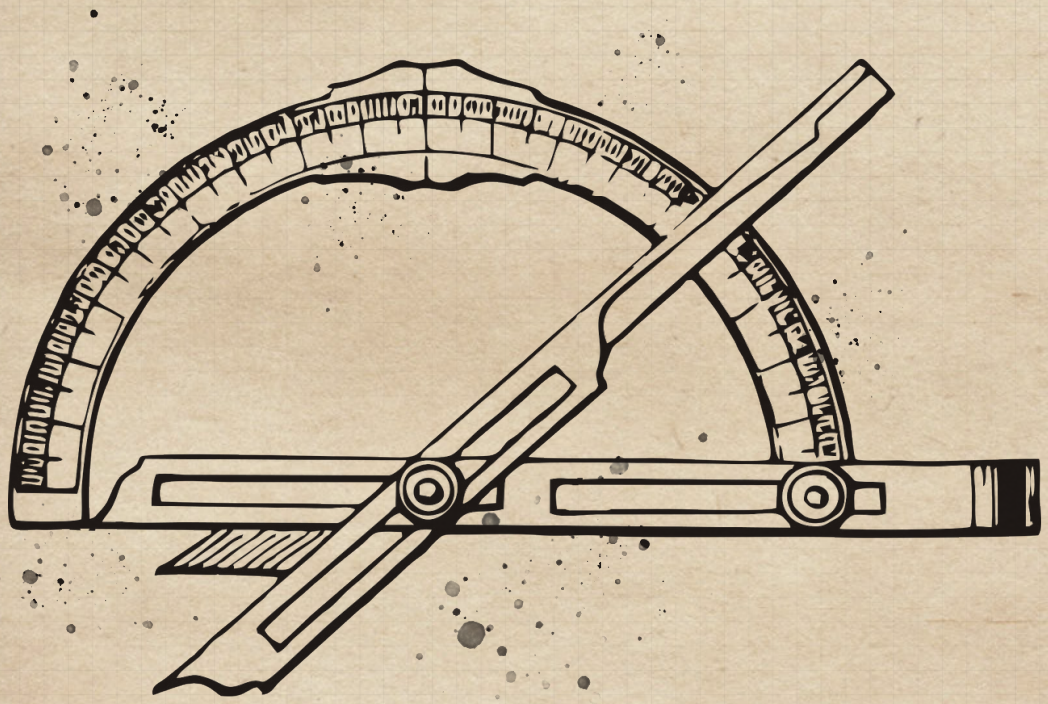
Realm Fables

World Generator: Volume Two



1	Fire rains from the skies every sixth dawn	11	Evergreen trees grow as tall as mountains here
2	Glowing grottos dot the verdant landscape	12	Desert wastes become flowered havens in spring
3	The sentient sands of the desert can talk	13	Unreachable temples sit within the mists
4	A swirl of stars and planets light the sky	14	Once a month a pantheon of gods visit this world
5	A brooding giant tears the world asunder	15	Whirlpools on the ocean lead to a city of the deep
6	The entire world is a seed, ready to sprout	16	A central mountain nation governs all the world
7	The moonlight here has healing properties	17	A perpetual jungle holds the secrets to immortality
8	Seasons only change when the people will it	18	Snowfall brings with it the ghosts of the dead
9	The crystal coastline shimmers with heat	19	This land was carved with the chisel of a titan
10	Sprawling cities of gold lie empty in the sun	20	Multicoloured planar fissures scar the land

SHIELDICE STUDIO.

Introduction

Realm Fables are source-books containing a collection of micro-settings, tables for random generation and much more for your favourite fantasy role playing games. Most content and tables within use bold, large fonts to make them easy to read on the fly while at the table, but the tools and texts in 'Realm Fables' work best when part of a meticulously preplanned adventure or campaign setting. The content is meant to spark the imagination of the Game Master and help them push through the creative blocks we all find ourselves struggling with from time to time. So mix it up! Chop up and change sections of the micro-settings, cherry-pick specific ideas from tables, use specific NPCs or dungeons and leave others for later, or simply play one of the full settings of 'Realm Fables' as they are laid out in the books. Use the collection of tables to generate your own settings, from towns to cities, NPCs and monsters, items and weapons, or roll against the tables on the fly whilst running your games. If the party of adventurers happen to take a turn you hadn't yet thought of or planned for, these tables can quickly get you out of a tight spot or a creative bind. However you choose to use the system neutral settings and tools of 'Realm Fables', good luck with the crafting of other worlds, and happy (or not so happy) adventuring to your players...

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Playing Cards
World Map Prompts

Using a standard deck of playing cards, this tool helps to create continents and their content quickly. Each card represents a different region of your world. Draw cards from your deck and place them down in island-like formations, then compare the cards drawn to the tables provided below to receive prompts to begin writing about the 'card regions'. Also, you can use the shapes of your card islands to give you a basic outline for the coasts of your newly formed fantasy world.

♥ HEARTS

Heart cards represent the heavily populated areas of your world. Kingdoms and seats of power, such as a stronghold or university.

2 ♥ - Nomadic Settlements
3 ♥ - Scattered Hovels
4 ♥ - Villages and Farmland
5 ♥ - Villages and Towns
6 ♥ - Developed Towns
7 ♥ - Noble Estates
8 ♥ - Castles
9 ♥ - City
10 ♥ - Sprawling City
Jack ♥ - University Region
Queen ♥ - Religious Region
King ♥ - Stronghold
Ace ♥ - Capital City

♠ SPADES

Spade cards represent famous sites throughout your world. Well-known battle grounds, places of worship and pilgrims' paths.

2 ♠ - Roads of the Pilgrims
3 ♠ - Many Towers
4 ♠ - Trade-ways and routes
5 ♠ - Merchants' Region
6 ♠ - Places of Worship
7 ♠ - Great Statues
8 ♠ - Bridges and Canals
9 ♠ - Crystalline Structures
10 ♠ - A Dead God's Land
Jack ♠ - Thieves' Markets
Queen ♠ - Military Camps
King ♠ - War-torn Region
Ace ♠ - Ancient Battleground

♦ DIAMONDS

Diamond cards represent ancient or magical places, regions filled with lost treasure and dark secrets.

2 ♦ - Magical Region
3 ♦ - Temple Ruins
4 ♦ - Volcanic Fissures
5 ♦ - Hidden Temples
6 ♦ - Abandoned Mines
7 ♦ - Vast Dungeons
8 ♦ - Monster's Domain
9 ♦ - Decayed Palaces
10 ♦ - Poisoned Land
Jack ♦ - Region of a God
Queen ♦ - Hidden Region
King ♦ - Cursed Region
Ace ♦ - Lost City

♣ CLUBS

Club cards represent the wilderness. Low populated areas of sprawling forests, deserts and lakes.

2 ♣ - Hills and Plains
3 ♣ - Woodland
4 ♣ - Forested Region
5 ♣ - Jungle
6 ♣ - Swampland
7 ♣ - Desert
8 ♣ - Tundra
9 ♣ - Icy Flats
10 ♣ - Mountains
Jack ♣ - Highland Region
Queen ♣ - Crystal Region
King ♣ - Fungal Region
Ace ♣ - Fathomless Gorge

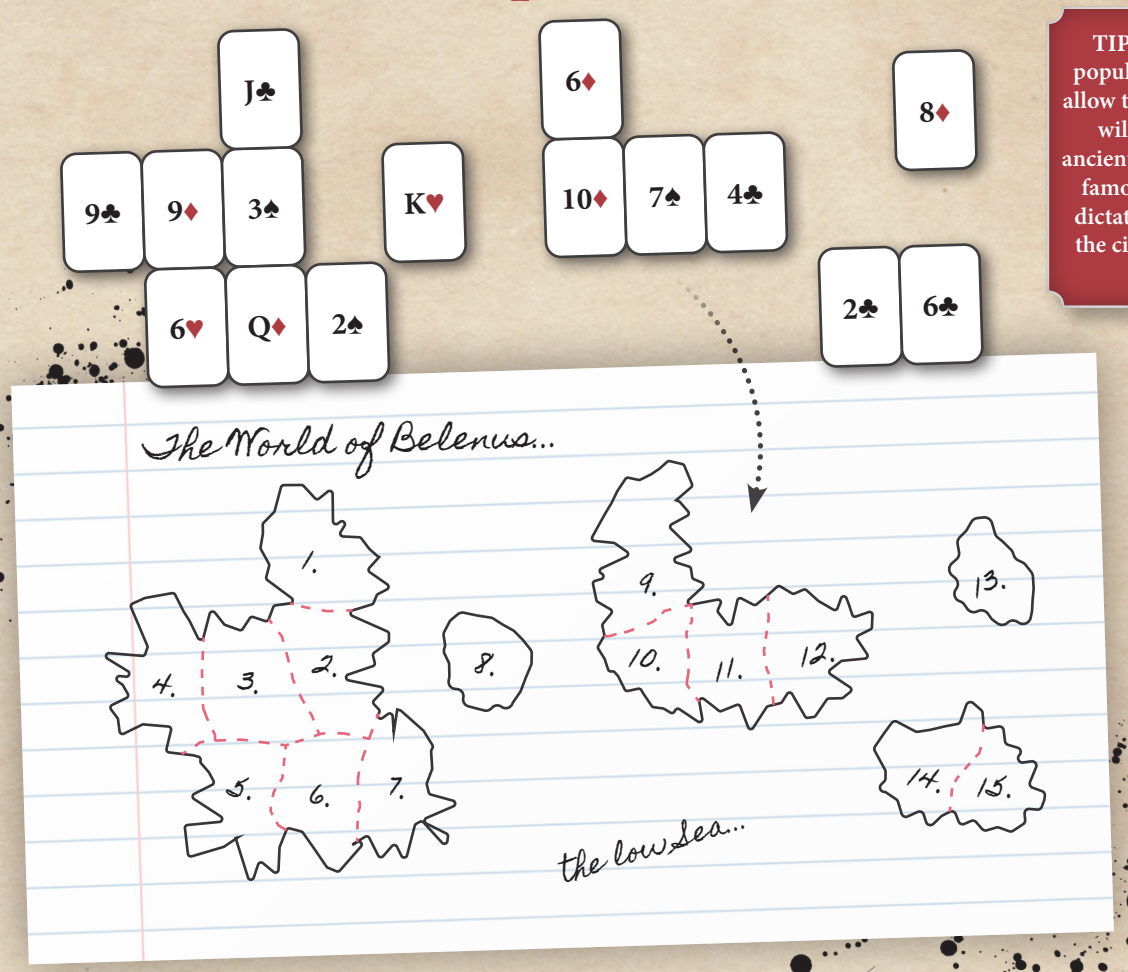
OPTIONAL TOOLS

Numbers: If you wish, you can use the numbers on the cards to represent how many unique or interesting locations might be found within that region, and make notes on each.

Jokers: If you leave the Jokers within the deck, and draw one within your world, allow it to represent a region of alien origins. Perhaps a planar rift has broken open here, or portals allow a parallel world to pour into your own.

Dice & Coins: Rolling dice or flipping coins, and placing them on each card, can represent anything from quest numbers, population size and discovered or undiscovered regions.

Playing Cards
Example World



TIP: For heavily populated areas (♥), allow the surrounding wilderness (♣), ancient places (♦), and famous sites (♠) to dictate the theme of the cities and towns nearby.

The Regions of Belenus:

1. The Highlands:
To the north the rolling Highlands lie. Seeped in rain and mauve with heather, this wild region is rarely travelled.

2. The Famed Spires:
This region is home to the famous towers of onyx, that rise high into the clouds, their bowels long plundered, and their purpose unknown.

3. Palaces of the Forgotten:
Here, amidst snow and ice, lie the long decayed palaces of a people time saw fit to fade.

4. The Icy Flats:
Eastward lies nothing but a cold region of crackling ice.

5. Towns of the Snow-Folk:
The region of the Snow-Folk has harsh climates, but they're advanced towns and knowledge of the cold keep them safe from a constant winter.

6. The Hidden Region:
Beyond great mountains, and deep beneath frozen ravines, lies a land undiscovered... or hidden.

7. The Pilgrims' Road:
From the coast to the mountains, and around, many pilgrims walk north through this rocky region to see the Famed Spires of old.

8. Stronghold Isle:
Upon this island rests the great stronghold of the people of the Low Sea. They stand between the new continent and the old, and guard the living from the poisoned lands across the waters.

9. Abandoned Mines:
Once containing the richest deposits of precious ore, now this vast minig region has been retaken by nature, and perhaps, much darker things.

10. The Poisoned Lands:
A darkness swells here. Nothing natural grows. A low fog rolls across the dead land and into the sea, Stronghold Isle just visible across the waters.

11. The Great Statues:
This shadowed land is littered with the statues of long forbidden gods.

12. Forest of Devotion:
A thick and humid forest, black as night even beneath the sun. The great, crumbling statues lie across its border.

13. Dragon's Roost:
A towering island of rock, constantly hammered by violent storms, houses a sleeping dragon of ancient times.

14. Spirit Plains:
Ghosts of those lost roam freely here, whispering of their former lives.

15. Swamps of the Dead:
The swampland water here is said to raise those who drown within it.

Playing Cards
Nations & Borders

To create a series of complex borders, depicting the alliances and enemies of nations, simply draw cards and place them beside one another. Draw as many cards as there are nations within your world, and follow the rules below. Card edges represent the borders of the nations, and show which nation borders which, but they can instead depict an abstract representation of the nations' situation or alliances if you wish.

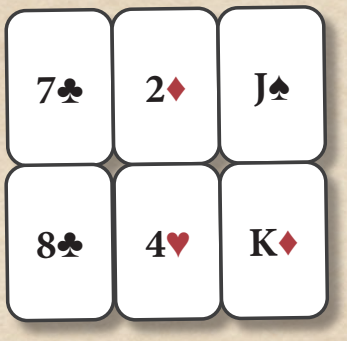
RULES

Same Suit: Nations of the same suit are Allied

Same Colour: Nations of the same colour are Neutral

Different Colour: Nations of a different colour are Enemies

('Enemies' does not always mean open war.)



NATION'S CURRENT GOAL

♥ HEARTS:

2 ♥ - Population Expansion
3 ♥ - Construct Bridges
4 ♥ - Capital Renovations
5 ♥ - Establish New Villages
6 ♥ - Establish New Towns
7 ♥ - Establish New Cities
8 ♥ - Construct Temples
9 ♥ - Expand Trade Routes
10 ♥ - Build College
Jack ♥ - Build Forts
Queen ♥ - Build Palace
King ♥ - Build Castle
Ace ♥ - Build Cathedral

♦ DIAMONDS:

2 ♦ - Amass Coin
3 ♦ - Expand Bank's Reach
4 ♦ - Mine Precious Metals
5 ♦ - Hold Great Masquerade
6 ♦ - Strengthen Nobility
7 ♦ - Theatre and the Arts
8 ♦ - Stealing From Nations
9 ♦ - Spread Misinformation
10 ♦ - Gladiatorial Games
Jack ♦ - Find Ancient Relics
Queen ♦ - Music Tournament
King ♦ - Pay Back Huge Loan
Ace ♦ - Rebirth a Fallen Deity

♠ SPADES:

2 ♠ - Weapons Technology
3 ♠ - Magical Advancement
4 ♠ - Outfit Military
5 ♠ - Build Siege Engines
6 ♠ - Train Troops
7 ♠ - Enlist the Population
8 ♠ - Political Assassinations
9 ♠ - Sabotage Enemy Trade
10 ♠ - Gain Information
Jack ♠ - Spy on Nations
Queen ♠ - Defend Borders
King ♠ - March to War
Ace ♠ - Prevent Planar Breach

♣ CLUBS:

2 ♣ - Seafaring
3 ♣ - Cartography
4 ♣ - Land Exploration
5 ♣ - Expand Arable Land
6 ♣ - Find Food Resources
7 ♣ - Export Lumber
8 ♣ - Breed Rare Horses
9 ♣ - Capture Monsters
10 ♣ - Worship their God
Jack ♣ - Protect a Great Tree
Queen ♣ - Find a Lost Species
King ♣ - Tame the Wilderness
Ace ♣ - Slay a Great Monster

OPTIONAL TOOLS

Numbers: Perhaps Nations of the same number, but a different suit or colour, have a secret alliance or common goal. Numbers could represent, if you wish, a hierarchy of power. A bordering enemy nation, for example, with a higher number may have a much larger military force.

Jokers: If you leave the Jokers within the deck they could be used to represent a free state, or perhaps an unruled nation, or ruled by criminal enterprises rather than a monarch or a council. Perhaps this nation is controlled by an ancient species or being who operate in inconceivable or mystical ways.

Dice & Coins: Flipping coins or rolling dice and placing them on your Nation cards could represent whether or not the area is welcoming to outsiders, under militaristic or religious rule, or the number of vying factions within.

Playing Cards
Hex Horizons

When traversing the vast wilderness, the party may find a high location or an observation post and ask what they see in the distance. By drawing six cards for Hex travel, or four cards for north, east, south and west, and using the tables below, you can quickly describe the horizon line and show goals to venture towards, or dark places to avoid. Allow the cards drawn to give rise to ideas, party plans and the exciting traversals ahead.

WHAT YOU SEE...

♥ HEARTS:

2 ♥ - Rising Smoke
3 ♥ - Window Light
4 ♥ - Distant Tavern
5 ♥ - A Looming Structure
6 ♥ - Farms and Outbuildings
7 ♥ - Tiled Rooftop/s
8 ♥ - Flat Rooftop/s
9 ♥ - Domed Rooftop/s
10 ♥ - Crumbling Temple
Jack ♥ - Swaying Spires
Queen ♥ - Ruined Tower
King ♥ - Castle Turrets
Ace ♥ - Arched Portal

♦ DIAMONDS:

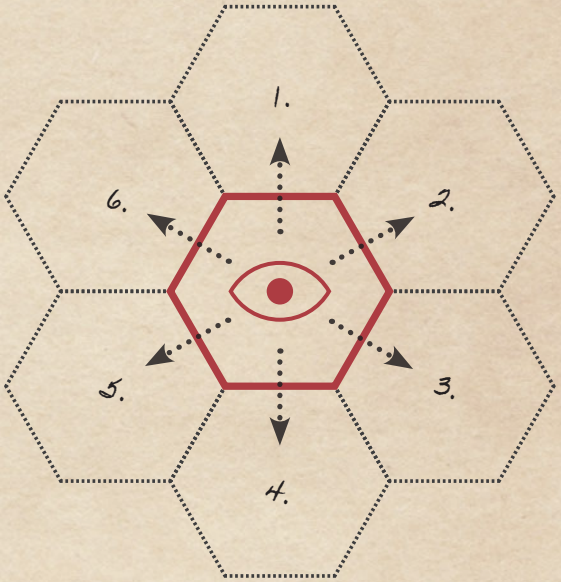
2 ♦ - Glistening Statue
3 ♦ - Cathedral's Tower
4 ♦ - Distant Homesteads
5 ♦ - A Travelling Caravan
6 ♦ - Glimmering Steeple
7 ♦ - Crystalline Ridge
8 ♦ - Graveyard
9 ♦ - Religious Procession
10 ♦ - A Solitary House
Jack ♦ - Famous Library
Queen ♦ - A Great Bridge
King ♦ - Deep Impact Crater
Ace ♦ - School of Magic

♠ SPADES:

2 ♠ - Streams
3 ♠ - Shining Lake
4 ♠ - Sea or Ocean
5 ♠ - Waterfall
6 ♠ - Barricades or Wall
7 ♠ - Military Camp
8 ♠ - Border Fort
9 ♠ - Refugee Camp
10 ♠ - A Battle Rages
Jack ♠ - Ancient Battleground
Queen ♠ - The Sails of Ships
King ♠ - Top of Siege Engine
Ace ♠ - Stone Circle

♣ CLUBS:

2 ♣ - Flatland
3 ♣ - Hills
4 ♣ - Tall Grasses
5 ♣ - Woodland Treetops
6 ♣ - Forest Treetops
7 ♣ - Rocky Ridges
8 ♣ - Boulders and Cliffs
9 ♣ - Mountaintops
10 ♣ - Toppled Stone Statue
Jack ♣ - Large Cave
Queen ♣ - Colossal Tree
King ♣ - Volcano
Ace ♣ - Falling Star



TIPS FOR SPECIFIC SETTINGS:
When using the horizon prompts from the table to the left within an already established setting, try to think on the themes and atmosphere of your world. If you draw a woodland card, for instance, but your setting is a dark volcanic landscape, void of any vegetation, perhaps imagine the woodland to be a copse of petrified trees, or dark obsidian structures on the horizon.

ADDITIONAL TOOL

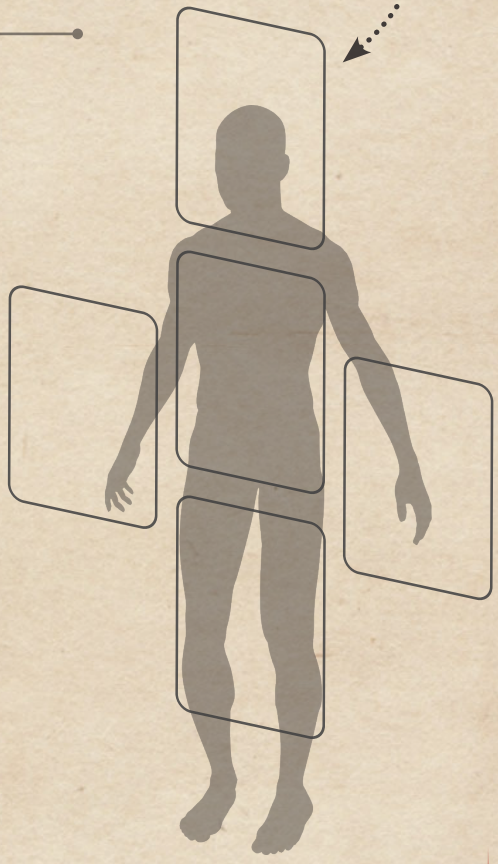
A Single Horizon:
Perhaps the party climb a tower and look to the north. Draw three or four cards and lay them next to one another to create the northern horizon. Allow each card description to flow into one another and create a narrative for the horizon locations.

Playing Cards
NPC Appearance Descriptor

If you need to describe an NPC within a session, or design a slew of descriptions beforehand, this 'NPC Appearance Descriptor' tool can help! Simply draw **five cards** and place them like the diagrams here. The top card represents the NPC's head, the second row their arms and torso, and the third their legs. Compare the results to the tables on the right hand page and take notes on the overall appearance of your new NPC. If in the midst of a session, simply read these quick descriptions out loud.

ADDITIONAL D20 DESCRIPTIONS

1	Tall	11	Frail
2	Muscular	12	Unsightly
3	Stout	13	Middle Aged
4	Broad	14	Slim
5	Old	15	Hunchbacked
6	Short	16	Fetching
7	Lithe	17	Starving
8	Young	18	Wheelchair User
9	Towering	19	Average Height
10	Tiny	20	Large Hands



OPTIONAL TOOLS

Allow your results to conjure up ideas of who this NPC might be. Individual items or quirks might tell where they are from, what their profession is, and what side of the law they are on.

Suits: If you wish, you can use the suits to represent traits of your NPC. Hearts may show they are trustworthy, Spades that they are proficient in combat, Diamonds that they have noble lineage, and Clubs may show they know the wilderness well.

Numbers: Low card numbers could show they are wounded in that area. High card numbers may show hidden wealth, such as how many coins in their coin purse. Jacks can show they are outlaws, Queens and Kings that they are royalty or famous, and Aces that they are dangerous magic users.

Jokers: If you leave the Jokers within the deck, and draw one within your NPC design, perhaps this part of them is bizarre, such as an arm of magical energy or clockwork automaton legs.

Dice & Coins: Rolling dice or flipping coins, and placing them on each card, can represent anything from whether or not a quest item is present, a recognizable crest can be seen on clothing, how many items the NPC is carrying, how much of the NPC is concealed in shadow, or whether or not they have connections to specific party members or other NPCs.

HEAD

♥ HEARTS:

2 ♥ - Bald with Rosy Cheeks
3 ♥ - Black Beard and Grimy
4 ♥ - Blind in One Eye
5 ♥ - Pockmarks, Curly Hair
6 ♥ - Beaded Braids and Scar
7 ♥ - Black Eyes, Bloody Lip
8 ♥ - Pointy Chin, Blue Eyes
9 ♥ - Locks and Golden Eyes
10 ♥ - Hook Nose and Rash
Jack ♥ - Pierced Nose
Queen ♥ - Tied up Red Hair
King ♥ - Piercing Eyes
Ace ♥ - Druidic Face Tattoo

♦ DIAMONDS:

2 ♦ - Linen Head Warmer
3 ♦ - Monk's Hood
4 ♦ - Artisan's Feathered Cap
5 ♦ - Golden Locks
6 ♦ - Straight White Beard
7 ♦ - Jewelled Headdress
8 ♦ - Colourful Makeup
9 ♦ - Ornate Turban
10 ♦ - Fanciful Piercings
Jack ♦ - Cap and Bells
Queen ♦ - Silk Bands in Hair
King ♦ - Jewelled Crown
Ace ♦ - A Silver Mitre

♠ SPADES:

2 ♠ - Bloodied Headband
3 ♠ - Chain Mail Hood
4 ♠ - Eye Patch and Scarf
5 ♠ - Bandages and Stitches
6 ♠ - Shiny Kettle Helm
7 ♠ - Curling Moustache
8 ♠ - Grizzled Features
9 ♠ - Leather Cap and Cuts
10 ♠ - Terrifying Mask
Jack ♠ - Spiked Helm
Queen ♠ - Horned Helm
King ♠ - Feathered Helm
Ace ♠ - Wizard's Hat

♣ CLUBS:

2 ♣ - Leaf Headdress
3 ♣ - Plague Boils
4 ♣ - Wooden Helm
5 ♣ - Sharp Ears and Tattoos
6 ♣ - Bone Piercings
7 ♣ - Tree Bark Hat
8 ♣ - Straw Hat
9 ♣ - Woollen Cap
10 ♣ - Wooden Mask
Jack ♣ - Hooded
Queen ♣ - Elven Circlet
King ♣ - Stag Horned Crown
Ace ♣ - Wolf's Pelt Head

ARMS & HANDS

♥ HEARTS:

2 ♥ - Hairy Forearms
3 ♥ - Badly Burned Hand
4 ♥ - Snake Tattoos on Arm
5 ♥ - Missing some Fingers
6 ♥ - Deep scars across Arm
7 ♥ - Sailor Tattoos on Hand
8 ♥ - Missing the Arm
9 ♥ - Warts on Hands
10 ♥ - Rotten Fingernails
Jack ♥ - Tattooed Knuckles
Queen ♥ - Runic Markings
King ♥ - Red Glove
Ace ♥ - Thick Veins on Hand

♦ DIAMONDS:

2 ♦ - Expensive Bracelets
3 ♦ - Falconer's Glove
4 ♦ - Holds an Ornate Shield
5 ♦ - Carries a Satchel
6 ♦ - Wearing Ruby Rings
7 ♦ - Holding a Coin Purse
8 ♦ - Many Copper Bangles
9 ♦ - Ribbon Tied to Arm
10 ♦ - Arm Piercings of Jade
Jack ♦ - Holding a Puppet
Queen ♦ - Royal Crest Tattoo
King ♦ - Winged Gauntlets
Ace ♦ - Holding a Sceptre

♠ SPADES:

2 ♠ - Holding a Flask of Ale
3 ♠ - Holding a Hatchet
4 ♠ - Thick Leather Glove
5 ♠ - Holding a Rusty Sword
6 ♠ - Arm is in a sling
7 ♠ - A Plate Pauldron
8 ♠ - Holding a War Banner
9 ♠ - A Hook for a Hand
10 ♠ - Holds a Wanted Poster
Jack ♠ - Spiked Knuckles
Queen ♠ - Golden Vambrace
King ♠ - Heavy Gauntlets
Ace ♠ - Holding a Scroll

♣ CLUBS:

2 ♣ - Wrapped in Vines
3 ♣ - Wearing Leather Bracer
4 ♣ - Holding a Hunting Bow
5 ♣ - Covered in Berry Juice
6 ♣ - Holds a Wooden Shield
7 ♣ - Hand turned to Stone
8 ♣ - Holding a Green Potion
9 ♣ - Fleece Sleeve
10 ♣ - Holding a Flower
Jack ♣ - Rings of Thorns
Queen ♣ - Long Green Glove
King ♣ - Moss grows on Arm
Ace ♣ - Holding a Snake

TORSO

♥ HEARTS:

2 ♥ - Undergarment
3 ♥ - Singed Shirt and Burns
4 ♥ - Wounded on the Chest
5 ♥ - Wrapped in Bandages
6 ♥ - Peasant's Garb
7 ♥ - Anchor Tattoo on Chest
8 ♥ - Runic Scars
9 ♥ - Baggy Shirt
10 ♥ - Servant's Blouse
Jack ♥ - Badly Bruised Torso
Queen ♥ - Rawhide Tunic
King ♥ - Fancy Waistcoat
Ace ♥ - Swirling Tattoos

♦ DIAMONDS:

2 ♦ - Fancy Corset
3 ♦ - Jacket, Shoulder Pads
4 ♦ - Frilly Dress
5 ♦ - A Red Sash
6 ♦ - Desert Robes
7 ♦ - Silver Buttoned Tunic
8 ♦ - Starry Silk Shirt
9 ♦ - Crest Buttoned Tunic
10 ♦ - Ceremonial Armour
Jack ♦ - Harlequin Jacket
Queen ♦ - Golden Shawl
King ♦ - Crested Breastplate
Ace ♦ - Bright Priestly Robes

♠ SPADES:

2 ♠ - Military Coat
3 ♠ - Rusty Chain Mail
4 ♠ - Studded Armour
5 ♠ - Half Plate
6 ♠ - Ring Mail
7 ♠ - Bronze Cuirass
8 ♠ - Thief's Black Leathers
9 ♠ - Breastplate of Shells
10 ♠ - Wolf Emblem Armour
Jack ♠ - Black Leather Vest
Queen ♠ - Dragon Scaled
King ♠ - Black Breastplate
Ace ♠ - Shimmering Robes

♣ CLUBS:

2 ♣ - Animal Hide Armour
3 ♣ - Tree Bark Mail
4 ♣ - A Quiver and Tunic
5 ♣ - Hunter's Cloak
6 ♣ - Stitched Furs
7 ♣ - Farmer's Shirt
8 ♣ - Bear-Skin Coat
9 ♣ - Wooden Shield on Back
10 ♣ - Cloak of Feathers
Jack ♣ - Belts and Vials
Queen ♣ - Elven Dress
King ♣ - Stag Pelt Robe
Ace ♣ - Cape of Leaves

LEGS

♥ HEARTS:

2 ♥ - Bare Feet
3 ♥ - A Wooden Peg Leg
4 ♥ - Missing a Leg
5 ♥ - Woollen Trousers
6 ♥ - Scruffy Pantaloons
7 ♥ - Missing a Foot
8 ♥ - Scarred Shins
9 ♥ - Torn Slacks
10 ♥ - Servant's Long Skirt
Jack ♥ - Cuffed Boots
Queen ♥ - Leather Slacks
King ♥ - Regal Belt
Ace ♥ - Cow Leather Pants

♦ DIAMONDS:

2 ♦ - Neatly Pressed Trousers
3 ♦ - Horse Riding Breeches
4 ♦ - Silver Ankle Bangles
5 ♦ - Patterned Loafers
6 ♦ - Ballet Shoes
7 ♦ - Toe Rings
8 ♦ - Heeled Shoes
9 ♦ - Exotic Sandals
10 ♦ - Frilly Shorts
Jack ♦ - Patchwork Slacks
Queen ♦ - Golden Slippers
King ♦ - Mail Chausses
Ace ♦ - Thin Silk Trousers

♠ SPADES:

2 ♠ - Army Issue Trousers
3 ♠ - Chain Mail Skirt
4 ♠ - Tartan Kilt
5 ♠ - Padded Slacks
6 ♠ - Hessian Sack Shorts
7 ♠ - Metallic Greaves
8 ♠ - Martial Arts Shoes
9 ♠ - Knee High Boots
10 ♠ - Buckled Boots
Jack ♠ - Ball and Chain
Queen ♠ - Gold Shin Guards
King ♠ - Horned Knee Plates
Ace ♠ - Baggy Black Slacks

♣ CLUBS:

2 ♣ - Feet Scratched all over
3 ♣ - Hide Moccasins
4 ♣ - Canvas Feet Wraps
5 ♣ - Long Leaf Skirt
6 ♣ - Leg Broken in Cast
7 ♣ - Knee High Socks
8 ♣ - Bear Fur Britches
9 ♣ - Sagging Soiled Slacks
10 ♣ - Muddied Hakama
Jack ♣ - Large Hide Shorts
Queen ♣ - Elven Wrap Cloth
King ♣ - Animal Bone Belt
Ace ♣ - Damp Scaled Shorts

Dice Tools

Unique Weapon Crafter

Finding truly unique weapons in your world can be exciting for the party. Use the words below as prompts for the crafting of certain sections of a new weapon. They can be taken literally, or used to inspire bizarre concepts for a weapon's structure. Perhaps the blade of an axe has been crafted from the wing of a fallen angel, or vines continually grow from the shaft of a spear, a weather rune in its head causing the skies to roil and flash above it.

Roll your D20s and place them in the slots of your chosen weapon. Then roll a D6 to see which table each D20 relates to. Take notes on the uniqueness of your new weapon. Alternatively, just roll on the D20 tables as you choose.

1. Basic Materials

1. Stone
2. Bronze
3. Iron
4. Steel
5. Wood
6. Bone
7. Leather
8. Porcelain
9. Glass
10. Crystal
11. Copper
12. Brick
13. Marble
14. Obsidian
15. Cloth
16. Fur
17. Gold
18. Lead
19. Silver
20. Paint

2. Odd Materials

1. Fungi
2. Flesh
3. Scales
4. Vines
5. Slime
6. Wax
7. Bark
8. Rust
9. Paper
10. Mud
11. Thorns
12. Clay
13. Carapace
14. Straw
15. Molten Metal
16. Leaves
17. Shell
18. Flint
19. Roots
20. Feathers

3. Magical Substance

1. Starlight
2. Illusory
3. Shadow
4. Planar Energy
5. Lava
6. Moonlight
7. Air
8. Pure Energy
9. Sunlight
10. Aether
11. Elixir
12. Dew
13. Mana
14. Smoke
15. Eitr
16. Ghost
17. Gelatinous
18. Spores
19. Tears
20. Plasma

4. Rune Stones

1. Flame
2. Ice
3. Poison
4. Darkness
5. Lightning
6. Earth
7. Blood
8. Light
9. Storm
10. Rock
11. Wind
12. Demonic
13. Water
14. Death
15. Shield
16. Fog
17. Snow
18. Dragon
19. Sea
20. Frost

5. Strange Features

1. Wing
2. Tentacle
3. Teeth
4. Bell
5. Chains
6. Gas vial
7. Anchor
8. Holy Symbol
9. Tongue
10. Skull
11. Map
12. Drum-skin
13. Tail
14. Compartment
15. Eyeball
16. Quill
17. Compass
18. Rope
19. Flute
20. Claws

6. Arcane Attributes

1. Raise Dead
2. Glows
3. Floats
4. Magnetic
5. Healing Aura
6. Sentient
7. Cursed
8. No Weight
9. Creates Portal
10. Guides You
11. Always Hunted
12. Talks
13. Hears Secrets
14. Gives Hints
15. Poison Vapour
16. Enchanted
17. Points to Gold
18. Boosts Agility
19. Vibrates
20. Moulds to You

D20 Weapon Slots

Dice Tools

Village & Town Generator

Towns and villages are places for the party to find respite, information, and gain lawful or unlawful employment. Interesting NPCs can be located here, or perhaps even a base for the party to store items and treasure. Simply take a handful of D20 and D6 dice and roll them into your dice tray or onto the tabletop. Where each dice lands marks the locations of the matching words on the tables below. Sketch out your town, using the rolled dice for the layout. Join the buildings together by drawing in roads, and if you wish, flip a coin to answer the ten questions at the bottom of the page to bring further detail to your town or village.

1	Graveyard	11	Stables
2	Well	12	Great Hall
3	Church	13	Brewery
4	Windmill / Watermill	14	Library
5	Blacksmiths	15	Granary
6	Barracks	16	Tailors / Cobblers
7	Convenience Store	17	Barbers / Salon
8	Apothecary	18	Training Yard
9	Tavern	19	School
10	Market	20	Stone Mason

1	Tent
2	Small Home
3	Large Home
4	Cottage
5	Cabin
6	Manor

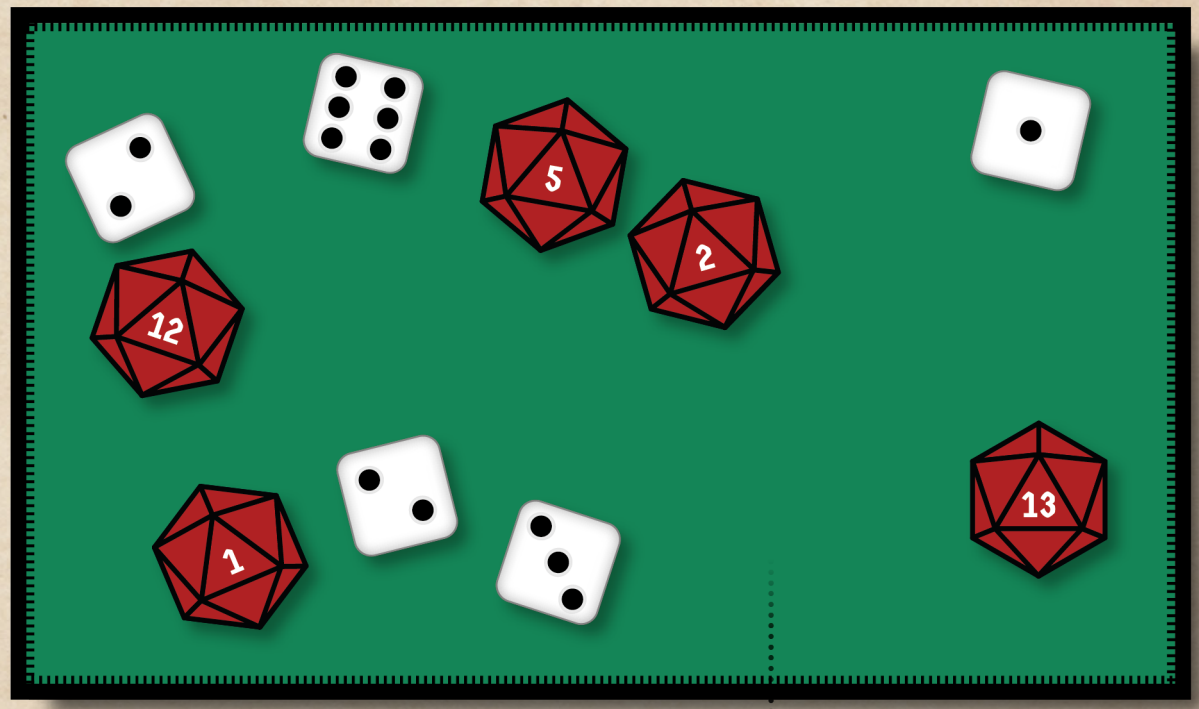
You may want to roll more D6s than D20s to create the homes of the inhabitants. Rolling two or three D20s can create places of interest and may influence the location name or what the town or village is known for.

'Flip a Coin' Questions: Heads = Yes / Tails = No

1. Does this town/village have a noticeboard?
2. Are the people of this town/village welcoming of outsiders?
3. Does the party have a connection to this town/village?
4. Does this town/village hold a dark secret?
5. Is this town/village controlled by a guild?
6. Are the people of this town/village tormented by bandits?
7. Are the people of this town/village tormented by monsters?
8. Is there a military presence within this town/village?
9. Are there magic users within the populace of this town/village?
10. Are the people of this town/village treated fairly by their lords?

Allow these 'yes or no' questions to begin a basic back story for your new village or town. What are the current goings on here, and do the people need help? Hearing rumours about a village can convince a party to venture out to it.

Dice Tools
Village Example



THE EASTERN VILLAGE OF
IRONALE

→ MASTERS OF
SMITHING & BREWING

Dice Tools

Dungeon Dice Drop

To quickly generate a subterranean layout, grab a handful of D20 and D6 dice and drop them into your dice tray or onto your gaming table. Check your results against the tables below, and sketch out your dungeon, the lines between dice representing passageways or halls.

natural.

1	Cave Mouth	11	Fungal Grove
2	Deep Abyss	12	Waterfall
3	Stalagmites/Stalactites	13	Fissure
4	Flooded Area	14	Overgrown Cave
5	Creature's Nest	15	Crystal Cavern
6	Cave Dwelling	16	Magical Grotto
7	Collapsed Cave	17	Planar Gateway
8	Creature's Horde	18	Underground River
9	Natural Bridge	19	Within a Beast
10	Natural Rock Steps	20	Volcanic Cavern

1	Small Chamber
2	Medium Chamber
3	Campsite
4	Steep Climb
5	Well Bottom
6	Entrance/Exit

When rolling on the 'natural' tables, D6s can, if you wish, be used as areas of respite. Steep Climbs, Well Bottoms and Entrances/Exit can act as gateways to a new area or level of the natural dungeon.

man-made.

1	Crypt	11	Barracks
2	Sewer	12	Throne Room
3	Altar Room	13	Guardroom
4	Armoury	14	Great Hall
5	Vault	15	Fountain
6	Garden	16	Storage
7	Mine	17	Wash-room
8	Jail	18	Guild Hall
9	Kennels	19	Temple
10	Bedroom	20	Barricade

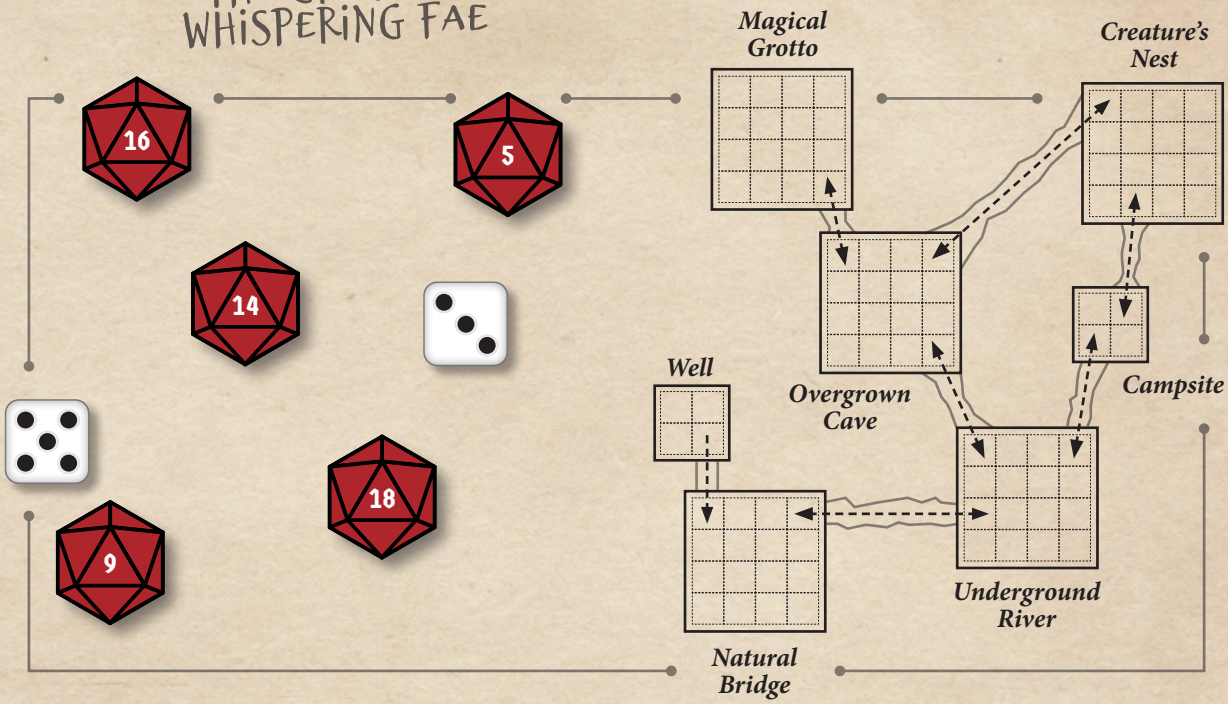
1	Small Room
2	Medium Room
3	Campsite
4	Ladder/s
5	Staircase
6	Entrance/Exit

When rolling on the 'man-made' tables, try to think how each room would connect to one another, and what type of building or underground location this might be. Perhaps it connects to a 'natural' map.

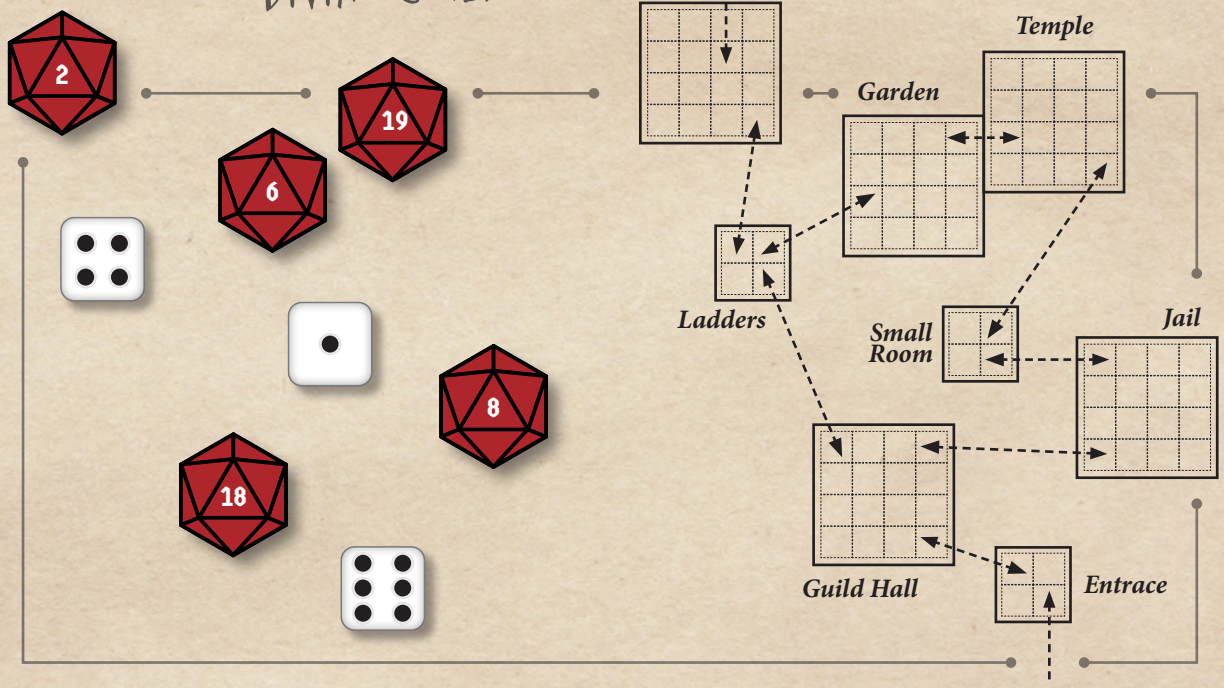
Dice Tools

Dungeon Examples

→ THE GROTTO OF WHISPERING FAE



→ TUNNELS OF THE DIVINE GUILD



World Formation: Origins

	Cause	Structure	Threat	Twist
1	Magic	Plane	Fallen God	World renews every ten thousand years
2	Pantheon	Planet	Magical Cataclysm	It is a cloned world
3	Singular God	Galaxy	Meteorites	Doomed to collapse
4	Powerful Being	Spirit World	Waning Magic	The world is actually an afterlife
5	Natural Magic	Continent	Destructive Technology	It is a magical simulation
6	Cosmic Entity	Gas Giant	Opposing Pantheon	Prophecy tells of a merging of worlds
7	Ancient Wizards	Dimension	World War	A long dead God cursed this world
8	Always Existed	Living Entity	Plagues	It holds the key to unlock all knowledge
9	Natural Events	Ice Giant	Storms	Conscious entities here have lived many lives
10	Colliding Elements	Colossal Structure	Lack of Resources	Time repeats itself, over and over
11	Interdimensional	Moon	Earthquakes	The evil within the world has a just cause
12	Advanced Species	Floating Isles	Volcanoes	The world Rulers will bring about its downfall
13	Birthed by Creature	Perpetual Dungeon	Tidal Waves	A hero is said to be born every one hundred years
14	Magical Painting	Subterranean	Planar Rifts	The world is secretly controlled by ancients
15	A Being's Mind	Within a Star	Invasion	An alternate reality exists within mirrors
16	Cosmic Explosion	Moving Construct	Necromancy	When one dies here, they become an animal
17	Incantations	Endless Oceans	Collision with another World	An intelligent, unseen species documents all
18	Alchemical Experimentation	Machine-like	Unstoppable Force	Fate here is very real, and destinies are written
19	Blood of a God	Within a Creature	Fading Light	This world is a testing ground for unholy magic
20	Birthed from an old world	Beyond Knowing	Void Beast	The structure of the world constantly changes

[These can be beliefs, truths, lies, or unknown facts to be discovered through science and religion]

Pantheon:
Figures to Worship

	One	Two	Three
1	Forest	Goddess of	Fertility
2	Sky	God of	War
3	Sun	Being of	Poetry
4	Winter	Entity of	Wine
5	Hooded	Creator of	Night
6	Fire	Serpent of	Death
7	Dark	Titan of	Life
8	Moon	Colossus of	Nature
9	Armoured	Immortal of	Art
10	Stone	Demon of	Blades
11	Wind	Lord of	Science
12	Watery	Divine Being of	the Harvest
13	Ancient	Elemental of	Festivity
14	Metallic	King of	the Seas
15	Wolf	Spirit of	Love
16	Feeble	Ruler of	Knowledge
17	Broken	Crafter of	Sickness
18	Winged	Demigod of	Gambling
19	Skeletal	Father of	Bravery
20	River	Mother of	Medicine

[Gods can be physically present in the world, reside in another dimension, be myths, or unknown]

World History:
Timelines & Events

When creating your fantasy world you may wish to outline a timeline of significant events in order to set up further lore and give a depth to the current goings on of your world. Using the table and timeline example below, roll your D20 on each of the twelve points throughout history to generate an 'event writing prompt'. Then, using the tables on the right hand page you can generate time periods, technology and valuable commodities within your world. Try to think on how each of these prompts effect one another, and use them to create an intriguing history that echoes into the current era.

EVENTS TABLE

1	War / Border Conflicts	11	New / Altered Laws
2	World War	12	Magical Disaster
3	Political Assassination	13	Drastic Climate Change
4	Natural Disaster	14	Political Discourse
5	Technological Advancements	15	Poverty and Starvation
6	Genocide	16	Plague / Spreading Sickness
7	New Lands Discovered	17	World Tournament / Games
8	A New World Order	18	Scientific Advancements
9	Species Evolution	19	New / Lost Religions
10	Fall of Current Rulers	20	Resource Shortage

TIMELINE EXAMPLE

[Can the current era's written and oral history in your world be trusted?]

Current Setting:
Your World

Roll on these tables for lists of words to be used as writing prompts when inventing your setting. You can mix and match by rolling more than once, and use the combinations to spark unique world crafting concepts in your mind, and continue to build from there.

CURRENT ERA / TECHNOLOGY

1	Wild, Basic Survival, Animalistic	11	Industrial, Mills, Locomotives, Sciences
2	Primitive, Stone, Wood, Bone, Hide	12	Electricity, Bulbs, Firearms, Telegraph
3	Bronze, Tools, Writing, Wheel	13	Mathematics, Engineering, Architecture
4	Iron, Metallurgy, Weapons, Religion	14	Astronomy, Telescopes, Towers, Exploration
5	Royal Families, Noble Blood, Knights	15	Magical Technology, Teleportation, Hierarchy
6	Arcane, Magical Rulers, Planar Gates	16	Automatons, Gothic, Tiered Cities
7	Steam Engines, Clockwork, Airships	17	Duels, Fashion, Universities, Wineries
8	Gunpowder, Flintlock, Cannons	18	Rune Stones, Storm Magic, Druidic Temples
9	Tamed Beasts, Dragon Riders, Air Cities	19	Crossbows, Ruined Cities, Guerilla Warfare
10	Renaissance, Art, Music, Invention	20	Colonialism, Sailing Ships, Navigation

MOST VALUABLE COMMODITY

1	Herbs and Spices	11	Basic Resources
2	Silk and other Fabrics	12	Books / Knowledge
3	Rare Creatures' Hide / Bones	13	Secrets
4	Precious Metals	14	Livestock / Meat
5	Crystals	15	Rare Flora
6	Sources of Magical Power	16	Currency
7	Slaves	17	Water
8	Portals / Gateways	18	Magical Potions
9	Medicine	19	Weaponry
10	Oil / Fuel	20	Relics

Magic Systems:
Rules & Downsides

	Type	Need	Who	Cost
1	Elemental	Inner Peace	Specific Species	Saps energy
2	Fire	Heat	Certain Animals	Causes loss of sight
3	Water	Liquid	Certain Monsters	Causes blisters
4	Air	Breath	Evil Hearted	Steals memories
5	Earth	Metals	Good Hearted	Turns you slowly to stone
6	Darkness	Shadows	The Divine	Alerts Enemies of whereabouts
7	Enchantment	Ritual	Women	Causes sickness
8	Healing	Starlight	Devout	Must be near death
9	Necromancy	Bones	Men	Become insane
10	Alteration	Source of Power	Druids	Causes loss of hearing
11	Teleportation	Intense Focus	Wizards	Makes friends appear as foes
12	Conjuration	A Sacrifice	Witches	Causes intense rage
13	Illusion	Potions	Those Born in Winter	Melts items
14	Super Strength	Magical Item	Those Born in Summer	Erodes earth
15	Super Speed	Blood	The Chosen	Creates planar rifts
16	Mind Control	Personal Token	People of the Desert	Causes crops to fail
17	Visions	Scrolls	People of the Forest	Dulls critical thinking
18	Curses	Natural Ability	Children	Disallows you entry to an afterlife
19	Shape-shifting	Write Symbols	Demigods	Others will shun you
20	Divination	Song	Blessed Knights	Lose something you love

Magic Schools:
Universities & Cults

	One	Two	Three
1	The School of	the Aging	Flame
2	The College of	the Dying	Light
3	The University of	the Awakening	Darkness
4	The Cult of	the Promised	Warden
5	The Academy of	the Singing	Plague
6	The Disciples of	the Warring	Sword
7	The Priests of	the Sleeping	Sun
8	The Organisation of	the Eternal	Squire
9	The Collective of	the Sallow	Lance
10	The Brigade of	the Waning	Crystal
11	The Monks of	the Fanciful	Idol
12	The Students of	the Ailing	Patron
13	The Artisans of	the Brutish	Angel
14	The Magicians of	the Merciful	Ruler
15	The Coven of	the Brave	Demon
16	The Brotherhood of	the Ancient	World
17	The Sisterhood of	the Hidden	Star
18	The Followers of	the Ethereal	Helm
19	The Acolytes of	the Leeching	Thorn
20	The Scholars of	the Towering	Wizard

Celebrations & Ceremonies: Traditions

	One	Two	Three
1	The Ball of	the Autumn	Light
2	The Dance of	the Winter	Snow
3	The Party of	the Summer	Wind
4	The Worship of	the Spring	Rain
5	The Fete of	the Poet's	Love
6	The Gala of	Gods and	Death
7	The Celebration of	a Saint's	Wine
8	The Carnival of	the Forest	Song
9	The Fair of	the Queen's	Mother
10	The Festival of	the Desert	Father
11	The Tournament of	the Bard's	Night
12	The Feast of	the Ashen	Harvest
13	The Parade of	the Eastern	Ale
14	The Sideshows of	the Year's	Pilgrimages
15	The Procession of	the Northern	Secrets
16	The Equinox of	the Jester's	Magic
17	The Ritual of	the Southern	Treasure
18	The Wedding of	the Crone's	Ruin
19	The Gathering of	the Knight's	Milk
20	The Banquet of	the Western	Flower

Legends:
Popular Stories

	One	Two	Three
1	The Tale of	the Warrior and	the Mouse
2	The Texts on	the Giant and	the Sheep
3	A Song of	the Wolf and	the Child
4	A Poem about	the Battlefield and	the King
5	A Novel about	the Dragon and	the Queen
6	The Story of	the Pauper and	the Pig
7	The Carvings of	the Tavern and	the God
8	The Illusion of	the Stranger and	the Demon Prince
9	A Puppet Show about	the Elf and	the Archer
10	The Paintings of	the Pirate and	the Magic Boots
11	A Tapestry Depicting	the Bard and	the Old Woman
12	The Show about	the Sword and	the Fae-thing
13	The Scripture about	the Mage and	the Mermaid
14	The Fable of	the Sea and	the Throne
15	The Saga of	the Bear and	the Rose
16	The Folk-Tale about	the Woodland and	the Jewels
17	The Legend of	the Castle and	the Skull
18	The Old Lies about	the Vampire and	the Swamp
19	The Cautionary Tale of	the Worm and	the Sultan
20	The Yarn of	the Feather and	the Cave

Music:
Famous Ballads

	One	Two	Accompanied by
1	The Anthem of the	Forest Children	Guitar
2	The Lament of the	Grieving Druid	Cello
3	The Ballad of the	Lost Maid	Flute
4	The Song of the	Cunning Smith	Banjo
5	The Lullaby of the	Weeping Mother	Violin
6	The Home of the	Lonely Lord	Drums
7	The Hymn of the	Banished Monk	A Choir
8	The Melody of the	Great Steppes	A Mime
9	The Canticle of the	White Blossom	Harp
10	The Chant of the	Horned Warrior	Piano
11	The Dirge of the	Honoured Dead	A cappella
12	Come Out Ye	Prying Jester	A Production
13	Follow the	Fisherman's Wife	Shamisen
14	Do Not Disturb the	Quiet Sands	Dancers
15	Trust in the	Mountain's Child	Bottles of Rum
16	Oh to Know the	Black Gull	Bagpipes
17	Where Might be the	Thieving Goblin	Guqin
18	Buried Beside the	Old Man's Moat	Acrobatics
19	Before you Knew the	Mask-less Man	Harmonica
20	Flight of the	Famished Locust	Tambourine

[Create a collection of famous ballads that can be heard throughout the taverns of your world.]

Music:
Mythical Venues

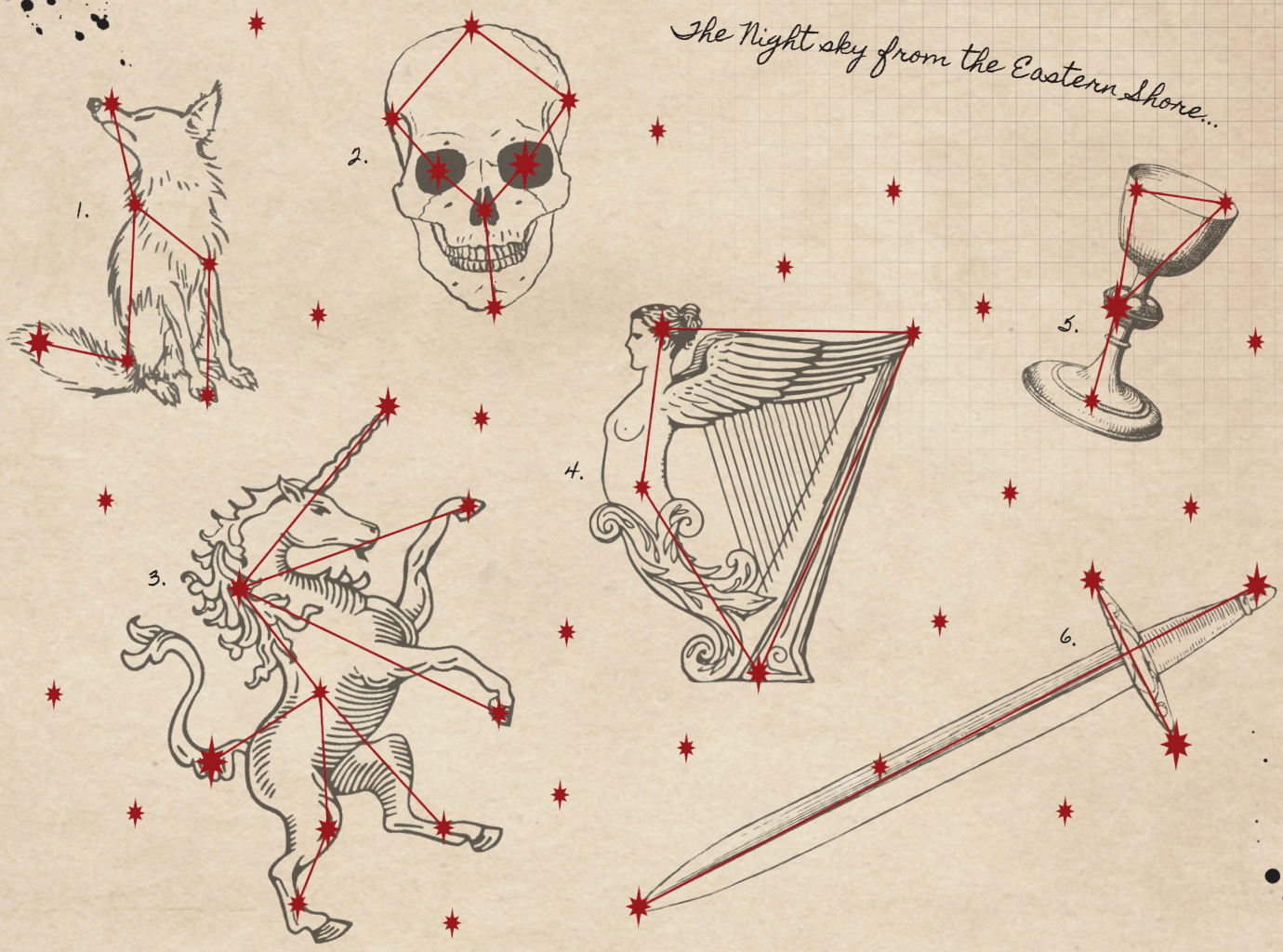
	One	Two	Location
1	The White Swan	Theatre	Within a bustling town
2	Fallen Oak	Playhouse	In the ruins of a castle
3	Our Majesty's	Auditorium	Deep in a haunted forest
4	The Bard Strings	Concert Hall	Atop a rocky plateau
5	The Fallow Fiddle	Arena	Upon a moving construction
6	The Purple Parnassian	School of Music	Beyond a magical veil
7	Blue Bear's	Hollow	At the centre of a city
8	Apollo's	Musical Tournament	The board-walks of a swamp
9	The Ogre's Rest	Tavern	Upon a lake-crossing ship
10	The Branded Bull	Coliseum	Atop a swaying tower
11	The Forte	Song House	Within the skull of a dragon
12	The Jolly Bones	Bar	Beside a well travelled road
13	The Lavender Laureate	Church	A hovel on the borderlands
14	Sister Starlight's	Brewery	The music district of the capital
15	Halfling & Hound	Pub	Beneath an active volcano
16	Wayward Troubadour's	Clubhouse	Within a beautiful village
17	The Crescendo Crest	Lounge	Inside a cavern of ice
18	Cactus Carl's	Saloon	Within the world of the Fae
19	The Wayside	Inn	Beside ancient woodland
20	Harlequin's Hand	Roadhouse	Atop a colossal bridge

[Mysterious music venues can be filled with rumours and a great place for the party to begin a new adventure.]

Constellations:
Star Signs

	One	Two	Where / When
1	The Broken	Chalice	Autumn Nights
2	The Forbidden	Door	Cloudless Eastern Skies
3	The Runaway	Unicorn	Through A Forest Canopy
4	The Lonely	Siren	Clear Midnight Skies
5	The Lost	Hunter	Winter Nights
6	The Forgotten	Queen	On Cold Desert Nights
7	The Sundered	Tree	Cloudless Western Skies
8	The Broken	Sword	Clear Skies at Sea
9	The Carved	Rune	Spring Nights
10	The Fallen	Apple	In the Sky's Reflections on Lakes
11	The Holy	Pilgrim	From Mountain Tops
12	The Marching	Troupe	Cloudless Southern Skies
13	The Singing	Harp	Beyond Windows of Warm Taverns
14	The Weeping	Giant	Summer Nights
15	The Sleeping	Bear	Through a Planar Rift
16	The Dying	Man	Above Holy Places
17	The Shooting	Arrow	Cloudless Northern Skies
18	The Running	Deer	When Stood within a Stone Circle
19	The Growing	Child	On Nights that follow Battles
20	The Howling	Wolf	Where Sorrow has been felt

[Constellations in the night sky may represent stories of the realm, or when visible tell of dark omens]



EFFECTS WHEN VISIBLE

1	Grants Foresight	11	Eyesight becomes Hawk-like
2	Grants Strength	12	Chosen God speaks to you
3	Awakens Senses	13	Luck is on your side
4	Gain a Holy Aura	14	Directs you to Treasure
5	Become Cursed	15	Favourable Weather
6	Feel Great Sorrow	16	Your Belly becomes Full
7	Visited by a Spirit	17	An Old Friend is nearby
8	Aura of Healing	18	Alerts Evil to your Location
9	An Old Wound Returns	19	Become Sickly
10	Become Fully Rested	20	A Forgotten Memory returns

[Certain NPCs or players' characters could be affected by their Star Sign]

Languages:
Speech & Slang

By Species.

1	Common Tongue	11	Giant
2	Human	12	Elemental
3	Elvish	13	Orcish
4	Dwarvish	14	Halfling
5	Demonic	15	Celestial
6	Draconic	16	Fey
7	Merfolk	17	Dark Elven
8	Druidic	18	Avian Tongue
9	Gnomish	19	Undead / Ghost Speech
10	Goblin	20	Animalistic

Expressed through...

1	Speech	11	Rolled Bones
2	Sign Language	12	Fanciful Script
3	Text	13	Grunts
4	Song	14	Spoken Poetry
5	Telepathy	15	Clicks
6	Magic	16	Dance Movements
7	Runes	17	Drawings
8	Smoke Signals	18	Clapping
9	Musical Notes	19	Gestures and Pointing
10	Code	20	Guttural Sounds

When creating NPCs, a strange accent or speech quirk can make them more memorable. Perhaps NPCs in different regions have varying accents and unique slang so that the party can learn to recognise where a new character hails from.

Slang.

1	'He's a smelter!' (Hot Tempered)	11	'You don't know the sun.' (You're a horrid person)
2	'They were born in the bog.' (Of Low Class)	12	'She's found the ferry.' (She's not coming back)
3	'Winter Creeks!' (It's very Cold)	13	'They spit rubies.' (They're very wealthy)
4	'By the broken blade...' (Shocked, in awe)	14	'He can't find his hat.' (He's dull-witted)
5	'Loud thunder! What was that?' (Startled)	15	'They stuffed a casket.' (They're dead)
6	'She weaves webs.' (She's a criminal)	16	'These folk bleed steel.' (They fight well)
7	'Falling apples!' (What luck!)	17	'Oh, he's straight from the gallery.' (He's attractive)
8	'Frog and slug are out.' (It'll rain soon)	18	'A bear on his hind legs.' (He's a strong brawler)
9	'Anvil on toe!' (Curses, angered)	19	'She's snatching stars.' (She's very intelligent)
10	'Catch a horse, lad.' (Flee from trouble)	20	'Regent's Ruin.' (Bad luck)

Accents & Quirks.

1	Thick, Broad Accent	11	Deep and Booming
2	Strong Brogue	12	Emphasises Certain Words
3	Burr (Strong 'R' sounds)	13	Well-Spoken
4	Slow Drawl	14	Upward Inflection (Higher sentence ends)
5	Stutter	15	Mumbling
6	Elocution (Clear and articulate)	16	Repetitive (Words and information)
7	Lilt (A pleasant rising and falling)	17	High Pitched and Squeaky
8	Slurry Speech	18	Quiet, Shy Speech
9	Posh, High-born Accent	19	Uses Vulgar Language
10	Musical Voice (Song-like)	20	Echoes and Repeats Others' Words

Living:
Current / Modern Languages

	One	Two	Spoken by
1	Common Tongue of	the Hearth	Commoners
2	Azure Speech of	Ocean Tides	Nobles
3	Silver Tongue of	the High Kingdom	Thieves
4	Signed Speech of	the Golden Islet	Merchants
5	Tavern Talk of	Summer Winds	Sailors
6	Foxtail Speech of	the Badlands	Peasants
7	Lowland Drawl of	the Feather-lands	Barbarians
8	Holiest Voice of	Castle County	Military
9	Dragon Tongue of	Autumn Leaves	Royalty
10	Current Language of	the Shining Nation	Wizards
11	Whistles of	the Crystal Crown	Northerners
12	Calligraphy of	the Commonwealth	Scholars
13	Relearned Language of	the Ashen Hills	Easterners
14	Bird-talk of	the Mauve Branch	Travelling Troupe
15	Highland Tongue of	the Feral Domain	Southerners
16	Chantings of	the Mountain's Meridian	Students of Magic
17	Complex Language of	the Backlands	Westerners
18	Hollow Speech of	the Jungle Archipelago	Islanders
19	Ringed Finger Signs of	the Bustling Bazaar	City Folk
20	Guttural Chants of	the Crater Folk	Nomads

[A Living Language is one currently spoken within your world.]

Ancient:
Dead / Extinct Languages

	One	Two	Three
1	Black Speech	of the Fallow	People
2	Mariner's Tongue	of the Seaside	Folk
3	Runic Script	of the Druidic	Acolytes
4	Flaming Voice	of the Wandering	Soldiers
5	Forbidden Speech	of the Mountain	Men
6	Forgotten Language	of the Ancient	Rulers
7	Mechanical Speech	of the Forest	Women
8	Magical Script	of the Island	Race
9	Nomadic Drawl	of the Desert	Barbarians
10	Cursed Voice	of the Ever-Dark	Undead
11	Indecipherable Code	of the Deep	Cult
12	Bygone Language	of the Careless	Kingdom
13	Vanished Tongue	of the Winter	Temple
14	Holy Voice	of the Lost	Domain
15	Former Talk	of the Destroyed	Province
16	Buried Speech	of the Ruined	Tribes
17	Sermon Signs	of the Ice	Country
18	Sighed Soliloquy	of the Misplaced	Caves
19	Unremembered Voice	of the Mysterious	Hollow
20	Dance Speech	of the Imagined	Emperors

[Ancient languages went extinct long ago, and make for great puzzles to decipher.]

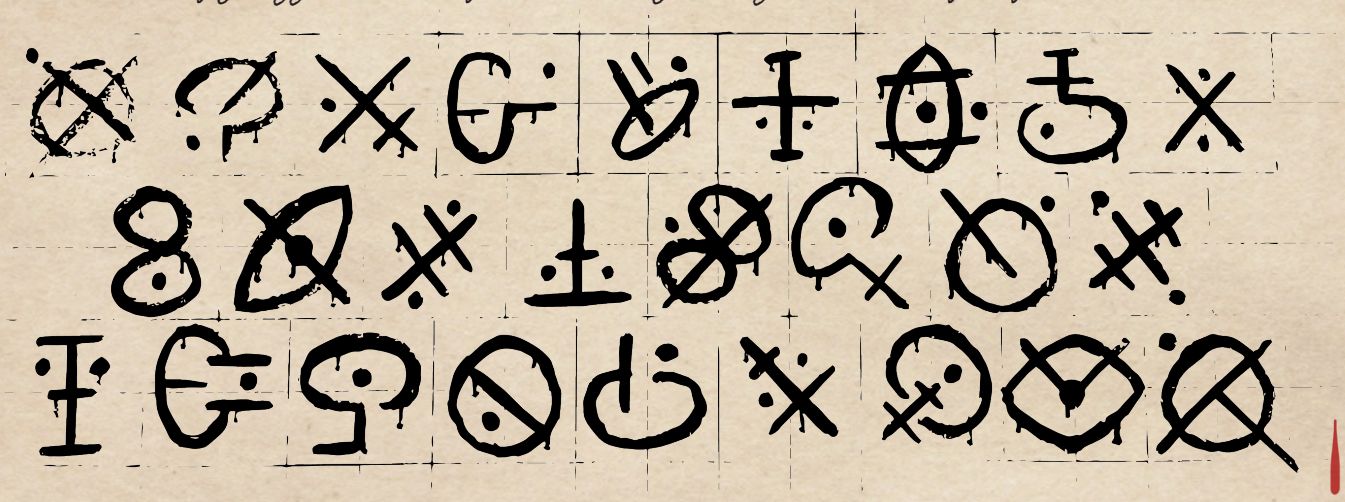
Written Language:
Alphabets & Codes

When creating languages for your fantasy world, you won't need to know how to pronounce every word, but having an idea of how a certain nation or species record and write their language can be an exciting addition. Perhaps they use old runic lettering or a numerical system that spells out words. A more primitive species may paint cave drawings or communicate by moving sticks through sand. Roll on the table below to generate a beginning for the concept of the 'written' word within your world. Finding languages and symbols throughout travels can breathe life into a specific people's culture.

1	Longhand	11	Ciphers
2	Runes	12	Symbols
3	Letters	13	Gothic Lettering
4	Braille	14	Dashes and Dots
5	Graffiti	15	Brush-strokes
6	Numerical	16	Hand Sign Drawings
7	Hieroglyphics	17	Sand Glyphs
8	Calligraphy	18	Diagrams
9	Code	19	Geometric Patterns
10	Cave Drawings	20	Inscription

Type.

Capital City graffiti - Used by the thieves guild, found in alleyways...



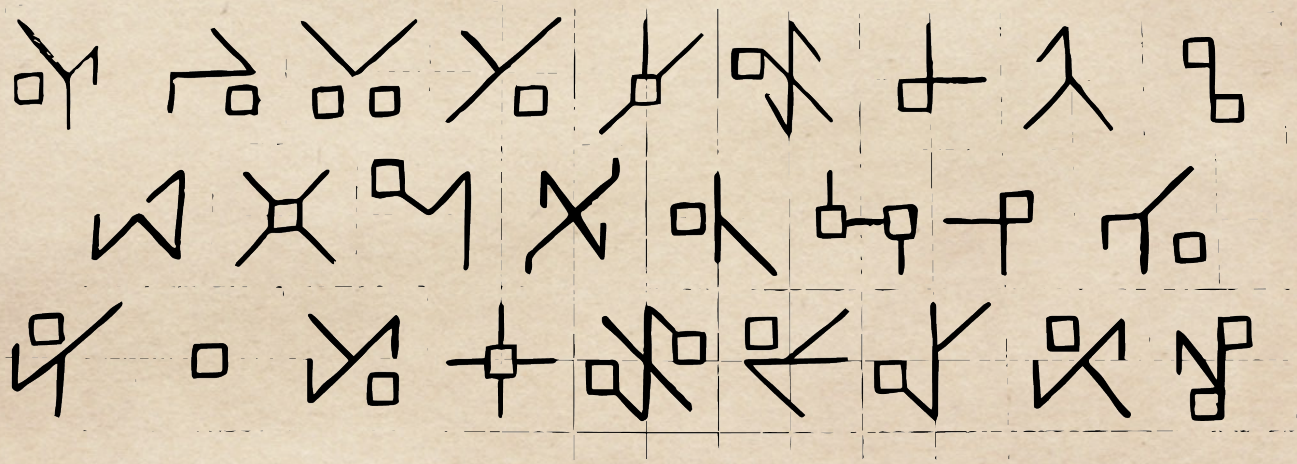
Written Language:
Deciphering Codes

Having alphabets and codes for the party to decipher can add another element to exploration within your world. Perhaps a magical doorway can only be opened once the inscription upon it is read aloud. Maybe the foreign journal of an enemy must be read in order to know their political motive? Written languages and codes make for great puzzles within fantasy worlds. Use the table below to determine how a specific set of symbols, manuscript, or ancient carvings can be deciphered. Where are the translations located within your world, and will the party have to visit multiple locations to collect them?

How to Decipher.

1	Find a collection of Guarded Tomes	11	Collect all of the Translational Stones
2	Discover the Birthplace of the Language	12	Visit each of the Carved Monoliths in the forest
3	Find the person who invented the code	13	Study the language or code for months
4	Steal the works of a Famous Translator	14	Find the Buried Tomb beneath the sands
5	Visit an altar that bestows knowledge	15	Find a Magic Item that allows you to decipher it
6	Find a Professor of the ancient texts	16	Visit each of Three Siblings who hold answers
7	Recover the Accompanying Scrolls	17	Contact the planar entity who created it
8	Use Magical Spells to decipher	18	Gain the Mirror of Clarification from a dungeon
9	Find a Being old enough to remember	19	Visit the Spirit World to gain answers
10	Gain access to a Forbidden Library	20	Find clues within a Famous University

Dwarven Merchant Runes - Used on mountain trade routes. Can be found in ledgers...



Towers:
Spires & Keeps

	One	Two	Three
1	The Black	-Fire	Steeple
2	The Rusty	-Crystal	Tower
3	The Stone	-Skull	Spire
4	The Floating	-Leaf	Belfry
5	The Old	-Troll's	Citadel
6	The Red	-Rock	Wizard's Tower
7	The Splintered	-Helm	Castle
8	The Glass	-Jewel	Fort
9	The Jagged	-King's	Watchtower
10	The Winter	-Tree	Minaret
11	The Fallen	-Blade	Fortress
12	The Lofty	-Aura	Lookout
13	The Ashen	-Queen's	Keep
14	The Ruined	-Dragon's	Turret
15	The Wind	-Beetle	Observatory
16	The Rough	-Mount	Lighthouse
17	The Sunny	-Oak	Beacon
18	The Swaying	-Prayer	Outpost
19	The Clockwork	-God's	Cathedral
20	The Forgotten	-Road	Ziggurat

[Towers and spires can be seen from a great distance, and give the party a destination to aim for.]

Statues:
Monoliths & Sculptures

WILDERNESS.

	One	Two
1	Verdant	Sculpture
2	Fungal	Statue
3	Collapsed	Carving
4	Hunter's	Obelisk
5	Wooden	Monolith
6	Broken	Column
7	Crumbling	Pillar
8	Druidic	Totem Pole
9	Flowered	Art Piece
10	Traveller's	Effigy
11	Sacrificial	Statuary
12	Tribal	Tombstone
13	Cobwebbed	Menhir
14	Shadowed	Pillar
15	Bloody	Monument
16	Vine Covered	Standing Stone
17	Toppled	Gate
18	Planar	Banner
19	Barbed	Cross
20	Cursed	Pole

CITY / TOWN.

	One	Two
1	Marble	Sculpture
2	Warrior's	Statue
3	Chained	Carving
4	Golden	Obelisk
5	Rusted	Monolith
6	Religious	Column
7	Patterned	Pillar
8	Guarded	Totem Pole
9	Glowing	Art Piece
10	Queen's	Effigy
11	Bronzed	Statuary
12	White	Tombstone
13	Hero's	Menhir
14	Bleached	Pillar
15	Monks'	Monument
16	Spiked	Standing Stone
17	Blessed	Gate
18	King's	Banner
19	Pearl	Cross
20	Museum's	Pole

Battlefields:
Historic & Recent Sites

	One	Two	Three
1	The Battle of	the Crimson	Lake
2	The Corpse Fields of	the Fallen	Plains
3	The Battleground of	the Corrupted	Army
4	The Dead Militia of	the Betrayed	Mountain
5	The Border Skirmishes of	the Warring	Countrymen
6	The Historical Site of	the Plagued	Lords
7	The Besieged Castle of	the Noble	Alliance
8	The War's End of	the Holy	Forest
9	The Feud of	the Cursed	Portals
10	The Frontier of	the First God's	Union
11	The Mass Grave of	the Sunlit	Lowland
12	The Final Campaign of	the Hidden	Horde
13	The Stone Army of	the Banished	Knights
14	The Great Stand of	the Forgotten	Confederation
15	The Burned Blasphemers of	the Unholy	Tribes
16	The Last Battle of	the Impoverished	Troops
17	The Clash of	the Ruined	Highland
18	The Magical Calamity of	the Sentinel	Minions
19	The Ancient Battle of	the Sundered	Air-force
20	The Crusade Site of	the Prosperous	Realm

[Famous Battlegrounds can be great places to find loot or become haunted areas that attract scavengers and monsters.]

Battlefields:
Site Descriptions

Dressing.

	One	Two
1	Shredded	Banners
2	Rotting	Corpses
3	Flaming	Wagons
4	Melted	Weapons
5	Rusted	Siege Engines
6	Bloodied	Spears
7	Broken	Arrow Shafts
8	Crushed	Helms
9	Splintered	Shields
10	Tainted	Soldiers
11	Scattered	Tents
12	Crystalline	Structures
13	Bronze	Idols
14	Filthy	Bones
15	Ashen	Rubble
16	Floating	Orbs
17	Ravaged	Relics
18	Otherworldly	Treasure
19	Dusty	Horses
20	Eroded	Swords

Terrain.

	One	Two
1	Black	Smoke
2	Shifting	Grass
3	Impenetrable	Rocks
4	Towering	Hill
5	Pale	Pools
6	Frozen	Mud
7	Bloody	Ground
8	Magical	Obelisks
9	Green	Trees
10	Dark	Flowers
11	Gloomy	Cliffs
12	Bright	Flat Ground
13	Red	Fungi
14	Ghostly	Mist
15	Rain-beaten	Nest
16	Putrid	Pollen
17	Shimmering	Ice
18	Blue	Gate
19	Divine	Cave
20	Yellow	Bridge

Wilderness Landmarks:
Woodland & Forests

Woodland.

1	A magically glowing stream flows by	11	A confusing signpost beside several paths
2	A tall tree, leaves out of season, rises ahead	12	A giant spider's web turned to crystal
3	A rickety rope bridge crosses a deep gorge	13	An abandoned witch's hut rots away here
4	Great pink fungi grows from dying trees	14	A woodland clearing filled with picnic benches
5	An oak stump has been carved into a fox	15	A large burrow of some unknown creature
6	Painted boulders lie across the path	16	A crater filled with lavender and many bees
7	An arch rests within a grove of wild flowers	17	A bearskin is nailed to the trunk of a willow tree
8	Gnarled trees dance to the sounds of flutes	18	A wooden fishing platform rots in a pond
9	A rocky outcropping in the shape of a boar	19	A central stone circle appears on summer nights
10	Thorns of stone ring a cave opening	20	A creek surrounded by ancient stone carvings

Forest.

1	A single pine tree that reaches the clouds	11	Dragon bones have become one with the ground
2	The skull of a giant lies between the trees	12	An abandoned hamlet, retaken by nature
3	A stone throne wreathed in brambles	13	An ancient keep overtaken by flowered vines
4	A wide bear trail runs through the bracken	14	A tall portal rests between the evergreens
5	A clearing filled with red blossom	15	The statue of a druid god, mossy and crumbling
6	Giant rune burned into the forest floor	16	A wide rushing river splits the forest
7	A burial mound amongst the flora	17	A rocky structure rises above the trees
8	An old temple ruin, long overgrown	18	The famous camping site of the wardens
9	A tall wooden watchtower	19	The ground falls away, trees growing outward
10	A hole in the canopy, mountains beyond	20	A gigantic tree has fallen and crushed the area

Wilderness Landmarks:
Mountains & Tundra

Mountain.

1	Great stone sword plunged into the cliff	11	A spiky structure of igneous rock
2	Smoke columns of the southern tribes	12	The bridges of the mountain men
3	Jagged peak shaped like a dragon's head	13	A temple atop a dangerous ridge-line
4	Ice caves rest upon the mountainside	14	The face of a queen carved into the mountainside
5	The frozen bodies of former climbers	15	An underground river of flowing magma
6	A tremendous split in the mountain	16	The shattered peak of a dragon's lair
7	Blue, glass-like substance above	17	A stone bridge from one mountain to another
8	Carcass of a colossal white bear	18	A magical aura surrounds the summit
9	The old mountain tower, now ruined	19	A gaping hole that leads into the mines
10	A great forge within the mountain	20	A stone axe that stands before a mountain pass

Tundra.

1	Stepping stones across a fast river	11	Green and blue lights in the night sky
2	Plain of barbarous ice	12	A signpost buried in deep snow
3	Frozen tributary	13	An altar of ice atop a cliff
4	Abandoned frozen caravan of carts	14	Humongous horns of some dead beast
5	A huge tree covered in winter berries	15	A hill with old sledding tracks weaving across it
6	A frozen waterfall beside a ridge	16	A large rock covered in multicoloured lichen
7	Distant purple mountain points north	17	A ring of ice sculptures depicting the gods
8	A frozen lake that holds a behemoth	18	An oily abandoned crystal-drill site
9	A pillar of snowy rock in the mist	19	A grove of glowing mistletoe
10	A famous way station within the wild	20	The deep tracks of the frost nomads' wagons

Wilderness Landmarks:
Coastline & Oceans

Coast.

1	Cliffs above the waves that shine like silver	11	A magical globe that floats offshore
2	The bones of scattered whales	12	Burial mounds of the famed fishermen
3	A coastal cave entrance marked by carvings	13	A white statue to the queen of the sea
4	An archway of rock above the waves	14	A ghostly ship that appears at night
5	A band of rare rock runs across a sea pillar	15	Frozen waves that appear to be mountains
6	A warship crashed on the rocks	16	A breached and rusted magical submarine
7	A towering lighthouse of unknown origin	17	A column of rock offshore with an abbey atop it
8	A red 'X' splashed upon the sand	18	An eroding tombstone for a notorious pirate
9	A giant shell turned into a coastal tavern	19	A bay of blood red waters
10	A salty bridge made from tentacles	20	An inlet covered in thousands of dead jellyfish

Ocean/Sea.

1	The body of a dead god resting in the ocean	11	An island that can never be reached
2	A tiny island with a chest at its centre	12	A floating, exotic bazaar of trade and wares
3	A city submerged by the rising tide	13	A cryovolcano spouts freezing water and ice shards
4	The unmanned flagship of the royal fleet	14	A crashed airship that moves with the tides
5	A whirlpool of great magnitude	15	A hidden archipelago of luscious vegetation
6	Coral reef that releases a precious substance	16	A rock formation that looks like a crown
7	Domain of a Kraken, marked by sea stones	17	A mile wide forest of thick seaweed
8	Deadly icebergs litter the waters	18	A surfaced sea anemone large enough to walk on
9	A weather wizard's tower juts from the sea	19	Stone slabs beneath the waves, marking a temple
10	A never-ending storm lies ahead	20	A staircase rising from the ocean to the clouds

Wilderness Landmarks:
Deserts & Wastelands

Desert.

1	A shimmering monolith of sandstone	11	The domed rooftops of a sultan's palace
2	Three tall red buttes on the horizon	12	A sprawling mosaic depicting a battle in the desert
3	A poison cactus forest	13	The gliding sand-ships of the desert cut-throats
4	A towering pyramid of burning gold	14	A towering hand of stone risen from the sand
5	An almost impossible to reach oasis	15	A golden barge on the river that serves high-born
6	Tented enclave of the desert guerrillas	16	The dried out lake bed of the former water folk
7	A sandy town built into a rocky arch above	17	The fabled moving dunes of moonless nights
8	A great bird statue with ornate headdress	18	The harrowing totems of the barbarians
9	The ruined dwelling of a sand summoner	19	A sandstone ridge that looks like a snake
10	The shifting, sinking sands of the south	20	Cracked columns mark the entrance to a tomb

Wasteland.

1	A wind beaten ruin of times lost	11	A smouldering meteorite crash site
2	Volcanic ash mounds of the northern wastes	12	A forest of eerie petrified trees
3	Winged statue above a blood red lake	13	The hollow earth of the skin-stealers
4	The obsidian spines of the badlands	14	The forever burning bone effigy
5	A great, flaming dust bowl	15	A raised serpent turned to stone
6	The high black dunes of the western wastes	16	A vast anthill which spans miles
7	A towering volcano that spews forth spirits	17	A collection of macabre sculptures on the horizon
8	The fleshy canopies of the banished	18	A series of dugouts from a forgotten war
9	A volcanic fissure shaped like a glowing eye	19	The curving ribcage of a primeval leviathan
10	The cracked earth of the dead valley	20	A long, clammy trench which protects from winds

Wilderness Landmarks:
Farmland & Grassland

Farmland.

1	A tall windmill sits atop a hill	11	An abandoned village burned by monsters
2	The famous cobbled trade route	12	Patchwork fields of celebrated flower growers
3	A vast vineyard of blue grapes	13	A rotting, haunted watermill
4	A group of tress growing in a fairy circle	14	A village famous for its home-brewed ale
5	An old fort used for grain storage	15	A valley filled with crimson poppies
6	The red bricked manor of a land owner	16	A canal used for shipping produce to the cities
7	A field of pale beehive skeps	17	A hard to reach ranch that breeds rare horses
8	An old farmhouse ransacked by bandits	18	The herb garden of an infamous healer
9	Large livestock market	19	Chapel ruins of a banned religion
10	A fifty mile long drystone wall	20	Hollow tree beside the road that serves as a tavern

Grassland.

1	Hills said to be the tombs of adventurers	11	The ritual megalith of a Druidic faction
2	A rock formation which points south	12	The sentient red grass of the slopes
3	An outstation for weary travellers	13	The sunken graves of many a weary settler
4	An observatory for students of the night sky	14	A carved limestone block that shows the way
5	The marshy grasses of the cursed plateau	15	The stone well of the waiting lady
6	An onyx monument to the god of travel	16	A stone circle covered in sleep inducing moss
7	The flooded plains of the lowlands	17	An ever-giving fruit tree
8	The famous road of the travelling bards	18	Rock watchtower adorned with the flags of knights
9	A tall cairn built by hunters	19	The lost caravan of the first pioneers
10	The sundial of the planar mage	20	The hunter's, herbalist's and harpy's abode.

Wilderness Landmarks:
Jungles & Planar

Jungle.

1	A bygone city, wreathed in verdant growth	11	Trampled elephant road
2	A sacrificial slab atop a damp, rocky rise	12	High, steaming waterfalls of the swollen land
3	A river bend where stones create a crossing	13	Stilted huts of the jungle tribes
4	Thick tree roots growing around a shrine	14	Jewelled stone head of the teeming god
5	A clearing full of hallucinogenic flowers	15	Rushing waters of the river folk
6	A tiered pyramid of grey stone	16	The jungle mother-tree, home of the apes
7	The swaying rope bridge of the explorers	17	Tribal warrior village of human-skin huts
8	Rocks painted with crushed berries	18	Guarded shrine of the river god
9	A big cat's den beneath a fallen tree	19	The great branch crossing of the lemurs
10	The jungle temple of the moon and stars	20	The vine-temple maze of the hidden people

Planar.

1	The imposing Ever-Flame of the Cinder Star	11	The Watery Depths of the Walruses Wake
2	The great Iceways of the Frostwastes	12	The Night Lands of the Shadowed Heart
3	The Waterspout of the Mirrored Seas	13	The Spiral Road of the Craven Fae
4	The Crystalline City of the Earth Plane	14	The Crescent Child of the Gloomy Realm
5	The Drifting Towers of the Four Winds	15	The Deep Grove of the Earnest Earth
6	The Rift Gateways of the Winged Women	16	The Dying Heart of the World Beast
7	The Planar Crossroads of the Core	17	The Ever-changing School of Planar Puzzles
8	The Husk-Hives of the Dark Abyss	18	The Ascended Throne of the Ashen Heights
9	The Bucolic Fields of the Moon Farm	19	The Elemental Playground of the Bat Children
10	The Creeping Citadel of Crushing Claims	20	The perfectly preserved Carcass of the Behemoth

Quick D6 Landmarks: Natural

Rock.

1	Rock Structures
2	Boulders
3	Cliff
4	Mountain
5	Crystal Structure
6	Natural Arch

Water.

1	Pond
2	River
3	Lake
4	Waterfall
5	Stream
6	Beach

Hole.

1	Fissure
2	Canyon
3	Gulley
4	Valley
5	Gorge
6	Chasm

Flora.

1	Tree
2	Cactus
3	Grass
4	Fungi
5	Shrubbery
6	Flower Field

Ice.

1	Glacier
2	Snowdrift
3	Frozen Lake
4	Iceberg
5	Snowfield
6	Snowcapped Peak

Arcane.

1	Planar Rift
2	Fire Plane Entrance
3	Air Plane Entrance
4	Earth Plane Entrance
5	Water Plane Entrance
6	Shadow Plane Entrance

Heat.

1	Volcano
2	Dust Bowl
3	Meteorite
4	Dried Lakebed
5	Flamespout
6	Gas Field

Air.

1	Floating Isle
2	Dark Cloud
3	Moon
4	Forever Storm
5	Planet
6	Navigational Star

Path.

1	Steep Pathway
2	Rocky Path
3	Frozen Patch
4	Muddy Track
5	Natural Steps
6	Overgrown Path

Quick D6 Landmarks:
Man-Made

Stone.

1	Keep
2	Spire
3	Cathedral
4	Library
5	University
6	City Walls

Water.

1	Bridge
2	Ship
3	Jetty
4	Watermill
5	Stilted Building
6	Port

Deep.

1	Mine
2	Tunnels
3	Dungeon
4	Sewers
5	Crypt
6	Dig Site

Flora.

1	Garden
2	Florists
3	Herbal Apothecary
4	Lumber Yard
5	Farm
6	Orchard

Ice.

1	Igloos
2	Winter Lodge
3	Sledding Track
4	Whaling Station
5	Ice Temple
6	Mountaineering Store

Arcane.

1	Portal Arch
2	Witch's Hut
3	Wizard's Tower
4	Scroll Shop
5	School of Magic
6	Haunted Graveyard

Fire.

1	Giant Brazier
2	Burning Effigy
3	Forge
4	Conflagration
5	Controlled Forest Fire
6	Funeral Pyre

Air.

1	Airship
2	Floating Palace
3	Flying Construct
4	Magical Castle
5	Hot Air Balloon
6	Magical City

Road.

1	Road Sign
2	Merchant Stall
3	Wagon Station
4	Tavern
5	Bandit Camp
6	Travelling Circus

Technology:
Primitive & Advanced Items

Primitive.

	One	Two
1	Corroded	Sword
2	Bronze	Sandals
3	Runic	Staff
4	Leaf	Breastplate
5	Stone	Mirror
6	Jade	Axe
7	Druidic	Comb
8	Muddied	Arrowhead
9	Wooden	Headdress
10	Painted	Urn
11	Thorn	Brooch
12	Shell	Bow
13	Iron	Tapestry
14	Feathered	Spear
15	Rusted	Cutlery
16	Carved	Club
17	Clay	Idol
18	Mollusc	Amulet
19	Child's	Tool
20	Tribal	Sceptre

Advanced.

	One	Two
1	Steam Engine	Chair
2	Clockwork	Blade
3	Pull String	Toy
4	Rotating	Parasol
5	Electrical	Harpoon
6	Balloon	Satchel
7	Miniature	Wagon
8	Gunpowder	Saddle
9	Anti-Gravity	Telescope
10	Kite	Axe
11	Suction	Waistcoat
12	Solar	Gauntlet
13	Traceable	Cutlery
14	Wind-Up	Compass
15	Automated	Pistol
16	Robotic	Quill
17	Mechanical	Belt
18	Oiled	Boots
19	Motorised	Saw
20	Networked	Pendant

Quick Treasure:
Gemstones & Jewellery

Gemstones.

	One	Two
1	Uncut	Diamond
2	Glowing	Ore
3	Cracked	Garnet
4	Magical	Opal
5	Forbidden	Gemstone
6	Cut	Aquamarine
7	Hexed	Beryl
8	Rare	Onyx
9	Spirit	Amber
10	Patterned	Sapphire
11	White	Topaz
12	Marbled	Amethyst
13	False	Emerald
14	Engraved	Obsidian
15	Dark	Sunstone
16	Cloudy	Moonstone
17	Chipped	Bloodstone
18	Heavy	Aragonite
19	Opaque	Coral
20	Rounded	Pearl

Jewellery.

	One	Two
1	Rose	Circlet
2	Spider	Ring
3	Wolf	Anklet
4	Ruby	Necklace
5	Noble	Belly Chain
6	Flower	Belt Buckle
7	Peasant's	Choker
8	Cross	Bracelet
9	Cursed	Earrings
10	Royal	Cufflinks
11	Star	Coin
12	Banned	Charm
13	Gold	Brooch
14	Diamond	Hair Pin
15	Studded	Toe Ring
16	Wooden	Locket
17	Silver	Medallion
18	Snake	Pendant
19	Skull	Crown
20	Eye	Bangle

Heirlooms:
Instruments & Weapons

Instruments.

	One	Two
1	A dusty	Mandolin
2	A sentient	Piano
3	Grandfather's	Harp
4	An Ornate	Harmonica
5	A Sentient	Guitar
6	Grandmother's	Banjo
7	A Lucky	Drum
8	Sibling's	Violin
9	A Cursed	Cello
10	Father's	Bagpipe
11	An Age-old	Tambourine
12	Teacher's	Flute
13	Arcane	Fiddle
14	Mother's	Accordion
15	Priceless	Lyre
16	Antique	Mandolin
17	Uncle's	Horn
18	Otherworldly	Lute
19	Patron's	Chimes
20	Broken	Whistle

Weapons.

	One	Two
1	Unkempt	Shortsword
2	A sentient	Longsword
3	Grandfather's	Scimitar
4	An Ornate	Rapier
5	A Sentient	Cleaver
6	Grandmother's	Greatsword
7	Bloodied	Handaxe
8	Sibling's	Broad Axe
9	A Bad Luck	Poleaxe
10	Father's	Club
11	Ancient	Mace
12	Teacher's	Morning Star
13	Magical	Knuckle Dusters
14	Mother's	Shield
15	Priceless	Longbow
16	Antique	Recurved Bow
17	Uncle's	Crossbow
18	Otherworldly	Knife
19	Patron's	Boomerang
20	Broken	Halberd

[Heirlooms, items passed down for generations, can be great quest starters, or hold harrowing memories for a character.]

Heirlooms:
Art & Documents

Art.

	One	Two
1	A Framed Painting of	a Battle
2	A Carving depicting	a Warrior
3	A Tapestry depicting	a Graveyard
4	A Flag depicting	a Mountain
5	A Statue depicting	a Family
6	An Idol depicting	a Bear
7	A Poem that tells of	a Ruined Tower
8	A Magical Orb depicting	an Ancestor
9	A Decorated Vase depicting	a Fallen King
10	A Carved Chair depicting	a Brother
11	Hand-crafted Model of	a Dragon
12	Tiny Sculpture of	a Primordial Being
13	Hand Crafted Token of	a Lost God
14	Charcoal Drawing of	a Father
15	A Splashed Canvas of	a Weary Traveller
16	An Ink Drawing of	a Burning Home
17	A Wood Engraving of	a Mother
18	A Magical Painting of	a Far Away Realm
19	A Diorama Depicting	a Sunken Ship
20	A Knitted Rug Depicting	a Sister

Documents.

	One	Two
1	The Deed to	a Castle
2	A Book about	a Horse
3	A Will entitling the owner to	a Stately Manor
4	A Document about	a Ranch
5	A Bill of Sale for a	a Locked Chest
6	A Manual about	an Acre of Land
7	A School Project on	a Tavern
8	The Strange Blueprints for	a Monarchy
9	A Thick Tome about	a Construct
10	Political Musing about	a Portal
11	A Patented Idea about	an Airship
12	An Old Journal about	a Holy Relic
13	Magical Dissertation on	a Lost World
14	A Map showing the route to	a Powerful Weapon
15	A Scientific Report on	a New Species
16	A Shipment Order for	an Army
17	Notes of an Experiment on	a Hidden Mine
18	A Contract outlining	an Assassin
19	Madman's Scrawling about	a Guildhall
20	Religious Journal on	a Church's Bell

Loot by Location:
Barracks & Castle

Barracks.

1	Emblazoned Breastplate	11	Horned Shoulder Pads
2	Leather Vambrace	12	Dented Shield
3	1D6 Military Medals	13	Padded Vest
4	Smith's Hammer	14	1D4 Crossbows
5	1D4 Shortswords	15	1D20 Nails
6	Small Anvil	16	Jewelled Helm
7	Rusty Chainmail	17	Smith's Apron
8	Wooden Buckler	18	Full Set of Plate Armour
9	1D6 Iron Ingots	19	Elven Cuirass
10	Dragon Scale Cloak	20	1D4 Spears

Castle.

1	Golden Candelabra	11	Artisan's Game Board
2	1D20 Gold Coins	12	Secret Letter
3	Stone Bust	13	1D20 Cherry Sweets
4	Fancy Goblet	14	Map of the Realm
5	Rare Book	15	Royal Diary
6	Antique Rapier	16	Stone Tablet of Law
7	Painted Vase	17	Freshly Baked Loaf
8	Silk Robe	18	Coin Master's Ledger
9	Servant Bell	19	A Famous Knight's Helm
10	1D6 Silver Spoons	20	A Peacock Feather Quill

Loot by Location:
Wilderness & Caves

Wilderness.

1	Makeshift Bow	11	Antique Compass
2	1D6 Hammered Coins	12	Collection of Wilderness Maps
3	Empty Potion Vial	13	Quiver of Barbed Arrows
4	Druid's Bone Necklace	14	Potion of Healing
5	Warden's Adventuring Pack	15	1D4 Wolf Pelt
6	1D6 Fox Pelts	16	Elven Sword
7	Potion of Hearing	17	Unbreakable Bowstring
8	Quiver of Poisoned Arrows	18	Potion of Sight
9	Camouflaged Cloak	19	1D6 Green Gemstones
10	Rough Mountain Boots	20	Rare Animal Scales

Cave/Mine.

1	1D4 Diamonds	11	Mushroom Cake
2	Magical Pickaxe	12	Ever-Burning Candle
3	1D4 Rare Ore	13	Thick Mining Gloves
4	1D6 Small Crystals	14	Broken Relic
5	Dwarven Mining Helmet	15	Coiled Rope
6	1D20 Copper Coins	16	1D6 Rough Gemstones
7	Explosive Satchel	17	Leather Harness
8	Goblin's Knife	18	Rusted Climbing Crampons
9	Vial of Shadows	19	Engraved Hip Flask
10	Creaky Lantern	20	Miner's Lunch Box

Corpse Loot:
Peasants & Nobles

Peasant.

1	1D6 Apples	11	Family Heirloom
2	1D4 Horse Shoes	12	Small Flute
3	Tattered Tunic	13	1D6 Wooden Trinkets
4	1D4 Coins	14	Straw Doll
5	Horn of Bitter Ale	15	Kitchen Knife
6	A Woollen Vest	16	Lead Figurine
7	Cut of Meat	17	Small Cage holding a Frog
8	Worn Boots	18	Holy Book
9	1D20 Roasted Nuts	19	Flint
10	Crude Locket and Chain	20	Broken Toy

Noble.

1	Feathered Hat	11	Velvet Gloves
2	Deeds and Documents	12	Wrinkled Cravat
3	Flask of Fine Wine	13	Wax Stamp Kit
4	1D20 Gold Coins	14	Exquisite Amulet
5	Fanciful Shirt	15	Gilded Walking Cane
6	Jewelled Dagger	16	Key on a Chain
7	Crested Napkin	17	Ruby Ring
8	Game Piece	18	Fancy Corset
9	Pearl Necklace	19	Jam Pastry
10	1D20 Silver Coins	20	Tailor's Measuring Tape

Corpse Loot:
Hunters & Knights

Hunter.

1	Quiver of Hunting Arrows	11	Utility Belt
2	Recurved Bow of Silence	12	Bark Buckler
3	Muddy Cuffed Boots	13	Camping Knife
4	Tunic of Almost-Invisibility	14	1D6 Wound Bandages
5	Longbow of Far-Flight	15	Thick Bedroll
6	Animal Snare	16	Crossbow of Sorrow
7	1D6 Obsidian Arrowheads	17	Flask of Ale
8	Small Tent	18	1D4 Deer Antlers
9	Herbalist's Kit	19	Climbing Rope
10	Hatchet	20	Bundle of Feathers

Knight.

1	Visored Helm	11	Painted Large Shield
2	Dented Plate Armour	12	Emblazoned Tunic
3	Broken Lance	13	Plate Armour Boots
4	High-born Sword	14	Tournament Trophy
5	House Sigil Banner	15	Bent Longsword
6	1D20 Silver Coins	16	Deeds of Lineage
7	Heavy Warhammer	17	Bloodied Horse Saddle
8	Signet Ring	18	Muddied Mace
9	Maiden's Handkerchief	19	Small Holy Token
10	Wineskin	20	White Rose

Corpse Loot:
Wizards & Druids

Wizard.

1	1D4 Spell Gems	11	Archmage's Hood
2	Ancient Spell Book	12	1D6 Blank Scrolls
3	Staff of Fire	13	Crystal Staff
4	Purple Robes	14	Illusionist's Robes
5	Scroll of Sorrow	15	Tome of Lore
6	Vial of	16	Pointy Hat
7	Wooden Staff	17	Scroll of Luck
8	Seeing Stone	18	Lightning Rod
9	Scroll of Gateways	19	Staff of Shadow
10	Alchemist's Satchel	20	1D20 Small Vials

Druid.

1	Healing Herbs	11	Vial of Forest Spirits
2	1D4 Weather Rune Stones	12	1D6 Falcon Feathers
3	Flowered Staff	13	Dream Berries
4	Enchanted Wolf Pelt	14	Miniature Tree
5	1D6 Bone Dice	15	Flowered Staff of the Moon
6	Potion of Growth	16	Jar of Face Paint
7	Fast Growing Seeds	17	Tiny Stone Nature Idol
8	1D20 Dried Flowers	18	Potion of Stone-Skin
9	Crown of Vines	19	1D6 Frozen Dryad Tears
10	Beast Whistle	20	Moss Voodoo Doll

Corpse Loot:
Adventurers & the Undead

Adventurer.

1	Musky Bedroll	11	1D6 White Candles
2	1D4 Unlit Torches	12	1D4 Health Potions
3	Cut Rope	13	Mouldy Cheese
4	1D6 Coins	14	Round Wooden Shield
5	Leather Pack	15	1D20 Arrows
6	Deserter's Sword	16	Old Tool-kit
7	Stale Bread	17	Ball of String
8	Tinder Box	18	Inaccurate Map
9	Tin Cup	19	Vial of Poison
10	Crowbar	20	Rusty Key

Undead.

1	Unholy Relic	11	Possessed Amulet
2	Rotten Eyeball	12	Gravedigger's Shovel
3	1D10 Bony Fingers	13	Witch's Athame
4	Vampiric Teeth	14	Slimy Brain
5	1D6 Coins	15	Strange Bone
6	Melted Cross	16	Coffin Lid
7	Vial of Acidic Spit	17	Silver Bullet
8	Wooden Stake	18	1D20 Ancient Coins
9	Beating Heart	19	1D6 Black Candles
10	Bloodied Woodcutter's Axe	20	Damp Wolf Fur

Unique Realms
'World-Building' Questions

1. What is the main form of transport here?

♥ HEARTS:
2 ♥ - On Foot
3 ♥ - Horses
4 ♥ - Horse & Cart
5 ♥ - Oxen
6 ♥ - Large Wagons
7 ♥ - Rowboats
8 ♥ - Canoes
9 ♥ - Sailing Ships
10 ♥ - Owl Mounts
Jack ♥ - Dragon Mounts
Queen ♥ - Eagle Mounts
King ♥ - Moth Mounts
Ace ♥ - Airships

♦ DIAMONDS:
2 ♦ - Bat Mounts
3 ♦ - Lizard Mounts
4 ♦ - Bear Mounts
5 ♦ - Boar Mounts
6 ♦ - Snail Mounts
7 ♦ - Tiger Mounts
8 ♦ - Lion Mounts
9 ♦ - Griffin Mounts
10 ♦ - Winged Horse Mounts
Jack ♦ - Beetle Mounts
Queen ♦ - Drake Mounts
King ♦ - Wyrm Mounts
Ace ♦ - Elemental Mounts

♠ SPADES:
2 ♠ - Steam Trains
3 ♠ - Trams
4 ♠ - Portal Devices
5 ♠ - Robotic Mounts
6 ♠ - Sand-Sail Ships
7 ♠ - Hover Boards
8 ♠ - Moving Cities
9 ♠ - Hot Air Balloons
10 ♠ - Zeppelins
Jack ♠ - Gliders
Queen ♠ - Wing Flying Machine
King ♠ - Parachutes
Ace ♠ - Chariots

♣ CLUBS:
2 ♣ - Elephant Mounts
3 ♣ - Dinosaur Mounts
4 ♣ - Whale Mounts
5 ♣ - Dolphin Mounts
6 ♣ - Camels
7 ♣ - Donkeys
8 ♣ - Skis
9 ♣ - Broomsticks
10 ♣ - Bikes
Jack ♣ - Automobiles
Queen ♣ - Sentient Plant-life
King ♣ - Floating Platforms
Ace ♣ - Sledge

2. What is the local food delicacy?

♥ HEARTS:
2 ♥ - Spider Egg Broth
3 ♥ - Blue Fungi Falafel
4 ♥ - Roast Boar & Mint Sauce
5 ♥ - Carapace Paste on Rye
6 ♥ - Fried Fairy Wings
7 ♥ - Cinnamon Black Bread
8 ♥ - Sugar Cane Cream
9 ♥ - Basilisk Venom Soup
10 ♥ - Raw Elemental Eel
Jack ♥ - Bat-wing Bagels
Queen ♥ - Crispy Insect Skewers
King ♥ - Sweet Dumplings
Ace ♥ - Rattlesnake Pie

♦ DIAMONDS:
2 ♦ - Vegetable Stew with Crackers
3 ♦ - Bewitched Bamboo Soup
4 ♦ - Honey Salmon with Herbs
5 ♦ - Smoked Brain Sausage
6 ♦ - Roasted Fire Ants
7 ♦ - Magically Charred Frogs
8 ♦ - God-Dust Cake
9 ♦ - Stag Steak and Tomatoes
10 ♦ - Dragon Blood Pudding
Jack ♦ - Glowing Mushroom Dish
Queen ♦ - Infused Salad of Sorrow
King ♦ - Scraped Lichen Chowder
Ace ♦ - Boiled Wolf Heart

♠ SPADES:
2 ♠ - Crimson Cupcakes
3 ♠ - Rum Flavoured Pastry
4 ♠ - Oysters in Winter Wine
5 ♠ - Raw Planar Eggs
6 ♠ - Incredibly Spicy Olives
7 ♠ - Woven Bacon Strips
8 ♠ - Mixed Berry Pie
9 ♠ - Arcane Sugar Cubes
10 ♠ - Turtle Shell Soup
Jack ♠ - Marinated Griffin Breast
Queen ♠ - Shark Fin Steaks
King ♠ - Braised Beaver Tail
Ace ♠ - Fish Eye Dumplings

♣ CLUBS:
2 ♣ - Octopus Jam on Rice Cakes
3 ♣ - Black Seaweed Broth
4 ♣ - Flaming Demon Hearts
5 ♣ - Strawberry Porridge
6 ♣ - Sliced Apples of Avalon
7 ♣ - Pickled Fae Flowers
8 ♣ - Crystalline Loaf
9 ♣ - Ember Éclairs
10 ♣ - Roast Partridge & Plums
Jack ♣ - Spiked Cactus Cake
Queen ♣ - Never-ending Noodles
King ♣ - Raw Flying Fish & Rice
Ace ♣ - Graveyard Goat Curry

3. What are the current clothing fashions?

♥ HEARTS:
2 ♥ - Vibrant Patchwork
3 ♥ - Tattered Garb
4 ♥ - Shimmering Armour
5 ♥ - Golden Bangles
6 ♥ - Frilly Dresses
7 ♥ - Lilac Suits
8 ♥ - Spiked Pauldrons
9 ♥ - White Cloaks
10 ♥ - Feathered Headdresses
Jack ♥ - Boiled Leather Vests
Queen ♥ - Black Veils
King ♥ - Wide Brimmed Hats
Ace ♥ - Empty Ornate Sword Sheaths

♦ DIAMONDS:
2 ♦ - Large Metallic Collars
3 ♦ - Long Fancy Gloves
4 ♦ - Crested Breastplates
5 ♦ - Copper Elbow Pads
6 ♦ - Many Facial Piercings
7 ♦ - Seafaring Tattoos
8 ♦ - Buttoned Trench Coats
9 ♦ - High Heeled Boots
10 ♦ - Decorative Masks
Jack ♦ - Theatrical Costumes
Queen ♦ - Floral Patterns
King ♦ - Wide Trousers
Ace ♦ - Colourful Sashes

♠ SPADES:
2 ♠ - Elaborate Tunics
3 ♠ - Animal Face Paint
4 ♠ - Large Gem Jewellery
5 ♠ - Cloaks of Scales
6 ♠ - Black Clothes of Mourning
7 ♠ - Priestly Mitre Hats
8 ♠ - Leaf Adorned Coats
9 ♠ - Animal Pelts
10 ♠ - Leather Bandannas
Jack ♠ - Tree-bark Armour
Queen ♠ - Painted Back Shields
King ♠ - Grass Skirts
Ace ♠ - Chain-mail Mittens

♣ CLUBS:
2 ♣ - Paint Splattered Robes
3 ♣ - Antique Helms
4 ♣ - Large Feathered Hats
5 ♣ - Buckled Sandals
6 ♣ - Tapestry-like Cloaks
7 ♣ - Illustrated Eye Patches
8 ♣ - Ornamental Armour Pieces
9 ♣ - Bright Hair Ribbons
10 ♣ - Bells on Gowns
Jack ♣ - Luminescent Stitching
Queen ♣ - Shoulder Lion Pelts
King ♣ - Ivory Accessories
Ace ♣ - Green Bowler Hats

Draw six cards from a standard deck of playing cards (removing the Jokers). Reference each table below using your six cards. These questions can be answered for your entire world, or perhaps just a part of it, such as a continent or a town.

4. What is the local prophecy about?

♥ HEARTS:

2 ♥ - A Young Hero
3 ♥ - An Elderly Hero
4 ♥ - A Dark Lord
5 ♥ - A Returning Evil
6 ♥ - The End Times
7 ♥ - A Comet
8 ♥ - A Magical Calamity
9 ♥ - Rising Oceans
10 ♥ - Darkening Sky
Jack ♥ - A Falling Moon
Queen ♥ - All Consuming Plant-life
King ♥ - Planar Rifts
Ace ♥ - Invading Army

♦ DIAMONDS:

2 ♦ - Dark Portals
3 ♦ - A Lost King
4 ♦ - A New Queen
5 ♦ - A Recurring Duel
6 ♦ - Sentient Shadows
7 ♦ - A Witch Coven
8 ♦ - A Party of Heroic Adventurers
9 ♦ - A Party of Evil Adventurers
10 ♦ - A Magical Item
Jack ♦ - Lost Lands
Queen ♦ - An Ancient Curse
King ♦ - The Heir to the Throne
Ace ♦ - A Devastating Plague

♠ SPADES:

2 ♠ - A Cosmic Leviathan
3 ♠ - A Sea Creature
4 ♠ - A Hidden Kingdom
5 ♠ - Veil of Reality Threatened
6 ♠ - A Tyrant Returns
7 ♠ - World Reverts to an Older Age
8 ♠ - Religious Fanaticism
9 ♠ - A Dying God
10 ♠ - A God from another Realm
Jack ♠ - A God Reborn
Queen ♠ - A God Killer
King ♠ - A Dying World Tree
Ace ♠ - The Fall of Civilisation

♣ CLUBS:

2 ♣ - Disappearance of Magic
3 ♣ - Birth of New Magic
4 ♣ - A New Age of Technology
5 ♣ - A Merging of Worlds
6 ♣ - Dark Castle Appearing
7 ♣ - Vampiric Blight
8 ♣ - Failing Crops
9 ♣ - A Forever-Winter
10 ♣ - Never-ending Scorching Heat
Jack ♣ - The Death of a Council
Queen ♣ - The Dead Rising
King ♣ - Beastly Horde Amassing
Ace ♣ - The Dawn of a Better World

5. What jobs do they specialise in?

♥ HEARTS:

2 ♥ - Artificers
3 ♥ - Brewers
4 ♥ - Tailors
5 ♥ - Cobblers
6 ♥ - Weapon Smiths
7 ♥ - Armour Smiths
8 ♥ - Farriers
9 ♥ - Thatch Roofers
10 ♥ - Magicians
Jack ♥ - Fishermen
Queen ♥ - Hunters
King ♥ - Monster Hunters
Ace ♥ - Soldiers

♦ DIAMONDS:

2 ♦ - Trackers
3 ♦ - Butcher
4 ♦ - Masons
5 ♦ - Weavers
6 ♦ - Farmers
7 ♦ - Guardsmen
8 ♦ - Wardens
9 ♦ - Wheelwrights
10 ♦ - Bakers
Jack ♦ - Alchemists
Queen ♦ - Inventors
King ♦ - Winemakers
Ace ♦ - Locksmiths

♠ SPADES:

2 ♠ - Tanners
3 ♠ - Merchants
4 ♠ - Carpenters
5 ♠ - Chefs
6 ♠ - Airship Pilots
7 ♠ - Assassins
8 ♠ - Thieves
9 ♠ - Emissaries
10 ♠ - Squires
Jack ♠ - Knights
Queen ♠ - Gladiators
King ♠ - Horse Trainers
Ace ♠ - Fur Trappers

♣ CLUBS:

2 ♣ - Dog Breeders
3 ♣ - Antiquarians
4 ♣ - Sailors
5 ♣ - Priests
6 ♣ - Combat Tutors
7 ♣ - Spell Tutors
8 ♣ - Cartographers
9 ♣ - Scribes
10 ♣ - Millers
Jack ♣ - Soothsayers
Queen ♣ - Linguists
King ♣ - Bankers
Ace ♣ - Scientists

6. What type of troops are renowned here?

♥ HEARTS:

2 ♥ - Longbowmen
3 ♥ - Recurve Bow Archers
4 ♥ - Crossbowmen
5 ♥ - Pikemen
6 ♥ - Duellists
7 ♥ - Mounted Knights
8 ♥ - Jousters
9 ♥ - Saboteurs
10 ♥ - Cannoneers
Jack ♥ - Musketeers
Queen ♥ - Spearmen
King ♥ - Swordsmen
Ace ♥ - Pistoleers

♦ DIAMONDS:

2 ♦ - Assassins
3 ♦ - Ninjas
4 ♦ - Slingers
5 ♦ - Chariot Riders
6 ♦ - Spear Throwers
7 ♦ - Brawlers
8 ♦ - Martial Artists
9 ♦ - Warhammer Wielders
10 ♦ - Harpooners
Jack ♦ - Templars
Queen ♦ - Shield Bearers
King ♦ - Explosives Experts
Ace ♦ - Siege Experts

♠ SPADES:

2 ♠ - Shield and Shortsword
3 ♠ - Naval Officers
4 ♠ - Mace Wielders
5 ♠ - Weighted Net Throwers
6 ♠ - Boomerang Throwers
7 ♠ - Whip Wielders
8 ♠ - Lancers
9 ♠ - Knife Fighters
10 ♠ - Sea Raiders
Jack ♠ - Curved Blade Wielders
Queen ♠ - Mounted Bowmen
King ♠ - Mounted Warriors
Ace ♠ - Combat Dancers

♣ CLUBS:

2 ♣ - Fire Magic Users
3 ♣ - Earth Magic Users
4 ♣ - Air Magic Users
5 ♣ - Water Magic Users
6 ♣ - Dark Magic Users
7 ♣ - Necromancers
8 ♣ - Wizards
9 ♣ - Warlocks
10 ♣ - Paladins
Jack ♣ - Sorcerers
Queen ♣ - Druids
King ♣ - Gunslingers
Ace ♣ - Constructs

Prominent Places
'Location Creator' Questions

1. Where is this site located?

♥ HEARTS:
2 ♥ - Within a sprawling forest
3 ♥ - Atop a snowy mountain
4 ♥ - Deep in dark swampland
5 ♥ - Within the city walls
6 ♥ - Beneath the rolling desert
7 ♥ - Near a bustling town
8 ♥ - Beside a fast flowing river
9 ♥ - Within a sparkling glacier
10 ♥ - Atop a jagged peak
Jack ♥ - Along coastal cliffs
Queen ♥ - Beneath a lake
King ♥ - On a small island
Ace ♥ - Within a red canyon

♦ DIAMONDS:
2 ♦ - In a woodland clearing
3 ♦ - Beneath a cursed forest
4 ♦ - On the walls of an ancient city
5 ♦ - Beside icy flats
6 ♦ - Within hollowed cliff faces
7 ♦ - Atop a grassy ridge
8 ♦ - Upon a dried lake-bed
9 ♦ - Amidst a snow filled ravine
10 ♦ - Within a shadowed timberline
Jack ♦ - Atop a verdant gully
Queen ♦ - Within the deepest jungle
King ♦ - In field of wild flowers
Ace ♦ - Beside patchwork farmland

♠ SPADES:
2 ♠ - Within a cracked, hard land
3 ♠ - Beside a tiered waterfall
4 ♠ - At the base of a green mountain
5 ♠ - Before a ruptured volcano
6 ♠ - A dusty pale wasteland
7 ♠ - Within a colourful valley
8 ♠ - On blackened farmland
9 ♠ - Amidst a humid rainforest
10 ♠ - In the confines of a canyon
Jack ♠ - At the edge of frozen tundra
Queen ♠ - Within a burning waste
King ♠ - Amidst rocky structures
Ace ♠ - Atop sandstone cliffs

♣ CLUBS:
2 ♣ - Amidst a coral reef
3 ♣ - Between palms and dunes
4 ♣ - In rainy fenland
5 ♣ - Within thick mists and moss
6 ♣ - At an oasis in the ashen desert
7 ♣ - At the base of a volcanic rise
8 ♣ - On the open ocean
9 ♣ - At the bottom of a salty sea
10 ♣ - On a strange archipelago
Jack ♣ - Within a mangrove swamp
Queen ♣ - On the open prairie
King ♣ - At a freezing polar region
Ace ♣ - On the hot savannah

2. How do you reach the site?

♥ HEARTS:
2 ♥ - On foot
3 ♥ - On foot or by horse
4 ♥ - By rowboat
5 ♥ - By ship
6 ♥ - By airship
7 ♥ - Across a rope bridge
8 ♥ - Across a stone bridge
9 ♥ - Across a collapsed bridge
10 ♥ - Through an unsafe tunnel
Jack ♥ - Down a forbidden path
Queen ♥ - By magical means
King ♥ - Through a portal
Ace ♥ - Only the dead may enter

♦ DIAMONDS:
2 ♦ - Paying at a tollbooth
3 ♦ - Down a cobble road
4 ♦ - Follow an old wagon track
5 ♦ - Follow an overgrown trail
6 ♦ - Across a wooden causeway
7 ♦ - Beneath a crumbling arch
8 ♦ - Wade upriver
9 ♦ - Wade downriver
10 ♦ - On the back of a creature
Jack ♦ - Follow the signposts
Queen ♦ - Follow the toadstools
King ♦ - Follow the lanterns
Ace ♦ - Follow the butterflies

♠ SPADES:
2 ♠ - Only the guide knows the way
3 ♠ - Across a crystal structure
4 ♠ - Use rope and climbing gear
5 ♠ - Climb many stone steps
6 ♠ - Climb many magical steps
7 ♠ - Solve a series of bizarre puzzles
8 ♠ - Only a map can guide you
9 ♠ - Obtain a magical key
10 ♠ - Pierce a magical veil
Jack ♠ - Pay the boatman a soul
Queen ♠ - Give a gift to the locals
King ♠ - Only the pure may enter
Ace ♠ - Only evil may enter

♣ CLUBS:
2 ♣ - Follow the rising road
3 ♣ - Cross a treacherous ravine
4 ♣ - Pass through a wall of shadow
5 ♣ - Face the guardian of the way
6 ♣ - Answer a riddle on the road
7 ♣ - Bypass a magical gate
8 ♣ - Follow ancient cairns
9 ♣ - Be silent on the path
10 ♣ - Sing a song while on the path
Jack ♣ - Cross a great divide
Queen ♣ - Follow the mountain pass
King ♣ - Tunnel your way in
Ace ♣ - Find a way over a high wall

3. What is the prominent place here?

♥ HEARTS:
2 ♥ - Castle
3 ♥ - Church
4 ♥ - Tavern
5 ♥ - Library
6 ♥ - Tree-house
7 ♥ - Apothecary
8 ♥ - Camp
9 ♥ - Manor
10 ♥ - Barracks
Jack ♥ - Grave
Queen ♥ - Blacksmiths
King ♥ - Palace
Ace ♥ - Tower

♦ DIAMONDS:
2 ♦ - Shrine
3 ♦ - Arena
4 ♦ - Hut
5 ♦ - Keep
6 ♦ - Ancient Tree
7 ♦ - Temple
8 ♦ - Mine
9 ♦ - Sacrificial Altar
10 ♦ - Dungeon
Jack ♦ - Hostel
Queen ♦ - Sewer
King ♦ - Armoury
Ace ♦ - Fort

♠ SPADES:
2 ♠ - Crypt
3 ♠ - Training Ground
4 ♠ - School
5 ♠ - Way-station
6 ♠ - Ship
7 ♠ - Cathedral
8 ♠ - Stone Circle
9 ♠ - Aqueduct
10 ♠ - Tailors
Jack ♠ - Cave
Queen ♠ - Market
King ♠ - Banquet
Ace ♠ - Hospital

♣ CLUBS:
2 ♣ - College
3 ♣ - Casino
4 ♣ - Trench
5 ♣ - Sanctuary
6 ♣ - Guildhall
7 ♣ - Morgue
8 ♣ - Grotto
9 ♣ - Farm
10 ♣ - Antique Store
Jack ♣ - Monastery
Queen ♣ - University
King ♣ - Forge
Ace ♣ - Prison

Draw six cards from a standard deck of playing cards (removing the Jokers). Reference each table below using your six cards. A prominent place will begin to form. Try to think on how each of the answered questions combine with one another to create an interesting location.

4. Who/What dwells within the site?

♥ HEARTS:

2 ♥ - Famous Cartographer
3 ♥ - Sickly Werewolf
4 ♥ - Several young Goblins
5 ♥ - Injured Knight
6 ♥ - Escaped Convict
7 ♥ - Waning Lich
8 ♥ - Grotesque Troll
9 ♥ - Weeping Witch
10 ♥ - Sentient Furniture
Jack ♥ - Group of lost Orphans
Queen ♥ - Infamous Thief
King ♥ - Lonely Court Jester
Ace ♥ - Aging Warrior

♦ DIAMONDS:

2 ♦ - Angered Dragon
3 ♦ - Sly Merchant
4 ♦ - Trapped Farmhand
5 ♦ - Drunken Dwarf
6 ♦ - Distrusting Elf
7 ♦ - Possessed Lord
8 ♦ - Demon Hunter
9 ♦ - Quiet Priest
10 ♦ - Giant Serpent
Jack ♦ - Band of Draugr
Queen ♦ - Lowly Bandits
King ♦ - Fearsome
Ace ♦ - Giant Spider

♠ SPADES:

2 ♠ - Crew of Pirates
3 ♠ - Blind Vampire
4 ♠ - Shambling Zombies
5 ♠ - Troupe of Bards
6 ♠ - Giant Rats
7 ♠ - Famous Artist
8 ♠ - Fae Creatures
9 ♠ - Spirits of the Dead
10 ♠ - Skeleton Archers
Jack ♠ - Famous Brewer
Queen ♠ - Penitent Monk
King ♠ - Former Ruler
Ace ♠ - Exiled Prince

♣ CLUBS:

2 ♣ - Military Deserters
3 ♣ - Rabid Dogs
4 ♣ - Corrupt Druid
5 ♣ - Sleeping Bear
6 ♣ - Tainted Merfolk
7 ♣ - Cloaked Assassin
8 ♣ - Vengeful Father
9 ♣ - Lone Wolf
10 ♣ - Elemental Djinn
Jack ♣ - Elven Plane-walker
Queen ♣ - Magical Fox
King ♣ - Stone Golem
Ace ♣ - Mad Herbalist

5. What connection do you have to the site?

♥ HEARTS:

2 ♥ - Tasked to find an item there
3 ♥ - You dream of it
4 ♥ - You have been there before
5 ♥ - A friend is lost there
6 ♥ - None at all
7 ♥ - Tasked to explore the site
8 ♥ - You grew up there
9 ♥ - Just passing through
10 ♥ - Hunting someone
Jack ♥ - Spying on someone
Queen ♥ - Forced to enter
King ♥ - In search of treasure
Ace ♥ - In search of secrets

♦ DIAMONDS:

2 ♦ - In search of information
3 ♦ - In search of a sibling
4 ♦ - Seeking vengeance there
5 ♦ - You are drawn to the place
6 ♦ - You heard rumours about it
7 ♦ - Paid to do reconnaissance
8 ♦ - You seek lost documents
9 ♦ - You wish to recover memories
10 ♦ - You wish to regain youth there
Jack ♦ - An enemy dwells there
Queen ♦ - An ally dwells there
King ♦ - You wish to cure its curse
Ace ♦ - You wish to banish its evil

♠ SPADES:

2 ♠ - You wish to cure an illness there
3 ♠ - A rival party venture there
4 ♠ - You wish to be healed there
5 ♠ - You have heard it holds power
6 ♠ - Your kin hail from it
7 ♠ - Religious duty to travel there
8 ♠ - Place a cursed item back there
9 ♠ - Escort someone to the site
10 ♠ - You must flee there from evil
Jack ♠ - In search of an old friend
Queen ♠ - Your lover resides there
King ♠ - A spell compels you to go
Ace ♠ - You saw it in a vision

♣ CLUBS:

2 ♣ - You saw it in a crystal ball
3 ♣ - You found it on an old map
4 ♣ - You have always wanted to go
5 ♣ - You stumble upon it
6 ♣ - Asked to go by your patron
7 ♣ - A family heirloom resides there
8 ♣ - Your own evil can be faced there
9 ♣ - It is a pilgrimage you must take
10 ♣ - Your deity commands you go
Jack ♣ - You simply wish to explore
Queen ♣ - You saw a dark omen
King ♣ - You are part of a prophecy
Ace ♣ - You are bound to the site

6. What can be uncovered at the site?

♥ HEARTS:

2 ♥ - Secret Documents
3 ♥ - Treasure Horde
4 ♥ - Rare Artworks
5 ♥ - An Evil Plan
6 ♥ - Magical Sword
7 ♥ - A Grand Betrayal
8 ♥ - Ancient Coins
9 ♥ - Magical Scrolls
10 ♥ - Chalice of Youth
Jack ♥ - Your Secret Past
Queen ♥ - A Friend's Secret
King ♥ - A Rebellion
Ace ♥ - A Cultist Ritual

♦ DIAMONDS:

2 ♦ - Thieves Guild Meeting
3 ♦ - A Necromancer
4 ♦ - An Illegal Market
5 ♦ - Ill-fated Archaeological dig
6 ♦ - A Dark Portal
7 ♦ - A Dormant God
8 ♦ - A Creature's Nest
9 ♦ - Ancient Texts
10 ♦ - Spell Books
Jack ♦ - A Secret Room
Queen ♦ - Mysterious Potions
King ♦ - Monstrous Trophies
Ace ♦ - Deeds to a Keep

♠ SPADES:

2 ♠ - Chest of Gold
3 ♠ - Basket of Jewels
4 ♠ - A Dead Adventurer
5 ♠ - A Secret Pact
6 ♠ - A Hidden Vault
7 ♠ - Stolen Art
8 ♠ - A Magical Amulet
9 ♠ - A Sanctioned Duel
10 ♠ - A Confidential Meeting
Jack ♠ - The Tomb of a Prince
Queen ♠ - The Tomb of a Queen
King ♠ - The Tomb of a King
Ace ♠ - A Plot Against You

♣ CLUBS:

2 ♣ - Answers You Seek
3 ♣ - A Haunted Mask
4 ♣ - A Collection of Inks
5 ♣ - A Magical Deck of Cards
6 ♣ - A Planar Rift
7 ♣ - An Invasion Plan
8 ♣ - A Gathering Army
9 ♣ - A Fallen Being
10 ♣ - A Prophecy
Jack ♣ - An Ancient Carving
Queen ♣ - A New Evil
King ♣ - A World-Killer Weapon
Ace ♣ - A Seeing Stone

Overlords & Leaders
'Create a Ruler' Questions

1. What is their title?

♥ HEARTS:
2 ♥ - King
3 ♥ - Queen
4 ♥ - Prince
5 ♥ - Princess
6 ♥ - Lord
7 ♥ - Noble
8 ♥ - Captain
9 ♥ - Duke
10 ♥ - General
Jack ♥ - Archon
Queen ♥ - Bishop
King ♥ - Count
Ace ♥ - Countess

♦ DIAMONDS:
2 ♦ - Baron
3 ♦ - Baroness
4 ♦ - Archpriest
5 ♦ - God-King
6 ♦ - God-Queen
7 ♦ - Executioner
8 ♦ - Cardinal
9 ♦ - Warlord
10 ♦ - Chancellor
Jack ♦ - Apostle
Queen ♦ - Council Member
King ♦ - Emperor
Ace ♦ - Consort

♠ SPADES:
2 ♠ - Colonel
3 ♠ - Inquisitor
4 ♠ - Overlord
5 ♠ - Sultan
6 ♠ - Archmage
7 ♠ - Pharaoh
8 ♠ - Commissioner
9 ♠ - Imperator
10 ♠ - Magus
Jack ♠ - Chieftain
Queen ♠ - Duchess
King ♠ - Commander
Ace ♠ - Director

♣ CLUBS:
2 ♣ - Herald
3 ♣ - Saint
4 ♣ - Martyr
5 ♣ - Governor
6 ♣ - Prophet
7 ♣ - Shaman
8 ♣ - Sheikh
9 ♣ - Champion
10 ♣ - Admiral
Jack ♣ - Crime Lord
Queen ♣ - Commandant
King ♣ - Overseer
Ace ♣ - Earl

2. What is their usual demeanour?

♥ HEARTS:
2 ♥ - Angered
3 ♥ - Jovial
4 ♥ - Foolhardy
5 ♥ - Brash
6 ♥ - Subdued
7 ♥ - Pleasant
8 ♥ - Aggressive
9 ♥ - Annoyed
10 ♥ - Capricious
Jack ♥ - Affable
Queen ♥ - Loyal
King ♥ - Vain
Ace ♥ - Playful

♦ DIAMONDS:
2 ♦ - Beguiling
3 ♦ - Mischievous
4 ♦ - Ambitious
5 ♦ - Logical
6 ♦ - Lazy
7 ♦ - Violent
8 ♦ - Undisciplined
9 ♦ - Faithful
10 ♦ - Volatile
Jack ♦ - Compassionate
Queen ♦ - Deceitful
King ♦ - Sly
Ace ♦ - Domineering

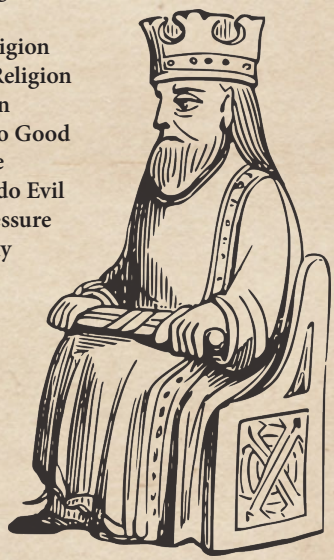
♠ SPADES:
2 ♠ - Manipulative
3 ♠ - Rude
4 ♠ - Spiteful
5 ♠ - Guarded
6 ♠ - Shy
7 ♠ - Reserved
8 ♠ - Sensitive
9 ♠ - Gregarious
10 ♠ - Arrogant
Jack ♠ - Talkative
Queen ♠ - Vengeful
King ♠ - Persuasive
Ace ♠ - Reticent

♣ CLUBS:
2 ♣ - Feral
3 ♣ - Barbaric
4 ♣ - Courageous
5 ♣ - Disdainful
6 ♣ - Solemn
7 ♣ - Alluring
8 ♣ - Sad
9 ♣ - Frightful
10 ♣ - Patronising
Jack ♣ - Obnoxious
Queen ♣ - Ruthless
King ♣ - Threatening
Ace ♣ - nonchalant

3. What is their main motivation/drive?

♥ HEARTS:
2 ♥ - Fear of Destruction
3 ♥ - Avoiding Conflict
4 ♥ - Respect
5 ♥ - Love of Death
6 ♥ - Conflict
7 ♥ - Power
8 ♥ - Cheat Death
9 ♥ - Comfort
10 ♥ - Beauty
Jack ♥ - Curiosity
Queen ♥ - Denial
King ♥ - Lust
Ace ♥ - Guilt

♦ DIAMONDS:
2 ♦ - Riches
3 ♦ - Conquering
4 ♦ - Destiny
5 ♦ - Love of Religion
6 ♦ - Hatred of Religion
7 ♦ - Desperation
8 ♦ - Desire to do Good
9 ♦ - Dominance
10 ♦ - Desire to do Evil
Jack ♦ - Peer Pressure
Queen ♦ - Family
King ♦ - Greed
Ace ♦ - Failure



♠ SPADES:
2 ♠ - Fame
3 ♠ - Jealousy
4 ♠ - Justice
5 ♠ - Knowledge
6 ♠ - Love
7 ♠ - Morality
8 ♠ - Past Trauma
9 ♠ - Survival
10 ♠ - Thrill
Jack ♠ - Protection
Queen ♠ - Preservation
King ♠ - Debts
Ace ♠ - Redemption

♣ CLUBS:
2 ♣ - Vengeance
3 ♣ - Save the World
4 ♣ - End the World
5 ♣ - Change the World
6 ♣ - Career
7 ♣ - Glory
8 ♣ - Protecting Others
9 ♣ - Rebellion
10 ♣ - Pride
Jack ♣ - Pleasure
Queen ♣ - Disprove Destiny
King ♣ - Reach Godhood
Ace ♣ - Afraid of Prophecy

Draw six cards from a standard deck of playing cards (removing the Jokers). Reference each table below to create a leader within your world. Allow each answer to begin to paint a picture of the person in your mind. Their demeanour may not match their true intentions.

4. What item do they always have on them?

♥ HEARTS:

2 ♥ - Golden Crown
3 ♥ - Silver Crown
4 ♥ - Crown of Vines
5 ♥ - Peacock Feather Quill
6 ♥ - Rusted Iron Sword
7 ♥ - Strange Shell Headdress
8 ♥ - Stack of Ledgers
9 ♥ - Locked Journal
10 ♥ - Ring of Keys
Jack ♥ - Single Steel Key
Queen ♥ - Dragon Idol
King ♥ - Red Cape
Ace ♥ - Chattering Skull

♦ DIAMONDS:

2 ♦ - Jar of Dried Leaves
3 ♦ - Magical Sceptre
4 ♦ - Wooden Walking Stick
5 ♦ - Ornate Rapier
6 ♦ - Military Medals
7 ♦ - Polished Buckled Boots
8 ♦ - Deed to a Palace
9 ♦ - Single Casino Chip
10 ♦ - Heavy War-club
Jack ♦ - Quiver of Arcane Bolts
Queen ♦ - Velvet Gloves
King ♦ - Amulet of Succession
Ace ♦ - Religious Bangles

♠ SPADES:

2 ♠ - Flaming Sword
3 ♠ - Cracked Battleaxe
4 ♠ - Crested Oval Shield
5 ♠ - Folded Flag
6 ♠ - Fancy Flower Brooch
7 ♠ - Royal Jewels
8 ♠ - Small Bronze Chest
9 ♠ - Mauve Laurel Wreath
10 ♠ - Patterned Surcoat
Jack ♠ - Glistening Robes
Queen ♠ - Child's Wooden Toy
King ♠ - Ruby Medallion
Ace ♠ - Blue Bladed Scimitar

♣ CLUBS:

2 ♣ - Crude Musket
3 ♣ - Dented Breastplate
4 ♣ - Fancy Horned Helm
5 ♣ - Magical Wineskin
6 ♣ - Hypnotising Spectacles
7 ♣ - Glass Stormy Orb
8 ♣ - Mystical Floating Mirror
9 ♣ - Automaton Bodyguard
10 ♣ - Historical Tome
Jack ♣ - Supernatural Spear
Queen ♣ - Religious Relic
King ♣ - Bloodied Rose
Ace ♣ - Black Urn

5. Who usually accompanies them?

♥ HEARTS:

2 ♥ - Tribal Warrior
3 ♥ - Foreign Dignitary
4 ♥ - Towering Bodyguard
5 ♥ - Tattooed Knight
6 ♥ - Their Spouse
7 ♥ - Robed Monk
8 ♥ - Militia Contingent
9 ♥ - Scrambling Scribes
10 ♥ - Pale Servant
Jack ♥ - Loyal Troll
Queen ♥ - Rabble of Advisors
King ♥ - Famous Chef
Ace ♥ - Silk-clad Harem

♦ DIAMONDS:

2 ♦ - Three Stout Soldiers
3 ♦ - Knife Fighter
4 ♦ - Skulking Creature
5 ♦ - Scarred Twins
6 ♦ - Mounted Hunter
7 ♦ - Palanquin Carriers
8 ♦ - Two Shadowy Crossbowmen
9 ♦ - Burned Mage
10 ♦ - Silent Squire
Jack ♦ - Sword Master
Queen ♦ - Lithe Courtier
King ♦ - Giggling Jester
Ace ♦ - Hooded Dark Figure

♠ SPADES:

2 ♠ - Four Shield Maidens
3 ♠ - Corrupt Ambassador
4 ♠ - Knight in Full Plate Armour
5 ♠ - Large Wolfhound
6 ♠ - Bald Librarian
7 ♠ - Infamous Scholar
8 ♠ - Young Wineskin Carrier
9 ♠ - Speaking Snake
10 ♠ - Their Young Daughter
Jack ♠ - Their Young Son
Queen ♠ - Twitching Owl
King ♠ - Desert Guardian
Ace ♠ - Ashen Druid

♣ CLUBS:

2 ♣ - Chain-mail Clad Guardsman
3 ♣ - Immense Eagle
4 ♣ - Frail Torch-bearer
5 ♣ - Elderly Woman
6 ♣ - Hunched Portrait Painter
7 ♣ - White Tigress
8 ♣ - Fanged Serviceman
9 ♣ - Dishevelled Privateer
10 ♣ - Shifty Priest
Jack ♣ - Pack of Feral Wolves
Queen ♣ - Stone Tablet Carrier
King ♣ - Leper Knight
Ace ♣ - Masked Dancer

6. Where do they usually dwell?

♥ HEARTS:

2 ♥ - White Brick Manor
3 ♥ - Palace Grounds
4 ♥ - Towering Dark Spire
5 ♥ - Beyond a Planar Portal
6 ♥ - Glimmering Monastery
7 ♥ - Domed Observatory
8 ♥ - Motte and Bailey Castle
9 ♥ - City Council Chambers
10 ♥ - Military Camp
Jack ♥ - Winery Villa
Queen ♥ - Lavish Mansion
King ♥ - Monolithic Temple
Ace ♥ - Crumbling château

♦ DIAMONDS:

2 ♦ - Stone Fort
3 ♦ - Royal Pavilion
4 ♦ - Underground Fortress
5 ♦ - Mountain Lodge
6 ♦ - Healing Sanctuary
7 ♦ - Fortified Abbey
8 ♦ - Magical Grotto
9 ♦ - City Cathedral
10 ♦ - Large Tavern
Jack ♦ - Extravagant Tent
Queen ♦ - Guildhall
King ♦ - High Tower
Ace ♦ - Floating Citadel

♠ SPADES:

2 ♠ - Frontier Cabin
3 ♠ - Deserters Stronghold
4 ♠ - Temple beneath a Lake
5 ♠ - Cave Network
6 ♠ - Cliff-side Aerie
7 ♠ - Great Tree House
8 ♠ - Boundary Watchtower
9 ♠ - Simple Dwelling
10 ♠ - Vibrant Casino
Jack ♠ - Country Estate
Queen ♠ - Red Bricked Priory
King ♠ - Ruined Manse
Ace ♠ - Overgrown Brewery

♣ CLUBS:

2 ♣ - Colossal Airship
3 ♣ - Famed Frigate
4 ♣ - Wagon House
5 ♣ - Expansive Farm
6 ♣ - Partially Burned Castle
7 ♣ - Ocean Palace
8 ♣ - Shifting Sky Mansion
9 ♣ - Elemental Planar Abode
10 ♣ - Beautiful Hanging Gardens
Jack ♣ - Arcane Orchard
Queen ♣ - Cursed Pirate Ship
King ♣ - Forest Library
Ace ♣ - Desert Fortress

Rumours & Twists

'Adventure Hook' Questions

1. Where were you when you heard the rumour?

♥ HEARTS:

2 ♥ - Within a lowly Tavern
3 ♥ - Within a Fancy Tavern
4 ♥ - Within a Hunter's Camp
5 ♥ - Upon the Road
6 ♥ - On the City Streets
7 ♥ - In a Guildhall
8 ♥ - Whilst Visiting a Friend
9 ♥ - Within a Brewery
10 ♥ - Atop a Bridge
Jack ♥ - At a Banquet
Queen ♥ - In a Garden
King ♥ - Atop the City Walls
Ace ♥ - Beside a Travellers' Portal

♦ DIAMONDS:

2 ♦ - In a Merchant's Tent
3 ♦ - At a Tinkerer's Camp
4 ♦ - In a Bank
5 ♦ - Within a Church
6 ♦ - Whilst visiting the Armoury
7 ♦ - Whilst visiting the Smithy
8 ♦ - Whilst visiting the Market
9 ♦ - At a Religious Shrine
10 ♦ - At the Gladiatorial Games
Jack ♦ - Within a Palace
Queen ♦ - Within a Castle
King ♦ - Within a Temple
Ace ♦ - Within a School of Magic

♠ SPADES:

2 ♠ - In a Border Fort
3 ♠ - At a Military Camp
4 ♠ - On a Toll Road
5 ♠ - At the City Gates
6 ♠ - Within the Barracks
7 ♠ - At a Way-station
8 ♠ - In a Lookout Tower
9 ♠ - Amidst a Parade
10 ♠ - In a Command Tent
Jack ♠ - A Musical Tournament
Queen ♠ - A Jousting Tournament
King ♠ - A Theatre Play
Ace ♠ - At a Magical Way-point

♣ CLUBS:

2 ♣ - Beside a Weeping Willow
3 ♣ - Atop of a Grassy Rise
4 ♣ - Amidst an Apple Orchard
5 ♣ - Within the Woods
6 ♣ - Beside a Stream
7 ♣ - On a Farm
8 ♣ - In a Cave Dwelling
9 ♣ - Within a Treetop Village
10 ♣ - The base of a Mountain
Jack ♣ - On a Wilderness Track
Queen ♣ - Within a Great Airship
King ♣ - Before a Famous Statue
Ace ♣ - Amidst a Druid's Festival

2. How did you hear of the rumour?

♥ HEARTS:

2 ♥ - From the Captain of the Guard
3 ♥ - From a Dishevelled Vagabond
4 ♥ - From a Weary Traveller
5 ♥ - From a Dying Crusader
6 ♥ - From a Rich Merchant
7 ♥ - From a Poor Farmer
8 ♥ - From a Stumbling Drunk
9 ♥ - From a Noblewoman
10 ♥ - From a Retired Knight
Jack ♥ - From a Roguish Thief
Queen ♥ - From a Shield-Maiden
King ♥ - From a Royal Prince
Ace ♥ - From a Famed Wizard

♦ DIAMONDS:

2 ♦ - From a Noticeboard
3 ♦ - From a Magical Message
4 ♦ - From a Priestly Figure
5 ♦ - From a Small Creature
6 ♦ - From a Goblin Servant
7 ♦ - From a Dwarven Miner
8 ♦ - From a Singing Bard
9 ♦ - 'Adventurer's Wanted' Poster
10 ♦ - From a Ghostly Presence
Jack ♦ - From a High-born Teenager
Queen ♦ - From the Barkeep's Wife
King ♦ - From the Princess's Serf
Ace ♦ - From a Wealthy Mage

♠ SPADES:

2 ♠ - From an Injured Soldier
3 ♠ - From a Close Friend
4 ♠ - From a Trusted Employer
5 ♠ - From a Distrusted Employer
6 ♠ - From a Court Jester
7 ♠ - From a Military General
8 ♠ - From a Poet
9 ♠ - From a Painter
10 ♠ - From a Jobless Musician
Jack ♠ - From a Chained Criminal
Queen ♠ - From a Hooded Patron
King ♠ - From a War-torn Elf
Ace ♠ - From a Magical Being

♣ CLUBS:

2 ♣ - From a Fisherman
3 ♣ - From a Group of Children
4 ♣ - From a Humble Monk
5 ♣ - From a Tattooed Druid
6 ♣ - From a Blacksmith
7 ♣ - From the Stable-boy
8 ♣ - From a Local Hero
9 ♣ - From a Town Healer
10 ♣ - From an Old Crone
Jack ♣ - From the Librarian
Queen ♣ - From a Former Outlaw
King ♣ - From a Scarred Warrior
Ace ♣ - From a Creature of Shadow

3. How was the rumour portrayed?

♥ HEARTS:

2 ♥ - In a heartfelt manner
3 ♥ - Panicked and rushed
4 ♥ - Angrily
5 ♥ - Happily
6 ♥ - Nonsensically
7 ♥ - As if it were a hoax
8 ♥ - As if it must be believed
9 ♥ - With the direst of messages
10 ♥ - As a prophecy
Jack ♥ - Simply as information
Queen ♥ - Nothing more than a story
King ♥ - A Cautionary Tale
Ace ♥ - Fearfully

♦ DIAMONDS:

2 ♦ - Plainly
3 ♦ - Enthusiastically
4 ♦ - Excitedly
5 ♦ - Sadly
6 ♦ - As a Call to Action
7 ♦ - As a Command
8 ♦ - With Regret
9 ♦ - With Sheer Terror
10 ♦ - Secretively
Jack ♦ - Powerfully
Queen ♦ - Aggressively
King ♦ - Playfully
Ace ♦ - As a Dark Omen

♠ SPADES:

2 ♠ - As a Warning
3 ♠ - Confidently
4 ♠ - Perplexedly
5 ♠ - Courageously
6 ♠ - Optimistically
7 ♠ - Disgustedly
8 ♠ - As if Powerless
9 ♠ - In an inquisitive manner
10 ♠ - As a Song
Jack ♠ - As if in Shock
Queen ♠ - As if it cannot be true
King ♠ - Disapprovingly
Ace ♠ - As a Rhyming Poem

♣ CLUBS:

2 ♣ - In a Hostile Manner
3 ♣ - As a Threat
4 ♣ - As if Mad
5 ♣ - Very Sceptically
6 ♣ - With Tremendous Grief
7 ♣ - As if Appalled
8 ♣ - Seemingly Exaggerated
9 ♣ - Bitterly
10 ♣ - In Awe
Jack ♣ - As if it is Insignificant
Queen ♣ - Numbly
King ♣ - Helplessly
Ace ♣ - Nauseated

Draw six cards from a standard deck of playing cards (removing the Jokers). Reference each table below using your six cards. A rumour will begin to form. Try to think on how each of the answered questions combine with one another to create an interesting adventure hook.

4. What location did the rumour describe?

♥ HEARTS:

2 ♥ - A Burning Homestead
3 ♥ - A Village to the North
4 ♥ - A Village to the East
5 ♥ - A Village to the South
6 ♥ - A Village to the West
7 ♥ - An Abandoned Mine
8 ♥ - Entrance to a Family Crypt
9 ♥ - A Woodland Clearing
10 ♥ - A Ruined Chapel
Jack ♥ - An Overgrown Guildhall
Queen ♥ - A Crossroad
King ♥ - A Farmer's Field
Ace ♥ - A Poisoned Well

♦ DIAMONDS:

2 ♦ - A Dead Tree
3 ♦ - A Magical Grove
4 ♦ - A Haunted House
5 ♦ - A Crumbling Manor
6 ♦ - A Rotten Shipyard
7 ♦ - A Damp Grotto
8 ♦ - A Graveyard
9 ♦ - A Mountain Pass
10 ♦ - An Icy Cavern
Jack ♦ - A Sewer
Queen ♦ - A Burial Mound
King ♦ - A Secret Grove
Ace ♦ - A Magical Stream

♠ SPADES:

2 ♠ - An Old Fort
3 ♠ - A Long Forgotten Battlefield
4 ♠ - Military Training Grounds
5 ♠ - A Closed Down Arena
6 ♠ - A Military Trench
7 ♠ - The Tomb of a Famous Warrior
8 ♠ - Cultist's Ramshackle Cabin
9 ♠ - A Strange Pyramid
10 ♠ - A Broken Portal Arch
Jack ♠ - An Underground Hideaway
Queen ♠ - A Sunken Ship
King ♠ - A Ransacked Cathedral
Ace ♠ - A Magical Stairway

♣ CLUBS:

2 ♣ - A Hidden Garden
3 ♣ - A Monster's Nest
4 ♣ - A Blackened Field
5 ♣ - A City Chamber
6 ♣ - A Dark Mortuary
7 ♣ - A Gothic Castle
8 ♣ - A Blocked Road
9 ♣ - A Rain-swept Abbey
10 ♣ - A Deep Swamp
Jack ♣ - A Mysterious Tavern
Queen ♣ - A Broken Bridge
King ♣ - A Fanciful Store
Ace ♣ - A Ghostly Plateau

5. What details did the rumour involve?

♥ HEARTS:

2 ♥ - A Gang of Bandits
3 ♥ - An Infamous Assassin
4 ♥ - Marauding Pirates
5 ♥ - A Crazed Beast
6 ♥ - A Soothsayer
7 ♥ - A Goblin Horde
8 ♥ - A Coin Collection
9 ♥ - A Primordial Obelisk
10 ♥ - A Lost Child
Jack ♥ - A Tribal Warlord
Queen ♥ - An Elven Queen
King ♥ - A Horned Lord
Ace ♥ - A Dragon

♦ DIAMONDS:

2 ♦ - A Magical Storm
3 ♦ - A Lost Heirloom
4 ♦ - A Forbidden Marriage
5 ♦ - A Landslide
6 ♦ - A Treasure Chest
7 ♦ - The Shield of a Famous Knight
8 ♦ - A Foretold Prophet
9 ♦ - The Bones of a Creature
10 ♦ - A Rare Jewel
Jack ♦ - A Trapped Family
Queen ♦ - A Kidnapped Prince
King ♦ - A Murdered Nobleman
Ace ♦ - A Vampiric Creature

♠ SPADES:

2 ♠ - An Invading Army
3 ♠ - A Travelling Circus
4 ♠ - A Large, Lone Wolf
5 ♠ - A Cursed Sword
6 ♠ - An Undead Horde
7 ♠ - Disappearances
8 ♠ - Spreading Plague
9 ♠ - The Bow of a Famous Archer
10 ♠ - A Great Bear
Jack ♠ - Unexplained Murders
Queen ♠ - A Dead Priest has Risen
King ♠ - Royal Bloodline has ended
Ace ♠ - A Corrupt Wizard

♣ CLUBS:

2 ♣ - A Rebel Uprising
3 ♣ - A Fleet of Airships
4 ♣ - A Growing Rot
5 ♣ - Carnivorous Plants
6 ♣ - Giant Spiders
7 ♣ - Spirits of the Dead
8 ♣ - Foreign Emissaries
9 ♣ - A Magical Disease
10 ♣ - Common-folk are Starving
Jack ♣ - A Violent Ritual
Queen ♣ - A Cunning Theif
King ♣ - A Wanted Felon
Ace ♣ - A Dangerous Cleric

6. What twist can you reveal about the rumour?

♥ HEARTS:

2 ♥ - A Guild is behind it
3 ♥ - It is a Recruitment Process
4 ♥ - An Old Enemy has set you up
5 ♥ - It is a Secret Tournament
6 ♥ - A Close Friend is the cause
7 ♥ - A Dark Force watches nearby
8 ♥ - Someone is tricking you
9 ♥ - A Lich lies in wait for you
10 ♥ - The Rumour is a Lie
Jack ♥ - A Priest is the Culprit
Queen ♥ - It's a Distraction
King ♥ - It's an Ambush
Ace ♥ - The Rumour is Exaggerated

♦ DIAMONDS:

2 ♦ - A Tavern-keep is the Culprit
3 ♦ - Someone is trying to kidnap you
4 ♦ - To pursue has dire consequences
5 ♦ - A Party Member is the cause
6 ♦ - The Royal Family Spreads Lies
7 ♦ - A Princess is the Culprit
8 ♦ - A Disgruntled Worker caused it
9 ♦ - Werewolf has been Tracking you
10 ♦ - You Owe a Debt to a Fae-thing
Jack ♦ - An Assassin Hunts you
Queen ♦ - A Merchant is the cause
King ♦ - A Sentient Relic is the cause
Ace ♦ - A Magical Plane has opened

♠ SPADES:

2 ♠ - A Dragon has spread the story
3 ♠ - The Military are Spreading Lies
4 ♠ - A Demon requires your Soul
5 ♠ - A Ghost has possessed you
6 ♠ - A Necromancer is the Culprit
7 ♠ - A Dormant Leviathan Stirs
8 ♠ - You are indirectly the cause
9 ♠ - A Traitor set you up
10 ♠ - You are to be left Stranded
Jack ♠ - The Evil here is in fact Good
Queen ♠ - The Good here is in fact Evil
King ♠ - An Ancient Power Calls to you
Ace ♠ - Your own Magic is the cause

♣ CLUBS:

2 ♣ - The Blame will fall on you
3 ♣ - An Enemy Escapes
4 ♣ - A Spy now Seeks you out
5 ♣ - A much Larger Plot unravels
6 ♣ - A neighbouring Nation is behind it
7 ♣ - You are Framed for Murder
8 ♣ - The Enemy now Know Your Face
9 ♣ - Someone you Love has Died
10 ♣ - A Nobleman is the Culprit
Jack ♣ - Companion is not who they seem
Queen ♣ - A Family Member is the cause
King ♣ - You have been here before
Ace ♣ - It is connected to previous events

Realm Fables

World Generator: Volume Two

from

SHIELDICE STUDIO.

A collection of Tools and Tables to aid in the creation of your fantasy worlds.

Your Next Adventure?

1	Aid a dragon in destroying a dark portal that threatens her nest.	11	Help the local lawmen find the culprit of a grisly murder. A white rose is present at the scene.
2	Join a ragtag militia headed to another land to disrupt the trade routes of a tyrant.	12	Strong winds uncover a tomb beneath the sand, and a voice begins to call your name from within.
3	Pass through a never-ending, colossal storm to reach a fabled isle.	13	The dark lord is defeated by a hero. Why then does evil still rise and the world grow darker?
4	Track down a famous artist who trapped the soul of a friend within a painting.	14	A peaceful village on the wild frontier is threatened by a devilish gang of cut-throats.
5	Cross over into the realm of spirits to contact a long dead scholar for information.	15	The spirit of the western woodland begs you to cure it of its rotten blight. Do you trust this entity?
6	A tidal wave of destructive magic rolls across the wastes towards the last bastion.	16	Pursue a famous explorer through deep jungle. You have information that may save their life.
7	Convince a high-born knight that you are of noble birth, and join his retinue.	17	You go to sleep in a comfy tavern bed, belly full, only to wake within a baleful wasteland, starving.
8	A fiendish man and his dogs from another plane hunt you for unknown reasons.	18	A disgruntled employer thinks you the cause of their misfortune. Flee the city, or fight?
9	Join or resist the army of a young ruler. They seek the ancient relics of his ancestors.	19	A travelling merchant tricks you into trying magical wine. You now must do his bidding.
10	Infiltrate a travelling troupe of magical bards. They harbour the answers you seek.	20	Find information on your new employer, who is rumoured to not be who she says she is.

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