

ONE-ROLL TERRAIN FEATURE DETAILS

It can be difficult to add spice to your sixth mountain range; there are only so many ways to enliven a forest, a desert, or a pile of rocks before the creative springs run dry. As a supplementary tool, you can roll one die of each type and reference the tables below to add more detailing and character to a given terrain feature.

It's assumed that the terrain feature is meant to be a place of adventure and profit, so the table's results are canted towards dangerous, enigmatic places. It's assumed the bucolic breadbasket regions of your campaign aren't in need of particularly exciting features.

A suitably inaccessible region can end up becoming a "borderland" zone even in the heart of a developed kingdom. Bandit kings, monstrous hordes, and other grist for adventure can thus be placed almost anywhere.

d6 How Dangerous is the Feature?

- 1 Safer than usual for someplace like it
- 2 There's one notable kind of danger there
- 3 It's got some site-specific flavors of peril
- 4 It's unusually dangerous in several ways
- 5 It will quickly kill the unprepared or unwary
- 6 It's a death zone for all but the strongest

d8 What Use is the Feature?

- 1 A rare and precious resource is found there
- 2 Ancient sites and relics are common there
- 3 It's sacred land to a group or religion
- 4 Controlling it has military significance
- 5 It has substantial productive infrastructure
- 6 A major trade route goes through it
- 7 Uncontrolled, it's a nest of raiders and worse
- 8 A mighty Working is still functioning there

d10 What Kind of Event Last Happened There?

- 1 A significant battle was fought there
- 2 A mad prophet tried to start a faith there
- 3 A usurper and supporters fled into it
- 4 A resource strike drew numerous people
- 5 A major nest of bandits or raiders formed
- 6 A rich ancient ruin was discovered there
- 7 An uncanny plague erupted in the area
- 8 Some grim and terrible thing was awoken
- 9 A community of outcasts or marginals formed
- 10 A natural or uncanny disaster struck there

d4 How Populated is the Feature?

- 1 Almost unpopulated for something like it
- 2 Very few settlers or workers there
- 3 Average or more population density
- 4 A rush of people have gone there

d12 What Antagonists are Common There?

- 1 Violent secessionist rebels
- 2 Angry cultists of a local faith
- 3 Locals who resent interloping outsiders
- 4 A type of cunning, dangerous beast
- 5 Relic-creatures of ancient settlements
- 6 Elemental emanations of the disordered land
- 7 A hostile sentient monster civilization
- 8 Brutal envoys of the central government
- 9 Raiders and bandits driven into the area
- 10 Rapacious local lords and gang bosses
- 11 Remnants of a furious native population
- 12 Outsider remnants with a bitter grudge

d20 Optional Quirk of the Feature

- 1 It has significant magical structures in it
- 2 It has a place in the national origin legend
- 3 It is entirely man-made by ancient arts
- 4 Time and space sometimes slip there
- 5 The magical power there attracts wizards
- 6 It subtly changes those who live there
- 7 It's holy land to a particular faith
- 8 It was formerly a different kind of terrain
- 9 It has human-worked vistas of beauty
- 10 It was formerly an Outsider stronghold
- 11 A significant part of it is subterranean
- 12 It'd expand were it not for ancient wards
- 13 It was a nature preserve of a megastructure
- 14 It's maintained by an ancient artificial mind
- 15 Magic is somehow warped in its area
- 16 The flora and fauna are queasily "off"
- 17 The locals once populated it more heavily
- 18 Rulership of the feature is widely disputed
- 19 It's riddled with caves and delvings
- 20 A unique type of sentient lives there