They destroy, disrupt, and disturb existing power structures in order to achieve what they want - typically, a utopian vision of how things should be. Although their goals are noble, their methods are far from it. These iconoclasts are tough and adaptable, as well as willing to see things through to the bitter end. Unfortunately, their unattainable ideals are often their downfall, as they realize they will never achieve what they set out to. Worse still, a disillusioned outlaw can turn their ability to overthrow structures into a dangerous, destructive power.

Roll on the table below to determine a random **outlaw antagonist profile**.

d10	Antagonist Profile
1–2	Destructive Iconoclast
3–4	King Slayer
5–6	Debased Cultist
7–8	The Profiteer
9–10	The Anarchist

Destructive Iconoclast

General Description: This antagonist denies the gods. They wish to tear them down and become a supreme being themselves. In order to achieve this, they remove the oracles and temples of the realm's deities, through violence, if necessary.

Dominant Trait(s): Apathetic. They don't care about the consequences of their destructive actions.

Secondary Trait(s): Confident. They are proud of the progress they have made toward destroying the pantheon and reaching ascension themselves.

Strength: Force of will. They are indomitable. Even when they face setbacks, they find a way to turn the situation to their advantage.

Weakness: Lack of charisma. Others are not keen to follow or pay homage to them.

Goal: To destroy the gods and attain apoetheosis.

Obstacle: They need followers of their own - not easy to come by when you're tearing lives apart.

King Slayer

General Description: An assassin by trade, this antagonist wants to bring down an entire nation by regicide. They believe that cutting off the head of the snake is the only way to make meaningful change, and have trained their entire life to be the most skilled assassin alive.

Dominant Trait(s): Sceptical. It takes a lot to convince them of anything.

Secondary Trait(s): Guarded. They don't want to jeopardize their goal by making stupid mistakes, or accidentally revealing it to others.

Strength: Highly skilled. There's no doubt about it - they are one of the best murderers for hire alive.

Weakness: Ignorant. They don't understand that violence can't solve every issue.

Goal: To kill the monarch or leader of a nation, and watch its institutions fall.

Obstacle: When monarchs or leaders fall, another always quickly replaces them. To really bring the nation low, they need to think bigger - perhaps by eliminating an entire council of voters, or by using fear tactics or terrorism to halt a new corronation or election.

Debased Cultist

General Description: This antagonist is obsessed with chaos for its own sake. They have fallen under the influence of a demon lord, an agent of pure chaos, and work to recruit others to their cause. They conduct dark rituals to bring demons into the world, destroying the order that civilization forces upon them.

Dominant Trait(s): Unpredictable. The demon lord they are corrupted by has made them wild and erratic. Their next move is never clear.

Secondary Trait(s): Devoted. They feel freed from the bonds of society by their demon lord. They have been awoken, and want to spread the feeling to others.

Strength: Allure, presence. People want to hear them speak; their words stir revolt in even the most indoctrinated.

Weakness: Madness. The corruption of the demon lord has taken its toll. They are capable of blending into everyday life at the moment, but are on the verge of insanity.

Goal: To overthrow order, by summoning agents of chaos into the world.

Obstacle: They need something to conduct a final ritual to summon their demon lord - perhaps a great hall of sacrifices, a dragon's hoard of treasure, or guarded knowledge from a monastic order. Getting it requires loyal agents.

The Profiteer

General Description: This antagonist seeks to undermine order because it can better profit off of chaos. Whenever there is peace, contentment, or stability, the profiteer works in earnest to create conflict which it can then take advantage of, on both sides.

Dominant Trait(s): Shifty, cautious. They are always on the lookout, both for opportunities and for any potential complication or danger. They are hesitant to trust, and tight-lipped when it comes to information (they may outright lie, rather than staying quiet).

Secondary Trait(s): Self-interested, callous. They do what they do for their own personal gain, and reject any suggestion that they have any other responsibility.

Strength: Resourceful, adaptable. So long as the antagonist stands to gain something substantial, they care very little about what the situation is, or who gets hurt. They can handle almost anything, so long as they keep their focus on what they are after.

Weakness: Greed. They are looking to get as much (or the best) of whatever they are after, which can lead to them taking unnecessary risks.

Goal: To destabilize an alliance or partnership, taking advantage of the conflict as an opportunity to supply both sides with something they need.

Obstacle: The alliance is strong, so they will need to find a creative way to drive a wedge between the forces.

The Anarchist

General Description: This antagonist views structure and law as imprisoning constructs, and seeks to destabilize such order, as a matter of principle. They believe that the universe would function better if the beings existing within it were just left to their own devices, as nature intended.

Dominant Trait(s): Independent. They consider themself utterly free, and beholden to no one and nothing but themself, and feel that the same is true of all creatures.

Secondary Trait(s): Aggressive. If they are presented with the idea of law and structure as being positive, it will, at least, irritate them, and potentially be far worse.

Strength: Devotion. They are utterly dedicated to the fight for utter and complete freedom, so if they see an example of creatures being controlled or manipulated, and are in a position to meaningfully impact that situation, they will, and do so with conviction.

Weakness: Inflexibility. They see things as black and white, and those that compromise or take half-measures as weak, as aiding the forces of control, and therefore as part of the problem.

Goal: To remove, or render powerless, a major ruling entity, and free those under its control. Depending on the power of the antagonist, this may be a village council, a town's corrupt police force, a kingdom's government, or even something of a larger scale, such as a god or extra-planar entity.

Obstacle: They are powerful enough to do some harm, but not to fully achieve their goal. They need help.

Explorers

With discovery guiding their every move, independent and ambitious **explorers** are a force to be reckoned with. For explorers, there is nothing more desirable than an unmapped expanse, whether it be a literal geographical space, an area of science as yet unresearched, or magical energy that is yet to be tapped. Having the freedom to fulfil their curiosity is paramount to explorers, as is their ability to resist conformity. However, in some instances, the drive to discover can come at the cost of personal attachment, dedication to a cause, and social cohesion.

Roll on the table below to determine a random **explorer antagonist profile**.

d10	Antagonist Profile
1–2	Travelling Scourge
3–4	Ranging Hunter
5–6	Insatiable Consumer
7–8	Unbound Powerhouse
9–10	Merciless Expansionist

Travelling Scourge

General Description: Moving from realm to realm, or even plane to plane, this antagonist searches out new worlds and leaves their mark, in their search for a home. Their mark might be to spawn scions, lay eggs, transmit a disease, or enact some other devastating event.

Dominant Trait(s): Probing. They explore new realms with an insatiable curiosity, manifested through the mark they leave after their passage.

Secondary Trait(s): Dismay. No realm they have yet discovered matches their exact needs for a new homeworld.

Strength: Immensity, potency. Their size and reproductive capability seems immeasurable.

Weakness: Homeless. They are constantly on the move, and have nowhere to retreat to should they need to flee or recover.

Goal: To discover and mark new worlds with their presence, and eventually settle on a new homeworld.

Obstacle: In each new world they encounter resistance. As knowledge of them spreads, each new realm is more prepared for their approach.

Ranging Hunter

General Description: This antagonist has the ability to travel over great distances at high speed, and to hunt and kill with little fear of retribution. They explore to expand their hunting territory, ousting other powerful creatures from the area, if they must. Their quarry could be humanoids, or some other valuable creature, such as livestock.

Dominant Trait(s): Desire to expand. They want to keep extending the borders of their hunting range, so this fuels all of their actions and decisions.

Secondary Trait(s): Pride. Their self-worth is closely linked to their ability to claim and defend land.

Strength: Physical power. They are a dangerous being; to hunt and kill is in their nature.

Weakness: Stretched thin. The further they expand, the more blindspots they create for themself.

Goal: To expand their hunting range, and be feared by all others of their kind.

Obstacle: Their range pushes up against the boundaries of the civilized world, making them a target for would-be heroes and adventurers.

Insatiable Consumer

General Description: This antagonist is a monstrous creature of enormous size, with an appetite that cannot be satiated. They want to consume all manner of things to feed this gnawing hunger, and to experience new sensations of eating and digestion.

Dominant Trait(s): Hungry. They are driven by their intense and constant need to feed. They are a base creature without much nuance.

Secondary Trait(s): Curious. They want to experience new things, though only within the framework of their appetite.

Strength: Relentless. They can overcome physical obstacles and trials with little discomfort.

Weakness: Low intellect. They are relatively dense, and driven primarily by base emotions.

Goal: To sample new foods and continue to grow, feeding their insatiable hunger.

Obstacle: Swallowing entire towns tends to draw attention, and there are now many that want vengeance.

Unbound Powerhouse

General Description: This antagonist has discovered a new source of magical energy that they are experimenting with. They know that it has some negative effects (environmental destruction, sacrificial fuel, etc.) but justify the costs with the potential power unlocked through use of the source.

Dominant Trait(s): Worried. They are clearly troubled by the impacts of the power source, but can't stop themselves from continuing to use it.

Secondary Trait(s): Passionate. Despite the costs, they realize that the power they are using could be used for greatness. Perhaps the costs could even be reversed. In any case, they will not stop trying yet.

Strength: Magical prowess. They are a powerful spellcaster, and their power is only elevated through the use of the new magical source.

Weakness: Bullheaded. They don't know when to cut their losses.

Goal: To unlock new magical powers, further realize the potential of the magical source, and then right the wrongs caused on the way.

Obstacle: The negative consequences of the power source haven't gone unnoticed. Eventually someone will try to stop them.

Merciless Expansionist

General Description: Constantly pushing the boundaries of the known world, this antagonist uses their minions to explore the edges of the map, clearing the fog of ignorance. Unfortunately for the minions, this job is extremely dangerous, and gets many of them killed. The antagonist views them as disposable.

Dominant Trait(s): Curious. They long to know more, and be the smartest creature in the room. They want to have reports of places that their rivals have never even heard of, let alone seen.

Secondary Trait(s): Perplexed. They don't understand why their minions keep failing to return from their expeditions into the unknown.

Strength: Mind mansion. They can store an amazing amount of information in their brain, and utilize it effectively to put together a picture of the world that is unparalleled by others.

Weakness: Callousness. They believe that minions are minions and, if they die, it is a practical inconvenience, not an ethical matter.

Goal: To expand the horizons of the known world, and become the most educated creature on the matter.

Obstacle: They have only ever read reports about these other locations, and not actually experienced them for themself. At some point their curiosity will overwhelm them, and they will need to make the journey themselves; reading can only get them so far.

Sages

Typically scholars, philosophers, researchers, or mentors, **sages** pursue knowledge at all costs. Similar to the magician, sages have a broad range of knowledge and expertise in one or more subjects that sets them apart from others. They use this intelligence to analyze and understand the world around them, though they have few aspirations to change reality; rather, they wish to understand it better through amassing more wisdom. Their obsession with understanding can sometimes become paralyzing, however, as they become unwilling to act before they have enough intel on a situation to make an informed decision.

Roll on the table below to determine a random **sage antagonist profile**.

d10	Antagonist Profile
1–2	Keeper of Keys
3–4	Soul Collector
5–6	Magnate of the Menagerie
7–8	Thought Stealer
9–10	Struggling Scholar

Keeper of Keys

General Description: This antagonist protects some great knowledge that is often sought out by those who would unlock it for their own personal gain.

Dominant Trait(s): Jealous. They guard their knowledge with bitter vigilance; it is theirs, and theirs alone.

Secondary Trait(s): Perplexed. They know there is more to be unlocked about the knowledge they keep, but they have yet to crack the puzzle.

Strength: Wariness. They are impossible to surprise, and guard their knowledge almost flawlessly. They may even have access to divination, or other powers, to reinforce this.

Weakness: Envious. They crave understanding, so could be swayed or bribed by those with a superior comprehension.

Goal: To protect some sought-after knowledge, at least until they have come to a deeper understanding of it themselves.

Obstacle: The knowledge wants to be found by others.

Soul Collector

General Description: This antagonist has some ability to harvest creature's souls. The archetypal examples are devils and hags. They desire to add to their library of souls, which contains vast quantities of knowledge about the world. They pursue intelligent humanoids, for this reason.

Dominant Trait(s): Covetous. They become obsessed with particular individuals who possess knowledge they desire.

Secondary Trait(s): Revolted. They think the business of humanoids is pretty disgusting, compared to their 'elevated' existence.

Strength: Powerful, soul-taking ability. They have the ability to not only kill those that oppose them, but claim their souls for eternity: a potent and much-feared weapon.

Weakness: Dependence. Without their library, they would be reduced to barely average intelligence, and forced to rebuild their collection of souls from scratch.

Goal: To increase their intelligence by amassing educated souls. There may be one specific area of knowledge they are particularly interested in, or they may be more of a generalist.

Obstacle: The smarter souls know how to protect themselves. The antagonist will therefore need allies who can serve as manipulators.

Magnate of the Menagerie

General Description: This antagonist is a collector of living things, one that wishes to amass a variety of beings, sentient and otherwise, to study and perhaps experiment upon. They have little concern for the happiness of individuals in their collection, save where it directly impacts their physical wellbeing.

Dominant Trait(s): Scrutinising. Everything they do is done as exactly as possible. They agonize over details, and like to study things in depth.

Secondary Trait(s): Lordly. They view themselves as the supreme ruler of their collection of creatures; all their prisoners are entirely dependent upon them.

Strength: Cunning. The imprisoned creatures have not simply walked into their cages willingly; they have been lured by the devious nature of their captor.

Weakness: Short temper. On more than one occasion, a captive has died after feeling the wrath of their keeper.

Goal: To collect and study a wide variety of creatures to unlock some of the secrets of life and consciousness.

Obstacle: The experimentation they conduct requires specific ingredients and/or equipment, which is hard to come by.

Thought Stealer

General Description: This antagonist wants to steal knowledge from others by using mind-altering abilities. They hope to amass the knowledge for themself, giving them the edge over their enemies, to prevent them from mounting an assault.

Dominant Trait(s): Critical. They have exacting standards, which their minions rarely meet. They look down on inferior attempts to please them.

Secondary Trait(s): Fragile. If they feel their foes have got the upper hand on them, they fall apart. They rely on a substance to calm their nerves.

Strength: Mind-altering abilities. They can literally steal thoughts and memories from other intelligent creatures.

Weakness: Addiction. They are addicted to a substance. Deprived of it, they experience severe withdrawal symptoms.

Goal: To steal knowledge from other intelligent creatures to prevent them from advancing or improving themselves.

Obstacle: Not all knowledge can be stolen from others. In order to really gain an edge against their foes, this antagonist will also need to educate themselves by more conventional means.

Struggling Scholar

General Description: This antagonist aspires to be as wise as the greatest sages, but is held back because of their monstrous form. They are denied access to tuition and libraries, and no one is willing to mentor them.

Dominant Trait(s): Infuriated. The constant rejection they face has angered them to such an extent that it has influenced their personality.

Secondary Trait(s): Embarrassed. They feel ashamed of their form, and look for ways in which they can disguise themselves.

Strength: Resilient. Despite being turned away, sometimes violently, from educational institutions, they keep on trying to learn.

Weakness: Obsessive. They become addicted to certain subjects in a way that distracts them from a more holistic education. This, coupled with their inability to access tuition, means they are extremely educated in some areas and massively lacking in others.

Goal: To convince others that they deserve to be educated. If this fails, they will use deception or force.

Obstacle: Their anger tends to worsen their chances of getting access to education. They must overcome it if they wish to become a true scholar.

Innocents

Striving for happiness above all else, **innocents** are often considered naive and unrealistic, but their optimism and imagination can see them through even the darkest of times. Innocents believe in freedom of expression, and strive to do things correctly, or at least in accordance with whatever system they operate in, to achieve bliss. For all their optimism, innocents are often weak or vulnerable, both physically and mentally, and can be taken advantage of by more manipulative characters. They also tend to be long-sighted - focussing on their eventual aims, rather than coming up with meaningful steps to achieve them.

Roll on the table below to determine a random **innocent antagonist profile**.

d10	Antagonist Profile
1–2	Walking Liability
3–4	Bliss Spreader
5–6	Despotic Pacifist
7–8	Transcendent Novice
9–10	Impotent Advisor

Walking Liability

General Description: This antagonist wants to help those they like, but inevitably ends up ruining the plans of those they call friends. They attach themselves to a group who shows them kindness, and tags along until the group eventually gets sick of them.

Dominant Trait(s): Helpful, sincere. They want to be of use and repay their perceived debt, though they are not particularly competent.

Secondary Trait(s): Embarrassed. Their failures make them feel bad about themselves, which only makes things worse.

Strength: Kindness. They are genuinely caring and want to help out.

Weakness: No useful skills of note. No matter how they try to help, they eventually end up being more of a hindrance.

Goal: To repay some form of debt to those who have shown them kindness.

Obstacle: They are their own worst enemy. They need to realize their help is not always wanted, let alone needed.

Bliss Spreader

General Description: Dedicated to making everyone feel great, this antagonist does not realize that they are taking away people's agency. They have some method, magical or otherwise, to suppress negative emotions and heighten positive ones, and do so liberally to all those around them.

Dominant Trait(s): Blissful. They feel great about their existence, and want to share that with others. They cultivate an aura of peacefulness.

Secondary Trait(s): Naively manipulative. They use their abilities to spread the feeling of bliss to others, whether they like it or not. They don't realize the manipulative aspect of this.

Strength: Control. They are capable of making even the most bloodthirsty warrior drop their axe, and calm the tongue of the most vulgar antagonist.

Weakness: Particular phobia. They have a specific fear that, when triggered, interrupts their blissful aura. If this happens, everyone within suddenly realizes what has been happening to them.

Goal: To ensure spread happiness and peace, and believe doing so synthetically is the safest, quickest and easiest way.

Obstacle: The aura of bliss takes work to upkeep, and sometimes creatures within the aura clock on to what is happening. They often don't feel so positive once they have realized.

Despotic Pacifist

General Description: This tyrannical leader clamps down on violence of all sorts. Raising a fist to another is severely punished through fines, imprisonment, or even banishment. This antagonist wants to remove violence from their lands entirely.

Dominant Trait(s): Frightened. The thought of violence is triggering for this individual. They avoid it at all costs.

Secondary Trait(s): Withdrawn. They are so afraid of violence that they refuse to express passion or even show much emotion.

Strength: Optimism. They genuinely believe that they can create a realm where there is no violence.

Weakness: Spineless. If their enforcement of peace does not work, they do not have the courage to do anything about it personally.

Goal: To prevent the use of any sort of violence within their domain.

Obstacle: When invaders maraud throughout their territory, their responses are limited by their ethics, putting their subjects at risk.

Transcendent Novice

General Description: This antagonist is a spectral being of some sort, such as a ghost. They were killed with unfinished business, and have remained to haunt the world. Unfortunately, they are still too cowardly, even in undeath, to finish what they must accomplish to pass into the afterlife.

Dominant Trait(s): Fearful. They feel that there is no safety from potential dangers which they believe abound. In truth, there is little that can harm them now, but they continue to act as if the smallest risks are life-threatening hazards.

Secondary Trait(s): Sorrowful. They don't like being trapped in this purgatory, but don't have the courage to do anything about it.

Strength: Empathy. They are good at reading the emotions of others, though it takes them a long time to trust and form relationships that would make this a useful trait.

Weakness: Impotence. They are so weak that they have little to no impact on the world around them. At best, they can manifest a spectral appearance, speak in whispers, or move tiny objects for a short while.

Goal: To avoid any further harm that might happen to them (despite how ridiculous that seems to others).

Obstacle: The only place they will truly be safe is the afterlife. To achieve it, they must resolve their unfinished business.

Impotent Advisor

General Description: This antagonist is always trying to help folks out. Though they themselves are naturally skilled at many things, they lack the ability to teach others. Their advice is useless at best, and downright dangerous at worst, so few are willing to tolerate their presence for long.

Dominant Trait(s): Confident. They have natural ability in many skills, and they believe that their advice can help spread this to others.

Secondary Trait(s): Jovial. Because little threatens them, they tend to see things from an upbeat, optimistic point of view.

Strength: Dexterity, evasiveness. They are rarely at risk from mundane hazards that might stump adventuring parties. They have some defensive quality that allows them to mitigate or avoid damage.

Weakness: Needy. They are dependent upon others for validation. When they misguide people, it upsets them, but they don't realize that their next piece of advice probably will not be helpful either.

Goal: To help others out through giving, what they see as, useful advice.

Obstacle: In order to actually be of use, they need to stop advising and start acting. They have less interest in this though, as they don't like to meddle in the affairs of others.

Creators

The drive for creativity and artistic expression is felt by all **creators**, whose goal is to produce fine works that have long-lasting impact and meaning: a legacy. This realization of imaginative vision is orchestrated by a creator's inventive and aesthetic talent, which could reach across a wide variety of disciplines, from the humble hands of a potter, to the flourishing blade of a duelist. These innovators are held back only by their own perfectionism, sometimes failing to create things of beauty and worth because they can't get past their initial drafts. Conversely, if a creator does see success within their lifetime, they might struggle with their ego.

Roll on the table below to determine a random **creator antagonist profile**.

d10	Antagonist Profile
1–2	Legionsmith
3–4	Unwitting Arms Dealer
5–6	Monster Breeder
7–8	Frustrated Architect
9–10	Uninspired Artist

Legionsmith

General Description: This antagonist has a vision of the perfect army, an undefeatable legion of constructs capable of felling any civilization with a swift, automated blow. Their desire is to perfect the design of, and create thousands of, these construct soldiers.

Dominant Trait(s): Driven, dedicated. They are close to finalizing their designs for the ultimate soldier, and will not stop working until they nail it.

Secondary Trait(s): Power-hungry. They want to dominate and rule on a grand scale, and already command their immediate company and surroundings as if they are already the ruler.

Strength: Craftsmanship. They are the best at what they do; their creations are unmatched.

Weakness: Short-sightedness. They focus on the small details, sometimes missing grand changes that pose a threat to their goal.

Goal: To construct an automaton army capable of bringing low any civilization they choose.

Obstacle: Lack of parts. There is some piece of the design that is hard to come by.

Unwitting Arms Dealer

General Description: Obsessed with creating magical weapons of legendary quality, this antagonist fuels their work with the sale of lesser, though no less deadly, weapons, that they make while practicing. They don't care, or realize, that they are selling them to dangerous people.

Dominant Trait(s): Inquisitive. They take any opportunity to hone their skills and learn new ones. They are always asking questions of others who might know things they don't.

Secondary Trait(s): Desirous. They see the skills of others and want to learn them themselves.

Strength: Perseverance. Despite numerous failures, including some catastrophes, they carry on at their craft.

Weakness: Obsession. They are preoccupied with the idea of creating a certain item, and it blinds them to harsh realities.

Goal: To create a legendary weapon that will last the test of time, and be renowned throughout the realms.

Obstacle: To fund their craft, they sell weapons. Many of those buying them use them for evil. They are becoming a wanted arms dealer because of it.

Monster Breeder

General Description: This antagonist has dreams of a new lifeform. They don't have the power to simply create life, like a god or powerful being, so instead aim to create it through breeding programs, using other monsters. It is a complex and dangerous process.

Dominant Trait(s): Indignant. They have faced a lot of failures, and even more scepticism from others, but they will not give up on their dream.

Secondary Trait(s): Horrified. Their failures haunt them. They have created monstrosities so terrifying that they could not look on them, so they just released them into the wilds to be rid of them.

Strength: Vision. They have envisioned a truly incredible creature, because of its potential abilities, beauty, or other aspect; it takes a great imagination to dream up such a thing.

Weakness: Unlucky. What they are doing is hard, but they have also been plagued by a string of unhappy accidents. Experiments that work out for others seem to produce chaotic effects for this antagonist.

Goal: To breed monsters to create a new species that they have dreamt up.

Obstacle: Breeding monsters means catching and domesticating monsters, which is not an easy task for anyone.

Frustrated Architect

General Description: This antagonist has been hired by someone to create the perfect (or, at least, a formidable) castle, dungeon, fortress, or similar. They are capable of it, but the pressure of getting it just right has overloaded them. They lash out, with disastrous results.

Dominant Trait(s): Furious. Each failure in their plans, the building's construction, or any other part of the process causes them to fly off the handle. They can't control their temper.

Secondary Trait(s): Successful. When they do get it right, it is amazing. This buoys their otherwise terrible mood.

Strength: Formidable. This antagonist is a seriously dangerous monster, something like a dragon or giant capable of causing serious destruction (which they often do, in fits of rage).

Weakness: Temper. Their short fuse can be used against them by those who wish to undermine them, or their employer.

Goal: To create the perfect structure for their employer.

Obstacle: They need to compromise. Perfection is an impossibility.

Uninspired Artist

General Description: This antagonist is an artist of some kind, be that a painter, sculptor, musician, or a practitioner of any other kind of visual or performing art. Unfortunately, they have no muse, and are currently utterly uninspired. In order to generate new ideas, they do commit dubious acts.

Dominant Trait(s): Ashamed. In their search for inspiration, they have done horrible things. Perhaps they have stolen ideas, sketched dying warriors instead of helping them, or enticed dragons to breathe flames over a town just to capture the sound. These deeds keep them awake at night.

Secondary Trait(s): Despairing. They can't find whatever it is they need to continue to produce amazing works. This, along with their disgraceful actions, depresses them.

Strength: Great skill. Whatever their chosen art form, they have an immense talent for it. They might be entirely unrivalled in their creative endeavors.

Weakness: Insular. They can't open themselves up to others. They don't trust them, or simply just prefer their own company.

Goal: To overcome their creative block, no matter the cost. Once they have found their muse, they can then make up for what they have done.

Obstacle: it is hard to be inspired when all you hear are your own thoughts. This antagonist needs to open themselves up to others, not just for inspiration, but to have someone to temper their inappropriate searches.

Rulers

Rulers are eager to control and influence through amassed power. They desire prosperity and command, coupled with the ability to leave behind a lasting dynasty of their own creation. Through the application of power, rulers hope to further spread their own influence, commanding ever greater swathes of whatever it is they wish to control. Most commonly, this applies to rulers of people or places, but could also be adapted to fit a scholar, eager to restrict or channel research in certain areas. Rulers have a tendency to become authoritarian and paranoid as their power grows, losing sight of the individuals under their control, and/or focussing on the utilitarian view.

Roll on the table below to determine a random **ruler antagonist profile**.

d10	Antagonist Profile
1–2	Lord of the Horde
3–4	God Killer
5–6	Deceitful Influencer
7–8	Artifact Archivist
9–10	Paranoid Prepper

Lord of the Horde

General Description: Formidable in aspect and spirit, this antagonist commands a vast army that sweeps across the face of the realm like wildlife, destroying everything in their wake.

Dominant Trait(s): Gleeful, malicious. They delight in the destruction they cause, perhaps because of an innate evil within them, or from the result of trauma, or some other external cause.

Secondary Trait(s): Instability. It feels as if they are constantly seconds away from falling to pieces, so the faction they command is fractious.

Strength: Brutality. Most are scared of them because of their savage actions.

Weakness: Inability to quell infighting. Despite their foreboding presence, their minions still vie for power.

Goal: To destroy, for destruction's sake.

Obstacle: If the entire realm falls beneath them, what will be left to take?

God Killer

General Description: Ancient, and possessed of knowledge beyond mortal comprehension, this antagonist is an antediluvian being, such as an aboleth or dragon, that wants to see the pantheon of gods defeated, and replaced by their own rule.

Dominant Trait(s): Arrogant. They believe they are capable of overthrowing the gods and taking their place. They may already think of themselves as a god, or some form of deity.

Secondary Trait(s): Paranoid. They know that agents of the gods are everywhere, and their own network of worshippers is limited, so suspect there are legions working against them. They both loathe and fear the gods.

Strength: Manipulation. They have some power, such as illusion magic or charm, that allows them to control others until they are in too deep to leave their service.

Weakness: Callousness. They view mortals as a means to an end in their ascension. They are happy to rule out of fear, rather than love or respect, and this can be turned against them.

Goal: To kill a god, or pantheon thereof, and take their place.

Obstacle: To kill a god, you need a serious weapon or power, which they don't quite have yet.

Deceitful Influencer

General Description: This antagonist uses information as a weapon to claim ownership over lands, resources, and even people. They are well-practiced in blackmail, but also in straight-up deception: posing as others, creating false deals, and the like.

Dominant Trait(s): Eager. They are good at what they do, and want to keep going. They have got the potential to be a serious mover and shaker in the realm.

Secondary Trait(s): Respected. They are good at keeping their shady dealings out of sight and have, quite inadvertently and unjustifiably, earned the respect of the general populace for being a fair leader.

Strength: Perspective. They are good at keeping things in context and viewing them objectively, without losing sight of the bigger picture.

Weakness: Untrustworthy. They deal daily in the secrets of others and use information told in confidence against those that divulge it.

Goal: To gain power and rule over an area, thing, or people, by deceitful means.

Obstacle: Although they are doing well, they are flying blind when it comes to actual leadership. They have no tangible experience in governance, which will eventually come back around to bite them.

Artifact Archivist

General Description: This antagonist wishes to control magic items. Over the centuries of their existence, they have been hunting down and collecting a specific set or kind of magic items, which they want to have dominion over. They are not yet sure what they will do with them, though, once they have got them all.

Dominant Trait(s): Free. They are the master of their own destiny, and don't feel beholden to cultural norms or society's laws.

Secondary Trait(s): Desirous. They have been collecting these items for a long time, and they yearn to complete the set. They daydream about it, and get frustrated when they discover information to be false.

Strength: Strategic. They are clever in the way they collect and use information, and have webs of minions to assist in the collection of the items.

Weakness: Clarity. They have become so dedicated to collecting the items that they can't really remember why. All they want is to have them. Once they have got them all, they will need to consider what to do with them.

Goal: To collect all instances of a certain kind of magic item, or every magic item of a certain set.

Obstacle: There are others that need several of the items, or they are significant to certain cultures. Taking them for no good reason could start a war.

Paranoid Prepper

General Description: This antagonist is an intelligent monster with a massively superior intellect to most others, but fears those of its own kind above all. It has control over a region, however small, that it considers its own, but each and every waking (and perhaps dreaming) moment of its life is dedicated to preventing others from taking what it has.

Dominant Trait(s): Anxious. They have convinced themselves that their kin are coming to take what they have, and it eats them up inside.

Secondary Trait(s): Distrustful. They are so paranoid that they simply don't count on others. Everything within their territory is overseen by them personally, and new minions are thoroughly screened.

Strength: Preparation. The measures they have taken to prevent their territory being taken from them are intense. There's no doubt it would be almost impossible to rout them.

Weakness: Paranoia. They are so anxious about outsiders trying to take what they have that they neglect to look inwardly, which could be exploited.

Goal: To protect the region that they control from potential marauders, and those who would take it from them.

Obstacle: Their minions are sick and tired of working for them. Wherever possible they escape, though they fear reprisals.

Caregivers

Love and care above all else - that's the motto of **caregivers**. These characters want to spread goodwill, support, or become useful to others. Much of their self-worth is externally derived, making them dedicated companions and generous altruists. The benevolence exhibited by caregivers can be exhibited in a variety of forms, from love, to wealth, to physical support. They fear ingratitude and a lack of acknowledgement, and work hard to make sure that others consider them beneficial. Often, caregivers take this to the extreme, becoming self-sacrificial, or even martyrs. On the other end of the spectrum, they can be highly dependent and needy.

Roll on the table below to determine a random **caregiver antagonist profile**.

d10	Caregiver Antagonist Profile
1–2	Guardian Angel
3–4	Fairy Godparent
5–6	Unwary Caretaker
7–8	Ignorant Bodyguard
9–10	Mercenary Protector

Guardian Angel

General Description: This antagonist watches over a group, and intervenes when said group is at risk. Sometimes this intervention comes at the cost of discovery though, something they struggle to understand.

Dominant Trait(s): Protective. They have great power to mitigate danger, and are constantly thinking about using it.

Secondary Trait(s): Anxious. They worry for the wellbeing of the group they have dedicated themselves to, not just physical, but emotional and spiritual health too.

Strength: Abjuration powers. They have access to magic, or other abilities, that allow them to remove people from dangerous situations, or to protect them if they cannot be removed.

Weakness: Insight. They struggle to understand the nuances of situations. They might teleport their protected group out of a place that could be learned from, just because there's a small risk of injury.

Goal: To protect a certain group from harm, and to guide them down a path of spiritual enlightenment.

Obstacle: Their overprotectiveness might cause their group to renounce them or, worse still, their entire worldview.

Fairy Godparent

General Description: Often a fey creature, this antagonist watches over an individual that they are commissioned to, perhaps as part of a pact or bargain with the individual's parent(s). They hide a dark, secret detail of the deal from their ward.

Dominant Trait(s): Loving, adoring. They dote upon the individual they have sworn to protect, but don't mollycoddle them. They want to see them grow and learn.

Secondary Trait(s): On edge. Eventually, the part of the deal that benefits them will come to pass, and they are anxious for that day to arrive.

Strength: Knowledgeable. They only intervene when they have to in their ward's life but, when they do, they normally use the opportunity to impart a lesson.

Weakness: Secrecy. Their protection comes at a secret price, which they fear being revealed. The antagonist might be entitled to the firstborn of their ward, to inherit any wealth they amass, to steal their true love, or to some other aspect of their life that would be devastating to lose.

Goal: To protect an individual until such a time as they can claim their prize from an agreed deal.

Obstacle: They must protect their ward without them learning about the deal forged, lest it be broken. Additionally, their personal feelings for the individual in their care are making it increasingly difficult to imagine themself hurting them by the terms of the deal, so they partly dread it coming to fruition.

Unwary Caretaker

General Description: This antagonist is a creature of great intelligence and learning, but lacking in practical wisdom. They were commanded by some entity to look after a certain temple, or other structure, and await their return. However, after leaving, the entity died, and the antagonist has not cottoned on to that fact.

Dominant Trait(s): Peaceful, particular. They like everything 'just so'. It brings them great peace and solace to look after things and maintain them exactly as they should be.

Secondary Trait(s): On edge. They eagerly await the return of the entity. Sometimes the length of time they have been gone makes the antagonist anxious.

Strength: Perseverance. They can just keep on giving. If they don't think too hard about why they are doing what they are doing, they can enjoy themselves.

Weakness: Lack of perspective. They have no sense of the bigger picture.

Goal: To keep things in order until the entity they serve returns to them.

Obstacle: Another entity or organization wants to claim the location as their own. Does the antagonist stay, and work around them, or try to defy them?

Ignorant Bodyguard

General Description: This antagonist is dedicated to a particular individual. They are devoted and eager to protect them, and try to rationalize the actions of their chosen charge, no matter how unethical or immoral they become. They are ignorant of the larger picture in which their charge operates.

Dominant Trait(s): Stalwart. They are reliable and vigilant.

Secondary Trait(s): Naive. They are blinded by their devotion to their charge. They excuse their actions in their own mind, and defend them to, and in front of, others.

Strength: Formidable. Their presence is enough to scare off most of those who would do their charge harm.

Weakness: Lacks insight. They aren't great at understanding why other people act the way they do.

Goal: To protect the charge under their care physically, and against slander and defamation.

Obstacle: Their charge is a bad person. One way or another, they are not someone who deserves protection, but the weight of this realization could crush the antagonist.

Mercenary Protector

General Description: This antagonist protects whoever they are paid to. They don't care about the actions of their ward, even if they are abhorrently, inherently evil. As long as the pay is worth the risk to their own life, they will get the job done.

Dominant Trait(s): Lavish. They enjoy their job, but nowhere near as much as they enjoy spending the hard-earned coin they are paid to do so.

Secondary Trait(s): Merry. They love to party, and to indulge in the best that life has to offer. They are not shy with their money; if it can be bought, they will buy it.

Strength: Deadly. This antagonist is lethal in combat. If taken by surprise, their foes stand almost no chance of surviving the encounter.

Weakness: Greedy. They can easily be deceived and manipulated by promises of wealth. The easiest way to distract them is a coin purse filled with sparkling gemstones.

Goal: To experience new things and hoard wealth. They are skilled at what they do, and do get some satisfaction from a job well done.

Obstacle: At some point, a ward will go too far. Their payment and professional reputation is at risk if they drop the job, but their ward's behavior may pose a far greater risk.

Everymen

The **everyman** profile is not dissimilar, in many ways, to the **lover**. They believe in equality, and have a strong desire to connect and form bonds with others. A sense of belonging is fundamental to their personality, and the idea of standing out from the crowd is abhorrent to them. Everymen tend to be realistic and empathic, offering support and assistance without societal affectations. However, this desperation to belong can sometimes come at the cost of personal freedoms, and of individual expression. The everyman, at their worst, is 'just following orders', reluctant to think for themselves lest they become isolated from their pack.

Roll on the table below to determine a random **everyman antagonist profile**.

d10	Everyman Antagonist Profile
1–2	Devout Gatekeeper
3–4	Protector of the Status Quo
5–6	Part of the Pack
7–8	Ineffective Sentry
9–10	Unwilling Leader

Devout Gatekeeper

General Description: This antagonist is a celestial agent, or fiend, working on behalf of a deity, or other powerful entity. They have been tasked to prevent mortals accessing a certain location, though were never told why. They just want to upkeep their promise, and fit in with the hierarchy.

Dominant Trait(s): Devoted. They are committed to the cause. They have always worshipped the entity they now serve, and they continue to pay homage to that entity every day, giving thanks for their eternal destiny.

Secondary Trait(s): Unassuming. They believe that success comes from doing what one is told and that, by following orders and fitting in, they will be in line for greater tasks to come.

Strength: Vigilance. They have supernatural senses, and cannot be surprised.

Weakness: Unintelligent. Although strong-willed, they can be tricked, due to their lack of understanding of the world.

Goal: To protect a location in service to their patron entity, until they are promoted to something more interesting.

Obstacle: The location has long been forgotten by the entity, but recent events have caused it to become important, and much sought out, by mortals.

Protector of the Status Quo

General Description: This antagonist is part of a strict hierarchy that they wish to defend. For them, fitting in is not about equality, but about social laws that must be adhered to. Any threats to this society should be dealt with rapidly - and forcefully.

Dominant Trait(s): Orderly. The laws through which society is governed brings them great peace and a feeling of safety.

Secondary Trait(s): Fragile, rigid. Threats to the social hierarchy quickly upset this antagonist, and cause them to take rash action.

Strength: Understanding. Within the bounds of their social construct, they can easily understand and interpret the moods and actions of others.

Weakness: Set in their ways. The novel terrifies them; in their mind, new equals bad.

Goal: To preserve the status quo, and their comfortable existence, no matter the cost.

Obstacle: Something about their social system is broken or unethical, and outside pressure demands change.

Part of the Pack

General Description: This antagonist is part of a group of like-minded individuals who have banded together in solidarity. They might be cursed creatures, like werewolves, a group with a similar outlook, such as assorted fiends, or worshippers of the same deity. They value members of their pack above all others.

Dominant Trait(s): Loyal. Though all in the pack are equal, they believe all those outside are inferior. The pack comes first and above all others.

Secondary Trait(s): Hostile. They don't like others getting mixed up in the business of their group.

Strength: Teamwork. Together, this group is unstoppable.

Weakness: Isolation. The antithesis of their strength: when broken up, the pack is vulnerable.

Goal: To protect their group, and forward its agendas.

Obstacle: Something is causing the pack to diminish. Outside pressures, a disease or curse, war between a rival faction, or something else. They have to recruit additional members to remain strong.

Ineffective Sentry

General Description: This antagonist has been tasked with guarding a specific region, person, or item by their boss. Unfortunately, they lack the gumption to stand up to anyone, and cannot deal with conflict. Scare tactics, violence, deception and intimidation can all force this antagonist to stand aside.

Dominant Trait(s): Jumpy. Anyone deigning to speak to them, in their lowly position, is a surprise to them.

Secondary Trait(s): Weakness, meekness. They aren't best-suited to a role as a guard. They can't stand up to people, and don't have the strength to defend themselves.

Strength: Honesty. They acknowledge that being a sentry isn't for them, and are truthful when questioned, even about their shortcomings.

Weakness: Insignificance. They know they are just a very small cog in a very large machine.

Goal: To stand sentinel over the region, person or item they have been asked to guard, to the best of their ability.

Obstacle: They simply aren't cut out for the task they have been given. They need to find the courage to ask their boss for a different role.

Unwilling Leader

General Description: Due to some unforeseen turn of events, this antagonist has been placed in charge of a faction, organization, or similar. They were chosen because they are well-liked by all, but they lack the desire to lead, as well as any leadership skills.

Dominant Trait(s): Reluctant. They feel put-upon to guide the path of whatever they are leading, but they don't know how.

Secondary Trait(s): Responsible. When they make decisions that don't work out, it gets to them. They feel personally responsible for any misfortunes.

Strength: Likable. They are genuinely nice, and easy to talk to, which is what makes people believe in them, and want to follow them.

Weakness: Ineffectual. They don't have the right outlook or skillset to be a leader.

Goal: To try and please everyone within the faction they have been charged with, potentially stepping down from their role with the least amount of disruption possible, if they can.

Obstacle: They will never be able to please everyone - it is unrealistic, and puts a massive burden on them that they cannot hope to carry. They need to change their outlook or step down, before they make a catastrophic decision.

Jesters

Jesters are impulsive and chaotic; they live life in the moment, without worrying about consequences or impact. All they want is to enjoy themselves, paying no heed to the costs to themselves or others around them. Often, this desire for joy is infectious, or is deliberately spread by the jester. Although the archetype is typically comical, it needn't always be. Joy can be found in the strangest of places, and impulsiveness need not always be frivolous. Unfortunately, many jesters are guilty of wasting time, ignoring the negative impacts of their behavior, and failing to achieve, or even aspire to, long-term goals.

Roll on the table below to determine a random **jester antagonist profile**.

d10	Jester Antagonist Profile
1–2	Chaotic Anarchist
3–4	Corrupting Broker
5–6	Pressured Performer
7–8	Mischievous Matchmaker
9–10	The Dark Desirer

Chaotic Anarchist

General Description: This antagonist finds the very concept of society and civilization amusing. In fact, the only thing funnier is watching it crumble. They commit random acts that, whilst they might seem evil, are motivated by boredom.

Dominant Trait(s): Frivolous. They don't take anything seriously, and have no respect or care for other living beings; they treat them as playthings to be messed with, whenever the urge strikes.

Secondary Trait(s): Confused. They can't empathize with others, and don't understand their reactions. This only serves to further distance them from others.

Strength: Slippery. Something allows this antagonist to get out of tight situations. Maybe they have money, political power, a band of loyal cronies, or arcane mastery.

Weakness: Needs an audience. They want to laugh with others. It is not enough for them to amuse themself; they want others to realize the ridiculousness of civilization as well.

Goal: To stay entertained, and help others realize the futility of order.

Obstacle: They are stuck in a constant cycle of being apprehended by the law, and quickly escaping custody. Each time they do, they increase their reputation as a villain, which they don't believe they are.

Corrupting Broker

General Description: This antagonist has the power to influence reality in dark ways, making deals with mortals that eventually backfire, fulfilling their end of the deal in ways which bring suffering, and reverse fates. They take delight in seeing beauty turn to ugliness, wealth to poverty, and might to misery.

Dominant Trait(s): Warped sense of humor. They enjoy seeing things flipped on their heads and reversed. Nothing amuses them more than playing with the lives of mortals in this way.

Secondary Trait(s): Nosy. They want to know the business of mortals, and other powerful creatures, so they can better manipulate them.

Strength: Obfuscation. They can forge deals that appear watertight to desperate individuals, but are rife with ambiguity that spells doom for the petitioner.

Weakness: Holds a grudge. They don't forget when they have been wronged, which can be used against them by those that have insight into said relationships.

Goal: To corrupt mortals, and watch them suffer for their own amusement.

Obstacle: They have to use a multitude of disguises to have mortals approach them; they are notorious for their heinous sense of humor and dark bargains. Any repeated persona could unite their mortal victims in a common cause, which could allow them to be traced, tracked, and thwarted. Anonymity is safer.

Pressured Performer

General Description: This antagonist is forced to perform, at the behest of their captor. They are inherently amusing in some way, or have an ability that can be used in a comical way. They enjoy bringing joy to people, but don't like being forced to do so.

Dominant Trait(s): Browbeaten. They feel under pressure to perform at the drop of a hat and are saddened by their predicament.

Secondary Trait(s): Undercurrent of anger. They are getting close to breaking point, have had enough of being treated poorly, and don't know what they will do when they finally snap.

Strength: Comic ability. They are genuinely funny, and enjoy making others laugh.

Weakness: Confidence. They don't know how to stand up for themselves and demand better, or how to get away for good.

Goal: To escape from under the thumb of their captor or boss, so they can continue to entertain people of their own free will.

Obstacle: They are a disposable asset of their boss; if they land a joke at the wrong person's expense, their captor can deny any responsibility and have the antagonist take the fall and any associated consequences.

Mischievous Matchmaker

General Description: This antagonist tries to purposefully set up romantic relations between entirely incompatible partners. They might use magic, items, enchantments, or more mundane manipulations to do so. They enjoy watching the fallout from the ensuing breakups, especially when they have extreme knock-on effects.

Dominant Trait(s): Roguish. They enjoy pulling pranks and laughing at others. As long as the joke's not on them, it is funny.

Secondary Trait(s): Malicious. A good prank is funny; a prank that causes genuine strife is hilarious.

Strength: Manipulation. They are very good at controlling the behavior of others, persuading them into making decisions, or taking actions, that they otherwise would not.

Weakness: Lack of restraint. They don't know when to stop. They take their jokes too far, putting lives and livelihoods at risk.

Goal: To amuse themselves by pairing incompatible partners, such as those from rival political dynasties, criminals and aristocrats, or simply dog-people and cat-people.

Obstacle: The mess they cause draws attention to them - one day they will get caught out and made to pay for what they have done.

The Dark Desirer

General Description: This antagonist indulges in a vice that brings them joy, but is massively harmful to others. Perhaps they feast on humanoid blood, set up death matches, or partake in substance abuse. The depravity of their vice is part of their pleasure.

Dominant Trait(s): Indulgent. They have a taste for the finer and darker things in life, and enjoy immersing themselves in them, without restraint.

Secondary Trait(s): Self-disgust. Sometimes they look in the mirror and see a monster inside as well as out.

Strength: Secrecy. They are adept at keeping their vice hidden when needs must.

Weakness: Vice. The vice itself is their biggest weakness - they are dependent on the feeling or effect it has on them.

Goal: To find a way to satiate their desire in a way that they can feel good about (or, at least, not terrible about).

Obstacle: Indulging in their vice makes them feel awful, but is what sustains them. Eventually, they will be forced to make a choice about whether to give it up, and will have to face grave consequences either way.

JCH
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Part Five: Pre-generated Destinations

In this section, you will find 60 dangerous destinations, made using the tools in the previous chapters, and ready for use in your game. Use the table below to randomly select a destination type.

d12	Destination Type	Page
1	Burial Ground	p. 256
2	Camp	p. 271
3	Fortress	p. 286
4	Headquarters	p. 301
5	Hideout	p. 316
6	Outpost	p. 331
7	Religious Site	p. 346
8	Religious Structure	p. 361
9	Residence	p. 376
10	Settlement	p. 391
11	Small Location	p. 406
12	Watchtower	p. 421

Burial Grounds

d10	Destination Name	Page
1-2	The Crypt of the Crystal Pools	p. 256
3-4	Crypt of the Monkey Prince	p. 259
5-6	Donnerog	p. 262
7-8	Stillwater	p. 265
9-10	Whitescar Tumulus	p. 268

The Crypt of the Crystal Pools

By Andrew Geertsen

Deep underground is a special cavern. It is known to those few who are privy to the knowledge as the Cavern of the Crystal Pools. The name is derived from the six, ten-to-twenty-foot pools in it, and flawless natural crystals growing from the ceiling thirty feet overhead. When light present in the area, its otherworldly beauty becomes apparent. Rainbow patterns scatter through the crystals and the sight is made all the more stunning because the vast canopy is reflected in the mirror-like surfaces of the pools, which appear as if they were filled with crystals themselves.

Those serving the gods of nature discovered the cavern long ago and it became a meeting place, and one of quiet meditation. After a while, they decided to build a crypt here, and dug it into one of the cavern walls. Once complete, deceased devotees were interred here to slowly decompose and give their lives' nourishment back to the ground they came from. The crypt was a serene place of peace, remembrance, and respect. Unfortunately, it wasn't to last. Its seclusion kept it secure, and that security was taken for granted.

A giant rat was searching for food when it found the entrance to the underground. It followed the passage until it reached the cavern. In its quest to eat, it found the crypt, snuck inside, and fed on the interred. This caused the rat to develop a malady (though whether magical or natural, none are sure yet). As it consumed the dead, it grew and grew until it could not fit in the crypts anymore, instead having to settle for lairing in the cavern at the crypt's entrance.

The beast is colossal. It stands 25 feet tall on all four feet, its body wracked with fetid disease. Its fur seems perpetually matted and moist, thanks to a mixture of the humidity and the putrid fluids constantly issuing from its sores and wounds.

During the day, the rat rests in its nest; a heap of old and new bones that are marrow-drained and scraped clean. After consuming most of the crypt's corpses, the rat began venturing back to the surface in the evening to hunt. Luckily for the rat, the passage and entrance were large enough to accommodate its size.

Since moving in, the rat has acquired a gluttonous appetite for the dead. It prioritizes eating corpses over anything else. It can sense dead bodies nearby, and can smell one (even buried) within 100 feet of it. Upon it has found a body, it will retrieve it, consume it entirely, and return to home to promptly regurgitate the bones onto the nest. The rat also prefers to eat in peace. Any living creatures in the area where the rat has uneaten food is considered a threat, which it will attack relentlessly until no more threats remain, only food.

Suggestions:

- Druids or rangers need help clearing out the rat.
- Rat occupies a 20-foot-by-20-foot square. Alter stats to reflect a creature that large and powerful.
- Give the rat a poison cloud ability that lingers in a haze around it.
- The rat may only target those who don't flee or are carrying/near a dead body.

Prelude

Theme: Greed. The desire to possess for possession's sake.

Previous Presence: Meeting Place. The area was frequently used as a meeting spot, either for a few specific individuals, or more generally for groups.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Burial Ground. Places where the dead are interred or disposed of. This destination type includes crypts and graveyards.

Destination

Burial Ground Type: Crypt. This burial ground is underground. Bodies are typically housed in wall niches, tombs, sarcophagi, or other means of underground containment.

Burial Ground Location: Remote. The burial site is located 1d6 days' walk from the nearest settlement, or as far as possible between settlements in the area.

Structure: Organized, Crude Tunnels. These tunnels were created on purpose, and laid out with particular areas and walkways in mind. The formation of any necessary burial chambers and nooks was part of the original design. The creation of the tunnels only went so far as the digging itself.

Age: Old. This place is between 100 and 500 years old.

Size: Moderate. Can comfortably fit 100 two-person plots, or 200 individuals.

Condition: Terrible. The crypt has been either ransacked, dug up, or made an absolute mess. Many niches, pots, urns and the like are likely broken and scattered. Any chambers or sarcophagi are likely defaced, or possibly even broken-into. If a chamber has been broken-into, the interior may be wrecked as well. There are few keepsakes or tributes, if any.

Typical Interment Method: Burial. The deceased are prepared and then buried in the ground. Depending on available technology or resources, the bodies may be placed in some form of container.

Concentration of the Dead: Full. The crypt is at capacity, and cannot offer any more plots without expansion, or carving out niches in a more condensed fashion.

Plot Types:

- **Coffin.** The remains of some of the deceased are housed in simple, wooden boxes. These might be placed in niches, on some other structure, or given space on the floor.
- **Niches.** The crypt consists only of simple niches: spaces dug into the walls intended to house a single body, or smaller spaces created for the placement of urns.
- **Sealed Niche.** This type of niche has some form of covering over the opening, closing off the remains from view.

Crypt Environment: Underground

Crypt Danger: Environmental Danger: Beast

Environment

Underground Entry Size: Large. The entrance is of a sufficient size for huge vehicles like warwagons, and any creatures of an equivalent size.

Underground Entry Door: Open. The entrance is a natural, uncovered opening, somewhere on the surface.

Underground Entry Visibility: Undisguised. The entry is in plain view. It may be naturally occurring, or perhaps either no one thought to cover it, thought that it was necessary, or could think of no simple or suitable way to cover it.

Destination Depth: Deep. The destination is 3000 feet below the surface.

Underground Type: Small Cavern. The destination is found in a small, open underground space. The cavern's ceiling and dimensions are only just large enough to accommodate the destination.

Water Presence: Multiple Large Pools. There are 6 large pools of water nearby. Each of the pools are approximately 10 - 20 feet in diameter.

Notable Environmental Features: Crystals - Colorless. The area is studded with crystals, which sprout from various surrounding surfaces. The crystals are transparent.

Area Stability: Tumultuous. For each hour spent in the area of the destination, roll a d20. On results of 18-20, there is some form of crack, collapse, or other breakage.

Local Fauna: None. There is no additional wildlife.

Environmental Danger (Beast): Diseased giant rat

Danger

Creature State: Violent. The creature is unusually violent, possibly due to a disease or magical effect.

Kinship Similarity: Identical. This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.

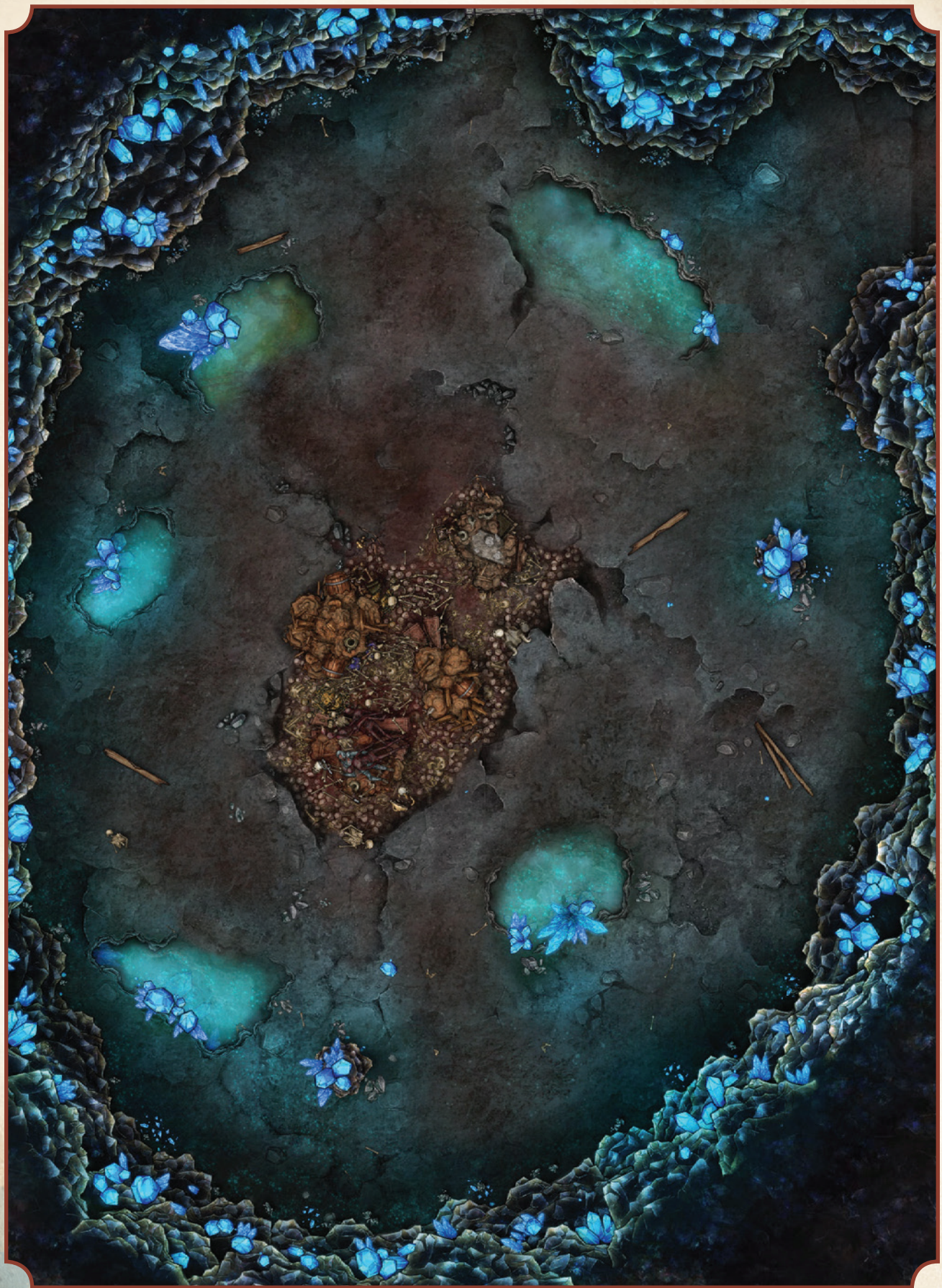
Creature Size: Massive. The creature is far larger than is normal for one of its age and species.

Harmed Locals: Targeted - Adults. Adults within the local area have been specifically targeted by the creature(s).

Local Mindset: Adapted. Locals have adapted to the creature's behavior and have accepted it, trying to live with it the best they can.

Creature Schedule: Nocturnal. The creature is active at night, whether or not it would typically be.

Environmental Impact: None. The creature has not affected or changed the environment in any significant way.



Crypt of the Crimson Pools

Crypt of the Monkey Prince

By *JVC Parry*

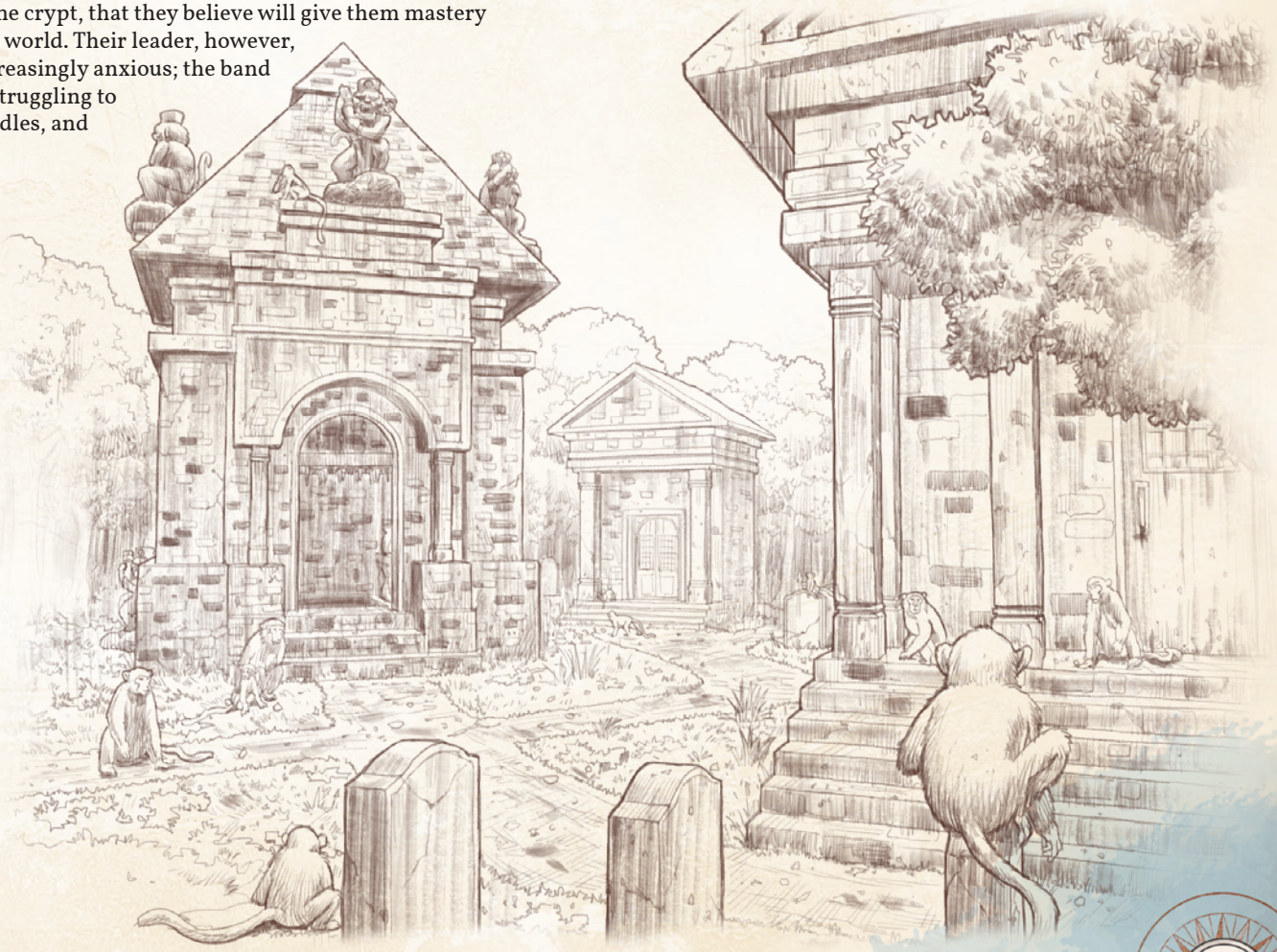
On the outskirts of a treacherous jungle, on the slopes of a lonely mountain, is the burial site of the Monkey Prince - a long-dead avatar of a nature deity. The Monkey Prince was a storyteller and sage, possessed of supreme wisdom and an unrivalled connection to the natural world. Of course, as a mortal avatar, their time in the world was limited. When they died, their body was cremated by their worshippers, and their ashes stored in a secret graveyard, alongside their most dedicated followers. A few years ago, alas, the graveyard was discovered, much to the delight of tomb raiders and grave robbers.

The unmarked graveyard contains half a dozen graves, a couple of small mausoleums, and a beautifully decorated stone crypt that houses the ashes of the Monkey Prince. The crypt is adorned with stone spires and domes, above-ground, as well as sculptures of giant apes. These were once painted and finely sculpted, but the details have worn away over the centuries since the Monkey Prince's death. It is protected by troops of baboons and apes who recognise the significance of the place. Formerly, the graveyard was maintained by a monastic order, but they have been displaced in recent weeks by a gang of tomb robbers calling themselves the Myth Masters. The bardic bandits have been living out of the graveyard, trying to decipher the puzzles that protect the tomb of the Monkey Prince, though they are hindered by the poisonous undergrowth and aggression of the primates that try to repel them. They are after ancient lore, hidden within the crypt, that they believe will give them mastery over the natural world. Their leader, however, is becoming increasingly anxious; the band of criminals is struggling to decipher the riddles, and puzzles continue to frustrate their attempts to enter the crypt. Their gang is fourteen members strong, but the bards are somewhat negligent in their task. Several have already been injured by traps in the tomb, and more have fallen ill due to the unclean water and poisonous plants.

Within the main mausoleum is a sequence of traps, most of which have been sprung, dodged, or disabled by the Myth Masters. They have also managed to open up a staircase that leads to a large underground space, similarly outfitted with traps and a central puzzle which has perplexed the raiders. It requires several keys to pass, which are situated throughout the graveyard and protected by the monkeys. If the keys can be found and recovered, the crypt can be opened. Doing so would animate the four giant ape statues atop the mausoleum, the final line of defence, unless a specific phrase is spoken - the mantra of the Monkey Prince. Solving this puzzle would open the crypt proper, inside which is an urn filled with the ashes of the Monkey Prince, and enormous scrolls telling the story of the Monkey Prince's life. Whether the Myth Masters can achieve their mission, before others muscle in to snatch the spoils after their months of hard work, remains to be seen.

Suggestions:

- The displaced monks might hire a party of adventurers to get rid of the bandits.
- The scroll teaches readers elemental magic, weather control, and animal transformation, so may be of interest to unscrupulous magic users.



Prelude

Theme: Opportunism. Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence: Secret Spot. This area was known only to select individuals, and its use and purpose was confidential to all but the trusted few.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.
The destination coexists with the previous presence harmoniously.

Destination Type: Burial Ground. Places where the dead are interred or disposed of. This destination type includes crypts and graveyards.

Destination

Burial Ground Type: Graveyard. This burial ground is at ground level. Bodies are typically housed in graves dug into the ground, although there are other burial methods, such as interring the deceased within a mausoleum.

Burial Ground Location: Nearby. The burial site is located 4 hours' walk from the nearest settlement, or as far as possible between settlements in the area.

Age: Old. This place is between 100 and 500 years old.

Size: Large. Can comfortably fit 200 two-person plots, or 400 individuals.

Condition: Tended. The graveyard is kept decently, with overgrowth held back and obvious dirt and detritus cleaned up. A small number of keepsakes or tributes may be present at certain graves, but not many.

Typical Interment Method: Cremation. The deceased are burned, and the ashes stored in an urn. The urn is then placed (if it is not taken to someone's home) in a designated space at the burial site.

Concentration of the Dead: Spacious. The graveyard is not at capacity.

Plot Types:

- **Large Private Crypt.** This is a roughly 40-foot-by-40-foot subterranean space for storing and honoring the deceased, perhaps an important individual or family. The crypt can be entered via a door or mausoleum, built at ground-level. The crypt's area may be divided up into several chambers; it need not be one space.
- **Graves.** No plots are more than a buried body and a grave marker.
- **Small Mausoleum.** A roughly 10-foot-by-10-foot structure for storing and honoring the deceased. The room is above ground, and occupies roughly the space of a two-person plot.
- **Large Mausoleum.** A roughly 20-foot-by-20-foot structure for storing and honoring the deceased. The room is above ground, and occupies roughly the space of four two-person plots.

Graveyard Environment: Jungle

Graveyard Danger: Grave Robbers

Environment

Destination Location: Outer Jungle. The destination is closer to the outer edge of the jungle than its heart.

Notable Environmental Features: Small Mountain. A rise of stone and earth that covers a significant amount of the land, 4 thousand meters high.

Destination Tree Density: Clearing. There are trees within a stone's throw of the destination's location, but none in the immediate vicinity.

Jungle Floor Terrain: Overgrown. The jungle floor around the destination is covered in thick grasses, fungi, flowers, vines, exposed roots and other ground-based vegetation.

Present Natural Hazards :

- **Poisonous Plant (Irritant)**. The area of the destination is full of plants that irritate on contact (itching, burning, stinging etc.). The plants most commonly affect the skin of exposed body parts like arms, legs and hands, but their effects can be much worse if they make contact with eyes, open wounds, or intimate areas.
- **Unclean Water**. The area of the destination has had its water contaminated somehow. Drinking it, without filtering or otherwise purifying it first will, within hours, cause severe flu-like symptoms, dehydration, death, and/or result in the potential ingestion of harmful small creatures.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Local Fauna:

- Ape
- Baboon

Danger

Group Type: Bandits. A group of criminals, usually involved in violent crime.

Group Size: Moderate. The group is made up of 14 individuals.

Group Locality: Mostly Non-Locals. Over half of the group are not from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Connected. The leader is friends with (or otherwise connected to) some powerful individuals, who will help them out when they need it.

Leader Weaknesses: Anxious. The leader always feels as if they're under pressure. They constantly worry, or feel worried, even if it's about nothing in particular. They always feel on edge, and even when everything seems fine, they're always waiting for the other shoe to drop.

Group Attitude: Negligent. The group is lazy, inattentive, and has little regard for their duties.

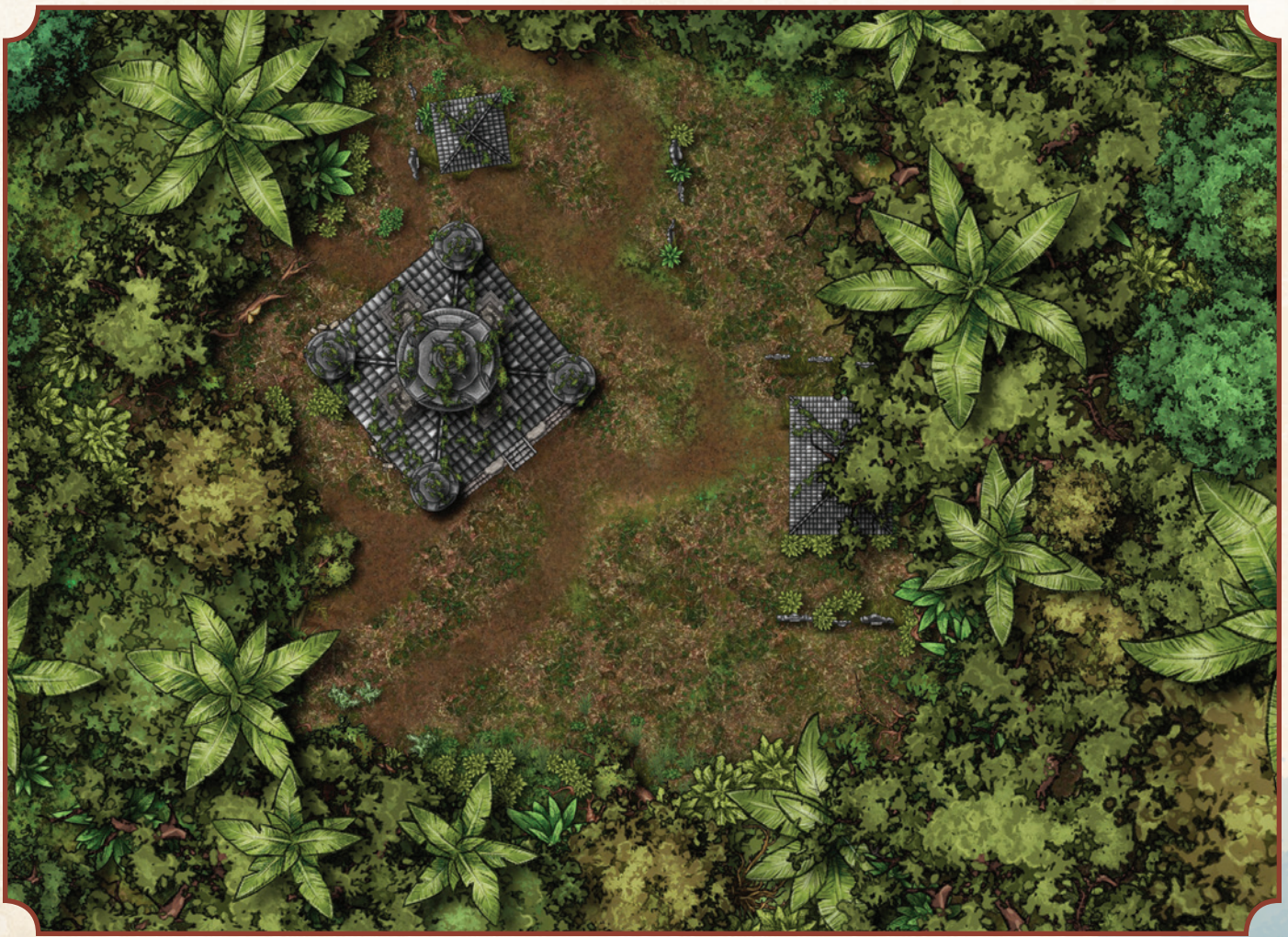
Group Loyalty: Idea. The group is driven by their dedication to a certain philosophy, creed, ideal, or other principle, such as a religious or patriotic duty.

Loyalty Extent: Devoted. The members of the group are very dedicated, and few would consider turning their backs on it. There may be one or two who are not so committed, but they know better than to make that obvious to the leadership.

Non-Group Local Familiarity: Enemies. The locals certainly know of the group and are directly opposed to them. They have information about the group, and may be willing to share their information and grievances with anyone else that would oppose them too.

Group Complications: TToo Much Of A Good Thing. The group's most recent efforts yielded better results than they could have imagined, so much so that they're not sure what to do with what they've gained, or how to process their success.

Situational Influence: Seeking Information. The information being sought is a story.



Crypt of the Monkey Prince

Donnerog

By Ralph Stickley

The efforts of the scholars that had turned up, unannounced, to explore the ancient tombs of Dornar-Raugh a few weeks back, were not popular locally. In fact, the residents of the village had been downright hostile to them from the moment they had arrived. Everyone knew that Donnerog, as the name had been diluted to, was cursed (a sealed tomb filled with mummified dwarf lords of old - how could it not be?), and that poking around in there could only lead to disaster when whatever horrors it contained were, inevitably, set loose on the surrounding area. Therefore, there were few complaints when the team did not return; it was assumed that they had come to some quiet, unpleasant end below ground, or had given it up for a bad job and moved on, somewhere far away, without making their farewells. Either was fine, as far as the village was concerned. Most relevantly, it crossed no one's mind, even for a moment, to organise a search party. Within a few days, they were all but forgotten about and everyone moved on with their lives.

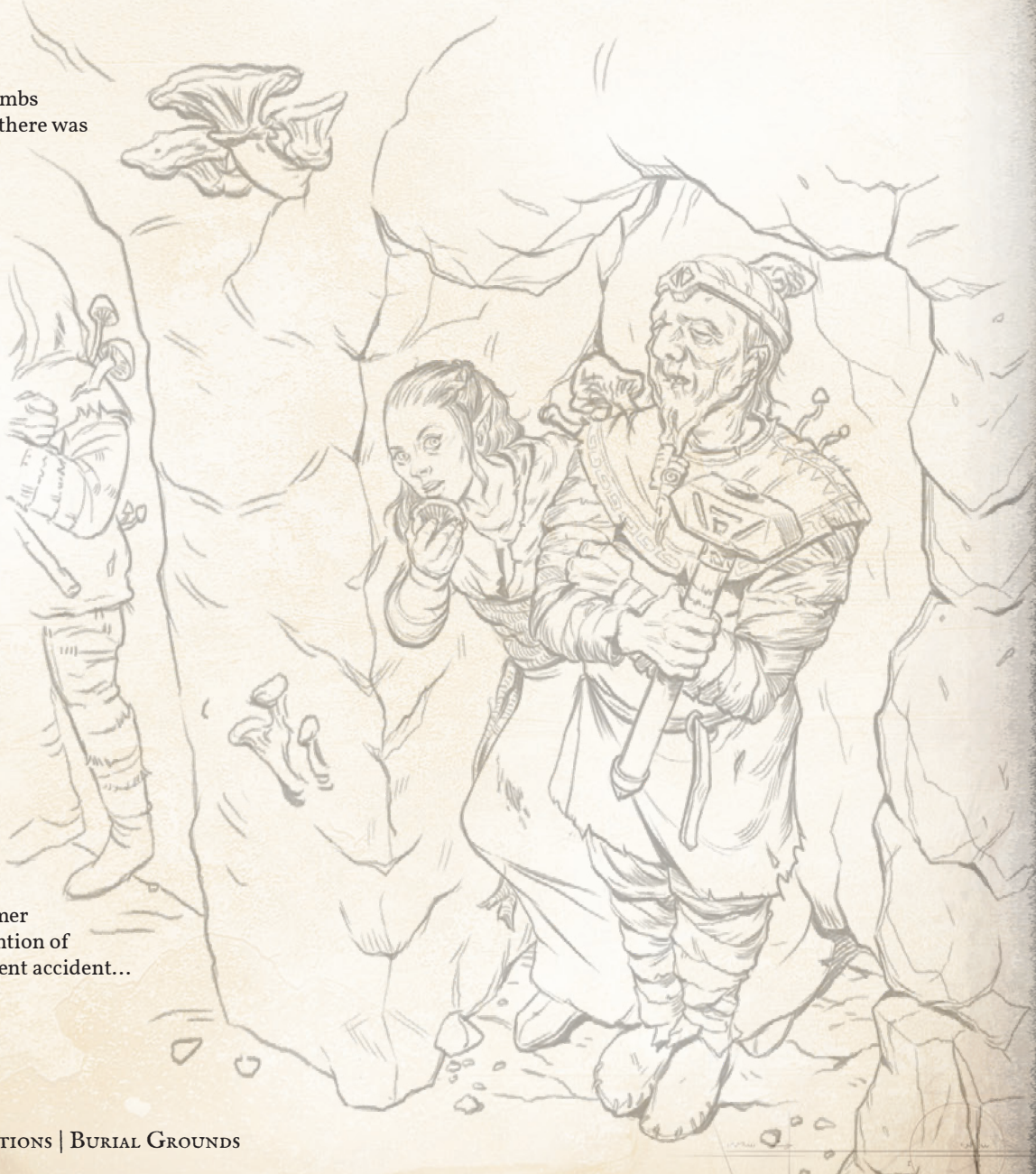
That the door had sealed shut behind them was not an enormous concern to the scholars; the team were sufficiently used to ancient tombs to know that was a possibility, and there was *always* a way to get the thing open again, though that was rendered somewhat moot by the cave-in. Deciding to make the best of a bad situation, they forged ahead, deeper underground, determined to scout out the crypt and study its secrets. As supplies began to run low, a few members of the team began to experiment with the large, luminous mushrooms. It transpired that they were highly nutritious, which solved the supplies problem, but that their consumption soon created a dependance upon them, which created a whole suite of new ones.

In the weeks since the cave-in, the scholars have become obsessive and paranoid to the point of feral, and they have splintered into their own disparate groups, which haunt the main crypt, the private chambers, and the wider cavern beyond, respectively. Each group suspects the others of plotting to steal their share of mushrooms, or of somehow summoning the giant spider that has been sighted stalking the periphery of their former camp, most probably with the intention of picking off a few rivals in an apparent accident…

It has not yet come to blows, but it seems only a matter of time before the fragile peace formed by their former shared purpose shatters.

Suggestions:

- Each faction could have a different tactic to keep and hold power (and mushrooms). An adventuring party that discovers them could take sides, or attempt to negotiate peace. The group in the private chamber might have taken to worshipping ancient mummies and decry the others as heretics, those in the main tomb might attempt to raise the interred as warriors, and those in the cavern might genuinely be attempting to tame the giant spider.
- Have the group splintered into factions determined by their former roles? Age, personality, former friendship groups? Consider how this might affect each group's behaviour.
- The mushrooms in the immediate area are going to run out at some point, and are the only light source. Will the group be pushed further underground in their search for more, and are they equipped to deal with the challenge?



Prelude

Theme: Pilgrimage. The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.

Previous Presence: Road. The area was directly connected to a road, or was very near to one.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Burial Ground. Places where the dead are interred or disposed of. This destination type includes crypts and graveyards.

Destination

Burial Ground Type: Crypt. This burial ground is underground. Bodies are typically housed in wall niches, tombs, sarcophagi, or other means of underground containment.

Burial Ground Location: Nearby. The burial site is located 2 hours' walk from the nearest settlement, or as far as possible between settlements in the area.

Structure: Reinforced Natural Tunnels. These tunnels occurred naturally, but were reinforced with basic bracing, steps, rudimentary doorways, etc. Any burial chambers or nooks are dug into the pre-existing walls, or utilize naturally occurring spaces.

Age: Very Old. This place is between 500 and 1000 years old.

Size: Small. Can comfortably fit 50 two-person plots, or 100 individuals.

Condition: Used. The crypt is primarily seen to by those who visit it. Dust and cobwebs only collect in areas that do not get frequented. Keepsakes or tributes are generally undisturbed, though they may be dusty, or even rotting or falling apart, if they are organic.

Typical Interment Method: Mummification or Other. The deceased undergo a thorough preparation process, various rites and rituals, and are interred in keeping with that method.

Concentration of the Dead: Full. The crypt is at capacity, and cannot offer any more plots without expansion, or carving out niches in a more condensed fashion.

Plot Types:

- **Niches.** The crypt consists only of simple niches: spaces dug into the walls intended to house a single body, or smaller spaces created for the placement of urns.
- **Private Chamber - Group.** The remains of a specific group of individuals are all interred within a private room, set apart from the general burial areas. These would usually belong to families, or perhaps fraternal organizations.

Crypt Environment: Underground

Crypt Danger: Humanoids.

Environment

Underground Entry Size: Large. The entrance is of a sufficient size for huge vehicles like warwagons, and any creatures of an equivalent size.

Underground Entry Door: Hewn. The door that covers the entrance is cut from the material in which it is set. If the surrounding material is not suitable, such as sand or soil, the door is instead made directly from something in the local region (such as locally harvested stone or lumber). The door is well-built, extremely strong, and functions entirely as intended. It seals very tight when closed, and is resistant to all but the greatest force.

Underground Entry Visibility: Naturally Hidden. The entry is not immediately visible unless approaching from a particular angle, or it may be otherwise obscured by its surrounding environment.

Destination Depth: Surface Adjacent. The destination is very close to the surface, possibly even in sight of it.

Underground Type: Massive Cavern. The destination is found in a gigantic, open underground space. The cavern has a very high ceiling, and destination might even be only one of several points of interest in the cavern.

Water Presence: None. The area around the destination is bone dry; the air lacks humidity and moisture. Things feel arid, almost dusty, turning some of the organic material brittle.

Notable Environmental Features: Fungus - Bioluminescent. The area around the destination is rich with glowing mushrooms. These mushrooms dimly glow, providing low light beyond themselves, have a purple glow, and are extremely nutritious.

Area Stability: Upset. For each hour spent in the area of the destination, roll a d20. On results of 20, there is some form of crack, collapse, or other breakage.

Local Fauna:

- Rat
- Giant Spider

Danger

Group Type: Scientists. A group focused on unlocking the secrets of the universe and the natural world.

Group Size: Small. The group is made up of 9 individuals.

Group Locality: All Non-Locals. The entire group is not from the area in or around the destination.

Group Leadership: Lieutenants. There is one leader, who has a number of lieutenants. The number of individuals in the group (from the **group size** table) determines how many lieutenants there are.

Leader Strengths: Scout. The leader is incredibly observant, and skilled at wayfinding.

Leader Weaknesses: Defensive. The leader feels the need to justify themselves and their decisions, which may also manifest as abruptness or aggression.

Group Attitude: Serious. The group is straight-laced and humorless; there is hardly a smile between them.

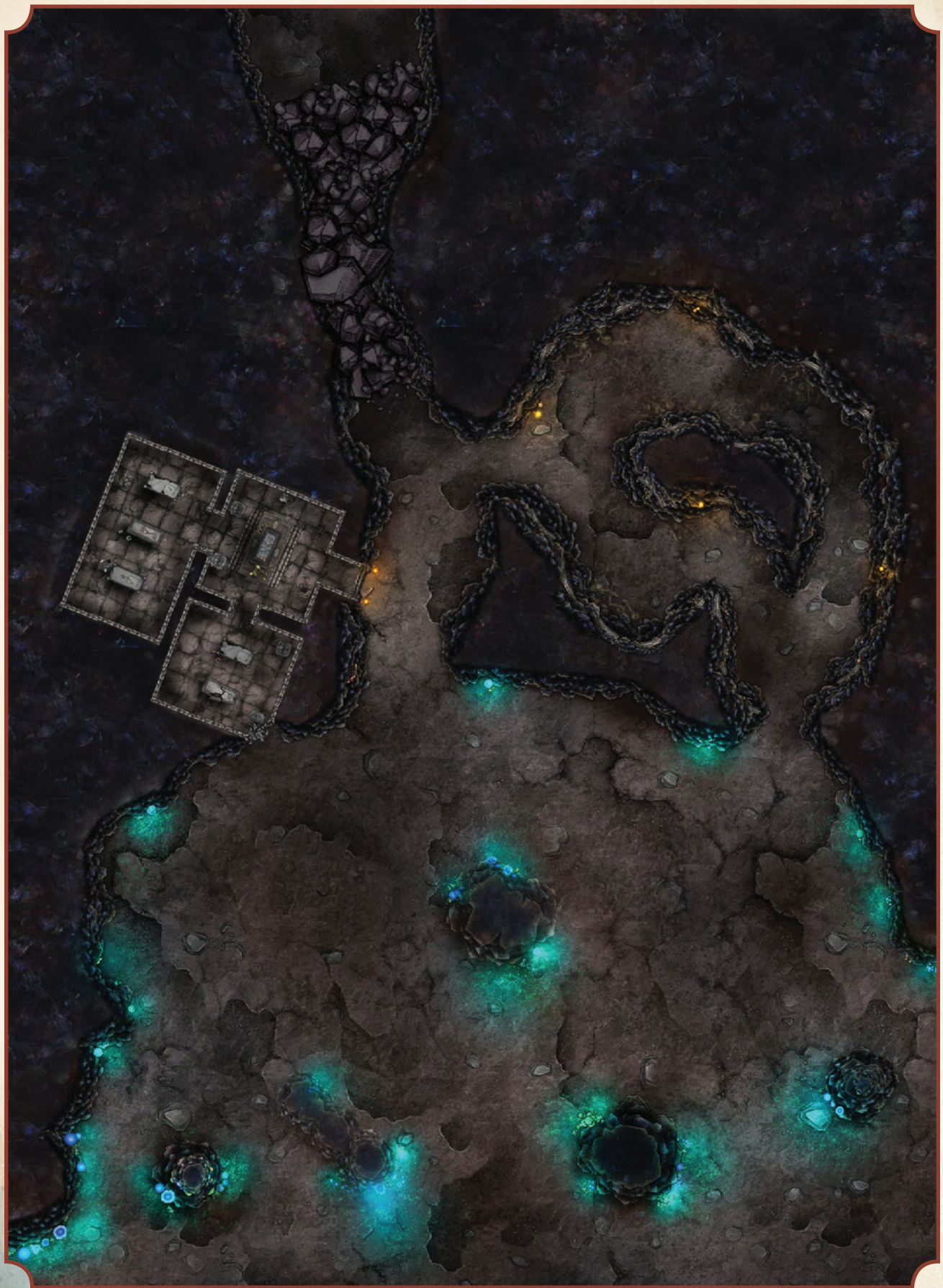
Group Loyalty: Goal. The group is driven by their desire to achieve a certain goal, or reach a particular milestone. If their goal was no longer possible (or was never actually real to begin with), there would certainly be trouble.

Loyalty Extent: Tepid. The group, or some members within it, are less than pleased with their direction. A few within the group are not as dedicated as they once were, or otherwise might be, so are at odds with the leadership.

Non-Group Local Familiarity: Enemies. The locals certainly know of the group and are directly opposed to them. They have information about the group, and may be willing to share their information and grievances with anyone else that would oppose them too.

Group Complications: Low Supply. The group is running very low on a particularly important supply (or has run out completely), and is trying to figure out what to do about it.

Situational Influence: An Attempt. Someone, or something, is attempting to steal something.



Donnerog

Stillwater

By Lou Fryer

'Sleeping with the fishes' is a phrase that carries no threat in the settlements surrounding Stillwater - they know and accept that this is just what happens to everyone around here, rich or poor, evil or good, and is the most natural thing in the world.

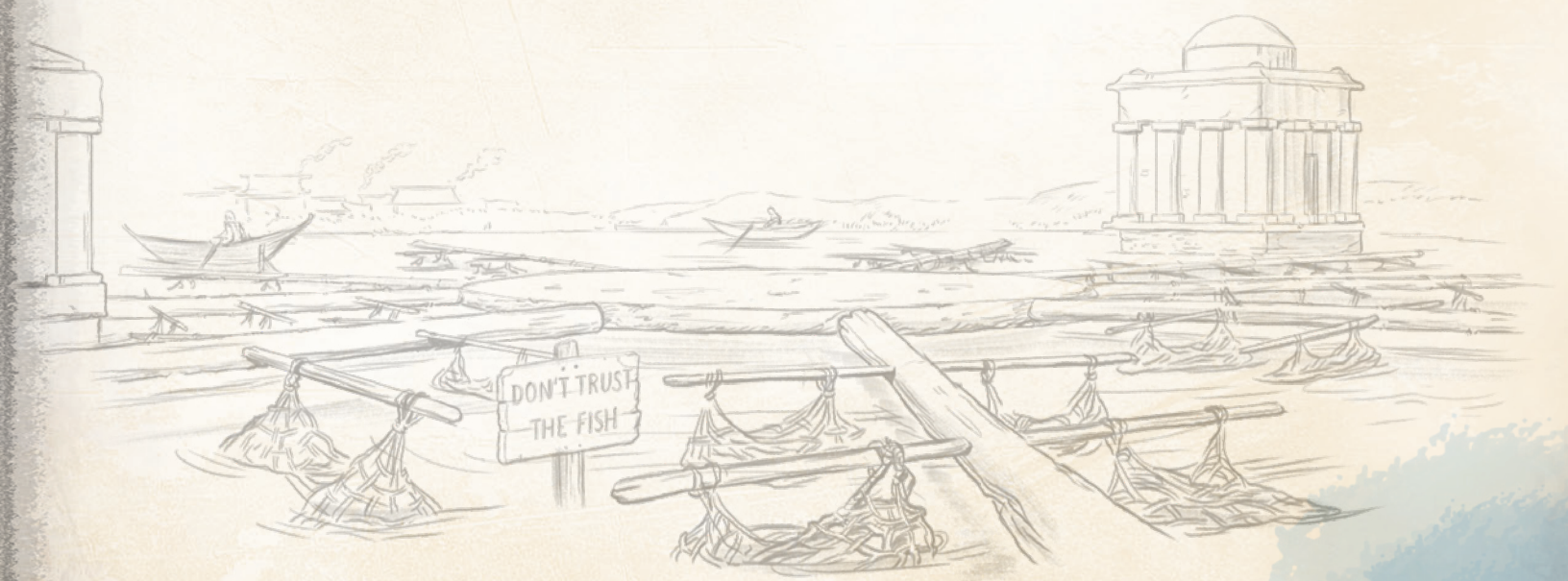
For as long as anyone can remember, far back into the long-distant past (no one quite knows how far, the past is very large…) magic has been present in the area. Nowadays, this causes few problems that the populus can't deal with; granted, more mongrelfolk are born per capita around here than is considered 'normal', and no one is surprised when they discover that everyone on their street has had the same recurring dream. Way back when, however, the excess of arcane energy meant that the dead had an unfortunate habit of not remaining so, and when one too many households had come under attack from their own deceased relatives or beloved family pets, it was decided that enough was enough.

Thus, the creation of Stillwater. Inspired by the 'sky burials' known to be carried out in the mountains, local wizard Lucia Brasiolis channeled the magic of the area into upholding a magical platform in the middle of the lake central to the surrounding settlements. The platform, which magically holds itself to this day, supports hundreds of nets, into which the deceased are lowered. The bodies are gradually reduced to skeletons over time; the constant addition of organic matter has created a thriving ecosystem of bacteria, animal and plant life, that proliferate from an abundance of food. Skeletons are then interred either into the large private crypt (for those with clout or, at least, wealth) or the small mausoleum (for those with neither). They too are suspended on the lake, so that any errant corpses that are magically awakened and go walkabouts take a one-way trip into the depths.

The magical peculiarity of the area tends to lead to a magical plague every few centuries, killing off swathes of unfortunate villagers at a time. The victims, as all others, go to Stillwater and, over time, their internment is slowly altering the physiology of the lake-dwelling creatures that feed on them. From the smallest bacteria through to larger crustaceans and fish, the lake fauna have evolved strange, arcane powers of their own, but without any of the intelligence or awareness of true magic-users. Only fuelled by their base instincts to feed and survive, and accustomed to a diet of mostly humanoid flesh, the collective consciousness of the wildlife has begun to manifest itself, merged with the hopes and wants of countless magic-tainted souls. Travelers wandering near to Stillwater might catch a glimpse of their heart's desire flitting through the undergrowth, and be so intent on following where it leads that they pay no attention to just how wet their feet are growing, or how frenzied with anticipation the dark, rippling water grows at their approach…

Suggestions:

- An adventuring party could have any number of reasons to attend a burial - perhaps the deceased was from one of the settlements surrounding Stillwater and requested the traditional rites.
- The dangerous, arcane and macabre nature of the lake would likely spawn a host of legends, especially outside the immediate locality, where the methods are not considered 'normal'. There is even tell that the corpses of Stillwater protect a great treasure, submerged deep below the nets, claimable by any that can get past the man-eating fauna.
- Recent inclement weather has created great whirlpools in the lake - how is this affecting the maintenance (and effectiveness of) the burial ground?



Prelude

Theme: Hunger. The need to feed.

Previous Presence: Magical Phenomena. This area was the site of a strange, magical occurrence.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Burial Ground. Places where the dead are interred or disposed of. This destination type includes crypts and graveyards.

Destination

Burial Ground Type: Graveyard. This burial ground is at ground level. Bodies are typically housed in graves dug into the ground, although there are other burial methods, such as interring the deceased within a mausoleum.

Burial Ground Location: Nearby. The burial site is located 1 hours' walk from the nearest settlement, or as far as possible between settlements in the area.

Age: Ancient. This place is over 1000 years old.

Size: Small. Can comfortably 50 two-person plots, or 100 individuals.

Condition: Shabby. The graveyard is overgrown, dirty, and clearly lacks regular groundskeeping attention. Mausoleums and grave markers may be dirty, or in disrepair.

Typical Interment Method: Burial. The deceased are prepared and then buried in the ground. Depending on available technology or resources, the bodies may be placed in some form of container.

Concentration of the Dead: Tight. The graveyard is at roughly double the capacity it was designed for; it is in need of expansion, or alternate interment methods.

Plot Types:

- **Huge Private Crypt.** This is a roughly 80-foot-by-80-foot subterranean space for storing and honoring the deceased, perhaps a large group of related individuals or one or two very important people. The crypt can be entered via a door or mausoleum, built at ground-level. The crypt's area may be divided up into several chambers; it need not be one space.
- **Small Mausoleum.** A roughly 10-foot-by-10-foot structure for storing and honoring the deceased. The room is above ground, and occupies roughly the space of a two-person plot.

Graveyard Environment: Aquatic

Graveyard Danger: Magic.

Environment

Aquatic Position: On the Water [Secure]. The destination is on the water's surface, but secured in place. What holds the destination there is magic.

Aquatic Body: Pond or Small Lake. The destination is located in, on, or above a body of water surrounded by land. The entire body of water can be seen from any point on its shoreline.

Plant Density: Tight. Seaweed, kelp, or other aquatic vegetation grow extremely thick near and around the destination, densely enough to obscure it entirely when viewed at the same depth. The shifting plants completely obscure line of sight, so the destination is completely blocked from view. From above, it is very difficult to glimpse the destination, even from a very short distance away.

Water Clarity: Hazy. The water has some sort of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water somewhat hazy. If a creature is normally able to open its eyes underwater to look around and see well, the water obscures anything beyond a short distance, unless the creature is native to this environment.

Destination Support Condition: Unstable. The supports are shaky, or show signs of weakness; they are likely to be fragile, or to have vulnerabilities apparent to those knowledgeable enough to spot them.

Notable Features: Buried Treasure. A cache of valuables, hidden from sight. It may have been intentionally hidden, or the environment may have somehow swallowed it up.

Recent Weather - Surface: Whirlpool. Opposing currents collide here and have formed a considerable whirlpool that has pulled down one or more vessels

Current Weather - Surface: Whirlpool - Maelstrom. What was once a whirlpool has increased in size and strength and is now a devouring maelstrom. Any who come near will have a very difficult time not being pulled into it. Any who are pulled in have an equal chance of being driven to its bottom and held there, or being flung extremely hard and very far in a random direction out of its side.

Danger

Magic Origin: Unintentional. The magic was created unintentionally by an entity who was trying to create or use a different kind of magic here.

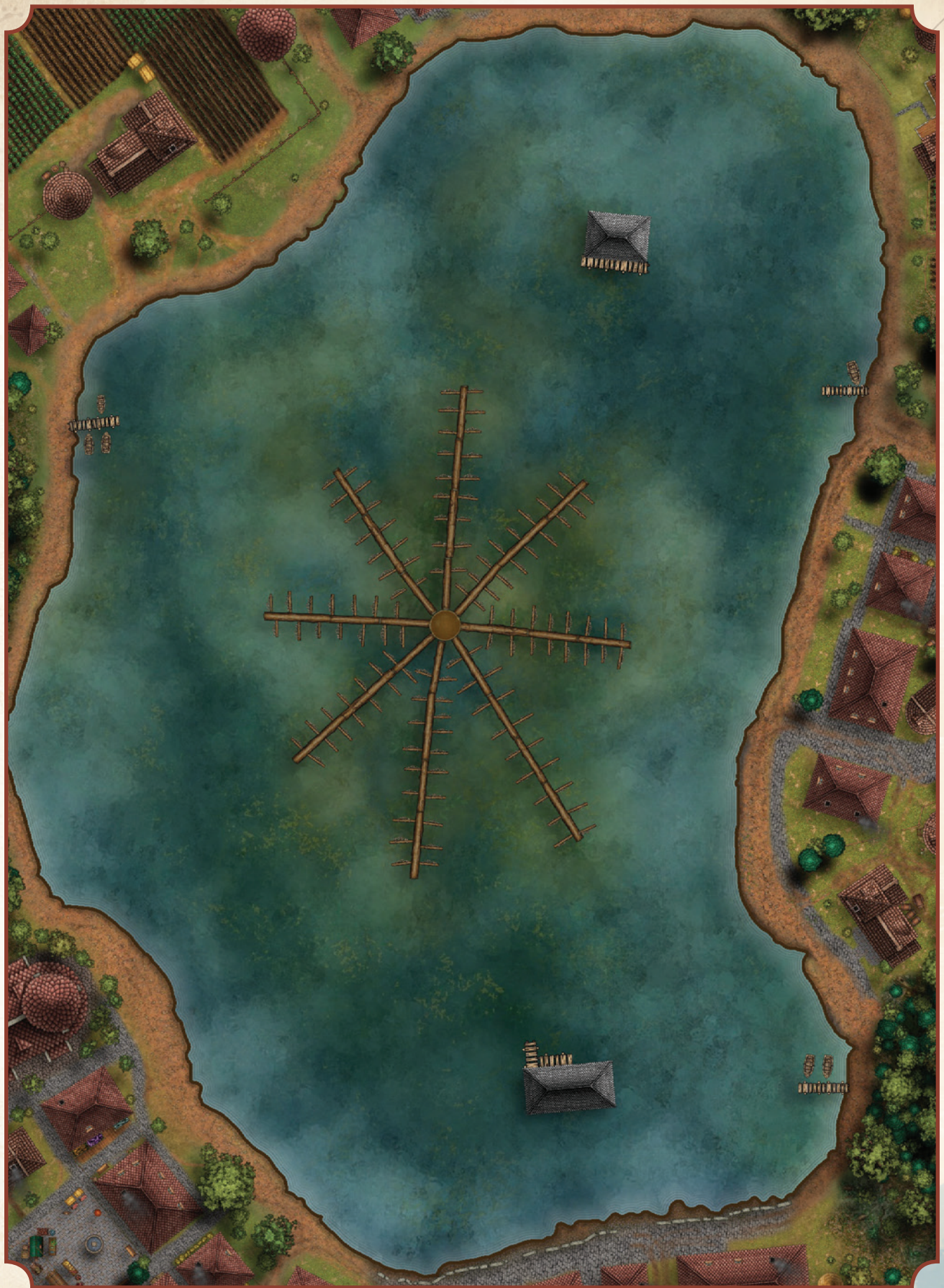
Magic Area: Specific Place. The magic is present in a very specific, small location, such as a single, average-sized home.

Magic Frequency: Extremes. Every dawn, midday, dusk, and midnight, the magic tries to affect all potential targets in the magic's area.

Magic Density: Moderate. Players or NPCs who roll a 1-50 are targeted.

Magic Category: Conjuration. Roll on the **conjuration magic** table to learn the magic's effect.

Conjuration Magic: Heart's Desire. Within the magic's area, desires are made manifest. Something that the target(s) deeply want materializes in front of them (GMs discretion).



Stillwater

Whitescar Tumulus

By *JVC Parry*

Before the village on the side of Mount Whitescar was even built, the place was cursed. Centuries before, a lich had used the mountain as their lair, the freezing cold keeping most of their mortal enemies at bay. The lich, so they say, was turned undead at an incredibly young age; she was a student at a school of magic, who uncovered the dark secret of lichdom in a forbidden tome in the college's library. With foul intent, she performed the dark ritual that brought about her undeath, and fled to the mountains to continue to study her necromantic magic. For her phylactery, she chose a doll, one she herself had stitched together from the sliced-up parts of dead animals - victims of her morbid curiosity. She built for herself a tower of ice, long since destroyed, on a ridge of Whitescar and, beneath it, dug a pit for the corpses of those humanoids she drained for souls. Hunters, rangers, hikers, anyone who came too close to Mount Whitescar would become her victims, captured by the frozen corpses of her past victims and brought before the tower to have their souls drained. The lich created such an excess of corpses that she ceased to have need to animate them all, and left the others to freeze in the pit.

When the pile of victims the lich had amassed became great, word started to spread of her evils around the realms. A troop of fearless, dwarven paladins took it upon themselves to defeat the lich, and rode to Whitescar with hopes of defeating her, and freeing her soul from undeath into the afterlife. They were successful, but at great cost to the order, which was reduced from over a dozen to just two. The two survivors buried the corpses of their fellows, along with the victims of the lich, and mounded earth up around the pile to create a tumulus, capped with a cairn. Into this burial mound they also threw the lich's fractured phylactery - the doll was now devoid of magic, but seemed impossible to destroy. They melted the tower of ice, and vowed to build a settlement on the side of the mountain to commemorate the fallen, and bring life to a place haunted by death for so long.

The settlement grew, over the years, into a thriving town. Despite the tough weather, the citizens persevered and grew to prosperity, thanks to rich veins of ore in the mountain, and the rare pelts and furs they could harvest from local wildlife. Eventually, the tumulus was all but forgotten by the townsfolk, simply marked as a strange site where the earth rose to a peak, and was capped with a pile of stones.

Unfortunately, the tumulus has been rediscovered. Not by the citizens, but by an ancient white wyrm that lairs on the mountain. The dragon has long been searching for a way to prolong its life, seeking out potions of immortality, the fountain of youth, and other fantastical cures to aging. During their research, they came across the story of the lich. Hoping to investigate further, by uncovering the lich's phylactery, the dragon has summoned awful snowstorms to prevent anyone who might stop them visiting the tumulus to unearth that foul artifact which, the dragon believes, still holds a scrap of the necromantic magic it once possessed.

Suggestions:

- Rather than the dragon storyline, the powerful evil object could be drawing in dangerous creatures, such as yetis, that are posing a threat to the nearby settlements.
- The tumulus could be the result of war, and the item a token from one of the warlord's children. The token now reanimates the warlord as a powerful undead.

Prelude

Theme: Hatred. Pure dislike, or a desire to see ill befall something.

Previous Presence: Conflict Site. The area was the site of two or more entities engaging in warfare or other hostilities.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Burial Ground. Places where the dead are interred or disposed of. This destination type includes crypts and graveyards.

Destination

Burial Ground Type: Graveyard. This burial ground is at ground level. Bodies are typically housed in graves dug into the ground, although there are other burial methods, such as interring the deceased within a mausoleum.

Burial ground location: Settlement Edge. The burial site is located just outside the border of a settlement, perhaps adjacent to some of its outer structures, or a short walk away. The burial site does not extend into the settlement itself.

Age: Old. This place is between 100 and 500 years old.

Size: Large. Can comfortably fit 200 two-person plots, or 400 individuals.

Condition: Tended. The graveyard is kept decently, with overgrowth held back and obvious dirt and detritus cleaned up. A small number of keepsakes or tributes may be present at certain graves, but not many.

Typical Interment Method: Mass. The deceased are all thrown into one or more large areas.

Concentration of the Dead: Packed. The graveyard is above its comfortable capacity, packing bodies into narrower graves, burying multiple bodies in the same grave, utilizing vertical space, or utilizing other methods of interment, such as cremation.

Graveyard Environment: Mountain

Graveyard Danger: Item

Environment

Single Mountain or Mountain Range: Mountain Range. The destination is on a mountain that is part of a range.

Mountain Size: Small Mountain. A rise of stone and earth that covers a significant amount of the land, 4 thousand meters high.

Destination Location: Mid-Slope. The destination is located on a slope on the middle third of the mountain.

Notable Land Features: Deep Pit. A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 650 feet deep.

Destination Terrain: Very Difficult - Stony. The area in and around the destination is stony ground,but the ground is as difficult to traverse as possible to be without being impassible. There may be unstable surfaces, large formations that block easy passage, chasms or crevasses, or a very steep slope.

Trail Size:

- **Down: Narrow.** The trail is narrow, only wide enough for a single, humanoid creature to walk, facing forwards. Without handholds, or some additional structure, the risk of falling is considerable.
- **Up: Modest.** The trail is of modest width, enough to allow two humanoids to walk abreast, or wide enough for a single cart.

Trail Type:

- **Down: Natural Tunnel.** Most, or all, of the trail goes through a natural tunnel.
- **Up: Man-Made.** Most, or all, of the trail was constructed by humanoid hands.

Trail Safety Measures:

- **Down: Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.
- **Up: Substantial.** The trail has an elaborate or well-built structure, multiple handholds, or both, to make traversal considerably easier and safer.

Trail Condition:

- **Down: Bare.** The trail is still functional at the most basic level, but any structures or handholds (if there were any) are gone.
- **Up: Destroyed.** The trail has been completely wiped out, and is currently unusable.

Trail Hazards:

- **Down: Slides.** The area of the destination is prone to rock slides or avalanches.
- **Up: None.** The trail does not have any significantly dangerous portions.

Recent Weather: *Snow.* There has been snowfall recently, 6 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 3 inches thick. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Current Weather: Snow - Heavy Snow: What was once light to medium snow is now heavy. 4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 4 inches thick and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Danger

Item Origin: Unknown. The item was brought here without knowledge of what it really was.

Item Status: Understanding Ownership. Someone, or something, in the destination is in possession of the item, and understands what it is or does. The owner is an intelligent monster.

Item Type: Toy. The item is one intended to be used for play. The toy is a doll.

Item Condition: Awful. The item is in the worst shape it could be; it may be broken, filthy, missing components, etc.

Item Notability: True Power. The item is rumored to possess powers, and lives up to the stories.

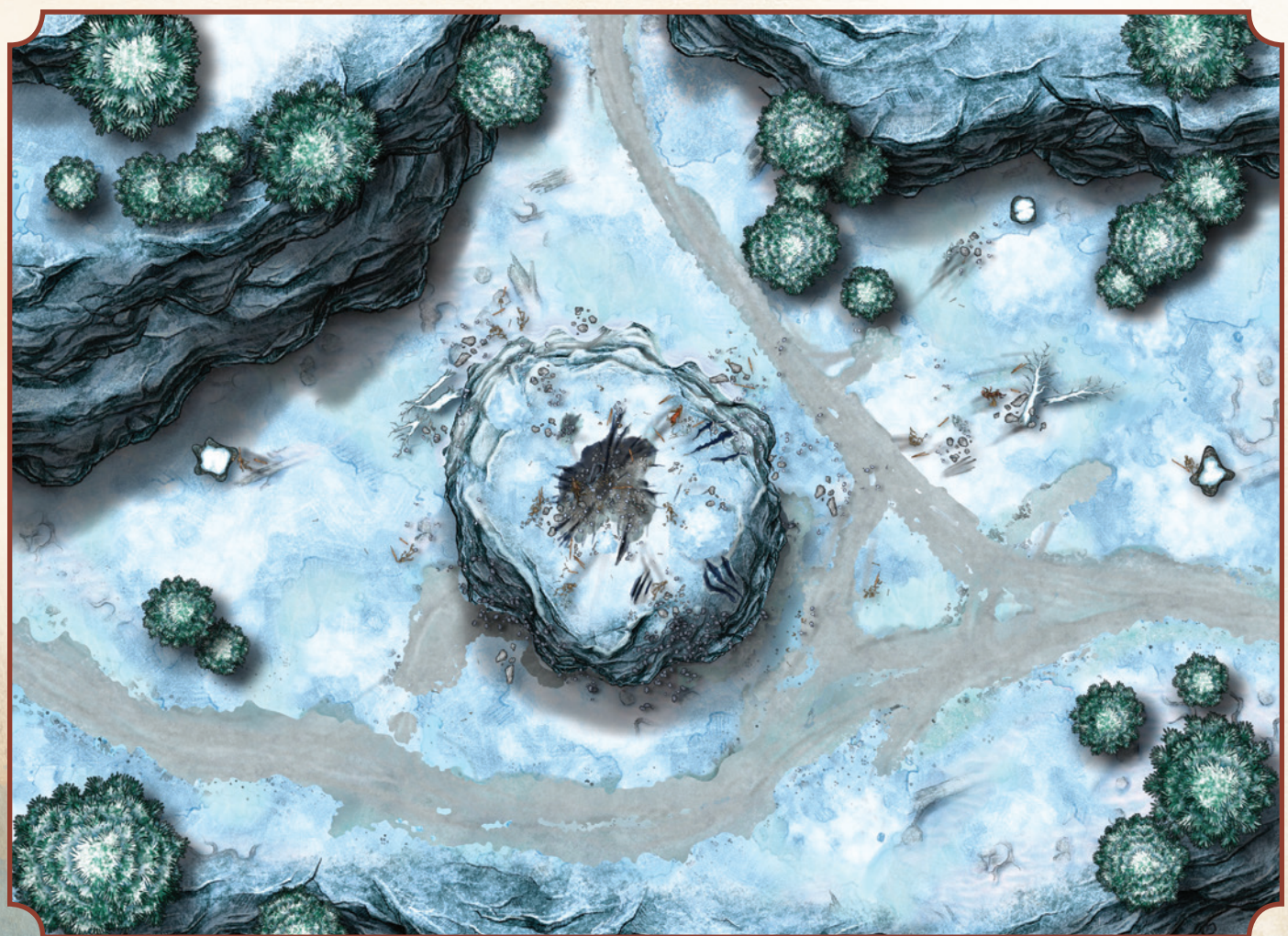
Item Link to Magic: Location Link. The magic exists in the location of the item to serve a purpose, such as to protect or hide it, but is not linked to the item itself. If the item is destroyed, the magic persists, and vice versa. The item may serve as bait to attract targets into the path of the magic.

Magic Activation: Aura. The magic activates when something, or someone, enters the aura that persistently surrounds, and is centered on, the item. This remains active until it is somehow deactivated. The aura's radius. encompasses the entire destination.

Magic Category: Spiritual. Roll on the **spiritually targeted magic** table to learn the magic's effect.

Spiritual Targeted Magic: Temptation. The target has an overwhelming desire to possess something that they shouldn't, or that is unobtainable, often at a dire or hidden cost that is in opposition to their usual principles.

Item Sentience: None. The item does not possess awareness, personality, or any other form of consciousness or agency.



Whitescar Tumulus

Camps

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5-6	Camp in the Mountain's Shadow	p. 277
7-8	Camp of Courting Mountain	p. 280
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The Abandoned Orb

By JVC Parry

The College of Elemental Geometry, an educational institution known for its research expeditions throughout the realms, hypothesizes a fringe theory about how the world began. It is their belief that elemental titans created the raw substance of the world from their own forms and that, before the titans died, they carved out their centers - orbs of immense elemental power - and embedded them in the earth so that the world should live on. The College has been pursuing these titan orbs for centuries, but the search came to a head around a year ago, when tales of elementals haunting the swamps of Jhargoon began to spread. Explorers in the university's employ were sent to validate the rumors and, since then, the university has been working to establish base camps along the swamp's edge, so that they might eventually mount an expedition to the heart of the swamp where, they hope, they will find the water titan's orb.

Just a few, short weeks ago, this dream became a reality. Six professors of elementology, archaeology, and applied hydrology took a detachment of eighteen postgraduate students into the swaps of Jhargoon with the hope of uncovering the water titan's orb from its heart. The project's leads, Professors Yarias Thrummel and Gwylavere Ylstrum, arranged the expedition down to the finest detail, ensuring everyone was prepared to undertake the journey. This all came together perfectly, and the excavation party made it to the heart of the swamp exactly on time, with only a few minor injuries from the resident giant frogs and constrictor snakes. Camp was set up around what the Professors decided must be the burial site of the orb - a raised plinth of hexagonal stone that seemed at once natural and impossibly placed. Beneath this plinth, they believed, must be the water titan's orb.

Unfortunately, not long after the excavation began, things took a turn for the worse. Unnaturally heavy rainfall began to pelt the tents, causing the surrounding pools of water to burst their already dubious banks and spread throughout camp. This, coupled with the appearance of stench vents leaking noxious fumes into the air, became disastrous. Supplies perished and disease spread rapidly. The lead professors persevered but, when they finally hit what they believed to be the orb's casing, were forced back by an enormous outflow of water, which coalesced into elemental form, killing several excavators and forcing the rest to flee. Realizing that the expedition was truly doomed, the members of the College of Elemental Geometry fled, using teleportation to escape.

Now, the site is abandoned and waterlogged. The enormous elemental released from the site has all but destroyed the camp, reducing the tents to piles of poles and canvas. Rain continues to fall heavily, and threatens to sink the site beneath stagnant water. Rank, noxious fumes cloud the air, spreading a malignant sickness.

Suggestions:

- The scholars could still be trapped there, or may wish for the bodies of their colleagues and their equipment to be returned to them.
- Perhaps the professors are mistaken in their theories, and what they have uncovered is something else entirely…

Prelude

Theme: Cowardice. Flight when faced with a challenge, or lack of conviction or principles when it counts most.

Previous Presence: Secret Spot. This area was known only to select individuals, and its use and purpose was confidential to all but the trusted few.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Camp. Makeshift settlements, typically constructed with the intent of being temporary, mobile or, at the very least, expendable.

Destination

Age: Weeks. The camp has been here for at least a week, but no more than a month.

Size: Large. The main camp has space for up to 12 tents, plus a supply space.

Condition: Trashed. The camp is in disarray. Garbage or debris is scattered around, little to no concern is shown for sanitation, and any living or sleeping areas are in terrible shape.

Camp Organization: Organized. The camp is set up with a fair degree of organization, with dwellings arranged in a functional grouping, and with supplies and workstations in locations that are visible from the most important location in the camp. Any watch positions are decent, and one of them has only minor blindspots.

Noteworthy Camp Elements: Tent. There is a tent somewhere in the camp that fits this description.

Large, four-person

Vigilance: Wary. The camp is watchful.

Alarms:

- **Simple Alarm.** Certain key points near or within the camp have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Camp Environment: Swamp

Camp Danger: Environmental Danger: Unintelligent Monster.

Environment

Swamp Type: Scattered Pools. The ground is mainly damp, but is pocked by pools and patches of water of varying depths. Some of these pools may not be readily visible, and could be covered with a layer of plant matter.

Swamp Region: Temperate or Warm. The swamp is a region that does not often experience freezing temperatures.

Destination Location: Swamp Heart. The destination is found deep within the swamp, either in, or just a short walk from, its center.

Notable Environmental Features: Stench Vents. A particularly boggy area of the swamp where underground pockets of methane and sulfur are periodically expelled through natural vents beneath the muck and mud. The area has a lingering, reeking stench and, sometimes, a floating yellow-green haze or fog.

Destination Tree Density: Dense. The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness.

Destination Integration: Waterlogged. Water or excessive damp has invaded the destination. Signs of rot, mildew, or mold can be seen, unless efforts have been made to keep these things at bay. Unless properly outfitted and equipped, living in such a situation is typically miserable for a humanoid, and likely hazardous to their health.

Present Natural Hazards:

- **High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation.

Recent Weather: Heavy Rain. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Current Weather: Same As Recent. The recent weather is still ongoing.

Local Fauna: Two

- Giant Frog
- Constrictor Snake

Environmental Danger (Unintelligent Monster): Water Elemental

Danger

Creature State: Hungry. The creature is searching for food.

Kinship Similarity: Identical. This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.

Creature Size: Great. The creature is larger than is normal for one of its age and species.

Harmed Locals: Collateral. Something inanimate, such as a structure, area (i.e. farm field, camp, quarry, etc.), or device (i.e. a machine or piece of equipment), has been specifically targeted by the creature(s), without the intent of harming any living things, but some people, animals, or both have been harmed in the process.

Local Mindset: Opposed. Locals are actively opposed to the creature and want it defeated or stopped. If they have tried already, all attempts have failed.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: None. The creature has not affected or changed the environment in any significant way.

The Abandoned Orb

Built on Sorrow

By Andrew Geertsen

An abandoned lot on the outskirts of the settlement has lain vacant for some time now, nothing more than a heap of rubble. Not so long ago, that rubble was a hospital for the poor and destitute, a place of charity and peace. Unfortunately, a beggar who had traveled to the settlement was especially ill with a malady, the nature of which no one truly understood. They were rapidly directed to the hospital for care, which was given freely, and as well as the practising physicians there could manage. Sadly, it was not enough. The illness spread within the confines of the hospital, and it wasn't long before the whole structure was infected.

Settlement officials deemed it necessary to quarantine the hospital and chain it shut. Though some would bring food and supplies, leaving them in a secure exchange area, the strange ailment could not be halted. All within the hospital, including the staff, perished a short time later, save for a single young woman. She sat alone in her bed, one night, the sky so thick with clouds that nary a star or a stray moonbeam could be seen. Her last candle was held in her hand, which trembled as it guttered out before her eyes. There, in the pitch darkness of the hospital ward, she sat alone and terrified, waiting for the illness to take her. By the next morning, what once was a hospital had become a mausoleum.

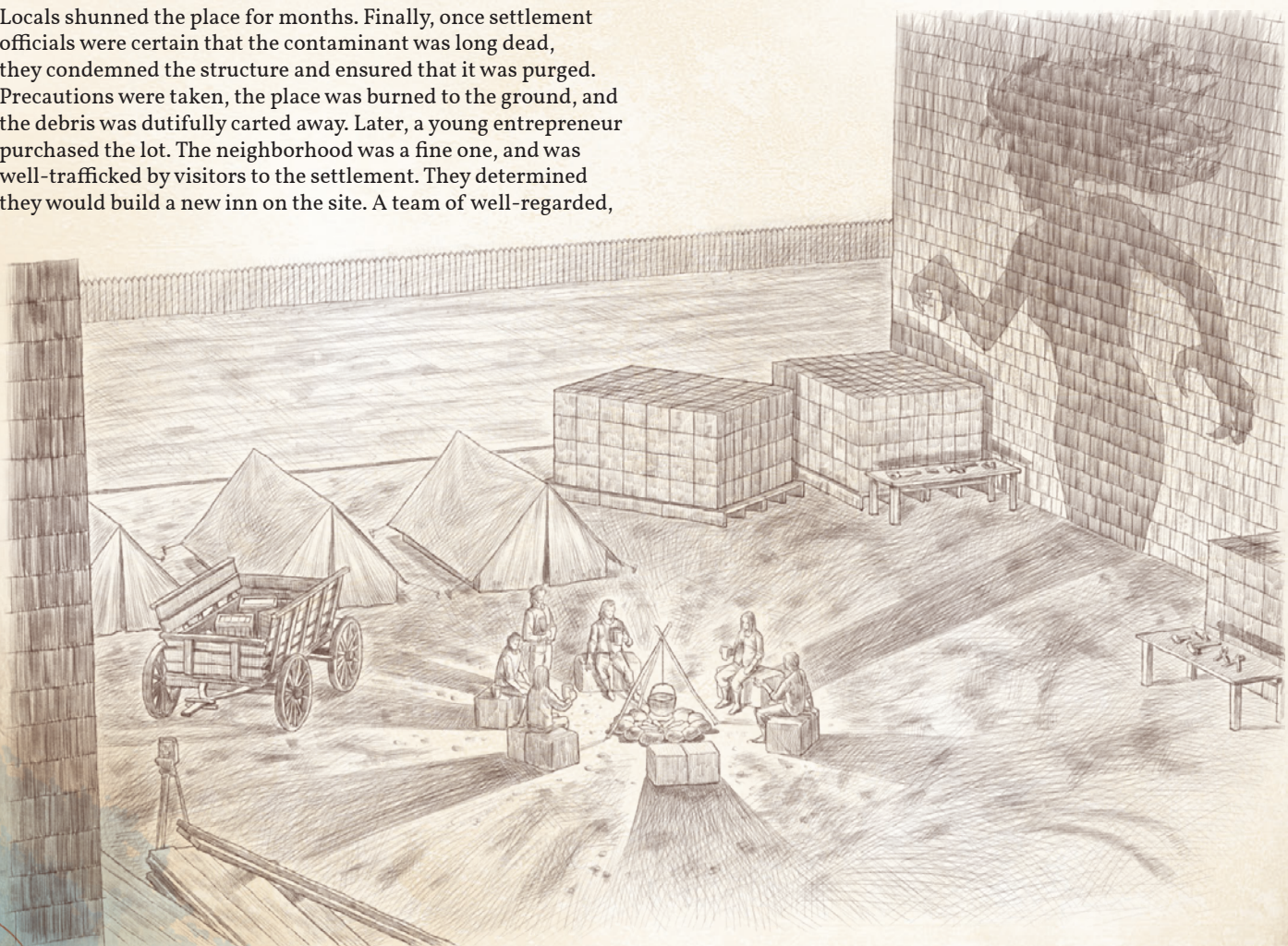
Locals shunned the place for months. Finally, once settlement officials were certain that the contaminant was long dead, they condemned the structure and ensured that it was purged. Precautions were taken, the place was burned to the ground, and the debris was dutifully carted away. Later, a young entrepreneur purchased the lot. The neighborhood was a fine one, and was well-trafficked by visitors to the settlement. They determined they would build a new inn on the site. A team of well-regarded, out-of-town contractors were hired, and arrived quickly. They brought a dozen cartloads of fine-quality stone with them, as well as survey equipment, tents, and other supplies (the foreman preferred to be on-site at all times).

Little did they know that one vestige remains, lingering unseen, the last bitter remnant of the old house of healing. The shadow of a young woman: a raw manifestation of her bitterness, loneliness, and fear. She watches, shifting in the darkness as the light moves throughout the day, holding a special hatred in her heart for visitors, blaming the foreign beggar for bringing the ailment to her home.

Now the contractors are camped on site, a great pile of cut stone nearby, along with a supply tent and, for the first time since the hospital was destroyed, fire is present on that ground. As the builders sit around it, a happily bubbling pot of something delicious between them, drinks in hand, and laughter ringing out through the neighborhood, shadows flicker behind their backs. One of them moves of its own accord, and bears the outsiders no love.

Suggestions:

- Can the shadow be appeased? If so, how?
- Maybe the shadow *wants* the inn built, to attract more prey?
- Why hire a party of adventurers? Construction? A family tie? Monster-hunting?



Prelude

Theme: Help. Seeking the aid of someone or something in order to achieve a desired outcome.

Previous Presence: Creature Territory. This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.

The destination coexists with the previous presence harmoniously.

Destination Type: Camp. Makeshift settlements, typically constructed with the intent of being temporary, mobile or, at the very least, expendable.

Destination

Age: Days. The camp has been here for less than a week.

Size: Small. The main camp has space for up to 5 tents, plus a supply space.

Condition: Pristine. The camp is in incredible shape. Everything is cleaner than one would imagine a camp could be, almost unnaturally so. The equipment appears to be in new, or like-new condition, or has been meticulously and perfectly maintained.

Camp Organization: Organized. The camp is set up with a fair degree of organization, with dwellings arranged in a functional grouping, and with supplies and workstations in locations that are visible from the most important location in the camp. Any watch positions are decent, and one of them has only minor blindspots.

Noteworthy Camp Elements: Resources. The camp seems to have a fair amount of stone stockpiled.

Vigilance: None. The camp's security measures amount to nothing more than the placement of their campfire(s) and the posted watches.

Camp Environment: Urban

Camp Danger: Environmental Danger: Unintelligent Monster

Environment

Destination Location: Urban Edge. The destination is found at the outer edge of the urban area, where it meets a bordering region or biome.

Area Condition: Good. The destination's environment is acceptable, and at an average level of cleanliness for a place of its kind. The area is in a functional and decent condition and state of repair, though there are still flaws. It is not typically regarded as a dangerous place to be (current **danger** notwithstanding).

Area Density: Snug. The destination is surrounded by several places of note. It's immediate neighbours are closeby, with little space separating them from one another. There are few, if any, large open spaces nearby, unless the destination is on the very edge of the urban area.

Notable Environmental Features: Local Shunned. A landmark, or place of note that locals dislike, see as an eyesore or a harbinger of bad luck, or reminds the community of something unpleasant.

Local Behavior: Devotion. In and around the environment of the destination, locals express or practice some form of devotion. This could be romantic, religious, or otherwise, such as a place where knights take their vows.

Secrets: Dead Drop. The area around the destination is near a spot used for covert transfer of goods or information.

Recent Weather: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Danger (Unintelligent Monster): Shadow

Danger

Creature State: Violent. The creature is unusually violent, possibly due to a disease or magical effect.

Kinship Similarity: Identical. This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.

Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Attempted. The creature(s) have attempted to harm locals, but have so far been unsuccessful.

Local Mindset: Unfamiliar. Locals are only vaguely aware of the creature, only the impact it is having; they have many incorrect assumptions about it.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: Light. The creature has had some small impact on the environment; perhaps a certain prey animal or plant species has become more scarce, or there may be visible, superficial markings or damage here and there.

Built on Sorrow

Camp in the Mountain's Shadow

By *JVC Parry*

Searching the ancient forest is a druidic sect called the Children of the Bracken. The group's leader, Amaron, is a talented channeler of natural magic, capable of transforming into bestial forms that merge animals together, and his followers are hoping to unlock similar powers themselves, through study and observation. Unfortunately for them, Amaron has given up his role as a tutor. Instead, he has become obsessed with his search for the love tokens from a nature deity, which he believes are scattered around the forests of the world. Amaron believes that collecting these tokens will bring him closer to the natural magic he covets. Each token is a carved piece of stone, wood, or similar material and is imbued with the deity's power, but also with their love for the natural world. Myths say that, when united, the tokens will serve as a conduit between the mortal and the divine.

Unfortunately for the Children, they've stumbled into the territory of an enormous basilisk, which lairs in the nearby mountain. The colossal reptile has a clutch of young that tear through the forest with rapacious ferocity, and their unmatched hunger makes them a serious threat. The Children have already lost several members to the petrifying gaze and crunching jaws of these offspring, and their mother isn't far behind. Amaron's obsession with the tokens is putting the other members of the group at serious risk, and even his two closest disciples are starting to doubt the likelihood of his success.

Each subsequent camp that the group erects is worse than the last, as their supplies dwindle and their gear becomes increasingly damaged. Furthermore, the dwindling of group members has seriously hampered their ability to staff a suitably vigilant watch. In addition to those that have fallen victim to the basilisks, several others have deserted due to low morale. As the group have not yet worked out where the basilisks lair, they are unaware that their most recent camp is far closer to it than any previously, and is in trouble. The basilisks circle, waiting for one of the watchers to lower their gaze so they can claim a feast that their mother will be proud of. With rain obscuring the undergrowth, the beasts lurking within it draw ever closer.

Suggestions:

- The basilisks could be swapped out for a variety of other monsters that might live in such a location, such as yetis or giant apes.
- The tokens could belong to an ex-lover, rather than a deity, changing the tone of the story.
- Many of the Children of the Bracken are loath to abandon Amaron, due to the power of the myth regarding the tokens - how much will they withstand for the chance that he will share? Do any of the Children have ulterior motives or personal reasons for sticking around?

Prelude

Theme: Rejection. The denial of an offer or proposal.

Previous Presence: Creature Territory. This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Camp. Makeshift settlements, typically constructed with the intent of being temporary, mobile or, at the very least, expendable.

Destination

Age: Weeks. The camp has been here for at least a week, but no more than a month.

Size: Huge. The main camp has space for up to 20 tents, plus a supply space.

Condition: Good. The camp is in fair shape. Things are passingly clean, and equipment looks like it is of a decent quality, or at least functionally maintained.

Organization: Disgraceful. The camp appears to have been set up at random, or as if every camper set up their own spot with no consideration for the position of others. The camp has many security flaws; a watch position was likely not a consideration but, if there is one, it is likely not ideal, and probably has several considerable blind spots.

Noteworthy: Cookpot. The main camp cookpot has something inside.

Delicious soup

Environment: Temperate Forest

Danger: Humanoids

Environment

Forest Region: Temperate. The forest is in a region that is typically more mild, or at least experiences more normal, seasonal weather.

Destination Location: Deep Forest. The destination is closer to the heart of the forest than its outer edge.

Notable Land Feature: Large Mountain. A great rise of stone and earth that covers a massive amount of the land, 11 thousand meters high.

Destination Tree Density: Natural. The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the forest floor in patches, but there is at least dim light everywhere.

Forest Floor Terrain: Uneven. The forest floor around the destination is uneven with random swells, depressions, and some exposed roots.

Recent Weather - Temperate: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Group Type: Religious. A group focused on holy (or unholy) matters.

Group Size: Moderate. The group is made up of 11 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Lieutenants. There is one leader, who has a number of lieutenants. The number of individuals in the group (from the **group size** table) determines how many lieutenants there are.

Leader Strengths: Magical Power (Natural). The leader is very proficient with nature-based magic.

Leadership Weakness: Hesitant. The leader often second-guesses themselves, or has difficulty taking decisive action. They often have a lack of confidence, or have a need to look at all potential possibilities.

Group Attitude: Serious. The group is straight-laced and humorless; there is hardly a smile between them.

Group Loyalty: Work. The group is dedicated to their work, and loves what they do. Even if their leader(s) are difficult, they care enough about the job to overlook any issues.

Loyalty Extent: Loyal. The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.

Non-Group Local Familiarity: Allies. All locals are certainly familiar with the group, and a fair number of them support, aid, otherwise assist, or are friendly with the group. The locals may know the group's plans, or other information about them, but few would betray them.

Group Complications: Punishment. One group member did something that was against the group's code, or rules, and is suffering the consequences. Group members may feel differently, or be united in their feelings, about the act and the punishment.

Situation Influence: Seeking an Item. The item being sought is a lover's token

Camp in the Mountain's Shadow

Camp of Courting Mountain

By Adam Power and Ralph Stickley

A camp sits at the foot of a tall, beautiful mountain, blessed with perfect weather, nestled among a range that spans the horizon. The camp is adorned in trimmings of red, pink, and white, often embroidered with gold and silver, lending it the atmosphere of the tail-end of a wedding reception, once most of the guests have departed. Here, a cult dedicated to the god of love rests their heads, after days spent curating hazards as part of a series of trials. The trials were designed to test the compatibility of two adventurous souls, ideally sparking romance or, at least, a deep and personal friendship to last a lifetime. More often than not, however, the trails prove the end of one, or both, parties.

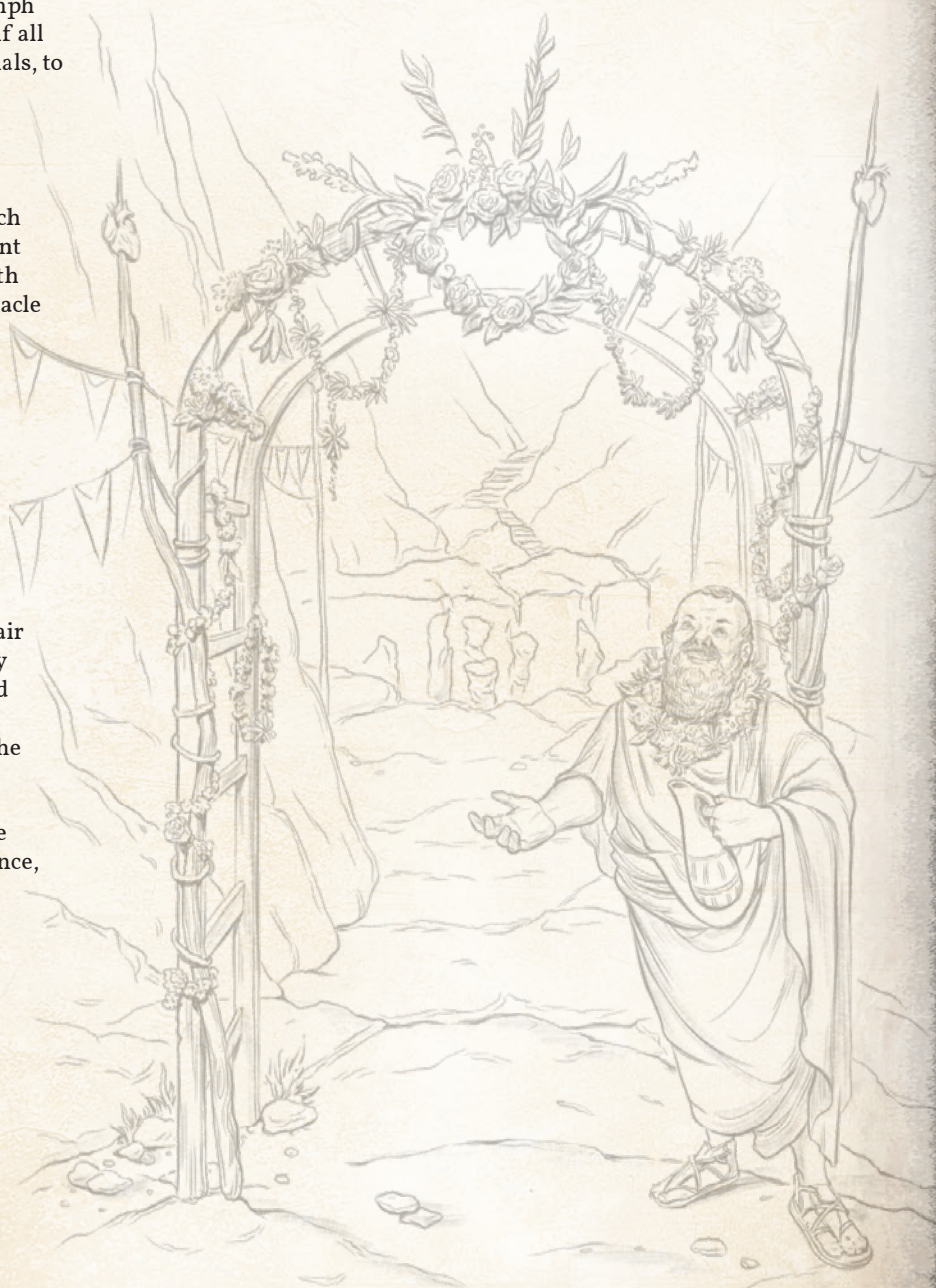
Should a band of travelers find themselves in the vicinity of the camp, they will invariably encounter Rupert, the leader of the cultists; an ardent believer in the power of love to triumph over all obstacles. He cajoles, wheedles, threatens and, if all else fails, kidnaps pairs of travelers to partake in the trials, to prove the truth of his ethos. That none have succeeded yet does little to dampen his resolve.

Once he has the participants back at the camp, the cult gathers to observe Rupert lead a ceremony binding them in love (whether that be fraternal or romantic), rich with sincerity, intensity, and not an insignificant amount of libations. Afterwards, the participants are tasked with retrieving a wreath of roses and feathers from the pinnacle of the mountain. Refusal to accept this task after undertaking the ceremony is the darkest of heresies, and the plucked out hearts of those who have done so are prominently displayed, to dissuade such behavior in the future.

En-route to the mountain's peak, participants encounter the trials. These range from navigating treacherous stepping stones, while under attack from trained white doves, to avoiding the predations of a temptingly disguised hag, to reuniting a murderous griffon with its lost chick. In the unlikely event that a pair of participants makes it to the pinnacle, they are met by a roc. Rupert raised the enormous bird from its egg, and it has taken on his teachings on the importance of love in all its forms wholeheartedly. The creature observes the goings-on of each trial, and judges those who partake. Those few that it deems worthy are flown back to the camp, wreath in hand, to the adulaton of the cult. Those who passed the trials through trickery, or wanton violence, are devoured. As far as Rupert is concerned, this is simply evidence that their love was not strong enough.

Suggestions:

- This destination might be (ill-advisedly) suggested by an NPC as a way to bring two or more party members together in friendship or romance. The trials should force the participants to rely on and trust one another, and allow them to express their true feelings, while also providing some serious dangers. How they decide to deal with the finale is down to them.
- The cult is not evil, but certainly believes in the power of love to an irrational extent, that should not be encouraged.
- Is the cult wrong about their conception of love? What lessons can the adventurers teach them about love's true meaning, and is there anything to be learned in return?



Prelude

Theme: Love. Romance, in all its many facets.

Previous Presence: Magical Phenomena. This area was the site of a strange, magical occurrence.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Camp. Makeshift settlements, typically constructed with the intent of being temporary, mobile or, at the very least, expendable.

Destination

Age: Weeks. The camp has been here for at least a week, but no more than a month.

Size: Huge. The main camp has space for up to 20 tents, plus a supply space.

Condition: Good. The camp is in fair shape. Things are passingly clean, and equipment looks like it is of a decent quality, or at least functionally maintained.

Camp Organization: Organized. The camp is set up with a fair degree of organization, with dwellings arranged in a functional grouping, and with supplies and workstations in locations that are visible from the most important location in the camp. Any watch positions are decent, and one of them has only minor blindspots.

Noteworthy Camp Elements: Resources. The camp seems to have a fair amount of firewood stockpiled.

Vigilance: Wary. The camp is watchful.

Alarms:

- **Sophisticated Alarm.** Certain key points near or within the camp have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.

Camp Environment: Mountain

Camp Danger: Humanoids

Environment

Type: Mountain Range. The destination is on a mountain that is part of a range.

Size: Large Mountain. A great rise of stone and earth that covers a massive amount of the land, 8 thousand meters high.

Destination Location: Base. The destination is located at the foot of the mountain, so only has an up-mountain trail.

Notable Environment Features: Cave. A natural, underground hollow in a rock formation.

Destination Terrain: Level - Stony. The area in and around the destination is largely level, stony ground.

Trail Size:

- **Up: Generous.** The trail is a generous size, enough to allow six humanoids to walk abreast, or wide enough for up to three average-sized carts to travel side-by-side.

Trail Type:

- **Up: Man-Made.** Most, or all, of the trail was constructed by humanoid hands.

Trail Structure:

- **Up: None.** The trail has no railings, rope, constructed handholds, or any other sort of device to aid traversal.

Trail Condition:

- **Up: Unstable.** The trail is not safe. It may be crumbling, eroding, exceedingly slippery, or treacherous in some other way. Any structures or handholds (if there were any) are compromised, in poor shape, or are otherwise not likely to function much longer.

Trail Hazards:

- **Up: Slippery.** The area of the destination is difficult to find stable footing on, whether due to ice, loose stone, or just very smooth rock.

Recent Weather: Dry. There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Group Type: Cultists. A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.

Group Size: Large. The group is made up of 26 individuals.

Locality: All Non-Locals. The entire group is not from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths:Physical Capability. The leader has great physical prowess in one or more ways. The leader is extremely strong.

Leader Weaknesses: Lazy. The leader doesn't much care to do any work themself. They often delegate, or try to do as little as possible, while still remaining in charge.

Group Attitude: Tense. The group is on edge, tetchy, and easily-provoked.

Loyalty: Idea. The group is driven by their dedication to a certain philosophy, creed, ideal, or other principle, such as a religious or patriotic duty.

Loyalty Extent: Zealous. All members of the group are so dedicated that they would die before betraying the group or the leadership.

Non-Group Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: No Complications. Nothing is currently complicating things. Things are business as usual.

Situational Influence: Seeking an Item. The item being sought is a lover's token.

Camp of Courting Mountain

Drybed Festival

By Ralph Stickley

When the family started venturing out to the desert, they did not suspect that it would become a generations-long tradition. It started out small enough; just a handful of close family members traveling to the cavernous remnants of what must have once been a mighty watercourse, to be at one with the natural surroundings. The family elders kept an old faith, one similar to a druidic circle so, for them, there was a spiritual dimension to the outing but, to most, it was simply an opportunity to bond and spend time with their loved ones. However, over the generations, the family grew and, by the time that every distant branch was inviting friends, it had become a full-scale *event*; one that was eagerly awaited every year by a fairly significant crowd, despite the overtures of secrecy. While a few members of the gathering still make motions towards the original druidic rituals, they are very much in the minority, and the whole affair is largely an excuse to leave the responsibilities of civilization behind, sleep under the stars, and engage in general revelry.

Little do they know that the gathering has drawn the attention of those who dwell deeper in the desert. A tribe of elves roams the interior, surviving mostly by capturing and selling slaves to the settlements beyond. Their outriders got wind of the camp a few years ago and, this year, they are ready for them.

The leader of the slavers wields a not-insignificant amount of arcane power, and the group plans to magically reawaken the long-dead river, flushing the camp out of the canyon. Afterwards, the slavers can appear as a rescue party for the confused, scattered, and injured victims, only revealing their true purposes once the disparate victims have been led deeper into the desert and are entirely at their mercy.

The indolent leader, however, is not without her eccentricities, and has delayed the plan, much to the chagrin of her underlings. She has a growing collection of 'pets', whom she refuses to sell, and which help support her luxuriant lifestyle. Currently, she is fostering a great love of stories and, having exhausted her current repertoire, is in the market for a storyteller. Wanting to 'audition' for the new position, she has instructed the slavers to hide out and observe the camp, to see if any of the residents distinguish themselves in that regard. The others would much rather simply get the job done and get paid but, at the end of the day, she is the only one who has the power to carry out the plan. The slavers might be better prepared, and better armed, but the camp has numbers on their side, and an all-out assault is not an enticing prospect.

All the while, the camp eats, drinks, and makes merry, quite unaware, as they tell their campfire stories, of the miserable fate that may await them, once the slavers make their choice.

Suggestions:

- A party of adventurers might be informed of the festival by a latecomer who needs an escort to get them there safely, and discover signs of the slavers as they near the area.
- Who are the slaver leader's other 'pets'? Each has a particular skill and, as the personal slaves of the leader, some might see themselves as outranking her underlings. Some might be rebellious, but others might be very loyal, seeing her as the one who 'spared' them from a life of manual labor.
- The festival goers may resist any attempt to increase security, seeing it as too much of a change to the usual atmosphere they have come to enjoy.

Prelude

Theme: Playfulness or Recklessness. Disregard and abandon, enjoyment or acting in such a way that disregards consequences.

Previous Presence: Secret Spot. This area was known only to select individuals, and its use and purpose was confidential to all but the trusted few.

Continued Presence: Present (Grown). Not only does the presence still exist, but it is even stronger.

The destination coexists with the previous presence harmoniously.

Destination Type: Camp. Makeshift settlements, typically constructed with the intent of being temporary, mobile or, at the very least, expendable.

Destination

Age: Days. The camp has been here for less than a week.

Size: Large. The main camp has space for up to 12 tents, plus a supply space.

Condition: Excellent. The camp is in very good shape. Everything is as clean as things in a camp could be expected to be. The equipment looks very well-maintained, or of relatively good quality.

Camp Organization: Organized. The camp is set up with a fair degree of organization, with dwellings arranged in a functional grouping, and with supplies and workstations in locations that are visible from the most important location in the camp. Any watch positions are decent, and one of them has only minor blindspots.

Noteworthy Camp Elements: Kitchen. The camp's kitchen area has something special.

Case of high-quality butcher's knives

Vigilance: None. The camp's security measures amount to nothing more than the placement of their campfire(s) and the posted watches.

Camp Environment: Desert

Camp Danger: Humanoids

Environment

Destination Location: Inner Desert. The destination is closer to the heart of the desert than its outer edge.

Notable Environment Features: Dry Riverbed. A trench where water used to flow. The portion of the riverbed nearby is 50 feet wide.

Destination Terrain: Canyon. The destination is near, or in, a canyon. Depending on the size of the canyon, this might be a great defensive feature or an equally great inconvenience. If the destination is atop the canyon, is there a bridge to the other side? If it's at the bottom, how do people get to and from it?

Recent Weather: Hot. There have been significantly higher temperatures than usual; it is blisteringly hot. Travel during the day without adequate cover and a ready supply of water makes the traveler noticeably more exhausted every 8 hours.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Impact - Sand: Concerning. Sand is scattered everywhere and covers flat ground. Small details are hard to make out, and things at ground level are obscured. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth are sufficient to keep the sand at bay.

Environmental Impact - Exposure: Extreme. Details on surfaces have been worn away, possibly until smooth. Objects that were not well-anchored may have been scattered or blown around. Structures made from lightweight material are falling apart or may have been destroyed.

Danger

Group Type: Slavers. A group that captures people to sell into servitude.

Group Size: Moderate. The group is made up of 14 individuals.

Group Locality: Mostly Locals. Over half of the group are from the area in or around the destination.

Group Leadership: Lieutenants. There is one leader, who has a number of lieutenants. The number of individuals in the group (from the **group size** table) determines how many lieutenants there are.

Leader Strengths: Magical Power (Arcane). The leader is very proficient with arcane magic.

Leader Weaknesses: Lazy. The leader doesn't much care to do any work themself. They often delegate, or try to do as little as possible, while still remaining in charge.

Group Attitude: Serious. The group is straight-laced and humorless; there is hardly a smile between them.

Group Loyalty: Goal. The group is driven by their desire to achieve a certain goal, or reach a particular milestone. If their goal was no longer possible (or was never actually real to begin with), there would certainly be trouble.

Loyalty Extent: Devoted. The members of the group are very dedicated, and few would consider turning their backs on it. There may be one or two who are not so committed, but they know better than to make that obvious to the leadership.

Non-Group Local Familiarity: Unaware. The locals don't know of the group's existence, or anything about them, so have no information or opinions about them.

Group Complications: Disagreement. Two of the group's members can't agree on something important, and their arguments are affecting the group dynamic.

Situational Influence: Seeking Information. The information being sought is a story.

Drybed Festival

Fortresses

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1-2	Arponaz	p. 286
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Arponaz

By Ralph Stickley

You will no longer hear the harsh and constant calls of the auks echoing around the warren-like cliffs of Arponaz. Those that weren't killed in the assault were eaten afterwards, and their oily bones were used for the cookfires. All that remains are the guano-caked rocks and a few stray feathers.

The druids recognised the problem years ago; wherever sailors went, the great flightless seabirds diminished. They were simply too valuable a foodstuff, nearly helpless on land, and their thick down could fetch a pretty penny to boot. When the druids discovered a rookery of the birds in a remote inlet, seemingly undiscovered and undisturbed, they leapt at the opportunity. Combining their magics, the druids enchanted the caves that wound through the surrounding cliffs, forming an ever-shifting labyrinth of shifting tunnels to befuddle any would-be poachers. In the upper levels, they began construction of habitable spaces for themselves, so that they could always keep watch over the rookery.

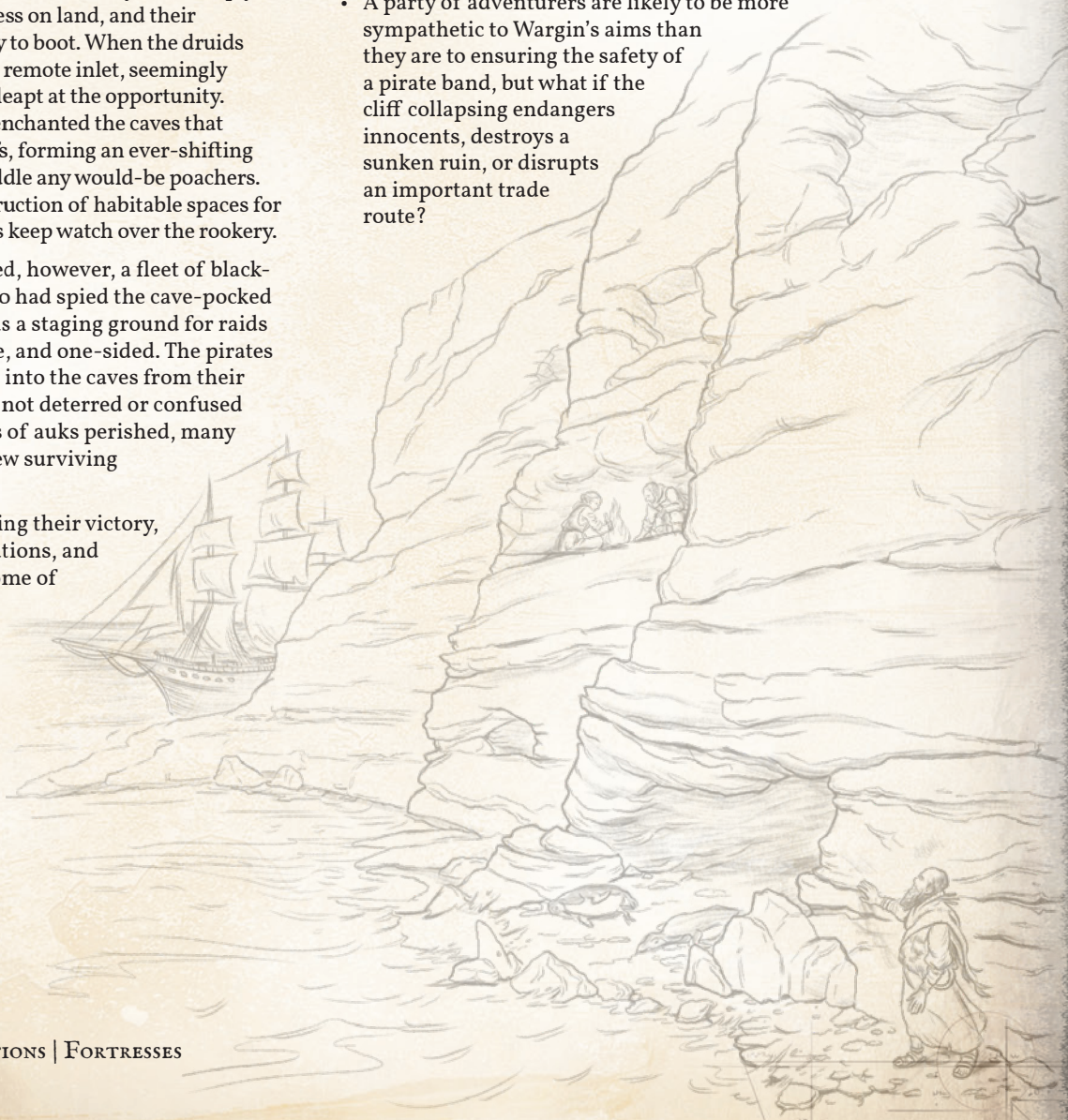
Before their work could be completed, however, a fleet of black-sailed ships entered the bay; they too had spied the cave-pocked cliffs and thought they could serve as a staging ground for raids along the coast. The battle was fierce, and one-sided. The pirates hurled barrels of noxious chemicals into the caves from their ships, poisonous gasses which were not deterred or confused by shifting passageways. Thousands of auks perished, many druids along with them, and their few surviving protectors were forced to flee.

Most of the pirates are still celebrating their victory, settling into their new base of operations, and feasting on slaughtered seabirds. Some of them, however, are beginning to realise that the flesh of the birds that died from the gas is tainted, and sickness is spreading through the pirates' ranks. The commanders are keeping order overall but, every now and then, another handful of pirates sneaks away in the night, either for fear of becoming sick, or after suffering injury from stumbling into a still-uninhabitable gas-filled tunnel.

None of them suspect that another threat is coming for them, which aims to doom them all. One of the druids, Wargin, was thrown into the sea during the assault, and managed to sneak into one of the lower caves, days later. His progress is slow, having run afoul of the druid's own moving tunnels, though he is able to stave off the worst effects of the gas with protective magic. Spurred on by revenge, he plans to reach the top of the cliff and, with what strength he still has available to him, collapse the entire cliff into the sea, sealing the pirates in a rocky tomb, along with the remains of his beloved birds.

Suggestions:

- Wargin might have managed to rescue a handful of auks in his journey through the caves, and ensuring their safety might complicate his plans.
- A party of adventurers are likely to be more sympathetic to Wargin's aims than they are to ensuring the safety of a pirate band, but what if the cliff collapsing endangers innocents, destroys a sunken ruin, or disrupts an important trade route?



Prelude

Theme: Help. Seeking the aid of someone or something in order to achieve a desired outcome.

Previous Presence: Creature Territory. This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Fortress. Structures of heavy, strong materials, designed to withstand assault and provide great defensibility.

Destination

Fortress Type: Stronghold. A stronghold is a great and mighty castle; its expanded defenses, and increased size make them harder to conquer. These are the most imposing kinds of fortresses.

Reason for Construction: Life's Work. It was built as a labor of love by a dedicated craftsperson and their team.

Design Theme: Grace. Beauty and elegance.

Age: New. This place is between 0 and 50 years old.

Condition: Ruin or Bare Bones. The majority of the structure is exposed to the elements. Ruined elements and other damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.

Notable Contents: Drugs. This is a substance that has a body and/or mind altering effect, typically used recreationally.

Current Inhabitants: New (Forceful). Non-original inhabitants occupy the fortress, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Negative Impact:Disease (Siege). The fortress was under siege and suffered illness through enemy action. This could have been diseased bodies, poisoning a water source, secretly sending in tainted supplies, or any other means of insidiously harming the health of those locked up inside a fortress.

Number of Effects: Some. Roll twice on the **negative impact effects** table.

Negative Impact Effects:

- **Over-Indulgence.** Many of the residents have taken to partying, drinking, and other forms of merry-making in excess, to the fortress' detriment.
- **Desertion.** A number of the residents of the fortress have left.

Fortress Magic Attribute: Yes

Magic Attribute Type: Shifting. The fortress structure can rearrange its rooms or internal spaces.

Fortress Environment: Coastal

Fortress Danger: Event

Environment

Coastal Region: Temperate. This area of coast typically encounters a wide range of weather.

Destination Location: Notable Land Feature. The destination is built on, or directly next to, the **notable environmental feature.**

Notable Environment Features: Fjord. A long, deep, narrow river inlet, surrounded by towering cliff sides.

Shore: Rock. Where the land meets the water, the shore is large rocks and cliffs.

Recent Weather: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Impact Degree: Bad. When rolling on the **environmental impact type** table, use the '*Bad*' version of your roll result.

Environmental Impact Type: Foggy. The area is prone to fog. The fog is thick, with roughly 15 feet of clear visibility.

Danger

Event Type: Avenging. A person or group is attempting (or about to attempt) to get retribution in response to a wrong committed against someone important to them.

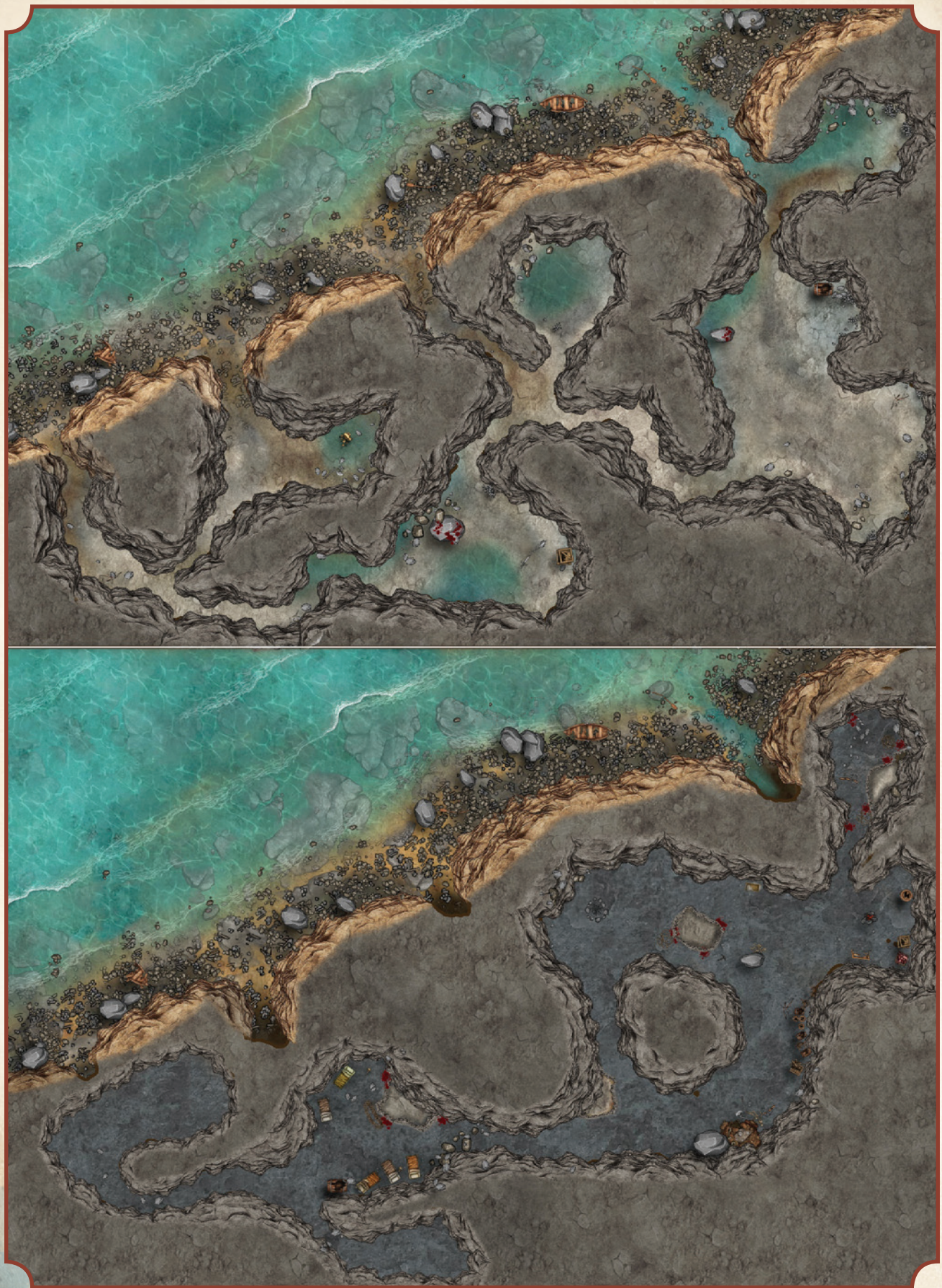
Participants: Cultists. A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.

Event Tense: Future. The event has not happened yet, but is going to happen soon.

Preparedness: Ill-Prepared. Those involved are somewhat prepared, but not all aspects of the situation have been covered, or the plan has some holes. The operation may just be sloppy.

Key Individual: Distracted. This individual does not appear to be fully focussed on the task at hand. There is something else that they are concerned or excited about that takes over their thoughts from time to time.

Response Type: Flight. The individual or leader responds with a coordinated retreat. They know when they're in a bad position, and feel that discretion is the better part of valor; better to pull back and try again at a later time. Combat is only engaged in to help facilitate the retreat. If they can run without engaging, they will.



Arponaz

Black Bluff Castle

By Chris Haskins and JVC Parry

On the edge of a sheer cliff, overlooking the sea, stands a once-mighty castle. So named for the dark, craggy rocks upon which it was built, Black Bluff Castle has a dark history. It stood against a hundred armadas and a hundred armies over the course of the war, but never fell to them. The castle's leader, Baroness Blackheart, was known for her callous, bitter, and cold-blooded attitude. She was too stubborn to surrender to the invading forces, and resorted to brutal traps and poisoned arrows to keep back her foes.

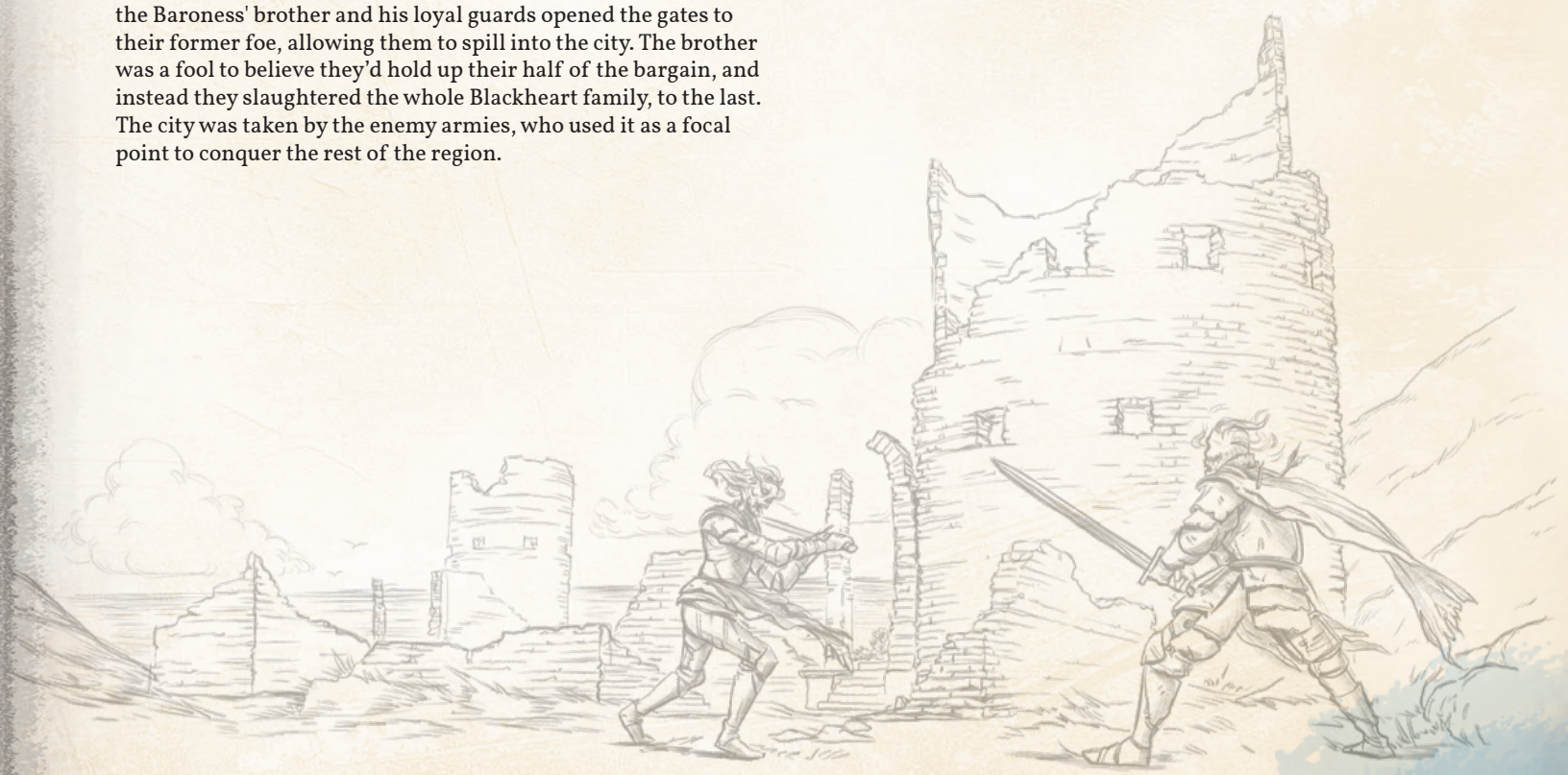
When, finally, Black Bluff was besieged by a force that the castle could not break or outlast, the Baroness became utterly brutal, relying on foul magics, summoning plagues to drive back her foes, and reanimating the dead of the castle guard to keep them serving rather than let them rest. Those who could not be reanimated, due to the nature of their injuries, were instead flung over the walls by trebuchet, into the armies beyond. These acts of terror certainly worked to erode the morale of Blackheart's foes, but also slowly turned her own people against her. They would have surrendered peacefully but, instead, starved and sickened behind the city walls.

After a decade of besiegement, the Baroness' younger brother decided enough was enough. Under the cover of night, he left the castle along with two guardsmen, loyal to himself, to discuss terms of surrender with the enemy armies. The young baronet agreed to pledge allegiance to the enemy, in return for custodianship of Black Bluff, and to allow the armies through the gates to capture and kill his sister. The following evening, the Baroness' brother and his loyal guards opened the gates to their former foe, allowing them to spill into the city. The brother was a fool to believe they'd hold up their half of the bargain, and instead they slaughtered the whole Blackheart family, to the last. The city was taken by the enemy armies, who used it as a focal point to conquer the rest of the region.

Centuries later, the castle lies in ruin. Where once a mighty bastion stood, now barely a curtain wall remains. Lurking among this destitute place, haunted by the ghosts of the betrayed, are a clan of revenants. These undead are the spirits of the Blackheart family - the Baroness, and her kin - animating their own corpses or, in some cases, those of unwilling hosts. The Baroness and her brother continue to fight into undeath, but they are united in their defense of the ruins of the castle against intruders. Addled by time, guilt, regret, and hatred, their spirits are stranded in the past. Together, the half-dozen revenants are doomed to perpetually act out decisive moments of the siege, especially the final assault, fighting ethereal foes who are manifested by the trace magic left in the fortress. Any foolish enough to enter the castle are sure to find themselves caught up in the revenants' unquenchable hatred and never-ending war.

Suggestions:

- If the outcome of the final assault could be changed somehow in one of their endless replays, perhaps assisted by a party of adventurers, then maybe the revenants could finally be laid to rest.
- Mindless undead might be drawn towards the castle to act as troops in the perpetual war.



Prelude

Theme: Fear. Feeling that something threatening or dangerous is near.

Previous Presence: Magical Phenomena. This area was the site of a strange, magical occurrence.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Fortress. Structures of heavy, strong materials, designed to withstand assault and provide great defensibility.

Destination

Fortress Type: Castle. A castle has a central keep, and the whole structure is surrounded by a curtain wall. The yard inside the curtain wall, where the keep and other smaller buildings (stables, forge etc.) are found, is called the bailey.

Reason for Construction: Panic. The construction was motivated by fear of what would happen if they didn't.

Design Theme: Refuge. Welcome and safety.

Age: Old. This place is between 200 and 500 years old.

Condition: Poor or Incomplete. The fortress is in disrepair, with loose stones or timbers, gaps, holes, rot, or other issues that might adversely affect the structure's integrity. The exterior is not completely intact. If under construction, it may be nearing completion, or up to a few years from being finished. Residence within the fortress would prove inconvenient, at best.

Notable Contents: Personal Keepsake. An item that is important to an occupant of the fortress.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the fortress. They might be responsible for constructing the fortress, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Negative Impact: Sabotage (Intermal). The fortress was compromised by someone, or something, inside the fortress, creating a vulnerability or exploiting something only accessible from inside the fortress.

Number of Effects: Some. Roll twice on the **negative impact effects** table.

Negative Impact Effects:

- **Mutiny.** Some or all of the residents decided to rise up against their leader.
- **Over-Indulgence.** Many of the residents have taken to partying, drinking, and other forms of merry-making in excess, to the fortress' detriment.

Fortress Magic Attribute: Yes

Magic Attribute Type: Communication. The fortress can communicate with those nearby through telepathy.

Fortress Environment: Coastal

Fortress Danger: Humanoids

Environment

Coastal Region: Cold. This area of coast typically experiences cold weather.

Destination Location: Peninsula. The destination is on a portion of land, connected to the shore, that juts out into the water some distance.

Notable Environment Features: Cliffs. Sheer cliffs rise up out of the ground, 1000 feet high.

Shore: Rock. Where the land meets the water, the shore is large rocks and cliffs.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Rain - Heavy Rain: What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Environmental Impact Degree: Concerning. When rolling on the **environmental impact type** table, use the '*Concerning*' version of your roll result.

Environmental Impact Type: Damp. There is always some amount of moisture or humidity in the surrounding area. Most things seem mildly damp.

Danger

Monster Motive: Escape. The monster wants to leave, but can't.

Motive Success: Pleased. The monster feels they have made strides toward achieving their goal. Though they may not have succeeded yet, they have made encouraging progress.

Kinship Similarity: Offbeat. This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Monster Age: Old. The monster has lived to an old, but not abnormal, age for a monster of its kind.

Monster Size: Healthy. The monster is the typical size for its age and species.

Local Awareness: Unaware. The locals have no idea about the monster's presence; they either have no idea of the degree of danger, or just have no idea what is causing it. This may be due to genuine ignorance, lack of contact with (or sightings of) the monster, or it could instead be due to some form of magic or other phenomena that causes them to forget.

Local Coexistence: Non-Disruptive. The monster's presence has not caused any major issues, or disturbed anything to a significant degree, but its presence has also not been beneficial.

Black Bluff Castle

The Ruins of Irijdi

By *JVC Parry*

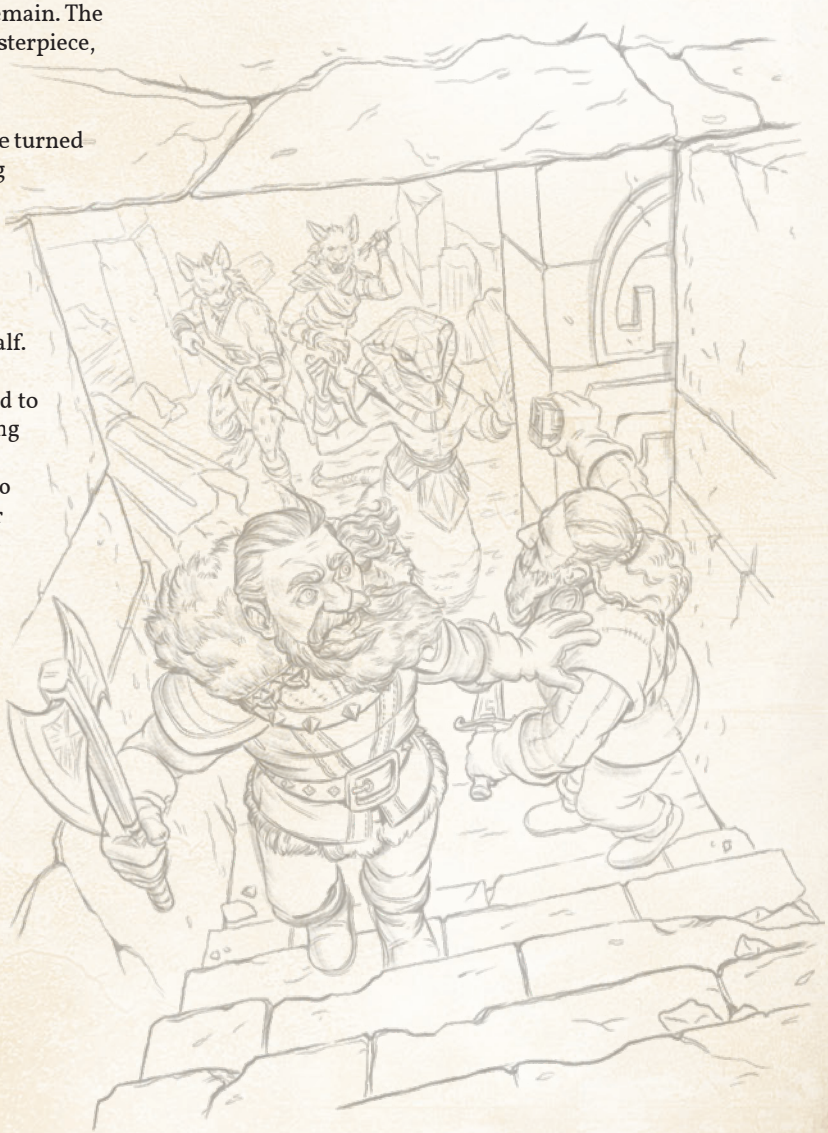
Stripped almost bare by bandits, gnolls, and the winds, the Ruins of Irijdi were once a magnificent fortress of the utmost opulence. The stronghold was the life's work of the architect Thyorik Barbreak - a dwarf of high renown, lauded by the kings and queens of the hidden halls for their incredible designs and grandiose splendor. Thyorik designed many of the halls of the dwarven nobility over the centuries but, toward the end of their life, decided to build something entirely new: an above-ground stronghold for their own kith and kin to live within. It was to be a palace of decadence within a fortress of might - the perfect incarnation of a dwarven hold, but without the cavern walls to reside within. Alas, Thyorik made the foolish mistake of erecting the stronghold in the wastes, where sand and storm made the construction an abominable affair. Thyorik finished the stronghold before they died and was interred within its walls but, even as the last stone was set, the first was worn through. The blasting sandstorms of the wastes were taking their toll on the granite, alien in the desert landscape, so much so that it appeared the desert was trying to erase and erode the dwarven invaders. The excoriation forced the majority of the dwarves to leave within the decade - only the children of Thyorik, Thyr and Yorik, remain. The young dwarves sulk in the remains of their parent's masterpiece, and eke out a meager life by offering the ruins as shelter from the storms for the nomads of the wastes.

Now, with most of the dwarves gone, other factions have turned their attention to the ruins. They have become a meeting and trading place for travellers across the wastes, and many are of the impression that controlling them would grant great commercial and political benefit. To this effect, the lamia-queen, Gauthex, has amassed a company of skilled warriors - gnolls, jackalweres, snakefolk, and others - to claim the fortress, on her behalf. The company is led by the gnoll brute, Foulfang, and the snakefolk assassin, Ssethtess. The pair are not best suited to working together, with the clumsy aggression of Foulfang often spoiling the carefully laid plans of Ssethtess but, nevertheless, the company is united in their allegiance to Gauthex. The Barbeak children have yet to learn of their potential imminent downfall, and it seems there is little they can do to stop it.

Perhaps the only hope the Barbreak children have is the magic of the stronghold. Despite its crumbing state, some level of enchantment remains within the slouching walls. The stronghold was imbued with stone-melding magic that allowed rooms, walls, and other features of the fort to be moved around freely, as its castellan desired. By this means, Thyr and Yorik might hold out against Gauthex's warriors by, say, shifting them into scorpion-infested chambers, or toppling towers. Perhaps, with the assistance of outsiders, the dwarves could keep their hold on the Ruins of Irijdi and maintain the safe haven, as their parent would have wished.

Suggestions:

- Enormous sand dunes roll across the wastes around the ruins, which can be used as mobile cover.
- The stone-melding shifting of the ruins is controlled by an enchanted stone cube etched with dwarven runes.
- The Barbreak children might believe they aren't up to the job of maintaining the stronghold, and so are in dire need of a new castellan. They may well happily accept benevolent investors.
- If Gauthex's warriors are thwarted in their assault, there's no doubt they'll be back before long. How will the Barbreak children adapt or change their tactics to win the day, or simply hold them off? At what point, if any, do they give up?



Prelude

Theme: Loneliness. The desire for companionship, friendship, or simply interaction - or the effects of madness brought on by spending too long alone.

Previous Presence: Training Grounds. The area was used to teach or tutor a certain discipline.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Fortress. Structures of heavy, strong materials, designed to withstand assault and provide great defensibility.

Destination

Fortress Type: Stronghold. A stronghold is a great and mighty castle; its expanded defenses, and increased size make them harder to conquer. These are the most imposing kinds of fortresses.

Reason for Construction: Life's Work. It was built as a labor of love by a dedicated craftsperson and their team.

Design Theme: Wealth. Luxury and opulence.

Age: Old. This place is between 200 and 500 years old.

Condition: Ruin or Bare Bones. The majority of the structure is exposed to the elements. Ruined elements and other damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.

Notable Contents: Personal Keepsake. An item that is important to an occupant of the fortress.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the fortress. They might be responsible for constructing the fortress, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Disciplined. The inhabitants have evident structure. Roles or jobs appear to be clearly defined, with individuals moving about with purpose. Evidence of routines or schedules can be seen clearly. Significant failure to adhere to the system in place may result in punishment.

Negative Impact: Dangerous Work. One or more of the residents within the fortress was engaging in pursuits that had very serious, perilous consequences. This could have been experimenting with certain chemicals or devices, or it could have been tampering with magic best left alone.

Number of Effects: Some. Roll twice on the **negative impact effects** table.

Negative Impact Effects:

- **Pests.** An infestation of some sort of pest has taken hold within the fortress.
- **Appearance.** Something related to the negative impact has had an effect on how the fortress looks.

Fortress Magic Attribute: Yes

Magic Attribute Type: Shifting. The fortress structure can rearrange its rooms or internal spaces.

Fortress Environment: Desert

Fortress Danger: Military Company

Environment

Destination Location: Outer Desert. The destination is closer to the outer edge of the desert than its heart.

Notable Environment Features: Dune. A great hill of sand, 100 feet high.

Destination Terrain: Rock Shelf. The destination is stationed on a hard, rocky surface.

Recent Weather: Gale Force Winds. There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Impact - Sand: Extreme. Sand seems to cover and get into everything. Great drifts of it seem to pile up almost, even shortly after being cleared away. Any structure that has been exposed to this for long has been weathered harshly. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth get torn to pieces before long.

Environmental Impact - Exposure: Extreme. Details on surfaces have been worn away, possibly until smooth. Objects that were not well-anchored may have been scattered or blown around. Structures made from lightweight material are falling apart or may have been destroyed.

Danger

Group Type: Military. A fighting force working in an official capacity for a government, monarch or other powerful entity.

Group Size: Small. The group is made up of 8 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Peers. There are multiple leaders within the group. The number of individuals in the group (from the **group size** table) determines how many leaders there are.

Leader Strengths: Connected. The leader is friends with (or otherwise connected to) some powerful individuals, who will help them out when they need it.

Leader Weaknesses: Clumsy. The leader lacks physical coordination or dexterity.

Group Attitude: Rebellious. The group is dissatisfied with their leadership or current situation.

Group Loyalty: Incentive. The group is driven by rewards; this is usually money, but could also be knowledge, resources, etc. If these were not forthcoming, there would certainly be trouble.

Loyalty Extent: Absolute. All members of the group are extremely dedicated, and none would be willing to turn. Most members would give up a lot before betraying the group's trust, or that of the leadership.

Non-Group Local Familiarity: Enemies. The locals certainly know of the group and are directly opposed to them. They have information about the group, and may be willing to share their information and grievances with anyone else that would oppose them too.

Group Complications: No Complications. Nothing is currently complicating things. Things are business as usual.

Situational Influence: Seeking Information. The information being sought is a name.

The Ruins of Irijdi

Swamp Bandits

By Andrew Geertsen

It's clear to most that some folks just shouldn't have power, but such is the way of the world. One splendid example of this is Randal 'Randy' Muck, the boss of a bandit gang called the Mud Brothers. Randy grew up in the swamp like the rest of his gang but, unlike them, found he had a knack for magic. He didn't understand the whys and hows (basically, all the technical mumbo-jumbo they talk about at wizard's college) but, when he was young, he found an old, hand-written book in an abandoned cottage and something just *clicked*. He used the book to teach himself magic and, once he really got a feel for it, started experimenting. Sometimes, the magic didn't work quite like he expected (the multiple times he'd burned his eyebrows off could attest to that) but, more often than not, it did, and one way or the other, it was always entertaining.

As with most bandit leaders, Randy was ambitious, and there is little your average ambitious bandit leader wants more than a castle. As it happened, there was a castle in his swamp. Sure, it was rundown and a bit of a fixer-upper but, to him, it looked like it had good bones. Unfortunately, it was already occupied, by the most recent generation of a very old family (though more out of a familial sense of duty than any real attachment or concern for its defense).

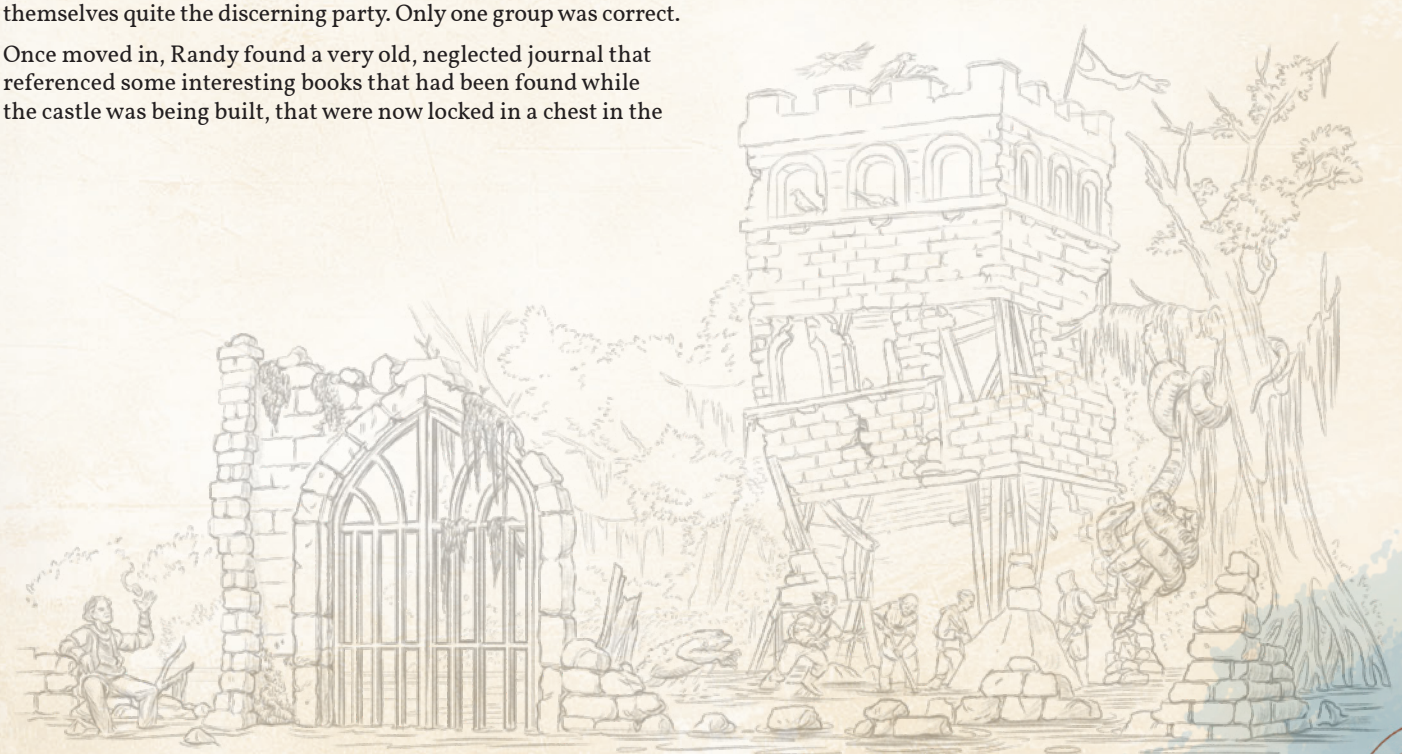
One day, fearless fellow that he is, Randy walked up to the gate of the rundown heap and demanded its surrender to the Mud Brothers. The inhabitants laughed, at first, but then considered their situation more carefully - why not sell up and leave? The place was falling apart anyway, and living there was a misery they would be happy to be rid of. Rather than putting up a fight, they offered Randy a deal: 10,000 gold pieces and it was his, fair and square. Despite the castle being a disgrace that any inspector would condemn on sight, Randy thought it a steal. He and the Mud Brothers scrounged together the coin and bought the castle, and its historic occupants walked away with more money than the place was worth by a long shot. Both groups smugly thought themselves quite the discerning party. Only one group was correct.

Once moved in, Randy found a very old, neglected journal that referenced some interesting books that had been found while the castle was being built, that were now locked in a chest in the castle's cellar. Ever since, he's had the gang knee-deep in the muck of the ground floor, trying to find the cellar entrance. Also in the journal, a barely-legible entry details a magical passage rumored to have existed on the site before the castle was built. He is hopelessly intrigued, and has since been hunting the castle and its surroundings for any remaining signs of it.

They say ignorance is bliss, and perhaps this is especially true in Randy's case because little does he know that the magical passage is, in part, responsible for the state the castle is in. The passage has long-since collapsed, but traces of its magic remain in the earth the castle is built on, manifesting as an extreme thinness between this realm and whatever is on the other side, greatly weakening the earth below the foundations. All the while, as his gang toils in the mud, Randy occupies himself with his magic, head filled with the happy dream of remaking the castle into the stronghold he believes it was destined to be, with him as its mighty, magical bandit king.

Suggestions:

- Does the chest contain what the journal says it does? What could be written in the books that would make all the effort worth it?
- Perhaps the portion of the castle which sank below the surface actually exists in another realm.
- Who owned the journal that Randy found? If the clues within it could truly lead to great discovery, might the author (or someone connected to them) want it back?
- Consider how Randy and the Mud Brothers might have got the 10,000 gold pieces to buy the castle - might any of their methods have future ramifications?



Prelude

Theme: Curse. A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.

Previous Presence: Magical Passage. The area was the location of a gate, portal, tear, or other form of magical travel. This may have been less overt; perhaps, for example, the planar barrier was thin or weak here.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Fortress. Structures of heavy, strong materials, designed to withstand assault and provide great defensibility.

Destination

Fortress Type: Castle. A castle has a central keep, and the whole structure is surrounded by a curtain wall. The yard inside the curtain wall, where the keep and other smaller buildings (stables, forge etc.) are found, is called the bailey.

Reason for Construction: Mortal Command. It was the dying wish of someone important to the builder.

Design Theme: Refuge. Welcome and safety.

Age: Old. This place is between 200 and 500 years old.

Condition: Ruin or Bare Bones. The majority of the structure is exposed to the elements. Ruined elements and other damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.

Notable Contents: Perishable Food. This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.

Current Inhabitants: New (Peaceful). Non-original inhabitants occupy the fortress, after obtaining it peacefully. This typically means that either the fortress was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Negative Impact: Bad Behavior. Some of the residents began engaging in some sort of behavior that wound up causing a major issue. This could be as simple as raucous behavior that escalated into a big problem, or something darker.

Number of Effects: One. Roll once on the **negative impact effects** table.

Negative Impact Effects:

- **Over-Indulgence.** Many of the residents have taken to partying, drinking, and other forms of merry-making in excess, to the fortress' detriment.

Fortress Magic Attribute: Over-Indulgence. Many of the residents have taken to partying, drinking, and other forms of merry-making in excess, to the fortress' detriment.

Fortress Environment: Swamp

Fortress Danger: Humanoids

Environment

Swamp Type: Riverbank. A main river passes through, but swamp is present on both sides. The river is moderately wide, able to be crossed on a boat or raft in under a minute.

Swamp Region: Temperate or Warm. The swamp is a region that does not often experience freezing temperatures.

Destination Location: Swamp Edge. The destination is found at the outer edge of the swamp, where it meets a bordering region or biome.

Notable Environmental Features: Pond. A small body of water, surrounded by shore, 2 acres in area.

Destination Tree Density: Choking. The trees around the destination are spaced extremely closely, likely pressed against the edges, or leaning over the top. Vines or other plant life spans all but the narrowest gaps between trees. The movement of medium creatures to and from the destination is very difficult, and may require squeezing through small gaps. It is almost certainly impossible for large creatures or vehicles to get through at all. There are only very short lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness.

Destination Integration: Barrier. A barrier, or barriers, have been created to block the water from invading the destination.

Physical or Magical Integration: Physical. The destination's barriers or risers are of a physical nature, such as walls, pillars, platforms, or other structural elements

Integration Integrity: Reinforced. The barriers or risers are not only solid and intact, but have extra support or protections to ensure continued stability.

Present Natural Hazards:

- **Sinkholes.** The area of the destination is peppered with sinkholes, concealed beneath the surface. If those traveling through the swamp are doing so at normal or higher speeds, and/or are not being guided by someone with experience or knowledge of this sort of environment, roll a d100. On results of 1-25, a random member of the group falls into a sinkhole. The sinkhole is 1d4 x 5 feet deep. If the victim falling into the hole goes unnoticed, finding them is very difficult.
- **Present Natural Hazards 2: Poisonous Plant (Poison).** The area of the destination is full of plants that can make those that ingest them seriously unwell, causing symptoms such as convulsions, abdominal cramps, nausea and, ultimately death, if an antitoxin or other remedy is not found quickly.
- **(2) High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation.

Recent Weather (Temperate): Humid. There has been a tremendous amount of moisture that has evaporated into the air due to the extreme heat. Anything porous, such as fabric, is constantly damp, and is unable to be dried. Sweating cannot keep creatures cool. Insects that do well in warm weather thrive, and exist in greater numbers.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Local Fauna:

- Giant toad
- Swarm of ravens
- Giant constrictor snake

Danger

Group Type: Bandits. A group of criminals, usually involved in violent crime.

Group Size: Moderate. The group is made up of 12 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Magical Power (Arcane). The leader is very proficient with arcane magic.

Leader Weaknesses: Easily Distracted. The leader has a hard time keeping focus, or struggles to see plans and ambitions through to their completion.

Group Attitude: Negligent. The group is lazy, inattentive, and has little regard for their duties.

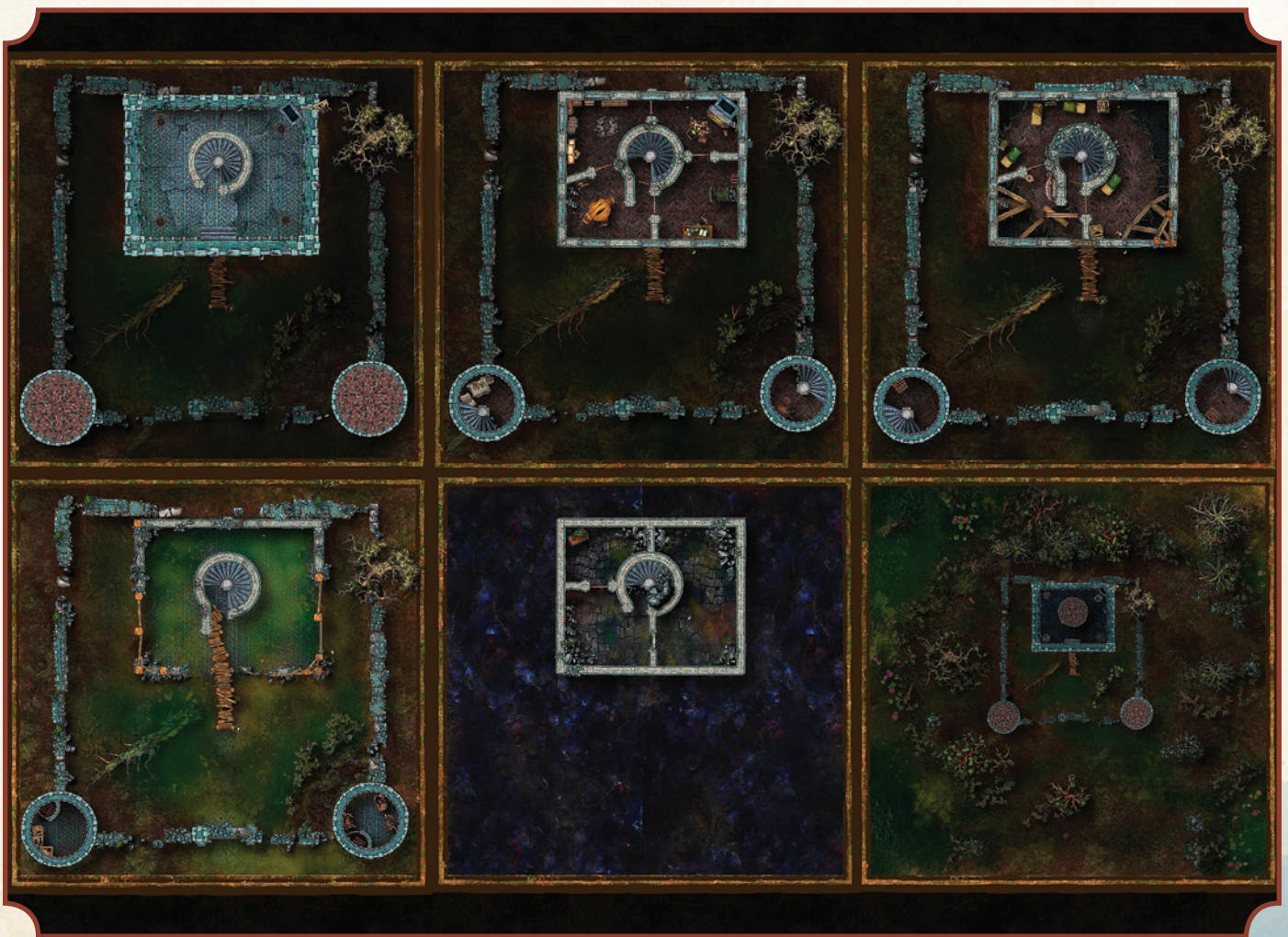
Group Loyalty: Region. Most or all of the group is from a certain place (which could be a *specific* place like a city or neighborhood, or it could be a general area like a country or kingdom).

Loyalty Extent: Absolute. All members of the group are extremely dedicated, and none would be willing to turn. Most members would give up a lot before betraying the group's trust, or that of the leadership.

Non-Group Local Familiarity: Enemies. The locals certainly know of the group and are directly opposed to them. They have information about the group, and may be willing to share their information and grievances with anyone else that would oppose them too.

Group Complications: Injury. One group member has recently suffered a debilitating injury, and is still recovering. The injury may or may not be a result of the actions of the group, or one of its members.

Situational Influence: Seeking Information. The information being sought is magical.



Swamp Bandits

The Symposium of Reverie

By Lou Fryer

The world is filled with magic and wonder, or so it is said, if you know where to look. Not every magic user, however, can be an advisor to a powerful ruler, head of a chapter or guild, or a venerated sage. A great number of your average hedge wizards, not having attained the lofty heights best suited to their inflated sense of self-importance, have let their commitment to academia go by the wayside, workaday warlocks lack the skill to wield the gifts they once desperately desired of their patrons, and run-of-the-mill sorcerers show innate power, but little drive to do something with it.

So when a god of the dreaming ordered a great fortress built in their name, a small collective of itinerant spellcasters thought it sounded suitably grandiose to be worth attaching their names to and, besides, what else were they up to right now, anyway? The concept of spending time around like-minded people that would 'get them' was certainly appealing, if nothing else. In addition, the deity, in exchange for construction of a fortress reminding mortals of their power and influence, vowed to protect those within its walls from the influence of the plane of dreams, while allowing it to seep into the surrounding forest. Walkers found they could, therefore, take a twilight stroll between the trees, entering a hypnotic state akin to one induced by hallucinogens, and experience snatches of dreams, nightmares and, occasionally, prophecy.

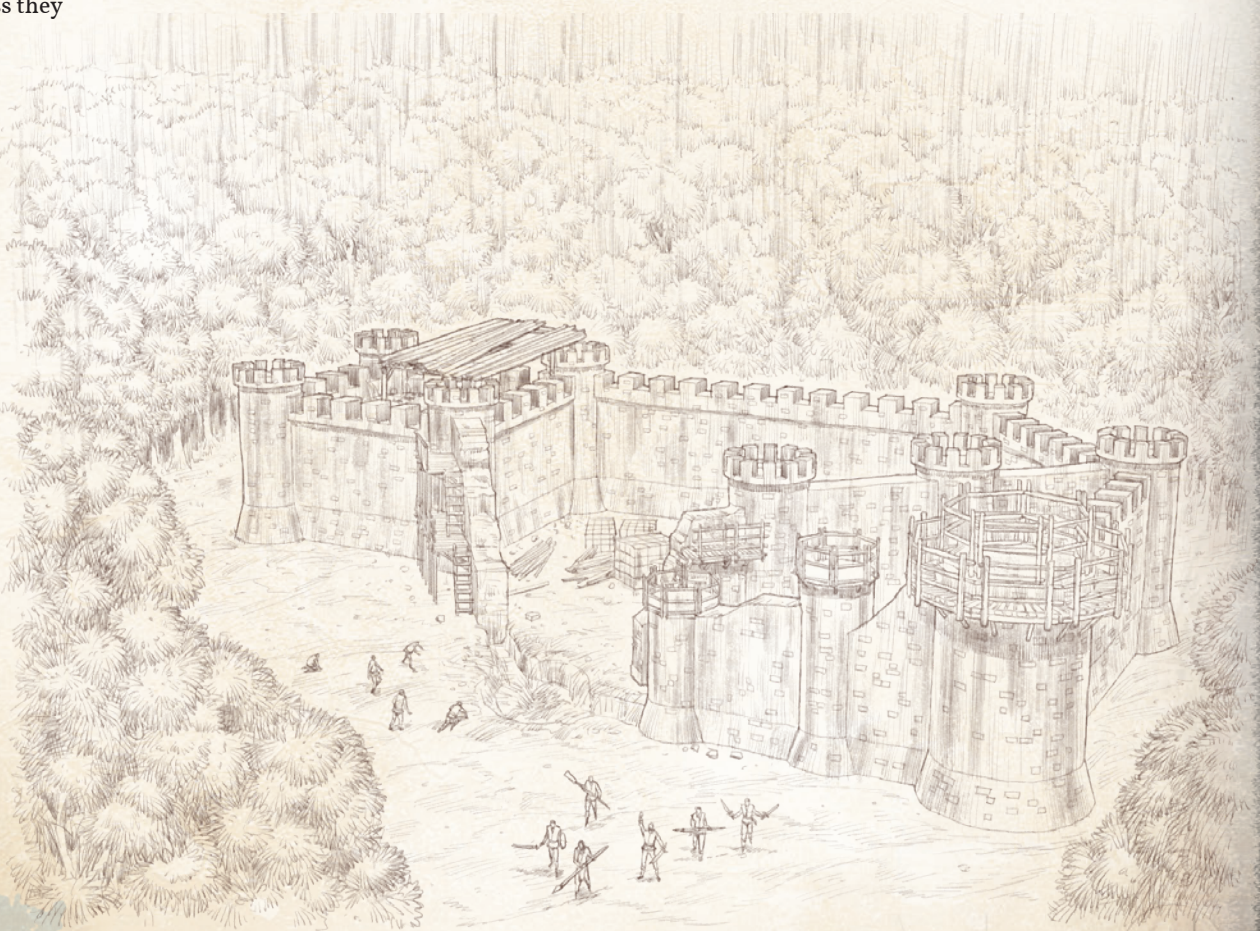
Now, a gaggle of hack magicians have, albeit small, insight into the future, which is doing nothing to abate their already over-inflated sense of self-importance. They named their company, as well as the grand fortress they planned to build, 'The Symposium of Reverie', a name they felt suited their lofty aims, and set themselves up as an academy, of sorts, 'training' to 'break down the filters of their minds', through magical dreaming. As they spent their nights in trance, by day, stones started - very slowly - to be laid.

As with many endeavors established on a foundation of opportunity, rather than conviction, it was almost inevitable that a 'dreamer' would come to see themselves as greater than the mission. One particularly conceited individual (though not lacking for charisma and friends in the symposium), started aggrandizing about their great mission, but with entirely different ideas about how things should be done. They began to take issue with the passivity of the fortress inhabitants, arguing that the denizens of the dreaming, including their deity, would only take them seriously with a show of strength. They propose invading the plane of dreams and stealing the helm of the god of dreaming, granting them unfiltered prophecy and marking them as a force to be reckoned with on both planes. The symposium has now splintered into two distinct factions, one maintaining the status quo, and the other a hastily-assembled pseudo-military company, its leader desperately trying to drill their 'lieutenants', who were really only swept along by being in the wrong place at the wrong time.

Their grandstanding and backbiting might appear harmless, but even slight disturbances in the plane of dreams can ripple outwards to the psyches of dreamers much further afield. Should the symposium go to war with itself, or actually attempt a planar invasion, the consequences could be grave.

Suggestions:

- An adventuring party might come across the symposium after investigating a spate of magical nightmares plaguing nearby settlements, caused by the symposium's interfering with the dreamscape.
- Are any of the spellcasters who wandered off to form, or join, the symposium missed by the wider world?
- How much notice has the dream deity paid them since giving them their divine orders? A being of such immense power could choose a side in their squabble, or decide to mitigate the risk to themself and their realm by eradicating the problem entirely…



Prelude

Theme: Opportunism. Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence: Training Grounds. The area was used to teach or tutor a certain discipline.

Continued Presence: Present (Grown). Not only does the presence still exist, but it is even stronger.

The destination is at odds with the previous presence.

Destination Type: Fortress. Structures of heavy, strong materials, designed to withstand assault and provide great defensibility.

Destination

Fortress Type: Castle. A castle has a central keep, and the whole structure is surrounded by a curtain wall. The yard inside the curtain wall, where the keep and other smaller buildings (stables, forge etc.) are found, is called the bailey.

Reason for Construction: Immortal Command. A god, or powerful otherworldly being, commanded it be built.

Design Theme: Piety. Righteousness and ascendence.

Age: New. This place is between 0 and 50 years old.

Condition: Ruin or Bare Bones. The majority of the structure is exposed to the elements. Ruined elements and other damages are no longer repairable; a rebuild would be the only option. If under construction, it is a long way from completion. Residence within the fortress would be incredibly uncomfortable, if even possible.

Notable Contents: Specialist Equipment. Kit issued to an occupant of the fortress tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the fortress. They might be responsible for constructing the fortress, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Negative Impact: Dangerous Work. One or more of the residents within the fortress was engaging in pursuits that had very serious, perilous consequences. This could have been experimenting with certain chemicals or devices, or it could have been tampering with magic best left alone.

Number of Effects: One. Roll once on the **negative impact effects** table.

Negative Impact Effects:

- **Apathy.** Many of the residents don't seem to care about their duties anymore.

Fortress Magic Attribute: No

Fortress Environment: Extra-Planar

Fortress Danger: Military Company.

Environment

Plane Type: Dream. The plane of dreams is an ever-shifting place where one's surroundings are shaped by their subconscious or, if they are capable of lucid dreaming, their active consciousness. Planar weather could include impossible effects, conjured from the subconscious of those observing it.

Destination Planar Positioning: Prime Material. The plane has manifested somewhere on the prime material plane. The landscape around the destination has been transformed to fit the ecology of that plane.

Planar Manifestation: Noticeable. The plane has manifested in and around the destination in a few apparent ways, but nothing glaring.

Planar Presence Origin: Slightly Intentional. The destination coming into contact with the plane the way it did wasn't exactly what was supposed to happen, but was similar to what would normally be expected. If what happened occurred naturally, it didn't happen as it normally would.

Access: Physical (Restricted). The destination can be approached only by proceeding through, past, or around various physical barriers, fortifications, or obstacles. Generally, to pass through these obstacles properly, one must have proper authorization, a key, or otherwise possess knowledge, or an object of some sort.

Visitor Protections: Strong (Destination). The destination provides total protection or fortification against some, or many, aspects of the plane, its essence, and its denizens. These protections are tied to the destination itself, and do not extend beyond its borders.

Planar Denizen Awareness: None. The destination has remained hidden, or otherwise seemed insignificant enough to fall beneath the notice of any beings native to the plane.

Recent Planar Weather: Strong. Environmental conditions around the destination have been considerable, and could be dangerous if not well-prepared. Some examples might be significantly hotter or colder temperatures than usual, severe winds, heavy precipitation, powerful currents, many pieces of floating debris or objects in space, blazing solar flares, or strong magical energy fluctuations.

Current Planar Weather: Better than Recent. Use the result before what you rolled for recent weather (if you rolled 'Mild', the weather is the same).

Danger

Group Type: Military. A fighting force working in an official capacity for a government, monarch or other powerful entity.

Group Size: Moderate. Moderate. The group is made up of 16 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Connected. The leader is friends with (or otherwise connected to) some powerful individuals, who will help them out when they need it.

Leader Weaknesses: Defensive. The leader feels the need to justify themselves and their decisions, which may also manifest as abruptness or aggression.

Group Attitude: Relaxed. The group is generally casual and easy-going; they react, rather than plan.

Group Loyalty: Leader. The group is dedicated to its leader.

Loyalty Extent: Tepid. The group, or some members within it, are less than pleased with their direction. A few within the group are not as dedicated as they once were, or otherwise might be, so are at odds with the leadership.

Non-Group Local Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: Low Supply. The group is running very low on a particularly important supply (or has run out completely), and is trying to figure out what to do about it.

Situational Influence: Seeking an Item. The item being sought is a weapon or armor.

The Symposium of Reverie

Headquarters

d10	Destination Name	Page
1-2	The Cyclopean Halls	p. 301
3-4	Fat Cat Maniacs	p. 304
5-6	The Laketop Vault	p. 307
7-8	Order of the Dragon Outpost	p. 310
9-10	Wardens' Moot	p. 313

The Cyclopean Halls

By *JVC Parry*

Ask any of the nomads that travel through the desert, and they'll tell you that the immense stronghold on the edge of Wormgullet - the 450-foot deep well that taps into the only nearby source of water, and feeds a lush oasis surrounding it - belongs to the cyclopes. These wise giants of immense age have lived there for centuries, their fortress worn smooth by the ceaseless sandstorms.

The Cyclopean Halls consists of three main structures, each giant in proportion, all surrounded by a high wall with a single gate. The entire place is atop a rock shelf, with a natural stone stair leading up to the gate. In the centre of the stronghold is a lighthouse-like tower, capped with a beacon, which the giants would keep lit to guide travellers to their oasis. Beside this is a barracks where the cyclopes would sleep - large enough for two dozen of their kind. The final building is a great library, filled with the clay tablets upon which the complex, symbolic writing of the cyclopes is recorded. The sandstorm winds blow from the west, into the rock shelf and stronghold, both of which protect the oasis, and Wormgullet to the east.

The immense stronghold on the edge of Wormgullet belongs to the cyclopes. That is, until recently. When conquering armies came and took the stronghold for themselves as a base of operations, they forced out the cyclopes (of course, not without casualties). Now, both nomads and cyclopes suffer. Before, the cyclopes would allow any nomad to stay in the oasis for a time to water their camels and clean their tents and, in turn, the nomads offered sacrifices of livestock to the cyclopes.

The conquering armies waited for most of the cyclopes to be out hunting the colossal sandworms that besiege the desert before they attacked. They overthrew the handful of giants left in defence, and quickly set about laying traps and alarms that would stop the cyclopes from regaining the stronghold. These include enormous caltrops along the stairway - easily avoidable by human-sized creatures - and a magical lantern imbued with a blinding light that hangs in the tower. Those that approach too close, and set off an alarm, trigger the lantern, which floods the surrounding dunes with its light. The conquering army now houses troops within the barracks and have split the library in two; the lower level serves as storage for freshwater and medicine, while the upper functions as a command centre. This command centre is the central hub for the army's commanders, and serves as both a place to send and receive information and communications, and as a war room where further expansion can be planned. They no longer allow the nomads to stop at the oasis, and now patrol it with armed guards at all hours.

Suggestions:

- The party could be persuaded to side with the army and try to route the remaining cyclopes, or work for the cyclopes and nomads to reclaim The Cyclopean Halls.
- Wormgullet may, perhaps, conceal a secret tunnel, a few hundred feet down, which links with a cavern network accessible through the stronghold. This could be utilized to sneak either in or out.

Prelude

Theme: Help. Seeking the aid of someone or something in order to achieve a desired outcome.

Previous Presence: Road. The area was directly connected to a road, or was very near to one.

Continued Presence: Erased. What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.

Destination Type: Headquarters. Central location where command of a company, organization or fighting force has been established.

Destination

Age: Very Old. This place is between 200 and 500 years old.

Size: Compound (Small). The headquarters operates out of a group of structures.

Compound is made up of 3 small structures

Condition: Excellent. The headquarters is well-organized and very clean. Structural maintenance has been made a high priority, and there are no apparent vulnerabilities. The structure's doors and windows seem to work, locks function, and it is sealed off from the elements the best that it can be.

Notable Contents:

- **(2) Medicine.** This is a drug or substance intended to treat or aid with a medical condition.
- **Personal Correspondence.** A written letter either received from, or intended for, someone of personal significance to an occupant of the headquarters.
- **Plans.** These depict a course of action to be carried out by the headquarters' inhabitants. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
- **Drinking Water.** This water is stored in a cask, barrel, or other container which is sealed, except for where it may be opened to dispense its water.

Current Inhabitants: New (Forceful). Non-original inhabitants reside in the headquarters, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Vigilance: Prudent. The headquarters is taking necessary precautions.

Alarms:

- **Sophisticated Alarm.** Certain key points near or within the headquarters have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.
- **Simple Alarm.** Certain key points near or within the headquarters have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Traps:

- **Moderate Traps.** The headquarters is protected by traps intended to delay, hold, or injure unauthorized individuals.

Headquarters Environment: Desert

Headquarters Danger: Environmental Danger: Intelligent Monster

Environment

Destination Location: Outer Desert. The destination is closer to the outer edge of the desert than its heart.

Notable Environment Features: Deep Pit. A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 450 feet deep.

Destination Terrain: Rock Shelf. The destination is stationed on a hard, rocky surface.

Recent Weather: Gale Force Winds. There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Impact - Sand: Extreme. Sand seems to cover and get into everything. Great drifts of it seem to pile up almost, even shortly after being cleared away. Any structure that has been exposed to this for long has been weathered harshly. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth get torn to pieces before long.

Environmental Impact - Exposure: Bad. Fine details on surfaces have been worn away. Lightweight objects may have been scattered or blown around. Structures made from lightweight materials may have significant compromises.

Environmental Danger (Intelligent Monster): Cyclops

Danger

Monster Motive: Home. The monster wants to live here.

Motive Success: Frustrated. The monster feels that they are actually farther from their goal than when they first came here, or when they first settled on their goal.

Kinship Similarity: Offbeat. This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Monster Age: Adult. The monster has grown into its normal, mature state.

Monster Size: Healthy. The monster is the typical size for its age and species.

Local Awareness: Passing Awareness. The locals are aware of its presence but don't know much, if any, detail about it beyond the superficial, or the degree of danger it poses.

Local Reaction: Understood. The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.

Local Coexistence: Symbiotic. The monster's presence has benefited the locals or the environment, and the locals or environment have also benefited the monster.

The Cyclopean Halls

Fat Cat Maniacs

By Megan Roy

It's been months since anyone's seen the Fat Cats, a band of nasty bandits that used to terrorize the mountain pass. Rumors say they were finally taken down by a rival gang but, in truth, some of the Fat Cats still live. Their thieving days have long since ended, however, now that they remain imprisoned within their own minds, worshipping a fabricated god.

If one were to discover the narrow tunnel hidden amongst the brush, they would face a long, claustrophobic trek before reaching the Fat Cats' mountain hideout. From the mud-slicked slope, they would emerge to face an old, stone structure, bearing wing-shaped pennants cut from ratty, black curtains. Entering would reveal an unsettlingly pristine interior, which now houses a dozen paranoid drug addicts consumed with endless tidying and strange prayer.

If a resident were to be questioned in a rare, lucid moment, they would tell you the story of the naive greed that led to this. They'd begin by telling of the merchant they'd kidnapped last year, who had bartered for his freedom with knowledge: a rare flower, native to these parts, whose pollen was a powerfully addictive hallucinogen. If harvested and sold, the merchant said, this drug could earn the Fat Cats far more than thieving ever could. Investigation revealed a motherload of the flowers near the headquarters, growing deep at the base of a natural gulch. The merchant was released as the crew hungrily descended to harvest their prize - but, upon arrival, everything changed.

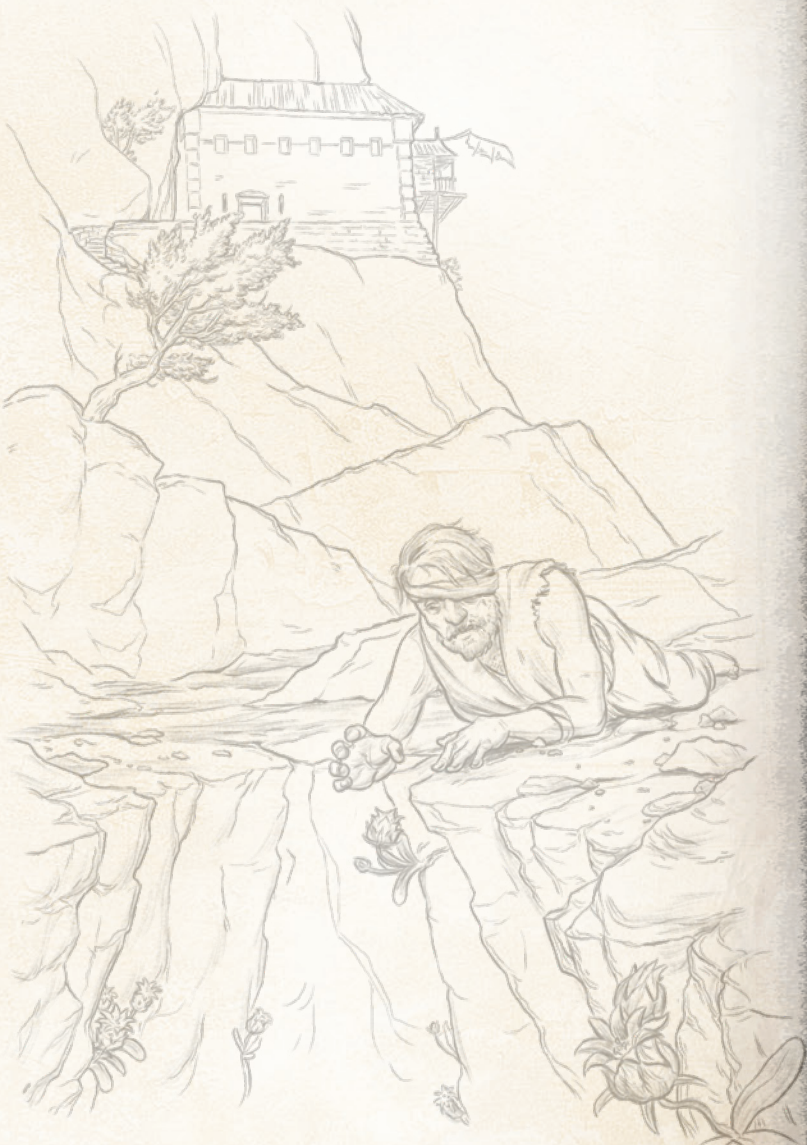
Erupting from the meadow came thousands of bats, who swarmed the intruders with unusual ferocity and pollen-caked wings. Not only were many of the crew lost in the vicious attack, but those that remained barely escaped with newly pollen-warped minds. In their drugged stupor, the survivors now considered the swarms of bats their new gods, incurring Their wrath as punishment for gracing Their holy meadow.

In the months since, the survivors' fear, devotion, and addiction has only grown. They stay high on pollen to maintain the connection to their gods, despite regularly returning from pollen-harvesting trips gravely wounded. After each trip, they travel the treacherous path to the mountain peak to leave offerings for their Gods as thanks. Any visitors, though rare, are immediately regarded as enemies of their holy mission.

Though almost none know the true fate of the Fat Cats, perhaps their pitiful story is best left untold, hidden away in the heights…

Suggestions:

- The released merchant might be the only one who knows of the Fat Cats' true fate. Maybe he'd reveal this location if befriended or, perhaps, if caught bragging about his clever narrow escape.
- Perhaps this 'pollen' has a known presence in your setting already. If so, finding and destroying a potential drug source on this mountain could also lead adventurers here.
- Feel free to leave room for adventurers to cleverly escape conflict without combat, such as pretending to also worship their gods, or by using magic to sober them up.



Prelude

Theme: Test. Part of a task, the result of which will determine a decision.

Previous Presence: Strategic Location. This area was a place of vital military importance.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Headquarters. Central location where command of a company, organization or fighting force has been established.

Destination

Age: Old. This place is between 100 and 200 years old.

Size:Multi-Room (Large). The headquarters operates out of a large, multi-room structure which is roughly the size of a large residence, with 6 rooms.

Condition: Pristine. The headquarters is extremely well-organized and incredibly clean. Structural maintenance has been made a top priority, and additional reinforcements and security measures are in evidence. Doors are barred (and may have various locks), windows have heavy shutters, walls are finished with surfaces to make climbing difficult, and wall or roof edges may have deterrents (such as potshards, bone, or glass) worked into them.

Notable Contents:

- **Drugs.** This is a substance that has a body and/or mind altering effect, typically used recreationally.
- **Basic Equipment.** Standard-issue kit used by an average-ranked occupant of the headquarters.
- **Maps.** These depict various locations, either of the immediate area, or other areas of interest to the occupants of the headquarters. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
- **Contraband.** An item not allowed by those in command of the headquarters.

Current Inhabitants: New (Forceful). Non-original inhabitants reside in the headquarters, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Vigilance: Wary. The headquarters is watchful.

Alarms:

- **Simple Alarm.** Certain key points near or within the headquarters have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Headquarters Environment: Mountain

Headquarters Danger: Environmental Danger: Beast

Environment

Single Mountain or Mountain Range: Mountain Range. The destination is on a mountain that is part of a range.

Mountain Size: Large Mountain. A great rise of stone and earth that covers a massive amount of the land, 6 thousand meters high.

Destination Location: Mid-Slope. The destination is located on a slope on the middle third of the mountain.

Notable Environmental Features: Crevasse. A large, deep fissure or crack in the surface of the mountain.

Destination Terrain: Difficult - Earthen. The area in and around the destination has soil and plant life (grass, trees, etc.), but the ground is uneven. There may be dense plant growth, roots, fallen trees, loose soil, fallen rocks, or any other natural occurrence that would make the area difficult to traverse, but not impossible.

Trail Size:

- **Down: Narrow.** The trail is narrow, only wide enough for a single, humanoid creature to walk, facing forwards. Without handholds, or some additional structure, the risk of falling is considerable.
- **Up: Razor's Edge.** The trail is a thin lip, or very narrow passage, only suitable for traversing on foot and, even then, it is tight. If this trail is along a rock face (as opposed to a tunnel), those traversing it would need to press their back to the mountain, and may have to move sideways to keep a footing.

Trail Type:

- **Down: Natural Tunnel.** Most, or all, of the trail goes through a natural tunnel.
- **Up: Natural.** Most, or all, of the trail occurs naturally in the mountainside.

Trail Structure:

- **Down: None.** The trail has no railings, rope, constructed handholds, or any other sort of
- **Up: Substantial.** The trail has an elaborate or well-built structure, multiple handholds, or both, to make traversal considerably easier and safer.

Trail Condition:

- **Down: Bare.** The trail is still functional at the most basic level, but any structures or handholds (if there were any) are gone.
- **Up: Solid.** The trail, as well as any structure or handholds (if there were any), is in good, working order.

Trail Hazards:

- **Down: None.** The trail does not have any significantly dangerous portions.
- **Up: Slides.** The area of the destination is prone to rock slides or avalanches.

Recent Weather: Heavy Rain. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Danger: Swarm of bats.

Danger

Creature State: Hungry. The creature is searching for food..

Kinship Similarity: Different. This creature is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Targeted - Adults. Adults within the local area have been specifically targeted by the creature(s).

Local Mindset: Unsure. Locals don't know what to do about the creature; it is a lingering problem or fear for them.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: Moderate. The creature has had a fair amount of impact on the environment; perhaps a certain prey animal or plant species has changed its behavior, or there may be visible, superficial markings or damage in many places, or significant damage in specific places.

Fat Cat Maniacs

The Laketop Vaults

By Andrew Geertsen

Old magic suspends a small island over the surface of a lake. The surface of this island is dotted with a collection of simplistic structures devoid of windows, embellishment, or ornamentation. All but one of these structures are vaults dedicated to housing a powerful, sacred, or dangerous relic or artifact. Care of the vaults is entrusted to a secret, holy order who reside here, in the lone remaining building. The order is sworn to protect the vaults with their very lives, and stand sentry against all threats.

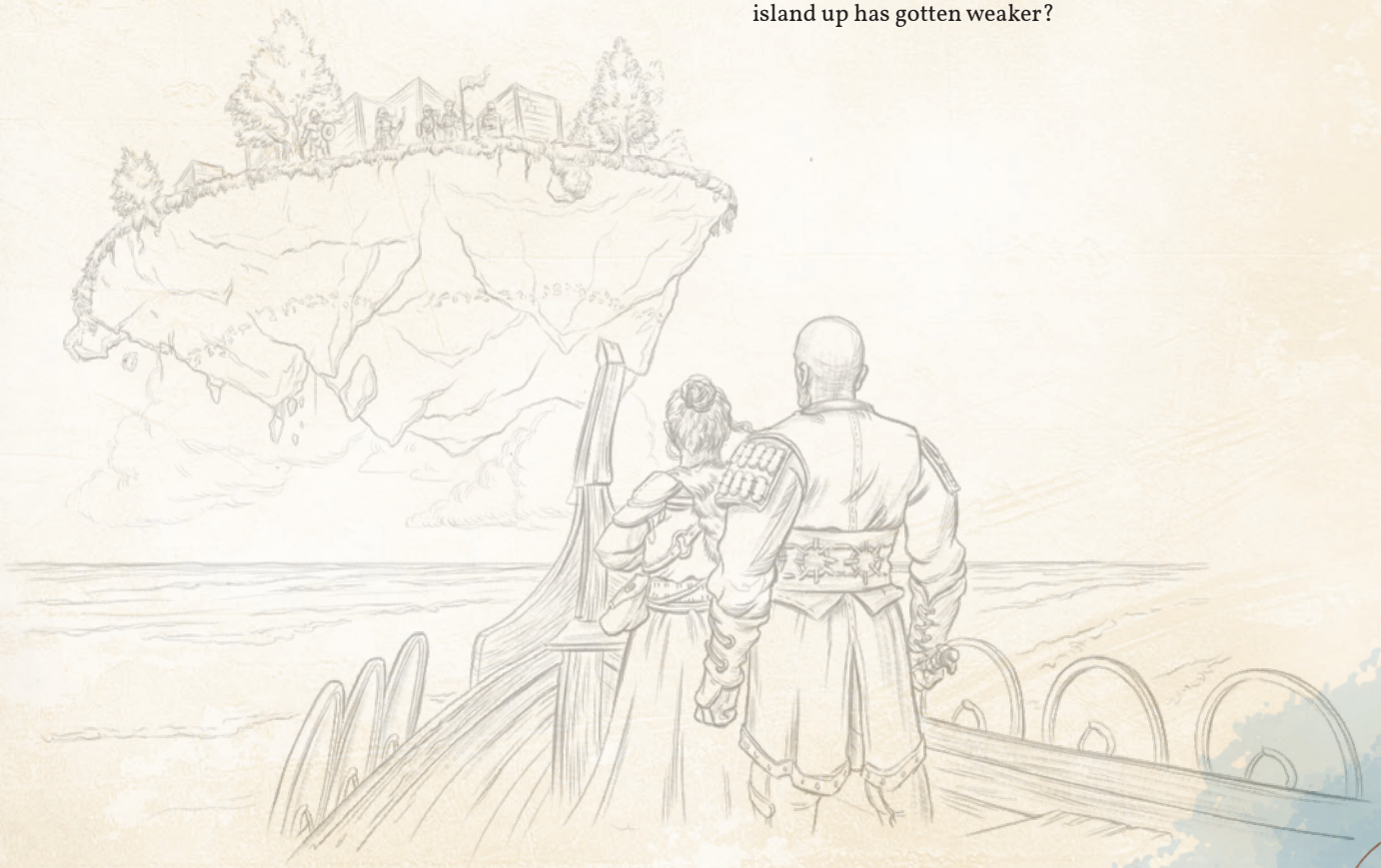
Elsewhere on the lake, a small ship, recently found abandoned by the lakeside, is making its way toward the hovering island with ill intent. Two figures stand tall and resolute at the bow; for want of better names, the group refer to them simply as 'Brother' and 'Sister'. A group of thirteen beleaguered refugees sits behind them and labors at the oars to heave the vessel forward to Sister's satisfaction. Of the two siblings, she is the guiding hand, and iron fist, fueled by grand vision, ambition, and divine power of a grandiose and vengeful god. She quickly took charge of the handful of refugees who now follow her, a disparate band of outcasts from their homeland. Though most of them would have been happy to simply find somewhere new to live, this thought was quashed by Sister, who vows that she will lead them to a place that holds items of power, which they will use to reclaim their home.

The group have been on the run for some time now, and the refugee crew members are nearing the end of their tolerance for Sister's ambition. They already only follow out of fear, not just of the siblings themselves, but for their chances of survival without them. However, after being pushed day after day, even their collective survival instinct has begun to unravel, and their mood rapidly spirals toward all-out mutiny. Luckily for Sister, her brother is there to help. Brother is a massive, brutish man, who follows his sister's guidance with reverence and dedication; any threats against her, or 'the mission' (as his sister calls it), are squashed with swiftness and enthusiasm. One of their number actually tried making a move against them recently and, for their trouble, Brother tied them up and keelhauled them without a second's thought. This display has quelled any further uprising, for the moment. The refugees hold on, tired and afraid, as their small ship sails toward the island, and toward their fates, as they carry out Sister's orders one more time. If it goes badly, well, they figure that it will be probably be for the last time.

As the vessel approaches the island, the holy warriors stand above, weapons and magic at the ready. If Sister's plan works, however, their defenses may not amount to much; if she is able to use her powers to destroy the time-worn magics holding the island aloft, she will send the whole thing crashing into the water below.

Suggestions:

- An adventuring party might be hired to apprehend Brother and Sister by the authorities from their homeland, by the order to defend against the coming threat, or to stabilize the levitation magic holding the island up. They might even be undercover among the refugees.
- Do Brother and Sister seek a particular item from the vaults, or want to plunder more generally for anything that might help? What kinds of items are being protected?
- Who are the holy order? Is there a more sinister reason than them being 'time-worn' for why the magic holding the island up has gotten weaker?



Prelude

Theme: Pilgrimage. The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.

Previous Presence: Befouled. The area was tainted by something dark, sinister, or vile. It may have been magically corrupted, or perhaps the land was poisoned so that nothing would grow here anymore.

Continued Presence: Erased. What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.

Destination Type: Headquarters. Central location where command of a company, organization or fighting force has been established.

Destination

Age: Old. This place is between 100 and 200 years old.

Size: Compound (Large). The headquarters operates out of a group of 12 small structures

Condition: Excellent. The headquarters is well-organized and very clean. Structural maintenance has been made a high priority, and there are no apparent vulnerabilities. The structure's doors and windows seem to work, locks function, and it is sealed off from the elements the best that it can be.

Notable Contents:

- **Contraband.** An item not allowed by those in command of the headquarters.
- **Commander Equipment.** Kit issued to a commander, officer, or other high-ranking individual in the headquarters. This may simply be better quality versions of basic equipment, or include other special items.
- **Interrogation Tools.** These tools are used for coercing information out of captives.
- **Drinking Water.** This water is stored in a cask, barrel, or other container which is sealed, except for where it may be opened to dispense its water.
- **Specialist Equipment.** Kit issued to an occupant of the headquarters tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.
- **Preserved Food.** This food has been specially prepared for extended storage, usually via salting, pickling, or other such means.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the headquarters. They might be responsible for constructing the headquarters, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Disciplined. The inhabitants have firm structure. Roles or jobs appear to be clearly defined, with individuals moving about with purpose. Evidence of routines or schedules can be seen clearly. Significant failure to adhere to the system in place may result in punishment.

Vigilance: Prudent. The headquarters is taking necessary precautions.

Alarms:

- **(2) Simple Alarm.** Certain key points near or within the headquarters have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Traps:

- **Serious Traps.** The headquarters is protected by traps intended to either be lethal, or to hold or delay unauthorized individuals indefinitely.

Headquarters Environment: Aquatic

Headquarters Danger: Humanoids

Environment

Aquatic Position: Above the Water [Floating]. The destination is held above the water's surface via magic.

Aquatic Body: Large Lake. The destination is located in, on, or above a body of water surrounded by land. The body of water is large enough where only a portion of it can be seen from any point on its shoreline.

Plant Density: Tight. Seaweed, kelp, or other aquatic vegetation grow extremely thick near and around the destination, densely enough to obscure it entirely when viewed at the same depth. The shifting plants completely obscure line of sight, so the destination is completely blocked from view. From above, it is very difficult to glimpse the destination, even from a very short distance away.

Water Clarity: Cloudy. The water has a high amount of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water quite cloudy. If a creature is normally able to open its eyes underwater to look around and see well, obscures anything within a short distance, and completely hides anything beyond that, unless the creature is native to this environment.

Destination Support Condition: Unstable. The supports are shaky, or show signs of weakness; they are likely to be fragile, or to have vulnerabilities apparent to those knowledgeable enough to spot them.

Notable Features: Small Ship. A small ship, which would require a crew of no more than a dozen people is abandoned, drifting near the destination.

Recent Weather - Surface: Calm. The weather conditions have been still and quiet.

Current Weather - Surface: Windy. There has been a fair wind recently, enough to rock floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance.

Danger

Group Type: Refugees. A group fleeing from somewhere they no longer feel welcome.

Group Size: Moderate. The group is made up of 13 individuals.

Group Locality: Mostly Locals. Over half of the group are from the area in or around the destination.

Group Leadership: Peers. There are multiple leaders within the group. The number of individuals in the group (from the **group size** table) determines how many leaders there are.

Leader 1 Strengths: Physical Capability. The leader has great physical prowess in one or more ways. The leader is extremely strong.

Leader 2 Strengths: Magical Power (Divine). The leader is very proficient with divine magic.

Leader 1 Weaknesses: Easily Distracted. The leader has a hard time keeping focus, or struggles to see plans and ambitions through to their completion.

Leader 2 Weaknesses: Grandiose. The leader has visions of greatness which they aspire to, which they frequently let get the better of them. They care about face, showmanship, legacy, and making their mark.

Group Attitude: Focused. The group is alert, centered, and totally fixated on the task at hand.

Group Loyalty: Goal. The group is driven by their desire to achieve a certain goal, or reach a particular milestone. If their goal was no longer possible (or was never actually real to begin with), there would certainly be trouble.

Loyalty Extent: Borderline Mutiny. The group's loyalty is stretched to its thinnest. There are serious problems within the group that need to be resolved quickly. The majority of the group are a single instance away from revolting against the leadership.

Non-Group Local Familiarity: Familiar. Most locals are familiar with the group, and know a fair amount of general information about them, but nothing the group expressly tries to keep secret. The locals are relatively ambivalent towards the group.

Group Complications: Punishment. One group member did something that was against the group's code, or rules, and is suffering the consequences. Group members may feel differently, or be united in their feelings, about the act and the punishment.

Situational Influence: Seeking Information. The information being sought is heretical.

The Laketop Vault

Order of the Dragon Outpost

By *JVC Parry*

Snow falls on a timber and stone structure, little more than a shack with a beacon mounted atop it, nearly burying it beneath thick drifts. Time has worn this place down; windows are boarded up against frost, and the roof has been repaired multiple times in the places where the weight of snow has brought it down. A thin swirl of smoke twirls up into the white sky, an indication of the meager fire struggling to heat the place from within. This shack is a northerly outpost of the Order of the Dragon, a knightly society dedicated to the protection of good-aligned dragons, and the pacifying of evil-aligned wyrms. The order sees all dragons as sacred, and tries to ease the relationship between the ancient reptiles and the humanoids who now spread across the face of the mortal realms. To this end, the outpost was built within the hunting territory of an ancient white dragon, Nix the White Death. Around a century ago, Nix was a voracious predator of humanoids, destroying timber camps and devouring the folk working within them. The Order of the Dragon were called in to satisfy the dragon's wrath, which they achieved with a constant supply of treasure, and the introduction of saber-toothed tigers - a suitably interesting alternative prey for the wyrm.

There still remains a contingent of the Order of the Dragon within the outpost. Three knights share the tiny space, alongside their pseudodragon familiar, Eotryx. The knights live off the land, hunting and farming what they can in more temperate months. They protect Nix against those who would seek to slay her - not that she needs the help, but as a gesture of good faith - and, secondarily, work to help safeguard the local settlements against yeti and other beasts of the frozen wastes. What the knights don't know is that, some time ago, Eotryx betrayed the order, in a moment of weakness, by stealing a treasure from Nix's hoard - a tiny snow globe containing a mechanical dragon, whose clockwork wings beat when the globe is swirled. Eotryx finds the object utterly delightful, and figured the enormous dragon wouldn't miss something so tiny from her expansive hoard. Luckily, so far, the pseudodragon has seemingly been proven correct.

However, this theft has not gone unnoticed by everyone. A dragon cult, feared throughout the world, has been trying to undermine the Order of the Dragon for centuries now, enticing evil dragons to do their worst, and hoping that they might benefit from their alliance with the wyrms. An arm of the cult has a home in one of the nearby settlements, and an agent from the society noticed the pseudodragon playing with the stolen globe a week or so ago. Seeing their chance to sow chaos, the agent cast a spell upon the Order of the Dragon outpost that heightens the emotions of those within, while the globe is inside. This has led to numerous arguments between the knights, and their patience is wearing thin. The cult hopes to turn them against each other, and convince Nix the White Death that they are not to be trusted.

Suggestions:

- Nix's lair is in a 9,000 ft tall, ice-capped mountain, not far from the outpost.
- The cult have already visited the dragon, though have not yet convinced her to return to her destructive ways.
- If their spell plan fails to work as intended, the cult may choose instead to just inform Nix of the theft, and sow seeds of betrayal and deception by the Order to whom Nix can avenge herself on.

Prelude

Theme: Fear. Feeling that something threatening or dangerous is near.

Previous Presence: Dumping Ground. This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).

Continued Presence: Present (Grown). Not only does the presence still exist, but it is even stronger.
The destination coexists with the previous presence harmoniously.

Destination Type: Headquarters. Central location where command of a company, organization or fighting force has been established.

Destination

Age: Old. This place is between 100 and 200 years old.

Size: Multi-Room (Small). The headquarters operates out of a small, multi-room structure which is roughly the size of a small residence, with 4 rooms.

Condition: Poor. The headquarters is disorganized and messy, but basic efforts have been made to secure it. Structural vulnerabilities are only moderate at worst, such as broken doors or windows, rotten or poorly patched walls or roofs, makeshift bracing on collapsed structural portions, heavy roof leaks, etc.

Notable Contents:

- **Medicine.** This is a drug or substance intended to treat or aid with a medical condition.
- **Rations.** This food is suitable for extended storage. It is intended solely to provide sustenance, without concern for taste beyond basic edibility.
- **Maps.** These depict various locations, either of the immediate area, or other areas of interest to the occupants of the headquarters. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.

Current Inhabitants: New (Peaceful). Non-original inhabitants reside in the headquarters, after obtaining it peacefully. This typically means that either the headquarters was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Vigilance: Prudent. The headquarters is taking necessary precautions.

Alarms:

- **(2) Simple Alarm.** Certain key points near or within the headquarters have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Traps:

- **Moderate Traps.** The headquarters is protected by traps intended to delay, hold, or injure unauthorized individuals.

Headquarters Environment: Forest

Headquarters Danger: Item

Environment

Forest Region: Boreal. The forest is in a cold region that is more prone to snow.

Destination Location: Deep Forest. The destination is closer to the heart of the forest than its outer edge.

Notable Environmental Features: Large Mountain. A great rise of stone and earth that covers a massive amount of the land, 9 thousand meters high.

Destination Tree Density: Natural. The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the forest floor in patches, but there is at least dim light everywhere.

Forest Floor Terrain: Overgrown. The forest floor around the destination is covered in thick grasses, thickets, shrubbery, or exposed roots.

Recent Weather - Boreal: Snow. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Item Origin: Stolen. The item was stolen, and then stashed here.

Item Status: Ignorant Ownership. Someone,or something in the destination is in possession of the item, but doesn't truly understand what it is or does. The owner is an intelligent monster.

Item Type: Delicate Object. The item is inherently fragile, or has multiple moving parts that make it easily breakable. The object is a curiosity.

Item Condition: Good. The item seems to be in acceptable shape for whatever kind of item it is.

Item Notability: Owner. The item belonged to someone very important, influential, or powerful.

Item Link To Magic: Location Link. The magic exists in the location of the item to serve a purpose, such as to protect or hide it, but is not linked to the item itself. If the item is destroyed, the magic persists, and vice versa. The item may serve as bait to attract targets into the path of the magic.

Magic Activation: Physical Contact. If the item is touched, the magic activates, targeting whoever or whatever touched it, or came into contact with it.

Magic Category: Mental. Roll on the **mentally targeted magic** table to learn the magic's effect.

Mentally Targeted Magic: Heightened Emotions. The target experiences their emotions in more extreme ways. Anger becomes intense rage, happiness becomes hysteria, sadness becomes deep melancholy or depression.

Item Sentience: None. The item does not possess awareness, personality, or any other form of consciousness or agency.

Order of the Dragon Outpost

Wardens' Moot

By Ralph Stickley

You don't get to be an old gnoll without being a smart gnoll.

Tika is a very old gnoll. Her fur is grizzled, and her strength diminished, but every ounce of her cunning is intact. She has haunted the forest for decades, ever since she lost her clan. The majority were wiped out in clashes with a disparate band of rangers, who would meet in a tumbledown, old monastery, deep in the forest. The rest fled though, to where, Tika did not know - all she did know was that her survival was now in her own hands. She began by taking her vengeance on any ranger she could find, but they were tricky prey, and their deaths were sporadic. She thought nothing of years passing between finding one.

It passed her notice completely, therefore, when the remaining rangers abandoned the forest a few years ago. Her enemy was gone but, for Tika, the war continued.

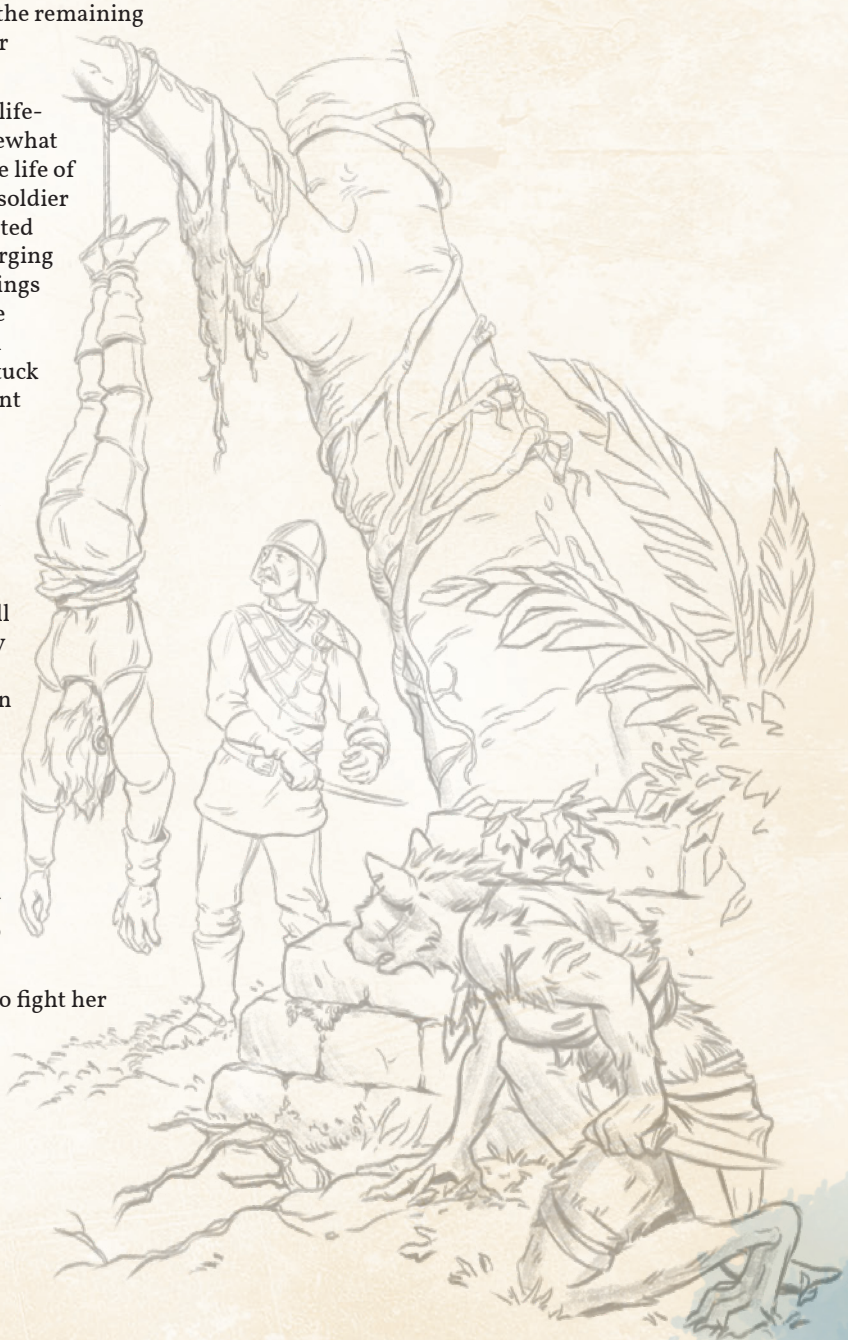
Half a realm away, Lieutenant Sam Brunswick, a life-long soldier with boundless enthusiasm but somewhat less skill, had stumbled backwards into saving the life of a baron, and been granted a boon for doing so. A soldier with more ambition than skill, Brunswick requested command of his own garrison, in the hopes of forging a great military record for himself. His shortcomings were clear, but a boon was a boon and, luckily, the baron was put in mind of an old monastery off in the hinterlands at the edge of his domain; if he stuck the boy there, with a few strategically inconvenient soldiers, he couldn't get into too much trouble...

The new Captain Brunswick, indeed, leaves something to be desired as a commander, though he does not lack for enthusiasm. Part of him was elated when half of his first scouting team failed to return from their foray into the forest; a foe to defeat meant there was glory to be had. While still not entirely sure of the exact nature of the enemy he faces, the high number of casualties has him convinced that a substantial guerilla force lurks in the trees; at least one or two soldiers disappear, without fail, after every scouting mission, either killed by the mysterious, assailing force, or by the traps which litter the area. Brunswick, of course, refuses to call for reinforcements; he is determined to deal with the situation himself and so prove himself worthy of the, undoubtedly significant, command that the baron has put into his care.

All the while, Tika grows older and wilier, ready to fight her war alone to the bitter end.

Suggestions:

- Surviving members of the scouting party found caches of contraband in the forest and suspect there may be more. These caches were not mentioned in any previous reports, so they suspect they are the only ones that know. They know if they report Captain Brunswick's incompetence, high command will swoop in, and they don't want to risk having to share or give up their treasure (which they see as compensation for their horrible posting) until they are sure they've got enough to comfortably retire.
- Unbeknownst to Tika, a few members of her old clan have moved into the area again, having heard that the rangers were gone. Will Tika recognize them, or see them as another adversary?



Prelude

Theme: Grief. Experiencing deep emotional pain, often associated with a loss.

Previous Presence: Meeting Place. The area was frequently used as a meeting spot, either for a few specific individuals, or more generally for groups.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.

The destination coexists with the previous presence harmoniously.

Destination Type: Headquarters. Central location where command of a company, organization or fighting force has been established.

Destination

Age: Old. This place is between 100 and 200 years old.

Size: Multi-Room (Large). The headquarters operates out of a large, multi-room structure which is roughly the size of a large residence, with 6 rooms.

Condition: Poor. The headquarters is disorganized and messy, but basic efforts have been made to secure it. Structural vulnerabilities are only moderate at worst, such as broken doors or windows, rotten or poorly patched walls or roofs, makeshift bracing on collapsed structural portions, heavy roof leaks, etc.

Notable Contents:

- **Perishable Food.** This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.
- **Surveyor's Tools.** These tools are used for assessing terrain.
- **Basic Equipment.** Standard-issue kit used by an average-ranked occupant of the headquarters.
- **Contraband.** An item not allowed by those in command of the headquarters.

Current Inhabitants: New (Peaceful). Non-original inhabitants reside in the headquarters, after obtaining it peacefully. This typically means that either the headquarters was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Inhabitant Discipline: Loosely Ordered. The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence (such as cook or guard). Routines or schedules may seem loose or nonexistent.

Vigilance: Prudent. The headquarters is taking necessary precautions.

Alarms:

- **Simple Alarm.** Certain key points near or within the headquarters have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Traps:

- **Moderate Traps.** The headquarters is protected by traps intended to delay, hold, or injure unauthorized individuals.

Headquarters Environment: Forest

Headquarters Danger: Environmental Danger: Intelligent Monster

Environment

Forest Region: Temperate. The forest is in a region that is typically more mild, or at least experiences more normal, seasonal weather.

Destination Location: Inner Forest. The destination is roughly equidistant between the outer edge of the forest and its heart.

Notable Environmental Features: Ford. A shallow area where a river can be crossed on foot.

Destination Tree Density: Sparse. The trees around the destination are generously spaced. Movement of large creatures and vehicles to and from the destination is unimpeded, and light easily breaks though the canopy to illuminate the forest floor.

Forest Floor Terrain: Clear. The forest floor around the destination is generally even and clear, with few obstructions.

Recent Weather - Temperate: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Danger (Intelligent Monster): Gnoll

Danger

Monster Motive: Lost. The monster is lost.

Motive Success: Frustrated. The monster feels that they are actually farther from their goal than when they first came here, or when they first settled on their goal.

Kinship Similarity: Offbeat. This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Monster Age: Ancient. The monster has lived far longer than a monster of its kind is expected to live.

Monster Size: Runt. The monster is much smaller than its kind usually are.

Local Awareness: Passing Awareness. The locals are aware of its presence but don't know much, if any, detail about it beyond the superficial, or the degree of danger it poses.

Local Reaction: Understood. The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.

Local Coexistence: Non-Disruptive. The monster's presence has not caused any major issues, or disturbed anything to a significant degree, but its presence has also not been beneficial.

Wardens' Moot

Hideouts

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Cat's Cradle

By Lou Fryer and Ralph Stickley

Jun was hopelessly in love with Mei. Who wouldn't be? The beautiful, eligible daughter of a famed war hero, Aniyo Mei's house was constantly attended by a veritable gaggle of suitors, though, it soon seemed to all of them, she was more than happy with her own company, and that of her beloved cat, Tibert. Jun's own proposal of marriage was rejected with as much reserved politeness as the lady could muster, but he could see the judgement and pity in her eyes, and it enraged him.

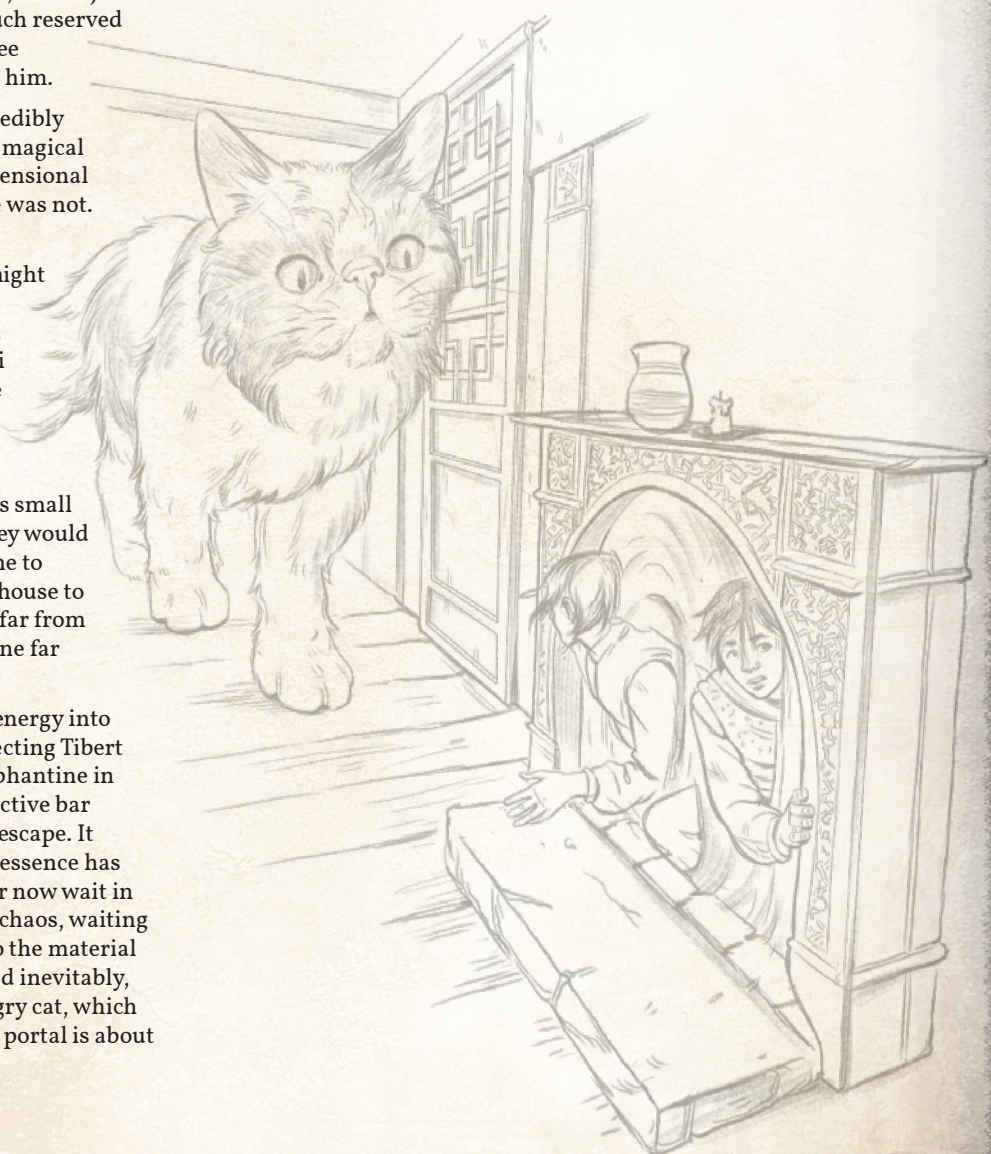
In the midst of said rage, Jun made a series of incredibly poor decisions. The first was to trawl the less legal magical emporia for some means of opening an extra-dimensional portal, though a practitioner of the arcane arts, he was not. The second was to open it in Mei's fireplace.

Dragging one's beloved into a pocket dimension might not be a traditional method for wooing, but Jun was sure that, given time and isolation, Mei would be sure to see his charms. For a while, Jun kept Mei comfortable in a parallel version of her own home on a relatively benign plane. Able to pass freely through the portal in the fireplace by means of a magical mark inscribed on his hand, Jun kept them supplied with fresh food and water, as well as small comforts from their home plane. Paranoid that they would be discovered, Jun shifted the portal from one plane to another with regularity, transporting the parallel house to multiple planes, though all of them benign. Jun is far from expert, however, and one day stumbled upon a plane far beyond his ability to control: the plane of chaos.

The portal became unstable, belching out chaotic energy into the house on the material plane, and onto unsuspecting Tibert the cat, asleep by the hearth. The feline, newly elephantine in proportion, now roams the house, forming an effective bar to the (now comparatively mouse-sized) humans' escape. It doesn't help, of course, that it appears the chaotic essence has lessened Jun's ability to control the portal. The pair now wait in the parallel house, surrounded on all sides by raw chaos, waiting for the portal to flicker open to steal a glimpse into the material realm. Unfortunately for them, they invariably, and inevitably, come face to face instead with the enormous, hungry cat, which seems to have an uncanny knowledge of when the portal is about to open.

Suggestions:

- Locals assume that Mei has abandoned the house and, hearing the occasional crashing noise from the exploits of the giant cat, think that wild animals have moved in. None of them are keen to investigate, but might potentially be in the market for a party of adventurers.
- Does Mei have any ability to control Tibert? Does she know or suspect this to be the case? Either way, does Jun?
- The enforced cohabitation has certainly soured Mei's opinion of Jun, but what effect has it had on his affections for her? Are his feelings as strong as ever, or has time and proximity, as well as their miserable situation, caused his devotion to wane?



Prelude

Theme: Rejection. The denial of an offer or proposal.

Previous Presence: Strategic Location. This area was a place of vital military importance.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Hideout. A location used to keep people and/or items hidden, or to carry out covert activities. This destination type includes indoor hideouts and underground hideouts.

Destination

Hideout Type: Indoor. This hideout is inside some form of structure.

Vigilance: Wary. The hideout is watchful.

Alarms:

- **Simple Alarm.** Certain key points near or within the hideout have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.

Notable Contents: Perishable Food. This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.

Structure Type: Residence. This building was intended to be lived in.

Structure Age: Very Old. This building is among the oldest in the area, but perhaps not the oldest. It is unlikely that many recall the structure being built.

Structure Condition: Poor. The building is not well structured or maintained. Cleanliness is not a priority. Structural problems are in evidence.

Structure Activity: Inactive. To anyone who sees the structure from the outside, it appears to no longer be in use.

Structure Control: Third Party. The structure is owned, controlled, and/or operated by someone other than those who are using the location as a hideout.

Hideout Portion: Multiple Rooms. Up to half the spaces within the structure.

Owner Involvement: Threatened. The owner was threatened by the hiders (or someone working with the hiders) and they acquiesced.

Indoor Hideout Environment: Extra-Planar

Indoor Hideout Danger: Environmental Danger: Beast

Environment

Plane Type: Chaos. The plane of chaos is one of uncertainty and entropy. Things on this plane are unreliable, and ever-changing. The physical is broken apart, and new entities come together, seemingly at random. Planar weather could include almost anything, though likely defies any logic.

Destination Planar Positioning: Extra-Planar. The destination is located completely within another plane. Some kind of passage, or other form of access, leads from where the campaign is currently taking place to the plane in question.

Planar Manifestation: Subtle. The plane has manifested in and around the destination in its subtlest form, impacting it in very minor, or even hidden, ways.

Planar Presence Origin: Slightly Intentional. The destination coming into contact with the plane the way it did wasn't exactly what was supposed to happen, but was similar to what would normally be expected. If what happened occurred naturally, it didn't happen as it normally would.

Access: Magical (Restricted). The destination can be approached only by proceeding through, past, or around various magical barriers, fortifications, or obstacles. Generally, to pass through these obstacles properly, one must have proper authorization, a key, or otherwise possess knowledge, or an object of some sort, but detection is normally handled magically.

Visitor Protections: None. The destination does not provide any kind of protection. Those who visit do so risking all perils related to the plane, its essence, and its denizens.

Planar Denizen Awareness: Very Minor. The destination has been noticed by some beings native to the plane who, if confronted, would not normally pose any threat.

Recent Planar Weather: Mild. Environmental conditions around the destination have been mild or calm.

Current Planar Weather: Moderate. Environmental conditions around the destination have been noticeable, but not atypical. Some examples might be slightly strong winds, light precipitation, gentle currents, sparse floating debris or objects in space, mild solar flares, slight magical fluctuations, etc.

The conditions likely pose some small modicum of survival difficulty, if not properly prepared. Movement and travel may be slowed by a small degree, but this can likely be overcome with specialized equipment, resources, or abilities.

Danger

Creature State: Displaced. The creature is, unintentionally, not where it would typically be, such as far from home, separated from its pack, or outside of its territory. This could be because of others settling in the creature's habitat, bad weather, or any other external factor.

Kinship Similarity: Different. This creature is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

Creature Size: Massive. The creature is far larger than is normal for one of its age and species.

Harmed Locals: Collateral. Something inanimate, such as a structure, area (i.e. farm field, camp, quarry, etc.), or device (i.e. a machine or piece of equipment), has been specifically targeted by the creature(s), without the intent of harming any living things, but some people, animals, or both have been harmed in the process.

Local Mindset: Unfamiliar. Locals are only vaguely aware of the creature, only the impact it is having; they have many incorrect assumptions about it.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: None. The creature has not affected or changed the environment in any significant way.

Cat's Cradle

Gilded Shrine of Nine

By *JVC Parry*

In the ruined city of Bjorfhold stands the Gilded Shrine of Nine, a manor house converted into a temple, marked by nine golden pillars that surround the premises and cast long shadows over the grounds when the blood-run sun rises above the devastation. The city was corrupted by infernal influence less than a decade ago. Most of the populace fled as the corrupt nobility took to humanoid sacrifice, and the charnel reek of their manor houses pervaded the air. Since then, the city has fallen into total disarray. Those few who remain here feast on captured rats and scrounged fruits from the brambles that cover the ruined buildings. Of course, the Cult of the Nine is different. They continue the work that their noble predecessors started - capturing and killing humanoids. Rather than bathing in their blood or feasting on their flesh though, the Cult of the Nine conducts their sacrifices to harvest the souls of their victims. These are stored in specially prepared coins, which are marked with infernal sigils. Each new moon, these coins are thrown down a well on the premises of the manor, where they fall into an underground river known only as 'the run'.

If one were to dive into the river, and follow it to its end, they would discover that the foul waters run directly into an infernal demiplane, where the fallen angel, Nonos, lairs. Nonos came to Bjorfhold when the city was on the brink of collapse. The valkyrie hoped to save the mortals by vanquishing the infernal agents in Bjorfhold but, as they made to strike down the corrupt mortals, they found themselves more and more susceptible to the bribes of riches they were offered. Eventually, Nonos tainted themself by accepting a bribe and, from then, went from mansion to mansion taking tithes of wealth. Ultimately, they exiled themselves to a pit of avarice and despair, where they continue to lair to this day. The Cult of the Nine did not let Nonos disappear though; instead, they feed the angel wealth, both spiritual and physical, in the hope that the valkyrie will give them access to greater power and standing in the afterlife. Whether this is true or not, only Nonos knows, and they have no intent of revealing the truth while coins continue to amass at the river's end.

Of course, Nonos has not been forgotten. Their deity, and the clerics who worship them, continue to search for the fallen angel. Each day, their investigations bring them closer to finding the wayward one. When the clerics do eventually find Nonos, they hope to bring them back to the faith by showing them that their avarice is nothing but mortal greed, and that the suffering they have wrought because of it cannot go on.

Suggestions:

- The cult are taking measures to stop the clerics discovering Nonos' lair, and hope to kill them, one by one, before they discover the angel.
- An alternative story for the destination could be that it is the lair of a vampire and their brainwashed cronies, who are searching for a lover who scorned them.

Prelude

Theme: On-The-Run. Something pursuing something else.

Previous: Nothing/Unsettled Nature. The area had nothing built on it prior to the destination.

Destination Type: Hideout. A location used to keep people and/or items hidden, or to carry out covert activities. This destination type includes indoor hideouts and underground hideouts.

Destination

Hideout Type: Indoor. This hideout is inside some form of structure.

Vigilance: Wary. The hideout is watchful.

Alarms: **Sophisticated Alarm.** Certain key points near or within the hideout have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.

Notable Contents: Specialist Equipment. Kit issued to an occupant of the hideout tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.

Structure Type: Religious. This building was intended to be used as a place for reverence, worship, and the practice of a certain faith.

Structure Age: Old. This building is relatively old, and has likely been around for several generations. It is possible that a small few recall the structure being built.

Structure Condition: Excellent. The building is in solid shape. The structure is well maintained. Cleanliness and order are a priority.

Structure Activity: Active. To anyone who sees the structure from the outside, it appears to still be in use.

Structure Control: Third Party. The structure is owned, controlled, and/or operated by someone other than those who are using the location as a hideout.

Indoor Hideout Position: Multiple Rooms. Up to half the spaces within the structure.

Owner Involvement: Ally. The owner of the structure knows the hiders and is working with them in some way.

Hideout Environment: Urban

Hideout Danger: Humanoids

Environment

Destination Location: Urban Center. The destination is found deep within the urban area, either in, or just a short walk from, its center or most heavily-trafficked portion.

Area Condition: Rough. The destination's environment is not hospitable. Most structures are in a state of disrepair; keeping things looking presentable is clearly not seen as important. Roads are dirty or poorly maintained, but still usable (even if doing so is not the most pleasant). The whole place has a general sense of unease. Public safety and security is clearly not a priority here, and it is dangerous to walk around alone.

Area Density: Lonely. The destination is the only structure of note in the area. All others have either collapsed or been destroyed, or there were none there to begin with.

Location Feature: Resource - Water. A pool, well, stream, or other source of water. This water is likely fresh, and a place locals frequent, but it could instead be corrupted, poisoned, or otherwise experiencing a kind of problem.

Local Behavior: Shady Dealings. In and around the environment of the destination, various illicit, illegal, or secret activities or business transactions take place. The area may lack adequate law enforcement, or just attract a certain sector of society.

Secrets: Dead Drop. The area around the destination is near a spot used for covert transfer of goods or information.

Recent Weather: Rain. There has been rain recently. Paved surfaces are slick, unpaved surfaces are soft and muddy so tracking in them is easy (though covering one's tracks is not). If the destination has some form of drainage system, the water may have largely run off but, if there is not, there may be a few inches of water on the roads.

Current Weather: Same As Recent. The recent weather is still ongoing.

Danger

Group Type: Brainwashed. A group under the mental control of someone, or something, else.

Group Size: Small. The group is made up of 5 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Magical Power (Arcane). The leader is very proficient with arcane magic.

Leader Weaknesses: Lazy. The leader doesn't much care to do any work themself. They often delegate, or try to do as little as possible, while still remaining in charge.

Group Attitude: Rebellious. The group is dissatisfied with their leadership or current situation.

Group Loyalty: Work. The group is dedicated to their work, and loves what they do. Even if their leader(s) are difficult, they care enough about the job to overlook any issues.

Loyalty Extent: Borderline Mutiny. The group's loyalty is stretched to its thinnest. There are serious problems within the group that need to be resolved quickly. The majority of the group are a single instance away from revolting against the leadership.

Non-Group Local Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: Accusation. One group member has accused another member of something. The accusation is unknowingly false.

Situational Influence: Seeking an Item. The item being sought is a lover's token

Gilded Shrine of Nine

Karrath's Folly

By Ralph Stickley

Karrath's first crusade was not going as planned.

His attempts to rally a force were fairly successful; as the son of a prominent hobgoblin officer, and a charismatic one to boot, finding an initial core of troops ready to follow him was not difficult. However, when it came to driving out the decadent filth of humanity, and forging a hobgoblin empire of his own, Karrath met with less success.

He suffered a fairly decisive defeat in his first skirmish, when his overconfidence in the superior mettle of the hobgoblin spirit met with the larger numbers and better motivation of the human enemy. What remains of his army is now in full retreat, hunted by the scouting parties of the defending force.

His miserable, half-sunk base of operations, surrounded by frigid marshland, remains Karrath's only territorial gain. Even this headquarters-cum-hideout was bought with gold rather than steel, the detractors amongst his force mutter (though not in his hearing). The building had been a research outpost at the edge of a long-gone empire, where mages would study and draw from, a climatic phenomena that held the wetlands at bay. The empire collapsed, the magical phenomenon was depleted, and the marsh reclaimed the land in the intervening centuries. The building was, until recently, occupied only by a handful of disgruntled administrators, responsible for collecting taxes from outlying villages, who were more than happy to turn their cloaks when Karrath offered them a little more gold than they were getting from their higher ups.

The mood among the hobgoblins is one of grim determination. In truth, it is only the shared threat that keeps them together, as the rigid code of conduct that previously held them in check is beginning to fray. Accusations swirl that a small faction, who had finally had their fill of damp sleeping rolls and gut-worms from the drinking water, was planning to sneak off in the dead of night and abandon their comrades to their fate. Karrath can't afford the loss of giving them the proper (public and lengthy) punishment they deserve by hobgoblin law, so they remain in the group after a demotion and dressing down. This perceived weakness does not help his authority.

Karrath will have to make a move soon, but his options are limited, and none of them good; admitting defeat and retreating back home disgraced would be the smart move, but he is convinced that he'll be able to think up some brilliant stratagem that will get him out of this mess. Whether he will be able to conjure such a plan before his supplies run out, his mutinous rivals seize control, or he is sold out by the bribed administrators, remains to be seen.

Suggestions:

- Perhaps Karrath will attempt a daring maneuver to lure the pursuing forces into the swamp, where he has the advantage of terrain and traps.
- An adventuring party could be tipped off about the situation by a runaway administrator; this treachery will surely transform the remaining administrators from collaborators to hostages.
- The giant lizard that stalks the swamp might factor into Karrath's plans, but can he exercise any control over it?

Prelude

Theme: On-The-Run. Something pursuing something else.

Previous Presence: Magical Phenomena. This area was the site of a strange, magical occurrence.

Continued Presence: Erased. What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.

Destination Type: Hideout. A location used to keep people and/or items hidden, or to carry out covert activities. This destination type includes indoor hideouts and underground hideouts..

Destination

Hideout Type: Indoor. This hideout is inside some form of structure. Continue through the **indoor hideout** section that follows these tables.

Vigilance: Paranoid. The hideout is extremely secure.

Alarms:

- **(3) Simple Alarm.** Certain key points near or within the hideout have a simple noise alarm, such as a string with pieces of debris hanging on it, which make noise when jostled.
- **Sophisticated Alarm.** Certain key points near or within the hideout have a mechanism (or, possibly, magic) which, when triggered, gives off some kind of alert. The alert may be loud and startling, more subtle, or may even only be audible in certain locations or to certain individuals.

Traps:

- **(2) Serious Traps.** The hideout is protected by traps intended to either be lethal, or to hold or delay unauthorized individuals indefinitely.
- **Moderate Traps.** The hideout is protected by traps intended to delay, hold, or injure unauthorized individuals.

Notable Contents: Hidden Space. The hidden space is a cubby big enough for a pack, some personal equipment, or even a small-sized creature.

Structure Type: Offices. This building was intended to be used for various administrative functions, possibly by a mercantile organization, guild, or government.

Structure Age: Very Old. This building is among the oldest in the area, but perhaps not the oldest. It is unlikely that many recall the structure being built.

Structure Condition: Excellent. The building is in solid shape. The structure is well maintained. Cleanliness and order are a priority.

Structure Activity: Active. To anyone who sees the structure from the outside, it appears to still be in use.

Structure Control: Third Party. The structure is owned, controlled, and/or operated by someone other than those who are using the location as a hideout.

Hideout Portion: Multiple Rooms. Up to half the spaces within the structure.

Owner Involvement: Bribed. The owner of the structure is allowing the structure to be used by the hiders because they're being bribed.

Indoor Hideout Environment: Swamp

Indoor Hideout Danger: Insurgents

Environment

Swamp Type: Scattered Pools. The ground is mainly damp, but is pocked by pools and patches of water of varying depths. Some of these pools may not be readily visible, and could be covered with a layer of plant matter.

Swamp Region: Cold. The swamp is a region that is more prone to freezing temperatures.

Destination Location: Outer Swamp. The destination is closer to the outer edge of the swamp than its heart.

Notable Environmental Features: Muck Pile. A pile of swamp muck, composed of decaying, organic matter such as leaf litter, sticks, mud, droppings, and deceased creatures. The pile is 15 feet high. Recently it has gotten smaller

Destination Tree Density: Clearing. There are trees within a stone's throw of the destination's location, but none in the immediate vicinity.

Destination Integration: Waterlogged. Water or excessive damp has invaded the destination. Signs of rot, mildew, or mold can be seen, unless efforts have been made to keep these things at bay. Unless properly outfitted and equipped, living in such a situation is typically miserable for a humanoid, and likely hazardous to their health.

Present Natural Hazards:

- **Egg-Laying Insects**. The area of the destination is full of insects. These creatures lay eggs under the skin of hosts that they bite, sting or touch, or those that ingest them. After 1d4 hours, the host develops painful welts where the eggs were laid. After an additional 2d10 + 4 hours, movement can be felt. After an additional 1d4 hours, the eggs hatch, break the skin, and emerge, often leaving the area raw and/or infected. The creatures are water-borne.
- **High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation.
- **Present Natural Hazards 3: Sinkholes.** The area of the destination is peppered with sinkholes, concealed beneath the surface. If those traveling through the swamp are doing so at normal or higher speeds, and/or are not being guided by someone with experience or knowledge of this sort of environment, roll a d100. On results of 1-25, a random member of the group falls into a sinkhole. The sinkhole is 1d4 x 5 feet deep. If the victim falling into the hole goes unnoticed, finding them is very difficult.

Recent Weather - Cold: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Local Fauna:

- Giant lizard

Danger

Group Type: Conquerors. A group focused on dominating, or taking over, a location or area.

Group Size: Small. The group is made up of 11 individuals.

Group Locality: All Non-Locals. The entire group is not from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Charismatic. The leader's strength comes from their personality. The leader is charming.

Leader Weaknesses: Irritable. The leader has very little patience and a bad temper, especially when things do not go smoothly.

Group Attitude: Dour. The group is subdued, sad or depressed.

Group Loyalty: Threat. The group is driven by fear of what will happen if they do not. They may believe they will be overwhelmed, caught, betrayed or be in danger in some way.

Loyalty Extent: Loyal. The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.

Non-Group Local Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: Accusation. One group member has accused another member of something. The accusation is true.

Situational Influence: Desire. Someone, or something, wants political power.

Karrath's Folly

The Priest's Warren

By Andrew Geertsen

A 500-foot waterfall flows from the wall of a massive, subterranean cavern, where a simple door opens into a narrow, hand-hewn hallway, leading to a series of interconnected tunnels and chambers, like a great rabbit warren. They had been dug long ago, as a place of safety and refuge in times of trouble, their existence a closely guarded secret of the local church. It is here that The Priest resides.

He grew up not far from here, not a man of great book learning, but one who lived a life of humility and humble means. A man of the cloth, his only real study was that of the holy texts, but his wisdom and temperance were known to all. He married a local woman, known for her cheer, kindness, and free spirit and, soon, the pair had seven children, whom he loved dearly, but none more so than his bride.

Not long ago, The Priest journeyed to the archives of a nearby city to give last rites to the librarian, an estranged friend of his. Within the archive's deepest, most shadowed alcoves, beneath dust, cobwebs, and the detritus of neglect, he found a book. He could not say what drew him to it, or it to him, for it was not a striking volume; perhaps it was its humble nature that he recognized a kinship with. As he took an uncharacteristic pause in his duties and read, dissatisfaction and malcontent darkened his thoughts. He absorbed, in its pages, an account of the world as the utopia it was intended to have been (according to the nameless writer, at least) and read sensational accounts of events throughout history where the mighty had trodden upon the weak, and manipulated them to willingly bend before the whims of their oppressors. He did not think to question why the author of this book alone seemed to know a truth so undeniable and yet, apparently, one shrouded to the world at large.

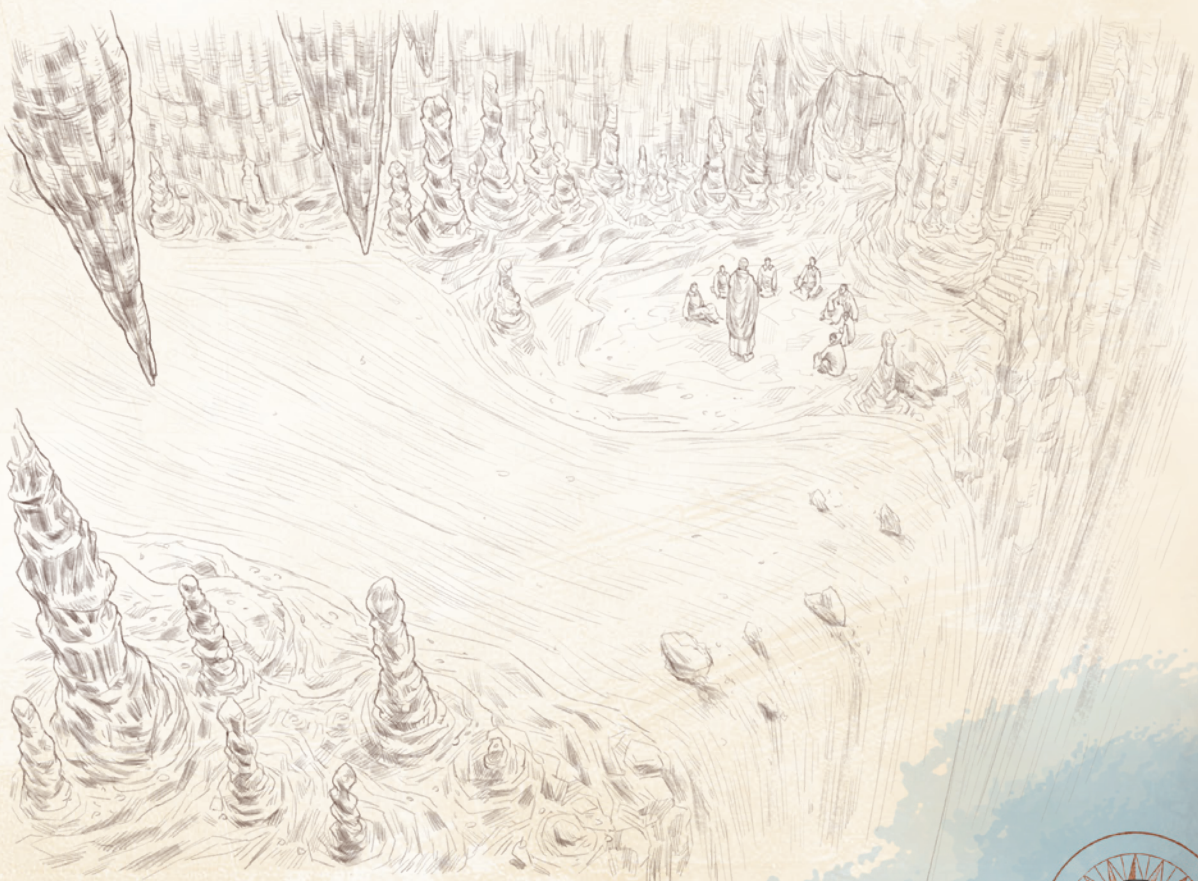
His spirit felt divinely compelled to strike out, to bring the powerful to account for their corruption - a clear calling, such as he never had before, to bring this knowledge to the masses. Any who would heed him would be anointed and blessed, but any who shunned this incontrovertible wisdom would be struck down, for they had surrendered themselves to the yoke of tyranny, and thus had sided with tyranny itself.

Once The Priest had returned from his journey, he went to his family. He relayed every detail he had gleaned from the book, and the great mission they must now undertake to spread the word. His children, beguiled by their innocence and unconditional love for him, listened with fervor and pledged to assist him. Alas, his dear wife knew it to be madness.

One night, while her husband slept, she stole into the night with the hope of finding evidence to refute the 'truth' that had embittered her love's soul before it brought her family to ruin. When The Priest woke, he saw that she had fled. A note filled with heartache told him that she could not walk this road with him, and that their fate was now in the hands of the gods. His heart was torn asunder, for he understood now that his once-beloved wife was nothing but an agent of the same tyranny he was compelled to destroy. He now hunts her as a traitor to his righteous cause, though his heart is heavy with grief. While methodically searching for her, he and his children prepare The Warren, laying traps and protections, and preparing quarters for the faithful who, he is certain, will flock to his cause.

Suggestions:

- The Priest, in his ardor, may convince himself of alternative reasons for his love leaving; perhaps he believes the note to be false, and that she has been captured by agents of 'the enemy'.
- The book itself may be magical in nature, or simply mundane but very compelling.
- Has The Priest managed to gather many other recruits to his cause?
- The Priest's wife could seek out a party of adventurers to aid her, or they could be hired by a local authority after The Priest does something reckless.



Prelude

Theme: Playfulness or Recklessness. Disregard and abandon, enjoyment or acting in such a way that disregards consequences.

Previous Presence: Training Grounds. The area was used to teach or tutor a certain discipline.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.

The destination is at odds with the previous presence.

Destination Type: Hideout. A location used to keep people and/or items hidden, or to carry out covert activities. This destination type includes indoor hideouts and underground hideouts.

Destination

Hideout Type: Underground. This hideout is subterranean.

Vigilance: None. The hideout's security measures amount to the placement of their entryway(s) and the posted watches.

Notable Contents: Book. There is a particular book in the hideout. The topic is religion.

Underground Hideout Area: Man-Made Tunnels. The hideout is set up within a tunnel (or tunnels) that are not naturally occurring. The tunnels may have supports, or other structure, depending on how much engineering was involved.

Size: Large. The hideout itself has room for 24 occupants.

Age: Recent. This place is between 50 and 100 years old.

Condition: Good. The hideout's state is decent. Cleanliness is likely not a great priority, but things are cleaned at a very basic level, at least. Some basic structural augmentations have been added to make the hideout safer (such as bracing or scaffolding on nearby walls or tunnel ceilings).

Cover: Significant Cover. The hideout is heavily obscured, and only visible from a very specific angle or vantage point. Cover has very few gaps (if any) and any constructed cover appears fairly natural to all but a very discerning eye.

Local Awareness: One. A single local knows where the hideout is.

Underground Hideout Environment: Underground

Underground Hideout Danger: Insurgents

Environment

Underground Entry Size: Modest. The entrance is of a sufficient size for medium, or even large creatures, to get through comfortably, but any huge creatures would find it difficult.

Underground Entry Door: Makeshift. The entrance is covered by an ill-fitting 'door', not built for purpose, which partially covers the entryway. This might be something like a piece of scrap wood or metal, or an object of similar size to the opening.

Underground Entry Visibility: Naturally Hidden. The entry is not immediately visible unless approaching from a particular angle, or it may be otherwise obscured by its surrounding environment.

Destination Depth: Shallow. The destination is 100 feet below the surface.

Underground Type: Massive Cavern. The destination is found in a gigantic, open underground space. The cavern has a very high ceiling, and destination might even be only one of several points of interest in the cavern.

Water Presence: Waterfall - Top. There is an underground waterfall, the top of which is nearby.

Notable Environmental Features: Pillars. The area around the destination contains 6 pillars, connecting floor to ceiling. For each pillar, roll 1d4. The pillar's diameter is 20 feet.

Area Stability: Tumultuous. For each hour spent in the area of the destination, roll a d20. On results of 18-20, there is some form of crack, collapse, or other breakage.

Local Fauna:

- Giant toad
- Poisonous snake

Danger

Group Type: Conquerors. A group focused on dominating, or taking over, a location or area.

Group Size: Small. The group is made up of 7 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Magical Power (Divine). The leader is very proficient with divine magic.

Leader Weaknesses: Hesitant. The leader often second-guesses themselves, or has difficulty taking decisive action. They often have a lack of confidence, or have a need to look at all potential possibilities.

Group Attitude: Rebellious. The group is dissatisfied with their leadership or current situation.

Group Loyalty: Family. The group has formed close, personal bonds, and treat each other as kin. There may be rivalries or disagreements but, at the end of the day, family comes first.

Loyalty Extent: Absolute. All members of the group are extremely dedicated, and none would be willing to turn. Most members would give up a lot before betraying the group's trust, or that of the leadership.

Non-Group Local Familiarity: Familiar. Most locals are familiar with the group, and know a fair amount of general information about them, but nothing the group expressly tries to keep secret. The locals are relatively ambivalent towards the group.

Group Complications: No Complications. Nothing is currently complicating things. Things are business as usual.

Situational Influence: Seeking Someone. The one being sought is a traitor.

The Priest's Warren

Southslope Emporium

By *JVC Parry*

Up on the lower slope of the mountain, where it begins to plateau, is a small cavern. It's sheltered from the harsh winds that scour the mountainside, and is lit with magical flames that keep it warm and cosy year round. Built inside the cavern is a squat building, only a few rooms, which serves as an emporium. It stocks climbing gear and cold weather clothes - the sort of things you'd want half-way up a mountain - as well as enchanted trinkets; compasses that always point the path to the surface of subterranean systems, torches that can't be doused by wind nor water, totems that whistle when snow's to fall, and the like. The place's owner lives in a room around the back, and keeps a handful of mountain goats for company.

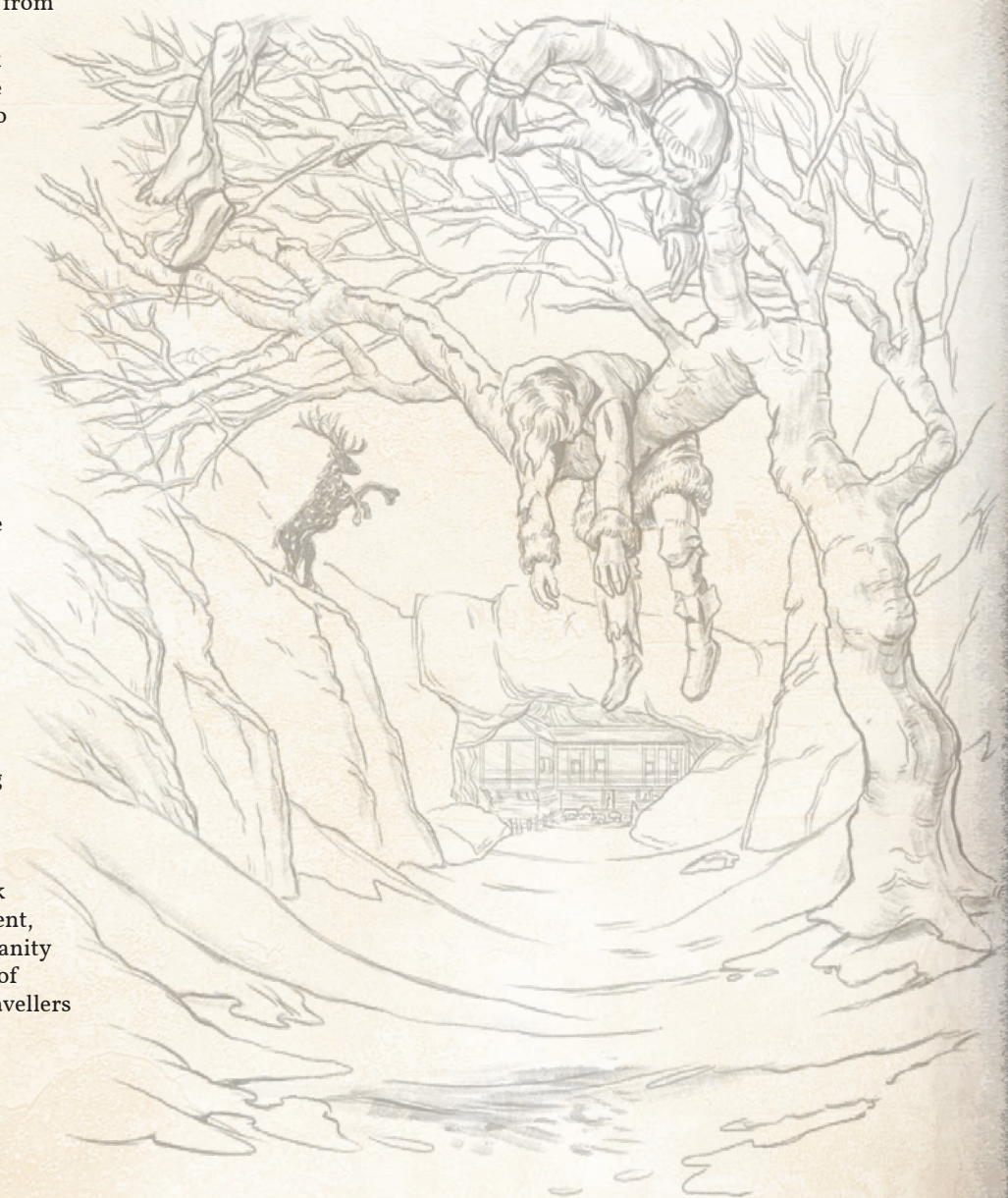
What most don't know is that the emporium is also used as a front for the notorious Frostbite Brigands. The shop's owner is, by no means, pleased with this arrangement, but their sibling's involvement in the bandit gang prevents them from speaking out. The brigands use the place to fence and store stolen goods, as well as to bunk from time to time. They make sure they use the place infrequently, and only when disguised, so that the safehouse isn't compromised. They value it highly, and take great care to ensure it stays a useful location for them.

In the past months, though, the emporium has been struggling. A beast from the higher reaches of the mountains has been hunting on the trail, making the otherwise-safe-valley, through which it leads, a nightmarish charnel pit, reeking of rot and festooned with frozen corpses, hanging from the lifeless trees. At first, the deaths were put down to cave bears. Then to yetis. Then to raiders or frost giants. No one knows the truth save the shopkeep, who has seen the horrific beast. The nightmare that haunts the valley was once a giant elk, a majestic creature seen as a good luck omen among the locals. The beast strayed too high into the mountain peaks, though, where dark things dwell. When it returned, it's hide had turned as black as the firmament above, marked by star-shaped wounds that glow a cosmic red. The thing now scuttles around on disjointed legs that end in twin hooves, leaving behind strange tracks that mark its passage. To hear its bellow is to court madness, for the screams of its victims are intertwined with the sonorous bugle. Whatever happened to that elk in the darkness, it gained, for but a brief moment, insight into the most wretched aspects of humanity in all its avarice. On emergence, now covetous of wealth above all else, it began to hunt down travellers with full pockets, spearing them against the ice with its immense antlers, which are coated with silver. With no practical use for its newfound wealth, the beast devours it down to the last coin, before hanging its victims' bodies from the branches of the trees.

Both the shopkeep and the Frostbite Brigands want the beast gone, but it remains elusive. Only a few have glimpsed the horror, and even fewer have lived to tell the nightmarish tale. There's a large price on its head from the shopkeep, far more than one might expect a single individual could afford...

Suggestions:

- The elk could have a weakness or fear, such as fire, radiant damage, brass instruments, or similar.
- The area is experiencing high winds that are reducing foot traffic to the shop. With finances stretched yet further, the bandits will likely start actively hunting the elk themselves.



Prelude

Theme: Pilgrimage. The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.

Previous Presence: Road. The area was directly connected to a road, or was very near to one.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Hideout. A location used to keep people and/or items hidden, or to carry out covert activities. This destination type includes indoor hideouts and underground hideouts.

Destination

Hideout Type: Indoor. This hideout is inside some form of structure.

Vigilance: None. The hideout's security measures amount to the placement of their entryway(s) and the posted watches.

Notable Contents: Plans. These depict a course of action to be carried out by the hideout's inhabitants. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.

Structure Type: Retail. This building was intended for selling something, usually to the public.

Structure Age: Very Old. This building is among the oldest in the area, but perhaps not the oldest. It is unlikely that many recall the structure being built.

Structure Condition: Poor. The building is not well structured or maintained. Cleanliness is not a priority. Structural problems are in evidence.

Structure Activity: Inactive. To anyone who sees the structure from the outside, it appears to no longer be in use.

Structure Control: Third Party. The structure is owned, controlled, and/or operated by someone other than those who are using the location as a hideout.

Hideout Portion: Multiple Rooms. Up to half the spaces within the structure.

Owner Involvement: Threatened. The owner was threatened by the hiders (or someone working with the hiders) and they acquiesced.

Indoor Hideout Environment: Mountain

Indoor Hideout Danger: Environmental Danger: Beast

Environment

Single Mountain or Mountain Range: Mountain Range. The destination is on a mountain that is part of a range.

Mountain Size: Small Mountain. A rise of stone and earth that covers a significant amount of the land, 2 thousand meters high.

Destination Location: Low Slope. The destination is located on a slope on the bottom third of the mountain.

Notable Environmental Features: Cavern. A small opening in the mountain, leading to a great, yawning space within.

Destination Terrain: Difficult - Stony. The area in and around the destination is stony ground, but it is uneven and difficult to traverse. There may be loose, crumbling stone, sand, extremely smooth or slippery surfaces, boulders, outcroppings, or other arrangements of stone that do not allow for easy, linear navigation.

Trail Size:

- **Down: Generous.** The trail is a generous size, enough to allow six humanoids to walk abreast, or wide enough for up to three average-sized carts to travel side-by-side.
- **Up: Narrow.** The trail is narrow, only wide enough for a single, humanoid creature to walk, facing forwards. Without handholds, or some additional structure, the risk of falling is considerable.

Trail Type:

- **Down: Natural.** Most, or all, of the trail occurs naturally in the mountainside.
- **Up: Natural.** Most, or all, of the trail occurs naturally in the mountainside.

Trail Structure:

- **Down: Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.
- **Up: Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.

Trail Condition:

- **Down: Unstable.** The trail is not safe. It may be crumbling, eroding, exceedingly slippery, or treacherous in some other way. Any structures or handholds (if there were any) are compromised, in poor shape, or are otherwise not likely to function much longer.
- **Up: Bare.** The trail is still functional at the most basic level, but any structures or handholds (if there were any) are gone.

Trail Hazards:

- **Down: Windy.** The area of the destination is prone to strong gusts of wind that rush across the trail, and potentially push travelers. If there are any sheer drops or places with poor footing, this can spell doom for an ill-prepared traveler.
- **Up: None.** The trail does not have any significantly dangerous portions.

Recent Weather: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Current Weather: Mild - *Windy - Gale Force Winds:* What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

Environmental Danger (Beast): Giant elk

Danger

Creature State: Displaced. The creature is, unintentionally, not where it would typically be, such as far from home, separated from its pack, or outside of its territory. This could be because of others settling in the creature's habitat, bad weather, or any other external factor.

Kinship Similarity: Polar Opposite. This creature is all the things that others of its kind are not; in many ways, it is a massive anomaly.

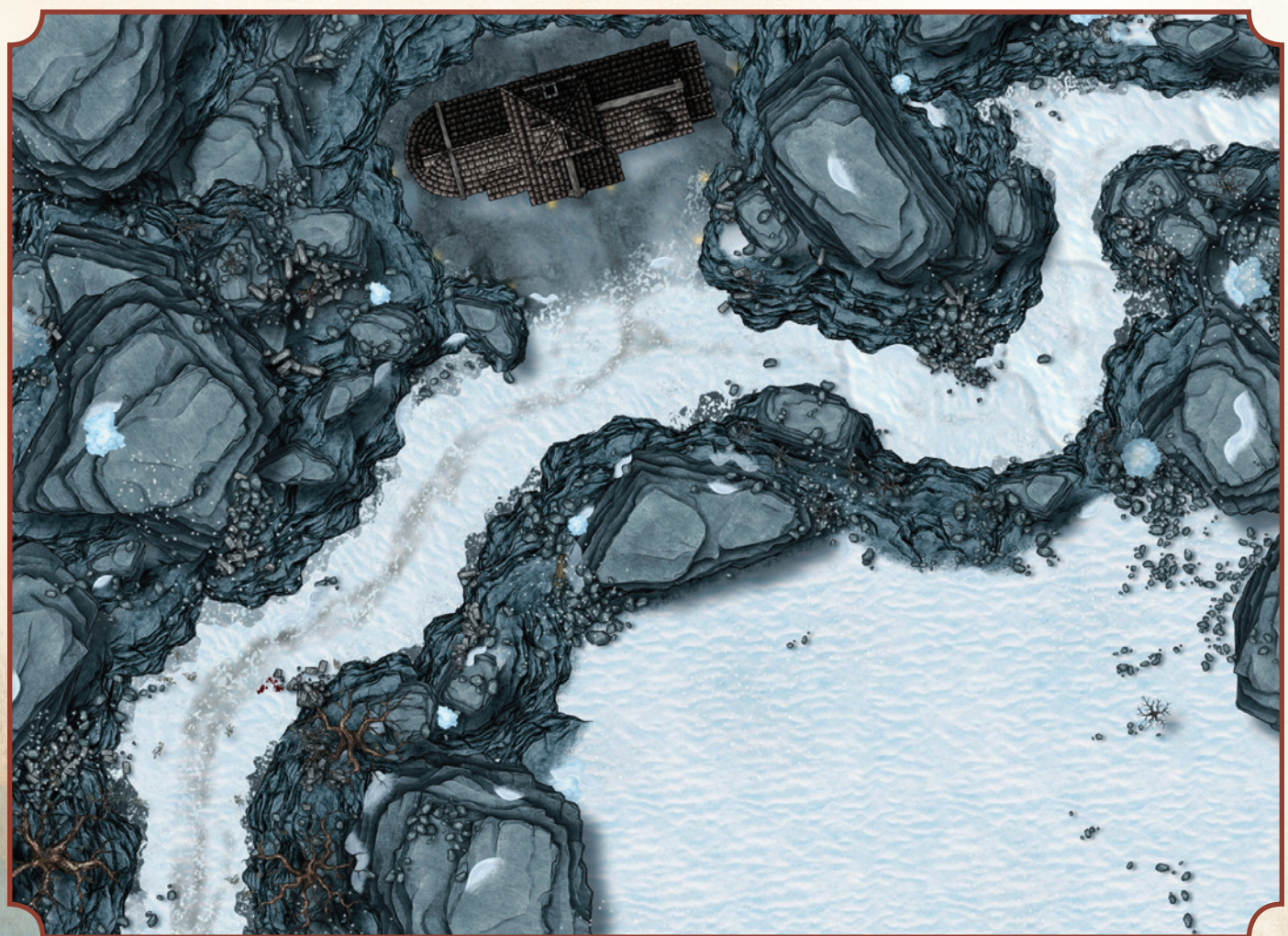
Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Collateral. Something inanimate, such as a structure, area (i.e. farm field, camp, quarry, etc.), or device (i.e. a machine or piece of equipment), has been specifically targeted by the creature(s), without the intent of harming any living things, but some people, animals, or both have been harmed in the process.

Local Mindset: Opposed. Locals are actively opposed to the creature and want it defeated or stopped. If they have tried already, all attempts have failed.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: Light. The creature has had some small impact on the environment; perhaps a certain prey animal or plant species has become more scarce, or there may be visible, superficial markings or damage here and there.



Southslope Emporium

Outposts

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5-6	Forest's Edge Statuary	p. 337
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Bart's Rest

By Andrew Geertsen

Bartholomew 'Bart' Relingstom IV was a solitary explorer who loved the strange and mysterious. Some time ago, he stumbled upon reports that told of a place, a day's journey into the desert, where the locals exhibited strange behavior, ambushing travelers for no discernable reason. They mentioned crazed expressions on the attackers' faces; wild and reckless movements, and—most disturbingly— victims killed in a savage, brutal fashion. Bart was overcome with excitement.

He began scouting near the area with his prized possession: an exquisite, long-distance spyglass. To his confusion, he found that the area was utterly flat, with good visibility, which seemed like an incredibly poor location for ambushes. He, therefore, spared no expense in having an outpost built: a substantial, one-story structure of cut stone blocks set into the ground, its roof rising only two feet above the sand. Bart paid the builders well but, despite his generosity, they seemed disgruntled. He chalked this up to extended labor in the heat, after all, who wouldn't be ornery after that?

Upon the outpost's completion, Bart got to work, peering through ground-level observation hatches with his spyglass, testing environment samples, and searching for ruins or structures that might hold clues. For a while, nothing of note happened. He felt himself growing irritable, and doubt crept in. Had all his effort been for naught? Then, to his relief and excitement, he finally saw an attack. From his distanced inspection, he saw a band of travelers suffer a brutal assault, from which none were spared. Finally: a lead.

From then, one discovery led to the next. He followed the attackers' tracks to their dwellings, and some adjoining ruins. With no small amount of snooping, spying, and eavesdropping, he learned. The tribe had always been here but, until several decades ago, they had been regularly beset by barbarians. Their shaman performed a ritual to give them boundless courage, and terrible ferocity, with which to vanquish their enemies. It seemed successful, and the barbarians were defeated.

Bart, back at the outpost, poured over writings swiped from the shaman's tent. It seemed that, once the threat was gone, the ritual's power yet remained. Aggression and hostility grew within the tribe; grievances resulted in violence and, soon, they became more monstrous than the barbarians themselves. Worse, the ritual's power covered not just the tribe itself, but its entire territory, encompassing, and affecting, all who dwelled there.

Horror filled Bart. He had been living in the area for weeks.

By the time he had made the decision to flee, the outpost was surrounded. Shrieks and bellows echoed in the night, and Bart did not know what he feared more; the enemies without, or himself within.

Suggestions:

- An adventuring party might follow the explorer's trail to the outpost, or discover it (and him) by chance, either as it is surrounded, or in the aftermath.
- Escorting a caravan through the zone of the ritual spell would be a dangerous mission, particularly with no prior knowledge of the tribe.
- Another interested party, perhaps another explorer, could have already discovered Bart and his stolen journals. They may require aid in developing a magic item that can protect against the magic of the area.
- Is there a way to dispel the ritual and quell the tribe without bloodshed?
- How much has the influence of the ritual affected Bart himself?

Prelude

Theme: Loneliness. The desire for companionship, friendship, or simply interaction - or the effects of madness brought on by spending too long alone.

Previous Presence: Dumping Ground. This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Outpost. A satellite location, typically built for a specific purpose, in a separate location to that of its organizers. An outpost has a large array of potential purposes.

Destination

Outpost Type: Observation (Locals). The outpost was built to observe the locals living in the area.

Establishing Entity: Individual (Professional). The outpost was established by an individual with particular interests and goals, whose profession aligns with the purpose of the outpost.

Importance: Unimportant. The purpose of the outpost, or the work being done there, is not regarded as being very important, but it is accorded minimal or cursory attention by concerned parties.

Size: Large. The outpost amounts to a small estate or compound, with several small or moderate buildings and, if the landscape permits, a yard or area of open land.

Condition: Good. The outpost is organized and passingly clean. Structural maintenance has been made a priority, and structural vulnerabilities are only minor at worst, such as creaky doors or windows, non-functioning locks, minor roof leaks, boarded up windows, etc.

Equipment: Good. The outpost has the equipment needed to execute its duties, and what it has is in good, working order.

Current Inhabitants: New (Peaceful). Non-original inhabitants reside in the outpost, after obtaining it peacefully. This typically means that either the outpost was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Inhabitant Discipline: Loosely Ordered. The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence (such as cook or guard). Routines or schedules may seem loose or nonexistent.

Outpost Environment: Desert

Outpost Danger: Magic

Environment

Destination Location: Inner Desert. The destination is closer to the heart of the desert than its outer edge.

Notable Environment Features: Cave. A natural hollow in a rock formation. The cave is big enough for 10 human-sized creatures.

Destination Terrain: Flat Sand. The destination is in an area of flat sand. This offers a clear line of sight to and from the destination, and therefore leaves it open to observation.

Recent Weather: Hot. There have been significantly higher temperatures than usual; it is blisteringly hot. Travel during the day without adequate cover and a ready supply of water makes the traveler noticeably more exhausted every 8 hours.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Impact - Sand: Extreme. Sand seems to cover and get into everything. Great drifts of it seem to pile up almost, even shortly after being cleared away. Any structure that has been exposed to this for long has been weathered harshly. Lightweight materials such as grasses, thin leather, brittle plaster, or cloth get torn to pieces before long.

Environmental Impact - Exposure: Extreme. Details on surfaces have been worn away, possibly until smooth. Objects that were not well-anchored may have been scattered or blown around. Structures made from lightweight material are falling apart or may have been destroyed.

Danger

Magic Origin: Historic Impetus. The magic is a lingering effect of something that happened here prior to the destination's founding.

Magic Area: Very Large Area. The magic is present in an area twice the size of the destination.

Magic Frequency: Daily. Once each day, the magic tries to affect all potential targets in the magic's area.

Magic Density: Solid. Players or NPCs are *always* targeted when the GM determines the magic is active. Each time, they are given the opportunity to defend against it, if they are able.

Magic Category: Mental. Roll on the **mentally targeted magic** table to learn the magic's effect.

Mentally Targeted Magic: Combative. Within the magic's area, targets experience increased aggression. When affected, the targets immediately lash out at anyone they consider an enemy.

Bart's Rest

Black Stallions' Livery Yard

By *JVC Parry*

The Black Stallions are a mercenary group that provide livery and fine steeds to armies for fair prices. They are a collection of retired veterans and adventurers, about two score in total, who have yards around the region, and around a hundred horses to their name. One group of the Stallions has been stationed near the Ravensmeet Bog for several weeks now, ready to provide horses to a local army that has been warring against tribes of berserkers living in the mountains. Unfortunately, the bog burst last week, causing an immense mudslide that devastated the stables. The outdoor store was almost washed away, the ground floor of the bunkhouse submerged, and the stables saved only by the daring actions of the mercenaries, who erected barriers around the place to stop the peaty mud flowing in. The bunkhouse is now accessible only by ropes and ladders resting against the house, or strung in the nearby trees that lead to the first floor. The ground floor is entirely submerged beneath the mud, but has been sealed shut; it is still usable, though rather creepy.

As well as the mudslide, the bog burst brought with it another terror. Over the past few days, three of the Black Stallions' horses have gone missing. The Stallions fear something may have been displaced by the burst, and have been leaving offerings to try and dissuade whatever that something is from filching more of their steeds. These include gold, fruit, cooked food, wine, and a variety of other superstitious oblations, none of which have abated the equine disappearances.

What the mercenaries don't realize is that the bog burst disturbed the grave site of an ancient tribal leader, who was preserved as a ghoulish bog body. Their burial mound was enchanted so that if it was distrubed, perhaps by tomb raiders, their body would reanimate. Unfortunately, the natural mudslide caused by the intense rain of recent weeks triggered the enchantment, and now the bog body has awoken, hungry. After each meal it becomes bloated and engorged, dripping viscera and blood as it shuffles across the mud-strewn ground. The mercenaries have not yet spotted the ghoul, who is eerily silent, but they have seen the conspiracy of ravens that circles around it overhead, filling the air with their raucous cawing and hoping for a spare scrap of meat from the ghoul's victims.

To make matters worse, the Black Stallions stationed at the livery yard are overdue relief. They were supposed to have been rotated out by now, but their fellow mercenaries have failed to make an appearance. While it is possible that they have simply been delayed by the difficult terrain, a few among the Stallions have begun to wonder whether their replacements have met the same fate as the horses.

Suggestions:

- The bog body could instead have been animated by a necromancer who has a vendetta against the mercenaries.
- The mercenary relief group might have been slaughtered and devoured by the bog body on their way to the livery yard.

Prelude

Theme: Study. Seeking answers, or information, pertaining to a specific topic.

Previous presence: Creature Territory. This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Outpost. A satellite location, typically built for a specific purpose, in a separate location to that of its organizers. An outpost has a large array of potential purposes.

Destination

Outpost Type: Military (Supply Depot). The outpost was built to be a military waystation, to allow the establishing entity's forces to conveniently rest and resupply.

Establishing Entity: Private Organization. The outpost was established by a business, guild, or other formally-created group.

Importance: Unimportant. The purpose of the outpost, or the work being done there, is not regarded as being very important, but it is accorded minimal or cursory attention by concerned parties.

Size: Small. The outpost amounts to a small residence or multi-room structure.

Condition: Good. The outpost is organized and passingly clean. Structural maintenance has been made a priority, and structural vulnerabilities are only minor at worst, such as creaky doors or windows, non-functioning locks, minor roof leaks, boarded up windows, etc.

Equipment: Excellent. The outpost has all the equipment it needs to execute its duties, and perhaps even some extra items that aren't strictly necessary but make the task more efficient, or effective. Most of the equipment is well taken care of and in very good shape.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the outpost. They might be responsible for constructing the outpost, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Outpost Environment: Swamp

Outpost Danger: Environmental Danger: Unintelligent Monster

Environment

Swamp Type: Mud. There is no visible watercourse, but the ground is generally soft, saturated and mucky. Though the depth of mud can vary, around the destination it is mostly knee deep.

Swamp Region: Cold. The swamp is a region that is more prone to freezing temperatures.

Destination Location: Outer Swamp. The destination is closer to the outer edge of the swamp than its heart.

Notable Environmental Features: Muck Pile. A pile of swamp muck, composed of decaying, organic matter such as leaf litter, sticks, mud, droppings, and deceased creatures. The pile is 1d4 x 5 feet high. Recently it has gotten bigger.

Destination Tree Density: Dense. The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness.

Destination Integration: Waterlogged. Water or excessive damp has invaded the destination. Signs of rot, mildew, or mold can be seen, unless efforts have been made to keep these things at bay. Unless properly outfitted and equipped, living in such a situation is typically miserable for a humanoid, and likely hazardous to their health.

Present Natural Hazards:

- **High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation.

Recent Weather - Cold: Heavy Rain There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Current Weather: Same As Recent. The recent weather is still ongoing.

Local Fauna:

- Swarm of ravens

Environmental Danger (Unintelligent Monster): Ghoul

Danger

Creature State: Hungry. The creature is searching for food.

Kinship Similarity: Offbeat. This creature is a bit different from others of its kind in some small way, like a slightly unusual temperament, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Targeted - Occupation. Those who do a certain kind of work in the local area (such as farmers, quarry workers, loggers, etc.) have been specifically targeted by the creature(s).

Local Mindest: Unsure. Locals don't know what to do about the creature; it is a lingering problem or fear for them.

Creatures Schedule: Nocturnal. The creature is active at night, whether or not it would typically be.

Environmental Impact: Moderate. The creature has had a fair amount of impact on the environment; perhaps a certain prey animal or plant species has changed its behavior, or there may be visible, superficial markings or damage in many places, or significant damage in specific places.

Black Stallions' Livery Yard

Forest's Edge Statuary

By *JVC Parry*

Overrun by goblinoids, this outpost once served as a warehouse-cum-barracks for the local government. Here they stored timber cut in the local lumber yards, ready for distribution to settlements around the region. Unfortunately, this industry attracted the notorious hobgoblin war chief, Charzuk Ash-Hand. The war chief amassed a goblinoid host composed of everything from lowly goblins and worgs, to bugbear assassins and hobgoblin war wizards. The host marched forth from the forest to capture the outpost for their own. The goblinoids used ladders to ascend the cliffs that surround the outpost and, despite numerous losses at the hands of archers posted in the outpost's towers, managed to swarm over the rock shelf and clamber over the palisade walls. The hobgoblin evokers used fireballs to destroy the towers and break down any sections of palisade that could not be scaled, and every member of the small humanoid force of the outpost was either captured or killed.

Since capturing the outpost, the goblinoids have ransomed their prisoners back to their families, and have undertaken serious structural repairs to the outpost, repairing and reinforcing the towers and rebuilding the damaged palisade. The goblinoids now use the place for the same purpose as it was originally intended - the storage and protection of forest resources, namely timber. They also use the outpost as a base of operations to launch raids on nearby trade routes and settlements, though never with enough frequency to make those places unusable or uninhabitable. There have been numerous efforts to displace the goblinoids and reclaim the outpost but, thus far, none have been successful. This is largely thanks to the terrifying weapon wielded by Charzuk Ash-Hand, the victims of which have also earned the outpost its new name.

Charzuk wields a vicious crossbow, known as *Stonespur,* that imbues regular bolts with petrifying magic. Creatures pierced by these bolts are crippled with immense pain as the wound rapidly ossifies, spreading throughout their entire body in a matter of moments. The heavy crossbow is as tall as a man, and can fire bolts that pierce even the thickest armor. Testament to its destructive power are the figures of dozens of humanoids and beasts that create the 'statuary' surrounding the outpost in a gross arrangement, the agony on their faces enough to weaken the hearts of even the boldest warriors. These petrified creatures are not dead, but preserved in stone. It would seem to them, were they released from their suspended state, that no time at all had passed. This is true for most at least; some, damaged by the passing of time, might have lost limbs or other features. Their reanimation would likely be much less serene…

Suggestions:

- Charzuk Ash-Hand gets their name from their powerful pyromancy.
- Instead of a hobgoblin, Charzuk could be a medusa.
- For an easier encounter, the outpost could be in disrepair, allowing for an easier assault by an adventuring party.

Prelude

Theme: Study. Seeking answers, or information, pertaining to a specific topic.

Previous Presence: Resource Abundance. This area was rich in a particular resource.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Outpost. A satellite location, typically built for a specific purpose, in a separate location to that of its organizers. An outpost has a large array of potential purposes.

Destination

Outpost Type: Military (Security). The outpost was built to make the area safer either for the establishing entity's people and operations, the locals in the outpost's area, or both.

Establishing Entity: Government. The construction of the outpost was ordered by a government or ruling institution.

Importance: Unimportant. The purpose of the outpost, or the work being done there, is not regarded as being very important, but it is accorded minimal or cursory attention by concerned parties.

Size: Large. The outpost amounts to a small estate or compound, with several small or moderate buildings and, if the landscape permits, a yard or area of open land.

Condition: Pristine. The outpost is extremely well-organized and incredibly clean. Structural maintenance has been made a top priority, and additional reinforcements and security measures are in evidence. Doors are barred (and may have various locks), windows have heavy shutters, walls are finished with surfaces to make climbing difficult, and wall or roof edges may have deterrents (such as potshards, bone, or glass) worked into them.

Equipment: Good. The outpost has the equipment needed to execute its duties, and what it has is in good, working order.

Current Inhabitants: New (Forceful). Non-original inhabitants reside in the fortress, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Inhabitant Discipline: Loosely Ordered. The inhabitants have some vague structure or purpose. Basic roles or jobs are in evidence (such as cook or guard). Routines or schedules may seem loose or nonexistent.

Outpost Environment: Forest

Outpost Danger: Item

Environment

Forest Region: Temperate. The forest is in a region that is typically more mild, or at least experiences more normal, seasonal weather.

Destination Location: Forest Edge. The destination is found at the outer edge of the forest, where it meets a bordering region or biome.

Notable Environmental Features: Cliffs. A steep rock face, 390 feet high.

Destination Tree Density: Natural. The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the forest floor in patches, but there is at least dim light everywhere.

Forest Floor Terrain: Clear. The forest floor around the destination is generally even and clear, with few obstructions.

Recent Weather - Temperate: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Rain - Heavy Rain: What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Danger

Item Origin: Original. The item was made or put here by its rightful owners or creators.

Item Status: Undisturbed. The item is where it was last placed or discarded, and it has not been undisturbed, uncovered, or otherwise moved since.

Item Type: Ranged Weapon. The item is a weapon intended to be used at a distance, typically to strike targets with projectiles. The weapon is a crossbow.

Item Condition: Poor. The item has seen better days. It is likely dirty, damaged, or in an otherwise unappealing state.

Item Notability: Owner. The item belonged to someone very important, influential, or powerful.

Item Link To Magic: Dependent Link. The item is intrinsically linked to the magic. If the link is severed, either by destroying the item, dispelling the magic, or otherwise causing the two to become unbound, neither the item or magic can continue to exist in isolation.

Magic Activation: Physical Contact. If the item is touched, the magic activates, targeting whoever or whatever touched it, or came into contact with it.

Magic Category: Physical. Roll on the **physically targeted magic** table to learn the magic's effect.

Physically Targeted Magic: Transformation. The target is physically changed in some way by the magic. The magic alters the target's entire body or structure into something with different physical traits or biology

Item Sentience: None. The item does not possess awareness, personality, or any other form of consciousness or agency.

Forest's Edge Statuary

The Ghost in the Looking Glass

By Ralph Stickley

Part way up the slope of the lone mountain known as The Looking Glass is the still and crystal-clear lake that gives the peak its name. It was the lake that drew the mountain clan, and it was the mountain clan that drew the researchers or, rather, that alerted the attention of the researchers' obscure and distant employer, Lord Walfred Rothe. Something of an eccentric, one prone to obsessive fads, Rothe had taken a sudden interest in the religious rites of obscure tribal peoples, and generously funded, stocked, and staffed a research outpost overlooking the lake, the reflective qualities of which seemed central to the ceremonies of the natives. As was the case with most of his fads, he quickly forgot the research team, their reports laying unread beside his desk, but the payments and supplies, all organized well in advance, kept the outpost ticking over, so the team continued their work.

Unknown to the researchers, Rothe recently noted some 'anomalies' in his financial outgoings (or at least, so they appeared to him, having entirely forgotten the existence of the expedition), and put a stop to the outgoing payments. The researchers assumed that the most recent supply drop was merely delayed due to the recent snows, and do not suspect that it has been cancelled altogether. The downward trail from the mountain is made somewhat treacherous by a narrow path and sheer drop, so no one had been keen to make the trip to check on supplies, reasoning that the situation was not yet dire enough to risk. Then locals started to disappear, and things became dire very quickly.

They called it The Ghost. A white shadow in the snow that would strike without warning from the blizzard and leave death in its wake. Too cunning for traps, and too swift for hunting bands, the beast seemed to take perverse pleasure in letting its pursuers know they had been outwitted. Half-eaten bodies would be discovered beside an unsprung snare, or the creature would evade a carefully-hidden and baited stakeout, set up after weeks of observing its movements and attack, seemingly at random, elsewhere. Reports were scattered and confused but, between them, told the story of a monstrous griffon, larger than a cave bear, and with the silent wings of a snow owl.

The locals begged for sanctuary in the outpost, and the researchers reluctantly relented. Their instructions were only to observe, and not to interfere, but not a one had the heart not to (and, as even the most diligent team members pointed out, the rituals were as disturbed as they were going to be at this point, regardless). This act of kindness, however, has only made the lack of supplies all the more problematic.

Attempts have been made to descend the mountain and send an armed rescue party, but The Ghost seems to have an uncanny knack for anticipating their sorties, and the narrow path makes for easy hunting. In anticipation of a protracted siege, a handful of locals have volunteered to lead scouting parties further up the mountain in search of game and, if they can, to hunt the beast down. So far, none have returned, and those who remain fear the worst.

Suggestions:

- Perhaps the reason for the griffon's aggression and appetite is that it is nesting.
- An adventuring party might be asked by Rothe to track down the 'charlatans' who have been 'stealing' his regular payments (having forgotten that he was the one who set them up in the first place). The paper and supply trails would lead them to the mountain.

Prelude

Theme: Opportunism. Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence: Holy Site. The area was the site of a significant, religious occurrence.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Outpost. A satellite location, typically built for a specific purpose, in a separate location to that of its organizers. An outpost has a large array of potential purposes.

Destination

Outpost Type: Observation (Locals). The outpost was built to observe the locals living in the area.

Establishing Entity: Individual (Professional). The outpost was established by an individual with particular interests and goals, whose profession aligns with the purpose of the outpost.

Importance: Forgotten. The purpose of the outpost, or the work being done there, has either been entirely forgotten or become an extremely low priority for concerned parties.

Size: Moderate. The outpost amounts to a large residence or multi-room structure.

Condition: Good. The outpost is organized and passingly clean. Structural maintenance has been made a priority, and structural vulnerabilities are only minor at worst, such as creaky doors or windows, non-functioning locks, minor roof leaks, boarded up windows, etc.

Equipment: Barebones. The outpost lacks anything more than the most basic equipment required to execute its duties; what is available is hodgepodge, second (or even third or fourth) hand, in poor condition, or perhaps improvised.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the outpost. They might be responsible for constructing the outpost, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Outpost Environment: Mountain

Outpost Danger: Environmental Danger: Unintelligent Monster

Environment

Single Mountain or Mountain Range: Lone Mountain. The destination is on a mountain that stands on its own.

Mountain Size: Small Mountain. A rise of stone and earth that covers a significant amount of the land, 4 thousand meters high.

Destination Location: Middle Crest. The destination is situated on, or near, a crest or ridgeline, somewhere on the middle third of the mountain.

Notable Environmental Features: Pond. A small body of water, surrounded by shore, 2 acres in area.

Destination Terrain: Level - Stony. The area in and around the destination is largely level, stony ground.

Trail Size:

- **Down: Modest.** The trail is of modest width, enough to allow two humanoids to walk abreast, or wide enough for a single cart.
- **Up: Wide.** The trail is relatively wide, enough to allow four humanoids to walk abreast, or wide enough for up to two average-sized carts to travel side-by-side.

Trail Type:

- **Down: Natural.** Most, or all, of the trail occurs naturally in the mountainside.
- **Up: Natural.** Most, or all, of the trail occurs naturally in the mountainside.

Trail Structure:

- **Down: Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.
- **Up: Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.

Trail Condition:

- **Down: Destroyed.** The trail has been completely wiped out, and is currently unusable.
- **Up: Unstable.** The trail is not safe. It may be crumbling, eroding, exceedingly slippery, or treacherous in some other way. Any structures or handholds (if there were any) are compromised, in poor shape, or are otherwise not likely to function much longer.

Trail Hazards:

- **Down: Sheer Drop.** The area of the destination, or the trail leading up to it, has a significant drop off to one or both sides. If it runs through a tunnel, there could be unstable areas that have previously fallen away, or there could be a bridge over a deep chasm or cavern.
- **Up: None.** The trail does not have any significantly dangerous portions.

Recent Weather: Snow. There has been snowfall recently, 2d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Danger (Unintelligent Monster): Griffon

Danger

Creature State: Hungry. The creature is searching for food.

Kinship Similarity: Divergent. This creature is almost the antithesis of its kin, and defies the expectations one might assume about a creature of its kind.

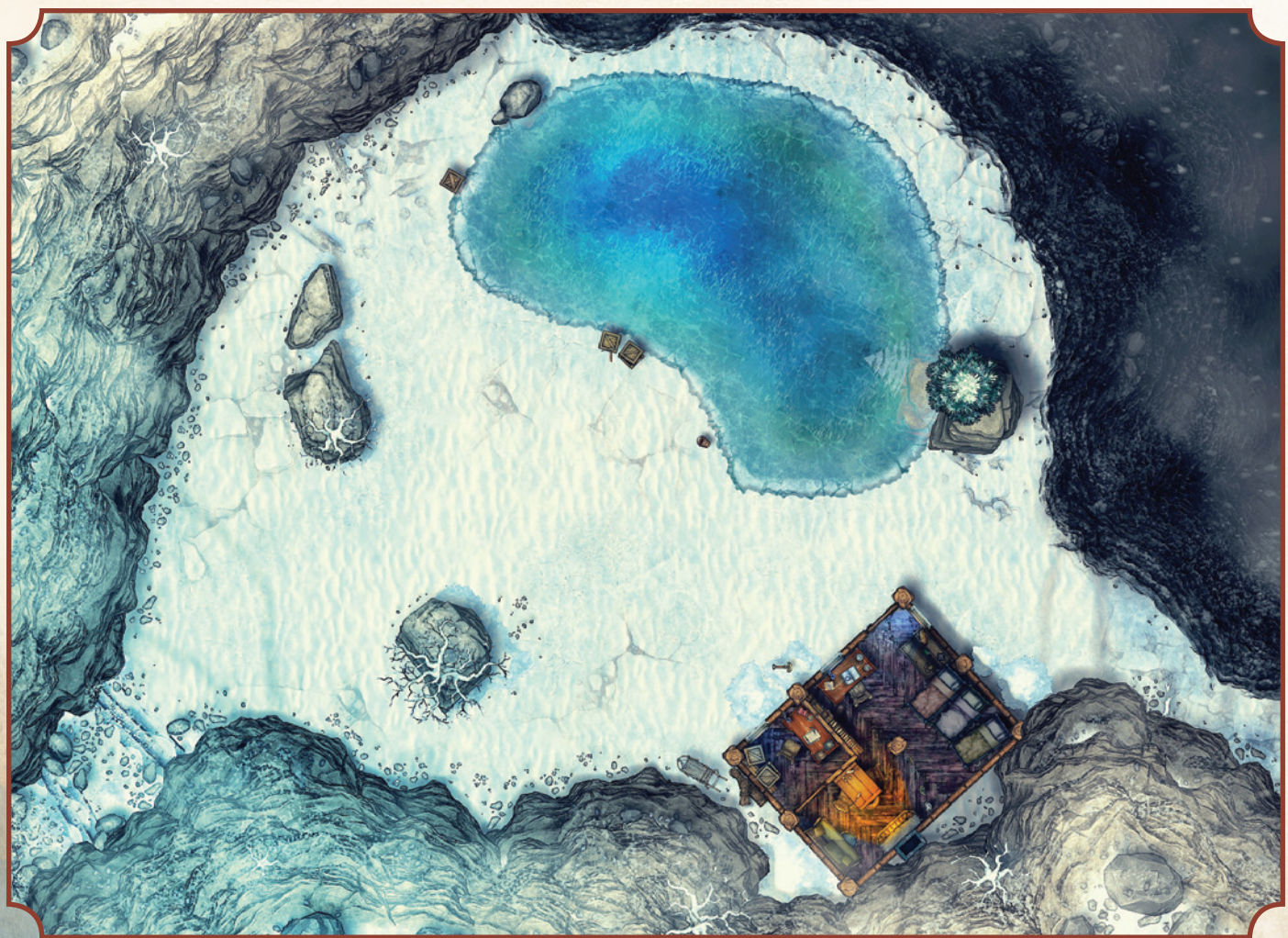
Creature Size: Great. The creature is larger than is normal for one of its age and species.

Harmed Locals: Targeted - Adults. Adults within the local area have been specifically targeted by the creature(s).

Local Mindset: Opposed. Locals are actively opposed to the creature and want it defeated or stopped. If they have tried already, all attempts have failed.

Creature Schedule: Erratic. The creature's activity has no discernable schedule or pattern, or seems to act randomly.

Environmental Impact: Heavy. The creature has had a heavy impact on the environment; perhaps a certain prey animal or plant species has disappeared, or there may be visible, superficial markings or damage all around, or significant damage in many places.



The Ghost in the Looking Glass

Sanshoo Lake

By Lou Fryer

Eons ago, the rod was forged to be a symbol of great power. A forgotten monarch had the thing made to be a symbol of their authority, and to cow any who dared stand before them. As a projection of their power, the rod worked almost too well, for it also made others envious, and desire that power themselves. The rod carved a bloody path through history, changing hands regularly, and never peacefully. It has lain dormant occasionally, but never for long, and the power struggle when it inevitably reemerges is always obvious and disastrous.

Recently, it came into the possession of a simple thief who knew nothing of its history, only what the seductive voice in his head told him as soon as he set eyes on it. As he fled the authorities across Sanshoo Lake (some chasing the thief, others chasing the rod they had glimpsed in his hand), his boat was capsized and thief, boat, rod and all, sank to the depths.

Coming to their senses, now that the rod was out of sight, those among the authorities who had read their histories decided that they must ensure that it remained at the bottom of the lake. They began construction of a top-secret, underwater military outpost, under the guise of a research station, to keep the rod under close observation. A series of periscopic mirrors ensured that viewing the rod directly, from inside, was impossible. Once they were all in place, they discovered that the rod had a new owner.

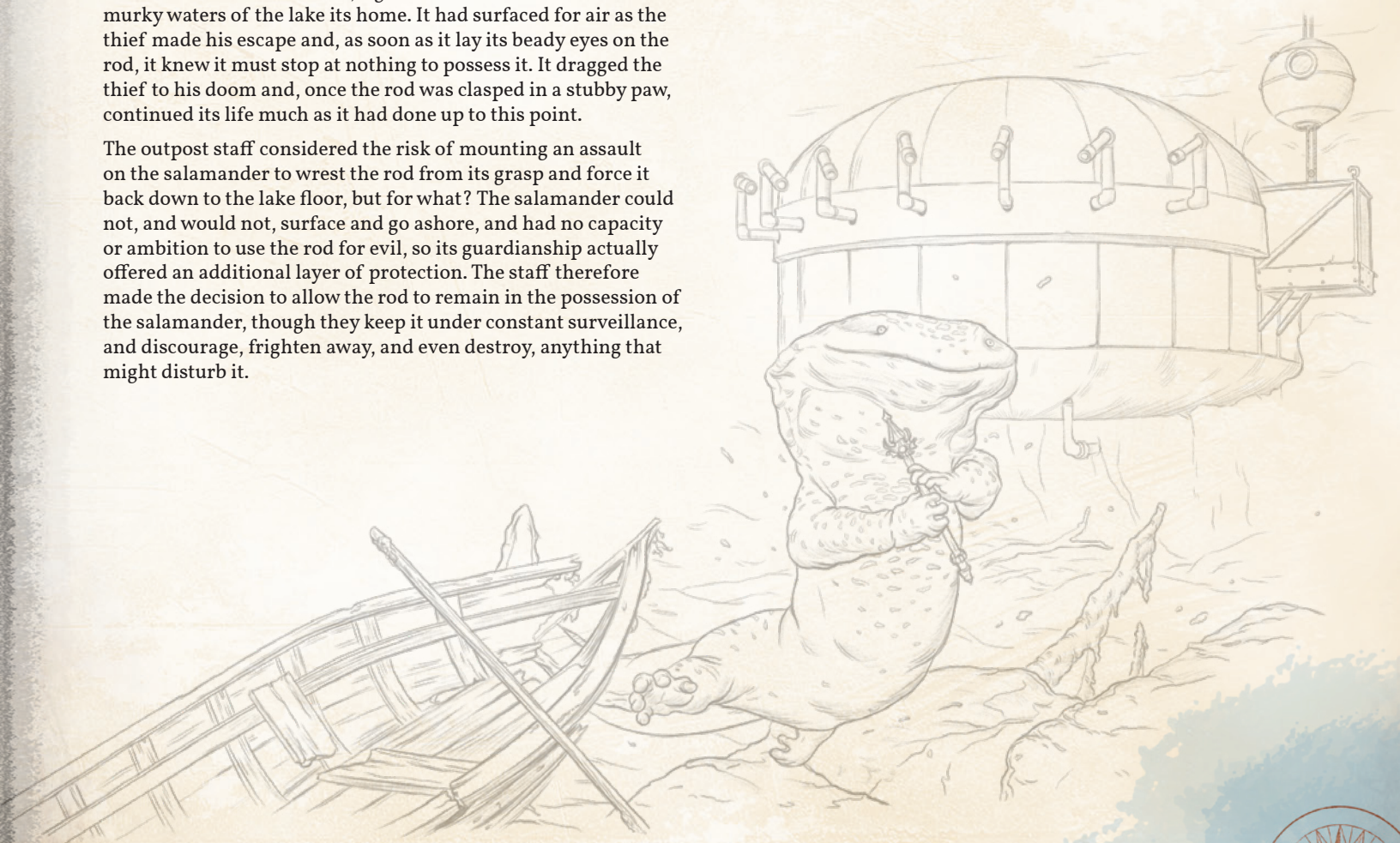
Unknown to the authorities, a giant salamander called the murky waters of the lake its home. It had surfaced for air as the thief made his escape and, as soon as it lay its beady eyes on the rod, it knew it must stop at nothing to possess it. It dragged the thief to his doom and, once the rod was clasped in a stubby paw, continued its life much as it had done up to this point.

The outpost staff considered the risk of mounting an assault on the salamander to wrest the rod from its grasp and force it back down to the lake floor, but for what? The salamander could not, and would not, surface and go ashore, and had no capacity or ambition to use the rod for evil, so its guardianship actually offered an additional layer of protection. The staff therefore made the decision to allow the rod to remain in the possession of the salamander, though they keep it under constant surveillance, and discourage, frighten away, and even destroy, anything that might disturb it.

Manning the station is thankless and tedious work, and staff need to be regularly rotated in from the surface as months spent in the sunless depths of Sanshoo is enough to drive even the hardiest military personnel mad. This shift change, however, is a dangerous task; the submersible transports are not as well-shielded as the outpost itself, so rotated staff have to be brought in blindfolded in case the salamander, and the rod it hugs to its mottled belly, come too close. The rod yearns to be found and possessed, but if just one intelligent creature catches even the slightest glimpse of it, it could jeopardize and endanger the whole operation - and, perhaps, the world.

Suggestions:

- The whole situation in the lake is secretive and highly precarious; the outpost staff have been lucky that no significant threat has presented in the lake as yet. Unable to get close to the rod themselves, what happens if an intelligent, aquatic creature moves into the lake? Or if any on the surface learn of the rod's location and make a serious play for it?
- The giant salamander could be replaced with any other unintelligent aquatic monster or beast that would fit better into a particular campaign or setting, provided it has means to hold the rod.



Prelude

Theme: Curiosity. Inquisitiveness or nosiness.

Previous Presence: Nothing/Unsettled Nature. The area had nothing built on it prior to the destination.

Destination Type: Outpost. A satellite location, typically built for a specific purpose, in a separate location to that of its organizers. An outpost has a large array of potential purposes.

Destination

Outpost Type: Military (First Line of Defense). The outpost was built to be a forward station for military forces of the establishing entity, in order to proactively combat, or defend against, forces that might target them.

Establishing Entity: Government. The construction of the outpost was ordered by a government or ruling institution.

Importance: Important. The purpose of the outpost, or the work being done there, is regarded as being quite important, and a fair amount of attention is paid to it by concerned parties.

Size: Small. The outpost amounts to a small residence or multi-room structure.

Condition: Good. The outpost is organized and passingly clean. Structural maintenance has been made a priority, and structural vulnerabilities are only minor at worst, such as creaky doors or windows, non-functioning locks, minor roof leaks, boarded up windows, etc.

Equipment: Good. The outpost has the equipment needed to execute its duties, and what it has is in good, working order.

Current Inhabitants: Original. The original residents, their descendents, or successors currently occupy the outpost. They might be responsible for constructing the outpost, or those they stationed here (or their descendents/successors).

Inhabitant Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Outpost Environment: Aquatic

Outpost Danger: Item

Environment

Aquatic Position: Underwater. The destination is entirely beneath the water's surface.

Aquatic Body: Large Lake. The destination is located in, on, or above a body of water surrounded by land. The body of water is large enough where only a portion of it can be seen from any point on its shoreline.

Plant Density: Dense. Seaweed, kelp, or other aquatic vegetation grows thickly near and around the destination. If the destination is underwater, the plants obscure it when viewed at the same depth. The shifting plants allow for short lines of sight, but these are only possible from specific angles. Longer lines of sight are not possible. Glimpsing the destination from a short distance above is possible, but unlikely from a greater distance.

Water Clarity: Cloudy. The water has a high amount of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water quite cloudy. If a creature is normally able to open its eyes underwater to look around and see well, obscures anything within a short distance, and completely hides anything beyond that, unless the creature is native to this environment.

Underwater Destination Depth: Floor. The destination is located at the greatest depth available, built or resting on the physical matter comprising the floor of the body of water.

Notable Underwater Features: Boat Wreck. A sunken boat, such as a row-boat, canoe, or other craft which would have required a crew of no more than two people.

Recent Weather - Underwater: Current [Gentle]. The water around the destination has a gentle current, just strong enough to make swimming slightly difficult for any who are not natural swimmers or accustomed to living in these conditions.

Current Conditions - Underwater: Calm. Any recent underwater occurrences have ceased, and all is calm.

Danger

Item Origin: Unknown. The item was brought here without knowledge of what it really was.

Item Status: Ignorant Ownership. Someone,or something in the destination is in possession of the item, but doesn't truly understand what it is or does. The owner is an unintelligent monster.

Item Type: Spellcasting focus. The item is a length of wood, metal, or other material that is imbued with or otherwise contains magical properties. The focus is a rod.

Item Condition: Awful. The item is in the worst shape it could be; it may be broken, filthy, missing components, etc.

Item Notability: Attraction. The item draws those around to it; many have unwittingly found themselves in its vicinity for unexplained reasons.

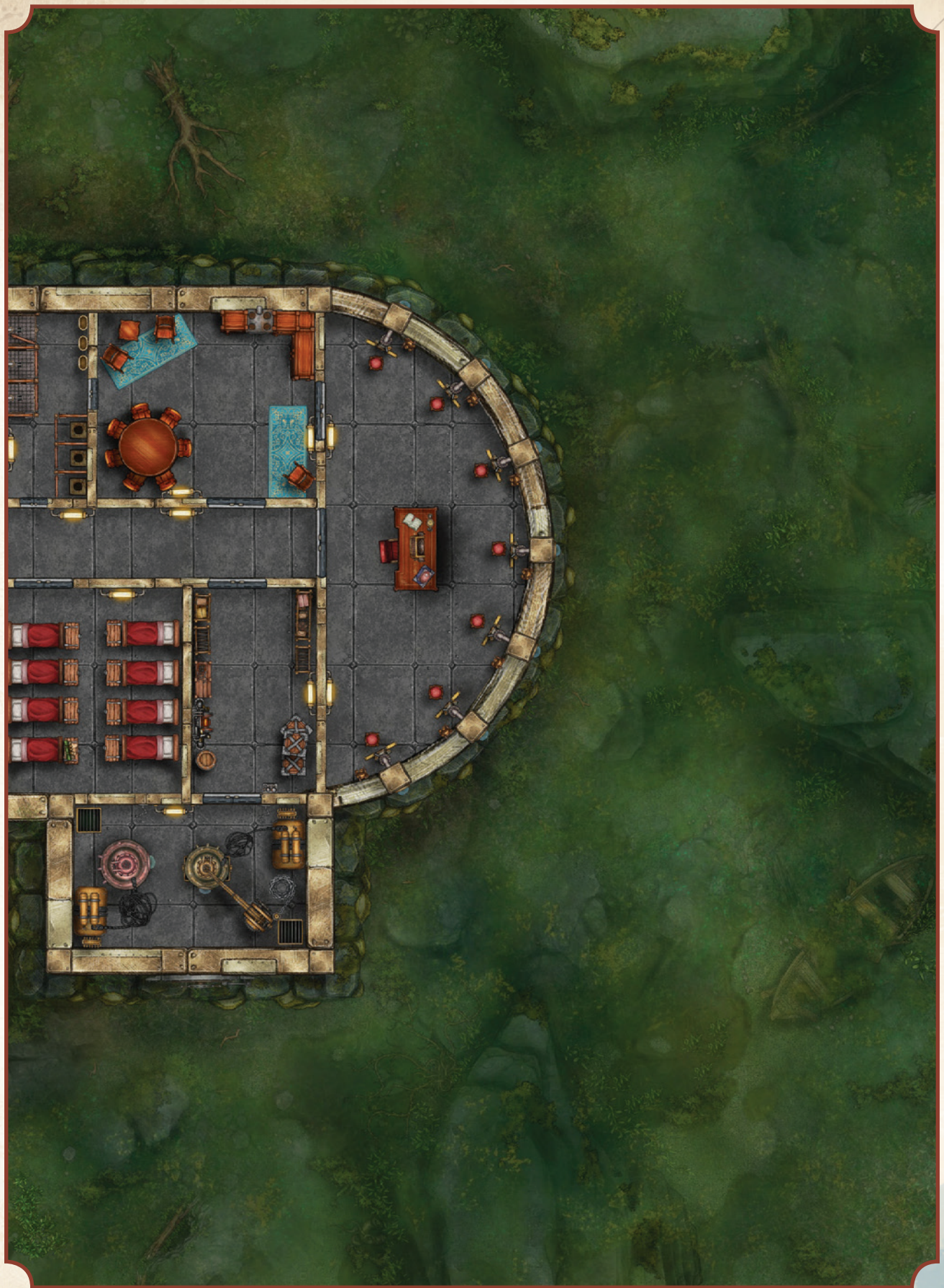
Item Link To Magic: Dependent Link. The item is intrinsically linked to the magic. If the link is severed, either by destroying the item, dispelling the magic, or otherwise causing the two to become unbound, neither the item or magic can continue to exist in isolation.

Magic Activation: Line of Sight. The magic targets individuals who have line of sight to the item.

Magic Category: Spiritual. Roll on the **spiritually targeted magic** table to learn the magic's effect.

Spiritually Targeted Magic: Temptation. The target has an overwhelming desire to possess something that they shouldn't, or that is unobtainable, often at a dire or hidden cost that is in opposition to their usual principles.

Item Sentience: Fully-Formed Personality. The item has a full personality and is able to communicate with whomever is using it (or, possibly, anyone within a certain range). It has complex thoughts, feelings, desires, likes, and dislikes, and likely has its own ambitions and makes its own plans.



Sanshoo Lake

Religious Sites

d10	Destination Name	Page
1-2	Buka Na Kutu	p. 346
3-4	Cavern of the Bleeding Stone	p. 349
5-6	The Chaos Dream	p. 352
7-8	The Pristine Jungle	p. 355
9-10	The Scrying Glade	p. 358

Buka Na Kutu

By Lou Fryer

Long ago, the land was invaded by evil warlocks. They came from across the sea, taking advantage of the extreme tidal fluctuations and scaling the cliffs when they were just 40 feet clear of the water. The coastal settlements, of course, took the brunt of their assault, and countless lives were lost as the people banded together to drive the warlocks back. The cliffs were devastated; the path winding up to them now weakened and treacherous, pockmarked with iridescent patches of ever-smoldering arcane energy.

Magic was seen as evil and untrustworthy for a long time, before a deity of the magic domain appeared on the cliff. They expressed sorrow for the heinous actions of the spellcasters, and promised them protection and prosperity in return for shaking off their prejudices against magic. The people agreed, and built a shrine to the good and kind deity of magic on the cliffs where they appeared, naming the site 'Buka Na Kutu', which means 'in remembrance of good magic' in the local tongue.

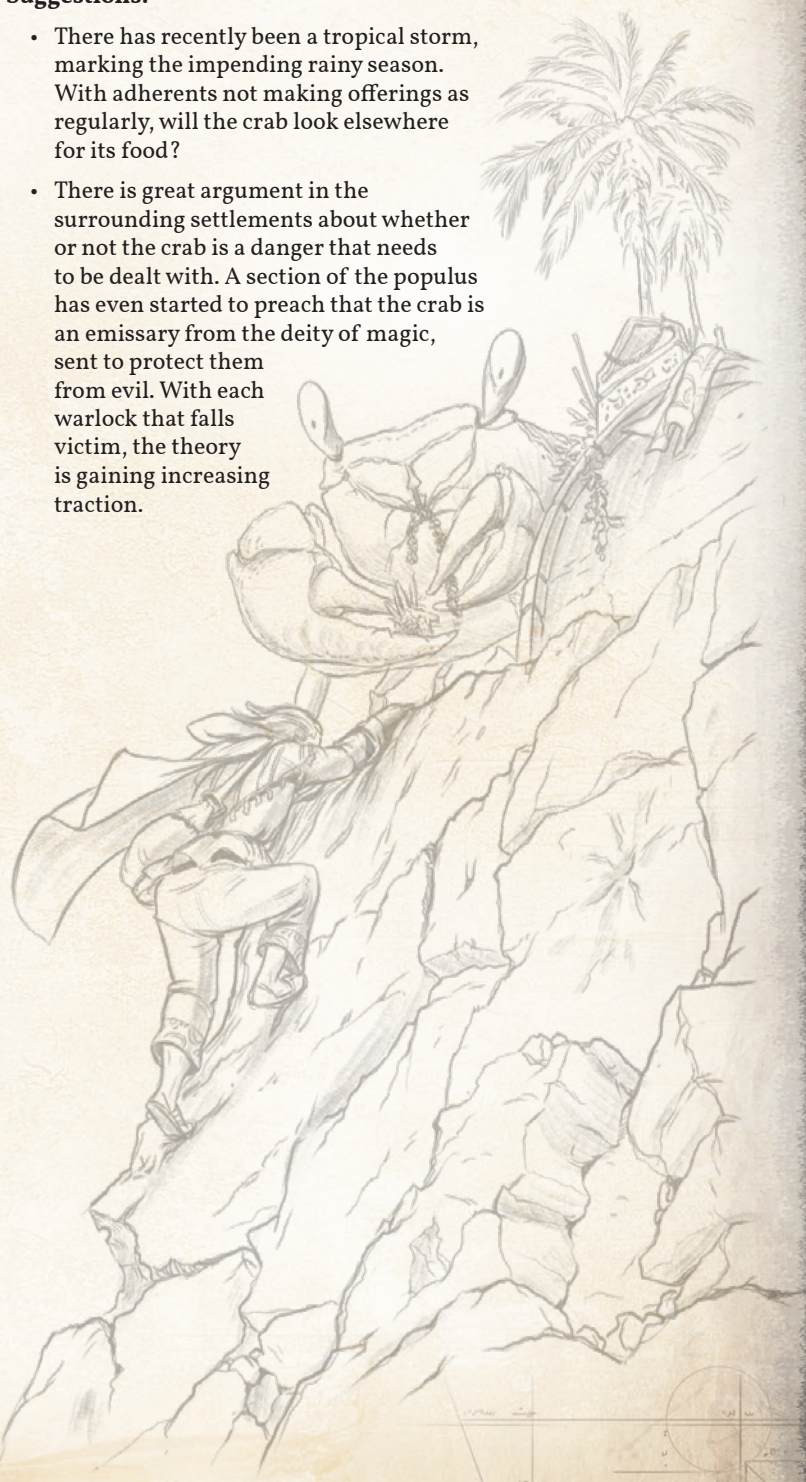
Traffic to the site is low, especially during the rainy season, when the additional environmental danger renders the slippery path almost untraversable. Offerings are made at the shrine semi-regularly by the various local villages in turn and, occasionally, lone warlocks approach in secret, angered and offended by the shrine that they see as an insult to their patrons, intending to desecrate, or otherwise befoul, the site.

Villagers (correctly) assume that these solo magical interlopers are scheming and working in isolation as surely, were they in cahoots, they would arrive more prepared to deal with a giant crab. For one has, in recent months, during a particularly high tide, found itself washed up on the cliffs and, with a buffet-style platter of offerings being laid out for it's convenience on a semi-regular basis and for its sole consumption, it sees no reason why it should leave. Better still, occasional warlock-sized hors d'oeuvres unknowingly scale the cliffs, decidedly not expecting to be met by a giant crab, and it can live off their carcasses for at least a week.

The people living in the local settlements don't know quite what to make of this new development. On the one hand, having a very large, savage crustacean living nearby is generally considered a negative but, on the other hand, the beast has, so far, left locals alone (the crab has base enough intelligence to literally not bite the hands that feed it). Is having an aggressive arthropod as a neighbor that bad if it only violently murders bad people? How many foes does it have to kill for the locals to trust it as an unequivocal ally, rather than a lucky coincidence? More pertinently, how long can they risk waiting to find out ?

Suggestions:

- There has recently been a tropical storm, marking the impending rainy season. With adherents not making offerings as regularly, will the crab look elsewhere for its food?
- There is great argument in the surrounding settlements about whether or not the crab is a danger that needs to be dealt with. A section of the populus has even started to preach that the crab is an emissary from the deity of magic, sent to protect them from evil. With each warlock that falls victim, the theory is gaining increasing traction.



Prelude

Theme: Hatred. Pure dislike, or a desire to see ill befall something.

Previous Presence: Conflict Site. The area was the site of two or more entities engaging in warfare or other hostilities.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Religious Site. An area with special significance for followers of a certain belief, creed, or faith.

Destination

Original Faith Domain: Magic. The domain encompassing the arcane, and the strands which allow manipulation of natural and otherworldly forces.

Original Faith Alignment: Good

Significance Reason: Appearance. A being with great significance to the faith appeared here.

Age: New. This place is between 0 and 50 years old.

Size: Moderate. The area of the site occupies up to a 100-by-100 foot area.

Condition: Very Good. Any outdoor grounds or areas have received excellent care. Structural elements are tended to, repaired, restored or refurbished as much as possible.

Site Development: Moderate. The site has been developed a fair amount and likely has several buildings, and perhaps some landscaping and finished paths or roads. Statues, art, or other symbols are also likely to be in evidence.

Site Accessibility: Difficult. Access to the site is via limited paths or methods. Getting to the site is tough, but doable for those who are committed. There may be deterrents or challenges along the way, either natural or intentionally placed by adherents who oversee the religious site.

Adherent Traffic: Low. Up to 10 a month.

Adherent Interaction: Offering. Adherents usually offer up valuables, often taking the form of money or objects, sometimes even a non-lethal amount of blood.

Religious Site Environment: Coastal

Religious Site Danger: Environmental Danger: Beast

Environment

Coastal Region: Warm. This area of coast typically enjoys warm weather.

Destination Location: Notable Land Feature. The destination is built on, or directly next to, the **notable environmental feature.**

Notable Environment Features: Cliffs. Sheer cliffs rise up out of the ground, 40 feet high.

Shore: Mud. Where the land meets the water, the shore is a wide swath of mud.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Impact Degree: Bad. When rolling on the **environmental impact type** table, use the '*Bad*' version of your roll result.

Environmental Impact Type: Damp. There is always some amount of moisture or humidity in the surrounding area. A sheen of wetness can be seen on most exposed surfaces, and the ground is muddy in places. Moderate humidity makes it uncomfortable to breathe. Starting a fire is difficult.

Environmental Danger (Beast): Giant crab

Danger

Creature State: Violent. The creature is unusually violent, possibly due to a disease or magical effect.

Kinship Similarity: Offbeat. This creature is a bit different from others of its kind in some small way, like a slightly unusual temperament, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Creature Size: Great. The creature is larger than is normal for one of its age and species.

Harmed Locals: Targeted - Occupation. Those who do a certain kind of work in the local area (such as farmers, quarry workers, loggers, etc.) have been specifically targeted by the creature(s).

Local Mindset: Unsure. Locals don't know what to do about the creature; it is a lingering problem or fear for them.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: Light. The creature has had some small impact on the environment; perhaps a certain prey animal or plant species has become more scarce, or there may be visible, superficial markings or damage here and there.

Buka Na Kutu

Cavern of the Bleeding Stone

By *JVC Parry*

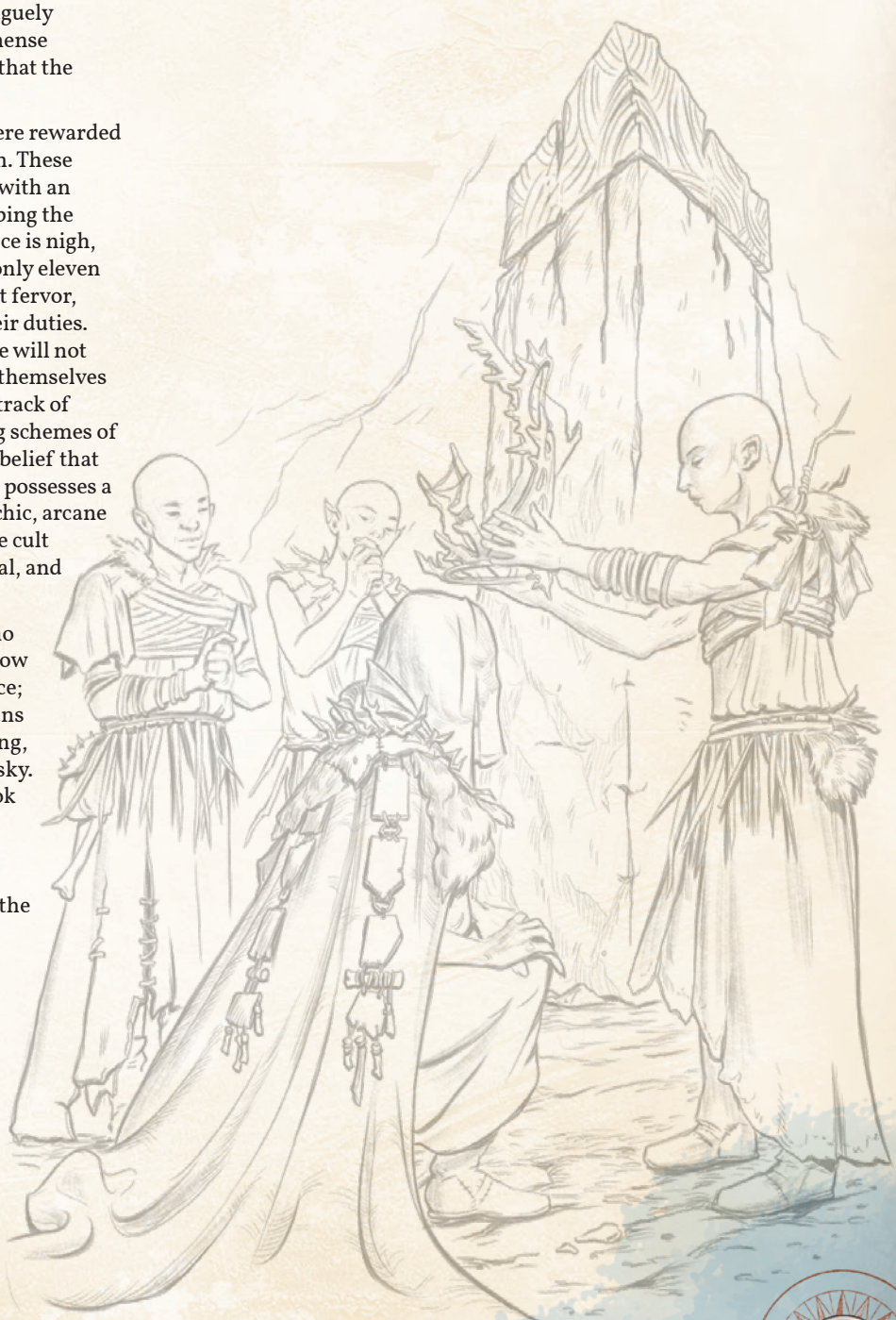
For centuries, the Cult of Chaos have been sacrificing beasts in the bowels of the earth. Locals believe these hideous ceremonies to be an essential part of appeasing the gods - to keep the world turning, change must be constant and thus, once a decade, the cult remerges to conduct a sacrificial rite. A dangerous beast, typically something like a cave bear or saber-tooth tiger, is captured alive, restrained, and thrown into a magma flow that oozes through the Cavern of the Bleeding Stone. This massive chamber is mostly natural, though is adorned with humanoid-made objects such as disorienting, disjointed statues of metal fused with stone, tapestries of wire and thread with no discernible pattern, and paintings in mixed media whose abstract forms are vaguely sickening. This cavern is so named because of the immense monolith which rises from its centre. It is around this that the magma flows, and from it that chaos pours forth.

Last decade, the cult sacrificed a mountain lion and were rewarded with the eruption of pools from the earth in the cavern. These crimson-tinged ponds are filled with a potent alcohol with an unmistakably ferrous tang. The cult has taken to imbibing the fluid during their rituals and, now that the next sacrifice is nigh, their indulgences are getting out of control. The cult, only eleven members strong, has fallen into a pattern of irreverent fervor, drinking until they drop each night and neglecting their duties. The locals have begun to worry, afraid that the sacrifice will not be made properly, or on time. Meanwhile, the cultists themselves continue to descend into depravity. Their leader loses track of time and of the divine rites of chaos, instead following schemes of their own creation. They have developed the heretical belief that there should be a King of Chaos in the world, one who possesses a crown of wild magic that would bestow on them anarchic, arcane ability and give them power over all other mortals. The cult have begun creating this crown from bone, stone, metal, and whatever else they seem to deem worthy.

If the cult succeeds in creating their crown, there is no telling what might come to pass. Worse still, none know what may come to pass should they forget the sacrifice; it could bring down the wrath of the gods as chaos runs rife over the world, or stagnation seeps into everything, slowing the seasons, or even stopping the sun in the sky. Locals are becoming more and more anxious, and look for help. They need someone to bring the cult back to their senses, to disavow their heretical beliefs, and to embrace the sacrifices of old. Perhaps this can be achieved through force or will, but most believe that the current leader of the cult must be removed.

Suggestions:

- The cult could have already finished the crown by the time a party of adventurers arrives, bestowing immense power on its wearer.
- The monolith in the centre of the cavern of the bleeding stone drips with blood constantly, and manifests chaotic magic if the cult is attacked.
- Perhaps the party must carry out the sacrifice themselves, if the cult fails to.



Prelude

Theme: Rejection. The denial of an offer or proposal.

Previous Presence: Magical Phenomena. This area was the site of a strange, magical occurrence.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Religious Site. An area with special significance for followers of a certain belief, creed, or faith.

Destination

Original Faith Domain: Chaos. The domain of disorder. This pertains to a lack of order and/or rules, not necessarily outright anarchy, so could be more akin to 'freedom'.

Original Faith Alignment: Neutral

Significance Reason: Miracle. A wondrous, incredible occurrence happened here.

Age: Old. This place is between 200 and 1,000 years old.

Size: Moderate. The area of the site occupies up to a 100-by-100 foot area.

Condition: Good. Any outdoor grounds or areas have received basic care. Structural elements are in passable shape.

Site Development: Simple. The site has undergone some rudimentary development, perhaps comprising a building or two, and/or a few statues relating to the site's significance.

Site Accessibility: Normal. Reaching the site does not require anything more strenuous than hard travel at the most. There may be multiple routes to reach it, more than one way to get in, or it may even be completely open to visitors.

Adherent Traffic: Low. Up to 10 a month.

Adherent Interaction: Sacrifice. A life is ended, and either its blood, life force, or soul (or any combination of the three) is offered up. The sacrifices could be performed as part of large ceremonies, or as smaller or even individual occurrences. The typical sacrifice is usually an animal, often of a particular species.

Religious Site Environment: Underground

Religious Site Danger: Humanoids

Environment

Underground Entry Size: Large. The entrance is of a sufficient size for huge vehicles like warwagons, and any creatures of an equivalent size.

Underground Entry Door: Fitted. The entrance is covered by a door that was built for this opening. It opens and closes as intended, and seals the opening when closed.

Underground Entry Visibility: Naturally Hidden. The entry is not immediately visible unless approaching from a particular angle, or it may be otherwise obscured by its surrounding environment.

Destination Depth: Shallow. The destination is 70 feet below the surface.

Underground Type: Massive Cavern. The destination is found in a gigantic, open underground space. The cavern has a very high ceiling, and destination might even be only one of several points of interest in the cavern.

Water Presence: Multiple Multiple Small Pools. There are 3 small pools of water nearby. Each of the pools are approximately 5 - 10 feet in diameter.

Notable Environmental Features: Magma flow. The area around the destination is heated and lit by a flowing course of magma. The width of the flow nearby is 5 feet.

Area Stability: Solid. There are no stability issues in the area. Everything is firm and unshakable.

Danger

Group Type: Gang. A group of ruffians or toughs, united in a shared hierarchy.

Group Size: Small. The group is made up of 11 individuals.

Group Locality: Mostly Locals. Over half of the group are from the area in or around the destination.

Group Leadership: Lieutenants. There is one leader, who has a number of lieutenants. The number of individuals in the group (from the **group size** table) determines how many lieutenants there are.

Leader Strengths: Medic. The leader is trained as a doctor or nurse.

Leader Weaknesses: Easily Distracted. The leader has a hard time keeping focus, or struggles to see plans and ambitions through to their completion.

Group Attitude: Inebriated. The group is always under the effect of some sort of intoxicant, be it drink or drugs.

Group Loyalty: Threat. The group is driven by fear of what will happen if they do not. They may believe they will be overwhelmed, caught, betrayed or be in danger in some way.

Loyalty Extent: Devoted. The members of the group are very dedicated, and few would consider turning their backs on it. There may be one or two who are not so committed, but they know better than to make that obvious to the leadership.

Non-Group Local Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: No Complications. Nothing is currently complicating things. Things are business as usual.

Situational Influence: Seeking an Item. The item being sought is holy.

Cavern of the Bleeding Stone

The Chaos Dream

By Andrew Geertsen

Ancient lore tells of a place in the jungle where dreams are made real. Those who undertake this journey, brave the dangerous jungle conditions, and avoid succumbing to dengue fever and malaria-carrying pests, may find that there is at least *some* truth to the tales. Deep in the jungle, in a clearing amidst the dense vegetation, lies a small platform covered in painted stone tiles and surrounded by all manner of chests, amphora, and other containers. If any set foot onto the platform, they hear a message in their mind:

Chaos binds all, and to It all belongs
If you give up a prize, dreams are yours 'ere long
Swear yourself to Chaos, pledge a memory true
Be it worthy, the request shall be granted to you
But beware, once sworn, you shall forever stay
'Til these words are thrice uttered, the dream will hold sway

"Chaos, release thy servant from this dream."

Though you may not return, your mind will be free
But should Chaos call you, Its servant you'll be

When a precious possession is relinquished, it vanishes from the container in which it was placed, and the supplicant sees an opening appear in the center of the platform. Through it, they get their first glance of another place, an amalgam of fractured landscapes, extending to the horizon in all directions.

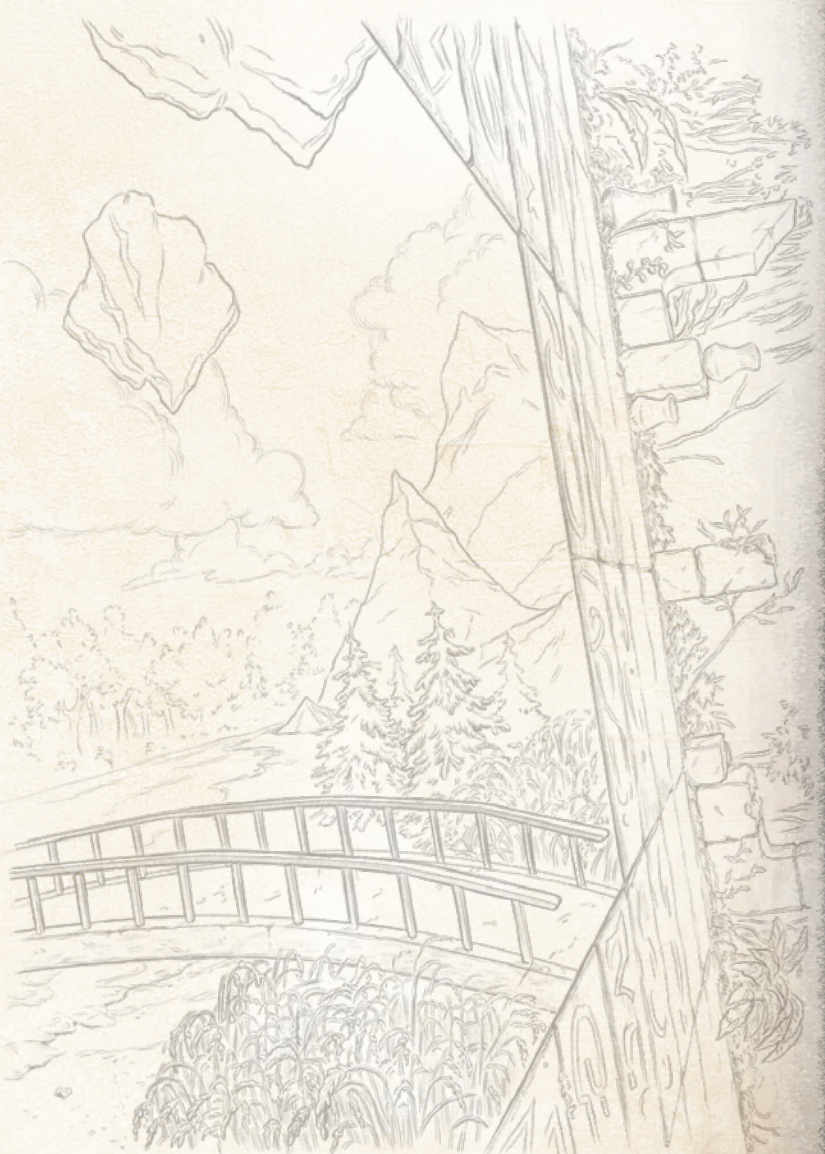
In the Chaos Dream, requests are paid for with memory fragments; usually things like names, faces, or voices of people dear to the dreamers, inspirational phrases used by a mentor, images of their childhood home, or its exact location, beloved family recipes, just to name a few. To offer a memory, the dreamer speaks aloud what they desire and states the memory which they will sacrifice. If Chaos deems the memory a sufficient payment for the magnitude of request, it is granted immediately but, if not, the offered memory is taken regardless, so it behooves the dreamer to err on the side of generosity, lest they be left with less than they started. A lost memory leaves what is referred to as a 'memory scar' - the sensation of being almost able recall what was there, *knowing* it was there, like a word on the tip of one's tongue. The knowledge that the memory once existed remains, but what made it dear and important is forever out of reach.

Chaos wants to spread, and does so by creating discord. It uses the sacrificed items and memories to destabilize the real world, facilitating happenings that may not otherwise have happened. Sacrificed coins may inexplicably appear in another individual's possession, creating difficult questions, or allowing them to achieve a disruptive goal. Beleaguered soldiers, on the edge of defeat, may miraculously come across a sacrificed item of immense, magical power that allows them to snatch a miraculous victory. Sacrificed memories may be planted in the mind of another, creating any number of difficult situations.

The only way out for a dreamer is to consciously state, "Chaos, release your servant from thy dream" three times. With these words, they are released back onto the jungle platform, and may never enter the realm again. Their memory scars, however, remain, and a great number of those that return succumb to madness, or despair. Worse still, as the voice in their mind made all too painfully clear, their souls remain bound to Chaos, and they shall have no choice but to answer and obey, should they ever be called upon.

Suggestions:

- An adventuring party may be called upon to recover something, or someone, lost in the dream, or to convince Chaos to free someone from their vow.
- Alternatively, it may be a sacrificed item or memory, sent into the world by Chaos, that needs to be tracked down and recovered. If someone were to make public that they are suddenly in possession of memories that they are certain are not theirs, this would certainly attract attention.
- Does Chaos reject requests at random, or are there certain kinds of requests it always rejects?
- In addition to the general discord and havoc they are sewing, does Chaos have an endgame in mind that they are working towards?



Prelude

Theme: Greed. The desire to possess for possession's sake.

Previous Presence: Monster Lair. This area once contained the lair of a monster.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.
The destination coexists with the previous presence harmoniously.

Destination Type: Religious Site. An area with special significance for followers of a certain belief, creed, or faith.

Destination

Original Faith Domain: Chaos. The domain of disorder. This pertains to a lack of order and/or rules, not necessarily outright anarchy, so could be more akin to 'freedom'.

Original Faith Alignment: Neutral

Significance Reason: Remains. The deceased remains of an important being are located here. These remains are kept in a place such as a mausoleum, a temple, or perhaps just in a particularly important grave.

Age: Ancient. This place is over 5,000 years old.

Size: Small. The area of the site occupies up to a 30-by-30 foot area.

Condition: Exquisite. Any outdoor grounds or areas receive meticulous, devoted care. Structural elements are staunchly maintained; the slightest issue or imperfection is dealt with as soon as it is discovered.

Site Development: Simple. The site has undergone some rudimentary development, perhaps comprising a building or two, and/or a few statues relating to the site's significance.

Site Accessibility: Normal. Reaching the site does not require anything more strenuous than hard travel at the most. There may be multiple routes to reach it, more than one way to get in, or it may even be completely open to visitors.

Adherent Traffic: High. Up to 100 a month.

Adherent Interaction: Prayer. Adherents usually say prayers, or make verbal declarations.

Religious Site Environment: Jungle

Religious Site Danger: Magic

Environment

Destination Location: Outer Jungle. The destination is closer to the outer edge of the jungle than its heart.

Notable Environmental Features: Deep Pit. A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 500 feet deep.

Destination Tree Density: Dense. The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness.

Jungle Floor Terrain: Clear. The jungle floor around the destination is generally even and clear, with few obstructions.

Present Natural Hazards:

- **Dengue Fever**. The area of the destination is prone to outbreaks of dengue fever, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d12 + 2 days. If untreated, those affected develop flu-like symptoms, and a severe rash. Roll a 1d6. On a 2-6, the victim recovers in as many days. On a 1, the fever develops into its most severe state; victims experience shock, internal bleeding, and possibly death.
- **Present Natural Hazards: Malaria**. The area of the destination is prone to outbreaks of malaria, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d6 + 9 days. Those affected develop a fever, exhaustion, and other flu-like symptoms and, if left untreated, yellowed skin, seizures, coma, or death.
- **Present Natural Hazards: Poisonous Plant (Irritant)**. The area of the destination is full of plants that irritate on contact (itching, burning, stinging etc.). The plants most commonly affect the skin of exposed body parts like arms, legs and hands, but their effects can be much worse if they make contact with eyes, open wounds, or intimate areas.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

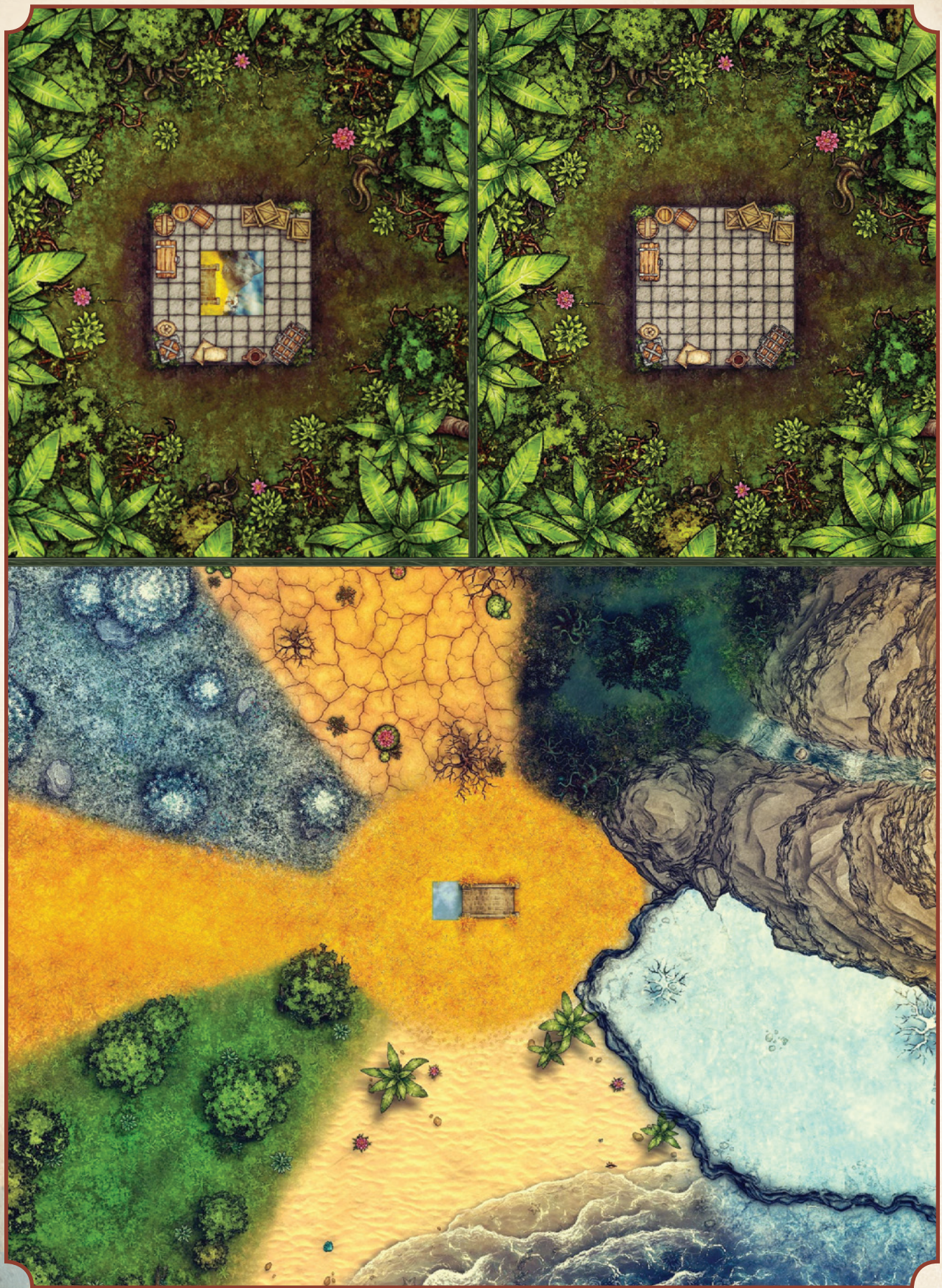
Danger

Magic Origin: Intentional. The magic was created on purpose by an entity who wanted this magic here.

Magic Area: Large Area. The magic is present in an area as large as the destination.

Magic Category: Conjuration. Roll on the **conjuration magic** table to learn the magic's effect.

Conjuration Magic: Dreamscape.



The Chaos Dream

The Pristine Jungle

By Ralph Stickley

Out of chaos comes order. Nowhere is this more true than the jungle. To the attentive eye, the slew of seemingly random events in the riot of plants, animals, and fungi that make up the jungle are as well-ordered as a timepiece.

Perhaps it was this that drew the worshippers of cosmic order to this place. Adherents would make the trek through the seeming chaos of the jungle, to the latticework remnants of a colossal strangler fig, in the middle of a marshy clearing, to reflect on this maxim - that out of chaos comes order. In time, the entire site became infused by the essence of their faith.

Little did they know that something else infused the site as well. Before adherents knew of the place, it had been used as a dumping ground for spent ritual components tied to druidic nature rituals. Whoever it was that dumped the components there is long gone but, presumably, thought that no one was going to go poking around in the middle of the jungle, so it would be the safest place to dispose of the waste. The latent magic of the ritual components seeped into the ground water of the site, but produced no effects of note; perhaps the parasitic flies around the pool were a little more hardy than one would hope, but nothing beyond that.

However, over time, the very essence of order that the adherents infused the site with has mingled with the magical waste. And out of order came chaos.

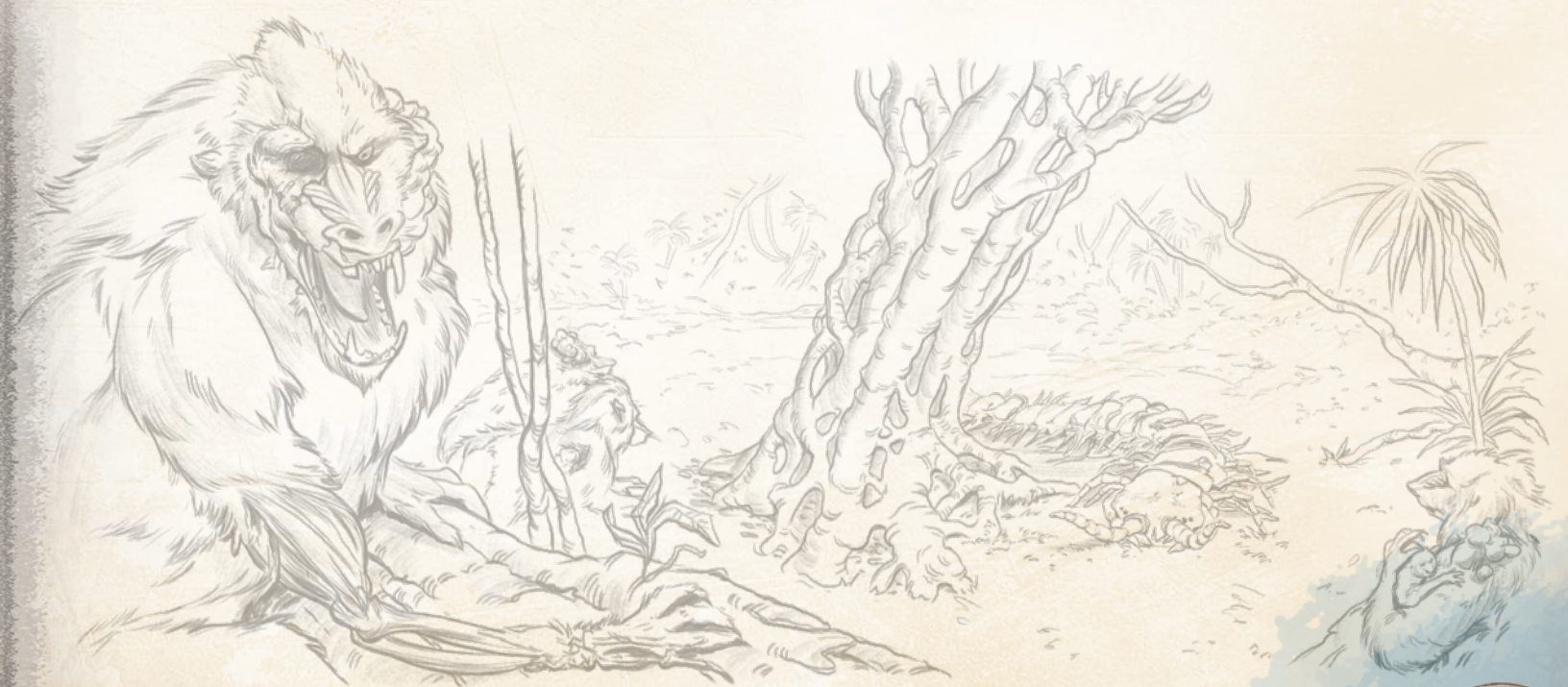
This new magic endeavors to impose stasis on the plants and creatures it infects. The jungle finds itself bereft of the rot it needs to survive. Fresh green leaves, that fall from wind or disturbance, begin to pile high, rather than being reduced to nutrient-rich mulch. Worse than that are the animals. Any animal that has drunk the water, or eaten an infected plant, cannot die. They can still be injured, even in ways that would traditionally be fatal, but the body continues to live. The territorial spats of neighboring troops of mandrills have escalated horribly now that the terrible damage they can inflict on each other no longer leads to retreat or death.

The longer an animal is infected, the more grotesque and mutated it becomes, as its cells continue to divide, but not die, causing horrific growths. The giant lizards and centipedes of the area, who would usually shed their skins, have instead accumulated layers and layers of toughened hide, from which the still-growing body within is in the process of bursting out of.

For the moment, the plague is contained to the immediate area of the site, but a fresh brood of insects is due to emerge from the pool, soaked in infected water, and ready to spread their eggs far and wide.

Suggestions:

- The site and its properties have been discovered by someone with a degenerative illness, or who suffered a 'fatal' accident while under its effects. Does this complicate any discussions about restoring the area to its natural state and undoing the magic keeping them alive?
- What kinds of beings, evil or otherwise, might be attracted to a place that, once there, one will never age or die?



Prelude

Theme: Loneliness. The desire for companionship, friendship, or simply interaction - or the effects of madness brought on by spending too long alone.

Previous Presence: Dumping Ground. This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Religious Site. An area with special significance for followers of a certain belief, creed, or faith.

Destination

Original Faith Domain: Order. The domain of law, structure, and judgement.

Original Faith Alignment: Neutral

Significance Reason: Miracle. A wondrous, incredible occurrence happened here.

Age: Old. This place is between 200 and 1,000 years old.

Size: Small. The area of the site occupies up to a 30-by-30 foot area.

Condition: Poor. Any outdoor grounds or areas have only received the barest of care. Structural elements are in a state of disrepair.

Site Development: Simple. The site has undergone some rudimentary development, perhaps comprising a building or two, and/or a few statues relating to the site's significance.

Site Accessibility: Normal. Reaching the site does not require anything more strenuous than hard travel at the most. There may be multiple routes to reach it, more than one way to get in, or it may even be completely open to visitors.

Adherent Traffic: Very Low. Up to 5 a month.

Adherent Interaction: Silent Prayer. Adherents usually contemplate, meditate, pray, or otherwise devote focused thought in a quiet way.

Religious Site Environment: Jungle

Religious Site Danger: Magic.

Environment

Destination Location: Inner Jungle. The destination is roughly equidistant between the outer edge of the jungle and its heart.

Notable Environmental Features: Pond. A small body of water, surrounded by shore, 2 acres in area.

Destination Tree Density: Tight. The trees around the destination are spaced very closely, likely pressed against the edges, or leaning over the top. The movement of medium creatures to and from the destination is difficult, and requires weaving through the trees, and rarely following a straight line. It may be impossible for large creatures or vehicles to get through at all. There are no long lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness.

Jungle Floor Terrain: Overgrown. The jungle floor around the destination is covered in thick grasses, fungi, flowers, vines, exposed roots and other ground-based vegetation.

Present Natural Hazards:

- **High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation.
- **Egg-Laying Insects**. The area of the destination is full of insects. These creatures lay eggs under the skin of hosts that they bite, sting or touch, or those that ingest them. After 1d4 hours, the host develops painful welts where the eggs were laid. After an additional 2d10 + 4 hours, movement can be felt. After an additional 1d4 hours, the eggs hatch, break the skin, and emerge, often leaving the area raw and/or infected. The creatures are flying.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Same As Recent. The recent weather is still ongoing.

Local Fauna:

- Giant centipede
- Giant lizard
- Baboon

Danger

Magic Origin: Mistake. The magic was created unintentionally by an entity who was using magic to complete a task, but something went wrong.

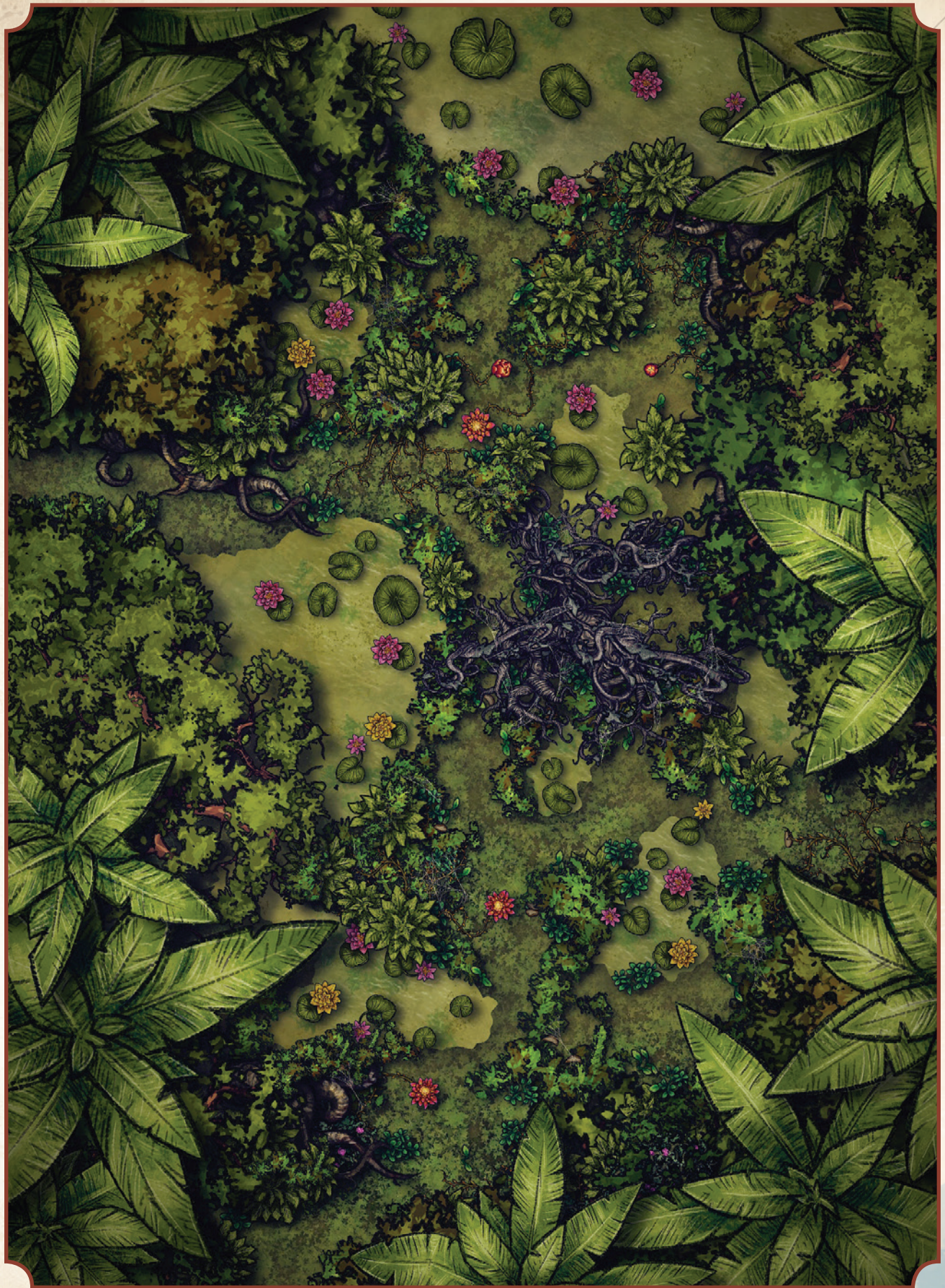
Magic Area: Massive. The magic is present in an area five times the size of the destination.

Magic Frequency: Threshold. When a target which meets a certain criteria enters the magic's area, the magic tries to affect them.

Magic Density: Solid. Players or NPCs are *always* targeted when the GM determines the magic is active. Each time, they are given the opportunity to defend against it, if they are able.

Magic Category: Life & Death. Roll on the **life & death magic** table to learn the magic's effect.

Life & Death Magic: Deathless. Within the magic's area, no living thing can die. If a creature in the area that would normally be dead (such as one that has suffered a usually-fatal injury) somehow exits the magic's area, it dies immediately.



The Pristine Jungle

The Scrying Glade

By *JVC Parry* & *Ralph Stickley*

Growing up from a glade in the middle of a thick jungle is the foresight throne: a giant-sized chair, formed from a living tree, that sits atop a steep hill. The throne grew in prehistoric times, and has been documented as a site of pilgrimage for as long as records go back. In more recent times, for the tree at least, the throne was adopted by a group of clerics and druids who worshipped the same nature deity. Realizing the importance of the throne, and the ways in which it could be abused by evil, the sect decided to protect it. They used their powerful magic to grow a thick jungle around the throne, forming a defensive glade around the site. Furthermore, they uplifted a troop of great apes, boosting their intelligence and size, so that they might act as guardians. Since then, the site has remained well-protected. It is still visited by dozens of pilgrims each year, who leave offerings to the nature deity, and use the prophetic throne for good, typically for nature's benefit.

Unfortunately, recent months have seen the Scrying Glade, as the sect refers to it, come under siege. A swarm of giant wasps has been targeting the pilgrims, adherents, and giant apes alike. The master of these overgrown insects has not yet revealed themselves, but their assaults have had a serious impact on the glade. Pilgrims no longer visit, and the clerics and druids struggle to keep the apes in any fit shape to defend the throne. The hidden agent behind these attacks is a runtish goblin who calls herself Gritch, the Future Queen of Goblin Kind. Gritch is smarter than her kin, and seems to have a peculiar affinity for insects of all kinds. She rides a giant wasp mount, giving her a highly mobile platform from which to hurl spells she's mostly come up with on her own - creations such as *gritch's stinging swarm*, *maddening earworm*, and *slug sludge*. Gritch hopes to unite all the world's goblins together under a single banner, with her as their beneficent leader. Gritch hopes that access to the foresight throne will help her with her mission, providing insight on how to free the goblins from their existing warlords, how to bring them together for a single cause, and how best to lead the chaotic mass.

Suggestions:

- Gritch could be a sorcerer or druid, or might have learned their spells after discovering a wizard's spellbook, or an intellect-enhancing magic item.
- When the apes are stung, they fly into a frenzy, making them dangerous to be around.

Prelude

Theme: Prophecy. Something foretold, or seen to happen in the future.

Previous Presents: Befouled. The area was tainted by something dark, sinister, or vile. It may have been magically corrupted, or perhaps the land was poisoned so that nothing would grow here anymore.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Religious Site. An area with special significance for followers of a certain belief, creed, or faith.

Destination

Original Faith Domain: Nature. The domain of plants and animals.

Original Faiths Alignment: Good

Significance Reason: Artifact. An artifact with great significance to the faith is kept here.

Age: New. This place is between 0 and 50 years old.

Size: Large. The area of the site occupies up to a 300-by-300 foot area.

Condition: Good. Any outdoor grounds or areas have received basic care. Structural elements are in passable shape.

Site Development: Bare. The site has not been developed, and has been instead left in an untouched and unmodified state.

Site Accessibility: Difficult. Access to the site is via limited paths or methods. Getting to the site is tough, but doable for those who are committed. There may be deterrents or challenges along the way, either natural or intentionally placed by adherents who oversee the religious site.

Adherent Traffic: High. Up to 100 a month.

Adherent Interaction: Offering. Adherents usually offer up valuables, often taking the form of money or objects, sometimes even a non-lethal amount of blood.

Religious Site Environment: Jungle

Religious Site Danger: Environment Danger Intelligent Monster

Environment

Jungle Destination: Jungle Heart. The destination is found deep within the jungle, either in, or just a short walk from, its center.

Notable Land Feature: Hill. A rise of earth, often topped with grass or trees, 60 feet above ground level.

Destination Tree Destiny: Clearing. There are trees within a stone's throw of the destination's location, but none in the immediate vicinity.

Forest Floor Terrain: Uneven. The jungle floor around the destination is uneven with random swells, depressions, and some exposed roots.

Local Fauna:

- Giant wasp
- Giant ape

Environmental Danger (Intelligent Monster): Goblin

Danger

Monster Motive: Orders. The monster has been tasked to occupy this destination.

Motive Success: Pleased. The monster feels they have made strides toward achieving their goal. Though they may not have succeeded yet, they have made encouraging progress.

Kinship Similarity: Different. This monster is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

Monster Age: Adult. The monster has grown into its normal, mature state.

Monster Size: Runt. The monster is much smaller than its kind usually are.

Local Awareness: Unaware. The locals have no idea about the monster's presence; they either have no idea of the degree of danger, or just have no idea what is causing it. This may be due to genuine ignorance, lack of contact with (or sightings of) the monster, or it could instead be due to some form of magic or other phenomena that causes them to forget.

Local Coexistence: Disruptive. The monster's presence has caused a significant change to local life or the environment. The cause of this change or disruption may not be known to the locals or creatures in the environment, but its effects can certainly be felt.

The Scrying Glade

Religious Structures

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The Crepuscular Church

By *JVC Parry*

Since time immemorial, the Crepuscular Church has devoted itself to the coming of night - a break from the blazing sun that sears through the sky each night, parching the earth and melting the ice, causing floods and glacial collapses. Night has always been a salvation in these lands, and the clergy of the church are responsible for ensuring that it comes, each sunset, to provide a chance for rest. The Crepuscular Church is the largest of the shrines that the clergy maintain. It is situated in boreal forest, far from civilization, in a valley wreathed in shadow throughout the day. At night, however, the place is lit by a magnificent aurora that seems to wrap itself around the spires of the church. The place was once a portal to the plane of shadow but, when the gateway ceased to open, the clergy incorporated the obsidian archway into the church itself. Although the prophecies claim the portal will never open again, there can be no doubt that passing through that primordial archway has a profound effect on a person. Those who have made passage through the arch can see into the shadows until the next dawn.

In the centre of the church, placed within an octagonal glass reliquary, is a holy symbol: a stone amulet of melded marble, that appears to depict an eclipse - a black disc, passing over a white one.

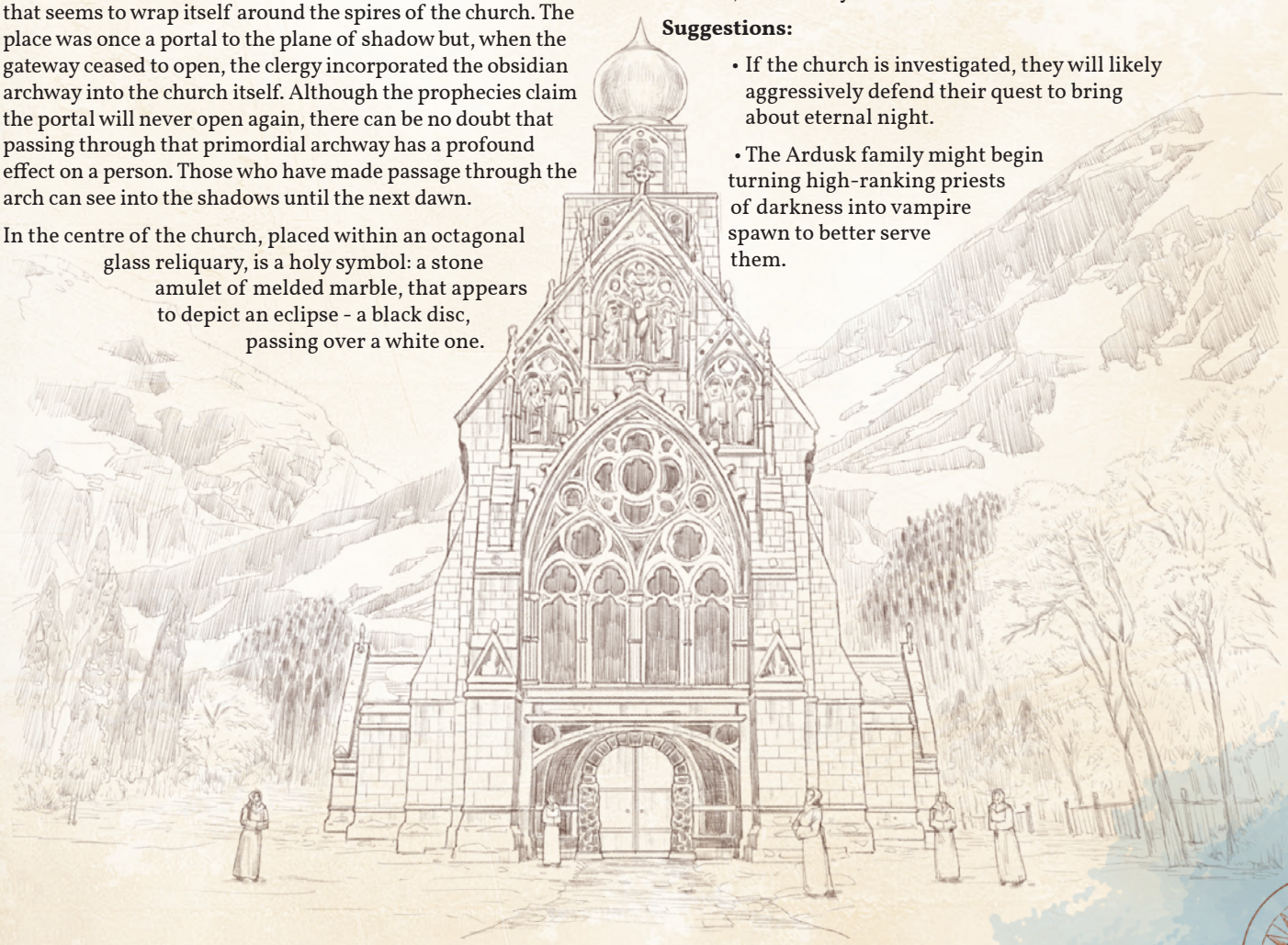
The strange stone has a powerful influence on those that set eyes on it. They feel such devotion to the coming night that they forget all else. Those small tasks that distract from the holy mission are left behind: eating, sleeping - all forgotten. Rather, those who look upon the symbol become entirely obsessed with bringing forth the night, not just for the hours it would naturally claim, but forever. After all, what is the sun, but roiling fire and chaos?

Although the stone appears natural in origin, it is actually an item of human artifice. The clergy didn't realize this, and took the stone into the church as a relic of their faith. The carved stone amulet is actually an heirloom of the Ardusk family - a notorious noble line whose head undergoes a dark, necromantic ritual to become a vampiric warlord. The Ardusks have long been excised from high society, but they hope to regain power in the world by corrupting the clergy into bringing about an eternal night, during which the vampires might roam free over the earth.

The perversion of the Crepuscular Church has not gone unnoticed by the wider world. It does seem that the sunrise is delayed each morning, and the hours of sunlight are diminishing. Eventually, the church will be investigated, that much is certain. Of course, the Crepuscular Clergy never intended for this terrible mission to dominate their members. The eclipse amulet, and its vampiric creators, are entirely to blame.

Suggestions:

- If the church is investigated, they will likely aggressively defend their quest to bring about eternal night.
- The Ardusk family might begin turning high-ranking priests of darkness into vampire spawn to better serve them.



Prelude

Theme: Greed. The desire to possess for possession's sake.

Previous Presence: Magical Passage. The area was the location of a gate, portal, tear, or other form of magical travel. This may have been less overt; perhaps, for example, the planar barrier was thin or weak here.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Religious Structure. A structure where a faith practices and holds ceremonies. It may also act as a central hub for adherents.

Destination

Structure Type: Temple. A very large and grand building devoted to the ideal or deity which it venerates. The decor evinces the values of its adherents, which could be anywhere on the scale from luxury and extravagance to austerity and simplicity. It can hold nearly a thousand attendees.

Original Faith Domain: Darkness. The domain of shadows and the unseen.

Original Faith Alignment: Good

Original Furnishings: Appropriate. The structure has the level of decor and ornamentation expected of a structure of this kind. This is usually in the form of ceremonial items, surface coverings, wall fixtures, etc.

Structure Age: Ancient. This place is over 5,000 years old.

Structure Condition: Excellent. The building is in solid shape. The structure is well maintained. Cleanliness and order are a priority.

Religious Structure Environment: Forest

Religious Structure Danger: Item

Environment

Forest Region: Boreal. The forest is in a cold region that is more prone to snow.

Destination Location: Inner Forest. The destination is roughly equidistant between the outer edge of the forest and its heart.

Notable Environmental Features: Valley. An area of low elevation in the landscape with steep rises either side of it. The valley floor is 300 feet lower than the highest point of the rises.

Destination Tree Density: Dense. The trees around the destination are spaced closely. Movement of medium creatures to and from the destination is unimpeded, though large creatures and vehicles may need to take special care or use a specific route. There are few long lines of sight. During daylight hours, light is mottled through the canopy in some places, but patches of bright light are rare, and some patches are in darkness.

Forest Floor Terrain: Uneven. The forest floor around the destination is uneven with random swells, depressions, and some exposed roots.

Recent Weather - Boreal: Snow. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Item Origin: Unknown. The item was brought here without knowledge of what it really was.

Item Status: Undisturbed. The item is where it was last placed or discarded, and it has not been undisturbed, uncovered, or otherwise moved since.

Item Type: Holy Symbol. The item is a physical object with holy (or unholy) significance.

Item Condition: Good. The item seems to be in acceptable shape for whatever kind of item it is.

Item Notability: Heirloom. The item has been handed down from person to person throughout a span of time. This could be within a family, organization, etc.

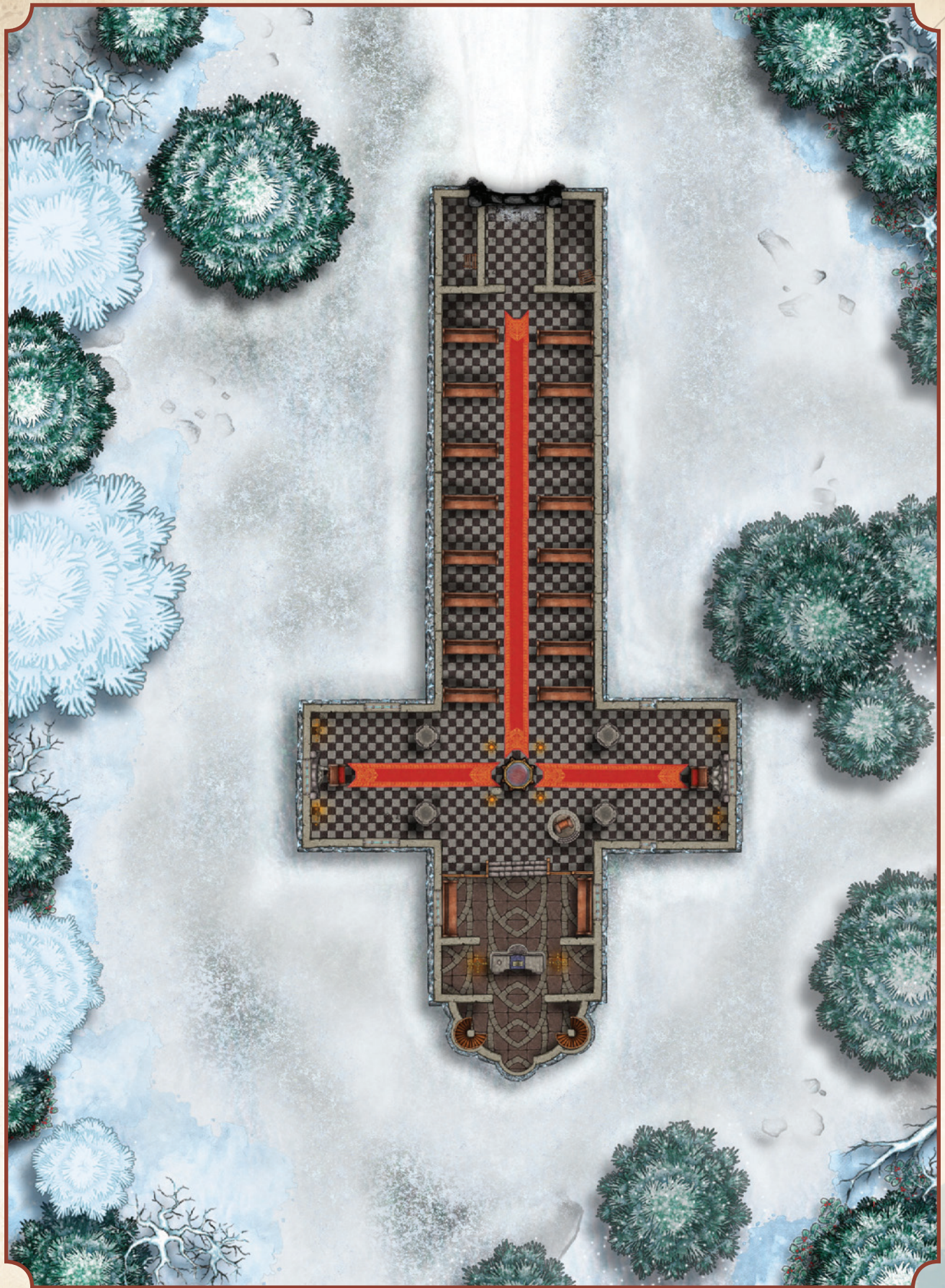
Item Link To Magic: Dependent Link. The item is intrinsically linked to the magic. If the link is severed, either by destroying the item, dispelling the magic, or otherwise causing the two to become unbound, neither the item or magic can continue to exist in isolation.

Magic Activation: Line of Sight. The magic targets individuals who have line of sight to the item.

Magic Category: Spiritual. Roll on the **spiritually targeted magic** table to learn the magic's effect.

Spiritually Targeted Magic: Distraction. The target is easily diverted by new and interesting things, losing the attention and focus that they would normally devote to major goals and tasks.

Item Sentience: None. The item does not possess awareness, personality, or any other form of consciousness or agency.



The Crepuscular Church

Cult of the Searing Sun

By JVC Parry

Just over a century ago, the Church of Light set out upon a quest to rid the nearby mountain range of a kobold clan that was living there. The kobolds kept to themselves, but their draconic overlords visited regularly to collect tribute from their mines and, on their way, would devour livestock, smash watchtowers, and generally terrorize the city in which the Church of Light was founded. The Church hoped that, by slaughtering the kobold clan, the dragons would be dissuaded from returning.

It was no challenge for the Church to massacre the kobolds, whose resistance was meek. They dumped the bodies in the caverns the kobolds once inhabited and sealed the place off, erecting a wonderful oratory, a small chapel dedicated to the Lady of Light, at the cavern's entrance. Pilgrims could visit this place to make offerings to the deity and think on the successful conquests of the Church. Their pièce de résistanc a vertical tunnel into an elevator, powered by a di light. Those who enter are levitated up into the or of this awesome lift were gilded with gold from th as a final token of their victory.

Unfortunately for the locals, the Church didn't succeed in killing every kobold. One remained alive, hidden in the escape tunnels. Struck with immense grief, this kobold entered a decades-lon It was only awoken when the Lady of Light called out to it. The kobold communed with the deity and was granted longevity and power in return for its devotion. Soon, the creature became enormous, gorged with the divine essenc the Lady of Light, with the intent of wielding it just as ruthlessly as the Church of Light who slaughtered its kin. The giant kobold conquered the oratory for itself once more, and reopened the mines so to toil in the Lady of Light's honor.

Now, the kobold is an immense titan, over thirty feet tall and clad in gilded armor. It has recruited others who worship it as Brightscale; an aspect of the Lady of Light. Worse still, they have animated the skeletal remains of their old clan. Rather than returning as shambling skeletons, these undead are wreathed in radiance themselves, bringing forth divine wrath on those who would oppose them. Brightscale rules the mountains and city below, having crushed the Church of Light under its radiant fist. It takes tithe from the populace and, in return, those that give are gifted boons from the Lady of Light. Word of this being of immense power has spread throughout the realms, and many believe the Cult of the Searing Sun - as the populace and kobolds refer to themselves - to be a heretical sect of an otherwise benevolent faith.

Suggestions:

- The Lady of Light could be a good deity whose magic is being abused by the kobold and its cult, or an evil deity who is worshipped through conquest.

Prelude

Theme: Grief. Experiencing deep emotional pain, often associated with a loss.

Previous Presence: Dumping Ground. This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Religious Structure. A structure where a faith practices and holds ceremonies. It may also act as a central hub for adherents.

Destination

Structure Type: Oratory. A modest building with seating for attendees, appointed with various items or images relating to that which the faith venerates.

Original Faith Domain: Light. The domain of brightness, purity and vision.

Original Faith Alignment: Evil

Original Furnishings: Appropriate. The structure has the level of decor and ornamentation expected of a structure of this kind. This is usually in the form of ceremonial items, surface coverings, wall fixtures, etc.

Structure Age: Recent. This place is between 50 and 200 years old.

Structure Condition: Pristine. The building is in perfect condition. The structure is meticulously maintained, cleaned, and kept in order.

Religious Structure Environment: Mountain

Religious Structure Danger: Environmental Danger: Intelligent Monster

Environment

Single Mountain or Mountain Range: Mountain Range. The destination is on a mountain that is part of a range.

Mountain Size: Large Mountain. A great rise of stone and earth that covers a massive amount of the land, 8 thousand meters high.

Destination Location: High Crest. The destination is situated on, or near, a crest or ridgeline, somewhere on the top third of the mountain.

Notable Environmental Features: Cavern. A small opening in the mountain, leading to a great, yawning space within.

Destination Terrain: Level - Earthen. The area in and around the destination is largely level, with soil, and at least some plant life (grass, trees, etc.).

Trail Size:

- **Down: Wide.** The trail is relatively wide, enough to allow four humanoids to walk abreast, or wide enough for up to two average-sized carts to travel side-by-side.
- **Up: Modest.** The trail is of modest width, enough to allow two humanoids to walk abreast, or wide enough for a single cart.

Trail Type:

- **Down: Natural.** Most, or all, of the trail occurs naturally in the mountainside.
- **Up: Man-Made Tunnel.** Most, or all, of the trail goes through a tunnel dug and/or constructed specifically for purpose.

Trail Structure:

- **Down: Simple.** The trail has a simple structure or a few handholds, to make traversal a bit easier and safer.
- **Up: Substantial.** The trail has an elaborate or well-built structure, multiple handholds, or both, to make traversal considerably easier and safer.

Trail Condition:

- **Down: Bare.** The trail is still functional at the most basic level, but any structures or handholds (if there were any) are gone.
- **Up: Solid.** The trail, as well as any structure or handholds (if there were any), is in good, working order.

Trail Hazards:

- **Down: Slides.** The area of the destination is prone to rock slides or avalanches.
- **Up: Sheer Drop.** The area of the destination, or the trail leading up to it, has a significant drop off to one or both sides. If it runs through a tunnel, there could be unstable areas that have previously fallen away, or there could be a bridge over a deep chasm or cavern.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Danger (Intelligent Monster): Kobold

Danger

Monster Motive: Change. The monster wants to make this place into something else.

Motive Success: Pleased. The monster feels they have made strides toward achieving their goal. Though they may not have succeeded yet, they have made encouraging progress.

Kinship Similarity: Divergent. This monster is nearly the antithesis of its kin, and defies the expectations one might assume about a monster of its kind.

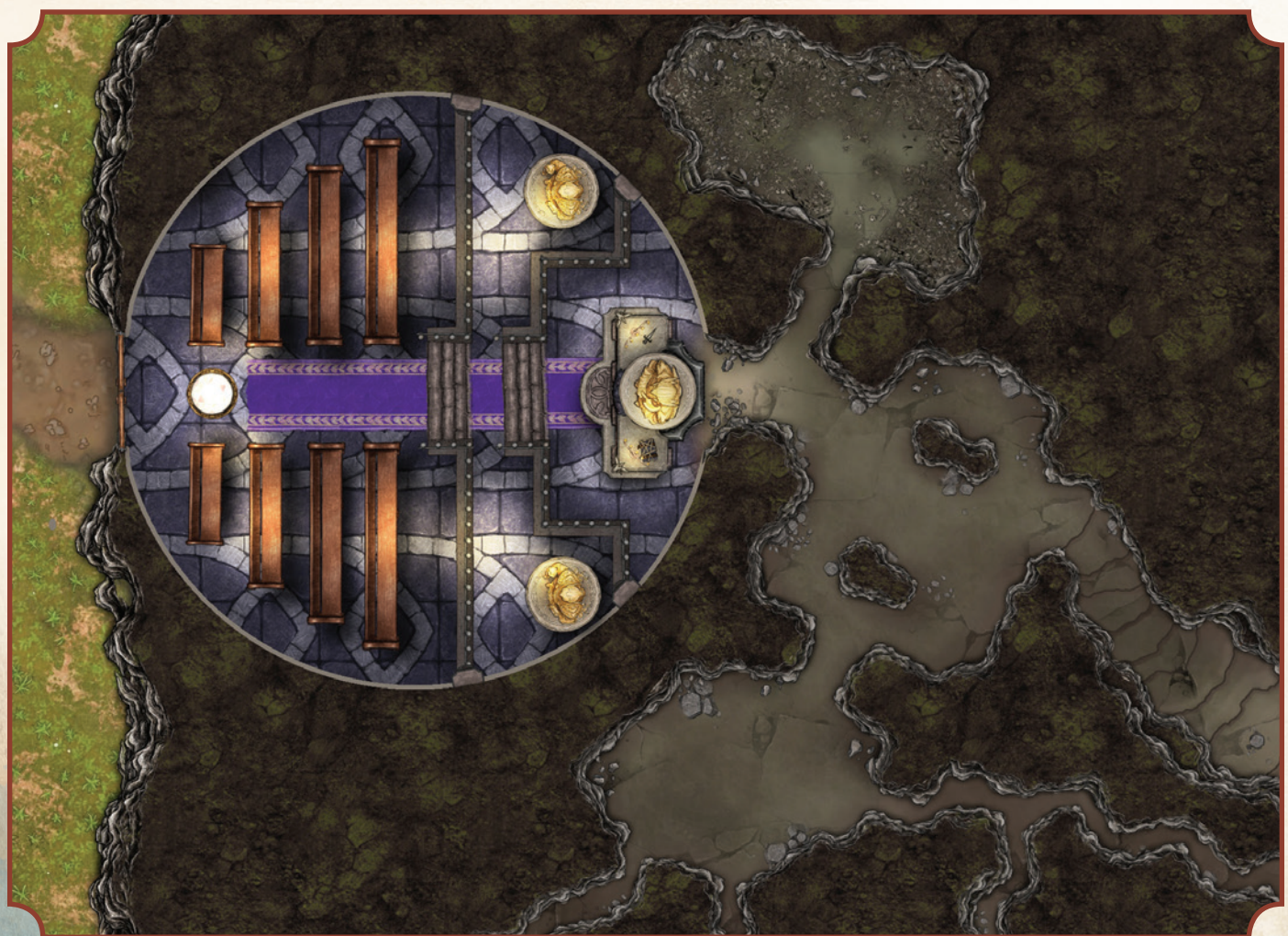
Monster Age: Old. The monster has lived to an old, but not abnormal, age for a monster of its kind.

Monster Size: Massive. The monster is far larger than is normal for one of its age and species.

Local Awareness: Aware. The locals know of the monster, including some basic details and the degree of danger it poses.

Local Reaction: Understood. The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.

Local Coexistence: Beneficial. The monster's presence has benefited the locals or the environment in some way.



Cult of the Searing Sun

Gnarlroot Hollow

By JVC Parry

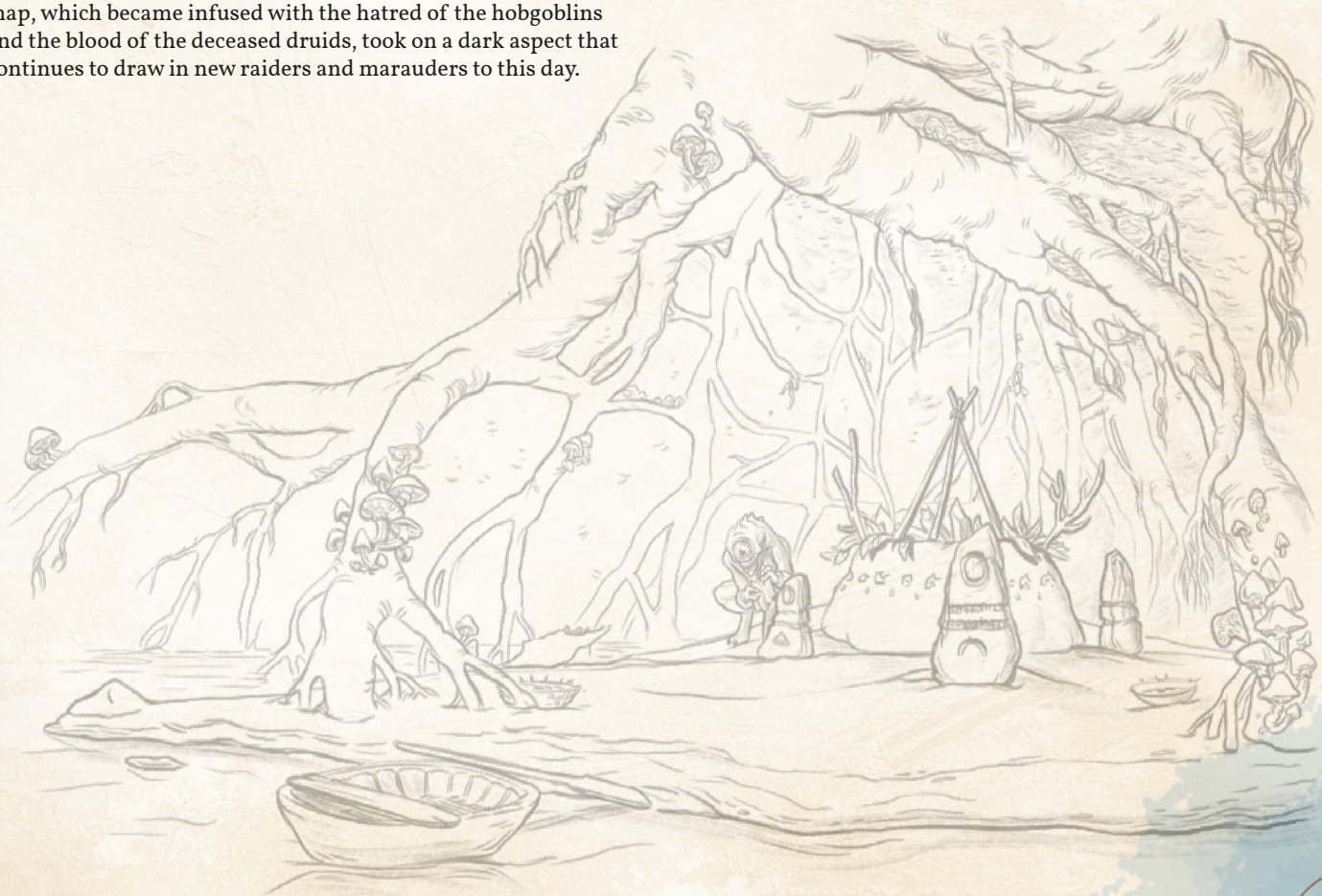
In the heart of the forest is a sacred grove, where a circle of druids once met each new moon to discuss the lands they protected. Over time, as the druids used magic to alter the grove, it became imbued with immense, natural power. The ancient yew at its centre, in particular, became infused with arcane energy. Decades back, when the druids still met, they discovered a large hollow had opened at the yew's base, leading down into the earth below. Here, they discovered an organic temple, with root pillars and earthen walls, which they utilized to commune, worship, and accept visitors in need of their assistance. The temple is a cavernous expanse, within which is a large lake that glitters with light from the fluorescent green fungi that grow over the roots of the yew, serving as pillars and rafters. In the centre of the lake is an island that holds the druid's altar as well as several menhirs.

As well as providing them sanctuary, the ancient yew bestowed gifts to those nature worshippers it deemed worthy, such as disease-curing berries, blade-bending barkskin, and the like. Unfortunately, the tree also drew creatures that sought to control it, abuse its power, or even chop it down to spite the druids. Nature's acolytes managed to defend the tree and subterranean temple against these threats for years until, eventually, they were corrupted from within. A hobgoblin army, keen to take the forest for timber production, came to the grove to cut down the sacred yew. They were pushed back, at great cost to the druids and forest, but were defeated. Unfortunately, they left behind the map they had used to find the ancient tree and temple. This map, which became infused with the hatred of the hobgoblins and the blood of the deceased druids, took on a dark aspect that continues to draw in new raiders and marauders to this day.

The map, little more than a blood-stained, torn, scrap of parchment, has such foul arcane energy within it that, every few years, something seeks it out. They are drawn to the sacred grove and the ancient yew, where they inevitably try to corrupt the place. When the archdruid of the circle attempted to destroy the map, they became disillusioned with the world and slowly lost their grip on reality, refusing to leave the subterranean temple and gradually transforming into an aberrant nothic with bark-like skin. As their bitterness grew and their sanity dwindled, crystalline spurs and fungal growths spread over their body, wreathing them in an aura of poisonous spores. Ironically, lying in wait at the island altar, they have become the map's fiercest protector; a savage force that any seeking to claim it, or attempting to destroy it, must first overcome.

Suggestions:

- Destroying the map may be the key to the druid's salvation, but the map can only be destroyed by dispelling the magic upon it.
- The nothic will not leave the island, but will revert to their true archdruid form if the map is destroyed.
- The menhirs around the island are engraved in druidic, and prevent creatures that would do harm to the natural world getting onto the island by petrifying them on the shores of the lake.



Prelude

Theme: Hatred. Pure dislike, or a desire to see ill befall something.

Previous Presence: Strategic Location. This area was a place of vital military importance.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.
The destination is at odds with the previous presence.

Destination Type: Religious Structure. A structure where a faith practices and holds ceremonies. It may also act as a central hub for adherents.

Destination

Structure Type: Temple. A very large and grand building devoted to the ideal or deity which it venerates. The decor evinces the values of its adherents, which could be anywhere on the scale from luxury and extravagance to austerity and simplicity. It can hold nearly a thousand attendees.

Original Faith Domain: Nature. The domain of plants and animals.

Original Faith Alignment: Neutral

Original Furnishings: Austere. The structure has only a small amount of decor, only for the most important things, such as certain ceremonial items or spaces of significance.

Structure Age: Recent. This place is between 50 and 200 years old.

Structure Condition: Poor. The building is not well structured or maintained. Cleanliness is not a priority. Structural problems are in evidence.

Religious Structure Environment: Underground

Religious Structure Danger: Item

Religious Structure Danger 2 (Author Custom):
Environmental Danger: Intelligent Monster

Environment

Underground Entry Size: Modest. The entrance is of a sufficient size for medium, or even large creatures, to get through comfortably, but any huge creatures would find it difficult.

Underground Entry Door: Fortified. The entrance is covered by a door that was built for this opening, which is reinforced in some way, or made from particularly strong materials. It opens and closes as intended, seals the opening when closed, is sturdy, and is able to resist some degree of force.

Underground Entry Visibility: Undisguised. The entry is in plain view. It may be naturally occurring, or perhaps either no one thought to cover it, thought that it was necessary, or could think of no simple or suitable way to cover it.

Destination Depth: Shallow. The destination is 100 feet below the surface.

Underground Type: Moderate Cavern. The destination is found in a considerable, open underground space. The cavern's ceiling is high and there is enough space around the destination to be able to see it from a distance.

Water Presence: Lake. There is an underground lake nearby. It is 150 feet in diameter, at its widest point.

Notable Environmental Features: Pillars. The area around the destination contains 4 pillars, connecting floor to ceiling. The pillars' diameters are 15 feet.

Area Stability: Tumultuous. For each hour spent in the area of the destination, roll a d20. On results of 18-20, there is some form of crack, collapse, or other breakage.

Environmental Danger (Intelligent Monster): Nothic

Dangers

Item Origin: Hidden. The item was hidden here.

Item Status: Understanding Ownership. Someone, or something, in the destination is in possession of the item, and understands what it is or does. The owner is an intelligent monster.

Item Type: Document. The item is a written document. The documents is a map

Item Condition: Poor. The item has seen better days. It is likely dirty, damaged, or in an otherwise unappealing state.

Item Notability: True Power. The item is rumored to possess powers, and lives up to the stories.

Item Link To Magic: Dependent Link. The item is intrinsically linked to the magic. If the link is severed, either by destroying the item, dispelling the magic, or otherwise causing the two to become unbound, neither the item or magic can continue to exist in isolation.

Magic Activation: Action On Item. If something is done to the item, or within a certain distance of it, the magic activates. The item is triggered when someone breaks it.

Magic Category: Spiritual. Roll on the **spiritually targeted magic** table to learn the magic's effect.

Spiritually Targeted Magic: Loss of conviction. The target's drive to press on, to complete important tasks, and accomplish the things that matter dwindles. Things that were previously important to the target don't seem to matter so much any more.

Item Sentience: None. The item does not possess awareness, personality, or any other form of consciousness or agency.

Monster Motive: Escape. The monster wants to leave, but can't.

Motive Success: Pleased. The monster feels they have made strides toward achieving their goal. Though they may not have succeeded yet, they have made encouraging progress.

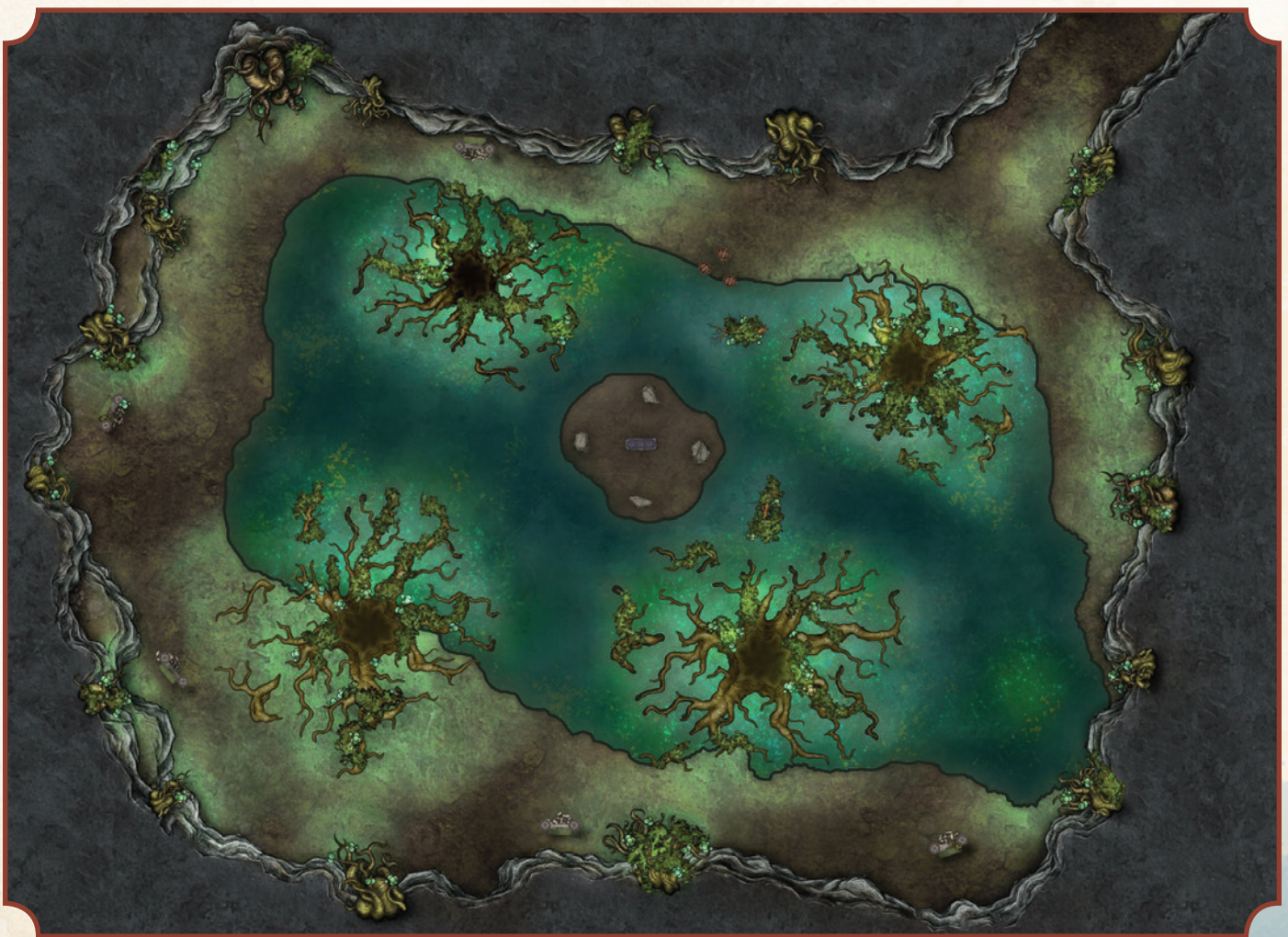
Kinship Similarity: Different. This monster is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

Monster Age: Baby. The monster is the youngest possible for one of its kind to function on its own, at least to a basic degree.

Monster Size: Runt. The monster is much smaller than its kind usually are.

Local Awareness: Unaware. The locals have no idea about the monster's presence; they either have no idea of the degree of danger, or just have no idea what is causing it. This may be due to genuine ignorance, lack of contact with (or sightings of) the monster, or it could instead be due to some form of magic or other phenomena that causes them to forget.

Local Coexistence: Non-Disruptive. The monster's presence has not caused any major issues, or disturbed anything to a significant degree, but its presence has also not been beneficial.



Gnarlroot Hollow

The Rime of Black Reaver

By Lou Fryer

For centuries, the cult had stolidly worshipped their gods at the cliffs - old, cold gods of ice and the coming frost. As the winters grew milder, however, so did the fervance of those who venerated the glacial deities. Little remains of that original ritual site, but a particularly harsh winter reinvigorated the faith some years ago, and a new temple was built on the old site. As worship was redoubled in the structure of crystalline ice, the faith of the cultists was acknowledged; they were afforded great power, while the winters grew colder, the nights grew longer, and crops began to fail even far afield.

The call went out for a hero, and Hrulna Kæmpe answered.

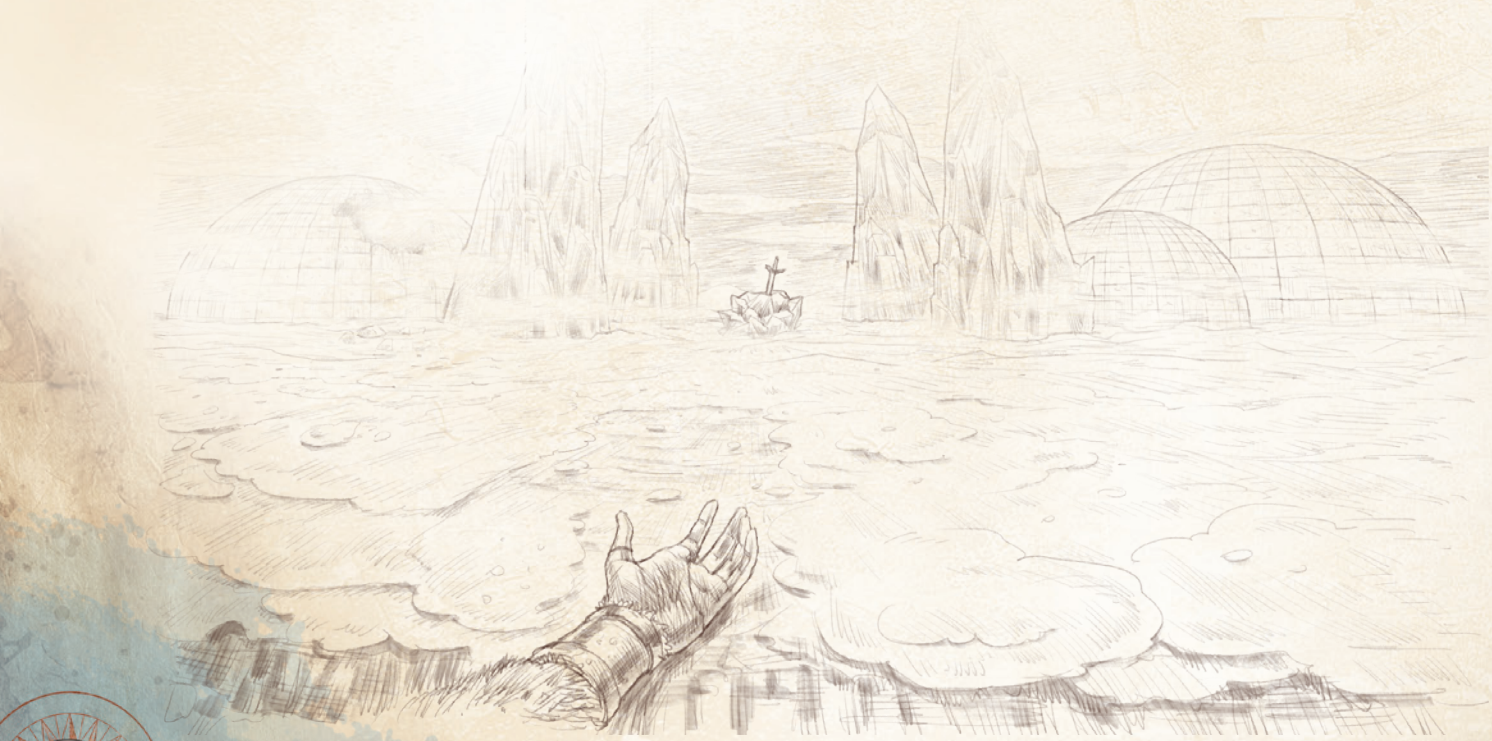
Hrulna Kæmpe had won renown many times over with her famed, dark sword, Black Reaver. Hrulna Kæmpe had slain the great hydra that threatened the mountain clans, Hrulna Kæmpe had rescued the king's son from the clutches of the lich queen Irini, Hrulna Kæmpe had recovered the lost pages of the tome of the ancients. So, when Hrulna Kæmpe trekked off fearlessly into the tundra alone, everyone was sure that the problem would be solved. Sure they were, long after it was foolhardy to expect her safe return, and sure they remained until others also started disappearing.

What is yet to be discovered is that Hrulna succeeded in her mission, to a point. The cultists had been warned of her approach, and they were sorely afraid. When she came upon their temple, they were preparing to flee, channeling the power of the old ritual site to open a rift and escape across the planes. However, at a key point of the ceremony, Hrulna descended upon them, scattering them with flaming fury and, with a final swing, brought her blade down on the focus crystal. The resulting magical explosion killed the legendary warrior instantly, throwing her body from the temple, and casting the cultists, less gently than planned, into the ethereal plane. A dense, magical cloud appeared, rolling out from the temple across the tundra, still expanding, dragging anyone else it encounters to the same destination.

The residents of the tundra outskirts, as well as any in the wider world, wonder what became of Hrulna the Champion, but anyone who has gone searching for her has met the same fate as the cultists who, despite reaching their intended destination, find themselves stuck there; the roiling cloud appears to function as both portal and barrier, barring a return journey through the rift. Black Reaver, still impaled in the focus crystal, ensures that the long, cold winter continues uninterrupted, keeping in stasis the cultists' weather-altering rituals, as well as the unstable rift. How much further the cloud will expand, none have been able to determine, and few that could halt it or help in any way are even aware of its existence. Unless the right folks start getting curious, even those who have never heard the name Hrulna Kæmpe could be swallowed by the encroaching fog, never to return.

Suggestions:

- Black Reaver remains embedded in the crystal - if (or when) it is removed, does everyone cast into the ethereal plane return, will it allow the continuation of the ritual, or does its removal have another effect entirely?
- What effect have the colder temperatures and longer nights had on the local population and local ecosystem? Are there any positive side effects at all?
- Hrulna's body lies undiscovered in the snow and has not been drawn into the cloud - could this be a vital clue in putting a stop to the phenomena?



Prelude

Theme: Cowardice. Flight when faced with a challenge, or lack of conviction or principles when it counts most.

Previous Presence: Ritual Site. This area was used for very special rituals. They need not have been dark rituals.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Religious Structure. A structure where a faith practices and holds ceremonies. It may also act as a central hub for adherents.

Destination

Structure Type: Sanctuary. A large, well-appointed structure, able to comfortably accommodate up to a few hundred people.

Original Faith Domain: Nature. The domain of plants and animals.

Original Faith Alignment: Nature. The domain of plants and animals.

Original Furnishings: Austere. The structure has only a small amount of decor, only for the most important things, such as certain ceremonial items or spaces of significance.

Structure Age: New. This place is between 0 and 50 years old.

Structure Condition: Good. The building is in working shape. The structure is functional with no major problems, though it is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.

Religious Structure Environment: Tundra

Religious Structure Danger: Magic

Environment

Destination Location: Inner Tundra. The destination is roughly equidistant between the outer edge of the tundra and its heart.

Notable Environmental Features: Cliffs. A steep rock face, 400 feet high.

Tundra Discovery: Dead Adventurer. The corpse of a deceased adventurer lies buried, or partially buried under a layer of ice and/or snow. The adventurer was rich, functionally equipped, carrying a magic weapon.

Destination Terrain: Ice Formation. The destination is found on, or near, one or more massive pieces of ice. These formations are large enough to be a significant feature of the skyline, such as a hill or outcrop made entirely of ice. They could also be in the form of large shards, crags, icebergs, etc.

Recent Weather: Cold. The weather has been very cold. Travelling without finding adequate cover and a way to get warm is dangerous. If a creature spends 8 hours traveling in this cold without taking at least 1 hour to shelter from the elements, they will grow exhausted. Frostbite is possible.

Current Weather:Same As Recent. The recent weather is still ongoing.

Danger

Magic Origin: Collision. The magic occurred as a side effect of a clash between entities.

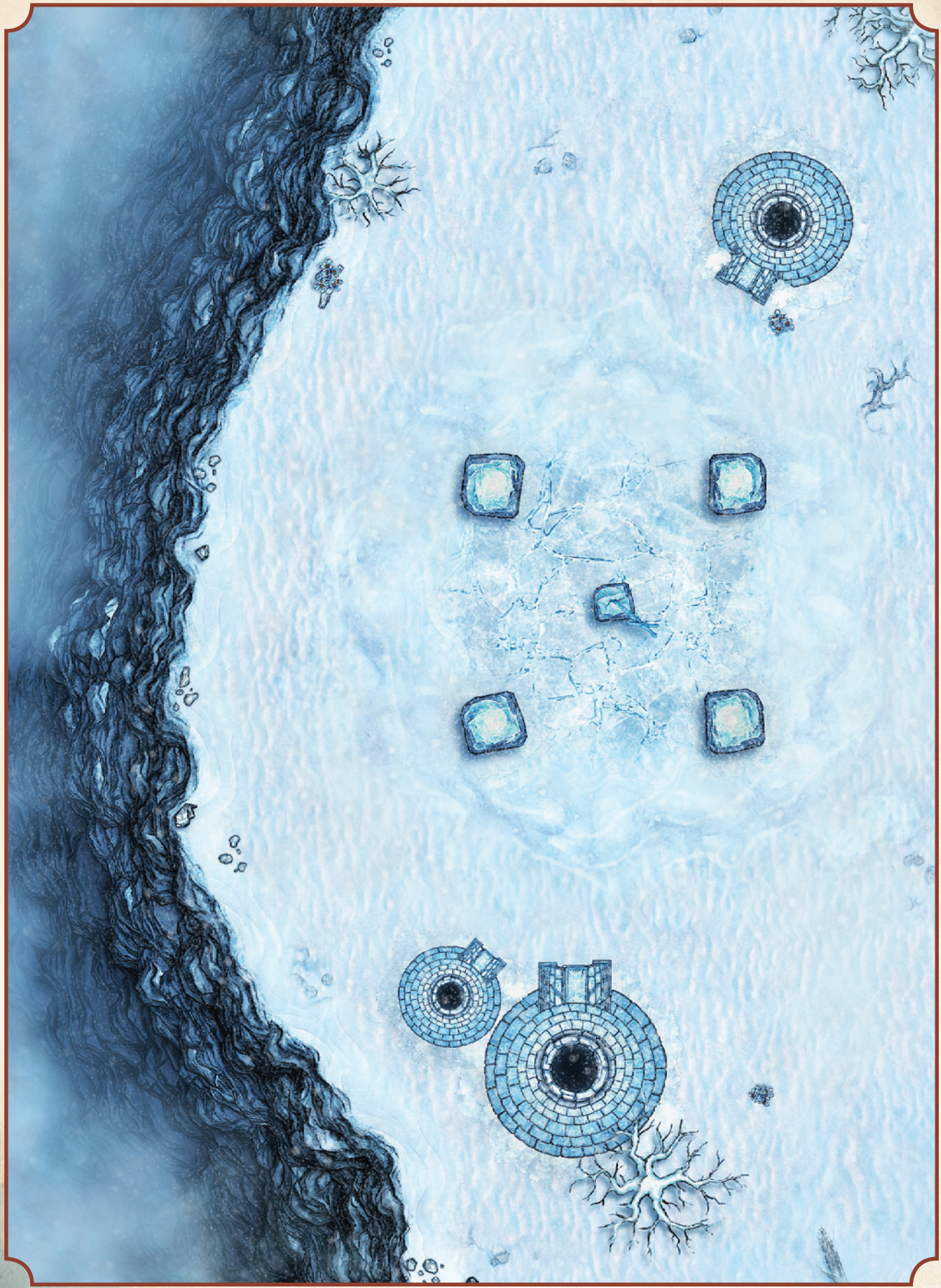
Magic Area: Very Large Area. The magic is present in an area twice the size of the destination.

Magic Frequency: Threshold. When a target which meets a certain criteria enters the magic's area, the magic tries to affect them.

Magic Density: Very Dense. Players or NPCs who roll a 1-90 are targeted.

Magic Category: Other. Roll on the **other magic** table to learn the magic's effect.

Other Magic: Etherealness. Within the magic's area, targets shift into the ethereal plane, until they leave the area, the magic tries to affect them again but they successfully defend, or they escape via magical means.



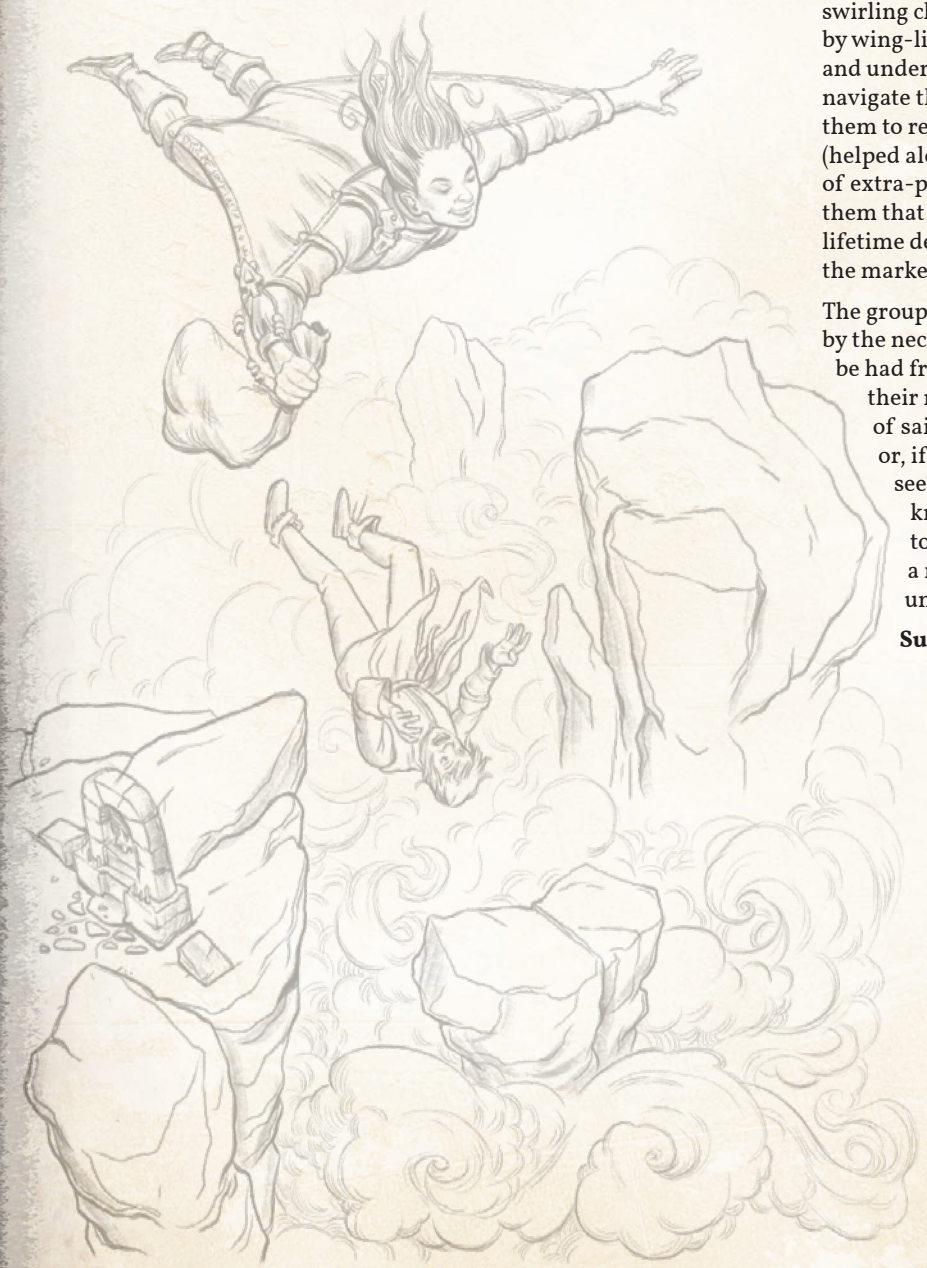
The Rime of Black Reaver

Whispering Wind

By Ralph Stickley

Whispering Wind was the name of the clifftop long before the altar was built there, but it seemed the ideal spot. Far above the hustle and bustle of the world below, it was perfect for quiet reflection and remembrance, and its remote location meant there were never crowds to detract from the atmosphere. Mourners came from far and wide, albeit in small numbers, to lay offerings to deceased loved ones, to spend a moment looking at the uninterrupted sky, and to remember. Every few weeks, an acolyte of life and death would make the trek to collect the offerings and distribute the funds among the sick and destitute.

It would have been ideal, had the builders of the altar not overlooked the fact that the site was sacred to the cult of a minor wind deity who, it transpired, was a jealous, vengeful sort. Between them, the trio leading the cult hatched a plan.



It was self-styled 'brains of the operation' Ialta's idea, though largely implemented by Bakker, the mage. Between them, they weakened the veil between the material realm and the realm of air around the vicinity of the altar. Any who approached the altar would cross the threshold between planes, almost too slowly and imperceptibly to notice. The cult's hope was that, if enough people went missing, the acolytes, pilgrims, and mourners would give it up as a bad job, and the cultists would be free to tear the accursed thing down, free of consequence. The cultists had always planned to remain in the material plane, but such plans are wont to go awry, when planar travel is involved.

Everyone agrees that it's Bakker's fault that the return trip appears to be impossible - most pressingly, for the cultists themselves.

However, as far as places a wind-worshipping cult can find themselves stranded go, the elemental plane of air could be worse. Their new home is a collection of rocky spires, their bases (assuming they *have* bases) hidden beneath layers of swirling cloud. Gliding transport between spires is enabled by wing-like robes of Ialta's design, as well as a reverence for, and understanding of, wind currents. The cultists are able to navigate thermals and updrafts almost instinctively, allowing them to remain airborne far longer than would be expected (helped along, of course, by the unnaturally constant movement of extra-planar air). As such, it is barely an inconvenience to them that their home is so scattered; what would be a once-in-a-lifetime death-defying experience to most is as rote as a trip to the market for them.

The group grumbles at being stranded, but they are tied together by the necessity of their situation, as well as the rich rewards to be had from robbing the unfortunate pilgrims who stumble into their realm, seeking the altar. The previous, unhappy owners of said rewards are typically abandoned on a distant spire or, if it's been a boring day, dropped. No one has heard or seen any of their victims hit the ground. As far as they know, they're still falling. While the cult have nothing to spend their ill-gotten gains on yet, surely it is only a matter of time before they can find a way home and, until such a time, they might as well save up.

Suggestions:

- The trio are working on a ritual to open additional portals, though they are conflicted between simply returning to the material realm and weakening the veil near other places of worship to increase the flow of victims to their realm.
- Rather than simple greed, the cultists could be sacrificing their victims to the wind deity in order to curry favor, perhaps to ensure that the wind currents remain navigable - a vital part of their survival thus far.
- The third member of the leading trio (the group's physician, Remus) might have remained on the material plane - how much effort are they putting in to rescuing their companions - or do they relish

the opportunity to have sole command of the few cultists who remain?

Prelude

Theme: Greed. The desire to possess for possession's sake.

Previous Presence: Ritual Site. This area was used for very special rituals. They need not have been dark rituals.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Religious Structure. A structure where a faith practices and holds ceremonies. It may also act as a central hub for adherents.

Destination

Structure Type: Altar. A small shrine or, perhaps, a tiny shack, usually evincing various items or images relating to that which the faith venerates.

Original Faith Domain: Death. The domain which encompasses the loss of life, and all aspects of the afterlife.

Original Faith Alignment: Good.

Original Furnishings: Austere. The structure has only a small amount of decor, only for the most important things, such as certain ceremonial items or spaces of significance.

Structure Age: New. This place is between 0 and 50 years old.

Structure Condition: Good. The building is in working shape. The structure is functional with no major problems, though it is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.

Religious Structure Environment: Extra-Planar

Religious Structure Danger: Priesthood.

Environment

Plane Type: Air. The plane of air is made up of swirling clouds, wind, and boundless sky. Planar weather could include anything involving movements of the air.

Destination Planar Positioning: Extra-Planar. The destination is located completely within another plane. Some kind of passage, or other form of access, leads from where the campaign is currently taking place to the plane in question.

Planar Manifestation: Subtle. The plane has manifested in and around the destination in its subtlest form, impacting it in very minor, or even hidden, ways.

Planar Presence Origin: Slightly Intentional. The destination coming into contact with the plane the way it did wasn't exactly what was supposed to happen, but was similar to what would normally be expected. If what happened occurred naturally, it didn't happen as it normally would.

Access: Physical (Unrestricted). The destination can be approached normally (such as by walking).

Visitor Protections: None. The destination does not provide any kind of protection. Those who visit do so risking all perils related to the plane, its essence, and its denizens.

Planar Denizen Awareness: Minor. The destination has been noticed by some beings native to the plane who, if confronted, would normally only pose a slight threat.

Recent Planar Weather: Mild. Environmental conditions around the destination have been mild or calm.

Current Planar Weather: Same as Recent. The recent weather is still ongoing.

Danger

Group Type: Religious. A group focused on holy (or unholy) matters.

Group Size: Large. The group is made up of 25 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Peers. There are multiple leaders within the group. The number of individuals in the group (from the **group size** table) determines how many leaders there are.

Leader 1 Strengths: Clever. The leader possesses great knowledge and intelligence, learned from study, reading or tutelage.

Leader 1 Weaknesses: Easily Distracted. The leader has a hard time keeping focus, or struggles to see plans and ambitions through to their completion.

Leader 2 Strengths: Medic. The leader is trained as a doctor or nurse.

Leader 2 Weaknesses: Entitled. The leader feels that the things they want are owed to them, and that others should do whatever they can to please them.

Leader 3 Strengths: Magical Power (Arcane). The leader is very proficient with arcane magic.

Leader 3 Weaknesses: Clumsy. The leader lacks physical coordination or dexterity.

Group Attitude: Negligent. The group is lazy, inattentive, and has little regard for their duties.

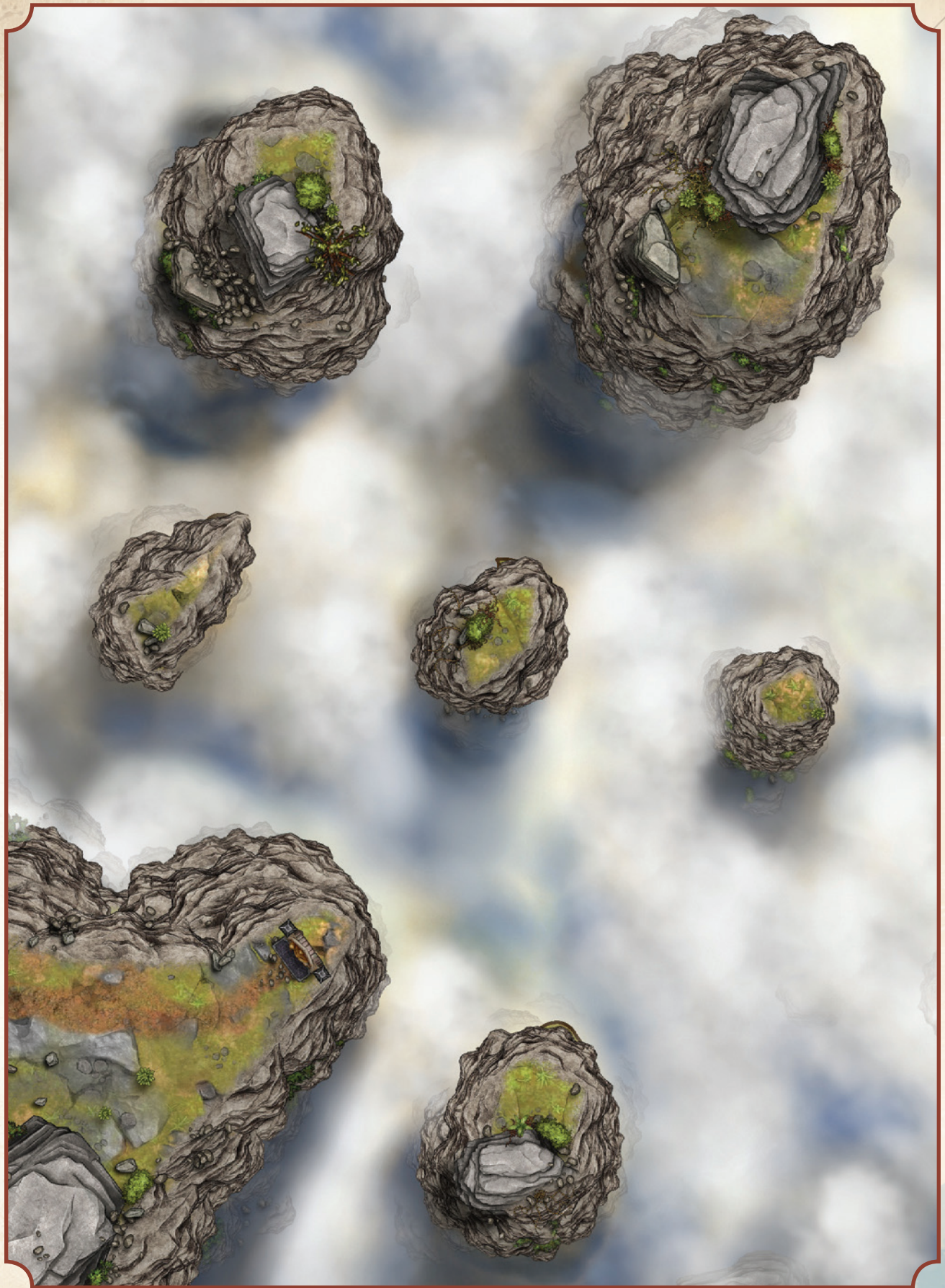
Group Loyalty: Incentive. The group is driven by rewards; this is usually money, but could also be knowledge, resources, etc. If these were not forthcoming, there would certainly be trouble.

Loyalty Extent: Loyal. The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.

Non-Group Local Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: Sick. One group member has come down with an illness and has yet to recover. The illness may or may not be contagious, which might affect how the group is dealing with it.

Situational Influence: An Attempt. Someone, or something, is attempting to cast a spell or ritual.



Whispering Wind

Residences

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Auspice House

By Ralph Stickley

The carving existed long before the mansion was acquired by the city guard for use as an improvised barracks. Some previous baroness, quite mad by most accounts, had carved the looping pattern of coded runes into an alcove in the cellar centuries ago. No one is entirely sure which previous baroness it was; it is in the nature of such local myths to be as informed by the gossip of the present as the facts of the past. To a certain sect, however, she is known unshakingly as 'The Prophet', and her mysterious words are holy writ. Even to non-believers, the mansion's proper name fell out of use, and it stayed 'Auspice House' even when the guard took it over.

Until recently, the guard's official line had been to live, and let live, with the followers of The Prophet; they were allowed to enter the mansion, in limited-size groups, to see the carvings for themselves, lay their offerings, and take sketches for their own translation efforts. However, a rabble-rouser calling himself The Envoy, has caused them to rethink this policy. A follower of The Prophet, The Envoy's own study of the carvings has led him to believe that a time of great disaster is near. When his doomsaying began to disrupt the everyday running of the barracks, he was barred entry. As a result of him trying to force his way in, the guard took a harder line, and now all followers of The Prophet are barred entry. After all, the mansion was originally chosen by the guard for its proximity to an infamously rough area of the city (and vacated by the nobility for the same reason), and it could hardly be expected to keep an open-door policy at all times. The Envoy sees this only as confirmation that the guard is in league with whatever malevolent forces will profit from the coming disaster, and are attempting to silence the truth.

Since then, The Envoy has made the rounds of every temple in the area, decrying each of their translations of the runes as frauds and heresies. After attacking the congregation, and destroying the altar of one of the smaller shrines, he is now a wanted man. The Envoy now has a following behind him, some convinced of his truth, others simply opposed to the guard's closure of the carving, but all now guilty by association, and bound together by the shared threat of the law. As the following grows, so do their targets; larger temples, colleges, and even individuals with no more than a scholarly interest are now being attacked, as The Envoy seeks out every translation of the runes he can find.

Unless he can find one that agrees with his previous studies, he and his followers may be left with no choice but to storm the mansion barracks themselves. As they see it, the fate of the very world itself hangs on their interpretation of the runes.

Suggestions:

- What if they're right? An adventuring party might find themselves aligned with the rebels if convinced, whether by mortal means or otherwise, that their quest has merit.
- The Envoy's interpretation of the carvings could be *almost* correct but, rather than disaster, it was actually a prophecy of great *change*. This could set up larger plot threats in a wider campaign.
- Another individual or group, followers of The Prophet or otherwise, could have a different interpretation of the carvings and want rid of The Envoy as a dangerous, even heretical, obstruction to their study/plans/worship etc.

Prelude

Theme: Pilgrimage. The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.

Previous Presence: Strategic Location. This area was a place of vital military importance.

Continued Presence:Present (Grown). Not only does the presence still exist, but it is even stronger.
The destination coexists with the previous presence harmoniously.
Destination Type: Residence. A structure that is intended to be lived in.

Destination

Residence Type: Mansion. A large structure intended to support a single resident or family. A mansion often has many rooms, more than one floor, and at least a few rooms for recreation, or luxury.

Age: Old. This building was completed quite some time ago, and has likely been around for several generations.

Condition: Good. The residence is in fair, working shape. The structure is functional, with no major problems, though is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.

Resident Density: Comfortable. Available living spaces are occupied by a number of residents that the structure was built (and reasonably has room) for.

Ownership: The Resident. An individual who lives in the building, or on the property, owns it.

Secrets: Niche. A space with enough for a small pouch, or a handful of tiny items.

Residence Environment: Urban

Residence Danger: Humanoids

Environment

Destination Location: Inner Urban. The destination is closer to the center of the urban area than its outer edge.

Area Condition: Rough. The destination's environment is not hospitable. Most structures are in a state of disrepair; keeping things looking presentable is clearly not seen as important. Roads are dirty or poorly maintained, but still usable (even if doing so is not the most pleasant). The whole place has a general sense of unease. Public safety and security is clearly not a priority here, and it is dangerous to walk around alone.

Area Density: Snug. The destination is surrounded by several places of note. It's immediate neighbours are closeby, with little space separating them from one another. There are few, if any, large open spaces nearby, unless the destination is on the very edge of the urban area.

Notable Environmental Features: Religious. A structure or gathering place of religious significance. This could be an artifact or symbol, a shrine or memorial, or a temple building.

Local Behavior: Fighting. In and around the environment of the destination, there is usually violence. There could be a rowdy tavern, dueling green, underground fight club, or arena nearby, or the locals might simply take their grievances to the streets.

Secrets: None. There are no secrets being concealed in the area around the destination.

Recent Weather: Rain. There has been rain recently. Paved surfaces are slick, unpaved surfaces are soft and muddy so tracking in them is easy (though covering one's tracks is not). If the destination has some form of drainage system, the water may have largely run off but, if there is not, there may be a few inches of water on the roads.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Group Type: Refugees. A group fleeing from somewhere they no longer feel welcome.

Group Size: Moderate. Moderate. The group is made up of 16 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Connected. The leader is friends with (or otherwise connected to) some powerful individuals, who will help them out when they need it.

Leader Weaknesses: Arrogant. The leader thinks very highly of themself. This may be related to their capabilities, upbringing, heritage, accomplishments, something special that happened to them, something they were told, or something else entirely.

Group Attitude: Relaxed. The group is generally casual and easy-going; they react, rather than plan.

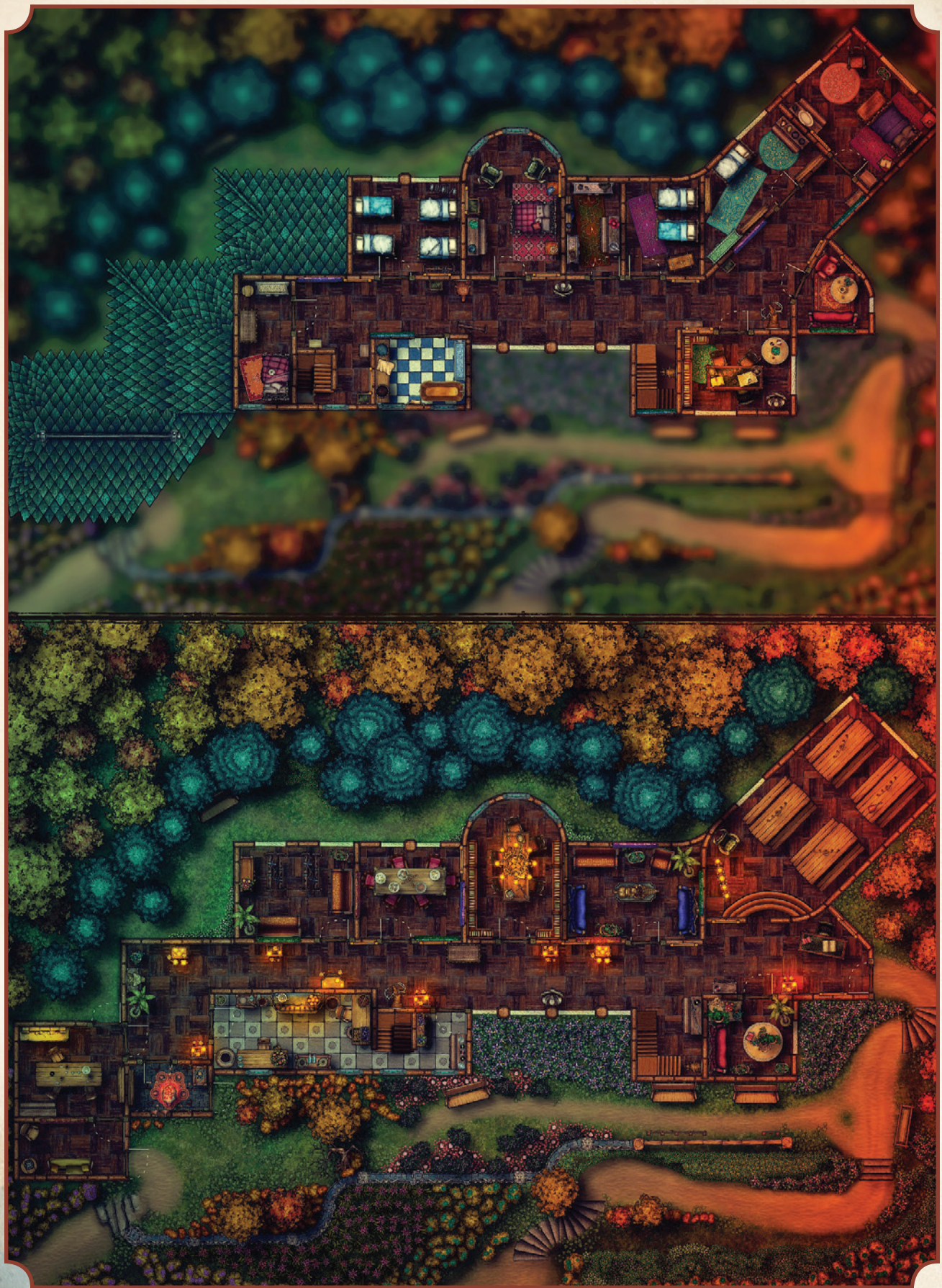
Group Loyalty: Threat. The group is driven by fear of what will happen if they do not. They may believe they will be overwhelmed, caught, betrayed or be in danger in some way.

Loyalty Extent: Loyal. The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.

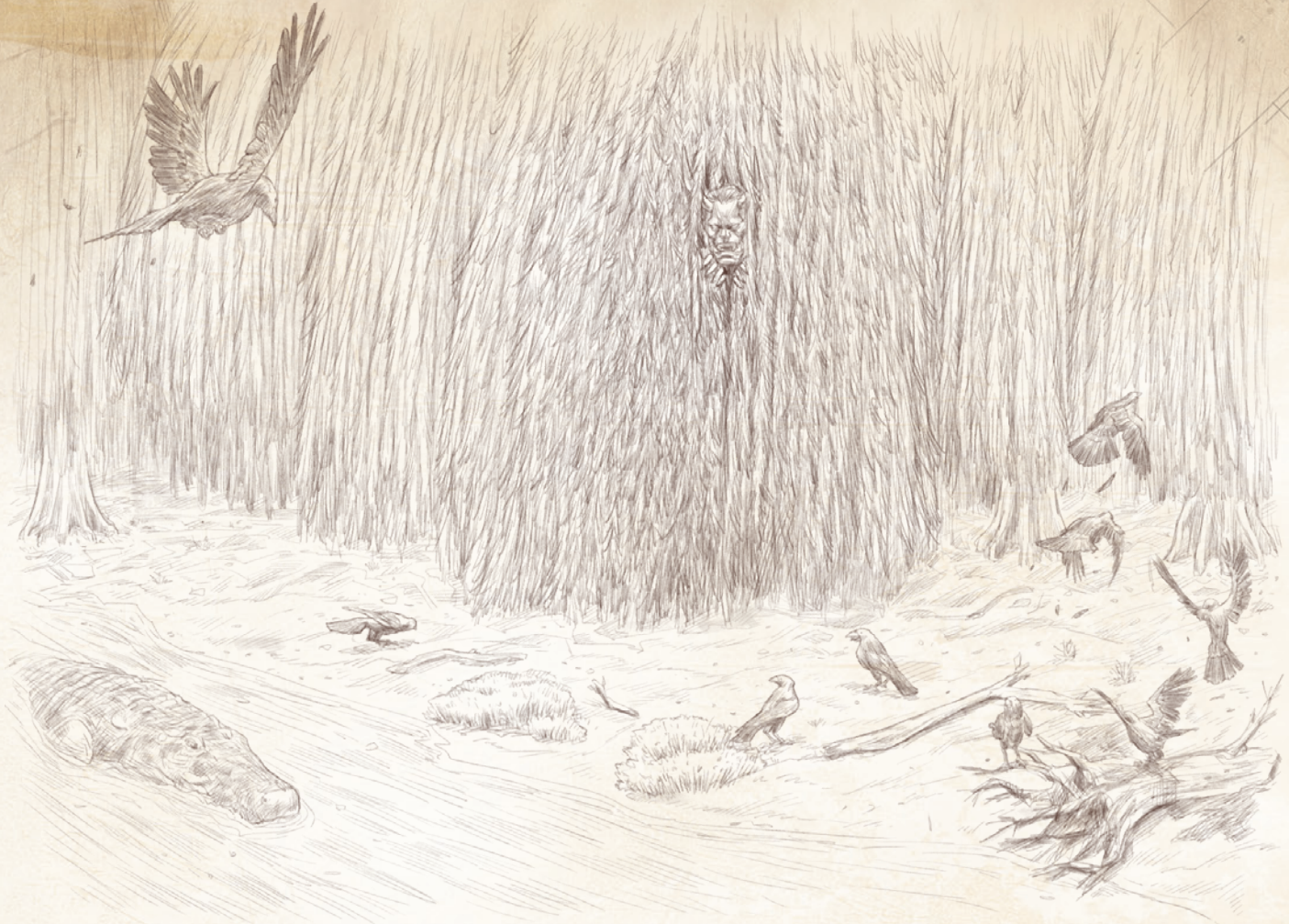
Non-Group Local Familiarity: Acquainted. A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.

Group Complications: No Complications. Nothing is currently complicating things. Things are business as usual.

Situational Influence: Seeking Information. The information being sought is a forgery.



Auspice House



The Crow's Nest

By Lou Fryer

Great military forces of the world remain so because of their ability to know when to fight, and when to flee. They have enormous intelligence networks spanning entire continents, spies in every major city and port, and constant plans in motion. When things go wrong, any who need to beat a hasty retreat can lay low in a designated safehouse until the coast is clear enough for them to be sent on a new assignment. Safehouses like the one located within an exceptionally large tree in the deep dark of the inner swamp: codename, The Crow's Nest.

The Crow's Nest is situated in a marshy area of the riverbank so dense with trees that it exists in an almost perpetual twilight; only when the midday sun is at its zenith can the 200 foot wide, and 20 foot thick, monstrous perennial even be distinguished through the dimness, rendering it a perfect hiding spot. The tree is equipped with magical barriers at all concealed entrances, keeping back the noisome damp and irritant plants that plague the mire around it, and is generously outfitted with supplies, vittles and small luxuries to keep residents comfortable during their stay.

Unfortunately, while all this remains true, The Crow's Nest is no longer the haven it once was, and has not been so for some time. Over a decade ago, a fearsome oni chanced upon an entrance to the safehouse, snuck in invisibly, and devoured everyone inside. Shortly after its arrival, The Crow's Nest received a communication detailing the imminent arrival of a military detachment, and requested that the integrity of the safehouse be confirmed by the commanding officer. The treacherous oni, who until that moment had been picking bits of said officer out of its teeth, immediately changed form and sent an affirmative reply.

Over the recent years, the oni has repeated it's pattern of betrayal, utilising shapeshifting, darkness and invisibility, to spy on, gain the trust of and then devour every temporary resident that arrives. It has learned great patience and cunning, often waiting several days, or even weeks, before making its move while transmissions are dispatched, plans are set in motion and trust is formed. Sometimes, they are the only survivor after a scouting trip, sometimes they wave goodbye to their erstwhile guests and wish them a safe journey before ambushing them on their way out. Only a neighboring crocodilian, and the eponymous murder of crows that roosts in the tree's great boughs are privy to the true residency of the safehouse, and, as long as they continue to share in the spoils of the feast, they are not telling.

Suggestions:

- Though unsure of what specifically, some interested party might suspect that things aren't as they seem at The Crow's Nest. How long can the oni remain undetected?
- An adventuring party might be sent to chaperone or protect an important group or individual to or from The Crow's Nest, or may have need of the safehouse themselves.
- Have the recent snows caused any unforeseen issues for the residence? Perhaps it has had an effect on the magical barriers or, perhaps, maintenance work has to be carried out, meaning more visitors.

Prelude

Theme: Curiosity. Inquisitiveness or nosiness.

Previous Presence: Strategic Location. This area was a place of vital military importance.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Residence. A structure that is intended to be lived in.

Destination

Residence Type: House - Large. A structure intended to support a single family. A large house will likely have more than one floor, several rooms, or both.

Age: Recent. This building was completed in the past few years.

Condition: Excellent. The residence is in solid shape. The structure is well maintained. Cleanliness and order are a priority.

Resident Density: Comfortable. Available living spaces are occupied by a number of residents that the structure was built (and reasonably has room) for.

Ownership: The Resident. An individual who lives in the building, or on the property, owns it.

Secrets: None.

Residence Environment: Swamp

Residence Danger: Environmental Danger: Intelligent Monster

Environment

Swamp Type: Riverbank. A main river passes through, but swamp is present on both sides. The river is moderately wide, able to be crossed on a boat or raft in under a minute.

Swamp Region: Cold. The swamp is a region that is more prone to freezing temperatures.

Destination Location: Inner Swamp. The destination is roughly equidistant between the outer edge of the swamp and its heart.

Notable Environmental Features: Exceptionally Large Tree. A tree of a species that normally grows to a great size, or one that is abnormally large for its species. The tree is 200 feet tall, and 5 feet thick for every 50 feet of height.

Destination Tree Density: Choking. The trees around the destination are spaced extremely closely, likely pressed against the edges, or leaning over the top. Vines or other plant life spans all but the narrowest gaps between trees. The movement of medium creatures to and from the destination is very difficult, and may require squeezing through small gaps. It is almost certainly impossible for large creatures or vehicles to get through at all. There are only very short lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness.

Destination Integration: Barrier. A barrier, or barriers, have been created to block the water from invading the destination.

Physical or Magical Integration: Magical (Intentional). The destination's barriers or risers are of a magical nature, and were put in place for the purpose of keeping water from invading the destination.

Integration Integrity: Reasonably Stable. The barriers or risers are generally stable, though may have an underlying weakness or vulnerability. This weakness or vulnerability would not be wide-spread or obvious, and would only be apparent to those knowledgeable enough to spot them.

Present Natural Hazards:

- **High Humidity or Damp**. The area of the destination is very humid and/or damp. The excess moisture can be very problematic for those that cannot regulate their body temperature and find some way of keeping dry. It can also cause issues such as trench foot, which occurs when feet are constantly damp or waterlogged, potentially leading to infection or gangrene, which may require amputation.
- **Poisonous Plant (Irritant)**. The area of the destination is full of plants that irritate on contact (itching, burning, stinging etc.). The plants most commonly affect the skin of exposed body parts like arms, legs and hands, but their effects can be much worse if they make contact with eyes, open wounds, or intimate areas.

Recent Weather - Cold: Snow. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Local Fauna:

- Crocodile
- Swarm of ravens

Environmental Danger (Intelligent Monster): Oni

Danger

Monster Motive: Lost. The monster is lost.

Motive Success: Wary. The monster has encountered some difficulty or resistance in achieving their goal, and may be on edge because of it.

Kinship Similarity: Offbeat. This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Monster Age: Adult. The monster has grown into its normal, mature state.

Monster Size: Healthy. The monster is the typical size for its age and species.

Local Awareness: Unaware. The locals have no idea about the monster's presence; they either have no idea of the degree of danger, or just have no idea what is causing it. This may be due to genuine ignorance, lack of contact with (or sightings of) the monster, or it could instead be due to some form of magic or other phenomena that causes them to forget.

Local Coexistence: Beneficial. The monster's presence has benefited the locals or the environment in some way.

The Crow's Nest

Scarlet Sisterhood Safehouse

By *JVC Parry*

The Scarlet Sisterhood is a mercenary company, turned lending agency, that specializes in inconspicuous funding programs, and financing occult industries that might be denied support in more conventional institutions. In addition to their financial support, the Scarlet Sisterhood also helps out their clients in other ways, such as smuggling goods, and providing safe havens for those dodging the law or rival businesses.

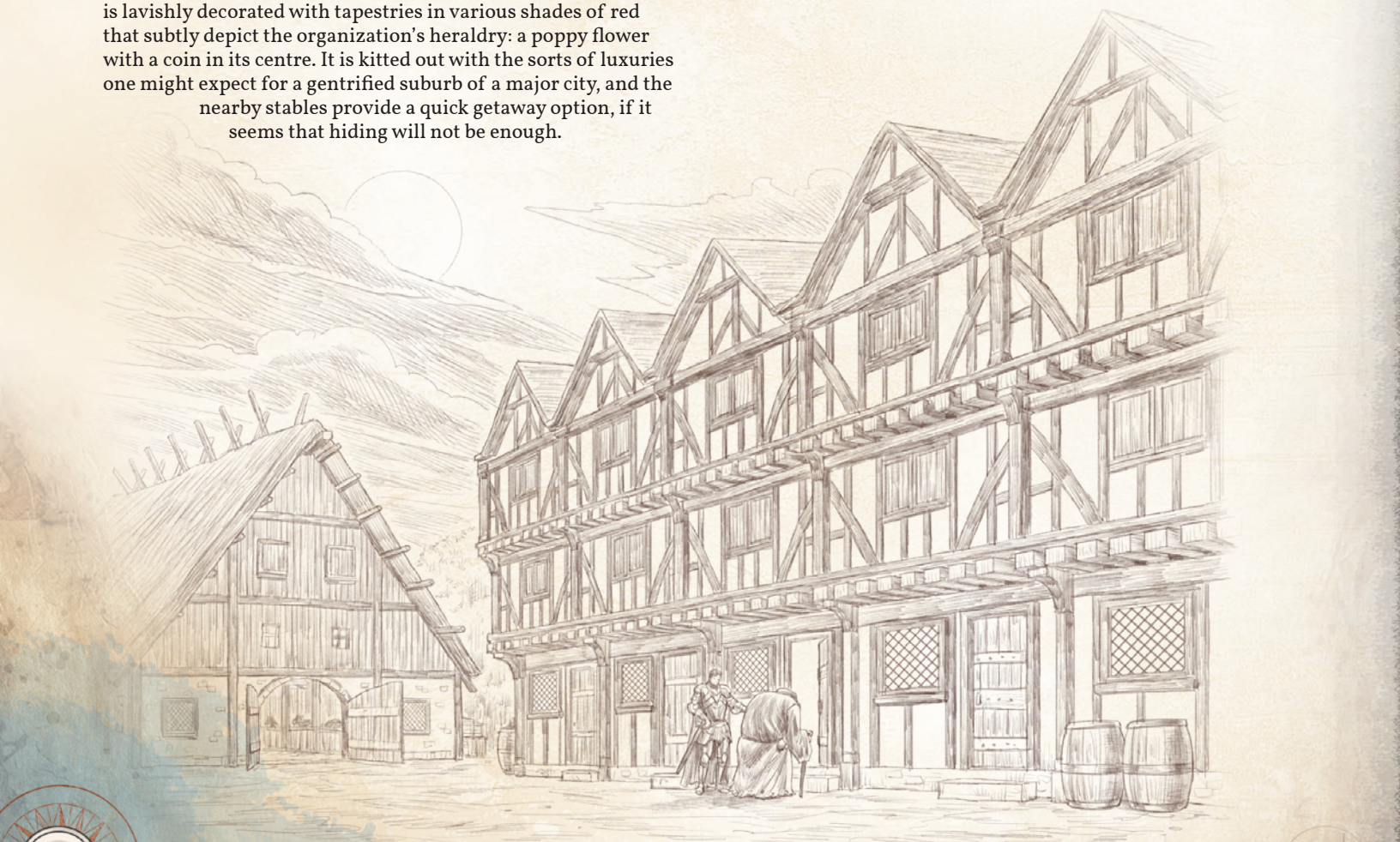
One of the Sisterhood's safehouses can be found on the busy thoroughfare leading out of the city, not far from a stable they finance, filled with race-quality mares. The narrow row house is one of a dozen identical structures in a terrace that directly abuts the road. It consists of a hallway, kitchen, dining room, lounge, three bedrooms and a bathroom. Although it is accessible from the street, as usual, there is a hidden entrance in the house's cellar which leads to a network of tunnels beneath the city. A trapdoor leading to these tunnels is hidden beneath a large, wooden dresser, which can be slid aside on a mechanical trolley by stepping on a pressure plate hidden beneath an adjacent rag-rug. Furthermore, one of the bedrooms has a false wall, providing an alcove in which wards can hide. The place is staffed at all times by Tabitha Efferton, a housemaid and cook, and Estabella de la Roja, a trained bodyguard and markswoman. The two are sworn-in agents of the Scarlet Sisterhood.

The Scarlet Sisterhood is willing to rent out the safehouse to interested parties, and their regular clients can use it free of charge. Despite its small size, the ho se is in great condition and is lavishly decorated with tapestries in various shades of red that subtly depict the organization's heraldry: a poppy flower with a coin in its centre. It is kitted out with the sorts of luxuries one might expect for a gentrified suburb of a major city, and the nearby stables provide a quick getaway option, if it seems that hiding will not be enough.

Unluckily for the Sisterhood, the safehouse has a sordid history. Before they acquired the building, it belonged to a notorious criminal, working for a now-defunct faction. They left the house in a poor state, though it has been immaculately restored, and buried a corpse beneath the flagstones in the cellar, which the Scarlet Sisterhood are yet to discover. The corpse is one of the criminal's former rivals - a member of the city who they murdered after being caught red-handed during a burglary. Unbeknownst to everyone, a necromancer has recently moved into one of the adjacent townhouses in the terrace, and their arcane influence is slowly impacting the world around them. Each night, the corpse awakens as a ghoul, and claws at the earth atop it, working at its own exhumation. It seems inevitable that the ghoul will eventually escape, putting those in the safehouse at serious risk, unless it is noticed beforehand, perhaps by the sound of its cracked fingernails scraping against the flagstones, or by the reek of its rotting flesh emanating from the cellar, or into the nearby tunnel.

Suggestions:

- An adventuring party might have been hired to search for the missing city member.
- The ghoul could wish to remain somewhat hidden, killing guests and dragging them back into its grave, where it rests during the day.
- The neighboring necromancer could be an ally to those investigating the house, an antagonist, or a wildcard. They may or may not know the effect their presence is having on the terrace.



Prelude

Theme: Curse. A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.

Previous Presence: Conflict Site. The area was the site of two or more entities engaging in warfare or other hostilities.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.
The destination is at odds with the previous presence.

Destination Type: Residence. A structure that is intended to be lived in.

Destination

Residence Type: House - Small. A structure intended to support a single family. A small house may have a single floor, a few rooms, or both.

Age: Recent. This building was completed in the past few years.

Condition: Excellent. The residence is in solid shape. The structure is well maintained. Cleanliness and order are a priority.

Resident Density: Minimal. If there is a single living space, 2 people live there. If there are multiple living spaces, only a few are occupied, by 2 people in each.

Ownership: Bank or Institution. The building or property is owned by a business, such as a bank, lending house, company, or even governmental entity.

Secrets: Clandestine Conference. Secret meeting(s) of some kind were held here.

Residence Environment: Urban

Residence Danger: Environmental Danger: Unintelligent Monster

Environment

Destination Location: Urban Edge. The destination is found at the outer edge of the urban area, where it meets a bordering region or biome.

Area Condition: Excellent. The destination's environment is very nice. Roads and walkways are well-maintained, structures are in good condition, and the place looks clean and tidy. Public safety is not often a concern here (current **danger** notwithstanding). This might be thanks to the work of vigilant law enforcement, other parties who keep things safe, or an arrangement between certain powerful individuals.

Area Density: Sparse. The destination is one of just a few places of note in the immediate vicinity. There is a considerable amount of space between most structures, unless their owners have deliberately chosen to place them close together.

Notable Environmental Features: Thoroughfare. A main, connecting road through the area, either for vehicles or pedestrians.

Local Behavior: Transport. In and around the environment of the destination is a transportation hub, such as docks, a caravan staging area, a local stable, or something of that nature.

Secrets: Tunnel. The area around the destination conceals the entrance to a tunnel; perhaps it runs underneath the destination to a particular location, or allows passage into or out of the urban area.

Recent Weather: Heavy Rain. There have been heavy amounts of rain recently, leaving paved surfaces slick, and unpaved surfaces very muddy. Rivers and streams may have overflowed their banks. Low-lying paths of travel without drainage have likely been flooded or washed out, and certain parts of the area may be inaccessible.

Current Weather: Same As Recent. The recent weather is still ongoing.

Environmental Danger (Unintelligent Monster): Ghoul

Danger

Creature State: Controlled - Unnatural. The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). The creature is behaving in a way that it would not (or perhaps could not) do otherwise.

Kinship Similarity: Identical. This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.

Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Collateral. Something inanimate, such as a structure, area (i.e. farm field, camp, quarry, etc.), or device (i.e. a machine or piece of equipment), has been specifically targeted by the creature(s), without the intent of harming any living things, but some people, animals, or both have been harmed in the process.

Local Mindset: Opposed. Locals are actively opposed to the creature and want it defeated or stopped. If they have tried already, all attempts have failed.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: None. The creature has not affected or changed the environment in any significant way.

Scarlet Sisterhood Safehouse

The Still

By Andrew Geertsen

The gods of revelry have never had as devout an adherent as Winston 'The Cask' Brewer. His pappy was a brewer, and his grandpappy, and his great grandpappy too. The craft ran in his family and booze ran in his blood. He loved liquor more than anything, and his devotion went well beyond mere lip service.

On the outskirts of the settlement, he had gotten hold of a townhouse, though most are not quite sure *how* he got it. Some say he inherited it, others say he beat the previous owner at cards. Still others just say he plain beat the previous owner to *death.* No one knows and, frankly, no one quite cares, because the building was in the armpit of the settlement anyway (leastways, that's what civil folk would say; rougher types'd use words that are, by no means, right for polite company, even if they'd be more accurate).

Brewer liked the place, which he named 'The Still', because the folk that came 'round there were *his* kind of folk: rough, tough, and knew what they liked. One night, though, someone came who The Cask didn't expect. A lone fellow, dressed all in bright colors, somehow stinking of ale, wine, mead, and whiskey all-a-once, but with a stare that was stone-sober. The man had heard a prophecy of a mortal with a drink so strong it could inebriate a god, and all signs pointed to The Still. The visitor identified himself as none other than a true god of revelry, his own self, but he cursed his existence, for he could no more feel the effects of good liquor. He offered Winston a challenge: if the brewer could get the visiting god drunk, he would be ever in his favor.

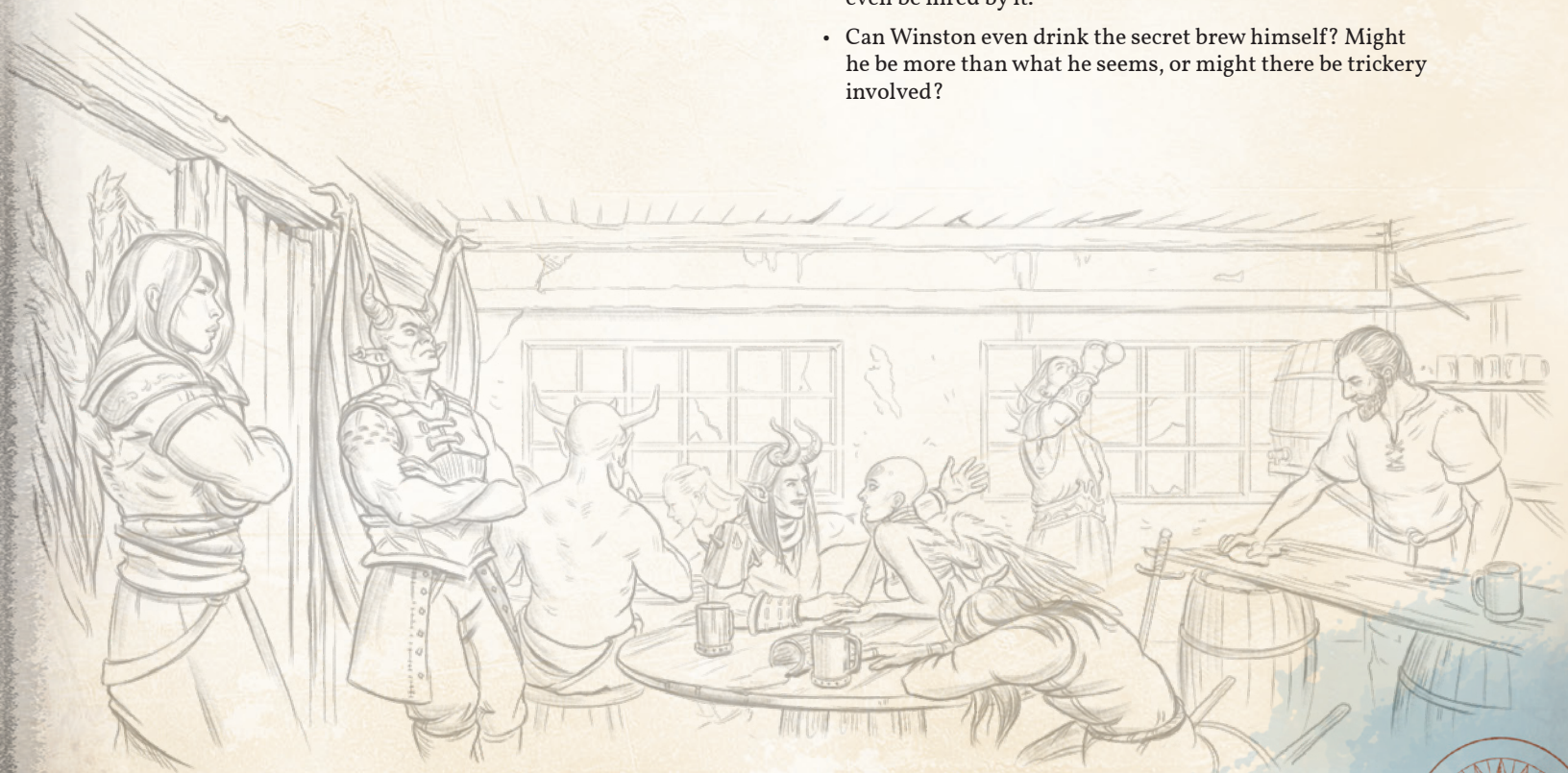
Winston accepted. He fetched his great, great, great, great grandpappy's secret brew (plus or minus a few 'greats'); a special concoction incorporating some of the darkest brewing secrets of elves, dwarves and men, as well as a secret ingredient so strong it was like as to work as an industrial solvent. The god downed the drink and, to his delight, instantly blacked out for a week. When he came to, he bowed down before Winston, and declared the brewer his new high priest, granting him immortality, and the best word-of-mouth advertising any innkeep could dream of.

Business boomed, and the Cult of the Cask was seeded, but with clientele Winston never expected. Beings from celestia and the abyss alike came for a taste, and to pay homage to The Still. After a while, a few dozen of these mighty beings decided to stick around as Winston's crew, and sworn devotees of the cult.

Now, power attracts power, and a place where devils and angels cavort together is looked upon none-too-kindly by other faiths. The existence of The Still is seen as a blasphemous affront to the larger pantheon of gods. Also, a drink strong enough to put a god on his rump tends to draw some very foolhardy mortals who, unless they have an iron constitution, cannot handle even a sip, and fall down dead, should they but try. Temples and governments both have sent mighty adventurers to The Still, time and time again, only to have them obliterated by the otherworldly cultists or, worse, stay for a friendly drink and join the revelry themselves.

Suggestions:

- How do other gods, infernals, and celestials feel about this motley crew?
- Have the cult had much of an effect on their surrounding area, or is the ire against them unwarranted? What might they have done or, at least, been accused of?
- A party of adventurers could be sent to deal with the cult, or even be hired by it.
- Can Winston even drink the secret brew himself? Might he be more than what he seems, or might there be trickery involved?



Prelude

Theme: Prophecy. Something foretold, or seen to happen in the future.

Previous Presence: Road. The area was directly connected to a road, or was very near to one.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Residence. A structure that is intended to be lived in.

Destination

Residence Type: Townhouse. A structure, often over more than one floor, which is built within close proximity to other townhouses around it, and usually shares adjoining walls. Sometimes referred to as a rowhouse.

Age: Recent. This building was completed in the past few years.

Condition: Poor. The residence is not well maintained. Cleanliness is not a priority, and structural problems are in evidence.

Resident Density: Tight. The available living space(s) are currently occupied by slightly more residents than they were designed to comfortably house.

Ownership: Landlord or Liegelord. An individual, who is not living in the building or on the property, owns it.

Secrets: None.

Residence Environment: Urban

Residence Danger: Humanoids

Environment

Destination Location: Urban Edge. The destination is found at the outer edge of the urban area, where it meets a bordering region or biome.

Area Condition: Derelict. The destination's environment is in a terrible state; the worst it could possibly be before people would be forced to abandon it entirely. Roads are broken, or are just filthy dirt or mud paths. Structures in the immediate area are in a deplorable state; they may be in severe disrepair, abandoned, condemned, or have completely collapsed. There is no reason for visitors to come here, so most folks are either residents, criminals, or other shady types that benefit from the general lack of traffic.

Area Density: Snug. The destination is surrounded by several places of note. It's immediate neighbours are closeby, with little space separating them from one another. There are few, if any, large open spaces nearby, unless the destination is on the very edge of the urban area.

Notable Environmental Features: Local Shunned. A landmark, or place of note that locals dislike, see as an eyesore or a harbinger of bad luck, or reminds the community of something unpleasant.

Local Behavior: Carousing. In and around the environment of the destination, locals come to drink, party, and make merry.

Secrets: Distillery. The area around the destination has an unregistered, alcohol-making facility.

Recent Weather: Gale Force Winds. There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Group Type: Cultists. A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.

Group Size: Large. The group is made up of 23 individuals.

Group Locality: All Locals. The entire group is from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths: Physical Capability. The leader has great physical prowess in one or more ways. The leader is extremely strong.

Leader Weaknesses: Clumsy. The leader lacks physical coordination or dexterity.

Group Attitude: Rebellious. The group is dissatisfied with their leadership or current situation.

Group Loyalty: No Choice. The group is driven to work together by necessity. They may have been thrown or otherwise brought together by chance, and need to be loyal to one another in order to survive or achieve their goal. If that necessity were ever removed, there would certainly be trouble.

Loyalty Extent: Loyal. The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.

Non-Group Local Familiarity: Familiar. Most locals are familiar with the group, and know a fair amount of general information about them, but nothing the group expressly tries to keep secret. The locals are relatively ambivalent towards the group.

Group Complications: Death. One group member died recently, and the loss is still being processed. The death may or may not be a result of the actions of the group, or one of its members.

Situational Influence: Seeking Information. The information being sought is heretical.

The Still

Wreck of the Kraken's Revenge

By *JVC Parry*

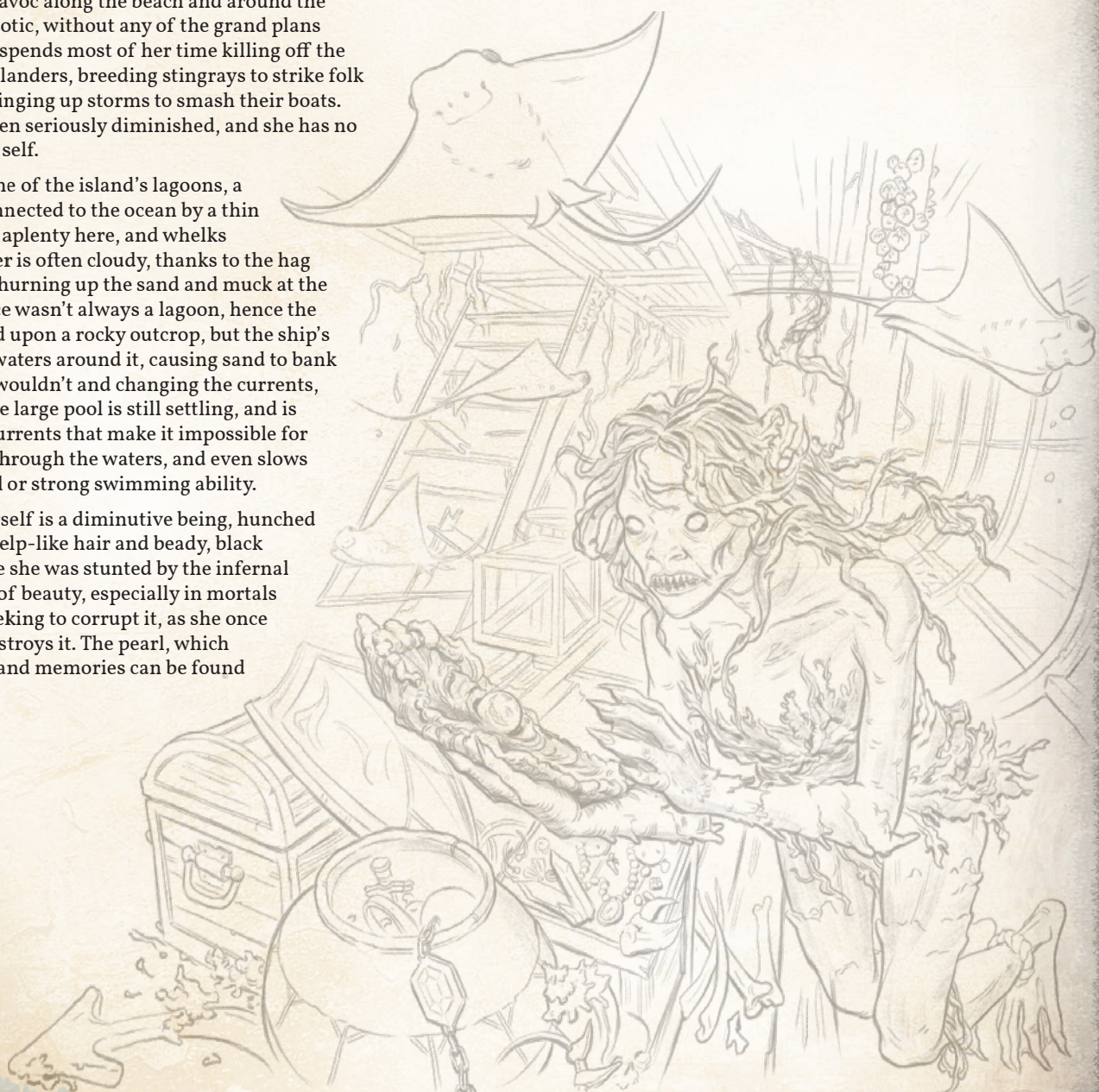
Kuku, or Auntie Whelkbreath, is a troubled sea hag. She lairs just off the coast in the wreck of the Kraken's Revenge, a warship that has been slowly rotting in the bay for almost a century. Kuku Whelkbreath was once a cunning fiend, corrupting mortals of the nearby fishing villages and acquiring souls to trade to other fiends for powerful magic. That was, until she traded a bag of souls with a devil for a pearl of immense beauty. Kuku Whelkbreath sought to turn the pearl into a foul charm to gift to one of her mortal assistants but, when she attempted to do so, she realised she had been tricked. Her intellect and memories were sucked into the pearl, leaving her body an unintelligent shell of her former self. While the psyche of the hag watches on from its new pearlescent home, the outer husk of Kuku Whelkbreath wreaks havoc along the beach and around the wreck, aimless and chaotic, without any of the grand plans she once had. She now spends most of her time killing off the seaweed crops of the islanders, breeding stingrays to strike folk netting for fish, and bringing up storms to smash their boats. Her intelligence has been seriously diminished, and she has no memory of her former self.

The wreck itself is in one of the island's lagoons, a large body of water connected to the ocean by a thin waterway. Weeds grow aplenty here, and whelks thrive, though the water is often cloudy, thanks to the hag and her pet stingrays churning up the sand and muck at the pool's bottom. The place wasn't always a lagoon, hence the wreck which foundered upon a rocky outcrop, but the ship's presence changed the waters around it, causing sand to bank up where it otherwise wouldn't and changing the currents, creating the lagoon. The large pool is still settling, and is often beset by strong currents that make it impossible for non-swimmers to get through the waters, and even slows those who have natural or strong swimming ability.

Kuku Whelkbreath herself is a diminutive being, hunched and slight, with lank, kelp-like hair and beady, black shark eyes. Even before she was stunted by the infernal pearl she had a hatred of beauty, especially in mortals though, rather than seeking to corrupt it, as she once did, she now simply destroys it. The pearl, which contains her thoughts and memories can be found in the ship's hold, amongst other collected treasures, many of which are magical. Unfortunately for Kuku Whelkbreath, she has forgotten how to use these magical items, and sees them only as trinkets to be protected from potential thieves. Her pet stingrays dart around the wreck, day and night, keeping her company and serving as vigilant guardians of her treasure trove.

Suggestions:

- Kuku Whelkbreath can still use her innate spellcasting, though her use of it might not be as tactical as it once was.
- Any creature that touches the pearl has their psyche sucked into it, releasing the last one to be trapped back into its original body.
- The sea hag can cause the hold of the wreck to be filled with air to allow air-breathing creatures in, should she wish (and remember how).



Prelude

Theme: Test. Part of a task, the result of which will determine a decision.

Previous Presence: Dumping Ground. This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Residence. A structure that is intended to be lived in.

Destination

Residence Type: Shack. A tiny, one-room, standalone living space.

Age: New. This building was just completed.

Condition: Good. The residence is in fair, working shape. The structure is functional, with no major problems, though is far from perfect. Cleanliness is likely not a great priority, but things are cleaned at a very basic level at least.

Resident Density: Minimal. If there is a single living space, 2 people live there. If there are multiple living spaces, only a few are occupied, by 2 people in each.

Ownership: The Resident. An individual who lives in the building, or on the property, owns it.

Secrets: Niche. A space with enough for a small pouch, or a handful of tiny items.

Residence Environment: Aquatic

Residence Danger: Unintelligent Monster

Environment

Aquatic Position: Underwater. The destination is entirely beneath the water's surface.

Aquatic Body: Large Lake. The destination is located in, on, or above a body of water surrounded by land. The body of water is large enough where only a portion of it can be seen from any point on its shoreline.

Plant Density: Natural. Seaweed, kelp, or other aquatic vegetation grows near and around the destination. If the destination is underwater, the plants lightly obscure it when viewed at the same depth, shortening lines of sight as one gets closer to the destination. Longer lines of sight are only possible from specific angles. Glimpsing the destination from afar is unlikely, but may be more possible from above.

Water Clarity: Cloudy. The water has a high amount of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water quite cloudy. If a creature is normally able to open its eyes underwater to look around and see well, obscures anything within a short distance, and completely hides anything beyond that, unless the creature is native to this environment.

Underwater Destination Depth: Outcrop. The destination is located on an earthen protrusion, such as an underwater cliff or dropoff.

The destination is near to the surface, though is mostly or completely submerged.

Notable Underwater Features: Small Shipwreck. A small, sunken ship, which would have required a crew of no more than a dozen people.

Recent Conditions - Underwater: Current [Strong]. The water around the destination has a strong current that makes swimming difficult for any who are not natural swimmers or accustomed to living in these conditions.

Current Conditions - Underwater: Current [Strong] - Riptide: What was once a strong current has turned into a riptide, making swimming impossible for those who are not natural swimmers or accustomed to living in these conditions. Even those who are accustomed to living here have a difficult time swimming through the currents without aid. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current.

Environmental Danger (Unintelligent Monster): Sea Hag

Danger

Creature State: Hungry. The creature is searching for food.

Kinship Similarity: Identical. This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.

Creature Size: Runt. The creature is much smaller than its kind usually are.

Harmed Locals: Targeted - Occupation. Those who do a certain kind of work in the local area (such as farmers, quarry workers, loggers, etc.) have been specifically targeted by the creature(s).

Coexistence With Locals: Unsure. Locals don't know what to do about the creature; it is a lingering problem or fear for them.

Creature Schedule: Nocturnal. The creature is active at night, whether or not it would typically be.

Environmental Impact: None. The creature has not affected or changed the environment in any significant way.

Wreck of the Kraken's Revenge

Settlements

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Aguthuun City

By *JVC Parry*, *Nerdarchy*, & *Chris Haskins*

Floating above the lake of Aguthuun is a hidden city. Invisible from the outside, the place is cloaked by an aura of stealth by a starfish-shaped artifact carved from coral and imbued by the sea elf queen with immense power. This same artifact keeps the city afloat above the lake. The city is hidden from sight for many reasons, including this particular culture's arrogance and superiority complex, but not the least of these reasons is the fact that the city is stolen. Two hundred years ago, the sea elf queen carried out a coup of the city, then shared between the elves and merfolk. She overthrew the representative democratic government of the city and claimed it for herself, exiling all merfolk, on pain of death, and using the starfish amulet to lift the city out of the sea and to its position above Lake Aguthuun. The lake contains tunnels that connect it to the sea, which are tens of feet wide, but it is also the lair of the dragon turtle, Kragota, to whom the sea elf queen had pledged her soul in a warlock pact. After the successful coup, the merfolk were forced to retreat while the elves reigned supreme over their new floating city. Much of this obscure history has been forgotten by nearby realms, but the elves and merfolk remember.

Recently, Aguthuun City has been suffering. A strange curse has afflicted the populace, causing illness in many, and beasts from the depths of the ocean have been gaining access to the city via a column of water, which holds it aloft. The sea elf queen has put out word to adventuring companies that the citizens of the city need assistance and protection. The source of this curse, and the coming of the beasts, is a merfolk shaman, who has a hidden lair in the lake. For the merfolk, it has been generations since the city was stolen, and a sect of zealous and dedicated rogues and shamans aim to steal the city back. The curse they have cooked up only affects elves, but they hope it will kill them all so that the city might sink back into the lake, where they can use magic to move it back into the ocean proper.

The sea elves have no idea of this and, instead, suspect a coven of sea hags that have long been residing within the city, causing more minor problems. The sea hags are working on their own foul schemes, trying to corrupt the elven beauty around them to evil and ugliness. While the elves chase after the hags and try to pin the curse on them, the merfolk continue to make progress toward overthrowing the city. They plant disguised spies throughout Aguthuun City, and are honing their magic. Soon, they will attempt to reclaim it.

Suggestions:

- Maybe the hags know of the merfolk and can rat them out, or perhaps they're in cahoots with them.
- If an adventuring party arrives in answer to the queen's pleas, the dragon turtle attacks, not realizing they're there to help.
- When the party discovers that the city was stolen in the first place, who will they help?

Prelude

Theme: Curse. A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.

Previous Presence: Monster Lair. This area once contained the lair of a monster.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination type: Settlement. A place constructed with the intent of permanence, as a place for a community to live.

Destination

Settlement Type: City. Large, urban settlements, split into districts with potential for social stratification.

Age: Old. This place is between 200 and 1,000 years old.

Condition: Very Good. The settlement is in excellent shape. Things are quite clean and tidy, and roads are maintained and kept clear. Buildings are in a very workable or liveable state, with little work needing to be done. No glaring issues stand out.

Negative Impact: Prejudice. A group of people were treated badly based on their race, faith, gender, or other aspect of themselves. This prejudice created a major, settlement-impacting problem.

Negative Impact Effects:

- **Medical Issue.** A lingering medically-related problem is plaguing the settlement.

Remaining Residents: Many. Roughly three quarters of the settlement's residents remain. All others have either left or died.

Mood: Hostile. Aggressive, threatening, or downright antagonistic.

Settlement Environment: Aquatic

Settlement Danger: Environmental Danger: Intelligent Monster.

Environment

Aquatic Position: Above the Water [Floating]. The destination is held above the water's surface via magic.

Aquatic Body: Large Lake. The destination is located in, on, or above a body of water surrounded by land. The body of water is large enough where only a portion of it can be seen from any point on its shoreline.

Plant Density: Sparse. Some seaweed, kelp, or other aquatic vegetation grows near and around the destination. If the destination is underwater, the vegetation is not dense enough to obscure it in any meaningful way.

Underwater Clarity: Cloudy. The water has a high amount of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water quite cloudy. If a creature is normally able to open its eyes underwater to look around and see well, obscures anything within a short distance, and completely hides anything beyond that, unless the creature is native to this environment.

Support State: Solid. The supports are completely solid and intact, with no apparent weaknesses or vulnerabilities, apart from those that naturally occur in the material or magic used.

Notable Features: Small Ship. A small ship, which would require a crew of no more than a dozen people has sunk, and is somewhere below the destination.

Recent Weather - Surface: Breezy. There has been a light breeze; enough to whip cloth and gently move sailing vessels, but not push unsecured structures.

Current Weather - Surface: Same As Recent. The recent weather is still ongoing.

Environmental Danger (Intelligent Monster): 2 Merfolk

Danger

Monsters Motive: Home. The monster wants to live here.

Motive Success: Wary. The monster has encountered some difficulty or resistance in achieving their goal, and may be on edge because of it.

Kinship Similarity: Different. This monster is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

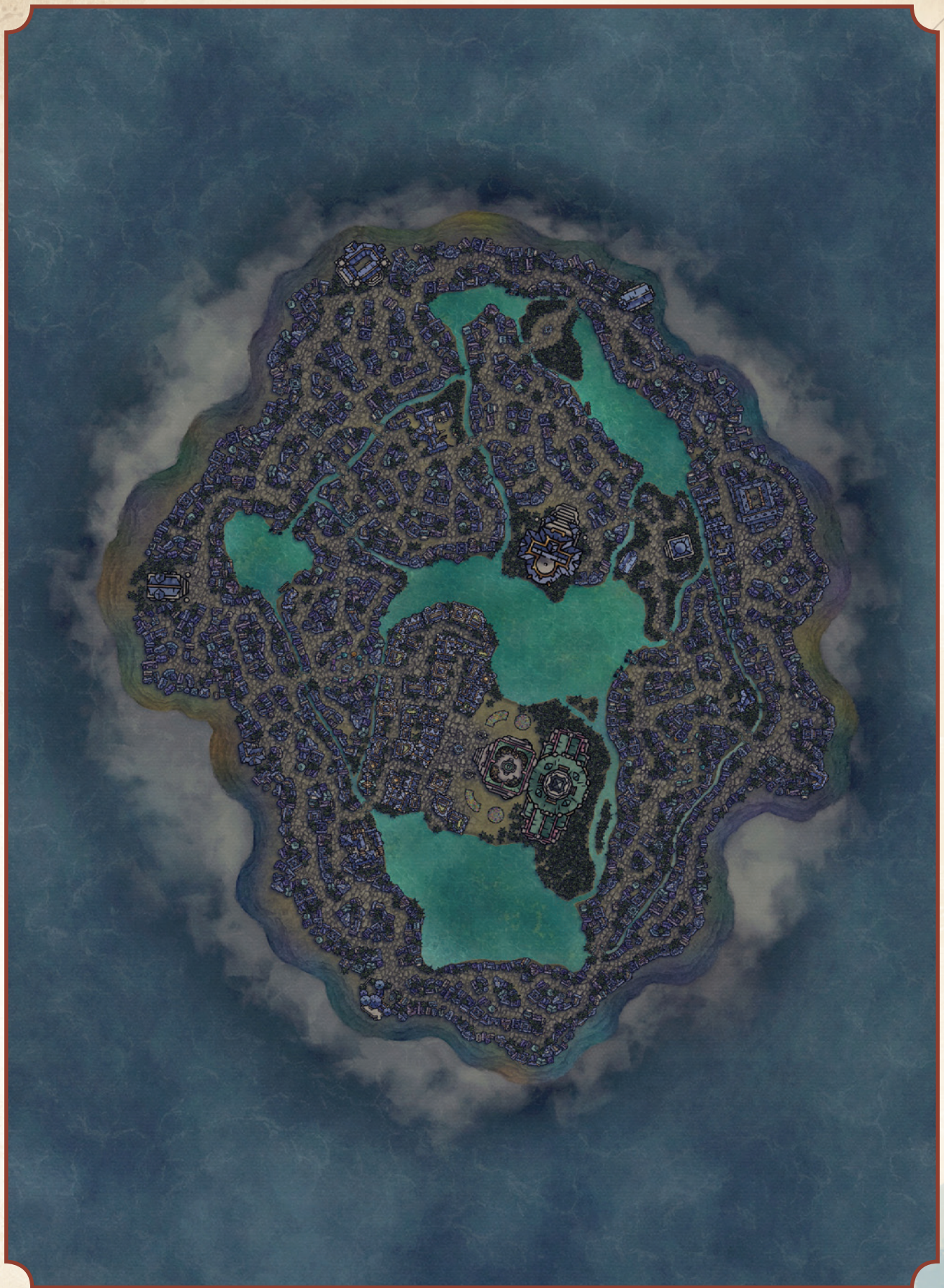
Monster Age: Adult. The monster has grown into its normal, mature state.

Monster Size: Healthy. The monster is the typical size for its age and species.

Local Awareness: Aware. The locals know of the monster, including some basic details and the degree of danger it poses.

Local Reaction: Misunderstood (Ineffective). The locals reacted in a way that the monster did not intend. Perhaps it tried to scare the locals, but they instead thought it funny or cute, or it tried to take control of them, but they fled in terror.

Local Coexistence: Disruptive. The monster's presence has caused a significant change to local life or the environment. The cause of this change or disruption may not be known to the locals or creatures in the environment, but its effects can certainly be felt.



Aguthuun City

Capstone

By Andrew Geertsen

There is a makeshift door, set into a craggy stone formation, in the wilderness. Though constructed of scrap, the door is enchanted to blend with the surrounding rock. Through the door, rough-hewn stairs lead down below the ground. At the bottom of the stairs is a cavern, and within the cavern is Capstone.

The town's name derives from the vast array of mushrooms that thrive in the area. Many are edible, some have medicinal properties, and some are powerfully psychoactive. It was a particular strain of the latter sort that molded Capstone into the place it is now: an off-kilter place, seedy, and strange.

This was not always the case, Capstone used to manage comfortably, trading their fungi with neighboring settlements, and enjoying their more curious blends in moderation. Unfortunately, a particular breed of mushroom emerged that was particularly potent, and powerfully addictive. After use of the mushroom exploded in popularity, the locals who indulged in it (which is to say, all of them) underwent concerning, psychological changes.

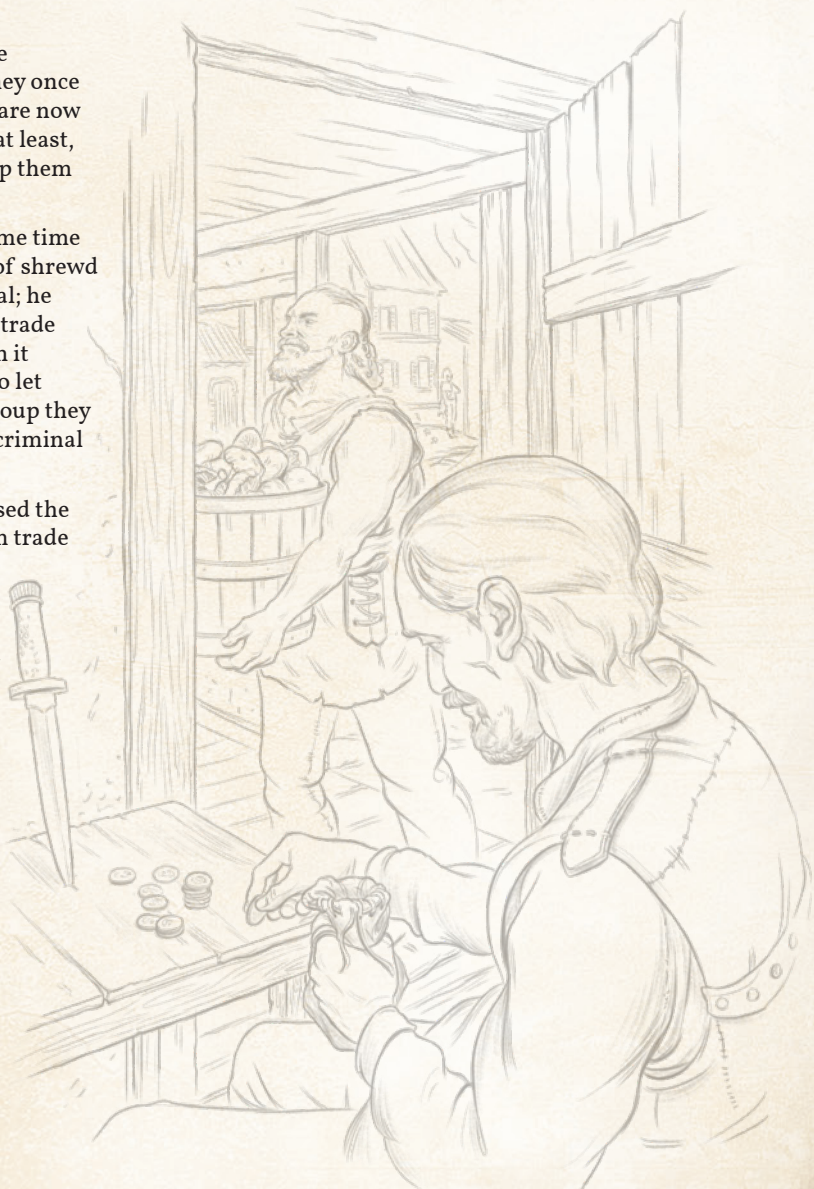
While not unfriendly to visitors, nowadays the locals are somewhat off putting, scattered and erratic. Whereas they once took pride in the variety of mushrooms they grew, they are now really only interested in consuming them. Fortunately (at least, according to some), someone has recently arrived to help them rebuild their flagging economy.

The Good Doctor, as some have called him, moved in some time ago, with a handful of surly companions. With an aura of shrewd erudition, the doctor presented Capstone with a proposal; he and his team were to be given control of the mushroom trade and, in exchange, they would make Capstone richer than it had ever been at its height. All the locals had to do was to let them work undisturbed. Little did they know that the group they unthinkingly signed away their town to were a band of criminal mercenaries on the run.

True to his word, however, the doctor has indeed increased the town's profits now that he is in control of the mushroom trade (after taking a healthy cut for himself, of course). The mercenaries under him seem content to work for very little pay at all and are, unbeknownst to all but the doctor, under the thrall of various concoctions whipped up from the fungal bounty of the town. Currently, the doctor is experimenting with a new breed of mushroom. Its black cap emanates an odd, purple glow, causing light-colored objects nearby to glow brightly. The blacklight mushroom is lovely to look upon, and incredibly toxic, which greatly pleases the doctor, who has distilled its essence into a range of potent poisons to sell on the black market. Whatever the source, he has promised the town profits, and the Good Doctor is a man of his word.

Suggestions:

- Can the psychological state of the locals be cured?
- How does the doctor test his creations, and what are the implications of this?
- If the black market substances are traced back to Capstone, how will the doctor react? Will he fight to help defend his source of income, or abandon it to its fate?
- Who are the mercenaries on the run from? Why? Are they being actively pursued?



Prelude

Theme: On-The-Run. Something pursuing something else.

Previous Presence: Creature Territory. This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.

The destination coexists with the previous presence harmoniously.

Destination Type: Settlement. A place constructed with the intent of permanence, as a place for a community to live.

Destination

Settlement Type: Town. Medium-sized settlements where the commercialism of trading posts meets the community aspect of villages.

Age: Old. This place is between 200 and 1,000 years old.

Condition: Bad. The settlement is in rough shape. Things are dirty, and probably in disrepair. Buildings may be boarded up, streets broken or rutted. It is not a pleasant place to live, right now.

Negative Impact: Corrupted Values. A virtue of the settlement has become a vice. Perhaps creativity turned to overambition, dedication to obsession, admiration or appreciation to lust or covetousness, honor to zealotry, pursuit of knowledge to elitism or cynicism, positivity to blind optimism (or willful ignorance), or courage to recklessness or violence.

Negative Impact Effects:

- **Loss of Resource.** The settlement has lost something that it relies upon, such as a physical resource it produces or sells, or something less tangible like visitors or political power.

Remaining Residents: All. Nearly all of the settlement's residents have remained; only a small few have either left or died

Mood: Offbeat. Disjointed, strange, confusing, or off-balance.

Settlement Environment: Underground

Settlement Danger: Humanoids

Environment

Underground Entry Size: Tight. The entrance is of a sufficient size for a small creature to get through comfortably but, for medium or large creatures, it is an uncomfortable squeeze.

Underground Entry Door: Makeshift. The entrance is covered by an ill-fitting 'door', not built for purpose, which partially covers the entryway. This might be something like a piece of scrap wood or metal, or an object of similar size to the opening.

Underground Entry Visibility: Magically Hidden. The entry has been obscured or camouflaged purposefully, by someone or something, using magical means, such as a glamor or spell.

Destination Depth: Moderate. The destination is 500 feet below the surface.

Underground Type: Small Cavern. The destination is found in a small, open underground space. The cavern's ceiling and dimensions are only just large enough to accommodate the destination.

Water Presence: Small Pool. There is a small pool of water nearby, approximately 7 feet across. The air has some noticeable humidity.

Notable Environmental Features: Fungus - Bioluminescent. The area around the destination is rich with glowing mushrooms. These mushrooms brightly glow, providing bright light beyond themselves with a purple glow, and are lethally poisonous.

Area Stability: Solid. There are no stability issues in the area. Everything is firm and unshakable.

Local Fauna:

- Giant centipede

Danger

Group Type: Mercenaries. A private fighting force for hire, either for direct combat, or as guards.

Group Size: Small. The group is made up of 7 individuals.

Locality: All Non-Locals. The entire group is not from the area in or around the destination.

Group Leadership: Solo. There is one leader; all others are considered equal.

Leader Strengths:

- **Smart.** The leader possesses great wisdom, learned from their peers, observations and life experiences.
- **Clever.** The leader possesses great knowledge and intelligence, learned from study, reading or tutelage.
- **Medic.** The leader is trained as a doctor or nurse.

Leader Weaknesses: Clumsy. The leader lacks physical coordination or dexterity.

Group Attitude: Dour. The group is subdued, sad or depressed.

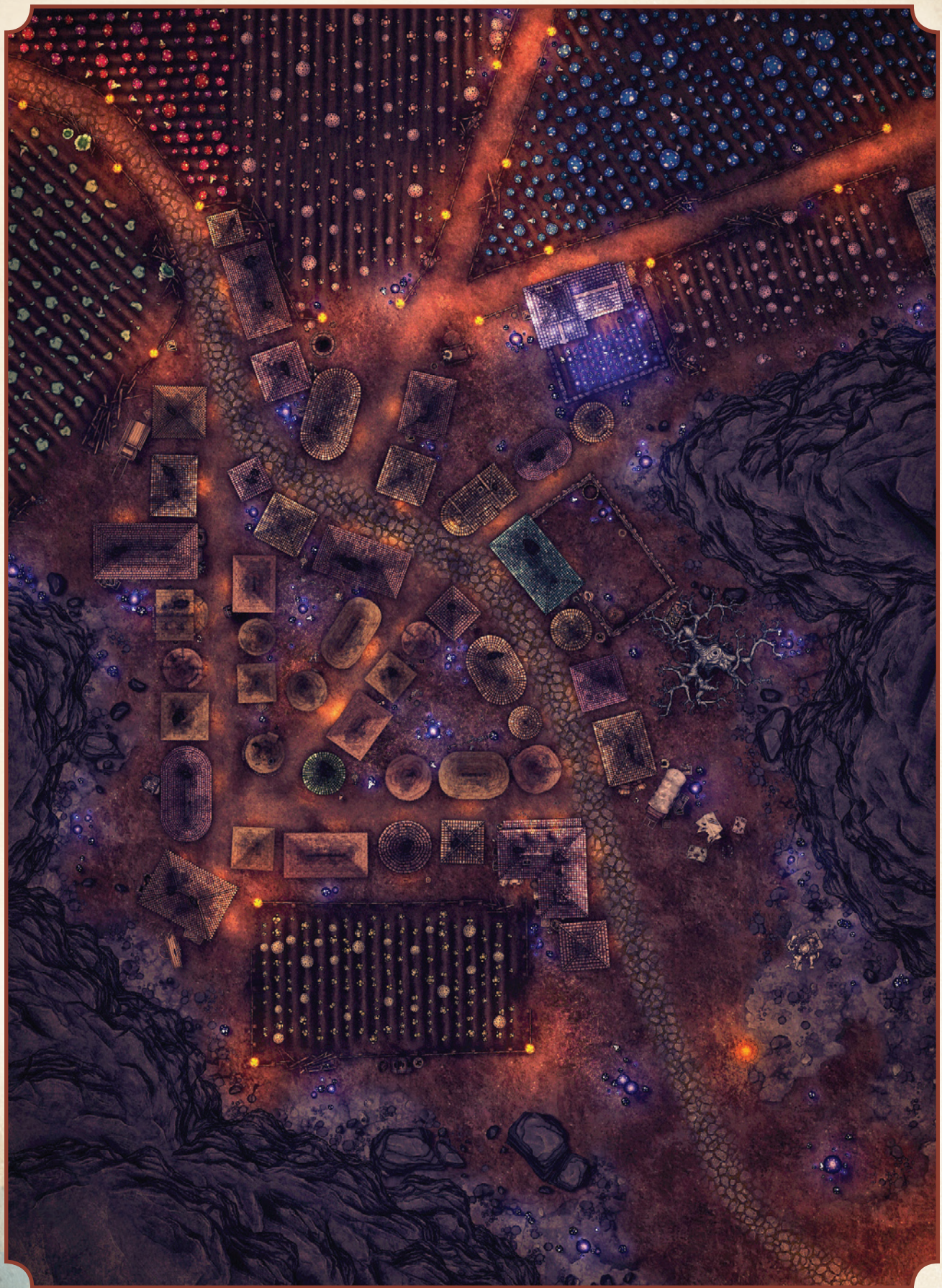
Group Loyalty: Incentive. The group is driven by rewards; this is usually money, but could also be knowledge, resources, etc. If these were not forthcoming, there would certainly be trouble.

Loyalty Extent: Devoted. The members of the group are very dedicated, and few would consider turning their backs on it. There may be one or two who are not so committed, but they know better than to make that obvious to the leadership.

Non-Group Local Familiarity: Unaware. The locals don't know of the group's existence, or anything about them, so have no information or opinions about them.

Group Complications: No Complications. Nothing is currently complicating things. Things are business as usual.

Situational Influence: Seeking an Item. The item being sought is remains.



Capstone

The Dead City

By *JVC Parry*

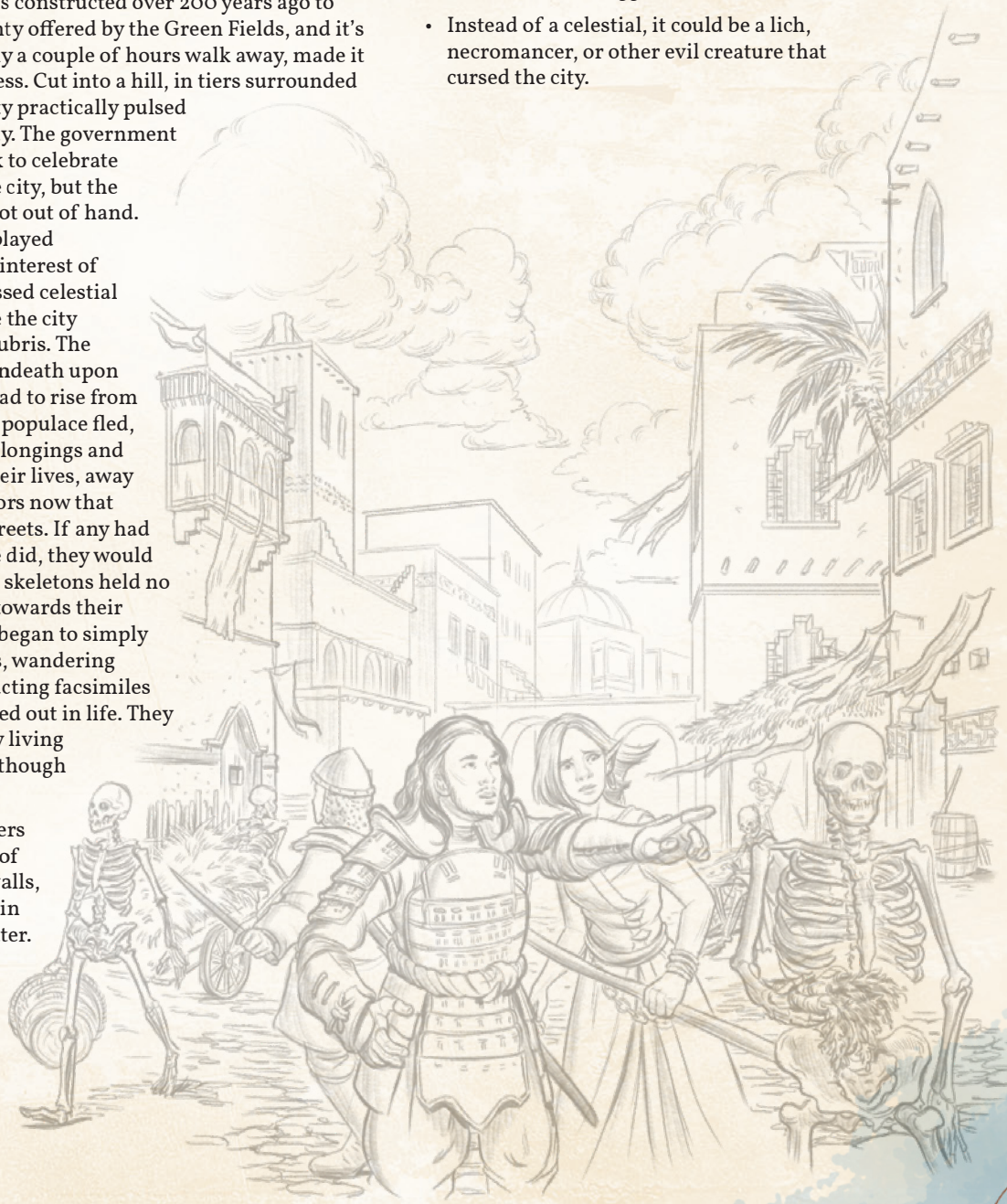
Around a decade ago, the Green Fields were just that; swaying plains of tall grass that played host to gazelles, lions, hyenas, and even the occasional elephant. Recently, however, the Green Fields have been far from it. The usually immensely fertile plains have been struck by a drought; the searing, sweltering heat has reduced them to dusty wastelands. Perhaps the only spot within the wastes left untouched is the lush oasis, where palm trees grow tall and the vegetation is thick and verdant. Scurrying and bounding along the sandy shores are a herd of capybaras that graze on the green grass around the freshwater. Many an adventuring party have made camp here on the edge of the oasis, and the oversized rodents make for a fine meal after days in the wastes.

The city of Kakmendet was constructed over 200 years ago to take advantage of the plenty offered by the Green Fields, and it's proximity to the oasis, only a couple of hours walk away, made it a hub of commercial success. Cut into a hill, in tiers surrounded by sandstone walls, the city practically pulsed with energy and prosperity. The government threw festivals every week to celebrate the riches flowing into the city, but the relentless partying soon got out of hand. The reckless abandon displayed by the citizens caught the interest of a prudish and order-obsessed celestial being, who saw fit to curse the city as punishment for their hubris. The celestial laid a plague of undeath upon the city that caused the dead to rise from their tombs. Terrified, the populace fled, leaving behind all their belongings and wealth to better run for their lives, away from their skeletal ancestors now that had started to roam the streets. If any had stayed, but of course none did, they would have seen that, in fact, the skeletons held no resentment or animosity towards their descendants; rather, they began to simply mimic their previous lives, wandering around the city and conducting facsimiles of the jobs they once carried out in life. They are totally oblivious to any living being that enters the city, though the celestial is not.

Torn and weathered banners still fly from the parapets of Kakmendet's sandstone walls, though few with eyes still in their sockets see them flutter. For any wandering the plains that do draw near, they might only get an indication that anything is amiss by the sudden kicking of a capybara corpse in their pack, before they even spot the dust-covered skeletons that surround the city walls. The city does still seem to beckon those who need a place to rest their head, and the myriad skeletons that roam the place do nothing to obstruct any visitors from sheltering there. The celestial rules over the necropolis from a distance, maintaining the animation of the undead, puppet-theater-style, in mockery of its previous inhabitants. They allow visitors to remain in the city for a while, provided the skeletons don't put them off, but any sign of partying or revelry and they'll be sure to incur its wrath.

Suggestions:

- For more challenge, consider having some of the skeletons attack a visiting adventuring party. This is not their default behavior, so think about what could have prompted this uncharacteristic aggression.
- Instead of a celestial, it could be a lich, necromancer, or other evil creature that cursed the city.



Prelude

Theme: Curse. A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.

Previous Presence: Magical Phenomena. This area was the site of a strange, magical occurrence.

Continued Presence: Present (Reduced). The presence still exists, but it isn't what it used to be. It is either less powerful, has shrunk in size, is less effective, or perhaps has just been forgotten.
The destination is at odds with the previous presence.

Destination Type: Settlement. A place constructed with the intent of permanence, as a place for a community to live.

Destination

Settlement Type: City. Large, urban settlements, split into districts with potential for social stratification.

Age: Old. This place is between 200 and 1,000 years old.

Condition: Good. The settlement is in an average shape. Things are passably clean or kept up and roads are relatively intact. Buildings are in a workable or liveable state, though issues can be spotted here and there.

Negative Impact: Indulgence. The settlement began indulging in some form of vice that got out of control. The vice could have been anything from drugs, alcohol, gambling, gluttony, laziness, or lustful pursuits, to name a few.

Negative Impact Effects:

- **Appearance.** Something related to the negative impact has had an effect on how the settlement looks.

Remaining Residents: None. All residents who lived through the negative impact(s) abandoned the settlement, taking whatever they could with them.

Mood: Unnaturally Positive. Upbeat and positive to an unnerving degree.

Environment: Plains

Danger: Magic

Environment

Destination Location: Deep Plains. The destination is closer to the heart of the plain than its outer edge.

Notable Land Features: Pond. A small body of water, surrounded by shore, 3 acres in area.

Plains Terrain Features: Burrows. The ground is pockmarked by the burrows of small creatures which live underground, such as prairie dogs.

Recent Weather: Dry. There has been an extended lack of rain, so conditions are quite dry. Plains vegetation that has been exposed to these dry conditions is vulnerable to fire, unless within 100 feet of a body of water. If there are few or no trees nearby, finding firewood is difficult, but dry kindling is everywhere. Making a fire, therefore, may be particularly ill-advised as, if adequate precautions are not taken, they can easily get out of control.

Current Weather: Same As Recent. The recent weather is still ongoing.

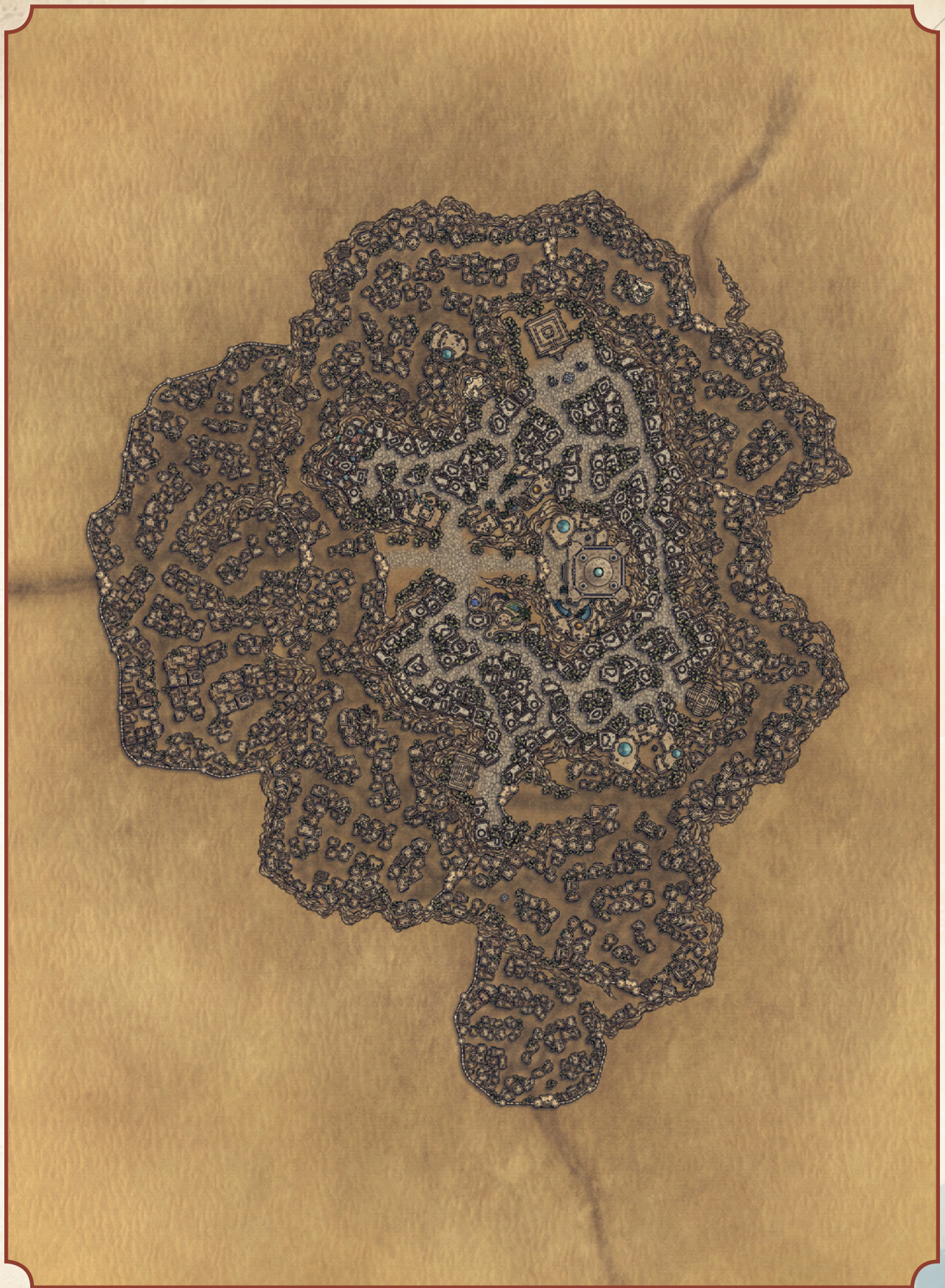
Danger

Magic Origin: Present Visitor. The magic is linked to an otherworldly entity who is currently on the same plane as the location.

Magic Area: Large Area. The magic is present in an area as large as the destination.

Magic Effect: Life & Death. Roll on the **life & death magic** table to learn the magic's effect.

Life & Death Magic: The Awakened Dead. Within the magic's area, any dead things are animated, and their consciousness is restored. Their bodies remain in the state they were in; they are magically supported, no longer require sustenance or rest, but permanently retain their state of decay. When affected creatures attempt to leave the magic's area, they collapse into their dead state.



The Dead City

Kutangatanga

By Ralph Stickley

Visitors to the plains might not know of Kutangatanga's existence. Over the years, it has gradually migrated, being made up mostly of tents and semi-permanent structures, each of which shuffles around as the soil gets depleted until the entire settlement is somewhere else. No one there would claim to live in luxury, but they do well enough for themselves, as it serves as a trading hub and meeting point for the various tribes that live in the grassland interior, and traders from further afield. Every few months, the town swells in size, and flows with silks, ivory, beads, and spices. For the residents, these times of plenty are worth a few weeks of bland root stew if travelers are delayed.

For as long as anyone can remember, Kutangatanga has been winding its way along the edge of a large c
know that, centuries ago, this was a befoul
place, under the influence of a terrible spi
Where Nzinge walked, the land was plagu
brought blight and death with him. At the
another entity intervened; Nzuri, a zealou
The two met in an epic clash, splitting the
the canyon that Kutangatanga now travers
in the end, Nzuri was victorious, and Nzin
eradicated. Nzuri slumbered then, long en
forgotten entirely but for rumors of a ben
that haunted the honeycomb of burrows n

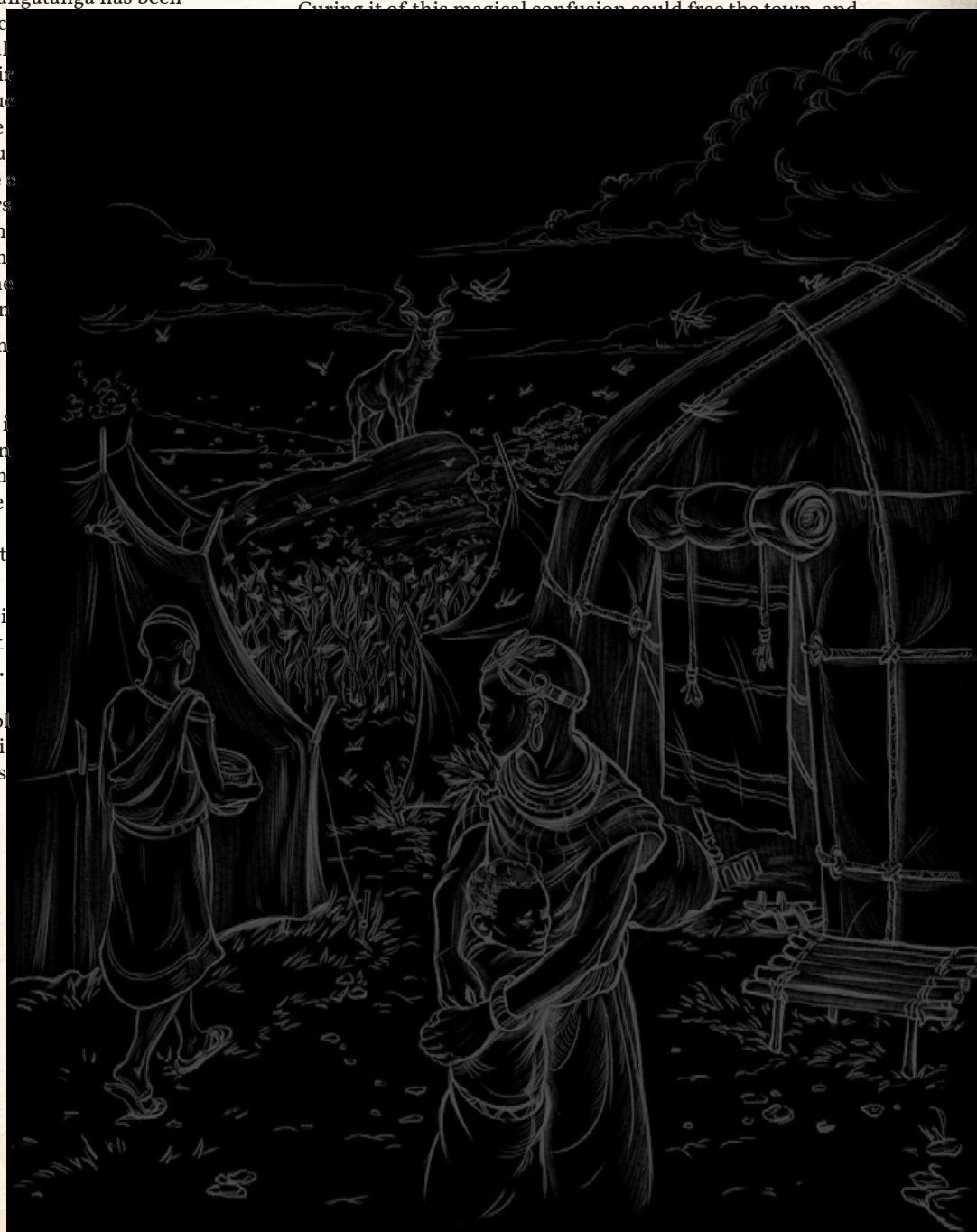
Recently, however, Kutangatanga has com
under attack by a vast swarm of locusts,
in numbers unheard of since the time of
Nzinge. Although the swarm is mundane i
nature, seemingly swept towards the town
unusually strong winds sweeping along th
canyon, Nzuri took notice, stirring for the
time in centuries. Formless and torpid,
the spirit took possession of the first creat
it came across: an enormous bull kudu.

Already an impressive specimen, the spiri
of Nzuri invigorated the kudu, granting it
enormous strength and increased stature.
More importantly, this Nzuri Kudu
possesses that same ardent and unshakabl
hatred of evil in all its forms. To the Nzuri
Kudu, to fall short of unblemished good is
to be worthy only of eradication.

Word has spread of the swarm, and Kutangatanga finds itself bereft of visitors; few wish to travel through the denuded surroundings to an impoverished town. Even if any did make the trek, they would be repelled from entering the town itself by the Nzuri Kudu. The great beast patrols the outskirts of Kutangatanga at night, having seemingly judged the entire town guilty by their association with the locust swarm, and wanting to keep the evil contained within. While any outsiders who approach the town are merely herded away, any locals who attempt to leave are savagely attacked and, after a number of deaths, few now entertain thoughts of escape.

Suggestions:

- Rather than being a zealous entity, Nzuri Kudu could be simply confused (either from its long slumber, or as the result of some malady it suffered in its battle with Nzinge). Curing it of this magical confusion could free the town, and



Prelude

Theme: On-The-Run. Something pursuing something else.

Previous Presence: Befouled. The area was tainted by something dark, sinister, or vile. It may have been magically corrupted, or perhaps the land was poisoned so that nothing would grow here anymore.

Continued Presence: Erased. What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.

Destination Type: Settlement. A place constructed with the intent of permanence, as a place for a community to live.

Destination

Settlement Type: Town. Medium-sized settlements where the commercialism of trading posts meets the community aspect of villages.

Age: Old. This place is between 200 and 1,000 years old.

Condition: Bad. The settlement is in rough shape. Things are dirty, and probably in disrepair. Buildings may be boarded up, streets broken or rutted. It is not a pleasant place to live, right now.

Negative Impact: Invasive Element. A pest, creature, type of magic, or something else foreign to the settlement or region was introduced, and got out of control.

Negative Impact Effects:

- **Loss of Resource.** The settlement has lost something that it relies upon, such as a physical resource it produces or sells, or something less tangible like visitors or political power.

Remaining Residents: Some. Less than a quarter of the settlement's residents remain. All others have either left or died.

Mood: Cheerless. Lacking in joy or positivity.

Settlement Environment: Plains

Settlement Danger: Environmental Danger: Beast

Environment

Destination Location: Plains Edge. The destination is found at the outer edge of the plain, where it meets a bordering region or biome.

Notable Environmental Features: Valley. An area of low elevation in the landscape with steep rises either side of it. The valley floor is 200 feet lower than the highest point of the rises.

Terrain Features: Burrows. The ground is pockmarked by the burrows of small creatures which live underground, such as prairie dogs.

Recent Weather: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Current Weather: Gale Force Winds. There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.

Environmental Danger (Beast): Giant elk

Danger

Creature State: Controlled - Unnatural. The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). The creature is behaving in a way that it would not (or perhaps could not) do otherwise.

Kinship Similarity: Different. This creature is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

Creature Size: Great. The creature is larger than is normal for one of its age and species.

Harmed Locals: Targeted - Adults. Adults within the local area have been specifically targeted by the creature(s).

Local Mindset: Unsure. Locals don't know what to do about the creature; it is a lingering problem or fear for them.

Creature Schedule: Nocturnal. The creature is active at night, whether or not it would typically be.

Environmental Impact: Heavy. The creature has had a heavy impact on the environment; perhaps a certain prey animal or plant species has disappeared, or there may be visible, superficial markings or damage all around, or significant damage in many places.

Kutangatanga

Nolovgda the Still City

By *JVC Parry*

In times gone by, Nolovgda was a metropolis; a multicultural commercial hub on the edge of the taiga where furriers, ivory merchants, fisherfolk, saber-tooth hunters, jewelers, and a wide variety of other folk made their homes or, at least, took seasonal visits. While it suffered from snow storms in the worst parts of the year, the blizzards were typically short-lived, and passed within a few weeks. The roads to the city wound through the foothills of the nearby mountains and through the boreal forest, and efforts were always made to keep them clear of the undergrowth that rapidly spread with the meltwater each year. Nolovgda's ruler was fair and kind, punishing only those who had committed the worst crimes, and rehabilitating the rest. The place was peaceful and prosperous, save the occasional religious upset or marauding frost giant from the mountains.

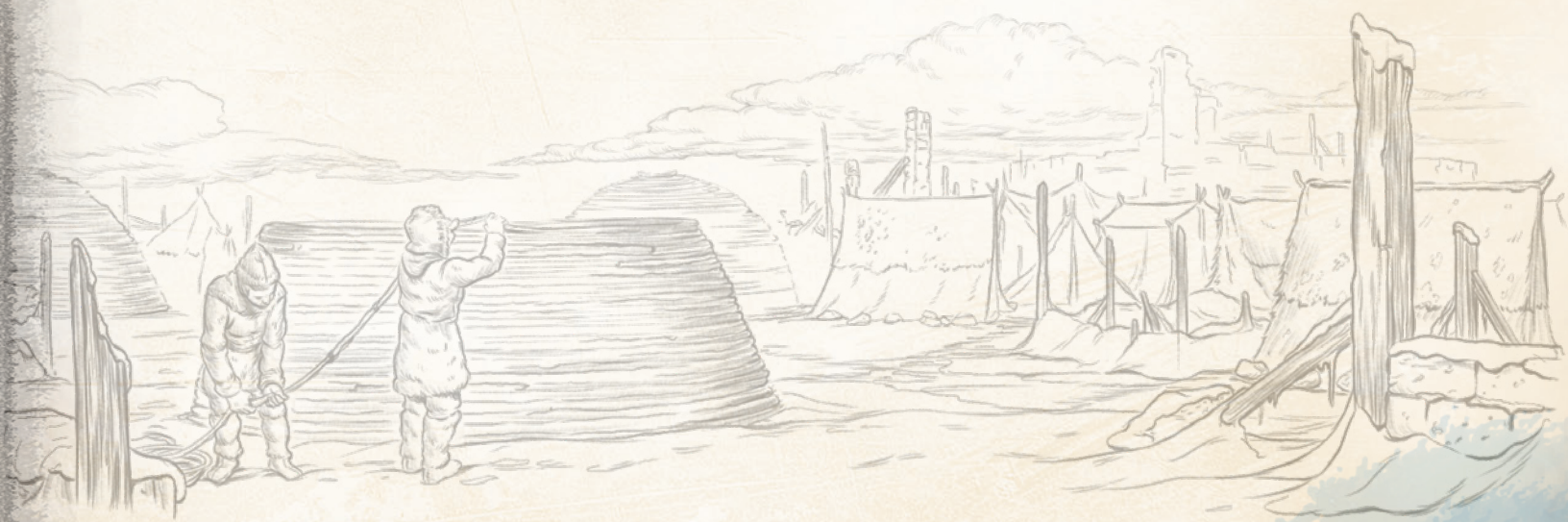
That was until the grey snow came. One year, the snowfall was worse than ever. It covered the city in nearly ten feet of snow. No ordinary snow, mind, but snow the color of frozen flesh. A greyish, morbid tone that doused the city in a monochromic inundation. It took weeks for the snow to melt, and by that time it was already too late. The snow carried within it some foul parasite: a swarm of pulsating maggots that wormed their way through the drifts and into the people's homes. Hard to notice, because of their hoary color and wet, snowlike feel, they got onto people's uncovered skin and made their way within. Typically, one of these oozing leeches would make its way in through a small cut or graze, or under the finger- or toenails of their host. Nothing changed, until the snows came the next year.

When the temperature dropped, it seemed to enliven the parasites. They made their way into the brains of their victims, causing them to act irrationally and to consume textiles: fur, cotton, linen - anything fibrous. Crime rates soared as infected individuals tried to gather as much fabric as they could. The poor souls would consume the inedible materials and, eventually, pass them out as thin cords, which they wove together into fetid nests - seeping domes of twisted rope. Eventually, so many were affected that those who retained their health fled, leaving the city empty, save for those under the parasite's control. They worked together to cover the buildings of the city in these ropes, twisting them into an enormous structure that eventually covered the entire settlement.

Not long after, armies came and immolated the city, cutting short the plans of the parasite. Some folk have returned to the ruins, hoping to salvage something from the ashes. Unfortunately, they have met resistance. A sick and twisted cult wishes to restart the work of the parasite once more. They themselves are not infected, but wish to continue with the nest-making plans of the parasite and see its work fulfilled. They intimidate others into joining their schemes, forcing them to ingest textiles and weave nests in the style of the cremated leeches. They know not what or why they create, but the world has forsaken Nolovgda. Only repugnance remains.

Suggestions:

- When the nests are complete, something from beyond the stars lays its eggs in them.
- There are many that routinely try to purge the cult from the recovering city, so an adventuring party may be called upon to assist with the latest attempt.



Prelude

Theme: Opportunism. Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence: Cursed. This area was deliberately cursed by someone, or something. The curse may have affected the land, all those who lived or came here, or perhaps only particular individuals.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Settlement. A place constructed with the intent of permanence, as a place for a community to live.

Destination

Settlement Type: Town. Medium-sized settlements where the commercialism of trading posts meets the community aspect of villages.

Age: Old. This place is between 200 and 1,000 years old.

Condition: Good. The settlement is in an average shape. Things are passably clean or kept up and roads are relatively intact. Buildings are in a workable or liveable state, though issues can be spotted here and there.

Negative Impact: Invasive Element. A pest, creature, type of magic, or something else foreign to the settlement or region was introduced, and got out of control.

Negative Impact Effects:

- **Crime Increase.** The presence of criminals, or the frequency of criminal activity, has risen.

Remaining Residents: Some. Less than a quarter of the settlement's residents remain. All others have either left or died.

Mood: Cheerless. Lacking in joy or positivity.

Settlement Environment: Forest

Settlement Danger: Event

Environment

Forest Region: Boreal. The forest is in a cold region that is more prone to snow.

Destination Location: Forest Edge. The destination is found at the outer edge of the forest, where it meets a bordering region or biome.

Notable Environmental Features: Lake. A body of water, surrounded by shore, 50 acres in area.

Destination Tree Density: Natural. The trees around the destination are spaced naturally. Movement of medium creatures and vehicles to and from the destination is unimpeded, though larger varieties may need to take special care or use a specific route. There are a good number of long lines of sight from multiple directions. During daylight hours, light is mottled through the canopy, to illuminate the forest floor in patches, but there is at least dim light everywhere.

Forest Floor Terrain: Overgrown. The forest floor around the destination is covered in thick grasses, thickets, shrubbery, or exposed roots.

Recent Weather - Boreal Region: Blizzard. There has been very heavy snow recently; 9 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 6 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered).

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Event Type: Intimidation. A person, group or entity is trying (or about to try) to use fear and threats to get what they want.

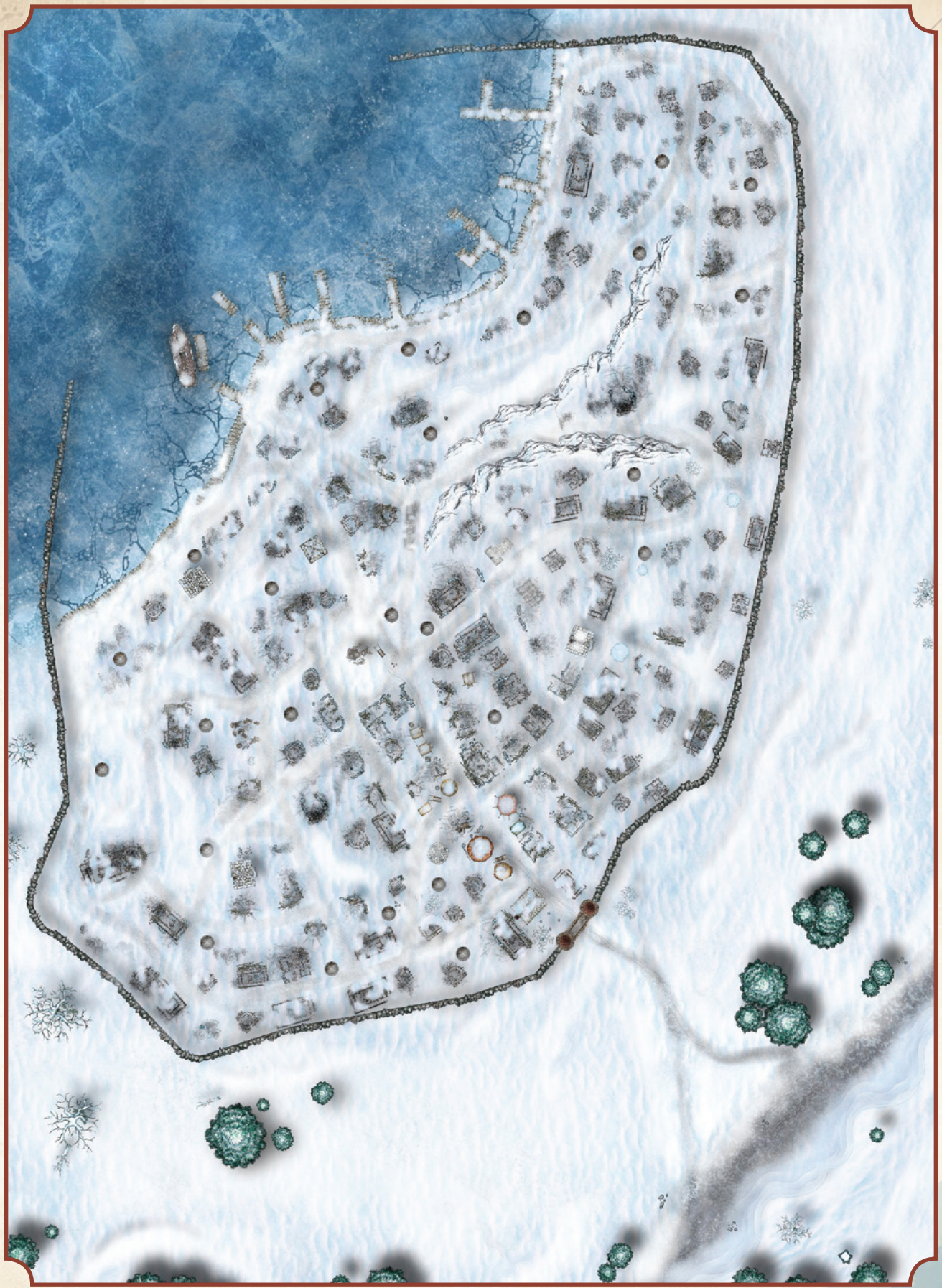
Participants: Covert Operatives. A group acting in a secret capacity known only to a select few.

Event Tense: Present. The event is in progress.

Preparedness: Extremely Prepared. Those involved have prepared obsessively, considered every small detail, and accounted for just about every eventuality. Success is all but assured.

Key Individual: Overconfident. This individual thinks they know more than they do, or are more capable than they actually are. They approach situations with conviction and enthusiasm, but may quickly find that they're in over their head.

Response Type: Flight. The individual or leader responds with a coordinated retreat. They know when they're in a bad position, and feel that discretion is the better part of valor; better to pull back and try again at a later time. Combat is only engaged in to help facilitate the retreat. If they can run without engaging, they will.



Nolovgda the Still City

Small Locations

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Breakwater Bridge

By *JVC Parry*

The twin cities of Oceanreach and Fairwater have long been fast allies against foes of the realm, and have traded prosperously not only along the rocky coastline, but also over the numerous boardwalks that crossed the delta spanning the muddy ground between them. This network of wooden planks kept the two cities connected for centuries but, recently, they were overwhelmed. Unprecedented amounts of rainfall caused the rivers to break their banks, overflowing and running into the surrounding muddy estuary. Rapidly, the boardwalks became submerged beneath feet of murky water, forcing all trade to be conducted along the coast in cogs and keelboats not best suited to the choppy waters.

The move to trade over sea, rather than land, of course lured in the pirates. They came from oceans far and wide to prey on the merchants of Oceanreach and Fairwater, and have been relentlessly plundering the underprepared ships of their goods. One pirate crew, that of the Wayward Doom, are seemingly not content with simply stealing goods, so have also been taking captives from the boats they attack, and selling them as slaves to other realms. In response to the increased piracy, the leaders of the twin cities decided to construct an enormous bridge between the two settlements. An immense structure was built by the wizards of both cities, who worked together to lay the foundations and raise the vast supports that span the muddy estuary. The bridge has been utilized as the main thoroughfare between the trade ports since its establishment, with ships left in the harbor to avoid the toll and tax of the vicious pirates.

The pirates, however, are set on retaliation. The crew of the Wayward Doom spearhead the assault, led by their sorcerer-captain, Vulgar Aemos. Vulgar has been working on a ritual to collapse the bridge by turning the ground on which it was built into a teleportation circle. They intend to teleport the supports of the bridge out into the ocean, and watch the rest fall into the mud below, backed not just by their own crew, but by the crews of numerous other pirate vessels. The leaders of the twin cities have heard rumors of the ritual and are doing all they can to stop it going ahead, placing guards on the bridge day and night, but they are in dire need of assistance. The pirates have still been managing to sneak onto the structure and trace their arcane sigils across its surface, and draw ever closer to the ritual's climax that will destroy the bridge. Should this occur, the merchants will be forced back onto the ships to sail the seas once again, at the mercy of the pirate crews.

Suggestions:

- Instead of pirates, alternative antagonists could be a guild of ferrymen who want to preserve and increase their business by destroying the bridge.
- The ritual to destroy the bridge could instead be focussed on the summoning of a giant water elemental. If successful, this could potentially dramatically complicate attempts by the cities to reforge their bond, and create ongoing problems, even for the pirates.

Prelude

Theme: Help. Seeking the aid of someone or something in order to achieve a desired outcome.

Previous Presence: Road. The area was directly connected to a road, or was very near to one.

Continued Presence: Present (Grown). Not only does the presence still exist, but it is even stronger.

The destination is at odds with the previous presence.

Destination Type: Small Locations. A catch-all for individual places, or structures, with a range of miscellaneous purposes. This destination type includes rural and urban options.

Destination

Location Type: Bridge. A constructed passage between two points, often over something impassable or difficult to traverse.

Rural or Settlement: - Rural - Miles. The location is more than a day's walk from the nearest settled, developed area.

Importance: Vital Importance. This location is critically important to the surrounding area, though the degree of its importance may or may not be widely be understood by the general populace.

Age: Recent. This location was established in the past few years.

Size: Large. This location is larger than many others of its type, but not abnormally so. It might be considered roomy, well-stocked, impressive, or difficult to navigate.

Condition: Good. The location is in adequate shape, and roughly how one would expect an average example of its type to be. The grounds or structure are not immediately objectionable, and the place is safe enough to use, though it isn't remarkable in many (if any) ways.

Location Activity: Heavy. This location sees more use or traffic than would be expected for a location of its type.

Destination Environment: Coastal

Small Location Dangers: Event

Environment

Coastal Region: Cold. This area of coast typically experiences cold weather.

Destination Location: Near Shore. The destination is as close to shoreline as possible.

Notable Environmental Feature: Large River. A flowing stream of water which courses from one location to another. The portion of the river nearby is 180 feet wide.

Shore: Rock. Where the land meets the water, the shore is large rocks and cliffs.

Recent Weather: Heavy Rain. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Impact Degree: Extreme. When rolling on the **environmental impact type** table, use the '*Extreme*' version of your roll result.

Environmental Impact Type: Damp. There is always some amount of moisture or humidity in the surrounding area. Everything feels at least mildly wet, and any ground that isn't a hard surface feels soft and muddy. Heavy humidity makes it extremely uncomfortable to breathe. Starting a fire is very difficult.

Danger

Event Type: Ritual. A person, group or entity is performing (or about to perform) a magical ritual.

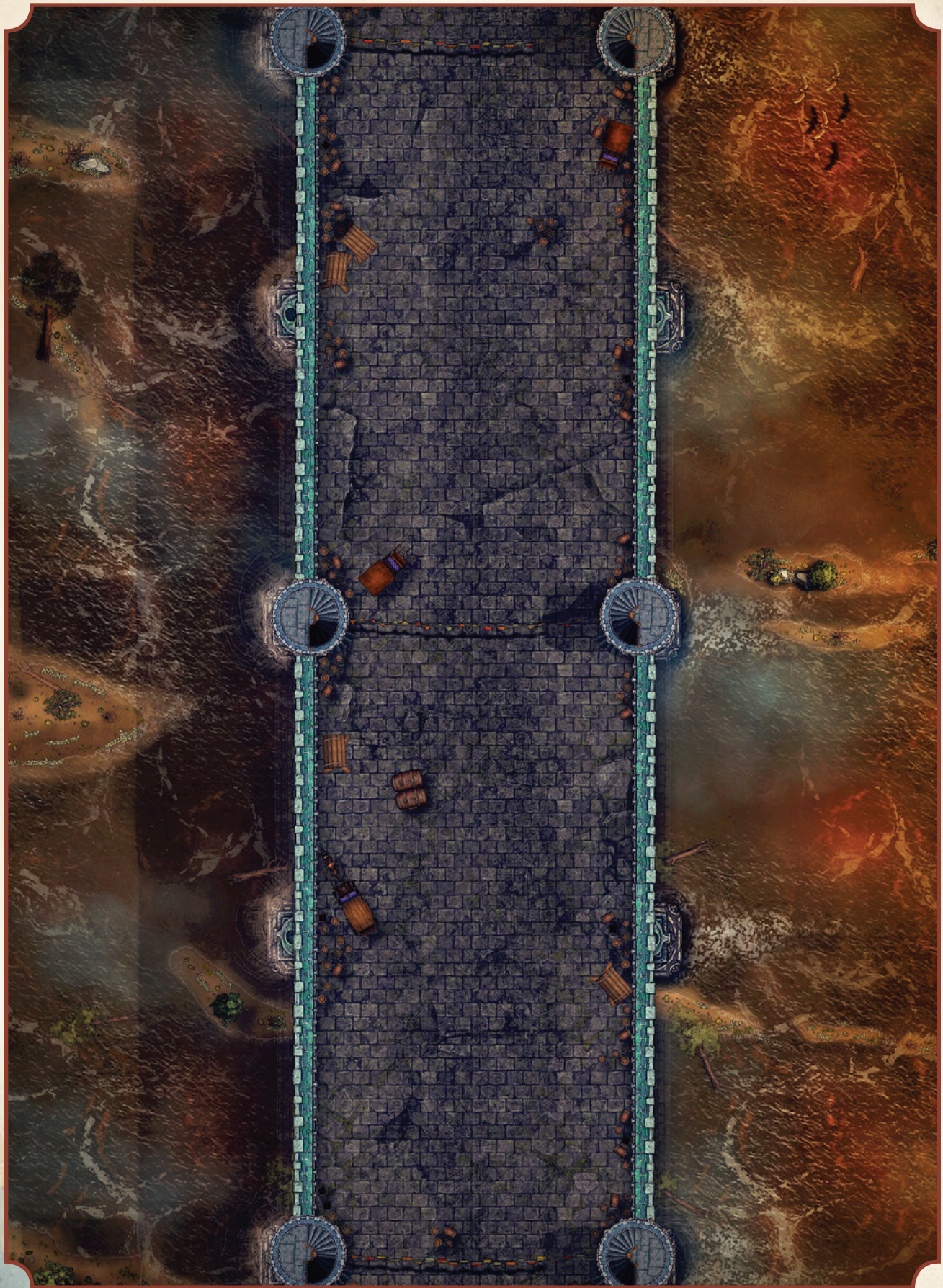
Participants: Transport Service. A group whose focus is on the movement of goods or passengers from one location to another.

Event Tense: Future. The event has not happened yet, but is going to happen soon.

Preparedness: Extremely Prepared. Those involved have prepared obsessively, considered every small detail, and accounted for just about every eventuality. Success is all but assured.

Key Individuals: Charismatic. This individual is very affable and pleasant. They deal with their problems with smiles and clever words, so that enemies view them as a friend (or, at least, not a threat). They would much rather make allies than enemies.

Response Type: Reinforcements. The individual or leader responds with a signal calling for help, or has someone observe the situation, ready to intervene. When the signal is given, more support shows up.



Breakwater Bridge

Coldside Pit

By *JVC Parry* & *Ralph Stickley*

The portal linking the elemental plane of earth to Coldside Pit was cut off years ago. Since then, mining in the pit has been far safer, thanks to the lack of elemental beings that lust after the precious ore dug up from the earth. The miners, and the mine's owners, don't have a clue what severed the link between the planes, but are more than happy to continue digging around the site of the portal, now it has gone; the rich veins of metal that spread out from the site are too good to refuse. The nearby town of Coldside, so called for the freezing winds that blow in from the shipwreck-littered coast, thrives thanks to the mine, and would be doomed without it.

Little do the miners know that the portal was closed for good reason. A gargoyle, by the name of Lendruk, had been making visits to the mortal plane, while the miners were away, and forging deals with the humanoids of the town, trading spellcasting power for influence. The genies of the elemental plane, responsible for upkeep of the portal, soon tired of the gargoyles meddling in mortal affairs, and conspired to trap the gargoyle on the mortal plane when next they crossed. They achieved this by waiting for the gargoyle to pass through, then throwing the keystone through the portal after them. This artifact melds seamlessly with stone and, rather than strike the walls or floor of the mine, passed right through them. The portal collapsed in on itself, and Lendruk was trapped. Realizing they'd been exiled, they vowed to reopen the portal by mining for the keystone. Lendruk struck up a deal with the mine owner; they'd provide earth and stone elementals to help in the mine provided that, once the keystone was found, the portal was reopened. The mine's owner agreed, though intended to renege on the deal as soon as the keystone was found - they didn't want to invite elemental nuisances back into their mine any time soon.

Recently, the keystone was found. The gargoyle, Lendruk, conducted the research into how to reopen the portal but, while they were doing so, the mine owner put out word that they should be stopped. Now, just as the gargoyle attempts to reopen the portal, the miners are turning on them and their elemental servants. They desperately need the help of adventurers to defeat Lendruk and stop the portal from being reopened.

Suggestions:

- Lendruk is not just a gargoyle; they have a heightened intellect and innate spellcasting ability, thanks to being from the elemental plane.
- The earth elementals could be golems instead, made by Lendruk after they were trapped.
- The mine owner might have hired a party of adventurers to defeat the gargoyle, in a joint ambush, but got the time wrong and has sent the miners to their deaths, unless the party intervenes rapidly.

Prelude

Theme: Hatred. Pure dislike, or a desire to see ill befall something.

Previous Presence: Magical Passage. The area was the location of a gate, portal, tear, or other form of magical travel. This may have been less overt; perhaps, for example, the planar barrier was thin or weak here.

Continued Presence: Erased. What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.

Destination Type: Small Locations. A catch-all for individual places, or structures, with a range of miscellaneous purposes. This destination type includes rural and urban options.

Destination

Location Type: Mine (Rural Only). An area where a resource, such as coal, valuable metal ore or jewels, are dug (or otherwise removed) from the earth.

Rural or Settlement: Rural: Rural - Miles. The location is more than a day's walk from the nearest settled, developed area.

Importance: General Importance. This location is used, or paid attention to, by the general populace on a regular basis.

Age: Recent. This location was established in the past few years.

Size: Standard. This location is considered roughly average sized for one of its type.

Condition: Incredible. The location is in tip-top shape, and could not be better. Any structures are extremely safe, well-designed, efficient and fit for purpose, as well as clean and tidy enough to look new. The location is fully functional, productive, or in an ideal state to be used. It is a shining example of what locations of its type can be.

Location Activity: Light. This location sees less use or traffic than would be expected for a location of its type, but still some.

Small Location Environment: Coastal

Small Location Danger: Event

Environment

Coastal Region: Cold. This area of coast typically experiences cold weather.

Destination Location: Near Shore. The destination is as close to shoreline as possible.

Notable Environmental Feature: Shipbreaker Reef. A barrier of sand, jagged rock, or coral, 50 meters offshore.

Shore: Mud. Where the land meets the water, the shore is a wide swath of mud.

Recent Weather: Snow. There has been snowfall recently, 12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 6 inches thick, and can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Current Weather: Snow - Heavy Snow. What was once light to medium snow is now heavy. 4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 6 inches thick, and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Environmental Impact Degree: Concerning. When rolling on the **environmental impact type** table, use the '*Concerning*' version of your roll result.

Environmental Impact Type: Foggy. The area is prone to fog. The fog is mild, with roughly 30 feet of clear visibility.

Danger

Event Type: Fight. A person, group or entity is fighting (or about to fight) another.

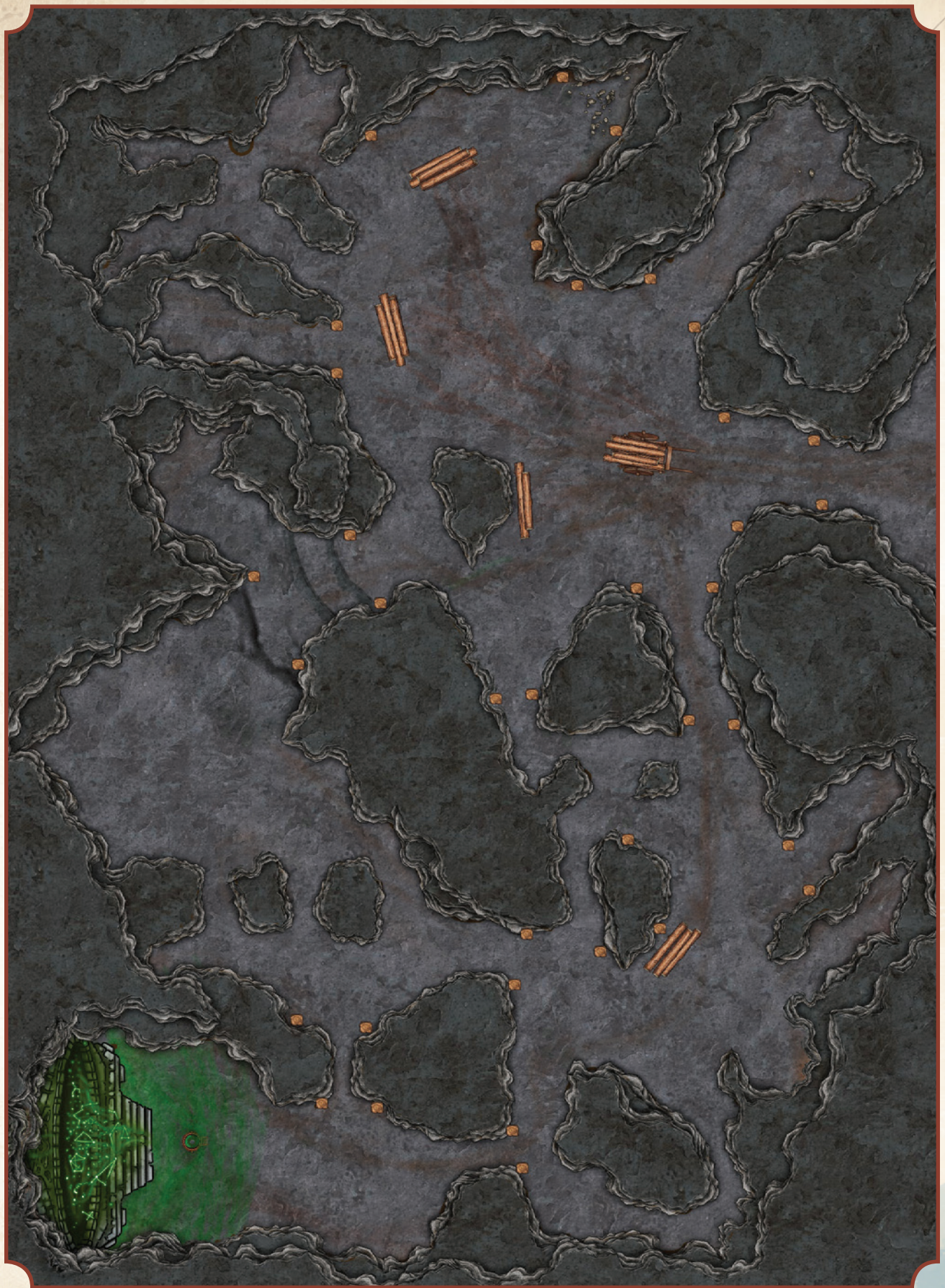
Participants: Gang. A group of ruffians or toughs, united in a shared hierarchy.

Event Tense: Present. The event is in progress.

Preparedness: Extremely Prepared. Those involved have prepared obsessively, considered every small detail, and accounted for just about every eventuality. Success is all but assured.

Key Individuals: Confused. This individual has missed a detail about the event and is confused. They are either not sure of their role, that of someone else, or even the intention of the event. They find comfort in solid answers, and appreciate putting their trust in someone else.

Response Type: Lie. The individual or leader responds by presenting a falsified claim, such as 'new' information, that those interfering with the event may not have. They will likely try to distract, or set up some other action, such as framing those responsible for causing them trouble, or possibly even enlisting their aid.



Coldside Pit

Laddie's Well

By Andrew Geertsen

Everyone agrees that Laddie is a good dog. He has been a fixture in these parts as long as anyone can remember, roaming freely, playing with the children, and looking to be petted by the adults. At night, he sleeps on anyone's porch or, in bad weather, he has his pick of any hearth he happens by; the locals are always happy to have him. However, Laddie also has a secret place: an ancient, forgotten well in a small wilderness clearing outside the settlement. Of those that built it, or what may have once surrounded it, no signs remain. The well is now neglected, unknown to all, except for Laddie—its only friend.

The friendship started long ago. When Laddie was a pup, he found the well and loved to nap near it on sunny days. As he did so, a voice spoke in the dozing canine's brain, for the well was actually a bizarre magical creature (or *part* of one? No one really knows…). The two struck up a friendship, or so it seemed to Laddie; the dog had someone to talk about his adventures with, and the well loved to listen. In exchange, the well shared knowledge and power. Decades passed, though Laddie did not age a day, and the dog began to understand more and more. Sadly, not all was well with the well. It needed Laddie's help, and so began to exert its influence on him in less wholesome ways.

The well had a hunger. It required young souls to live. Because the young souls were strong with the power of youth, a single one could sustain the well for years, even decades. Not only that, but the souls also allowed the well to extend lifespans of servants like Laddie in perpetuity. Should the well run dry, time would run out for both of them.

So, years, decades, perhaps even centuries have passed, and Laddie lives on, enjoying the same, simple, happy life he always has. He befriends the local children, takes them on exciting wilderness adventures, and—once in a great while, and only if just a single child answers his call—Laddie takes them to see the well.

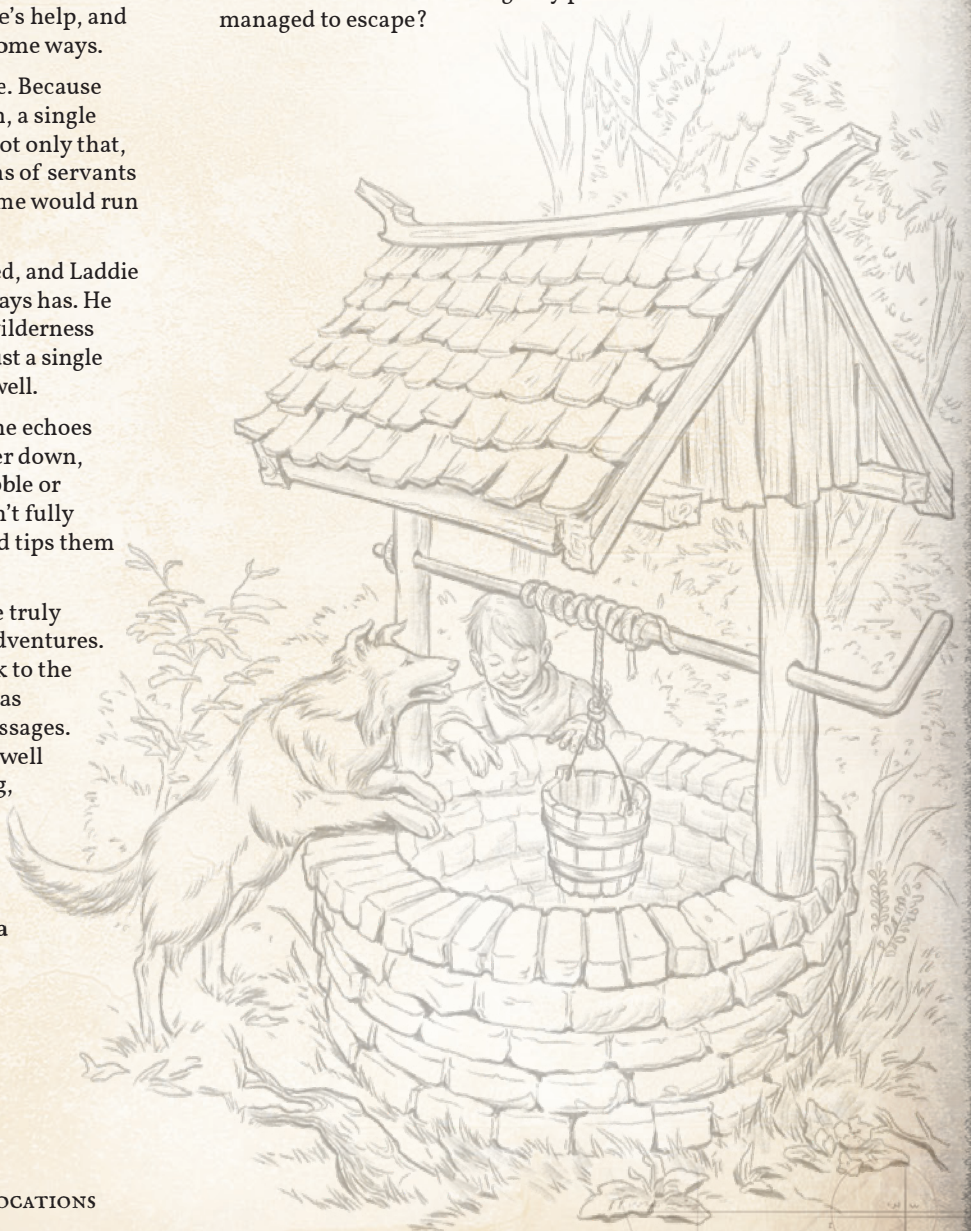
Once there, Laddie barks down into the darkness. The echoes never fail to capture the child's interest and they peer down, make their own echoes, or test the depths with a pebble or stick. While they are distracted, for reasons he doesn't fully understand, Laddie quietly pads up behind them and tips them over the edge into darkness, never to be seen again.

Every time this happens, Laddie is distraught, for he truly does love the children who accompany him on his adventures. Sometimes, once a child has fallen in, he rushes back to the settlement and barks for help, for the well's magic has given Laddie's barks the ability to convey simple messages. Off they run, following the dog, hoping to reach the well in time. Alas, the well always knows they are coming, thanks to its connection to Laddie, and hides, leaving search party, dog, and all, to fruitlessly cast about an empty clearing. Little do they know that somewhere, far beneath their feet, a great pile of tiny bones, stripped clean of flesh and soul, just got a little larger.

This cycle continues, year after year, happy adventure tinged with intermittent tragedy. Laddie continues to play his part, enjoying life for the most part, and only occasionally leading an innocent child to their doom. The well maintains its connection with the dog, enjoying the friendship on some level, but mostly viewing the creature as a tool to be used with utter ruthlessness. It does not begrudge Laddie's efforts to fetch help; it understands that it is the dog's nature. It hides, and waits patiently until the child is given up for lost and, eventually, forgotten about entirely. Once the coast is clear, the well reappears and calls out its servant once more. Laddie returns every time. He is, after all, a very good boy.

Suggestions

- Is there any way to free Laddie, or does his subjugation run too deep?
- Is the inside of the well just earth, a pocket dimension, the stomach of an enormous, physical creature? Does it matter?
- Does the well have other purposes for the children?
- How does the well hide? By burrowing, illusion, teleportation, or something else?
- Does the well have a contingency plan for if a child ever managed to escape?



Prelude

Theme: Fear. Feeling that something threatening or dangerous is near.

Previous Presence: Magical Passage. The area was the location of a gate, portal, tear, or other form of magical travel. This may have been less overt; perhaps, for example, the planar barrier was thin or weak here.

Continued Presence: Present (Grown). Not only does the presence still exist, but it is even stronger.

The destination coexists with the previous presence harmoniously.

Destination Type: Small Locations. A catch-all for individual places, or structures, with a range of miscellaneous purposes. This destination type includes rural and urban options.

Destination

Location Type: Well. A water source, dug into the ground, to offer easy access to fresh drinking water.

Rural or Urban: Rural - Near. The location is outside (but potentially still in sight of) a settled, developed area.

Importance: Not Important. This location is rarely used, if ever, or not much paid attention is paid to it. It might be that there are better locations with a similar function locally.

Age: Ancient. This location was established so long ago that it is part of the landscape and cultural memory of the area. It is possible that it predates local written records.

Size: Standard. This location is considered roughly average sized for one of its type.

Condition: Good. The location is in adequate shape, and roughly how one would expect an average example of its type to be. The grounds or structure are not immediately objectionable, and the place is safe enough to use, though it isn't remarkable in many (if any) ways.

Location Activity: Very Heavy. This location sees far more use or traffic than would be expected for a location of its type, perhaps even to the point where it could be concerning.

Small Location Environment: Plains

Small Location Danger: Environmental Danger: Beast

Environment

Destination Location: Deep Plains. The destination is closer to the heart of the plain than its outer edge.

Notable Environmental Features: Deep Pit. A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature. The pit is 620 feet deep.

Terrain Features: High Grasses. The plains are covered in a sea of tall grasses. The grasses are golden.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Danger (Beast): Mastiff

Danger

Creature State: Controlled - Unnatural. The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). The creature is behaving in a way that it would not (or perhaps could not) do otherwise.

Kinship Similarity: Divergent. This creature is almost the antithesis of its kin, and defies the expectations one might assume about a creature of its kind.

Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Targeted - Children. Children within the local area have been specifically targeted by the creature(s).

Local Mindset: Ignorant. Locals are utterly unaware of the creature; they either have no idea of the degree of danger, or just have no idea what is causing it.

Creature Schedule: Natural. The creature maintains the same behavioral schedule it would normally have.

Environmental Impact: None. The creature has not affected or changed the environment in any significant way.

Laddie's Well

Nauruumak

By Ralph Stickley

Nauruumak supply depot is a lifeline for those seeking to travel across the tundra. For many, it is their last taste of civilization before grueling weeks of white nothing and want. The greatest boon Nauruumak has to offer is its ability to somehow keep a stock of fresh vegetable produce in stock, year round; a rare source of vitamins, not to mention a welcome break from salt beef and the remains of less-fortunate sled dogs.

The secret to Nauruumak's success lies dormant in a secret cave beneath the rocky outcropping, on which it was built. There, encased in a thick layer of ice, a great earth beast slumbers in a deep, death-like torpor. In times of old, it was believed giant creatures of great elemental power magically encouraged plant growth across the land, causing forests to sprout and meadows to bloom wherever they roamed. Nowadays, however, it is assumed that beasts of that kind are long gone, if they ever existed at all. Kirima Sagi knows differently.

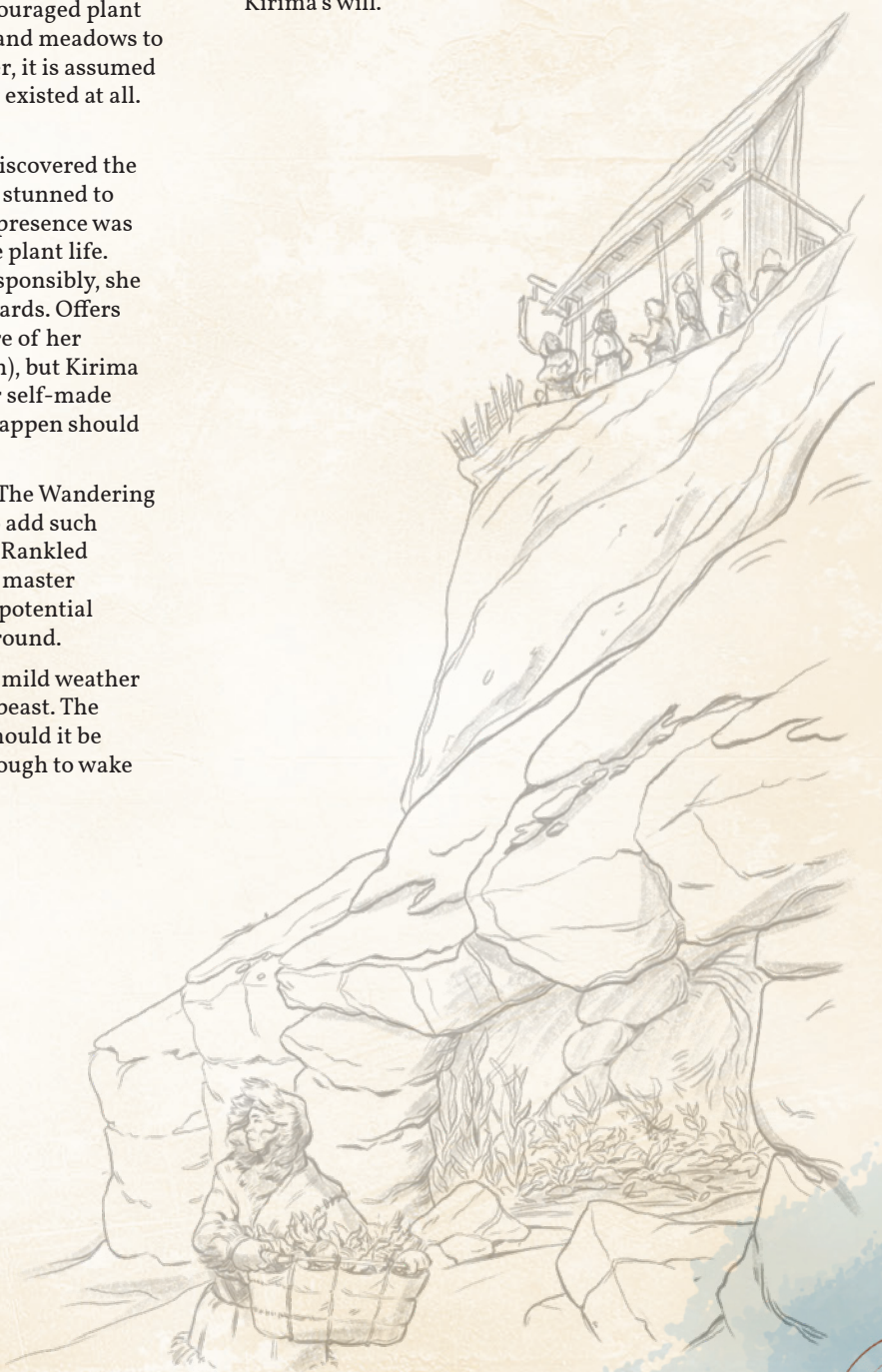
Kirima, who used to fish the frozen lake nearby, discovered the cave, quite by chance, about a decade ago and was stunned to see that, even in its frozen state, the beast's mere presence was powerful enough to keep the cave lush with edible plant life. Recognizing the opportunity it offered, if used responsibly, she set up shop on the outcrop above it shortly afterwards. Offers have come in from various guilds, eager for a share of her profits (and making all sorts of promises in return), but Kirima has refused them all, partially out of pride for her self-made enterprise, and partly out of fear of what might happen should the earth beast be discovered and overexploited.

The most insistent of these offers has come from The Wandering Bear, a guild of suppliers and caravaners, eager to add such a potentially profitable waystation to their ranks. Rankled by Kirima's constant rejection, Jantz Goldner, the master of the guild, now seeks to destroy what he sees as potential competition, and plans to burn the depot to the ground.

Unknown to Goldner, however, the unseasonably mild weather recently has weakened the ice encasing the earth beast. The weather alone will not melt the ice entirely but, should it be coupled with the heat of flames, it may well be enough to wake the beast below.

Suggestions:

- The cave is certainly big enough for two, and may well have been selected for that very reason. If this is indeed so, where is the creature's mate? Might the earth beast's extraordinary powers be tempered by the presence of another, or are they, in fact, intensified?
- What lengths might Kirima go to to protect her business? She could potentially be forced to show her hand in the face of Goldner's persistence. If it came down to saving the business or the beast, which would she choose?
- Does Goldner have a Plan B? The fire could be a genuine attempt to wipe out the business cleanly, or could be an intimidation tactic - perhaps he makes no secret of the plan, or his involvement, hoping the threat is enough to break Kirima's will.



Prelude

Theme: Playfulness or Recklessness. Disregard and abandon, enjoyment or acting in such a way that disregards consequences.

Previous Presence: Mighty Creature Lair. This area once contained the lair of a great, mighty, or exceedingly powerful creature - perhaps one out of legend (or nightmare).

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Small Locations. A catch-all for individual places, or structures, with a range of miscellaneous purposes. This destination type includes rural and urban options.

Destination

Location Type: Shop. A single permanent establishment that sells either a specific kind of material good, or more general wares.

Rural or Settlement: Rural - Wilderness. The location is more than several day's walk from any settled, developed area.

Importance: General Importance. This location is used, or paid attention to, by the general populace on a regular basis.

Age: Recent. This location was established in the past few years.

Size: Standard. This location is considered roughly average sized for one of its type.

Condition: Poor. The location is in rough shape. It may have visible structural issues, but none pose immediate danger to life. It may be possible to get this place functioning as intended, but it will take a lot of hard work. It is likely dirty, infested, or otherwise in an undesirable state.

Location Activity: Normal. This location sees regular use or traffic for a location of its type.

Small Location Environment: Tundra

Small Location Danger: Event

Environment

Destination Location: Outer Tundra. The destination is closer to the outer edge of the tundra than its heart.

Notable Environmental Features: Cave. A natural hollow in a rock formation. The cave is big enough for 2 extremely large creatures.

Tundra Discovery: Preserved Creature. An ancient creature lies, perfectly preserved, in a solid block of ice and/or snow. The creature is herbivorous, a mammal, one thought to be extinct.

Destination Terrain: Rock Formation. The destination is stationed on a hard, rocky outcropping, shelf, or other natural, stable, rock formation. It is likely making use of any advantages provided by the rock formation.

Recent Weather: Bitter Cold. The weather has been incredibly cold. Travelling without finding adequate cover and a way to get warm is perilous. If a creature spends 4 hours traveling in this cold without taking at least 1 hour to shelter from the elements, they will grow extremely exhausted. Frostbite is likely.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Danger

Event Type: Sabotage. A person, group or entity is trying (or about to try) to stop something, good or ill, from succeeding or working properly.

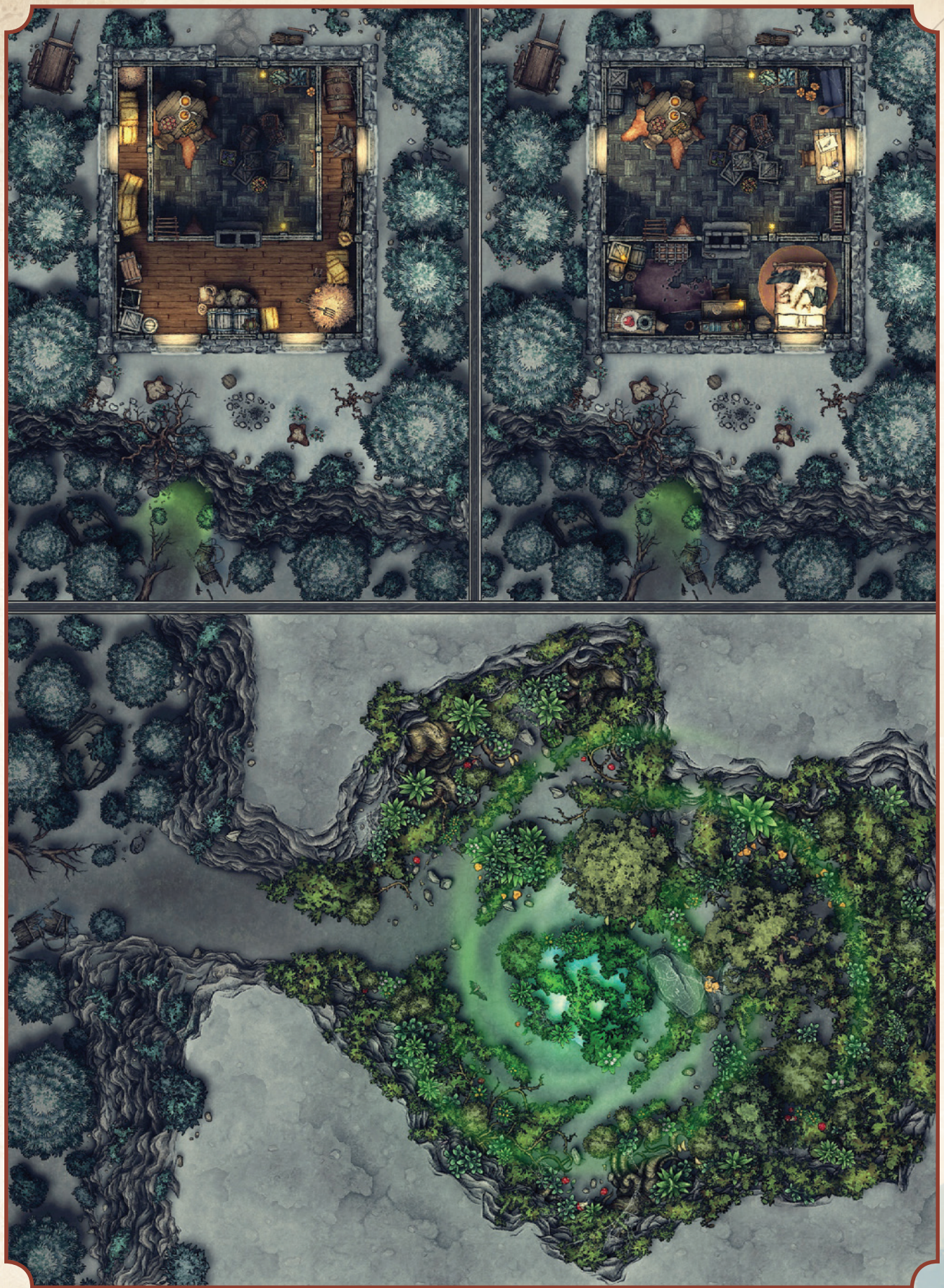
Participants: Merchant's Guild. A group of individuals with a shared interest in business and trade.

Event Tense: Future. The event has not happened yet, but is going to happen soon.

Preparedness: Prepared. Those involved are prepared, and have put the proper measures in place. If their plans are executed properly, success is a reasonable expectation.

Key Individual: Irritable. This individual is on edge, and is proving impatient. They may be prone to outbursts or making rash decisions, and they don't deal well with interruptions or inconveniences.

Response Type: Intimidate. The leader or individual responds with threats, attempting to present an impression of their own power, or the futility of those that oppose them. They prefer to step up to the opposition and make them feel small, powerless, or otherwise incapable of achieving success.



Nauruumak

What Price Glory?

By Lou Fryer and Ralph Stickley

Twist Martingale had always been ambitious. If you're forged in hell, you have to be. A minor devil of little note, they wandered the mortal realm, making petty deals for trinkets and the occasional wastrel's soul. It wasn't much, but it was dishonest work at least. It was not until they came across Collier's Sump that they saw an opportunity to really rise up the ranks.

Gambling had always been part of the fabric of Collier's Sump. The ground here was rich, and mines peppered the landscape as thickly as the marmot burrows. On their off-days, or on their way home, miners would meet and gamble the day's wages (or the odd chunk of ore) on games of dice or cards. Occasionally, someone would have to have a difficult conversation with their spouse about where the rent payment went, but nothing more dramatic, and most simply accepted it as the way things were done. After all, what else was there to spend their money on out here? The miners no longer ruled the roost - over time, Collier's Sump became more of a stopping-off point between larger settlements - but everyone still liked a friendly wager.

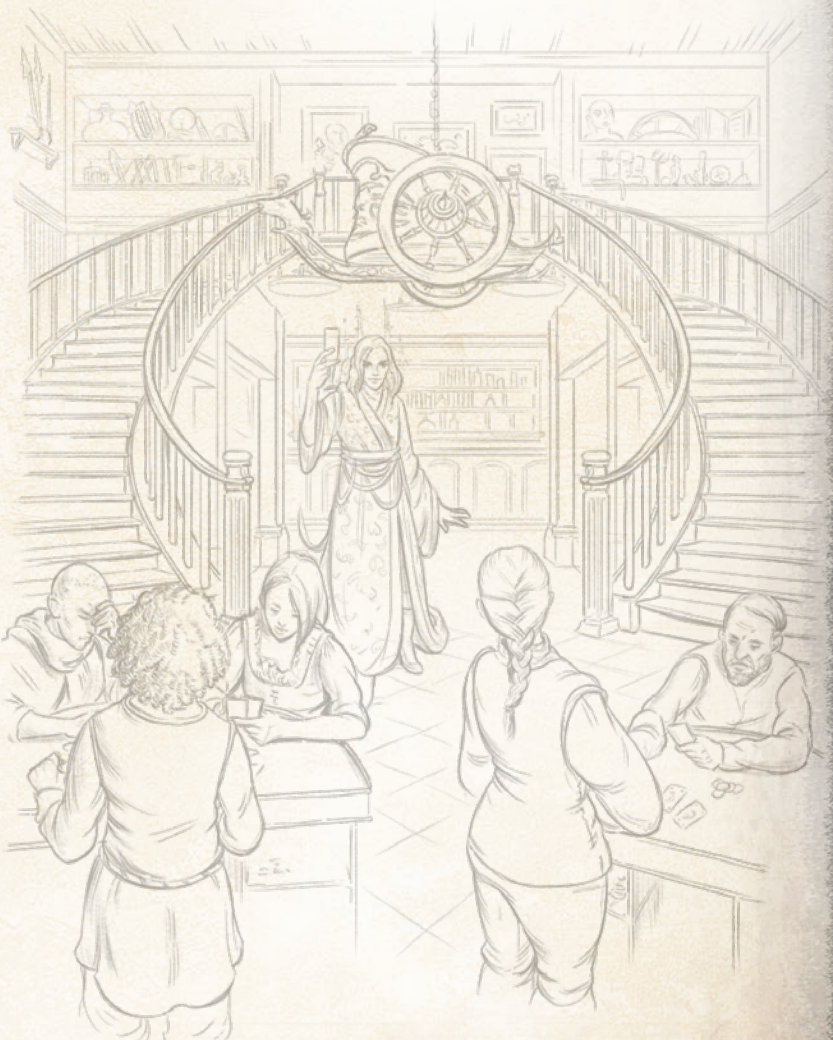
It was here that Twist set up Martingale's House of Games, a luxuriant structure offering refreshments, food, and any game of chance you could possibly imagine. Like many such establishments, it had a gimmick to draw in the punters, and give non-gamblers the excuse to step through the doors and discover that, perhaps, they *were* gamblers after all; Twist's gimmick was curiosities. The place was festooned with artifacts and curios, and Twist would be happy to expound upon the providence and *absolute* authenticity of each of them, at length, for lies came as easily to them as breathing. In time, Martingale's became *the* social and recreational spot in town. Occasionally, Twist would offer one of their 'priceless artifacts' as a grand prize, which always drew the crowds. People were happy to put down money to win their tat, but Twist wanted more; they wanted something that mortals would wager their very souls to possess.

How exactly they managed to get their hands on it, even the devil themself isn't sure but, by cunning or sheer dumb luck, Twist Martingale managed to steal their only genuine artifact; a chariot belonging to a war god, aptly named 'Glory'. For years now, Glory has been the grand prize. This has worked brilliantly, because the chariot has the magical effect of bolstering valor, pride, and great ambition in those around it. This is all well and good when you are a god trying to inspire your followers but, when placed in a working class gambling den, this manifests as recklessness, boastfulness, and greed. Those mildly affected often simply think nothing of betting their life's savings on a roll of the dice, allowing Twist to improve their establishment to palatial opulence.

Those fully in Glory's sway, however, take even greater risks. Completely unaware that the object of their desire is the very thing inspiring them to risk it all, they'll happily, even proudly, wager immaterial things of even greater value. For a true hero, to gamble one's soul is nothing, in pursuit of valor. For the poor miners and travelers, who were once simply looking for diversion from the daily grind, it is a good deal more.

Suggestions:

- The games are all rigged, of course, but what would happen if someone, somehow, managed to win the chariot? Would an ordinary miner suddenly be promoted to godhood?
- Twist Martingale might collect the wagered souls upon the death of the gambler, or might require them to live out the rest of their life working in the casino. An expanded workforce might explain its immaculate condition.



Prelude

Theme: Opportunism. Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence: Resource Abundance. This area was rich in a particular resource.

Continued Presence: Apparent. What was here has been replaced by the destination, however there is still clear evidence of what was once here.

Destination Type: Small Locations. A catch-all for individual places, or structures, with a range of miscellaneous purposes. This destination type includes rural and urban options.

Destination

Location Type: Recreation. This establishment could be used as any sort of recreational establishment, such as a casino, fight ring, museum, private club, race track, or any other form of leisure activity.

Rural or Settlement: Settlement. The location is inside a settled environment.

Importance: Significant Importance. This location is frequently used, or paid close attention to, by the general populace.

Age: Very Old. This location was established a very long time ago. Unless it is of particular importance, it is unlikely anyone remembers who founded it.

Size: Standard. This location is considered roughly average sized for one of its type.

Condition: Incredible. The location is in tip-top shape, and could not be better. Any structures are extremely safe, well-designed, efficient and fit for purpose, as well as clean and tidy enough to look new. The location is fully functional, productive, or in an ideal state to be used. It is a shining example of what locations of its type can be.

Location Activity: Normal. This location sees regular use or traffic for a location of its type.

Small Location Environment: Plains

Small Location Danger: Item

Environment

Destination Location: Plains Edge. The destination is found at the outer edge of the plain, where it meets a bordering region or biome.

Notable Environmental Features: Small River. A flowing stream of water which courses from one location to another. The portion of the river nearby is 50 feet wide.

Terrain Features: Burrows. The ground is pockmarked by the burrows of small creatures which live underground, such as prairie dogs.

Recent Weather: Rain. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

Current Weather: Rain - Heavy Rain. What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Danger

Item Origin: Stolen. The item was stolen, and then stashed here.

Item Status: Understanding Ownership. Someone, or something, in the destination is in possession of the item, and understands what it is or does. The owner is an intelligent monster

Item Type: Vehicle. The item is one that is used to move about in various ways. The vehicle is designed for land travel.

The vehicle is very oversized.

Item Condition: Poor. The item has seen better days. It is likely dirty, damaged, or in an otherwise unappealing state.

Item Notability: Owner. The item belonged to someone very important, influential, or powerful.

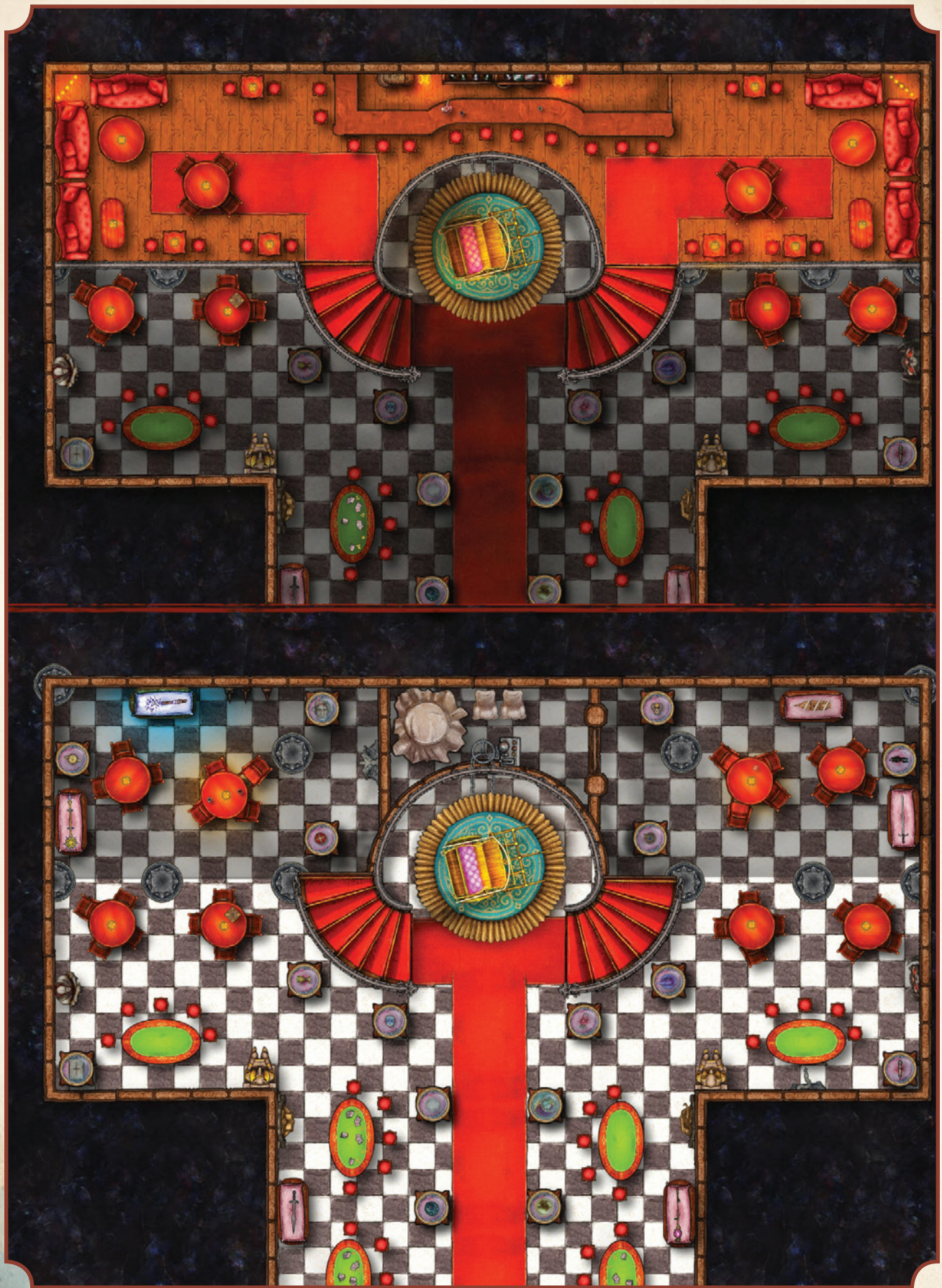
Item Link To Magic: Independent Link. The item and magic share a conditional link, though both can exist without the other. Perhaps the magic fuels the item, or the item focuses or grounds the magic. If the magic is dispelled, the item is rendered mundane. If the item is destroyed, the magic is untethered from it - this may dispel it, or may cause it to surge or spiral out of control.

Magic Activation: Aura. The magic activates when something, or someone, enters the aura that persistently surrounds, and is centered on, the item. This remains active until it is somehow deactivated. The aura's radius encompasses the entire destination.

Magic Category: Mental. Roll on the **mentally targeted magic** table to learn the magic's effect.

Mentally Targeted Magic: Heightened Emotions. The target experiences their emotions in more extreme ways. Anger becomes intense rage, happiness becomes hysteria, sadness becomes deep melancholy or depression.

Item Sentience: Simple Personality. The item has some elements of consciousness, but they are simple. It may want, or be drawn to, a certain thing or behavior. If it speaks, it may only use single words or short phrases. It may appear dormant until appropriate moments, and is unlikely to be able to form opinions.



What Price Glory?

Watchtowers

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Frostflare Tower

By *JVC Parry*

In ancient times, elves lived in the far north, where snow now covers the earth. Here they cut cities from the ice, feasted on mammoth, and drank birch-syrup wine. When the great ice sheet melted in the next age, the elves migrated south to warmer pastures, able to cross the great ocean and make cities elsewhere in the realms. Over the centuries, the great ice cities were destroyed by giants, dragons, and time. Despite this, in the most northerly reaches, some artifacts of ancient elven civilisation remain - not least of which is Frostflare Tower. The interior of this shard of ice was carved out by the elves and turned into a tower: a thirty-foot-high spire, capped by an enormous starcatcher - a piece of elven magic that traps celestial glare and stores it within a great chunk of enchanted ice. The elves used Frostflare Tower to warn their kin in the now-destroyed nearby city of coming giants and other threats, and also to alert them when mammoth herds migrated nearby. Although mammoths no longer tread the ice by the tower, the elves do. Every hundred years or so, a contingent of elves from the southern cities visits Frostflare Tower on a pilgrimage, bringing treasures to offer to their ancestors. The spire has since been taken over by elemental beings of spritely countenance and mischievous temperament, but the elves delight in their presence here.

The elves chose Frostflare Tower as their site of dedication and admiration not for its accessibility, for there are other ancient structures far easier to reach, but for its history. Frostflare stands on the edge of a colossal crevasse - a seemingly bottomless crack in the earth from which foul monstrosities, of a time before even that of the elves, once crawled forth. These antediluvian terrors harried and harassed the elves of old, until eventually a truly awful being came forth - the queen of the nest of beasts from below. The elves banded together to slay the being, or rather to imprison it, for their weapons could not cut through its chitinous plate, nor their spells burn away its ice-like flesh. Instead, the elven mages channeled celestial power from the starcatcher atop the tower, and coated the monstrosity in a layer of ice, tens of feet thick, from which it could never escape. The preserved creature is still visible from the tower to this day.

The pilgrimage to Frostflare Tower is open to all elven citizens of the southern cities, but importantly is attended by the great loremasters of each of the cities' libraries, who lead the ceremony of ancestral worship at the tower's base; it is too decrepit to climb, in modern times. These loremasters have many enemies, within and without elven society, for their antiquated politics and ideals, and their stoic conservatism in the face of a changing world. In response to this, a faction opposed to elven supremacy has hired a group of elite assassins to take out as many of the loremasters as possible, and break their ice-like grip on the cultures of the south.

Suggestions:

- The assassins are well prepared, but the recent ice storm has left them in disarray. They figured they'd be able to shelter in the tower, but were mistaken.
- The loremasters panic when attacked and, in fighting to save their lives, melt the ice around the monstrosity, freeing it.

Prelude

Theme: Pilgrimage. The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.

Previous Presence: Conflict Site. The area was the site of two or more entities engaging in warfare or other hostilities.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Watchtower. A standalone location, intended to give a high vantage point, typically used for various defensive purposes.

Destination

Watchtower Type: Signal - Visual. The watchtower's primary purpose is to be a location from which to keep a lookout and then to use visual signals to send messages. Some watchtowers, such as beacon towers, may only have a single signal, the use of which is a clear, unmistakable sign. Others may use signals with multiple variants, such as flags, numbers of lanterns/fires, or other such indicators which convey different messages.

Height: Between 20 and 50 feet.

Top Floor Size: 10-by-10 feet.

Construction: Environmental Structure. The watchtower is a full structure, the interior of which is built into a natural environmental feature, such as a large tree, cliff or mountainside. If your **environment** does not have features that could be utilized thus (such as 'Plains', which you may envisage as relatively flat and treeless), use one of the 'Standalone' results above instead.

Condition: Dangerous. The watchtower is in serious disrepair, with major structural problems. Unless repaired soon, the tower could collapse if it sustains any further damage.

Current Effectiveness: Effective. The tower usually works as it should. Those in the tower usually perform their duties and purpose relatively well, but perhaps not as promptly, efficiently or something as might be ideal. Obstructed line of sight may, at times, hamper effectiveness.

Watchtower Control: New (Peaceful). Non-original inhabitants control the watchtower, after obtaining it peacefully. This typically means that either the watchtower was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Watchtower Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Watchtower Environment: Tundra

Watchtower Danger: Event

Environment

Destination Location: Tundra Edge. The destination is found at the outer edge of the tundra, where it meets a bordering region or biome.

Notable Environmental Features: Crevasse. A large, deep fissure or crack.

Tundra Tidings: Preserved Creature. An ancient creature lies, perfectly preserved, in a solid block of ice and/or snow. The creature is omnivorous, a hideous monstrosity, one thought to be extinct.

Destination Terrain: Slope. The destination is on a sloped portion of land, such as a mountainside or hillside. This elevation could allow for easier defensibility against any who try to proceed uphill toward the destination.

Recent Weather: Sleet. There has been freezing rain recently, falling in sheets and turning the water into semi-frozen, stinging shards of ice. Visibility is poor and movement is difficult. Creatures out in the lashing storm risk laceration in addition to being soaked as the ice thaws on the creature's body, creating a massive risk of frostbite and hypothermia. Tracking anything by mundane means is impossible.

Current Weather: Same As Recent. The recent weather is still ongoing.

Danger

Event Type: Assassination. A person, group or entity is trying (or is about to try) to make an attempt on an important person's life.

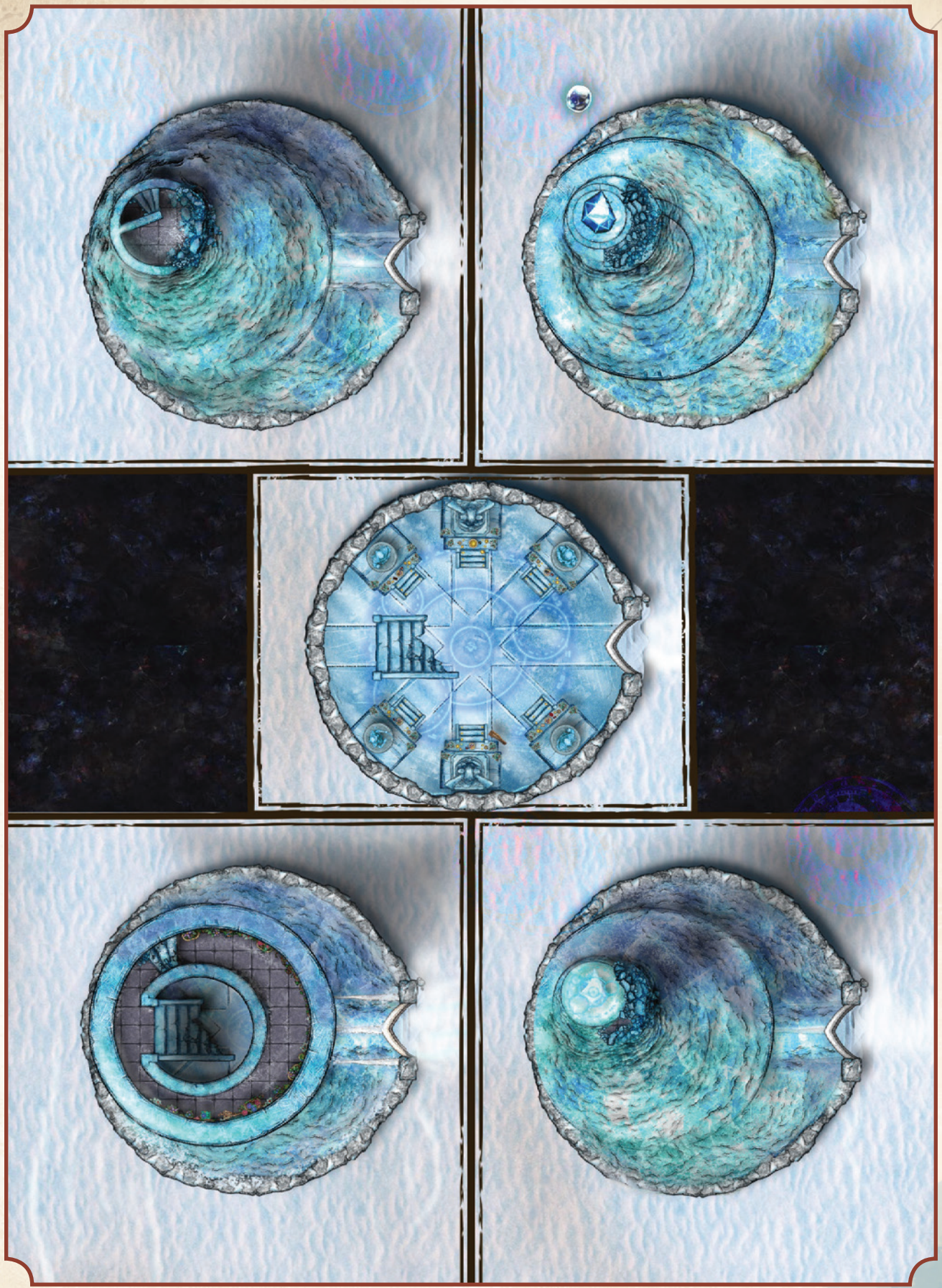
Participants: Assassins. A group of hired killers.

Event Tense: Future. The event has not happened yet, but is going to happen soon.

Preparedness: Prepared. Those involved are prepared, and have put the proper measures in place. If their plans are executed properly, success is a reasonable expectation.

Key Individual: Confused. This individual has missed a detail about the event and is confused. They are either not sure of their role, that of someone else, or even the intention of the event. They find comfort in solid answers, and appreciate putting their trust in someone else.

Response Type: Panic. The individual or leader responds with little coordination. There is no attempt at organizing or salvaging the situation. Everyone in the group runs or tries to save themselves the best way they know how. The leader, in this moment, shows a massive lack of leadership skill.



Frostflare Tower

Get Off My Bridge

By Andrew Geertsen

The Crevasse is an eight-foot-wide fissure in the ice that is several miles long, and so deep that even on a clear day, no one has been able to see the bottom. Taking the gap lightly has led to many a foolish athlete jumping to their doom, their screams swallowed by the frigid depths of the earth, and their bodies likely smeared along the ice, leagues below. There are signs that a massive creature may have once resided here, as huge claw marks have been raked in the ice here and there , though—thankfully—no creature of that size has been seen in living memory.

Crevasse Tower stands over the gap which gave it its name. Its base is a solid, 10-foot-wide by 10-foot-long stone tunnel, its structure anchored deep into the permafrost with two great iron chains per side. Each end of the tunnel is equipped with a dropping gate, similar to a drawbridge, enclosing both of its ends. Atop the bridge is a well-sheltered guard house, where two guards are required to managed the gate winches as well as a lone greathorn, blown to signal danger approaching the tower. The tower has, for ages, served as a safe, stable way to pass over the crevasse, and to alert locals of trouble. The problem is that the locals are currently unable to enter the tower, or cross the bridge, because it has a new occupant.

The occupant's name is Yok or, as the locals have come to call him, Yok the Lost. Yok is a large, cantankerous, senile, old orc who has long-since been separated from his tribe. Despite his mind not being what it once was, his physical ability does not seem to have dwindled one bit. It's not clear whether or not he remembers where his previous home is, but the old curmudgeon has made himself at home in the tower. In addition to his being formidable in his own right, he also appears to have a way with animals. His huge form has often been seen standing just outside the tower, petting or talking to the endemic giant polar bears, which he allows to shelter in the tunnel when the weather is bad and, in exchange, they bring him a share of their food.

The locals have tried to get the tower back but, without causing significant damage to their only bridge, or the ground surrounding it, it is proving difficult. Also, the cranky, old orc is armed to the teeth, including a modified heavy crossbow that can launch stones (or stone-like chunks of ice).

Yok sees the tower as his property, and yells at anyone who comes near to get off his property and leave him alone. Some locals feel badly for the old orc, but many more are fed up. The bridge is important to them, and they want it back. Perhaps fortunately, a massive storm is just about to kick up, which may prove to be the perfect opportunity.

Suggestions:

- Yok could be role-played as a comedic character, should you wish to play up the trope, but keep in mind that he is a very powerful orc who has survived alone in the icy wilderness for an indeterminate length of time, despite his age and diminishing faculties.
- Is there any way of the problem being resolved amicably that would satisfy both parties?
- The stakes could easily be increased in this destination - perhaps there is something on the other side of the crevasse that the locals desperately need to get to? Perhaps they have recently come through some hardship that means they do not have the means/materials/personnel/funds to construct another tower. There could even be a more personal reason why one or more of the locals are desperate to reclaim it.

Prelude

Theme: Study. Seeking answers, or information, pertaining to a specific topic.

Previous Presence: Mighty Creature Lair. This area once contained the lair of a great, mighty, or exceedingly powerful creature - perhaps one out of legend (or nightmare).

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Watchtower. A standalone location, intended to give a high vantage point, typically used for various defensive purposes.

Destination

Watchtower Type: Signal - Auditory. The watchtower's primary purpose is to be a location from which to keep a lookout and then sound audible signals such as horns, drums, bells, or verbal shouts. These sounds, when heard by another entity, convey a message, or a call to action.

Height: Between 10 and 20 feet.

Top Floor Size: 10-by-10 feet.

Construction: Standalone Structure. The watchtower is built as a standalone, enclosed structure, with walls that extend from ground level all the way to the top. It may have multiple floors inside, or it may be a single staircase or ladder that goes all the way to the top floor.

Condition: Good. The watchtower is stable. Its construction is holding together and basic elements, while perhaps showing standard wear and tear, remain functional. There are no serious structural vulnerabilities.

Current Effectiveness: Effective. The tower usually works as it should. Those in the tower usually perform their duties and purpose relatively well, but perhaps not as promptly, efficiently or something as might be ideal. Obstructed line of sight may, at times, hamper effectiveness.

Watchtower Control: New (Forceful). Non-original inhabitants control the watchtower, after obtaining it forcefully. This typically means it was occupied via attack, treachery, or both. Either way, the current inhabitants were actively opposed to the original inhabitants at some point, and took the location.

Watchtower Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Watchtower Environment: Tundra

Watchtower Danger: Environmental Danger: Intelligent Monster

Environment

Destination Location: Inner Tundra. The destination is roughly equidistant between the outer edge of the tundra and its heart.

Notable Environmental Features: Crevasse. A large, deep fissure or crack.

Tundra Discovery: Nothing

Destination Terrain: Slope. The destination is on a sloped portion of land, such as a mountainside or hillside. This elevation could allow for easier defensibility against any who try to proceed uphill toward the destination.

Recent Weather: Heavy Snow. There has been heavy snow recently; 2 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 8 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered).

Current Weather: Heavy Snow - Blizzard: What was once heavy snow is now a furious blizzard. 7 feet has accumulated and more is coming down. Surfaces of bodies of water in this area have frozen 10 inches thick and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without shelter risks great danger. Exposed fires are nearly impossible to keep lit. Hypothermia is all but guaranteed for any traveller who stays damp or wet for any length of time. Falling snow and swirling winds make following tracks almost impossible.

Environmental Danger (Intelligent Monster): Orc

Danger

Monster Motive: Lost. The monster is lost.

Motive Success: Wary. The monster has encountered some difficulty or resistance in achieving their goal, and may be on edge because of it.

Kinship Similarity: Different. This monster is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.

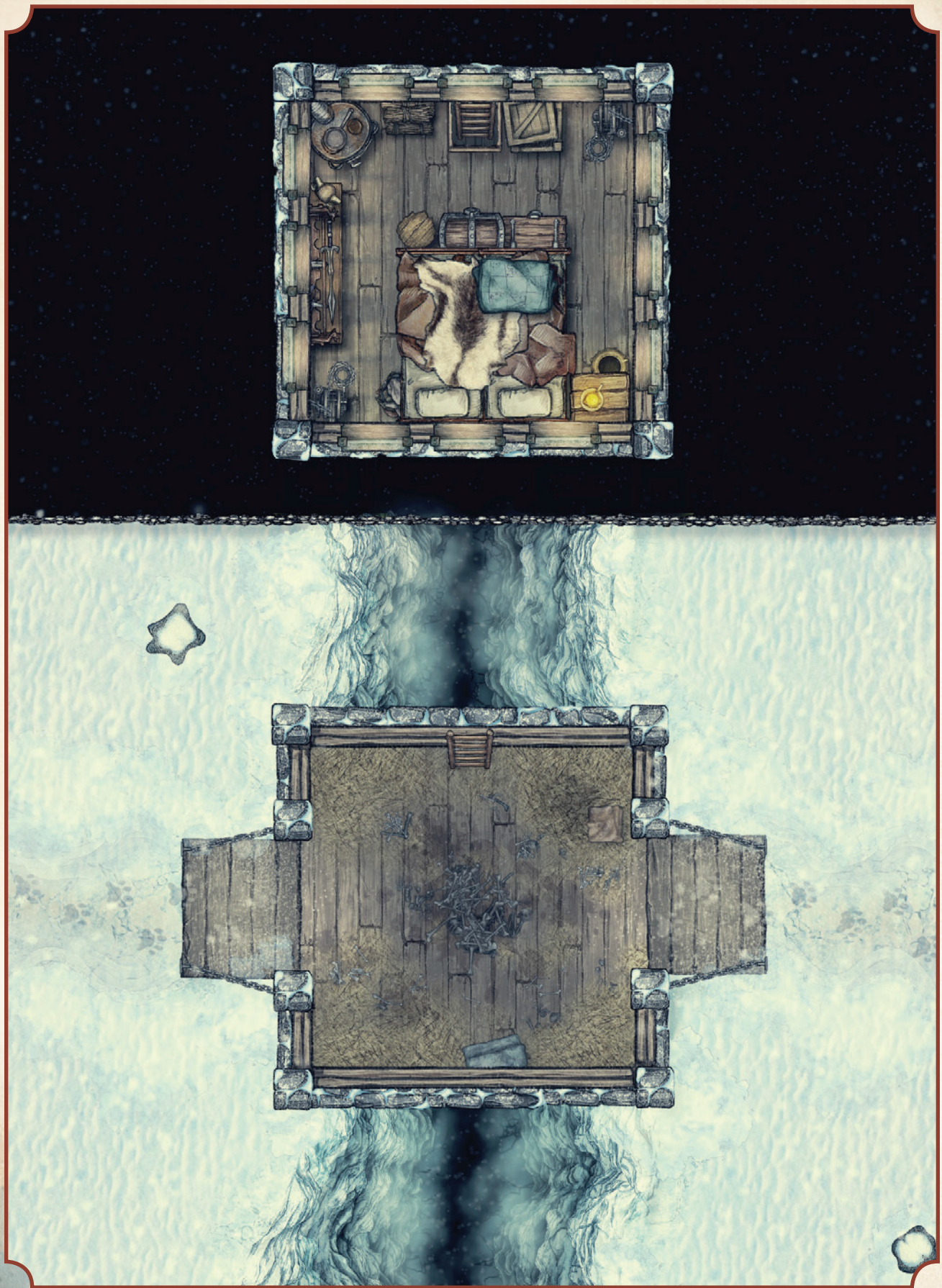
Monster Age: Old. The monster has lived to an old, but not abnormal, age for a monster of its kind.

Monster Size: Great. The monster is larger than is normal for one of its age and species.

Local Awareness: Intimately Aware. The locals know the monster incredibly well, including much deep, specific, or secret knowledge about this kind of monster and the degree of danger it poses.

Local Reaction: Understood. The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.

Local Coexistence: Disruptive. The monster's presence has caused a significant change to local life or the environment. The cause of this change or disruption may not be known to the locals or creatures in the environment, but its effects can certainly be felt.



Get Off My Bridge

Kul Khalango

By Lou Fryer

The jungle is a waking nightmare for those who dare traverse it - constrictor snakes are concealed beneath the boughs of poisonous plants, giant frogs lurk in pools of stagnant water, infested with insects and all manner of diseases. It's no small wonder that travel is rare; consequently, villages and other small settlements can feel isolated, cut off from the world outside the jungle, and even from each other. It was for this reason that Kul Khalango was built.

A great series of kulkul drum towers were constructed throughout the jungle, ranging from the fringes to the riversides, but Khalango is the crown jewel, nestled in the very heart of the tropics. The majority of communications, drummed out in a coded language that has evolved through the years, come through Khalango as the centralized hub, connecting all others. The towers have been a savior to the locals on countless occasions, with pre-warnings of intruders reaching them before it's too late, pleas for aid broadcast to other settlements miles away, and advertising surplus harvests for those who wish to trade. Manning the tower is seen as a great and sacred responsibility, so the local surrounding villages maintain a strict rota of trusted wardens for utmost efficiency at all hours of the day and night. They know that missing a message, or not passing one on, can mean life or death for their people.

Unfortunately, the 'civilized' world is all too quick to leap at the opportunity to seize control of resources that they see as 'squandered' by their indiginous and historic caretakers. The small, unnamed precipice, simply known locally as 'the mountain', on whose rocky outcrop Kul Khalango sits, has been purchased, as well as the land surrounding it, by a foreign mining company, keen to exploit what they are convinced are countless untapped veins of ore under the rock. They did as they usually do, and dispatched a messenger ordering the wardens to evacuate, so the area could be flattened to make room for a processing facility. The irony was lost on them that, after their third messenger failed to reach the tower, or to return, they had to resort to sending their destructive tidings by drum…

Kul Khalango, however, is presently still standing due, in no small part, to the doubling down of efforts by the wardens, who absolutely refuse to retire their posts and leave, not only their own people, but all the jungle settlements, cut off from the world and each other. Triple the wardens are stationed on Khalango's tiny drum platform, with more villagers lined up and on reserve, ready to be called up as reinforcements at the first sign of trouble. As the ire of the mining company bosses grows, they have started to recruit gangs of bandits that they plan to send on raids to Khalango, hoping that the wardens will see its maintenance as more hassle than it's worth, and concede quietly. The wardens, however, were born in and moulded by the jungle, and have far more to lose, so will likely doggedly hold back any and all onslaughts, for as long as they can.

Suggestions:

- What tactics might the bandits adopt when faced with an environment they are sorely unprepared for and unused to? What extremes can the mine bosses sanction, if they even acknowledge them at all?
- Do the wardens and locals remain purely defensive, or is there a point where they have no choice but to go on the offense?

Prelude

Theme: Fear. Feeling that something threatening or dangerous is near.

Previous Presence: Secret Spot. This area was known only to select individuals, and its use and purpose was confidential to all but the trusted few.

Continued Presence: Erased. What was here has been replaced by the destination. Most (or all) issues pertaining to the area previously were resolved prior to the destination being established.

Destination Type: Watchtower. A standalone location, intended to give a high vantage point, typically used for various defensive purposes.

Destination

Watchtower Type: Signal - Auditory. The watchtower's primary purpose is to be a location from which to keep a lookout and then sound audible signals such as horns, drums, bells, or verbal shouts. These sounds, when heard by another entity, convey a message, or a call to action.

Height: Between 20 and 50 feet.

Top Floor Size: 10-by-10 feet.

Construction: Standalone Structure. The watchtower is built as a standalone, enclosed structure, with walls that extend from ground level all the way to the top. It may have multiple floors inside, or it may be a single staircase or ladder that goes all the way to the top floor.

Condition: Good. The watchtower is stable. Its construction is holding together and basic elements, while perhaps showing standard wear and tear, remain functional. There are no serious structural vulnerabilities.

Current Effectiveness: Extremely Effective. The watchtower works perfectly. All duties, signals and/or defensive maneuvers are carried out with utmost efficiency. Obstructions are regularly cleared so the tower's line of sight is as optimal as possible.

Watchtower Control: Original. The original residents, their descendents, or successors currently control the watchtower. They might be responsible for constructing the watchtower, or those they stationed here (or their descendents/successors).

Watchtower Discipline: Rigidly Disciplined. The inhabitants have rock-solid structure. Each individual knows not only their own role, but understands their place within the group. The inhabitants may exhibit a deep or nuanced system of rank. Routines or schedules are obvious. Any failure to adhere to the system in place may result in serious punishment although, with such high levels of discipline, such failures are very rare.

Watchtower Environment: Jungle

Watchtower Danger: Event

Environment

Destination Location: Jungle Heart. The destination is found deep within the jungle, either in, or just a short walk from, its center.

Notable Environmental Features: Small Mountain. A rise of stone and earth that covers a significant amount of the land, 3 thousand meters high.

Destination Tree Density: Tight. The trees around the destination are spaced very closely, likely pressed against the edges, or leaning over the top. The movement of medium creatures to and from the destination is difficult, and requires weaving through the trees, and rarely following a straight line. It may be impossible for large creatures or vehicles to get through at all. There are no long lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness.

Jungle Floor Terrain: Clear. The jungle floor around the destination is generally even and clear, with few obstructions.

Present Natural Hazards:

- **Yellow Fever**. The area of the destination is prone to outbreaks of dengue fever, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d4 + 2 days. If untreated, those affected develop flu-like symptoms, and a severe rash. Roll a 1d6. On a 2-6, the victim recovers in as many days. On a 1, the fever develops into its most severe state; victims experience shock, internal bleeding, and possibly death.
- **Poisonous Plant (Poison).** The area of the destination is full of plants that can make those that ingest them seriously unwell, causing symptoms such as convulsions, abdominal cramps, nausea and, ultimately death, if an antitoxin or other remedy is not found quickly.
- **Malaria**. The area of the destination is prone to outbreaks of malaria, due to the high number of disease-carrying mosquitoes (or other flying, blood-sucking insects). If bitten by one, the disease presents in 1d6 + 9 days. Those affected develop a fever, exhaustion, and other flu-like symptoms and, if left untreated, yellowed skin, seizures, coma, or death.
- **Egg-Laying Insects**. The area of the destination is full of insects. These creatures lay eggs under the skin of hosts that they bite, sting or touch, or those that ingest them. After 1d4 hours, the host develops painful welts where the eggs were laid. After an additional 2d10 + 4 hours, movement can be felt. After an additional 1d4 hours, the eggs hatch, break the skin, and emerge, often leaving the area raw and/or infected. The creatures are.water-borne.

Recent Weather: Mild. The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Local Fauna:

- Giant frog
- Constrictor snake

Danger

Event Type: Destruction. A person, group or entities destroying (or about to destroy) the destination.

Participants: Bandits. A group of criminals, usually involved in violent crime.

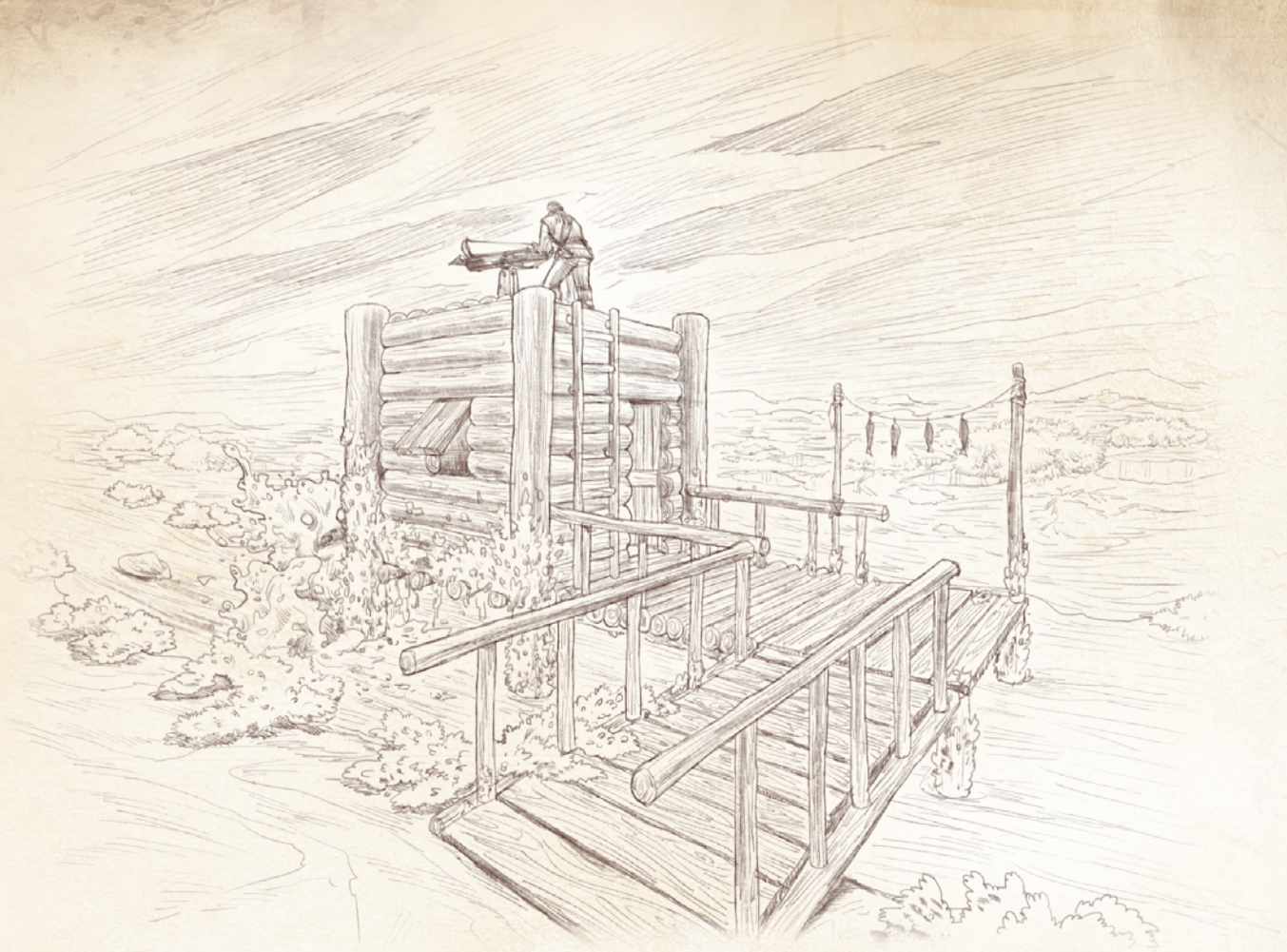
Event Tense: Future. The event has not happened yet, but is going to happen soon.

Preparedness: Prepared. Those involved are prepared, and have put the proper measures in place. If their plans are executed properly, success is a reasonable expectation.

Key Individual: Irritable. This individual is on edge, and is proving impatient. They may be prone to outbursts or making rash decisions, and they don't deal well with interruptions or inconveniences.

Response Type: Reinforcements. The individual or leader responds with a signal calling for help, or has someone observe the situation, ready to intervene. When the signal is given, more support shows up.

Kul Khalango



Tower of Tommas

By Adam Power

In what was once a quaint hillside now sits a little, old structure known as the Tower of Tommas. Hardly more than a 10 foot box on submerged, seaweed-smothered stilts, the tower stands sentinel against any hapless intruder. It is surrounded by a host of water elementals, and affixed to the top is a deadly ballista, manned by the tower's creator.

Once upon a time, a siege engineer received news that his wife was about to give birth to a son. The man impatiently waited for the birth and, to occupy his time, he built a little tower for the boy to play in. The father poured his heart and soul into the construction, transforming what might have been a simple playhouse into something worthy of professional defense, though scaled down small enough for a child to operate.

Eventually the young boy, whose parents called him Tommas, was born. As soon as he could walk, the boy made the tower his special place. His parents loved to watch his brilliant, young imagination at work as he played out siege defenses, daring rescues, and inspirational speeches to the nearby birds and squirrels.

Then the dam broke. A massive wave of water rushed through the carved valley and made its way to the little tower. Tommas shouted for his papa, who shouted back to his son but, in moments, the water swept the boy away and, with him, his father's joy. As the newly formed river settled, it began to divide into pieces, and the engineer was dismayed to see elementals emerging from the water and prowling the shore.

It is said that the boy's mother left, and that the engineer went mad. Using his skills, and angry at the world, he built a mighty ballista and launched its great bolts at the wandering elementals. Stricken with loneliness and grief, he views anything that moves as a threat. His days are now spent on that tower, standing ever-watchful to make up for the one moment he did not.

Suggestions:

- Are the water elementals in fact responsible for breaking the dam? What consequences might this have, or have had, further down the valley?
- Has the engineer harmed any of the locals with his ballista? What is their opinion of him and the tower?
- Perhaps Tommas did not perish, after all. The little boy might seek an adventuring party to return him to the tower and his family, and thus mend their broken hearts.

Prelude

Theme: Loneliness. The desire for companionship, friendship, or simply interaction - or the effects of madness brought on by spending too long alone.

Previous Presence: Nothing/Unsettled Nature. The area had nothing built on it prior to the destination.

Destination Type: Watchtower. A standalone location, intended to give a high vantage point, typically used for various defensive purposes.

Destination

Watchtower type: Signal - Auditory. The watchtower's primary purpose is to be a location from which to keep a lookout and then sound audible signals such as horns, drums, bells, or verbal shouts. These sounds, when heard by another entity, convey a message, or a call to action.

Height: Between 10 and 20 feet.

Top floor size: 10-by-10 feet.

Construction: Standalone Platform. The watchtower is built as a single platform or room at the top of tall, exposed legs and support beams. Access to the platform may be via a ladder, stairs, or other means.

Condition: Poor. The watchtower is in a state of disrepair. Many elements are falling apart - wood may be rotting, stone may be coming loose, etc. It does not seem like it will imminently collapse, but it certainly has significant shortcomings and vulnerabilities.

Current Effectiveness: Effective. The tower usually works as it should. Those in the tower usually perform their duties and purpose relatively well, but perhaps not as promptly, efficiently or something as might be ideal. Obstructed line of sight may, at times, hamper effectiveness.

Watchtower Control: New (Peaceful). Non-original inhabitants control the watchtower, after obtaining it peacefully. This typically means that either the watchtower was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Watchtower Discipline: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Watchtower Environment: Ordered. The inhabitants have visible structure or purpose. Roles or jobs are in evidence, and most individuals seem to have a grasp on their duties. Evidence of routines or schedules can be seen.

Watchtower Danger: Environmental Danger: Intelligent Monster

Environment

Aquatic Position: Above the Water [Floating]. The destination is held above the water's surface via a physical structure.

Aquatic Body: Sea. The destination is located in, on, or above deep water that is within sight of land, but not immediately adjacent to it. This area is where one might find underwater sub-biomes such as coral reefs or kelp forests.

Plant Density: Dense. Seaweed, kelp, or other aquatic vegetation grows thickly near and around the destination. If the destination is underwater, the plants obscure it when viewed at the same depth. The shifting plants allow for short lines of sight, but these are only possible from specific angles. Longer lines of sight are not possible. Glimpsing the destination from a short distance above is possible, but unlikely from a greater distance.

Water Clarity: Cloudy. The water has a high amount of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water quite cloudy. If a creature is normally able to open its eyes underwater to look around and see well, obscures anything within a short distance, and completely hides anything beyond that, unless the creature is native to this environment.

Support: Reasonably Stable. The supports are generally stable, though there may be mild underlying weaknesses or vulnerabilities. These are likely not wide-spread or obvious, and would only be apparent to those knowledgeable enough to spot them.

Notable Features: Boat. A boat, such as a row-boat, canoe, or other craft which would require a crew of no more than two people has been reduced to splintered driftwood and boat fragments nearby.

Recent Weather: Mild Storm. Windy. There has been a fair wind recently, enough to rock floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance.**Rain.** Surfaces are slippery, so it is necessary to move at a slower walking speed. The water level accumulated in vessels is not significant enough to cause an issue or emergency bailing situation. This level of rain can be held back by using sand bags or other conventional means of keeping water out of a location.

Current Weather: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Danger (Intelligent Monster): Water Elemental

Danger

Creature State: Displaced. The creature is, unintentionally, not where it would typically be, such as far from home, separated from its pack, or outside of its territory. This could be because of others settling in the creature's habitat, bad weather, or any other external factor.

Kinship Similarity: Identical. This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.

Creature Size: Healthy. The creature is the typical size for its age and species.

Harmed Locals: Accidental. Some locals have been harmed by the creature(s), but not intentionally. Reroll on this table, using a d6, to find out who.

Local Mindset: Unsure. Locals don't know what to do about the creature; it is a lingering problem or fear for them.

Creature Schedule: Erratic. The creature's activity has no discernable schedule or pattern, or seems to act randomly.

Environmental Impact: Heavy. The creature has had a heavy impact on the environment; perhaps a certain prey animal or plant species has disappeared, or there may be visible, superficial markings or damage all around, or significant damage in many places.

Tower of Tommas

Wavehammer Tower

By Ralph Stickley

Peace between the peoples of land and sea had always been tenuous along this stretch of coast. After a particularly vicious raid from a tribe of merfolk, land-dwellers counterattacked, naming the series of skirmishes and counter skirmishes a war only after they had claimed victory over the shattered merfolk tribe. In a final insult, the reef where the merfolk had stationed and trained their young warriors was carved into blocks to build a tower, marking the new boundary of their territory. The tower itself is little more than a single, very tall and narrow covered room, with an accessible roof. The interior contains a heavy, metal weight which, when winched up and released, falls to strike a metal plate on the seafloor. This sends painfully loud shockwaves through the water, audible at a great distance, and unbearably painful close by. If a merfolk could hear the hammer, the land-dwellers said, they were too close to land.

In the years since, the tower remained a local curiosity. The hammer would be sounded when local dignitaries came to visit and the like, but its military importance fell by the wayside. Eventually, in an effort to raise funds, the local council elected to sell Wavehammer Tower to a fishing company for use as an off-shore staging platform. Few took notice of this development.

The fishers were a slovenly lot; more interested in the tower's off-shore location, a decent distance from the worst effects of the tides, they let the hammer mechanism go to disarray. A few months ago, the hammer fell for the last time, to the great shock of everyone in earshot, and is now silent.

The merfolk, despite the terms set out at the end of the war, have remained skirting the edge of the hammer's range, and foraying deeper into enemy territory during periods of silence. A scouting party investigated after the latest strike, and ascertained that the tower was no longer operational. The leader of the scouting party, a young firebrand called Nuaku, was raised on tales of the merfolk's former glory, and wants to take this opportunity to avenge her people. She has received little help or encouragement from the older merfolk, some of whom actually fought in the war, but she believes that a victory will snap the others out of their stupor and reawaken their fighting spirit.

Having spent the intervening months generally making life difficult for the fishers - herding away shoals, sabotaging nets, and the like - Nuaku is ready for a grander plan. A trading ship recently sank nearly, having run afoul of some concealed rocks. Nuaku and her followers have refloated the shattered vessel (after claiming the quality steel weapons it carried) in an attempt to draw out the inhabitants of the tower and claim it as their own. Once the tower is under their control, they plan to transform it into a false lighthouse to lure more ships onto the rocks. Whether there is a plan beyond causing misery to her hated foe, perhaps not even Nuaku knows.

Suggestions:

- An adventuring party might intervene on either side of the conflict. Those on Nuaku's side might attempt to talk her down from causing harm, and convince her to do something more symbolic, whereas those on the other side might attempt to repair the hammer to drive her forces away.

Prelude

Theme: Curse. A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.

Previous Presence: Training Grounds. The area was used to teach or tutor a certain discipline.

Continued Presence: Traces. What was here has been replaced by the destination, however there is still evidence, or small clues, pointing to what was once here.

Destination Type: Watchtower. A standalone location, intended to give a high vantage point, typically used for various defensive purposes.

Destination

Watchtower Type: Signal - Auditory. The watchtower's primary purpose is to be a location from which to keep a lookout and then sound audible signals such as horns, drums, bells, or verbal shouts. These sounds, when heard by another entity, convey a message, or a call to action.

Height: Between 100 and 200 feet.

Top Floor Size: 10-by-10 feet.

Construction: Standalone Structure. The watchtower is built as a standalone, enclosed structure, with walls that extend from ground level all the way to the top. It may have multiple floors inside, or it may be a single staircase or ladder that goes all the way to the top floor.

Condition: Good. The watchtower is stable. Its construction is holding together and basic elements, while perhaps showing standard wear and tear, remain functional. There are no serious structural vulnerabilities.

Current Effectiveness: Ineffective. Something fundamental to the watchtower's functionality is missing, or something is interfering. This could mean that supplies, such as equipment or fuel, are lacking, that line of sight to key locations is somehow being obstructed, or that those manning and operating the tower have been doing so incorrectly or inefficiently.

Watchtower Control: New (Peaceful). Non-original inhabitants control the watchtower, after obtaining it peacefully. This typically means that either the watchtower was surrendered to the current inhabitants, or it was abandoned and the current inhabitants moved in.

Watchtower Discipline: Undisciplined. The inhabitants only have the barest semblance of structure, routine, or purpose (if any). They seem mainly governed by their own whims, or perhaps those of their leader, or the most powerful individual amongst them.

Watchtower Environment: Aquatic

Watchtower Danger: Environmental Danger: Intelligent Monster.

Environment

Aquatic Position: On the Water [Secure]. The destination is on the water's surface, but secured in place. What holds the destination there is a physical structure.

Aquatic Body: Sea. The destination is located in, on, or above deep water that is within sight of land, but not immediately adjacent to it. This area is where one might find underwater sub-biomes such as coral reefs or kelp forests.

Plant Density: Tight. Seaweed, kelp, or other aquatic vegetation grow extremely thick near and around the destination, densely enough to obscure it entirely when viewed at the same depth. The shifting plants completely obscure line of sight, so the destination is completely blocked from view. From above, it is very difficult to glimpse the destination, even from a very short distance away.

Water Clarity: Hazy. The water has some sort of material floating in it (sand, minerals, fine plant matter, etc.), which makes the water somewhat hazy. If a creature is normally able to open its eyes underwater to look around and see well, the water obscures anything beyond a short distance, unless the creature is native to this environment.

Destination Support Condition: Solid. The supports are completely solid and intact, with no apparent weaknesses or vulnerabilities, apart from those that naturally occur in the material or magic used.

Notable Features: Large Ship. A ship, large enough to require a full crew is abandoned, drifting near the destination.

Recent Weather - Surface: Gale Force Winds. There has been a strong wind recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

Current Weather - Surface: Mild. The current weather is seasonably normal; any recent precipitation or rough weather has let up.

Environmental Danger (Intelligent Monster): Merfolk

Danger

Monster Motive: Change. The monster wants to make this place into something else.

Motive Success: Wary. The monster has encountered some difficulty or resistance in achieving their goal, and may be on edge because of it.

Kinship Similarity: Offbeat. This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.

Monster Age: Young. The monster is not fully grown, but is approaching maturity.

Monster Size: Healthy. The monster is the typical size for its age and species.

Local Awareness: Aware. The locals know of the monster, including some basic details and the degree of danger it poses.

Local Reaction: Understood. The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.

Local Coexistence: Beneficial. The monster's presence has benefited the locals or the environment in some way.

Wavehammer Tower

Appendix A: Deciphering Your Destination

Creating a dangerous destination can be like a puzzle. You have a bunch of pieces in front of you, but you're not quite sure how to fit them all together. This short guide will help you start placing a few of those pieces, to get an idea of the overall picture.

When you try to puzzle out your destination, not every roll result needs to be accounted for. Each section (prelude, destination, environment, and danger) will usually have one or two elements which stand out to you and strike you as more important, and central to the premise of your destination as a whole, than the others. Your results give you building blocks to play with, which you can put together in any configuration. Don't feel obligated to account for all of them, or to give them equal weight. Decide which building blocks are the keystones of your destination, and either leave the rest, or use them as ornamentation and/or minor details.

Below is an example of how you *could* decipher your destination results though, of course, in the end, it is all down to you.

Step 1: Establish Your Basics

1. Core: What is your destination type, environment, and danger?
   - Destination: [*example: Crypt*]
   - Environment: [*example: Underground*]
   - Danger: [*example: Humanoids*]
2. From your roll results for the 3 main sections (destination, environment, and danger), you might like to choose 1 roll result from each that you found particularly interesting or striking:
   - Destination: [*example: Typical interment method is mummification*]
   - Environment: [*example: Has dimly glowing, extremely nutritious, black mushrooms*]
   - Danger: [*example: A group of dangerous scientists is here*]
3. Connect those three things with a statement:
   - [*Example: Some dangerous scientists have ventured to this underground crypt to investigate strange mushrooms, which have been growing on mummified bodies buried within.*]

Step 2: Add Extra Detail

1. From your roll results for the 3 main sections (destination, environment, and danger), choose 1 more result from each that you found particularly interesting:
   - Destination: [*example: Nearby*]
   - Environment: [*example: Surface adjacent*]
   - Danger: [*example: Leader is an accomplished scout*]
2. Connect and integrate those 3 things to your statement from Step 1:
   - [*Example: There have been reports of strange mushrooms growing within the crypt near the settlement. A local scientist, also an accomplished scout, has led their team to this crypt to investigate reports of strange mushrooms with healing properties. To the leader's amazement, the mushrooms appear to be growing from the mummified bodies.*]

Step 3: Introduce Complications

The statement you have written should begin to point you in a clear direction, and give you a good starting point to work from. Now, look at your other roll results and think about how they can be connected to that statement. As previously mentioned, do not feel obligated to use all of them.

Perhaps ask some questions of yourself to help you along:

- Why is the **danger** dangerous?
  [Example: The scientists are dangerous because, by tampering with these mushrooms, they risk disturbing the dead. Despite the risk, the team is committed, and will fight off anyone who tries to interrupt their work.]
- Why hasn't the **danger** been dealt with?
  [*Example: Someone who came to the crypt on a pilgrimage* (an example theme from the **Prelude** section) *to pay their respects to the entombed recently encountered the scientists. When they protested, the scientists attacked them, ran them out of the crypt, and barred the stone entryway from further visitors.]*
- What is the general situation at the destination right now?
  [*Example: The scientists have barricaded themselves within the crypt, so no one really knows the current extent of their work.*]
- How would a party of adventurers become involved with the situation, or how are they already connected to it?
  [*Example: When the party reaches the settlement, they discover that there is an abundance of people who have arrived on their pilgrimage to pay respects at the crypt, but have not been able to enter to do so. The people need help dealing with the situation.*]

- Why should adventurers care?
  [*Example: There is the potential that, if the dead are disturbed, dire consequences could follow, such as an undead scourge or curse. The party is also told that, if they help, they will receive a holy blessing, which carries with it some mystical power.*]
- Why hasn't the **danger** been dealt with yet?
  [*Example: Others have already entered, in an attempt to remove the scientists, but none have returned.*]
- What is the **danger** trying to achieve or, alternatively, how does the **danger** develop, if left unchecked?
  [*Example: Residents of the settlement are aware that the scientists are trying to ascertain the nature of the mushrooms. What they don't yet know is that the scientists are also trying to steal a certain artifact from within the crypt.*]
- What is challenging or complicating the **danger** currently?
  [*Example: The scientists have been at this for days, and supplies are running low. Some of them are losing patience, and are also getting hungry. They have begun to question their leader's instincts, but the leader has grown defensive, which has led to fractured loyalties.*]

Step 4: Finalize, and Prep for Adventure

At this point, you should have a solid understanding of the scenario, and it should be clear to you what you'll need in order to prepare a game session based around it. There may be additional elements that you may wish to prepare before an adventuring party encounters your dangerous destination, such as:

- Combat Stats
  [*Example: The scenario in this appendix would likely require stats for the scientists, various undead creatures (or those that might be found in proximity to them), and perhaps mummies (if the idea is to have one or more mummies wake up).]*
- NPC Info
  [*Example: The leader of the scientists, and possibly a lieutenant or lead assistant of theirs, would probably need names and an established relationship. Information about other NPCs in the settlement, such as potential quest-givers, would be appropriate too.]*
- Plans for Traps
  [*Example: Not all dangerous destinations will or should have traps but, given that these are clever scientists who don't want to be ousted, they may well have set traps. If so, these should be prepared.*]
- Rewards
  [*Example: Those in the settlement may offer basic valuables or a reward of gold pieces. If a priest or other member of clergy has offered a blessing as reward, figure out what the blessing does. Other examples of compensation could include magic items, access to privileged information, or simple gratitude.*]

This is also a good time to do a final writeup, if you would like to, some of which may double as read-aloud text for running your scenario.

Example:

Folks mill around in the streets of the settlement, seeming somewhat aimless and out of place. Many of them appear to be wearing traveling clothes, others are in garments of mourning. Their expressions are weary and worried.

One individual approaches, wearing the humble vestments of the local clergy. They greet the adventurers, asking if they too are on a pilgrimage. The priest can respond to any confusion with details on how many of the people they see before them recently arrived as pilgrims, to pay respects to the entombed within the nearby crypt, but have been unable to do so.

The adventurers are asked if they would be willing to help oust some squatting scientists, and to ensure that the entombed dead remain so, and at peace, so that visitation can occur once again, without issue.

The entrance to the crypt is a great slab of hewn stone, cunningly fit into a larger, natural stone edifice, just outside the settlement. The adventurers are instructed on how to open it, though are cautioned that the scientists may have set traps inside. The door is barred on the inside, so requires aid, magic, or even explosives (though destroying the door would be viewed as an absolute last resort). Once inside, the adventurers find themselves in natural tunnels, supported by aging reinforcements. The niches dug into the walls of the crypt are filled, one and all, with corpses, wrapped in layer upon layer of aged cloth, treated for burial. The smell of ointments, spices and perfumes suffuse the stagnant air in a sickly-sweet miasma that makes breathing quite unpleasant.

As the adventurers make their way through the crypt, they encounter several tripwire-triggered chemical traps, such as a noxious fog, a burst of flame, and even a spore-carried hallucinogen, which they must avoid or disarm, lest they draw out the scientists. No dead are awakened. If a trap is triggered, two scientists investigate. If any adventurers are present and alive when the scientists arrive, they flee back to the crypt's private chamber to warn the rest, who then go on the offensive. The scientists use the tunnels to their advantage, attempting to flank the adventurers, or use guerilla tactics.

The private chamber, where the scientists have set up their operation, is located at the rear of the crypt. The bodies outside this private chamber all appear normal, but those inside have sprouted a dense covering of dimly glowing, black mushrooms. Within, the lead scientist is studying two books, one on ancient, local lore, the other a field guide to mushrooms.

The lead scientist is working to determine how these mushrooms grew here, and how to grow them elsewhere, without the need for a supply of corpses for them to grow on. If the adventurers interrupt the work of the scientists, they slip up, make a crucial mistake, and the mummy they are working on awakens. If not dealt with swiftly, the mummy attacks, and potentially awakens others.

If the scientists are routed, captured, killed, or otherwise removed from the crypt, and the entombed dead remain at , or are put to, rest, the adventurers are considered successful. If any scientists remain, or reanimated dead roam the crypt, either or both predicaments must be resolved before the locals will accept that it is safe once more, and reward the party as promised.]

Appendix B: Planar Creature Tables

If you rolled 'Environmental Danger: Beast/Unintelligent Monster/Intelligent Monster' for your **danger**, and would like it to originate from another plane (for example, because your destination is in an extra-planar **environment**), the tables in this appendix will help you select an appropriate creature.

Planar Origin

Roll on this table to randomly determine what plane a monster is from.

d12	Plane
1	Reroll
2	Air
3	Earth
4	Fire
5	Water
6	Shadow
7	Fey
8	Dream
9	The Hells
10	The Heavens
11	Chaos
12	Order

Plane of Air

d12	Monsters of the Plane of Air
1-5	Air elemental
6-7	Roc
8-9	Mephit
10-11	Giant [Roll 1d8]: 1-2: Frost giant 3-6: Cloud giant 7-8: Storm giant
12	Djinni

Plane of Earth

d20	Monsters of the Plane of Earth
1-5	Earth elemental
6-9	Boulder man
10-11	Bulette
12-13	Giant [Roll 1d6]: 1-2: Hill giant 3-6: Stone giant
14	Ankheg
15	Gargoyle
16	Golem [Roll 1d6]: 1-4: Clay golem 5-6: Stone golem
17	Gorgon
18	Mephit
19	Ooze [Roll 1d8]: 1-3: Gray ooze 4-5: Ochre jelly 6-7: Gelatinous cube 8: Black pudding
20	Xorn

Plane of Fire

d20	Monsters of the Plane of Fire
1-5	Fire elemental
6-9	Azer
10-12	Giant [Roll 1d6]: 1-2: Stone giant 3-6: Fire giant
13-14	Efreeti
15-16	Magmin
17	Iron golem
18	Gorgon
19	Mephit
20	Salamander

Plane of Water

d20	Monsters of the Plane of Water
1-5	Water elemental
6-8	Merfolk
9-11	Merrow
12-14	Chuul
15	Mephit [Roll 1d6]: 1-2: Steam mephit 3-4: Mud mephit 5-6: Ice mephit
16	Aboleth
17	Hydra
18	Storm giant
19	Dragon turtle
20	Kraken

Plane of Shadow

d20	Monsters of the Plane of Shadow
1-3	Mindless undead [Roll 1d6]: 1-3: Skeleton 4-6: Zombie
4-7	Spirit [Roll 1d10]: 1-4: Shadow 5-7: Specter 8-9: Ghost 10: Wraith
8	Cloaker
9	Darkmantle
10	Drider
11	Ettercap
12	Corporeal undead [Roll 1d6]: 1-3: Ghoul 4-5: Ghast 6: Wight
13	Gibbering mouther
14	Invisible stalker
15	Lich
16	Mimic
17	Spirit naga
18	Otyugh
19	Vampire [Roll 1d6]: 1-5: Vampire spawn 4-6: Vampire
20	Revenant

The Fey Realm

d20	Monsters of The Fey
1-4	Pixie
5-7	Sprite
8-9	Satyr
10	Dryad
11	Centaur
12	Troll
13	Shambling mound
14	Awakened twigs
15	Awakened needles
16	Awakened vines
17	Treant
18	Cockatrice
19	Hill giant
20	Pseudodragon

Plane of Dreams

d20	Monsters of the Plane of Dreams
1-6	Animated object [Roll 1d8]: 1-4: Animated object 5-6: Flying sword 7: Animated armor 8: Rug of smothering
7-11	Spirit [Roll 1d10]: 1-4: Shadow 5-7: Specter 8-9: Ghost 10: Wraith
12	Doppelganger
13	Gibbering mouther
14	Mimic
15	Spirit naga
16	Pseudodragon
17	Pegasus
18	Unicorn
19	Rakshasa
20	Aboleth

The Hells

d20	Monsters of The Hells
1-2	Cockatrice
3-4	Hell hound
6-7	Nightmare
8	Incubus/succubus [Roll 1d6]: 1-3: Succubus 4-6: Incubus
9-12	Demon (minor) [Roll 1d6]: 1-3: Dretch 4-6: Quasit
12-13	Demon (moderate) [Roll 1d6]: 1-3: Vrock 4-5: Hezrou 6: Glabrezu
14	Demon (major) [Roll 1d6]: 1-3: Nalfeshnee 4-5: Marilith 6: Balor
15-17	Devil (minor) [Roll 1d6]: 1-3: Lemure 4-5: Imp 6: Bearded devil
18-19	Devil (moderate) [Roll 1d10]: 1-4: Barbed devil 5-7: Chain devil 8-9: Bone devil 10: Horned devil
20	Devil (major) [Roll 1d6]: 1-3: Erinyes 4-5: Ice devil 6: Pit fiend

The Heavens

d10	Monsters of The Heavens
1-2	Pegasus
3	Couatl
4	Unicorn
5-7	Deva
8-9	Planetar
10	Solar

Plane of Chaos

d20	Monsters of the Plane of Chaos
1	Reroll
2	Chimera
3	Cockatrice
4	Doppelganger
5	Gibbering mouther
6	Mimic
7	Efreeti
8	Elemental [Roll 1d4]: 1: Air elemental 2: Earth elemental 3: Fire elemental 4: Water elemental
9	Giant [Roll 1d6]: 1: Hill giant 2: Stone giant 3: Fire giant 4: Frost giant 5: Cloud giant 6: Storm giant
10	Chaos toad

Plane of Order

d20	Monsters of the Plane of Order
1-2	Reroll
3-4	Manticore
5-6	Shield guardian
7-8	Sphinx [Roll 1d6]: 1-3: Androsphinx 4-6: Gynosphinx
9-10	Clockwork-folk

Appendix C: Useful Tables

This appendix is filled with various miscellaneous, general-use tables that can be applied to all kinds of different situations.

Physical

The following tables can be used to determine various physical attributes.

Energy Levels

d10	Energy Level
1	Unconscious/Asleep
2	Exhausted
3	Lethargic
4	Tired
5	Slow
6	Awake
7	Wide Awake
8	Energetic
9	Hyperactive
10	Manic

Facial Hair Styles

d20	Facial Hair Style
1	Small Moustache (Pencil, Toothbrush)
2	Curled Moustache (Imperial/Handlebar)
3	Horseshoe Moustache
4	Walrus Moustache
5	Fu Manchu Moustache
6	Extended Moustache (Hungarian/Zapata)
7	Patch Goatee (Goat/Soul)
8	Detached Goatee (Anchor/Balbo/Van Dyke/Zappa)
9	Connected Goatee (Circle Beard)
10	Stubble
11	Mutton Chops (Friendly/Hulihee/Sidewhiskers)
12	Curtain (Chinstrap/Chin Curtain/Shenandoah)
13	Sideburns (Half/Jaw)
14	Pointed Beard (Ducktail)
15	Split Beard (Forkbeard)
16	Short Beard (Verdi)
17	Mid Beard (Garibaldi)
18	Long Beard (Full Beard/)
19	Long Beard, Partial Braided
20	Long Beard, Full Braided

Hair Styles

d20	Hair Style
1	Afro
2	Asymmetric (Long and Short Sides/Mullet)
3	Bald, Total
4	Bald, Partial (Tonsure/Queue)
5	Bun (Back/Sides)
6	Braid (Single/Multiple)
7	Cornrows
8	Curls (Tight/Loose)
9	Dreadlocks
10	Hawk (Single/Double/Triple)
11	Pixie
12	Rounded (Bowl/Caesar)
13	Shaggy
14	Slicked
15	Straight (Mid/Long)
16	Tail (Ponytail/Pigtails)
17	Topknot
18	Up-Do (Modest/Elaborate)
19	Very Short (Butch/Crew/Flattop)
20	Waves

Physical Features

d10	Physical Feature
1	Face
2	Nose
3	Eye
4	Mouth (Roll 1d6: 1-2: Lips; 3-4: Teeth; 5-6: Tongue)
5	Teeth (Roll 1d6: 1-2: One; 3-4: Some; 5-6: All)
6	Neck (Roll 1d6: 1-2: Ear; 3-4: Jaw; 5-6: Throat)
7	Arm (Shoulder, Elbow, Wrist, Hand, Thumb, Finger)
8	Torso (Roll 1d6: 1-2: Chest; 3-4: Stomach; 5-6: Waist)
9	Groin
10	Leg (Roll 1d6: 1: Hip; 2: Thigh; 3: Knee; 4: Ankle; 5: Foot; 6: Toe)

Physical Conditions

d12	Physical Condition
1	**Dead.** (or <1 min until death).
2	**Critical.** Lost Limb(s), multiple shattered bones, massive laceration(s), internal injuries, coma, unconscious, or terminal illness (final stages).
3	**Severe.** Lost limb, major cuts, shattered bone or multiple broken bones, one internal injury, terminal illness (early stages).
4	**Moderate.** Unusable limb, broken bone, bad sprains or bruises, one non lethal internal injury, moderate cuts, or minor internal injuries, non lethal illness lasting <1 month.
5	**Minor.** Limb in pain, bad sprain or bruise, multiple minor sprains or bruises, moderate cut or multiple minor cuts, nonlethal illness lasting <1 week, severe malnourishment, very sickly.
6	**Mild.** Minor sprain or bruise, minor cut, nonlethal illness lasting <24 hours, malnourishment, sickly.
7	**Functional.** Nothing wrong, but nothing exceptional.
8-9	**Healthy.** Gets ill rarely, decently nourished, fair physical state.
10	**Robust.** Gets ill very rarely, well-nourished, physically remarkable in one way.
11	**Specimen.** Hardly ever gets ill, physically remarkable in a few ways, physically exceptional in one way.
12	**Paragon.** Practically never gets ill, physically exceptional in most of all ways.

Physical Injuries

d12	Physical Injury
1	Cut
2	Gash
3	Laceration
4	Amputation
5	Hairline Fracture
6	Fracture
7	Break
8	Compound Fracture
9	Puncture Wound
10	Stab Wound
11	Impalement
12	Pin

Personality

The following tables can be used to determine various aspects of someone's personality.

Fears

d20	Fear
1	Being Alone
2	Blood
3	Bugs (Specific or All)
4	Canines (Specific or All)
5	Commitment
6	Confined Spaces
7	Crowds
8	Darkness
9	Dead Things
10	Disease
11	Doctors
12	Failure
13	Felines (Specific or All)
14	Heights
15	Magic
16	Pain
17	Rodents (Specific or All)
18	Touch
19	Storms
20	Water

Hobbies

d20	Hobbies
1	Art, Drawing/Painting
2	Art, Sculpting
3	Brewing
4	Card Games
5	Competitive Sport
6	Cooking
7	Fishing
8	Gambling
9	Hunting
10	Knitting
11	Nature Study
12	Performance Watching
13	Performing
14	Physical Competition
15	Reading Fiction
16	Reading Non-Fiction
17	Scrapbooking/Cataloging
18	Strategic Board Games
19	Thrill-Seeking
20	Travel

Personality Traits

d20	Personality Traits
1	Angry
2	Arrogant
3	Boisterous
4	Cheerful
5	Confident
6	Distracted
7	Energetic
8	Exhausted
9	Frightened
10	Glum
11	Heartbroken
12	Hyper-focused
13	Irritable
14	Manic
15	Mellow
16	Methodical
17	Nervous
18	Posturing
19	Secretive/Cagey
20	Shy

Points of Pride

d20	Point of Pride
1	Bloodline
2	Charity
3	Connection(s)
4	Creation (ex: made something)
5	Dominance
6	Education
7	Family
8	Intelligence
9	Location (eg: hometown)
10	Mercy
11	Notoriety
12	Ownership (eg: business or item)
13	Prowess
14	Sacrifice
15	Structure (eg: fancy home)
16	Taste, Food
17	Taste, Style
18	Travel
19	Trophies
20	Wealth

Points of Regret

d20	Point of Regret
1	Hurt someone emotionally
2	Hurt someone physically
3	Lost an important thing
4	Betrayed own principles
5	Betrayed beloved
6	Neglected something important
7	Weakness for a certain thing
8	Weakness for certain people
9	Passed on a great opportunity
10	Got important choice wrong
11	Took the easy route
12	Was too stubborn
13	Gave up too easily
14	Made an incorrect assumption
15	Believed an obvious lie
16	Trusted someone untrustworthy
17	Tried something inadvisable
18	Got involved with bad people
19	Disappointed parents
20	Did what parents wanted

Quirks

d20	Quirk
1	Absentminded
2	Constantly snacking or drinking
3	Constantly itchy
4	Difficulty speaking quietly
5	Easily distracted
6	Insists on spit-shake for agreements
7	Mispronounces names
8	Must prepare own food/drink
9	One-track mind
10	Overly friendly
11	Perpetual hiccups
12	Pounds things for emphasis
13	Shortens people's names
14	Speaks as if singing
15	Speaks quickly
16	Speaks slowly
17	Adopts the vocal mannerisms of those around them
18	Standoffish
19	Watery eyes
20	Whispers

Story Elements

The following tables can be used to determine various goals, pursuits, and connections which may impact the story.

Short-Term Goals

d20	Short Term Goal
1	Accomplish something sentimental
2	Acquire something needed right now or in the immediate future
3	Acquire something expensive
4	Complete a collection
5	Find someone
6	Complete something within a time limit
7	Create something
8	Destroy something
9	Get a job or contract, or fulfill one
10	Be rid of someone or something
11	Answer a question
12	Get to a certain place
13	Indulge a virtue or vice
14	Interfere with someone or something
15	Learn a certain skill
16	Move someone or something from one location to another
17	Present some kind of information
18	Speak to a certain individual or group
19	Stop something from happening
20	Win a game

Life Goals

d20	Life Goal
1	Children/family/marriage
2	Create artistic masterpiece
3	Discovery
4	Own a successful business
5	Fame, local or widespread
6	Find a specific item
7	Freedom, personal or other
8	Glorious death
9	Mastery of skill or pursuit
10	Power over others
11	Complete control of self
12	Subject of legend/song
13	Rulership
14	Sainthood
15	Societal reform
16	Title
17	Travel
18	Vanquish beast/foe/enemies
19	Acquire immense wealth
20	Write an important book

Retirement Conditions

Note: A retirement condition can be used to decide when an adventurer might deem it prudent or satisfying to put their career to rest.

d20	Retirement Condition
1	Earn a certain rank or title
2	Instigate social reform
3	Achieve a personal or social goal
4	Acquire home/land/property
5	Bring someone or something to a specific location
6	Conquer or extinguish a particular group or entity
7	Create something
8	Defeat great rival
9	Destroy a thing or place
10	Establish a company or guild
11	Establish a location
12	Find or train a successor
13	Be defeated by a worthy opponent
14	Answer a much-pondered question
15	Make enough money
16	Prove something
17	Reach a certain age
18	Reach the pinnacle of craft or profession
19	Reconcile a debt
20	Find true love

Connections to Party Member

Note: Even if a party member is connected to a person, place, thing, event, etc., they may not be aware of their connection (or, at least, the extent of it).

d8	Connection to Party Member
1	**Disconnected.** No one in the party is connected to whatever is in question, but it will affect something a party member in some significant way.
2	**Person.** Someone in the party (or someone the party knows) is connected.
3	**Place.** Someone in the party (or someone the party knows) is familiar with a related place.
4	**How.** Someone in the party (or someone the party knows) and/or a skill that they excel at, has affected the way something happened, the way something behaves, or the way something functions.
5	**Witness.** Someone in the party (or someone the party knows) experienced whatever is in question first hand.
6	**Close Call.** Someone in the party (or someone the party knows) realizes they would have been affected by, or involved in something, had they themselves (or someone they knew) been (or not been) in a certain location at a certain time.
7	**The Key.** Someone in the party (or someone the party knows) is very important to dealing with whatever is in question.
8	**Degree of Separation.** There is one degree of separation between the party and their closest connection to whatever is in question.

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