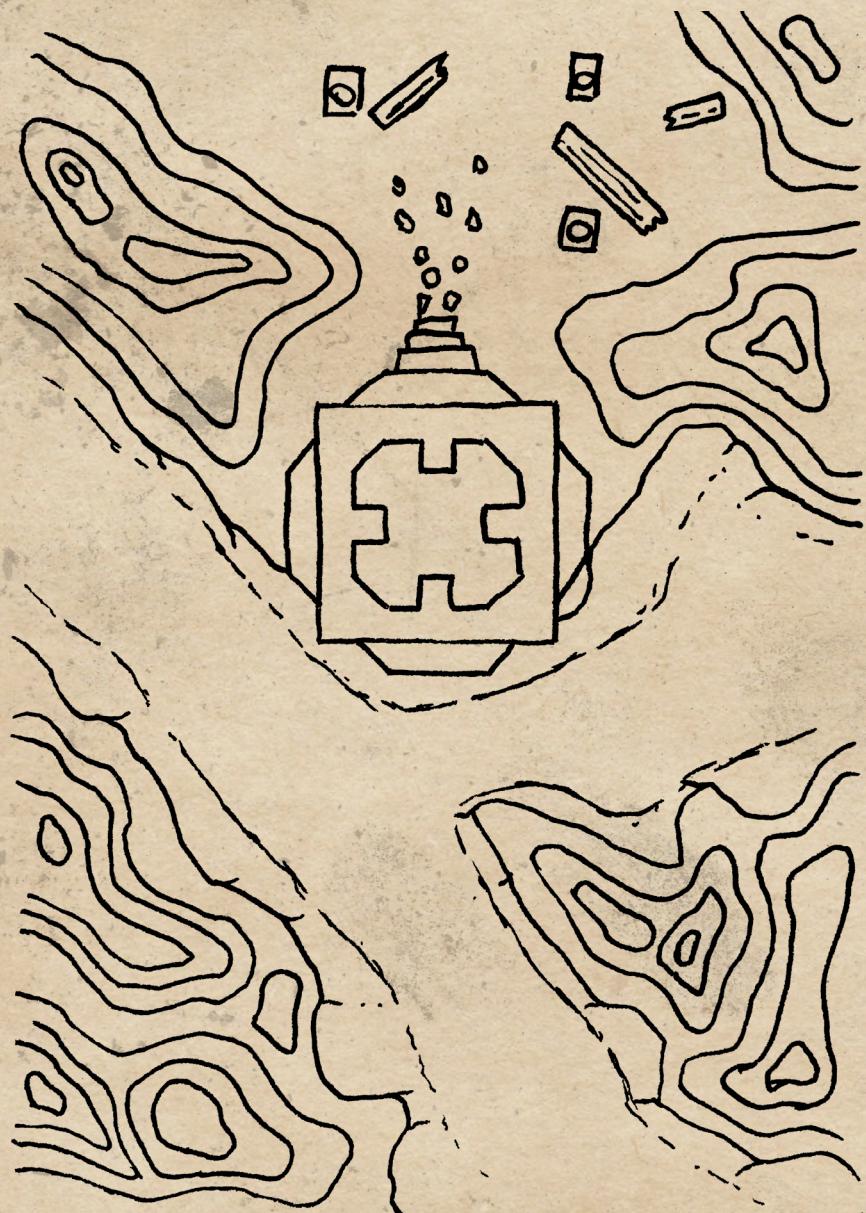


# Realm Fables

*- Miscellany -*



A Collection of  
Tools and Tables



# Introduction

**R**ealm 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...

*Written, illustrated and designed by Jay Merritt.*

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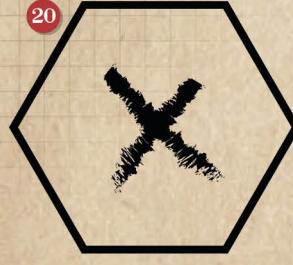
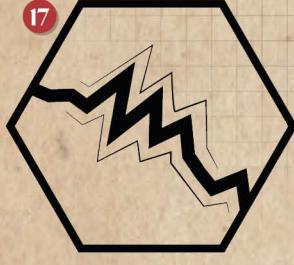
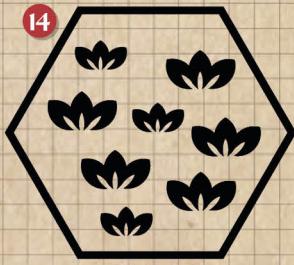
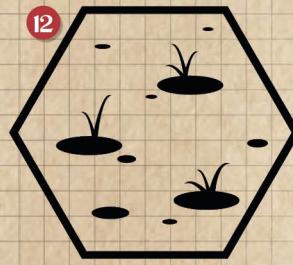
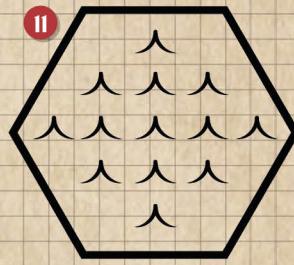
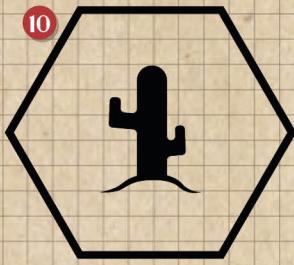
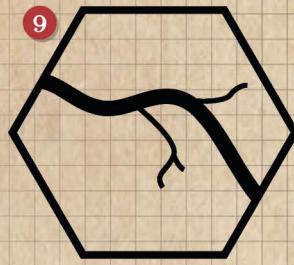
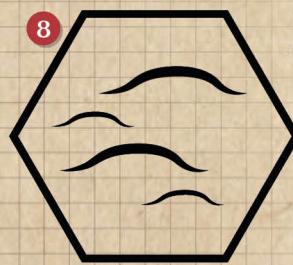
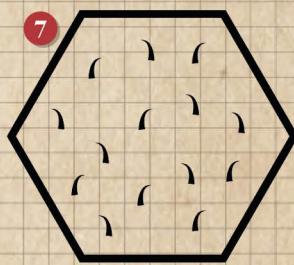
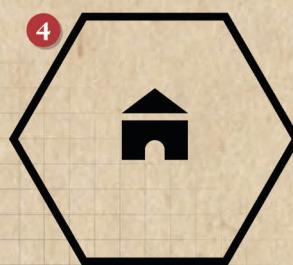
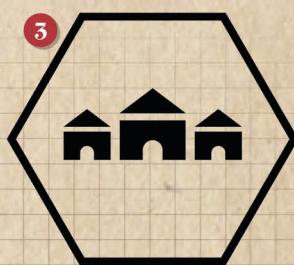
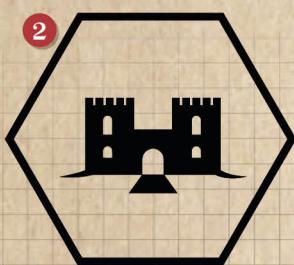
## DUNGEON

- 59 Despoiler of the Dead
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[Roll your D20 for  
random Hex generation]

# Hex-World: Icons



- 1♦ City.
- 2♦ Castle / Fort.
- 3♦ Town.
- 4♦ Village.
- 5♦ Forest / Woodland.
- 6♦ Mountains.
- 7♦ Grassland / Pastoral.

- 8♦ Hills / Heath.
- 9♦ River.
- 10♦ Desert.
- 11♦ Water / Lake / Sea.
- 12♦ Swamp / Marshland.
- 13♦ Tundra / Frozen Waste.
- 14♦ Jungle.

- 15♦ Volcano.
- 16♦ Cave / Dungeon.
- 17♦ Fissure / Canyon.
- 18♦ Fungal Forest.
- 19♦ Crystal Plains.
- 20♦ Map Marker / Unknown Location.



[Roll your D6 on each corresponding Hex location to determine style]

**One**

**Two**

**Three**

**Four**

**Five**

**Six**

1 Capital City	Free City	Ruined City	Towering City	Magical City	Besieged City
2 Guarded Fort	Deserted Fort	Lord's Castle	Royal Keep	Military Keep	Ruined Fort
3 Bustling Town	Shanty Town	Plagued Town	Stone Town	Wooden Town	Store-fronts
4 Farm Village	Tribal Village	Bandit Camp	Hunter's Camp	Empty Village	Apothecary
5 Dense Forest	Dying Forest	Sparse Forest	Cursed Forest	Woodland	Magical Woods
6 Jagged Peaks	Cold Mountain	Shadowy Range	Magical Peak	Snowy Bluff	Mountains
7 Grassland	Meadows	Fields	Flooded Plain	Flatland	Savannah
8 Hills	Heath	Outcroppings	Burial Mounds	Wet Moors	Highland
9 Rushing River	Canal	Streams	Magical River	Slow river	Poisoned River
10 Hot Desert	Dry Steppe	Wasteland	Cacti Forest	Cold Desert	Dead-lands
11 Sea	Ocean	Lake	Reservoir	Magical Pools	Flooded Land
12 Swampland	Putrid Fen	Sinking Bog	Cursed Mire	Muddy Land	Marshland
13 Snowy Flats	Blizzards	Tundra	Frozen Waste	Ice	Arctic Expanse
14 Jungle	Rainforest	Tropical Land	Cursed Jungle	Bushland	Tangled Terrain
15 Volcano	Planar Break	Mage's Peak	Magical Source	Volcanic Lands	Gas Clouds
16 Cave	Grotto	Hill Home	Dugout Camp	Tomb	Passageway
17 Fissure	Dry Canyon	River Gorge	Icy Crevasse	World Rift	Valley
18 Fungal Forest	Faeland	Rotten Place	Fungal Fields	Spore-land	Toadstool Town
19 Crystal Plains	Crystal Forest	Shard Tower	Magical Plane	Gemstone Mines	Crystal Gate
20 Dungeon	Treasure	Artefact	NPC Location	Guild Base	Hidden Temple

# Hex-world Example: Land of Herne, the Hunter's Wild

[ Labelled Map ]



**T**he Land of Herne is known to the commoners as 'The Hunter's Wild'. Here, gold cannot be found. The currency is trade. Fur pelts, vegetables, useful tools and trinkets. Only the Royal Family of the city of Havelok attempts to amass riches in the form of jewels, in order to trade with distant lands. Along the Trade Route the most skilful Hunters become famous, entering archery tournaments and large hunts, the prizes being grain, dried meat and skinfuls of ale. A volcanic ash has begun to sweep the land, however, driving the wildlife into distant plains and towards the sea. What could be causing this poisonous gas and ash to wreak havoc across the Land of Herne?

## Locations

### [1]- CITY OF HAVELOK:

The northern city of Havelok is ruled over by two much loved sisters, Swanborow and Helfled. It is rumoured that they are immortal. The city is named after their brother, who was slain by the spear of Morrigan, but not before pulling her with him, the both of them falling deep into the earth where a fissure had opened beside the ancient battle.

A towering bastion of misshapen stone and a thousand windows which glow orange from the flames of hearths. Havelok is a haven for those who are old and sickly, or tired from the constant hunt of the wilds.

### [2]- TOWN OF MAYPOLE:

Below Havelok, upon the snowy flats, rests the town of Maypole. Here, despite the climate, the people are warm. They rejoice and dance each morning in thanks for the world. But lately their dances have become more sombre as their crops fail, and dark things come at night with the clouds of ash from the south.

### [3]- AENGUS' TRADE ROUTE

The Trade Route runs from the city of Havelok, through the town of Maypole and the forests, until it reaches the hills of the wild and the Tribal Villages near the great river.

Many adventurers try to gain fame and hot meals along the trade route, stopping at the many taverns and tournaments along it.

### [4]- BOGGART'S CAVE:

A dingy cave sits the side of a cliff just north east of the Tribal Villages. Within, it is rumoured, a shape-shifter lives. This creature is said to cause the many strange actions of folk across the wilds. Perhaps this myth is used as an

excuse for crimes. Some people claim a doppelgänger took their likeness when caught after the act.

### [5]- SEASIDE VILLAGE:

Here fishermen trade in all manner of sea-life. The people of this village are less friendly than others of the wilds. They have a distrust of the sisters who rule, and so loyal soldiers hide among them, causing a great tension here.

It is rumoured amongst those who live by the sea, that the ruling sisters conspired with Morrigan to rid them of their brother, so that they may rule in his stead.

### [6]- SAINT SWITHUN'S SEA

This sea is said to have healing properties. If one bathes in it during a storm, their ailments are said to be washed away. The storms of St. Swithun's Sea, however, are violent and constantly erode the coastline.

### [7]- DUNGEON (NORTH WEST):

Here, beside the mountains and beyond the pines, rests Gwydion. He was once a powerful wanderer of the ice, and would aid weary travellers, his tale spreading far and wide. Some say he was a god, banished to the wilds for favouring mortals over his kin.

The tomb is bordered by four statues representing Gwydion, each crafted by the hands of master sculptors from the north, east, south and west. Upon entering the tomb it is sealed shut, and a series of psychological tests that show a person's true intention must be passed for it to reopen. If one is good of heart, they are rewarded with 'The Trust of Gwydion', a bracer carved from the fossil of an ancient plant. The wearer can touch the trunks of trees, and see through all of its leaves as if they are eyes, once a day.

### [8]- DUNGEON (EAST):

A dungeon lies to the east, just south of Morrigan's Breath. This deep network of caverns leads to the resting place of Morrigan and the champion, Havelok. Morrigan's spirit form still dwells here, causing the earth to spew forth the poisonous ash. She, the Phantom Queen, carries her spear and defends the fissure. With her true death, the land will again be at peace.

The dungeon is guarded by the undead warriors of Morrigan's fallen army, and filled with pools of lava and poisonous clouds. Upon defeating Morrigan, Havelok's spirit thanks you, and gifts you Morrigan's spear, before disappearing.

### [9]- HAGSTONE FORT

An abandoned fort lies to the north west of the mountain ranges. Hagstone fort was once the main point of defence of the old mountain trade route, but since the cliffs there collapsed and blocked the trade route, the fort has been deemed useless. Bandits or runaway outlaws can be found hiding here.

It is rumoured that the Hilt of Havelok was buried here, the ornate handle of the hero's sword, found on the battlefield long ago, shattered by the magic of Morrigan.

### [10]- ADDERSTONE FORT

The Adderstone fort is now home to the Sultan of the people of the sands. A desert lies to the south of the Land of Herne, and its people enjoy trade with those of the city of Havelok, but they do not enjoy the customs of the northern city, and show no allegiance to the ruling sisters, though they have signed a peace pact with them.

The people of the sands are becoming sick from the poisoned air, and the Sultan grows worried. He resides within the fort, which has been filled with elaborate carpets, curtains and ornaments from across the wilds.

It is rumoured that in the Sultan's private collection, rests the Blade of Havelok, found on the battlefield beside the great fissures.

### [11]- JUNGLES OF THE SOUTH WEST

To the south west lie jungles, swampland and fungal forests. Here there are no laws, and those banished from the tribal villages live in dangerous and strange communes. These banished people have a great knowledge of the land.

### [12]- THE CRYSTAL FLATS

Just to the east of Morrigan's Breath, great crystals have been pushed up out of the ground from the earthquakes and cracking fissures about the place.

### [13]- MORRIGAN'S BREATH

A volcano towers to the east, spewing gaseous vapour into the air, and occasionally letting loose lava flows and falling rock. Some say the whispers of Morrigan herself can be heard resonating from the peak.

If a weapon is forged in the lava of Morrigan's Breath, it is made unbreakable, but it will haunt the wielder at night with strange visions of the Phantom Queen.

## Style / Type.

I	Tent / Camp	II	Church / Abbey
2	Cabin / Hut	12	Tavern
3	House / Cottage	13	Cave / Dungeon / Mine
4	Estate / Villa	14	Boat / Ship / Shipwreck
5	Mansion / Manor	15	Inside a Beast
6	Fort / Outpost	16	Old Factory
7	Keep / Tower	17	Windmill
8	Castle / Palace	18	Library
9	College / School	19	Great Hall / Guildhall
10	Temple / Ruins	20	Barracks

## Base Access.

I	Doors	II	Portcullis
2	Bridge	12	Password - Locked Door
3	Drawbridge	13	Key - Locked Door
4	Collapsed Opening	14	Windows
5	Portal	15	Magical Barrier
6	Incantation	16	Lychgate
7	Take a Potion	17	By Boat
8	Planar Travel	18	Through the mouth of a Beast
9	Archway	19	A Hole
10	Ladder	20	Invisible / Hidden Door

## Base Acquisition.

I	Purchase for a low price	II	Find a mythical, hidden path that leads to the base
2	Purchase for a midrange price	12	Slay a beast that has made the area uninhabitable
3	Purchase for a high price	13	Break a curse once placed on the base
4	Win a tournament to gain it as a prize	14	Find it in the wilderness
5	Clear the base of monsters	15	Befriend an NPC who allows you to rent/buy it
6	Purchase at an auction	16	Befriend an NPC who allows you to stay with them
7	Gifted by a relative	17	You receive the deeds from an unknown patron
8	Gained from the will of a deceased relative	18	Build it from scratch, using collected materials
9	A prize for completing a quest for someone	19	Break a spell that blocked the place from existence
10	Take by force from the current inhabitants	20	Save a city/town and have the base gifted to you

## Base Downsides.

I	The base is haunted by spirits	II	The area is prone to earthquakes
2	A gang of thieves resides nearby	12	A jaded ex-inhabitant of the base stalks you
3	The water source is poisoned	13	The deeds to the base are forgeries
4	It is crumbling and in disrepair	14	The ground about the base is infertile
5	It sits atop an ancient burial mound	15	When away from the base, monsters move in
6	Harsh storms are frequent here	16	When away from the base, it is robbed
7	A warrior, thought dead, returns home	17	The base material is very dry and can easily burn
8	A dragon flies frequents the skies overhead	18	A curse heirloom is hidden within
9	Goblins amass in nearby cave systems	19	A forgotten god slumbers in the earth beneath
10	At night the dead rise here	20	You return to find several squatters within

## Room Types.

I	Bedroom / Dorm	II	Prayer Room / Shrine
2	Lounge / Seating Area	I2	Vanity Room
3	Kitchen	I3	Workshop
4	Storeroom	I4	Study
5	Treasury	I5	Magical Room / Spell Scroll Collection
6	Library	I6	Barracks for Hirelings / Mercenaries
7	Washroom / Baths	I7	Brewery
8	Dining Hall	I8	Cellar or Attic
9	Armoury	I9	Forge / Smiths
10	Laboratory / Alchemist's Lab	I0	Gallery / Museum

## Upgrades.

I	Wall Fortifications	II	Workers / Butler / Maid
2	Armed Guards	I2	Nearby Mine / Resources
3	Magical Turrets	I3	Farm / Vineyard
4	Hatchery	I4	Drawbridge / Moat
5	Magical Portals	I5	Lookout Tower
6	Standing Stones	I6	Spells of Protection
7	Magical Door Passwords	I7	Trading Post
8	Better Materials	I8	Lavish Interiors
9	Extension / Outbuildings	I9	Livestock Pen / Stables
10	Garden / Pond	I0	Arena / Training Grounds

## Downtime Activities.

I	Read / Study	II	Pick Herbs
2	Cook / Prepare Food	12	Brew Potions
3	Smoke Pipe	13	Make / Fix Tools
4	Drink Ale / Wine	14	Hunt Nearby
5	Brew Ale / Wine	15	Tell Stories / Write Journal
6	Decorate Room	16	Paint / Write Poetry
7	Keep Watch	17	Pray / Build Shrine
8	Sharpen Weapons	18	Garden / Plant Seed
9	Practice Abilities	19	Learn / Practice an Instrument
10	Forge / Craft Items	20	Sing / Perform

## Small Additions.

I	Roaring Fireplace	II	Shield and Weapon Wall Mounts
2	Magical Work Bench	12	Plinth and Seeing-Stone
3	Luxury Carpets	13	Busts and Statues
4	Famous Paintings	14	Tapestries depicting Heroes
5	A Secret Doorway	15	A Quest Logbook
6	Ever Burning Lanterns	16	Large Telescope
7	Monster Trophies	17	Mosaic Flooring
8	Chandeliers	18	Guard Dog
9	Crystal Ornaments	19	Small Beverage Bar
10	Rare Relic Collection	20	Sewing Station

# Ungar's Upgradeable Outpost

**U**ngar the Dwarven builder was outcast from his clan for a misdeed long ago. He melted the chieftain's ancestral sword in order to craft a better one, thinking it would gain him the admiration of his peers, but it gained him only banishment. Now, atop a grassy rise, beside a woodland area, his outpost rests, built from

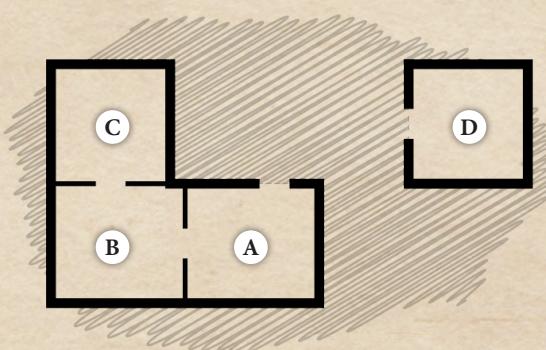
the abundant trees nearby, and with his own hands. Ungar spends his lonely days smoking his pipe and crafting. He longs for a party of famed adventurers to come his way, so he may aid them in their quests, and finally gain the admiration he sought. Ungar is quick to trust, and will let the party stay with him so long as they

bring him resources and tools. If enough resources, the correct tools and gold are given to him, he will continually upgrade the outpost, and even write you into the deed. Ungar is a valuable companion, and his outpost is in a defensible position. He will become very fond of the party, and stand by them in battle when defending the outpost.



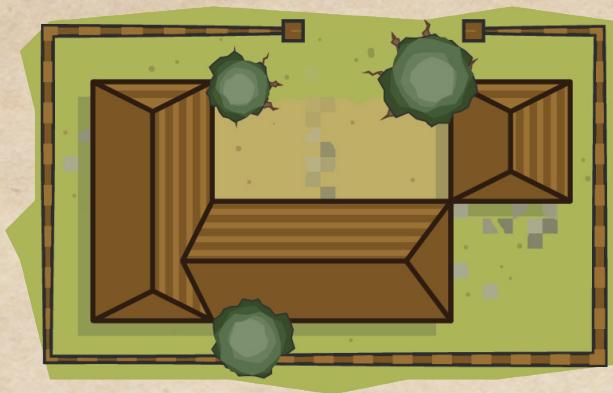
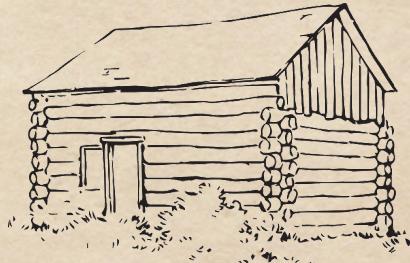
## Stage One:

The wooden cabin and outbuilding are beautifully crafted, if a little lacking in their interiors and defences. Old cobbles and dry grass surround the place. The inside smells of pipe weed and ale.



## Interior:

- A - Lounge Area
- B - Kitchen
- C - Storeroom
- D - Workshop

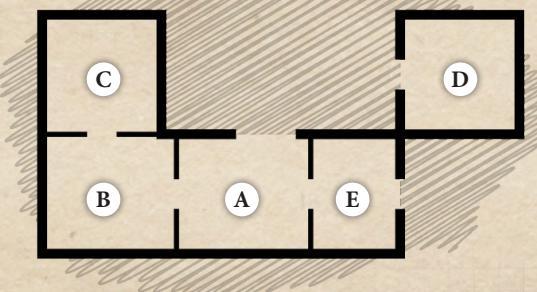


## Stage Two: Two Week's Work

### To Upgrade:

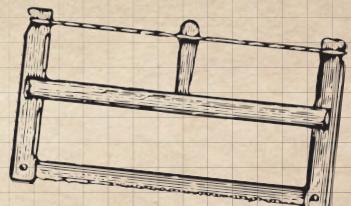
Chopped Wood, New Saw, Gold, Shovel

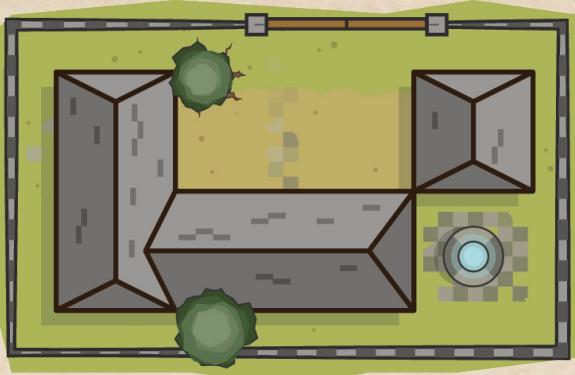
Ungar will dig holes around the perimeter and build a wooden fence. He will also add an extension, gaining an extra room within the outpost, and a back door.



## Interior:

- A - Lounge Area
- B - Kitchen
- C - Storeroom
- D - Workshop
- E - Bedroom



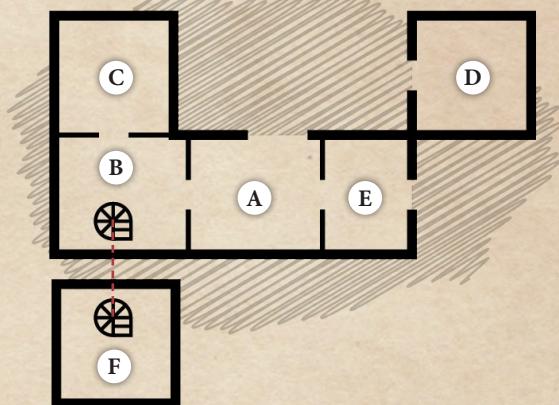


## Stage Three: Two Month's Work

### To Upgrade:

Clear monsters from a nearby abandoned Mine, Purchase a Pack Horse, Build a Wooden Wagon, Gold, Pickaxe, Stone Mason's Tools

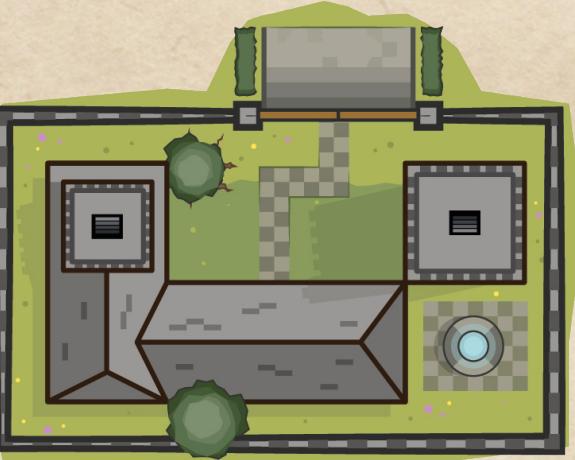
Ungar will spend the next two months ferrying stone from the mine to the outpost. He will build a brick wall around the perimeter, and make the building sturdier with the stone. A cellar will be added to the kitchen, and a fountain of fresh water beside the back door. Ungar will be so happy about the reconstruction that he will let the party choose certain room types for each space in the outpost.



## Interior:

/ = or

- A - Lounge / Library / Armoury
- B - Kitchen / Laboratory / Teleportation Circles
- C - Storeroom / Brewery / Study
- D - Workshop / Temple / Forge
- E - Bedroom, Washroom & Personal Trunks
- F - Cellar - Wine / Training Room / Horde Vault

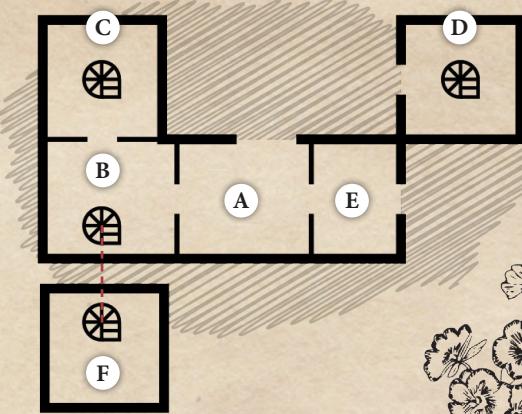
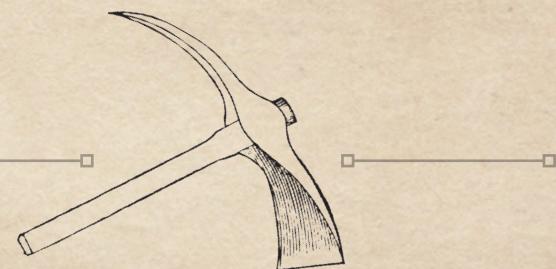


## Stage Four: Two Month's Work

### To Upgrade:

Gold, Pay a Hireling to work the mine, Seeds

Ungar will spend the next two months building a taller, wider stone wall. He will also add towered lookout points to the main house and the outbuilding. Ungar will plant the seeds and grow wilds flowers and herbs that can be picked for potions. A more extravagant entrance will be added.

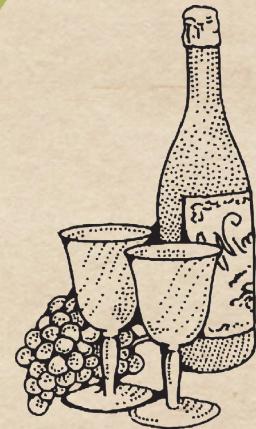
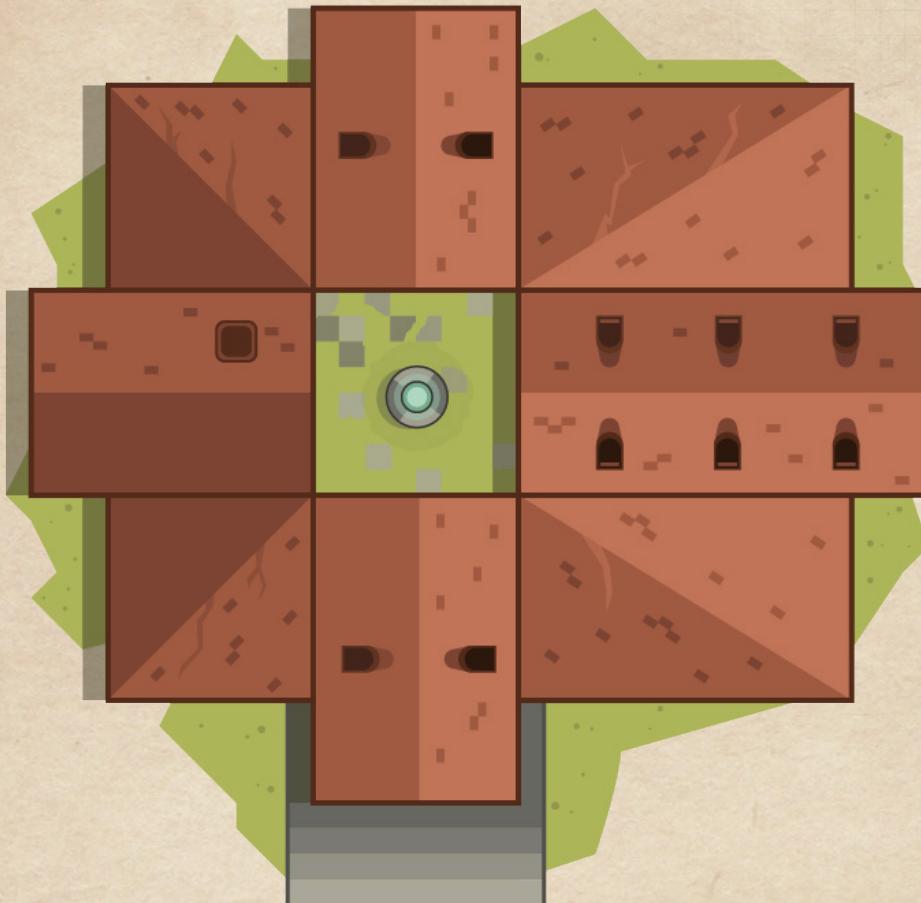


## Interior:

- A - Lounge / Library / Armoury
- B - Kitchen / Laboratory / Teleportation Circles
- C - Tower - Storeroom / Brewery / Study
- D - Tower - Workshop / Temple / Forge
- E - Bedroom, Washroom & Personal Trunks
- F - Cellar - Wine / Training Room / Horde Vault



# Grape-Fall Villa



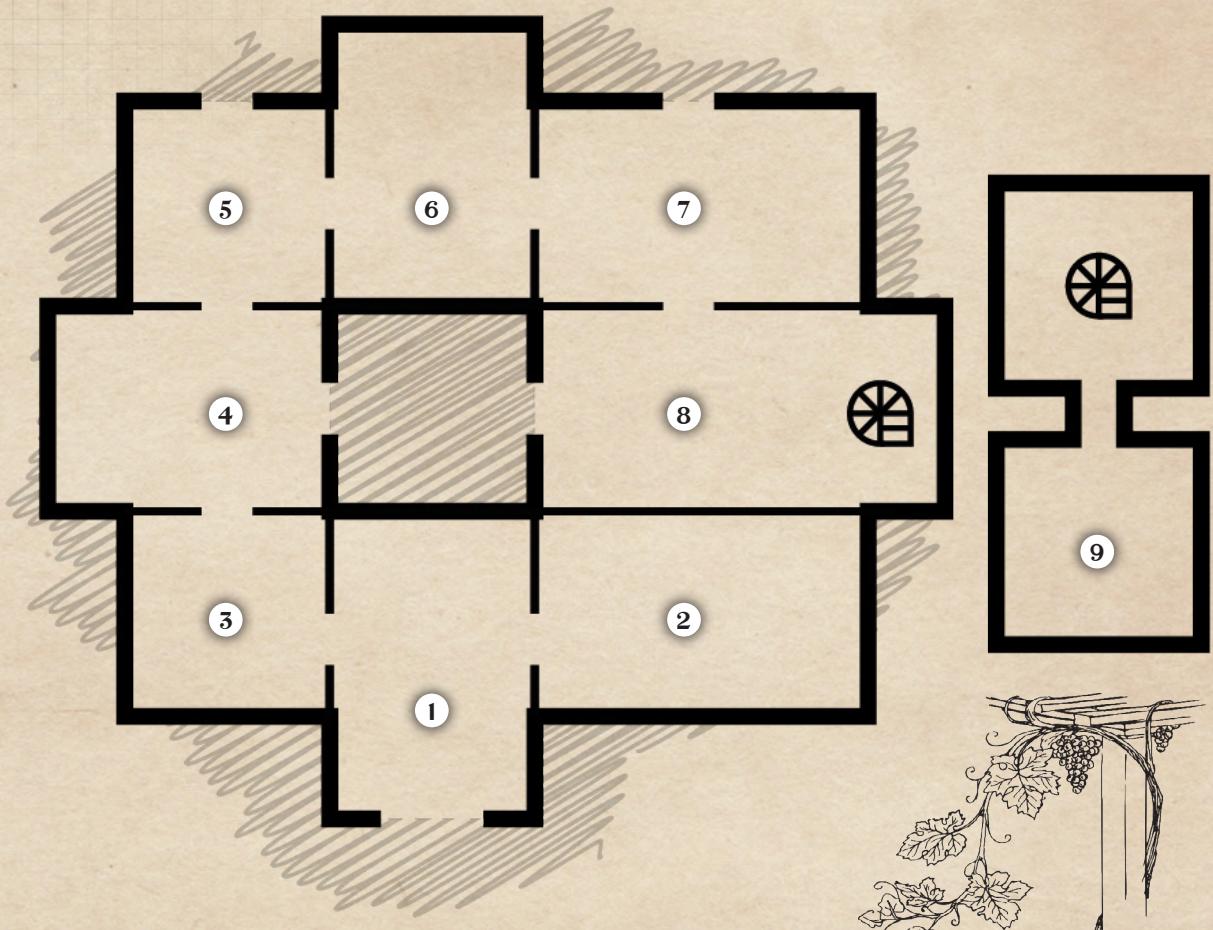
## Backstory:

Countess Candida is said to have amassed her great wealth by importing and exporting famous wines throughout the coastal cities. Once her fortune was large enough, she had her own vineyard built and began making the infamous Scarlet Countess Wine. The estate was named Grape-Fall, and the Countess disappeared from the public eye. It wasn't until a skilled hunter, with heightened senses, drank of the wine in a tavern, and pointed out to an off-duty soldier that the beverage contained human blood. The soldier took the information to his superiors, and they commanded him and the hunter to investigate. On reaching the vineyards, they found grapes growing, but also fields of chained, human slaves. The Countess, it was revealed in battle, was a vampire. The hunter was badly wounded, but he and the soldier both escaped. Countess Candida was slain with fire in the courtyard, her ashes spreading on the breeze. Many occupants have purchased, sold or seized the estate of Grape-Fall Villa since, and many claim it to be haunted by the whispers of the Countess' voice. From his wounds, the hunter slowly became a vampire himself, and frequents Grape-Fall's grounds at night.

## Timeline:

- Year 1 - Countess Candida builds Grape-Fall Villa.
- Year 4 - People begin to go missing in the surrounding areas.
- Year 10 - Countess Candida is slain by a hunter and a soldier.
- Year 11 - Grape-Fall is used as a temporary military barracks.
- Year 13 - Soldiers move out of Grape-Fall, it sits dormant.
- Year 15 - A bandit lord and his kin move in.
- Year 17 - A party of famous adventurers clear out the bandits.
- Year 18 - Grape-Fall is used by the adventurers for a time.
- Year 20 - Grape-Fall is uninhabited.
- Year 22 - A local landowner claims Grape-Fall his own.
- Year 23 - Grape-Fall is sold to a foreign dignitary.
- Year 23 - Grape-Fall is renovated.
- Year 26 - The dignitary claims Grape-Fall haunted and leaves.
- Year 30 - Grape-Fall Villa has been uninhabited for some time.

# Grape-Fall Interior



[1]- **Entryway.** Here a purple dappling of light falls through a stained glass window above. Cracked marble floors lie beneath dusty, patterned rugs, and portrait paintings of foreign royalty cover the walls.

[2]- **Library.** The walls are lined with shelves, mostly empty. A few dusty tomes remain. On the far wall a large map adorns the wall, showing all of the surrounding land in great detail. A comfy sitting area resides in the room's centre. Cushions, a low table, and rusty shisha pipes.

[3]- **Baths.** A tiled walkway runs diagonally across the room. Either side of it are deep baths, the water old and full of algae. Empty wine bottles are littered about the place.

[4]- **Lounge.** Here an extravagant lounge area sits beside large open doors that lead to a courtyard. Musky towels are piled in the corners, and curved sofas, worn and patchwork, are half covered with yellowed sheets.

[5]- **Guest Room.** Two single beds lie on either side of the room, and emptied cabinets are toppled over beside them. A cracked window gives a view over the old vineyard to the north.

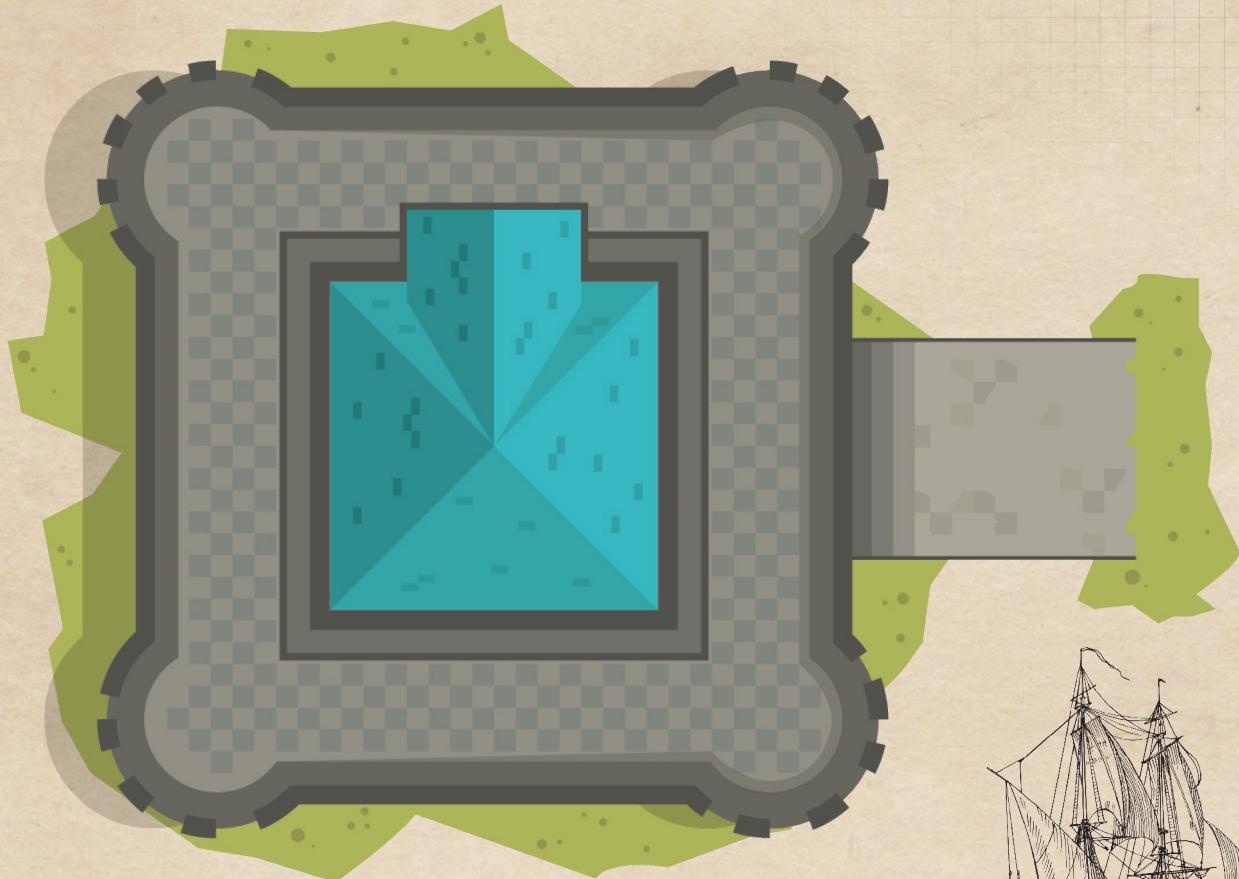
[6]- **Main Bedroom.** An extravagant four poster bed sits the centre of the room. Around the bed, pilfered trunks and chests are scattered. The back wall is painted with a mural of eerie eyed men and woman sitting amongst tangled grapevines. Whispers can be heard here.

[7]- **Dining Room.** A large wooden table runs the length of the room. Cutlery and crockery are piled upon the table. Rotten bushels of grapes sit in piles of white mould about the place. A door hangs from its hinges that leads out into the wildly overgrown vineyards.

[8]- **Kitchen / Storeroom.** Large, blackened ovens, racks of rusted knives and barrels of wine fill the place. A staircase leads down here.

[9]- **Wine Cellar.** A simple wine cellar, with shelving filled with dusty bottles. There is a passage, not opened for many years, hidden behind a giant, empty cask. This room is full of human bones and vials of blood. Lots of jewellery and possessions can also be found here. On the witching hour, every night at midnight, the ghost of the vampire Countess Candida appears in the dank room.

# Salt-Storm Keep



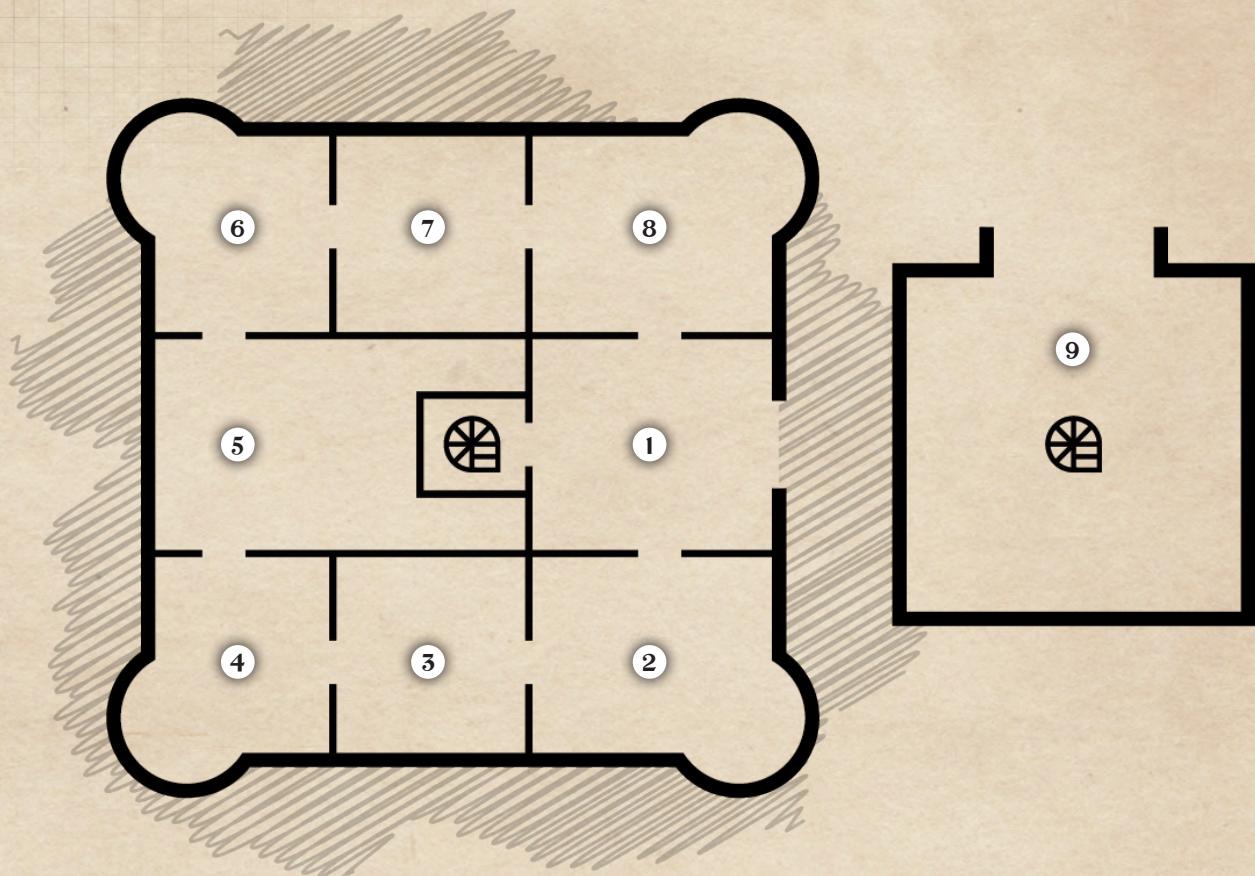
## Backstory:

Salt-Storm Keep is a fortified home atop the Salt Cliffs. The waves erode the rocks below, and the strong winds batter the keep day in, day out, but still she stands firm. First built by the men of the Blue Fleet, an order sworn to protect the Royal Coastline from buccaneers, the Salt-Keep was their place of respite from the thrashing seas and constant battle. Each quarterly, the two ship's crews who had shown the most bravery in battle, and sunk the most pirate ships, were awarded a stay in the Keep, alongside the Royal Guard who made their barracks there. These stays are said to have been raucous times of celebration and much ale. The sailors and the soldiers would drink themselves into a stupor, and on one of these occasions, whilst they slumbered and snored, a Warlock entered the Keep and turned them all to salt. This Warlock was retaliating, for his dark god and patron had been trapped within an urn, which had been travelling to him on a buccaneer's frigate. The Blue Fleet had sunk the frigate, and with it, the urn containing his master, whom he now could not locate nor release. A great storm crushed the Blue Fleet at sea soon after, though whether it was the power of the Warlock, the dark god itself, or simply nature who caused the storm, none know.

## Timeline:

- Year 1 - The men of the Blue Fleet build Salt-Storm Keep.
- Year 3 - The Royal Guard make Salt-Storm their barracks.
- Year 4 - The Blue Fleet begin resting within the Keep.
- Year 23 - The great Pirate Raid. The Keep is defended.
- Year 27 - A buccaneer frigate is sunk just off the coast.
- Year 29 - A Warlock enters the Keep and slays all within.
- Year 30 - The Blue Fleet is destroyed by a storm.
- Year 31 - The Royal Guard fail to take back the Keep.
- Year 38 - The Royal Guard are disbanded, the Keep forgotten.
- Year 39 - The Warlock searches the sea floor for the Urn.
- Year 51 - The Warlock seems to have given up and left.
- Year 53 - Criminals hide from the law in Salt-Storm Keep.
- Year 55 - A lack of supplies forces the criminals to leave.
- Year 56 - Salt-Storm Keep has been uninhabited for some time.

# Salt-Storm Interior



**[1]**- **Entryway.** Damp stone floors and high ceilings. This guard room has seen better days. Wooden benches and crates are pushed to the sides, rusted shields resting on them. A large anchor hangs above, greened and dripping. Ahead, through a small archway, rises a spiral staircase.

**[2]**- **Armoury.** Racks upon racks of old weaponry line the walls, a thick, woven mat covering the floor. Dented helmets are stacked in the corners, and shields adorn the spaces above the doors.

**[3]**- **Storeroom.** Rotten crates are stacked to the high ceilings, old grain packing them, mice scuttling between cracks in the wood. There is a pungent smell here.

**[4]**- **Bunk Room One.** Two tiered bunk beds are set in rows. Trunks filled with old boots, sailors' hats and rope sit at their ends. A fire-pit is hollowed out in the centre.

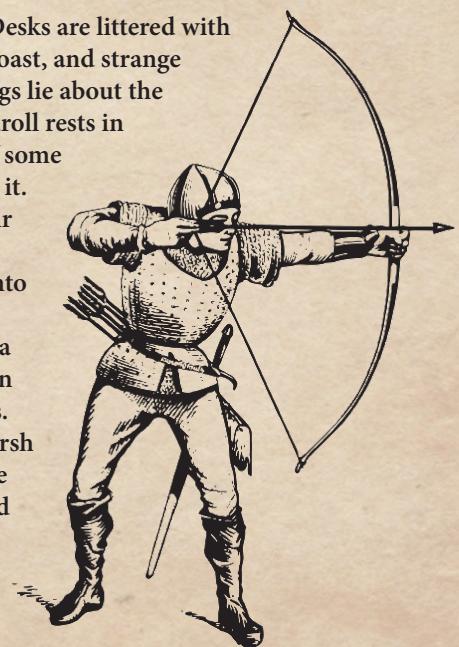
**[5]**- **Great Hall.** A long oak table runs the length of the room, small, softly glowing lanterns hanging above in their hundreds. Blue Fleet shields line the walls, each painted with an animal, representing one of the fleet's ships.

**[6]**- **Bunk Room Two.** Two tiered, burned bunk beds are set in rows here. It appears as if there was a fire.

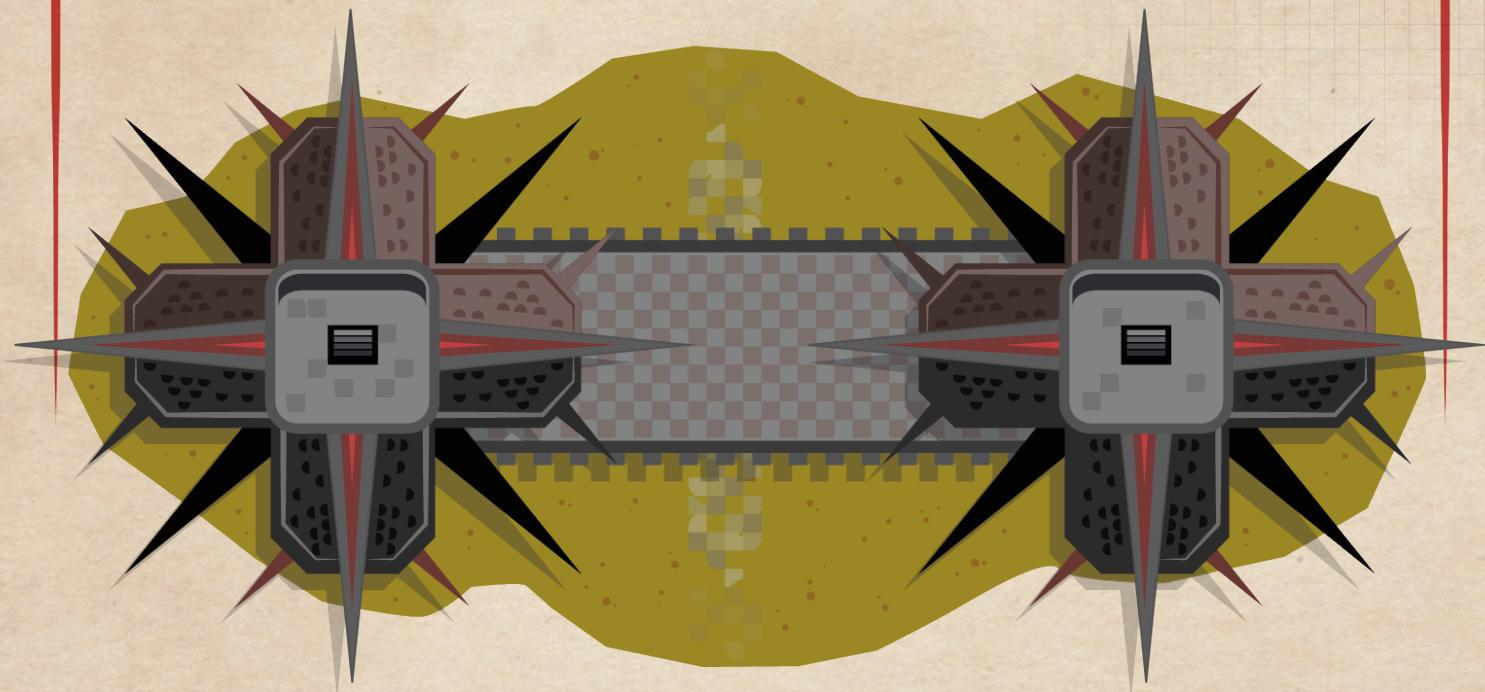
**[7]**- **Kitchen.** The kitchen is ramshackle, as if the room was previously used for something else. Poorly fitted wooden surfaces are covered in stains and bowls of gruel.

**[8]**- **Training Room.** Straw stuffed dummies stand on wooden poles. Archery targets sit the rounded corner.

**[9]**- **Keep Tower Room.** Desks are littered with maps of the nearby coast, and strange scrolls and dead things lie about the place. A stinking bedroll rests in the corner, an idol of some dark god wrapped in it. A Warlock made their home here, once. A doorway leads out onto the walkway atop the keep, a view of the sea and distant lands seen between the parapets. The salt winds are harsh atop the Keep. A rope ladder can be lowered down to the sea, where a rowboat bobs between rocks.



# Black-Scale Fort



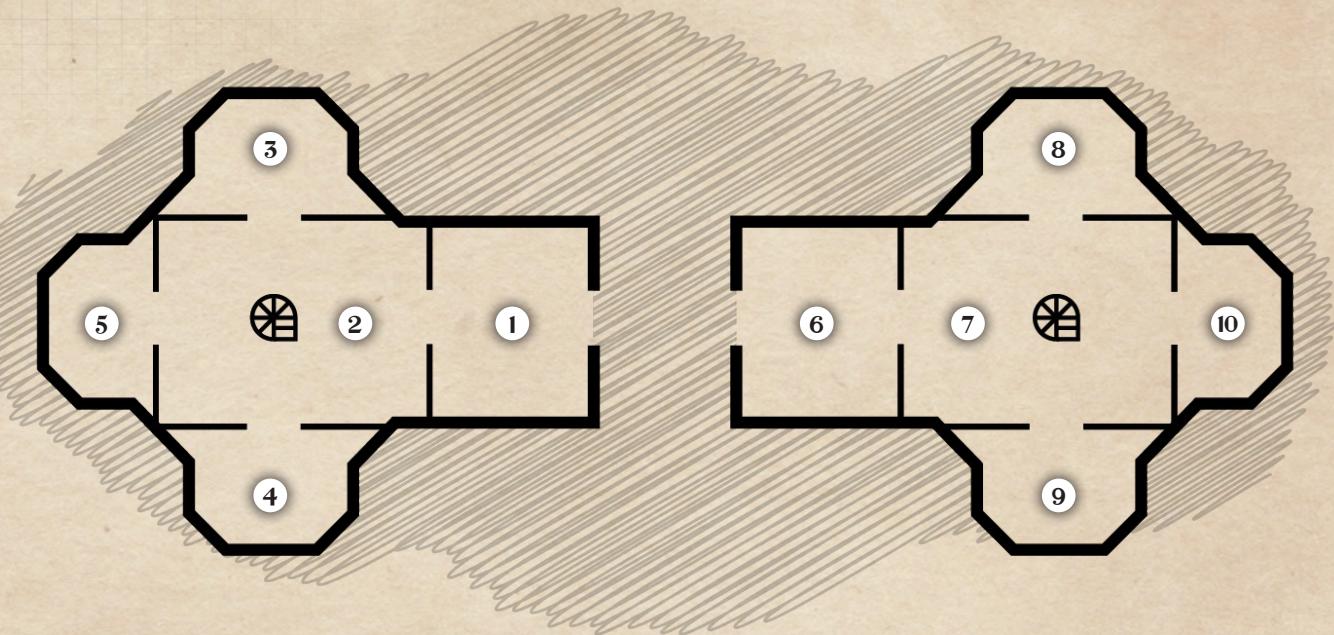
## Backstory:

Black-Scale fort was made aeons ago by a Dragon Cult, who built their fort amidst the arid mountains, and made it resemble a great black dragon, which they worshipped, whose wings shimmered red when sunlight caught them. The dragon would swoop overhead, and on cold nights its flaming breath would bare down upon them and light the braziers that sat the walkway atop the high arch between the two towers. The Cult would huddle about these braziers and be warmed to the core by dragonfire. They would hunt for creatures, large and small, across the lands to offer up to the dragon, who accepted them and grew fond of her followers. After many generations, one winter, the dragon never appeared, and the braziers were never lit again. Those who survived the winter ventured to the dragon's lair, fearful and mourning their loved ones who had been taken by the cold. When they reached the place where the black dragon slumbered, they found her carcass, rotting, hide pierced with spears. Beyond the mountain a kingdom had grown, and the dragon had feasted on the people and livestock of this new kingdom. And so, their greatest warriors had been sent to slay the dragon, and succeeded. The last of the Dragon Cult ventured down into the kingdom, killing any they could in anger and vengeance, until they were overwhelmed and slain. After a time, a nomadic Prince settled within the Black-Scale Fort, and made it his home, commanding his troops to aid the neighbouring kingdom in their expansion. Peace reigned, but as with all things, it ended in darkness and ruin.

## Timeline:

- Year ? - The Dragon Cult build the Black-Scale Fort.
- Year ? - The Dragon is Slain.
- Year ? - The people of the Dragon Cult seek vengeance.
- Year 1 - A foreign Prince makes the Fort his home.
- Year 22 - The land is swept with plague and famine.
- Year 29 - The Prince dies of the plague and his people vacate.
- Year 30 - The Black-Scale Fort lies dormant.
- Year 38 - An Elven Merchant sets up shop beneath the arch.
- Year 40 - The Elven Merchant moves her family into the Fort.
- Year 46 - More Elves have come and a community grows here.
- Year 68 - The Elves leave as the dry, cold land becomes infertile.
- Year 70 - Two Wizards take up residence in a tower each.
- Year 75 - The Wizards battle one another from the towers.
- Year 76 - The winning Wizard leaves with his fellow's power.
- Year 80 - The dark history of the place draws evil.
- Year 90 - All manner of ill creatures dwell atop and within.
- Year 95 - A dragon's roar is rumoured to be heard nearby.
- Year 100 - A Watcher of the Mountain clears the Fort of evil.

# Black-Scale Interior



**[1]- Entryway One.** The floor is black glass, reflecting the towering mirrored ceiling above infinitely, appearing as a great, never-ending depth.

**[2]- Main Hall.** An iron, spiral staircase rises from the centre of the room, so high that it disappears into shadow. The room itself is bare, save for large black braziers, unlit for years. The remnants of torn Elven books cover the floors. The spiral staircase leads up to either the walkway atop the arch, connecting the towers, or the tower's top.

**[3]- Wizard's Study.** An old Wizard's study has been left intact here, as if it is a museum of sorts. Tomes, scrolls, bones and amulets aplenty.

**[4]- Dorm Room.** Beds and desks fill the room. Vials of ink, quills and writing paper are set about the place.

**[5]- Lounge.** An ornate fireplace depicting the wings of a dragon towers here. Sofas and chairs are placed before it.

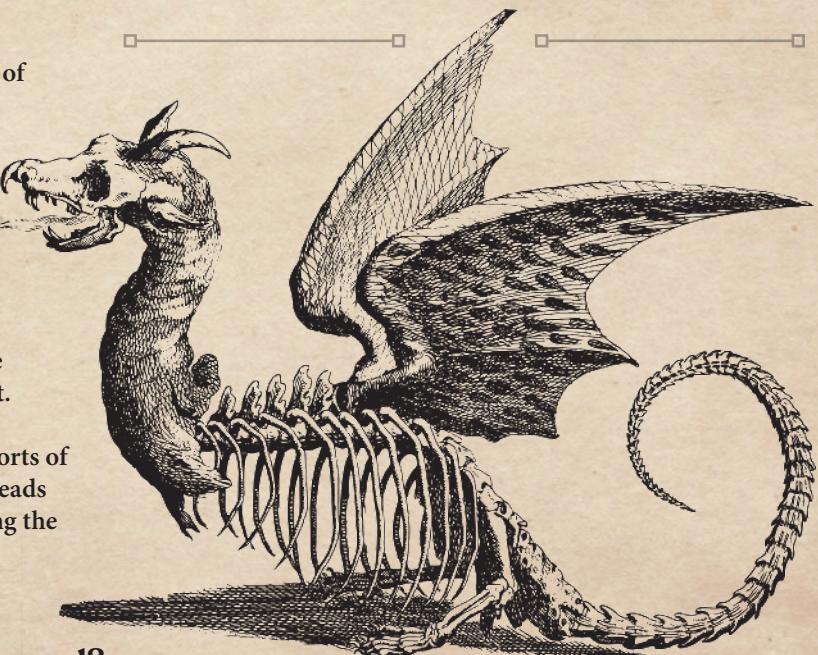
**[6]- Entryway Two.** Here lives the Watcher of the Mountain. If you wish to reside in this side of the Fort, you will need to gain this old warrior's trust.

**[7]- Armoury Hall.** This huge room is filled with all sorts of armour and tools for crafting. A spiral staircase leads up to either the walkway atop the arch, connecting the towers, or the tower's top.

**[8]- Laboratory.** A disused laboratory, full of tall vials and lead pipework. A leathery, dissected beast lies in the centre. A rattling wind falls through a crack in the wall.

**[9]- Storeroom.** Row upon row of storage shelving can be found here. Black, obsidian stone blocks are stacked on pallets, and sharp, iron dragon ornaments watch you.

**[10]- Master Bedroom.** A bed built into the rock itself, perhaps once used for ritual sacrifice, but now covered in straw, rises above the thick fur rugs and candlelit room. Obsidian statues of dragonfolk line the edges.



## Structure.

I	Gothic, sharp, black stone	II	Sheer, crystal walls, seemingly impenetrable
2	Wooden, lodge-like	12	Keep-like, grey stone and large wooden doors
3	Stone, crude	13	Carved into a huge boulder, with round windows
4	Ornate, golden, palace-like	14	Twisted and leaning, a rickety building of wood
5	Fortified building, metallic plates	15	Underwater and made of large, magical bubbles
6	Towers and connecting bridges	16	Cut from ice, a frost covered house-like structure
7	Spiralled structure	17	A regal temple-like building with many steps
8	Giant, travelling caravan	18	A library ship, its masts long gone
9	Glass-like magical, impossible structure	19	Built around the husk of a dead dragon
10	A single, slender tower	20	Built about the trunk of a huge tree

## Rooftop.

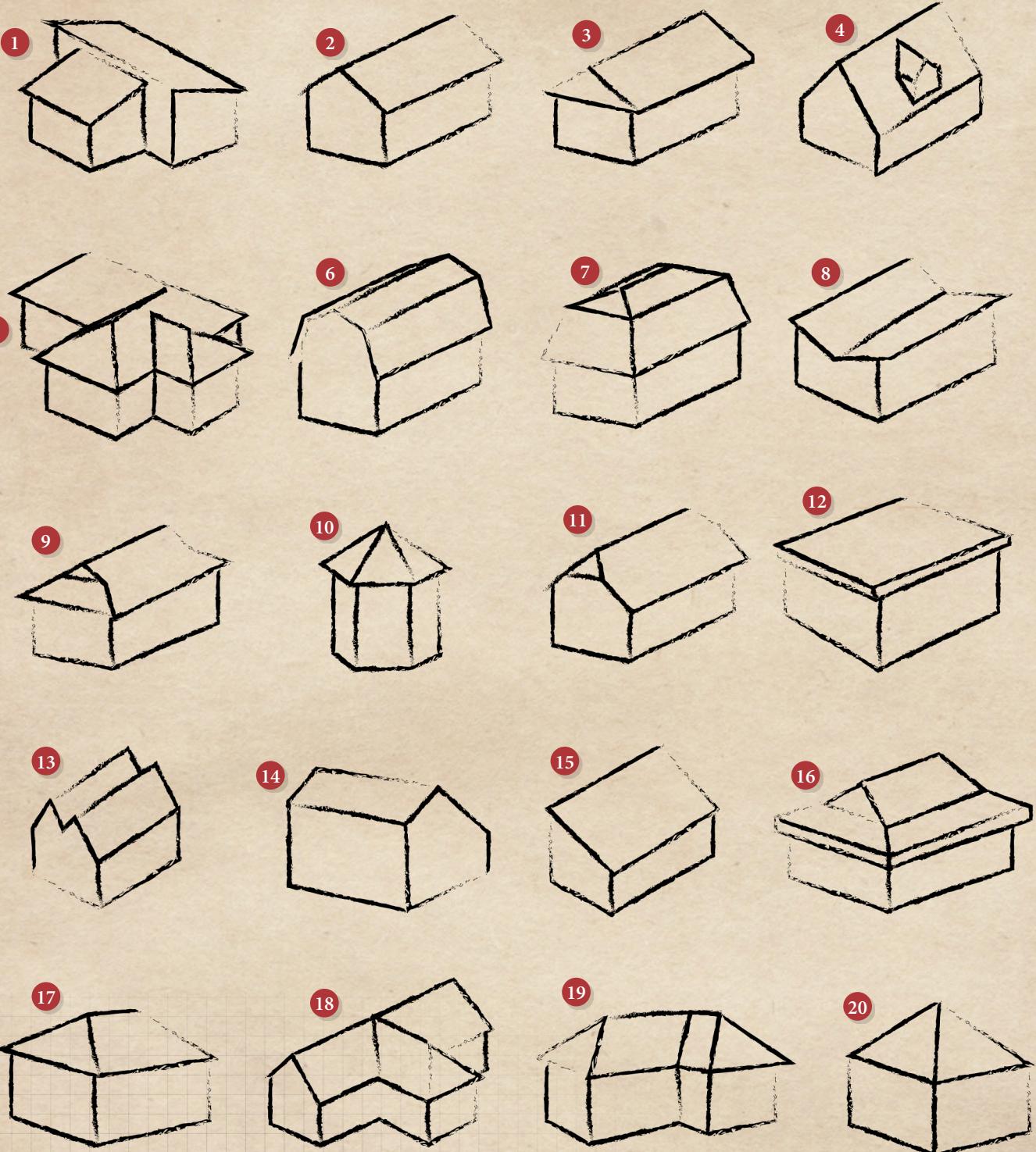
I	Golden domes that shimmer in the sun	II	Canvas tied tight by thick rope
2	Metallic spires that rise to the clouds	12	Glass roof with gaps for telescopes to pass through
3	Flat, accessible, walled roof	13	A canopy grown from trees within the library
4	Red tiles that slant downward sharply	14	Crenelated roof and high flag poles
5	Beautiful gardens adorn the rooftop	15	Open-air with a large clockwork orrery above
6	Swirling, magical energy in place of beams	16	White, pearlescent tiles that reflect the sky
7	Tiles made from battered shields	17	A series of steaming pipes that interlink
8	Thatched and dishevelled	18	A magical barrier that looks like the night sky
9	Large sheets of black slate	19	Sloping, curved tiles of hardened mud
10	Wooden planks and wooden slats	20	A flat clay roof supported by tree trunks

## Most Prominent Feature.

# Layout and Features

I	Many levels, spiral staircases, organised	II	Floating rooms that pass by every so often
2	A maze of rooms, books piled to the ceiling	I2	Circular and theatre-like, books piled in neat rows
3	High shelving and marble columns	I3	A magical arrangement of shifting shelving
4	Littered with small alcoves and lanterns	I4	Tunnels and grottos with crooked book cases
5	Oak book cases and tables in long lines	I5	Indoor gardens and water features between cases
6	A tall, dusty room with many ladders	I6	Cosy rooms lit by fireplaces, soft cushions
7	A network of dead-end, carpeted hallways	I7	Tight hallways, thousands of shelves and books
8	Balconies and viewing areas, climbing high	I8	An infinite expanse of magical rooms
9	A promontory of rock overlooking books	I9	A walkway within a magical orb that turns
10	Tiered levels of colourful walkways	I10	Towering, mostly unreachable bookcases

# Library Outbuildings



Roll your D20 on these shapes to determine either the shape of your library, or to add some outbuildings or surrounding buildings if it resides within a populated area.  
Library outbuildings could be the homes of scribes or monks, for example.

# Library Surroundings

I	Flanked by tall pine trees	II	A mountain pass, with a view over the world
2	Beside crumbling rock formations	I2	Across a rickety bridge, on a pillar of rock
3	A fast flowing river and a watermill nearby	I3	Tangled within huge spider-webs and dead trees
4	The centre of seven converging roadways	I4	Beside a swamp, traversed by wooden wharfs
5	At the base of a mountain	I5	On an island that can only be reached at low tide
6	Amidst a dense jungle grove	I6	On a crumbling cliff side, above the ocean
7	Scorched ground, the library is unburned	I7	Built beside a long abandoned trade route
8	An arid desert stretches to the horizon	I8	Resting between two great pillars of crystal
9	The library slowly sinks into the swampland	I9	In a great basin, caused by a meteor
10	A frozen walkway over an icy sea	I10	On a strange, floating plane of magical energy

I	Sits within a great cobbled courtyard	II	Atop a stone set of a thousand stairs
2	Neighbour to a famed blacksmith	I2	At the base of a great titan statue
3	Beside the Wizard's University	I3	Within the grounds of a prestigious college
4	Within the royal grounds	I4	At the centre of the guild district
5	Amidst a poor, run-down district	I5	Sitting on a rise, overlooking the busy docks
6	Resting upon a bridge over a deep canal	I6	Within a fortified and guarded district
7	In the noble district, surrounded by villas	I7	Neighbour to a shop of the dark arts
8	In a high garden, overlooking the city	I8	Built above a network of crypts and tombs
9	Between many store-fronts and businesses	I9	Sits out of sight, just beyond a magical veil
10	Built beside an ancient cemetery	I10	Amidst the ruins of an old keep

# Library NPCs

	One	Two
I	A snoring	Human
2	A sneaking	Child
3	A watchful	Dwarf
4	A sniffling	Elf
5	A studying	Gnome
6	A yawning	Halfling
7	A frustrated	Half Orc
8	A weeping	Half Elf
9	A coughing	Drow
10	An eating	Fae
II	A drinking	Monk
I2	A reading	Student
I3	A patrolling	Writer
I4	A perusing	Archivist
I5	A browsing	Alchemist
I6	A whistling	Wizard
I7	A painting	Historian
I8	A teaching	Cartographer
I9	A laughing	Guard
20	A growling	Librarian

# Library Familiars

	One	Two
I	Brown	Owl
2	Black	Cat
3	Fiery	Baby Dragon
4	Golden	Goose
5	Green	Frog
6	Grey	Rat
7	Purple	Bat
8	Beige	Little Bear
9	Yellow	Snake
10	Orange	Monkey
II	White	Rabbit
I2	Blue-grey	Squirrel
I3	Red	Fox
I4	Scaly	Lizard
I5	Spined	Hedgehog
I6	Winged	Small Horse
I7	Fanged	Spider
I8	Feathered	Hawk
I9	Slimy	Octopus
20	Smoky	Raven

# Library Secrets

	One	Two	Three
I	A Student	whispers about	a forbidden tome.
2	The Librarian	writes in their journal about	a ghost that haunts the Library.
3	A Traveller	motions you over to tell you of	a glowing scroll on a high shelf.
4	A Hooded Figure	nails up a notice about	a collection of stolen books.
5	A Browsing Bard	quietly sings a song that tells of	the missing librarian.
6	The Local Archivist	writes on parchment about	a murder in the Library.
7	An Alchemist	passes around a note about	a secret passage in the Library.
8	An Elderly Teacher	gives a lecture on	an old trunk containing rarities.
9	A Drunken Visitor	plays a card game about	an old Librarian's curse.
10	A Dishevelled Wizard	casts a vision spell that shows	a set of sought after maps.
II	A Young Monk	prays quietly about	a Fae creature who comes at night.
I2	The Town Mayor	paints a scene containing	an ancient altar in the library.
I3	The Head Scribe	sketches a crude map, leading to	the magical, unseen books.
I4	An Adventurer	shouts about	a strange, unused fireplace.
I5	An Armoured Visitor	carries a tapestry that tells of	a sentient, grumpy book.
I6	A Vagabond	mimes the story of	a map that shows treasure nearby.
I7	A Small Child	cries and mutters about	a magical, lost satchel.
I8	A Noble Lady	tells a poem about	the Librarian with lycanthropy.
I9	The Caretaker	hides a document that tells of	a nearing, famed thief of tomes.
20	The Apprentice Librarian	rolls rune-stones that tell of	the library that has no exit.

# Famous Books / Scrolls

Name	Description
I	Avahar's Military Tactics of the Southern Tribes
2	The Extensive Volumes of the life of King Relinarn
3	A Revised edition of The Mage's Moroseness
4	A Scroll of Fruition
5	The Archivist's Guide to Gathering Stories
6	Mad Marten's Book of Potions
7	Plane of Darkdamp: The Northern Coastline
8	Illustrated First Edition of The Elven Hunt
9	Persona's Book of Smith-Masks
10	A Scroll of Feeding
II	The Archaic Languages of the Land
12	A Peace Pact of Providence
13	Poetry Collection by the Ghost of the Gravemere Graves
14	On the Weaknesses and Allergies of Colossal Beasts
15	A History of Planar Gates
16	The Book of Banished Incantations
17	Adventurer Praxta's Journal
18	A Scroll of Ill Thoughts
19	Grorn the Artificer's Book of Combustible Bolts
20	The Mysteries of the Fallow-Monk Cult

Roll your D20 on this table when a character chooses a book from somewhere in the library they shouldn't have looked. Perhaps in the desk drawer of the Librarian, or in a trunk that was locked and tucked away behind piles of old tomes.

# Other Library Items

I	Quill and Ink	II	Wooden Puzzle
2	Sextant and Compass	12	Fingerless Gloves
3	Paper / Parchment	13	Love Letter
4	Wool Scarf	14	Dead Rat
5	Traveller's Waxed Cloak	15	Torn Pages
6	Magnifying Glass	16	Polished Crystal Marbles
7	Tape Measure	17	Cracked Monocle
8	Small Sundial	18	Old Currency Coin
9	Noticeboard Nails and Hammer	19	Ribbon Bookmark
10	Wine Goblet	20	Leather Binding

I	Ancient Rune-stone	II	Ornate Padlock
2	Magical Orb	12	A Wizard's hat of Knowing
3	Cursed Ornament	13	Dead Bat
4	Strange Eye Relic	14	The Archivist's Stone Tablet
5	Human Leather Book Binding	15	Enchanted Door Chain
6	Vial of Unknown Substance	16	Mouldy Food
7	Glowing Skull	17	Wanted Poster Depicting the Librarian
8	Magical Quill	18	Bag of Coins
9	Large Insect Husks	19	Jars of Strange Creature Remains
10	Poisonous Mushrooms	20	Monocle of Truth

Perhaps your party strolls away from the bookshelves and explores. Studies and alcoves may reveal items forgotten by students. Deeper, darker places of the library may reveal items not seen for centuries...

# Quick Book Creation

One

Two

I	Rotten	Tome
2	Burnt Leather	Scroll
3	Fungal	Book
4	Eroded	Notebook
5	Rain-beaten	Sketchbook
6	Torn	Manuscript
7	Scorched	Novel
8	Faded	Historical Text
9	Decaying	Family Tree
10	Crusty	Guide
II	Old	Journal
12	Dusty	Map
13	Putrid	Logbook
14	Crumbling	Parchment
15	Tainted	Works
16	Damp	Memoir
17	Magic Burned	Spell Book
18	Mouldy	Biography
19	Partial	Documents
20	Stinking	Plans

One

Two

I	Basic	Tome
2	Crude	Scroll
3	Amateur's	Book
4	Leather	Notebook
5	Common	Sketchbook
6	Lacklustre	Manuscript
7	Poorly Detailed	Novel
8	Peasant's	Historical Text
9	Durable	Family Tree
10	Coarse	Guide
II	Cheap	Journal
12	Roughly Made	Map
13	Sturdy	Logbook
14	Damaged	Parchment
15	Mediocre	Works
16	Rudimentary	Memoir
17	Ornamental	Spell Book
18	Slapdash	Biography
19	Stout	Documents
20	Affordable	Plans

Standard.

If a party member picks a book at random from the shelf, have them roll 1D4 to determine whether the book is of Inferior, Standard, Superior or Magical quality. Then roll a D20 on that table twice to generate a quick book or scroll.

**One****Two**

I	Silver Clasped	Tome
2	Exquisite	Scroll
3	Shimmering	Book
4	Illustrated	Notebook
5	Elven	Sketchbook
6	Golden leafed	Manuscript
7	Beautiful Paper	Novel
8	Ornate	Historical Text
9	Shining	Family Tree
10	Engraved	Guide
11	Jewelled	Journal
12	Decorated	Map
13	Fancy	Logbook
14	Nobleman's	Parchment
15	Glass-like	Works
16	Hand Crafted	Memoir
17	Bespoke	Spell Book
18	Rare	Biography
19	Intricate	Documents
20	Artisan's	Plans

**One****Two**

I	Flashing	Tome
2	Frozen	Scroll
3	Icy	Book
4	Flaming	Notebook
5	Smoking	Sketchbook
6	Flying	Manuscript
7	Talking	Novel
8	Sentient	Historical Text
9	Evil	Family Tree
10	Holy	Guide
11	Sparking	Journal
12	Shape-shifting	Map
13	Illusory	Logbook
14	Poisonous	Parchment
15	Divine	Works
16	God-bound	Memoir
17	Water formed	Spell Book
18	Otherworldly	Biography
19	Shadow	Documents
20	Mirror	Plans

magical.

# Volatile Book Generator

A/An A, B C sits before you on the D.

It is E, F, and G with H.

The strange I seem to speak of the J.

	One	Two	Three	Four	Five	Six
A	Old	Ancient	Pristine	Fancy	Rotten	Torn
B	Leather	Dusty	Crisp	Carved	Thick	Eroding
C	Tome	Scroll	Book	Document	Journal	Spell-book
D	Shelf	Desk	Floor	Workbench	Pile of Books	Altar
E	Blue	Red	Green	Black	Gold	White
F	Gold Leafed	Illustrated	Bookmarked	Annotated	Embossed	String-bound
G	Crackles	Sparks	Shines	Burns	Levitates	Vibrates
H	Fire	Ice	Shadow	Starlight	Vapour	Crystals
I	Writings	Runes	Languages	Scriptures	Markings	Scrawls
J	Dead.	Planes beyond.	Souls of kings.	Distant seas.	Ways of old.	Dark energies.



[Roll your D6 on each corresponding 'letter' in the sentence, then place the rolled word within the blanks to generate a magical, volatile book, scroll or journal.]

# Library Sections

## [ Book Types / Genres ]

1. Spells	35. Royal Families	69. Mathematics
2. Arcana	36. Family Trees	70. Languages
3. Curses	37. Art of Persuasion	71. Ancient Languages
4. Rituals	38. Games	72. Runic Texts
5. Alchemy	39. Sports	73. Secrets
6. Magical Energy	40. Gambling	74. Races / People
7. Harvesting Planar Energy	41. Music	75. Art
8. Herbs	42. Bardic Instruction	76. Painting
9. Mushrooms	43. Musical Theory	77. On Writing
10. Flora	44. Songs	78. Folk-tale
11. Fauna	45. Poetry	79. Satire
12. Bestiary	46. Philosophy	80. Collections
13. Dragons	47. Ethics	81. Rare
14. Smithing	48. Necromancy	82. Architecture
15. Hunting	49. Light Magic	83. Stone Masonry
16. Constructs	50. Dark Magic	84. Thatching
17. Artificer	51. Forgery	85. Gardening
18. Science	52. Dungeons	86. Cooking
19. Maps	53. Equipment	87. Farming
20. Travel	54. Biomes	88. Livestock
21. Survivalist	55. Fashion	89. Butchery
22. Religion	56. Memoir	90. Baking
23. The Pantheon	57. Biography	91. Candle Making
24. Patrons	58. Diaries	92. Weaving
25. Mythical Creatures	59. Fiction	93. Wine Making
26. Mythical Heroes	60. Romance	94. Brewing Ale
27. Famous Generals	61. Mystery	95. Locksmithing
28. Weaponry	62. Historical Fiction	96. Armourer
29. Martial Arts	63. Scrolls	97. Tracking
30. Siege Tactics	64. Documents	98. Archery
31. Military Tactics	65. Crafts	99. Archaeology
32. History	66. Antiques	100. Encyclopedias
33. Political History	67. Relics	
34. Famous Figures	68. Academic Texts	

# Race.

I	Human	II	Fae / Satyr
2	Elf	12	Demon
3	Dwarf	13	Goblin
4	Drow	14	Kenku
5	Halfling	15	Lizardfolk
6	Gnome	16	Catfolk
7	Half Orc	17	Waterfolk
8	Half Elf	18	Yeti
9	Construct	19	Angel
10	Dragonfolk	20	Giant

# Temperament.

I	Distrusting	II	Clumsy
2	Friendly	12	Energetic
3	Watchful	13	Analytical
4	Welcoming	14	Nurturing
5	Wary	15	Curious
6	Aggressive	16	Fearful
7	Sad	17	Supportive
8	Angered	18	Quiet
9	Shy	19	Helpful
10	Protective	20	Loud

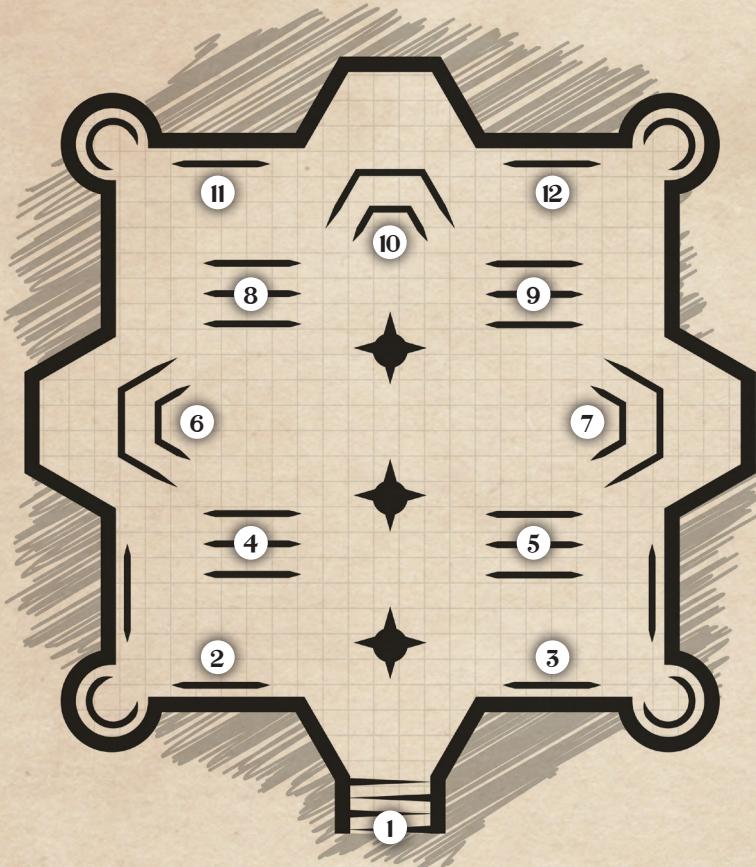
Roll your D20 on each of the four tables and add the ideas together to create a unique and quirky librarian. Let these rolled concepts inform the character, and allow their rolled temperament to change depending on the situation, but use this as a base characteristic.

# Librarian Appearance

I	Tiny reading glasses on the end of their nose	II	Golden, shimmering eyes
2	Has a scar that runs through their mouth	I2	A branded symbol burned into their cheek
3	Walks with a cane, they have a limp	I3	Grey, blinded eyes, but can somehow still read
4	Pockmarked and red faced	I4	Large glasses that make their eyes look huge
5	A runic tattoo on their forehead	I5	Piercings all over, small gold rings and bone studs
6	Wears a white leather eye-patch	I6	Their face is covered in smudged ink
7	Has a beard of the brightest red	I7	Strange, purple hair that flows like magical energy
8	Wears large hooped earrings	I8	A curling moustache that has beads in it
9	Curly golden hair that reaches their waist	I9	They wear a mirrored mask of silver
10	Warts and a hooked nose	I10	Some illness, stone-like, covers their skin

I	Flowing, thick robes	II	Carries a large satchel packed full of scrolls
2	Wizard's cape and hat	I2	Many pages stuck to their shirt with wax globs
3	The garb of a monk with a rope belt	I3	Priestly, white and red flowing garb
4	Star patterned pyjamas	I4	Like the books, they are bound in creaking leather
5	Leather tunic and cuffed boots	I5	A ghostly gown of white silk
6	A baggy, ink stained shirt	I6	The furry hide of some unknown beast
7	A cloak made from fallen leaves	I7	A feathered hat and fancy buttoned jacket
8	Workers overalls filled with quills and vials	I8	A black, formal uniform with shoulder pads
9	Wears a flamboyant court jester's costume	I9	Leather armour, as if prepared for battle
10	Covered in old military medals	I10	Nothing but a night shirt and slacks

# Pre-built Library



## the Library of *Tenebris Hollow*

**T**enebris Hollow, a small village, lies to the south of the Withering Wood. It has a low population, but is famed for the ancient Library that watches over it. The Library sits beside the woods, the trees encroaching over its glass roof, greened by the fallen foliage. Rotten leaves are piled high beside the rough walls of the Library, stone faces carved high in its sides, depicting a pantheon of old gods once worshipped in these lands.

The Librarians of Tenebris Hollow, and the scribes who run it, are proud of the collection they have amassed within the walls. A band of locals, trained in short-sword combat, guard the grounds at all times. In the outbuildings the scribes pen many fresh works, attempting to spread the word of their new god, the Withering Watchman, to whom they burn a man-sized effigy each day at dawn.

**[1]- Entryway.** You are greeted by tall wooden doors of oak. They are guarded by village folk with short-swords, who wear masks mimicking the face of their new deity, the Withering Watchman. Upon entry, an eerie light bathes you, filtering down through the overgrown, domed, glass ceiling. Three columns of stone rise to meet the glass, holding the magnificent roof in place. Alcoves can be found in each corner of the library, students, who have travelled from afar, reading within them. To the north, east and west rise cracked stained glass windows depicting a lonely traveller in the woods. A thin, floating dust paints the air. The soft murmurs and the turning of pages whisper to you.

**[2]- The Old Pantheon.** This bookcase is full of hefty tomes documenting the old beliefs of the people of Tenebris Hollow. Their former gods were the three children of the earth, two of the sea, and one child of the sun. These six, childlike deities ruled with mischief and malice.

**[3]- The New God.** These books are fresh, some with inky fingerprints staining their sides. Each book here is much more slender than those found in the section of the Old Pantheon. The pages tell of the Withering Watchman, a new god to the people of Tenebris Hollow, who chased away the Old Pantheon. This new god must be worshipped by the burnings of effigies and the giving of

wealth to the scribes, and only then will the Watchman provide good harvests each year for the people of the Hollow.

**[4]- Arcana.** This section of the library covers mysteries and books on advancing intellect. Specific tomes here seem out of place, perhaps. Books are strewn about and disorganised. It seems someone has been hastily searching for something. Atop the piles, seen most prominently, are books on the secrets and mysteries of the Withering Wood.

**[5]- Foraging.** There are so many books on foraging that they rise in stacks from the tops of the shelves, swaying in the air. Foraging is important in Tenebris Hollow, as it is how the people have survived when harvests have failed. There are books on poisonous leaves, mushrooms, berries, food sources, finding fresh water and even a book on how to find dry firewood in the winter.

**[6]- Historical Texts.** The bookcases here are arched and create a walkway with a small seating area before them. They are much more generic in nature, telling of the ancient histories of many nations. Some are extremely rare and reside behind glass. It is these volumes that the students travel from all over to see and study. Only the Librarian or the scribes can access these locked cases.

**[7]- Myths & Legends.** The walkway of bookcases here all fall under the category of Myth. Tales of heroes of old and of great beasts that once ruled the lands. The children of Tenebris Hollow favour this section of the Library, though some scholars say there are great truths to be found here. A very prominent, gold-leaved tome, with a locked clasp, is perched on a stand above the rest. It is called 'The Herald of the Hollow'.

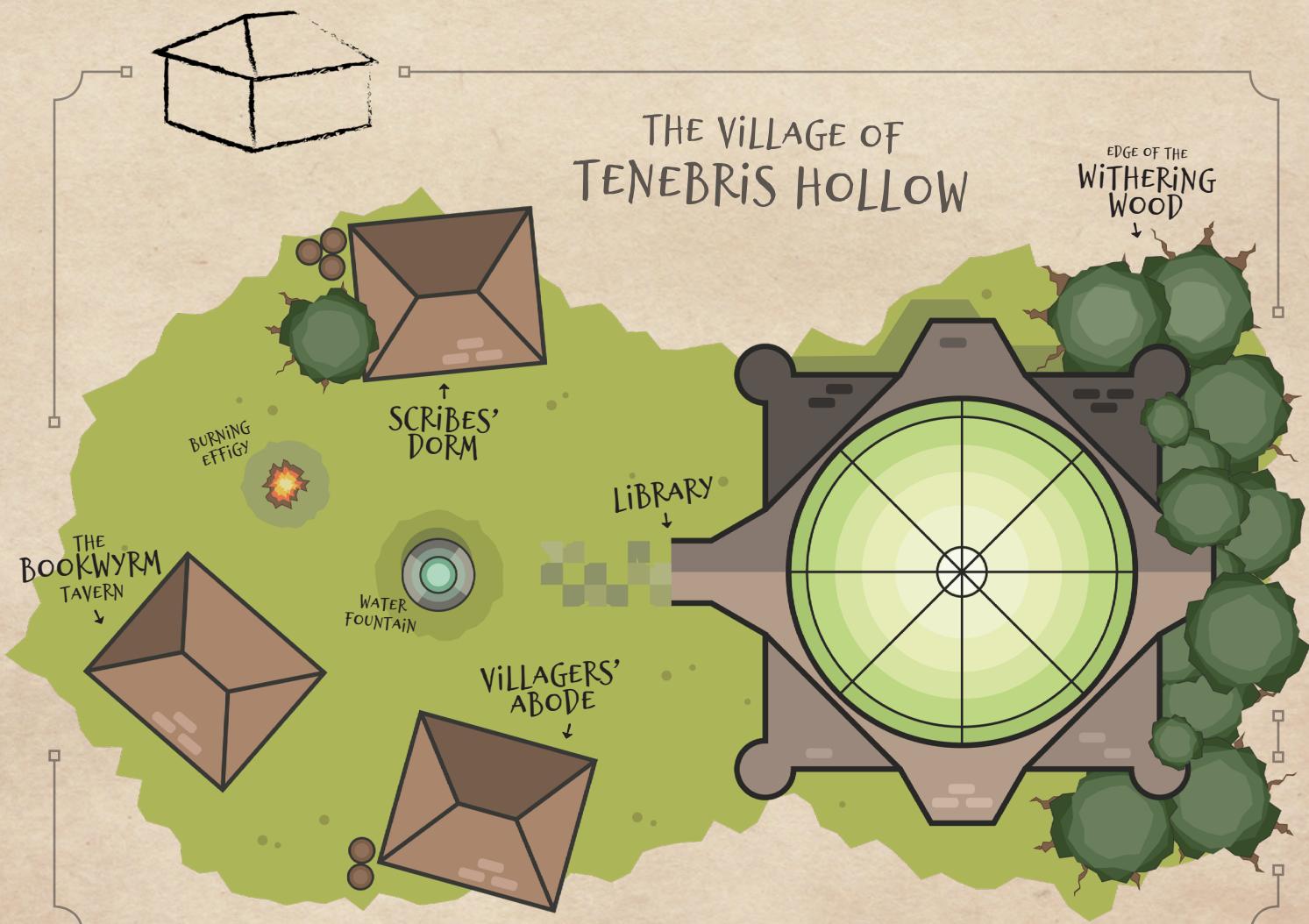
**[8]- Alchemy.** The books on Alchemy are neatly organised. There is not a single gap within the case, and they all of them have a settling of dust on their tops. It is as if the people of Tenebris Hollow and the students who visit have no interest in the science of elixirs.

**[9]- Philosophy.** Thick, numbered volumes and colour coded sets of philosophical texts rest here. Some are written by the famous Philosopher of Tenebris Hollow, from one hundred years ago; Azal'var the Archivist. He collected stories from across the lands, then delved into the philosophical themes of the tales. Small sculptures of him are dotted about the shelves.

**[10]- Rare/Relics.** Here a scribe sits working at a desk, but also ever watchful. A red rope blocks anyone from walking too close to these shelves. These books are collector's items or old enough to be considered relics of an ancient age. They are priceless. Not long ago, a famous duo of thieves attempted to steal several relics, and nearly got away with it, but were caught by the Librarian in the Withering Wood, who, it is said, used dark magic to capture them. None know what truly happened to the duo.

**[11]- Documents.** Documents pertaining to the ownership of houses and land in the area of Tenebris Hollow. Family trees can also be found here.

**[12]- Maps.** This section is guarded by a masked, short-sword wielding villager. The maps may only be viewed with a note of permission from the head Librarian. The rolls of parchment stacked here show very detailed maps of the surrounding areas of Tenebris Hollow, including an intricate map of the Withering Wood, where it is easy to lose one's way.



# Villain Species & Role

**Species.**

I	Human	II	Elf / Fae / Fairy
2	Dragon / Wyvern / Hydra	12	Angel / Seraph / Celestial
3	Giant / Colossus / Titan	13	Construct / Machine
4	Lich / Undead	14	Dwarf / Halfling / Gnome
5	God / Creator / Immortal	15	Cursed / Vampire / Werewolf
6	Demon / Devil	16	Magical Relic / Sentient Item
7	Spirit / Ghost / Wraith	17	Half-Creature / Minotaur / Centaur
8	Orc / Goblin / Troll	18	Mermaid / Water-folk / Kraken
9	Doppelgänger / Mimic / Changeling	19	Elemental / Ice / Fire / Earth / Air
10	Beast / Creature / Animal	20	Dimensional Being / Elder God

**Role / profession.**

I	King / Queen	II	Cult Leader / Fanatic
2	Warrior / Knight	12	Messenger / Harbinger
3	Artist / Musician	13	Alchemist / Shaman
4	Wizard / Sorcerer	14	Antiquarian / Relic Hunter
5	Thief / Outlaw	15	Deserter / Banished
6	Adventurer / Mercenary	16	Politician / Nobleman, Noblewoman
7	Assassin / Murderer	17	Necromancer / The Dark Arts
8	Military Leader / Commander	18	Torturer / Executioner
9	Priest / Religious Ruler	19	Unknown / Unfathomable
10	Survivalist / Hunter	20	Harvester / of Magic / of Worlds

## Archetypes / Symbols.

# Archetypes & Symbolism

I	Dark Lord	II	Henchman/woman
2	Ancient Evil	12	Another's Hero / Hero from another world
3	The Bully	13	Mirror of the protagonist/s
4	Bad Ruler	14	Figure of Authority
5	Mastermind	15	Corrupted Individual
6	Religious Fanatic	16	Criminal / Infamous
7	Anti-villain	17	Insane or Disturbed
8	Terrorizer - Beast	18	Femme Fatale - Seduction
9	Machine-gone-rogue	19	Natural - Born from Nature
10	Evil Incarnate	20	Supernatural / Extraterrestrial

I	Skull	II	Bird
2	Eye	12	Moon
3	Hand	13	Rose
4	Talon	14	Wolf
5	Rune	15	Flame
6	Crystal	16	Snake
7	Tower	17	Ship
8	Mountain	18	Thorn
9	Tree	19	Star
10	Tooth	20	Goblet

# Items & Weapons

I	Dark orb of mystical powers.	II	A cloak that allows one to defy the laws of time.
2	A relic that opens gateways between worlds.	I2	The weather rune-stone of a slain god.
3	Magical ring that controls time.	I3	A brackish vial of enchanted salt-water.
4	A sentient suit of otherworldly armour.	I4	The wing of a fallen servant from an astral plane.
5	A scroll of the dark arts.	I5	A bracelet that grants long life.
6	Hooded cloak of concealment.	I6	A wooden totem that contains the souls of elves.
7	A crystal containing the soul of a god.	I7	Chains forged from a magical, volcanic fissure.
8	A skull tankard that rejuvenates life.	I8	A radiant leaf that fell from one of the moons.
9	A cursed, broken shield of a warrior of old.	I9	A crown of black metal that calls the dead to it.
10	The flaming heart of a banished demon.	I0	A sceptre of undulating power that warps minds.

I	The Power of their Mind	II	Dagger / Knife
2	Large Axe	I2	Giant Hammer
3	Short Sword	I3	Harpoon
4	Long Sword	I4	Sickle
5	Staff	I5	Nothing but a Shield
6	Morning Star	I6	Glaive
7	Spear	I7	Poisons
8	Bow and Arrow	I8	Crossbow
9	Bare Knuckles	I9	Magic
10	Claws / Talons	I0	Traps

## Thematic Styles.

## Memorable Features.

# Appearance & Theme

I	Covered in ash-like scars that burn with a dull, orange light from within.	II	A strange growth of barnacles and sea-life covers them. Their skin drips salt-water.
2	A full face tattoo of an unreadable, shifting rune which glows beneath moonlight .	I2	A limb is beastly, hairy and clawed. It contorts as the thick muscles bunch beneath the fur.
3	A pair of horns, the points so sharp they cut rifts in the fabric of time as they move.	I3	Rings and studs of jewellery pierce their skin wherever it is visible.
4	One limb has become a thick and oozing tentacle that drips black ink.	I4	Tattoos of ancient laws cover their entire body.
5	An ornate knife is lodged in their shoulder, the wound healed around it.	I5	A thorn covered plant grows from their back and wreathes about them.
6	Their flesh is translucent, the skeletal form and organs seen beneath.	I6	Their ears/nose have long been cut away, nothing but gnarled scars left in place.
7	A hollow hole rests where their heart should be. It lets out a poison vapour.	I7	Curled, shrivelled wings hang from their back.
8	Their skin becomes like moss and the bark of a tree beneath sunlight.	I8	Spines pierce their skin and create a deadly covering of natural armour.
9	Their eyes are as white coal, hot and weeping smoke.	I9	Their skin is marbled with luminescent birthmarks. They shine like wet pearls.
10	A deep scar runs the length of their back then up and over their neck and head.	I10	They twitch and glitch, their physical form bouncing between planes with a blink of an eye.

I	Nature / Druidic / Leaves / Flowers	II	Airy / Spirit / Floating / Silvered
2	Dark / Smoky / Ghostly / Ash	I2	Earth / Stone / Cracked
3	Regal / White Cape / Gold Armour	I3	Feathered / Tribal / War-paint
4	Hidden / Cloaked / Hunched / Cane	I4	Monstrous / Twisted / Scaled / Claws
5	Colourful / Jester / Outfits / Circus	I5	Fanciful / Ornate / Luxurious Clothing
6	Scarred / Wild / Filthy / Dishevelled	I6	Black Flames / Melting Wax / Skeletal
7	Priestly / Robes / Chains	I7	Wild / Beads / Headdress
8	Armoured / Spiked / Metallic	I8	Bracelets / Jewelled / Cloth
9	Flames / Magical Energy / Glowing	I9	Leather / Cowl / Belts
10	Water / Barnacles / Seaweed / Rotten	I10	Militaristic / Patches / Boots

# Positive & Negative Traits

**Negative Traits.**

I	Tyrannical	II	Insane
2	Narcissistic	12	Apathetic
3	Selfish	13	Fanatical
4	Paranoid	14	Fickle
5	Detached	15	Jealous
6	Malicious	16	Materialistic
7	Impulsive	17	Repulsive
8	Disloyal	18	Greedy
9	Arrogant	19	Nihilistic
10	Aggressive	20	Patronising

**Positive Traits.**

I	Competent	II	Aspirational
2	Charming	12	Honest
3	Intelligent	13	Humble
4	Humorous	14	Loyal
5	Extravagant	15	Charismatic
6	Creative	16	Organised
7	Attractive	17	Patriotic
8	Adaptable	18	Patient
9	Decisive	19	Imaginative
10	Curious	20	Realistic

## Current Mission.

## Personal Grudges.

# Grudges & Missions

I	You stole a magical item from them.	II	You have an opposing goal
2	You are considered a threat.	12	You each seek the same treasure.
3	You killed their minions.	13	You are a species they despise.
4	You stand for everything they hate.	14	You discovered their plans.
5	You unknowingly halted their plans.	15	You warned others of their existence.
6	You gave them a scar / injury.	16	You joined an opposing faction.
7	You encroached on their territory.	17	You have something they need.
8	You spread lies about them.	18	You destroyed their physical form.
9	You destroyed their base.	19	You wronged someone they love.
10	You slew their pet beast.	20	You defeated them in a vision of the future.

I	They are planning the assassination of a local warlord to cause turmoil.	II	They are building a portal arch to bring forth an army from a dark plane of existence.
2	Sending minions to sabotage trade routes, caravans and grain distribution.	12	They slumber in their hold, gaining power, as minions wreak havoc across the lands.
3	Their right-hand henchman is infiltrating a wise council and swaying decisions.	13	They have enslaved an entire species to build their impenetrable tower from which to rule.
4	They are hunting down a group of powerful adventurers who have become a threat.	14	They are spreading a sickness across the land that kills all livestock.
5	They are infiltrating a religious sect to gain and steal their secrets.	15	They are performing dark rituals to summon long slumbering gods of the deep.
6	They seek an old relic of power to gain an advantage over an old enemy.	16	They wander the wilds, looking for weary travellers to manipulate into following their cause.
7	They hunt an ancient beast, to tame it and use it for their planned war.	17	They are changing their appearance into that of the current ruler, in the hopes of exchanging places.
8	They are sailing to an island hidden by mist to build their base there.	18	They hunt for a young blacksmith, who has been prophesied to become a hero of the lands.
9	They are enslaving people to work in a mine, where they search for precious stones.	19	They are building a great, fortified dam to cut off the main water source of the capital city.
10	They are building an arena to host great tournaments for the warriors of the land.	20	They are using dark magic to awaken a long dormant volcano.

Use the 'Personal Grudges' table to determine why the Villain hates your party of adventurers. Use the 'Current Mission' table to determine what the Villain is currently up to, or the act in which the party first confront them.

# Villain's Servant

	One	Two
I	Knightly	Troll
2	Cursed	Lizard-folk
3	Fanatical	Dwarf
4	Deformed	Elf
5	Intelligent	Gnome
6	Warrior	Halfling
7	Magical	Half-Orc
8	Relic Wielding	Half-Elf
9	Ethereal	Drow
10	Foul Smelling	Fae
II	Strong	Monk
I2	Cunning	Demon
I3	Invisible	Archivist
I4	Charming	Dragon
I5	Lowly	Alchemist
I6	Infamous	Wizard
I7	Crazed	Human
I8	Frightening	Child
I9	Corrupted	Scientist
20	Powerful	Sentinel

# Villain's Pet

	One	Two
I	Magical	Owl
2	Spiked	Lion
3	Ferocious	Dragon
4	Acidic	Crocodile
5	Towering	Frog
6	Spirit	Rat
7	Flaming	Bat
8	Metal-plated	Wolf
9	Tattooed	Snake
10	Talking	Bear
II	Crystalline	Raven
I2	Shape-shifting	Worm
I3	Constructed	Fox
I4	Giant	Lizard
I5	Saddled	Cat
I6	Metallic	Horse
I7	Venomous	Spider
I8	Rune Covered	Hawk
I9	Ancient	Shark
20	All-Seeing	Apes

# Villain Backstory Hooks

	One	Two	Three
I	A Royal Knight	destroyed	their entire family.
2	The Townspeople	took	their only heirloom.
3	The Ruler	hid	their closest friend.
4	A party of Adventurers	burned	their collected treasure.
5	A trusted Wizard	lied to them about	their memories.
6	An ancient Being	buried	their livestock.
7	A famous Naval Captain	cursed	their home.
8	A Noble House	magically twisted	their sibling.
9	The Wise Council	teleported away	their lover.
10	An Elemental Creature	placed a magical evil into	their body.
II	A trusted Companion	ruined	their mind.
12	A travelling Merchant	magically froze	their journal.
13	A famous Bard	let loose a feral fiend on	their collection of maps.
14	An honoured Warrior	magically deformed	their entire species.
15	The local Lord	summoned a demon within	the people of their village.
16	The Queen of the lands	turned to stone	a tree to which they're bound.
17	A Guardian of Light	magically bound	the city of their birth.
18	An infamous Prince	prophetically doomed	the relic they searched for.
19	The Chosen Hero	magically melted	the school in which they trained.
20	A great Hunter	planted a foul sickness within	their wise tutor.

Roll your D20 three times on this table to create a villain 'hook' to build upon and create a backstory. Allow each column to bring forth ideas of a narrative which lead to the creation of the hateful traits of the villain. 'Their' in the third column represents the Villain.

# Villainous Prophecy

The A of the B foretold of its coming. When the C D, the E, the F G will appear soon after. It is H in I that the world shall fall into J.



	<i>One</i>	<i>Two</i>	<i>Three</i>	<i>Four</i>	<i>Five</i>	<i>Six</i>
<b>A</b>	Druids	Men	Queen	Monks	Archivists	Soothsayers
<b>B</b>	Ashen Coast	Pantheon	Forgotten Realm	Flame	Lost Hollow	Wilderness
<b>C</b>	Black	Red	Burning	Violet	Ethereal	Weeping
<b>D</b>	Blade	Star	Fox	Mountain	Moon	Tree
<b>E</b>	Rises	Visits	Falls	Dies	Sleeps	Awakens
<b>F</b>	Demon's	Cursed	Plagued	Forged	Deathly	Dark King's
<b>G</b>	Host	Malice	Leviathan	Tower	Army	Sword
<b>H</b>	Written	Carved	Scrawled	Painted	Sung	Rhymed
<b>I</b>	Sand	Snow	Ash	Rock	Bark	Crystal
<b>J</b>	Ruin	Darkness	Sickness	Flames	Poverty	Confusion



[Roll your D6 on each corresponding 'letter' in the sentence, then place the rolled word within the blanks to generate a prophecy about your Villain.]

# Villain Goals

[ Motivations & Objectives ]

- |                                        |                                        |                                          |
|----------------------------------------|----------------------------------------|------------------------------------------|
| 1. To rule the world.                  | 35. To recover what was lost.          | 69. To create order out of chaos.        |
| 2. To steal all priceless art.         | 36. They wish to escape a prophecy.    | 70. They are a failed and broken hero.   |
| 3. Bring down a pantheon of gods.      | 37. To kill all who oppose them.       | 71. Persuaded by a lover.                |
| 4. Get revenge for a bad childhood.    | 38. Complete a collection.             | 72. Revenge for the death of a lover.    |
| 5. Build a new world.                  | 39. To consume all magical energy.     | 73. They wish to stop corrupt politics.  |
| 6. Merge their world with another.     | 40. A quest for immortality.           | 74. To use the world as a game board.    |
| 7. Evil for evil's sake.               | 41. To save their people from harm.    | 75. Prophesied as the chosen one.        |
| 8. Force people to obey them.          | 42. To protect their own world.        | 76. Regaining lost magical abilities.    |
| 9. Find romance and love.              | 43. To amass resources.                | 77. Unexplainable, god-like goals.       |
| 10. Distinguish themselves.            | 44. Explore and conquer worlds.        | 78. Riddled with insanity.               |
| 11. Be accepted by those in power.     | 45. Collect souls and specimens.       | 79. To Measure up to their kin.          |
| 12. Gain justice for wrongdoing.       | 46. Experiment on populations.         | 80. Power and boredom.                   |
| 13. Amass great wealth.                | 47. To find a weapon of power.         | 81. To speed up the inevitable.          |
| 14. Conquer lands for power.           | 48. To build a peaceful world.         | 82. Devoted to a dark god/being.         |
| 15. Defend themselves due to fear.     | 49. To gain honour in combat.          | 83. Wishes to release a god/being.       |
| 16. Rags to riches.                    | 50. Find a good death in battle.       | 84. To serve their religious order.      |
| 17. End a long rivalry.                | 51. To construct a machine of war.     | 85. To spread their faith.               |
| 18. Claim their rightful destiny.      | 52. To open portals to other planes.   | 86. To cause calamity to find courage.   |
| 19. Desperation drives them.           | 53. To turn back time.                 | 87. Patriotic to their homeland.         |
| 20. Ever growing ambition.             | 54. To control the flow of time.       | 88. Evil deeds to prevent greater evil.  |
| 21. Persecution of their species.      | 55. To posses all knowledge.           | 89. To be set free from their chains.    |
| 22. Love and loss of a person or item. | 56. End the reign of a god-like being. | 90. To set their people/followers free.  |
| 23. A hatred for a certain group.      | 57. Break a curse upon them.           | 91. They wish to be remembered.          |
| 24. Traumatised by war.                | 58. Place a curse on others.           | 92. Competitive beyond reason.           |
| 25. A warped sense of honour.          | 59. Unlock ancient vaults.             | 93. Once devoted to their heroes.        |
| 26. To find lost relics of old.        | 60. Defeat the greatest warriors.      | 94. To bring back old laws.              |
| 27. Full of grief and anger.           | 61. Ban all art, music and joy.        | 95. To create new, strict laws.          |
| 28. They see conspiracy everywhere.    | 62. Erase all historical texts.        | 96. To harbour important secrets.        |
| 29. A rebellion against the rulers.    | 63. Burn all books of knowledge.       | 97. A forgotten hero or god.             |
| 30. An old betrayal drives them.       | 64. Spread lies and cause havoc.       | 98. Appear or get rid of a patron.       |
| 31. They wished to be left alone.      | 65. Collect all runes of power.        | 99. To resurrect a fallen ally or lover. |
| 32. To begin all life anew.            | 66. Collect pieces of magical armour.  | 100. Return the world to nature.         |
| 33. They serve a higher master.        | 67. They had a vision of power.        |                                          |
| 34. They have gone insane.             | 68. A prophecy claims them a god.      |                                          |



# Quick D6 Tables

	<i>One</i>	<i>Two</i>	<i>Three</i>	<i>Four</i>	<i>Five</i>	<i>Six</i>
<i>Age</i> →	Young	Middle-Aged	Old	Ancient	Eternal	Reincarnated
	💀		💀		💀	
<i>Strength</i> →	Power	Manipulation	Intellect	Beauty	Status	Brawn
		💀		💀		💀
<i>Weakness</i> →	Water	Fire	Earth	Air	Magic	Silver
	💀		💀		💀	
<i>Location</i> →	Tomb	Mountain	Tower	Abyss	City	Wilderness
		💀		💀		💀
<i>Hates</i> →	The Living	Magic	Laws	The World	The Gods	The Rulers
	💀		💀		💀	
<i>Loves</i> →	Power	Their People	Their World	Nature	Treasure	Their Spouse
		💀		💀		💀
<i>Seeks</i> →	Relics	Treasure	Acceptance	Vengeance	Balance	Reverence
	💀		💀		💀	
<i>Uses</i> →	Rituals	Machines	Mutations	Mind Control	Curses	Spells
		💀		💀		💀
<i>Studies</i> →	Magic	War/Combat	History	Alchemy	Languages	Music
	💀		💀		💀	
<i>Visions</i> →	Planes/Portals	Chosen One	Their Rule	Greater Evil	Their Demise	Cataclysm
		💀		💀		💀

[Roll your D6 on each Villain category to quickly generate a base for a Villain. Allow each table to bring forward concepts to flesh out, even contradictory ones. Perhaps a Villain hates magic, but still studies magic, in an attempt to find knowledge of how to rid the world of it. Then roll on the Skull Icons to determine whether the Villain Category has negatively effected the world yet. A Skull means this trait has already had an impact on the world, or is known, while a blank space means this villainous trait has yet to emerge or be discovered.]

# Villain Notes

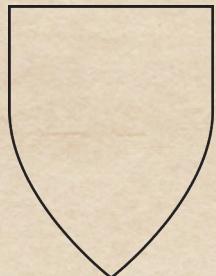
Name: \_\_\_\_\_

Species: \_\_\_\_\_

Profession: \_\_\_\_\_

Archetype: \_\_\_\_\_

Crest / Symbolism:



Item: \_\_\_\_\_

Weapon: \_\_\_\_\_

Features: \_\_\_\_\_

Theme: \_\_\_\_\_

Negative Traits: \_\_\_\_\_

Positive Traits: \_\_\_\_\_

Grudges: \_\_\_\_\_

Missions: \_\_\_\_\_

Servant: \_\_\_\_\_

Pet: \_\_\_\_\_

Backstory: \_\_\_\_\_

Prophecy: \_\_\_\_\_

Goals: \_\_\_\_\_

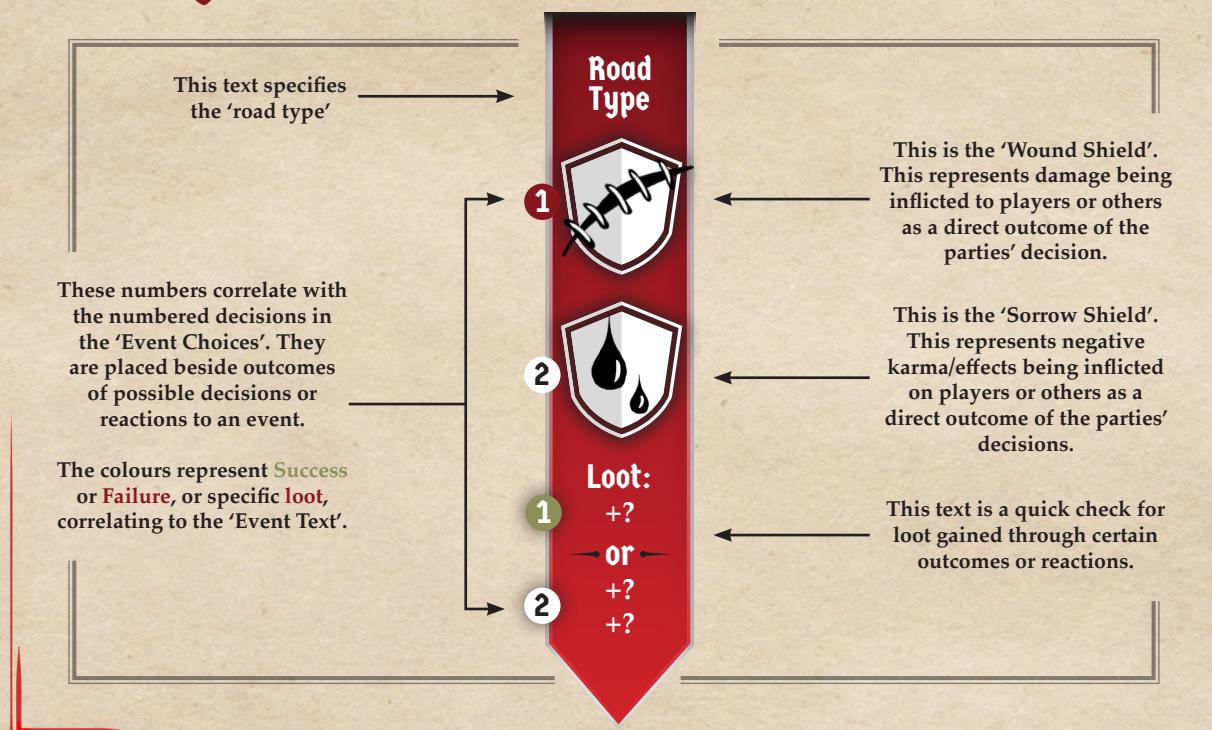


# Roadside Events:

When traversing the pathways of the over-world, parties need to experience surprises and events, just as they would when delving into a dark dungeon. ‘Realm Fables: Roadside Events’ contains a series of events that focus on moral conundrums and the outcomes of making poor or rash decisions. These outcomes can be anything from taking damage, finding loot or experiencing simple story beats that make a character carry guilt with them, or gain a continual consequence, for a long time. Events laid out here contain possible choices the party may make, and lists the consequences of those choices. The Roadside Events are starting points for interesting encounters, but as we all know, the players can make decisions the DM never saw coming! The aim of these events are to aid the DM, and cover the more probable ground. They also use an ‘Event Quick-Check’, which, in the design of a bookmark, lists the outcomes using numbers and icons for a visual check when at the table. Encounters while travelling can be so much more than a group of bandits waiting to jump out as you pass! What if those bandits are starving, and have children in a nearby village with failing crops?

The morality of situations on the road should be considered, and Roadside Events also contains gruelling encounter consequences that contain zero positive outcomes. These tables can be rolled on to spark the imagination of the DM when a lull may strike in the creation of over-world travel, and build encounters that will not easily be forgotten.

## Event Quick-Checks:





## Moral Dilemma Encounter Concepts

I	The party must choose between the life of a beloved NPC, or the lives of an entire town.	II	The party gain a letter that can prevent war, but to deliver it would take them away from their goal.
2	The party must choose between gaining riches and items, or gaining a new friend.	12	Will the party slay an innocent NPC, one who they have seen become evil in a vision of the future?
3	The party must choose between helping an injured stranger, or escaping certain danger.	13	If you vanquish a great evil, the many minions it controls will be let loose across the world.
4	A beloved NPC is cursed or bitten and will become evil. Do you let them live?	14	The party must choose between betraying their faction, or allowing catastrophe.
5	The party only have time to save one of two trusted NPCs.	15	The party can escape danger, but in doing so they will lose precious equipment.
6	Victims are failed by the justice system, but to retaliate would mean imprisonment.	16	The party catches a villain, but learns that they have changed their ways. Do they forgive them?
7	To escape death, the party must steal from someone they know to be good.	17	A party member's background turns out to be the cause of a great evil. Are they banished?
8	After slaying monsters, you find their young. Do you leave them be?	18	An NPC attacks the party with a justifiable, lawful reason. How do they react?
9	A well intentioned adventuring party reach the treasure at the same time as your party.	19	A party must choose between long awaited vengeance or saving others.
10	The party must sacrifice one of their own to save the people of a city.	20	The party have an opportunity for great wealth and renown, but they must betray their moral values.

## Permanent Negative Consequences of Encounters

I	Receiving a wound that heals, but becomes a grisly scar in a prominent place.	II	Losing the trust of a specific NPC or faction due to your actions.
2	Receiving a wound that never fully heals, causing a limp or bad shoulder for example.	12	Having a favourite item break irreparably or be melted by magic.
3	The loss of a limb or finger.	13	Finding out information that means your goal can never be accomplished.
4	Mental deterioration from witnessing events, causing trauma or fear.	14	The loss of your magical abilities.
5	Cursed, perhaps by being bitten or falling prey to foul magic.	15	Becoming permanently stuck on another plane, away from friends and family.
6	Recurring nightmares of traumatic events. This causes restlessness.	16	The realisation that someone you trusted had been lying all along.
7	Memory loss. Forgetting certain spells, skills or information.	17	Catching a sickness that can never be healed.
8	Loss or deterioration of a sense, such as being unable to taste, see or hear.	18	A place is magically destroyed, never to be rebuilt or seen again.
9	Haunted by the ghost of a slain enemy.	19	The realisation that your heroic act actually caused a greater evil to rise in the world.
10	Receiving a criminal record in certain lands for an unlawful act.	20	Your beliefs are forever changed by new information or something you witnessed.

## Jungle Path



Loot:

1 +Coin

or

2 +Coin

+Food



## Where the River Falls...

You traipse alongside a river which cuts through a jungle gorge, draped in thick vines. This place is humid, and your clothes stick to you with sweat. The crashing of water is thunderous in your ears but you hear above it a cry for help. You follow the sound until you spot beside the river, panicked and bucking, a horse. The animal is saddled and a pack lies beside it.

'Help!' you hear again.

Amongst the raging rapids, just above the great falls, a traveller clings to a rock. From the shallows you see his head rise from the water. His grip is failing.

'Please!' he gurgles. 'Do something!'

A rope could be thrown to him, or a long vine from the trees nearby.

You notice his pack and see it is full of food. Perhaps there is coin in there also...

### 1 Attempt to rescue the man:

#### SUCCESS:

Your plan worked! You pull him onto the river bank. He coughs up water and thanks you, then retrieves his pack and gifts you **X-Coin**. He waves you off as you walk on...

#### FAILURE:

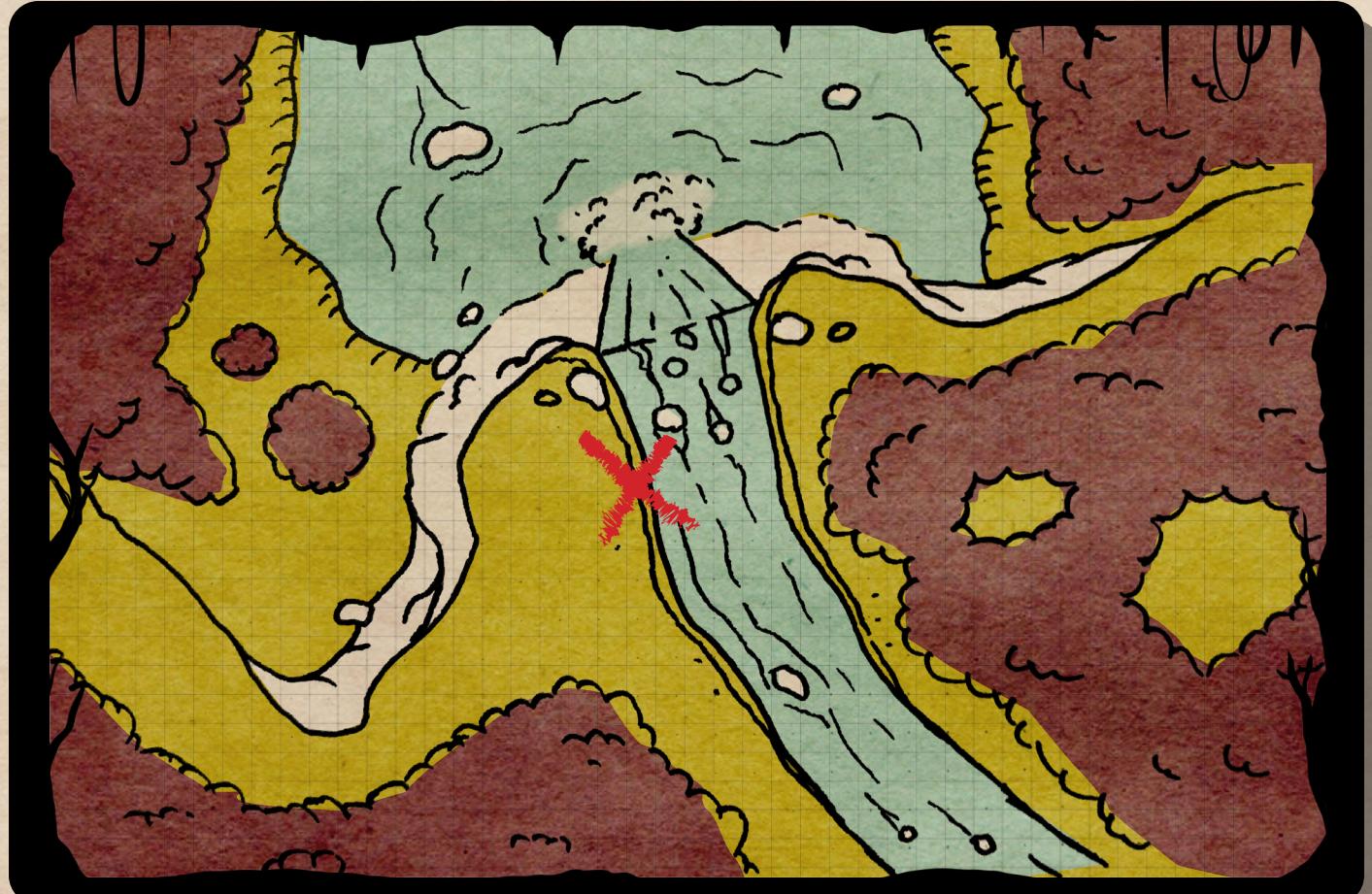
You fail to save him. **Either:** Both of you go over the edge of the falls and you black out on impact. Perhaps an hour later you wake, washed up on a gravelly inlet, with a gash across your forearm. The traveller is nowhere to be seen. **Or:** You fail to save him, and the man falls over the falls by himself, his cries cut short with a wet slap.

### 2 Take the pack and leave:

You take **X-Coin** and **Food** from the traveller's pack as his horse brays. You observe as the man's fingers slip from the rock and he is carried over the falls. You turn and walk on...

#### CONTINUAL CONSEQUENCE:

The man's son was running to his aid on the opposite bank, and witnessed you leave him to fall. The boy finds his father's body and carries it back to their town, where he informs the people of your dishonour and theft. A group of ragtag warriors begins to hunt you.



# Jungle Path Incidents

I	A wicker basket of shimmering, purple fruit rests beside the road.	II	Carnivorous plants begin to sprout up along the edges of the path, snapping at you as you pass.
2	A pale traveller passes by, wide-eyed. You notice a blow-dart stuck in his shoulder.	12	The floor of the path starts to sink, a jungle bog swallowing your feet whole and sucking you under.
3	A foul smelling wind flows from within the jungle. You hear a demonic cackling.	13	A tall stake in the ground nearby holds the jewelled skull of some animal at its top.
4	A rainstorm begins, and the path is flooded by knee-high, rushing water.	14	The path here is wet, and hundreds of poisonous snakes swim through the shallow water.
5	The jungle path forks here. A bloodied, stone altar sits between the pathways.	15	You see the bobbing heads of flaming torches in the jungle, and hear the beating drums of war.
6	The jungle trees beside the path begin to thin, and straw huts appear on the horizon.	16	Frog-like creatures clinging to plants begin to spit streams of acid across the jungle path.
7	Beside the jungle path you notice moss covered statues. They have rubies for eyes.	17	A spirit wearing a flowered headdress floats across the jungle path. She sings a song of old.
8	An explorer rests, arm wounded, beside the path. He calls to you for aid.	18	The path ahead is littered with makeshift jungle traps. Boar spears and blow-darts aplenty.
9	The path ahead is overgrown with thorn covered, thick vines.	19	The jungle path crumbles away here into a deep gorge. A fallen, rotting tree acts as a bridge across.
10	Strangely, a skeleton lies in the centre of the path ahead. Something glints beside it.	20	1D6 Great Apes barrel through the jungle towards you, frothing at the mouth and screeching.

## Jungle Path



Loot:  
1 Flute  
— or —  
2 None

## Cries of the Ape...

You move through the dense underbrush and tangled, flowered vines of the long forgotten path. Beyond the veil of damp mist, from between the ancient trees that twist and rise like gnarled beasts, the crying of an injured Ape drifts towards you. The sound is haunting in the otherwise still jungle, only the buzzing of insects and the occasional call of a distant bird to accompany it. The air is thick and seems to block your throat.

As the Ape comes into view, you notice it sits within a clearing. Large yellow eyes watch from beyond the curtains of green. Something is using this injured animal as bait, trying to draw larger, juicier prey to its cries.

You see then a young Native of the jungle, with spear in hand, advance into the clearing toward the injured Ape.

He spots you at the last moment, as the leaves and branches begin to shake and the yellow eyes of the hidden predator rise...

### 1 Warn the Native / Aid him:

#### SUCCESS:

Together you defeat the jungle beast that had laid the trap so cleverly. You cannot understand the language of the Native boy, but he gifts you a small Flute in thanks. When played the flute calls for the aid of his people...

#### FAILURE:

The beast tears the Native boy apart, and, wounded, you flee into the cover of the jungle. The roars of that intelligent jungle predator echo all around you. It isn't long until you run headlong into a group of Natives, one of whom witnessed your heroic attempt to save the boy. They offer to guide you.

### 2 Sneak away and avoid the conflict:

You do not cry out to warn the Native boy, and instead you sneak away to protect your own hide. From the clearing you can still hear the cries of the Ape, but now they are overlaid with the cries of the Native boy...

#### CONTINUAL CONSEQUENCE:

Each night spent in the jungle you have haunting nightmares of the beast and the boy. These ethereal dreams feel so real that you are shaken when you wake, and unable to stomach food. These dreams only end when you have left the jungle...



## Mountain Pass



Loot:

1 Axes

or

2 Winter Cloaks

## The Fathers' Folly...

You trudge across the deep snow of the old mountain pass. The cold, moving air seems to sing with an icy voice as it filters down through the cracked mountain walls which line the pass. The crunch of snow beneath your boots echoes outward into the brightness, the rhythm of it matching your breath which falls from your mouth as vapour.

'Halt!' someone from within the rocks yells. 'Leave any food and supplies where you stand, then go back the way you came... or meet our axes.'

Five burly, bearded men appear from behind their cover, each wielding large woodcutting axes. They seem sincere, but they are tired, cold, and perhaps a little afraid. They repeat their demands, louder this time.

The largest of them makes a move towards you, axe raised...

### ① Begin Combat:

#### SUCCESS:

You cut them all down, one by one. The blood paints the white canvas of the pass. Their Axes lay beside them. As you carry on up the road, you come across a small woodcutters' hamlet, the children there watching you with fear. 'Father?' each of them cries into the mouth of the mountain pass...

#### FAILURE:

The axe wielding mountain men were tougher than you had first assumed. They have wounded you, but before any can strike a finishing blow, a little girl appears in the snow, watching, wide-eyed and horrified. One man goes to her and hugs the child. The leader looks to you. 'Go,' he says. He is shaken. 'We were starving. I'm...' He lowers his head. 'I am sorry. Go,' he says once more.

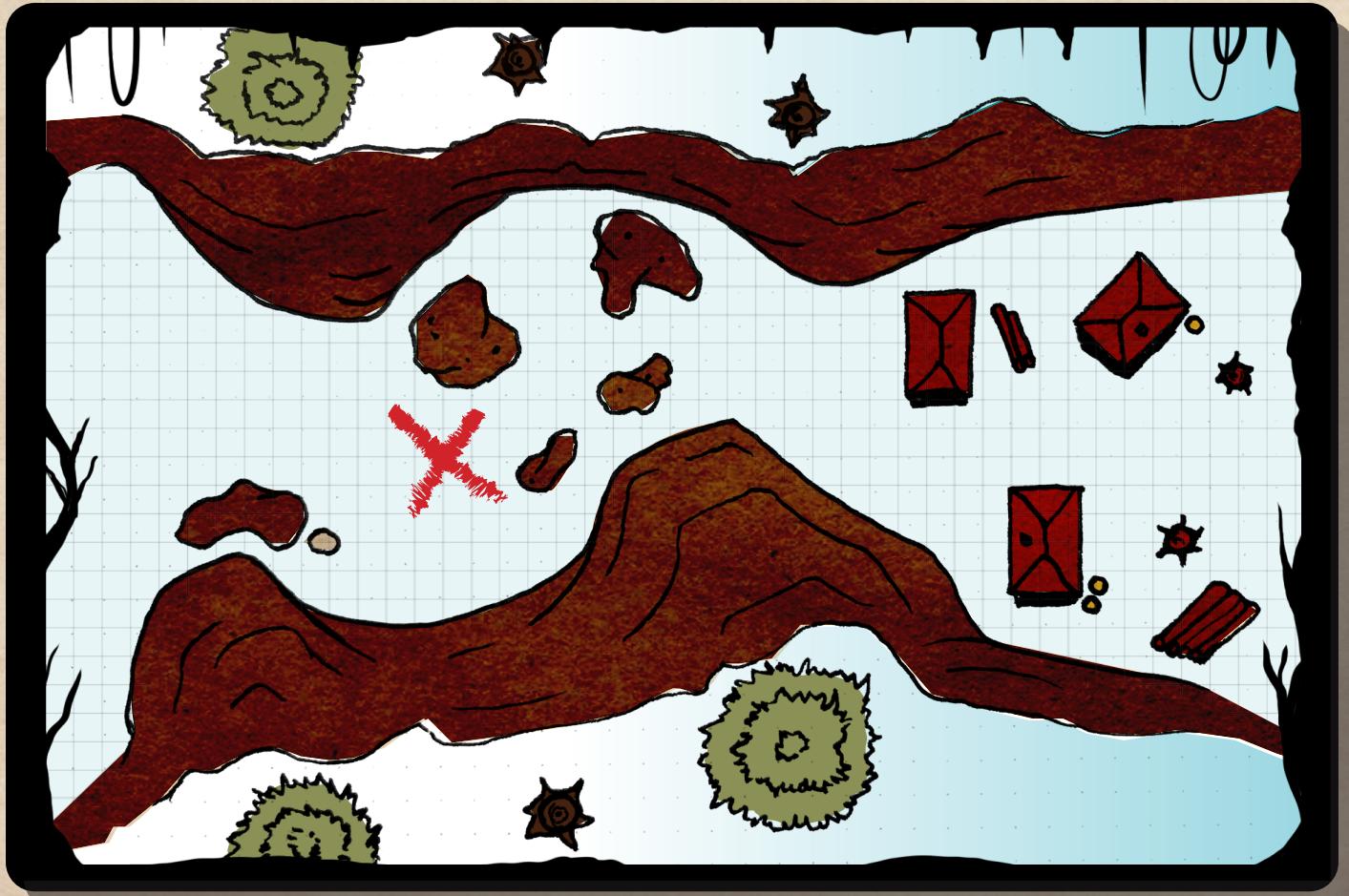
### ② Persuade the men to let you pass:

#### SUCCESS:

You convince the men to stand down, perhaps even offering them some provisions. They show regret, and sorrow, at their actions and offer to warm you by the fires of their hamlet. Their children are starving, they say. On your departure they gift you winter cloaks of grey fur.

#### FAILURE:

They do not trust you, and advance. Begin Combat.



# Mountain Pass Incidents

I	A dead adventurer is frozen beside the road. He clutches a leather satchel.	II	A man wearing a bear skin approaches you. He has a fine hunting bow slung over a shoulder.
2	1D6 Wolves prowl the edges of the pass.	12	The pass here is sloped and covered with patches of ice that cause you to slide towards a sheer drop.
3	Heavy snowfall has blocked the road ahead. An alternate path leads into a cave.	13	A messenger bird with a broken wing hops about. Around its leg is tied a note to the Mountain King.
4	A hunter skins a dead deer. He has a tent, trunk, sleigh and a small fire going.	14	You reach a rope bridge which hangs over a deep glacier. The planks are soft and rotten.
5	You find a long haired pony wandering alone in the mountain pass.	15	1D6 Yetis stalk about the snowy woodland beside the pass, searching for prey.
6	A rumbling begins, then an avalanche of rock and snow flows towards you.	16	A white bear cub sits crying beside the road. When you pass, it takes a liking to you and follows.
7	A tinkerer passes by, offering vials of coloured liquid for a hefty price.	17	Sharp shards of ice begin to fall from an overhang above, sticking into the ground with force.
8	A blizzard begins. The snowfall is so heavy that you lose sight of the road.	18	An injured mountaineer hobbles by. He asks for directions and seems a little manic.
9	The mountain pass crumbles beneath your feet. A thin bridge of ice is all that is left.	19	Beside the mountain pass rises the great mouth of an ice cave. From within, you hear cries for help.
10	A pine tree has fallen across the pass, a large owl perched upon it, watching you.	20	You notice deep, beastly tracks in the snow. Ahead, you see someone slumped against a rock.

## Mountain Pass



**Loot:**  
1 None  
— or —  
2 Golden Antlers



## The Mountain Spirit...

Through a quiet mountain pass you walk. The air is filled with the scent of pine. The skies above are pale. A soft snowfall has begun, the cold drops of it touching your skin, only to disperse a moment later.

Twisted pines rise before you, their roots jutting out over the edges of the pass, clawing at the air, attempting to find some purchase in the earth. One tree is crushed from rockfall, the trunk of it splintered outward like a bursting star, bits of wooden debris scattered about the snow. This collapse is fresh.

The grunting of an animal seems to be coming from amidst the chaos of the split tree and fallen rock. As you near, you see a great white stag, its antlers large and shimmering with gold, its fur glittering like silver. The stag's hind legs and rear are stuck beneath the fallen tree. You are sure its deep black eyes plead to you for help, but you know those antlers to be worth a small fortune...

### 1 Attempt to rescue the Stag:

#### SUCCESS:

You hack away at the tree until the stag can raise itself up. Nothing appears to be broken as the creature rises. When it was buried beneath the branches, you hadn't noticed just how large it was. It stands, antlers at a height of at least 9 feet. The magnificent creature bows to you, then trots away...

#### FAILURE:

No matter how much you try, you just can't shift the fallen debris. You stroke the head of the stag and, sadly, walk on. You seem to hear in your mind the voice of someone, or something, telling you that all is fine, and that your kindness will not be forgotten.

### 2 Leave or Kill the White Stag:

**Either:** You show the creature no kindness, and walk on. **Or:** you put the stag out of its misery and cut from it the **Golden Antlers**. The stag cries hauntingly as you do so.

#### CONTINUAL CONSEQUENCE:

Not long after leaving or killing the stag, you notice the ethereal ghost of it watching you from the pass ahead. You can never reach this spirit, but always it comes and goes. Every time it reveals itself you receive cold damage. This only stops once you have left the mountain pass or return the golden antlers.

## Woodland Track



1



2

Loot:  
1 None  
or  
2 None



## A Ritual at Dusk...

The mud of the woodland track begins to give way to hard packed earth and half buried cobblestones. You hear the chanting of a bizarre song coming from somewhere ahead, a beautiful chorus of voices in an unknown language. As you near, you climb stone steps, the trees no longer giving shade to the path. An ancient place lies before you, dripping in magic and sparkling energy. A large rune glows amidst the swaying blades of grass.

Several druids in dark robes perform a ritual here, enraptured by the magic so much so that they do not notice your presence. Beside the glowing rune stands a young girl. She is bound by chains of druidic energy and appears to be in a great deal of pain. She looks to you, eyes pleading.

The sun lowers itself beyond the distant woodland rises and dusk lets fall a strange glow across the land. The moon begins to peek out from behind a swirl of red clouds...

### 1 Attempt to Save the Girl:

#### SUCCESS:

You break the magical bonds which held the girl in place. As the druids come to their senses, they yell 'What have you done! We were to cleanse her, fools!' As the druids flee into the woodland, you see the girl turn pale, arms lengthening, teeth becoming fangs. The vampire attacks...

#### FAILURE:

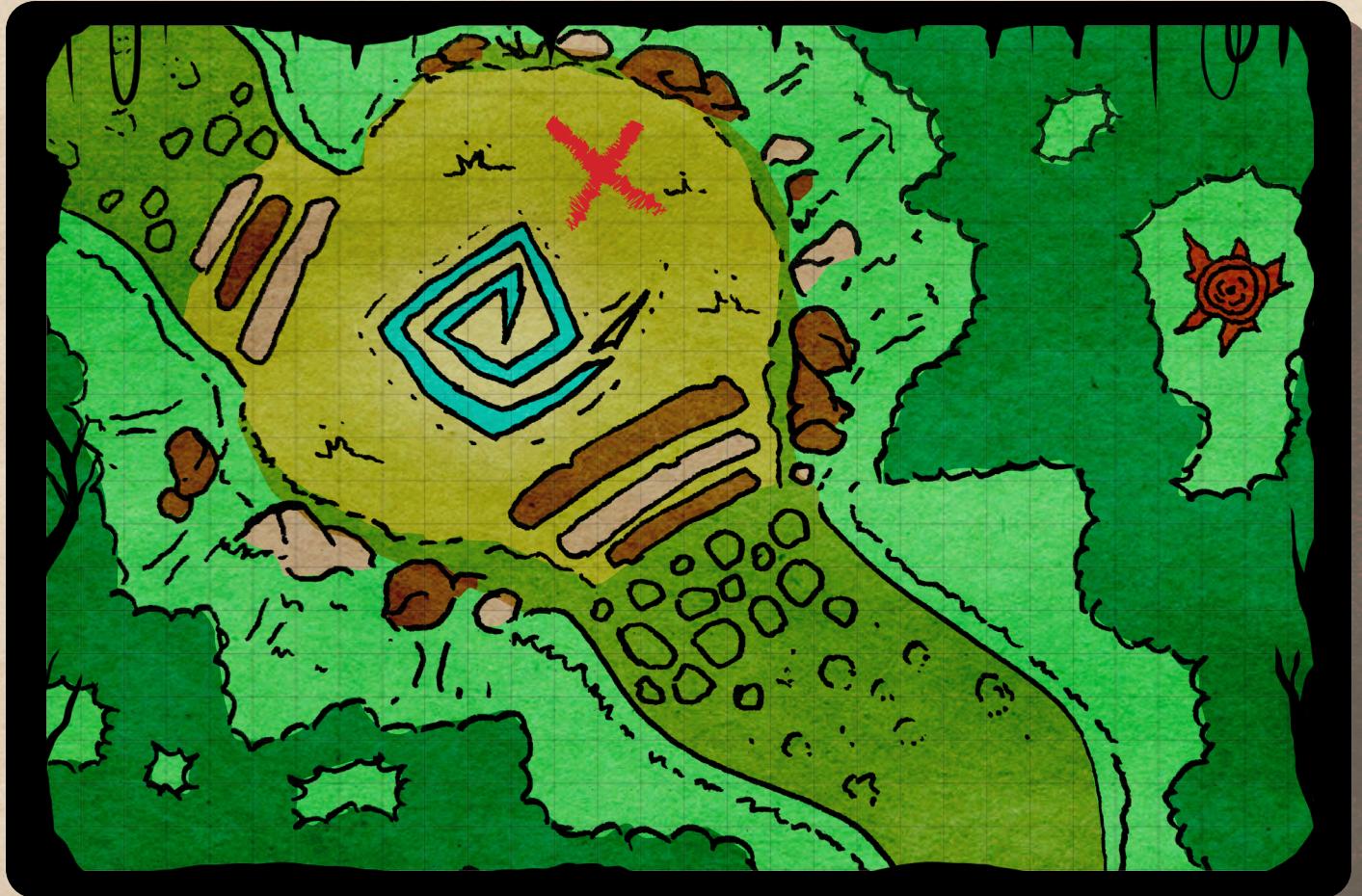
The magical energy prevents you from saving the young girl. She falls to her knees and a ghastly, fanged spirit flees from her body. The druids turn to you and draw slender blades. The girl stands and hugs one of the druids, thanking him. 'They attempted to free her!' a druid shouts. 'They are in league with the vampiric spirits who haunt our woods!' Before you can utter a word, the druids attack with knives and magic.

### 2 Sneak around the ritual and flee:

You skirt about the edge of the strange clearing. As you pass to the other side and find the track, you hear the cries of the young girl, then see before you a fanged spirit which strikes terror into your hearts.

#### CONTINUAL CONSEQUENCE:

The fanged spirit has a chance to posses you. If it is successful, you gain vampiric traits until you leave the woodland realm or perform a ritual to rid yourself of the curse.



# Woodland Track Incidents

I	A bandit rests against a tree trunk, an arrow in his gut. He begs you for water.	II	You come across a fallen, rotting signpost. The track ahead splits into three directions.
2	A local farmer passes by. He tries to sell you some onions.	12	You begin to spot large hornet nests hanging from every tree. If disturbed, they will swarm you.
3	A fox beside the path follows you, sneaking through the underbrush, intrigued.	13	An ancient, mossy altar rests just beside the track.. If you pray before it, you gain heightened senses.
4	1D4 Bears pad across the track, sniffing the air.	14	An eerie woman blocks the track ahead. She wears a gown of white and beckons you to follow her.
5	An arsonist attempts to burn down the woodland just off the beaten track.	15	A scurry of intelligent squirrels steal any sheathed weapons you may have and run off into the woods.
6	You come across an abandoned camp of tents. The fire and the pans are still warm.	16	Thick bramble has grown across the track here, the thorns of it like small daggers.
7	An emissary passes by, delivering a letter to a nearby village. He appears to be lost.	17	You pass between a stone arch and the woodland changes seasons. If you pass back, it changes again.
8	The roots of nearby trees spring to life and attempt to steal items from your packs.	18	The track enters a clearing. The little meadow is full of wild flowers. The pollen causes drowsiness.
9	You see, floating between the trees, lost spirits, who sing songs of their lives.	19	You find a wanted poster stuck to an old oak with a crossbow bolt. It depicts you and your party.
10	The track crosses a stream here. If you drink its waters you hallucinate for an entire day.	20	An old, hunched warrior hacks at a tree with a blunt sword. He seems upset and angered.

## Woodland Track



Loot:  
1 Ring  
— or —  
1 +Coin



## A Rotten Deal...

You follow the muddy woodland track as it takes you deeper into the damp gloom, winding this way and that. The swaying treetops above break every so often to reveal slender rays of sun that catch your eyes. The smell of earth and fallen leaves is ripe here.

As you enter a clearing you feel a strange presence. The treetops shift and the new light reveals a hunter and his son, floating on opposite sides of the clearing. Magic hums in the air. Beneath the father and son are deep pools of black, magical energy. The leaves about your feet begin to lift and dance in the air as the magic rises.

The rotten leaves coalesce to form the shape of a person. It writhes and churns, the colours of green, gold and brown. This is some dark entity of the woodland. It points to the son, then to the father. You realise a magical energy binds you, and that you must choose which victim to go to, and which to let fall into the magical pool. Only by all coming to a single decision will you be able to move to aid your chosen. Or, do you strain and fight...

### 1 Choose between them:

#### SON:

The magical energy reforms as you make your decision, and creates a tunnel leading to the boy. You run for him, and just as he is dropped into the pool, you grasp his tunic and drag him onto the wet earth. The Father cries out, then disappears. The entity is gone. The boy latches onto you as you spot a sack of coin where the Father once floated...

#### FATHER:

The magical energy reforms as you make your decision, and creates a tunnel leading to the Father. You drag him away from the magic, and he roars at you as the boy disappears. 'Why?' he cries. 'Why did you not save my son instead?'. Where the boy was lies a silver ring on a length of string...

### 2 Attempt to break free and fight:

#### SUCCESS:

You break free from the bond using your own magic. With weapons raised you charge the entity. The boy rolls free of the magic and takes cover in the woodland, but the father is fatally struck with a leafy blast of dark energy. The entity is defeated.

#### FAILURE:

The entity cackles as both the Father and Son fall.

Town Road



1

1



2

Loot:

+Coin

or

None



## Watchers on the Roof...

The sun dips behind the rooftops, the red tiles glowing with the last warmth of the day. At a section of the town road, between bollards, two guards stand, disallowing carriage traffic to pass through. A foreign dignitary takes an evening walk in the musky air with the mayor of the town, discussing possible trade and peace treaties.

You notice a shadow above. There is movement on the rooftops overlooking the road. As the filtered light fades you see assassins who watch the dignitary below. One of the nearer assassins has spotted you and glares down the sight of a crossbow.

Do you yell out to the guards, the mayor and the foreign dignitary to warn them, or do you turn and walk away, leaving them to their own fate?

The assassins make their move, darting across the rooftops. The crossbow wielder above still has his sights aimed at you, waiting for your reaction...

### 1 Warn the Guards / Begin Combat:

#### SUCCESS:

You cry out to the guards, but one of them still takes a crossbow bolt to the throat. You spring into action, the other guard joining you. The Mayor cowers, but the foreign Dignitary draws a blade. The assassins fly downward from the rooftop and battle ensues. Once you defeat them, the Mayor rewards you with a sack of Coin...

#### FAILURE:

You cry out to the guards, but one of them still takes a crossbow bolt to the throat. Battle ensues, but the assassins cannot be defeated, and eventually flee. As the dust settles, you notice the Mayor is dead.

#### CONTINUAL CONSEQUENCE:

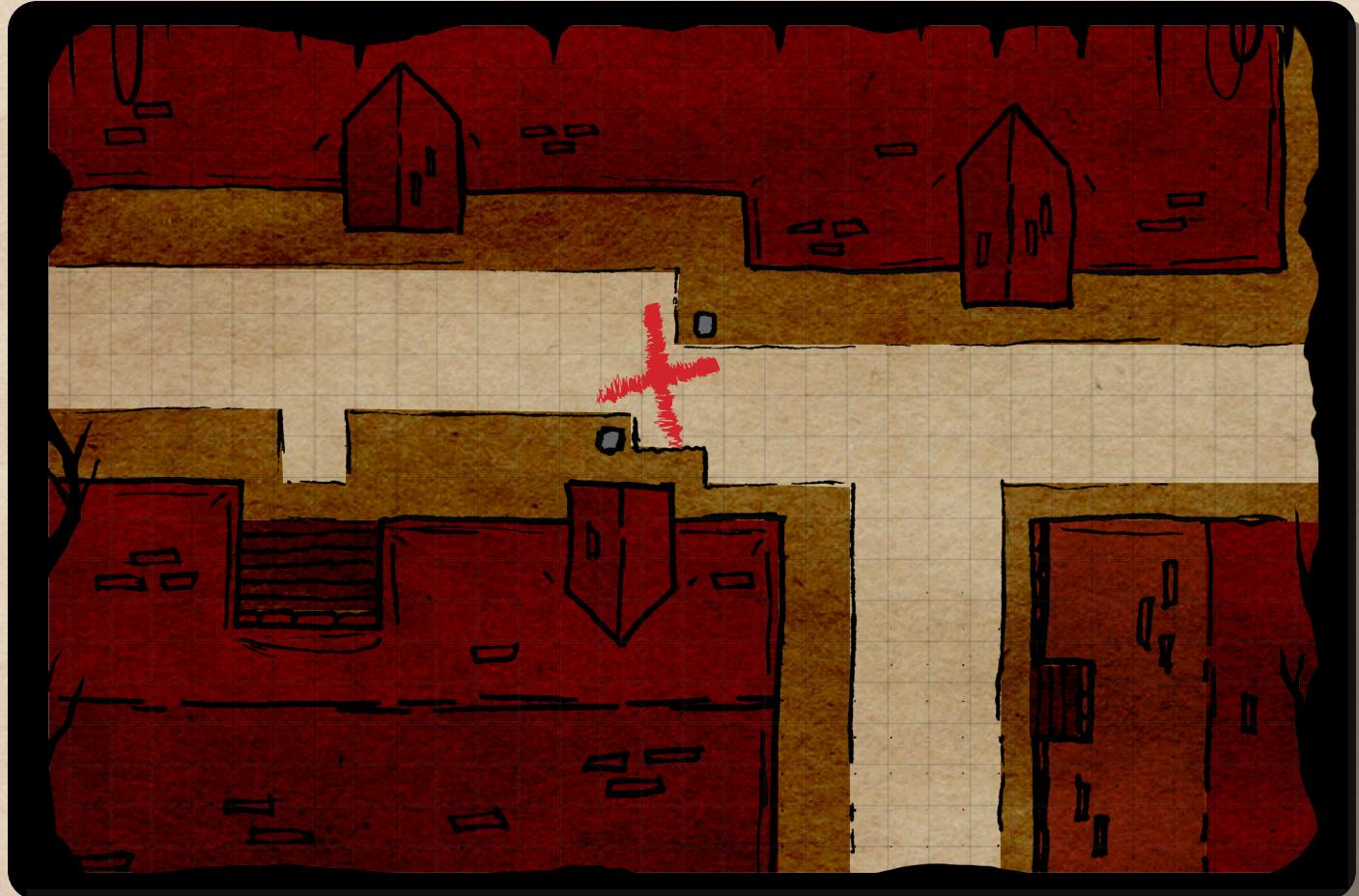
The shady organisation of assassins now know your face. They send their best to hunt you down.

### 2 Turn and walk quickly away:

This isn't your fight. You don't want to be involved in an assassination attempt, or the prevention of it. You slink into the shadows of the road and leave.

#### CONTINUAL CONSEQUENCE:

The foreign Dignitary is assassinated, which sparks tensions across the land and puts the country on the verge of war. The roads become increasingly dangerous to travel. Could you have prevented it?



## Town Road Incidents

I	A small boy blocks your way. He holds aloft a wooden sword and demands gold.	II	A cloaked figure follows the party, hiding in crowds whenever they look towards the figure.
2	A group of guards begin to point towards you and nod their heads.	12	A merchant is selling spices beside the road. He says they are the rarest spices in the known world.
3	A filthy traveller begs for food beside the road.	13	A rough gang of scoundrels beat a helpless tax collector.
4	A bounty hunter leads his horse, his catch tied and thrown over the saddle.	14	A group of children pickpocket noblemen on the road with great skill.
5	A wagon has crashed into a town-house, wood and stone strewn across the road.	15	A chest of coins lies untouched by passers-by. The crests on the coins are not of this land.
6	The flag of the Lordship, on a pole beside the road, has been set alight by vandals.	16	The town speaker yells about the corruption of the nearby noble houses.
7	A knight and his squire tend to a badly injured horse. The squire is weeping.	17	An old, dishevelled priest shouts at you, claiming you the chosen ones, over and over.
8	A merchant tries to sell fancy clothes to you. He is very persistent.	18	A loose, untamed horse barrels through a crowd of people and heads straight for you.
9	A travelling group of performers act out a mythical play beside the road.	19	A lowly gang of club wielding thugs is getting a good beating from a powerful adventurer.
10	Two warriors drunkenly duel to settle a dispute.	20	An armoured monk calls for adventurer's to join him in guarding the road from a coming threat.

### Town Road



- 2  
1 Loot:  
Lyre  
— or —  
2 None



### A Song at Dawn...

The town road is quiet in the morning mists, only a few riders trotting their horses along the packed mud and worn cobbles. The sound of an eerie stringed instrument softly breaks the morning air. As you pace the road you see before you, as if forming from the mist, a bard in fanciful garments. His face is cleanly shaved and skin glowing like a child's, but his eyes are deep and grey and seem as if they have seen all the ages of the world. The words of the song reach you now, and you realise the bard sings of your previous adventures. He uses details that none could know but you and those close to you. You approach him and his song fades. He looks up at you from his perch on a tree stump beside the road, and his eyes flash silver as he smiles.

'Your future,' he says, putting you into a trance-like state. 'Do you wish to know something from it? A certain destiny of yours? If you do not hear it, you will not be prepared for what is to come. You must believe in my words. So, your answer, then, good adventurer.'

#### 1 Ask to hear your destiny:

You nod, wishing to hear your future. Perhaps this ethereal Bard can warn you of a future danger. Perhaps he speaks nonsense, but what harm will it do to hear it all the same? The Bard seems to disappear in the mist, and as he does so you hear his soothing tenor in your mind. 'You will meet my father, one day. He is a god of the mists and all that is unseen. He will turn you mad with his workings if you do not heed my words. Here, take this.' You feel within your grip a small Lyre. 'Play this for him, when he comes to you. He will know you are a servant of mine, his son, and will free you from the plane of the unseen.' The mist recoils and the Bard is gone, but his voice still echoes. 'And that is what you are now. My servant. Indefinitely.' As the world becomes normal, you notice cloven hoof tracks about the stump before you.

#### 2 You are suspicious and leave:

You tell the Bard that your destiny is your own, and that no prophecies from strange men can sway it. You do not wish to hear what he has to say, and turn to leave. He whispers that the premonitions of a god's son should not be ignored. The Bard stands, his feet and legs revealed from the mist, cloven and thick with hair. He sings strange ancient words and disappears with a smile.

#### CONTINUAL CONSEQUENCE:

On cloudless nights your feet become cloven hoofs.

### Desert Trail



1  
Loot:  
Jewels  
or  
Map



## The Jewels of Cinder...

The desert trail is bathed in a vermillion glow. As you enter the canyon a tower rises before you, built into the sandstone walls of the cliffside. At its base rest two adventurers. One, a lithe rogue dressed all in black, is badly injured, his leg misshapen and bloody. The other, a shirtless warrior, tall and wielding a great-sword, stands as you near.

'Well met, fellow adventurers!' he says. The rogue grunts at his side. 'Please, aid us in our endeavour, and share in the spoils! We climbed this here tower of the Cinder Mage, and retrieved his jewels from within. Though, my rogue here fell from the precipice, and the bag of jewels still lies atop the tower. Will you retrieve them and travel south with me to sell them at the Sultan's market?'

'No!' yells the rogue. 'There is no time. I am bleeding out. My leg is in ruin. Please, take me away from this damned barbarian. Take me on the road west, where the nomads may heal me, and I will gift you my knowledge of much greater treasures!'

### 1 Help the Barbarian:

#### SUCCESS:

You decide to aid the Barbarian and retrieve the jewels. You're sure the Rogue can wait a little longer, or, you just don't care. The climb is arduous, but you make it. The bag of jewels and a coil of rope, tied off somewhere within the tower, rest here. You snatch the **Jewels** and drop the rope, then descend. The Barbarian pats you on the back...

#### FAILURE:

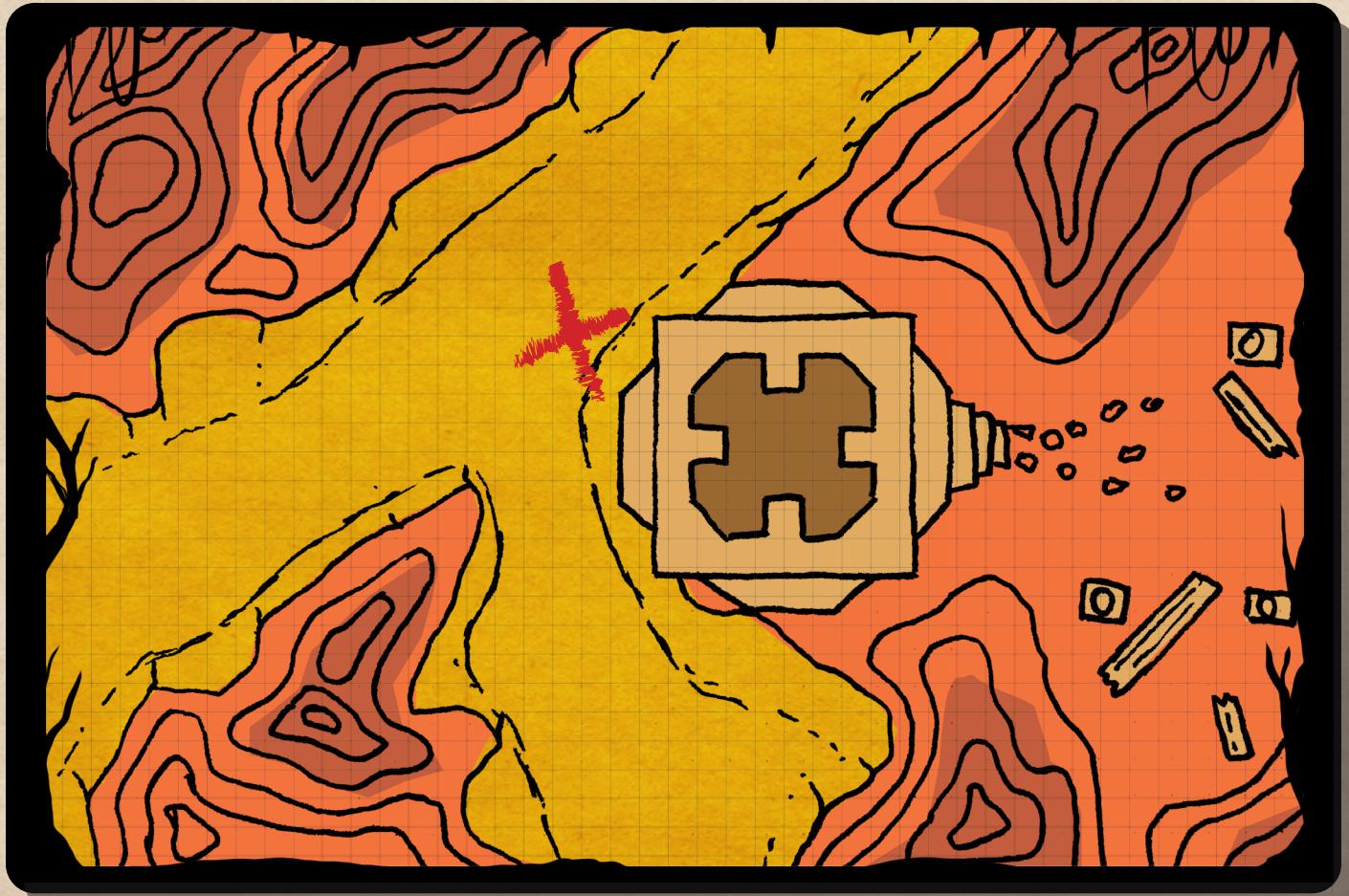
The climb is far too difficult for your traversal skills. You fall, injuring yourself. The Barbarian scowls but decides to help you if you wish to travel south.

#### CONTINUAL CONSEQUENCE:

The Rogue dies of his injuries. To the south and the east, many traps are placed across the roads. The Barbarian says the rogue knew how to bypass all of them. The traps are deadly and hidden well.

### 2 Help the Rogue:

You take pity on the injured Rogue and, from a dusty flag of the tower and some dry branches, you build a stretcher and head west. The trail is littered with traps, but the Rogue guides you through each of them. The Barbarian is displeased but follows. Upon reaching the nomad camp, the Rogue passes to you a **Map** which leads to a tomb in the desert, which holds the true treasury of the Cinder Mage...



## Desert Trail Incidents

I	The bones of dead nomads are piled high here. Amongst them you see silver coins.	II	A lone warrior guards the trail here. His curved sword catches sunlight. You must pay to pass.
2	1D6 Skeleton warriors rise from the sands.	12	A sandstorm speeds towards you from the west.
3	A golden altar, half buried in dust and sand, glimmers beneath the sun.	13	The trail floor becomes quicksand, swallowing you down the more you move.
4	You come across a strange, sentient cactus who greets you with a raspy voice.	14	A hail of arrows rises into the sky. They are sparse but falling in your direction.
5	A desert mouse drinks from a small pool of water.	15	The sun grows so intense here that any exposed skin burns and metal becomes white-hot.
6	A nomadic trader passes by. She is selling warm water and dried meat.	16	You see people waving to you ahead, and wells and pools of water. As you near, they vanish.
7	1D6 large snakes rise from the sands.	17	A Sultan rides past you on a camel, his small entourage of slaves reddened by the sun.
8	The trail here is made up of broken mosaic patterns; the floor of an old desert fort.	18	An elderly lady rests beside the trail. As you pass she rolls bone runes before her, then smiles at you.
9	A hunched stranger begs for water.	19	You come across an abandoned nomad camp. There is blood within the tents, but no bodies.
10	A dry well rests beside the road. You are sure you hear a voice echo from within it.	20	A dog-sized beetle seems to be following you at a distance. Its shell glistens like black pearl.

### Desert Trail



#### Loot:

- 1 +Food  
2 — or —  
None

### Poison and Water...

The waters of an oasis beside the road ripple and refract the rays of the high sun. Palms line the eastern side, moving in the dry breeze, offering shade. You hear yelling coming from a group of armed nomads.

As you near, you see a man in the water who holds out two large vials full of green liquid. Some men on the bank plead with him, others hold spears aloft, ready to kill.

'Thief! He set our village on fire in the night!' the men on the bank yell. 'He set our homes alight so he could steal our livestock. We chased him down, but now he threatens our only water supply with poison!'

'We were starving! Leave, all of you, or I will drop these magical elixirs of death into your oasis!' The man begins to cackle. 'Or kill me, if you wish, and poison the waters yourself!'

'What should we do?' a nomad asks no one in particular. The man with the vials tips them, until the vile liquid is near the glass lips...

#### 1 Attempt to stop the thief:

##### SUCCESS:

You aid the men on the bank, and successfully manage to take down the thief without the poison spilling into the oasis. They thank you, but keep their weapons drawn, still wary. 'You may drink from the waters,' they say. They also offer you **Fruit**. As you continue on down the desert trail, you come across a starving girl. She is searching for her brother, who she describes. From the description, you know him to be the thief...

##### FAILURE:

You try to stop the thief without causing him to drop the vials. Your plan fails and the poison leaks into the waters of the oasis. The desert nomads turn on you. 'This is your fault,' they say, tears in their eyes. They draw their weapons and advance. Begin combat...

#### 2 Turn and walk away:

These people and the oasis aren't your problem. You leave, and as you do so, you hear a cry. A nomad throws his spear, killing the thief, as another rushes to catch the poison vials, but fails. The green liquid glows and the entire oasis becomes poisonous.

##### CONTINUAL CONSEQUENCE:

There is no other source of water in the entire desert. You will not be able to find water until you reach its end and enter another land.



Dungeon:  
**Despoiler of  
 the Dead**

Some call them fanatics, others call them heroes. Birthed upon the black sands, beneath the half moon, to the great nomadic people of the Sallow Kingdom, Despoilers have a deep faith few can fathom. They wander the deserts beneath the raging sun in prayer, wishing to please their chosen God, and what better way to please the almighty pantheon than to slay the corrupted dead?

## Adventure Hooks: How to Implement the Dungeon

How do you attach this dungeon to your current campaign or convince the party to venture here? This dungeon could also work well as a one-shot adventure.

### [1]- LOCATION:

If your current campaign is already set in a desert location the dungeon will be easy to integrate. Also, if your campaign has islands or travel across the sea, then you can add the 'Sallow Kingdom' as a desert region/island.

### [2]- PORTAL:

The party could uncover a stone circle, which is strangely warm to the touch and has desert sand about the bases of the stones, entirely out of place in their current setting.

### [3]- RUMOURS:

The party should hear many rumours in taverns and on the road. They hear strange stories of a warrior, named the Despoiler, who has set out to an old temple to investigate. Rumours of the priests of the temple amassing desert jewels could promise riches.

### [4]- DREAMS:

Each night the party have a shared dream of being stranded in the desert. They see the Despoiler on the horizon, trekking across the wastes. When they wake their mouths are dry and grains of sand rest between their fingers.

### [5]- NPC:

A trusted and well-loved NPC reveals they have a sibling, a priest who resides in a far away desert temple. The NPC has heard no word for months, and the last letter they received was troubling. They ask if you will travel with them to seek out the temple and their kin.

### [6]- PERSONAL:

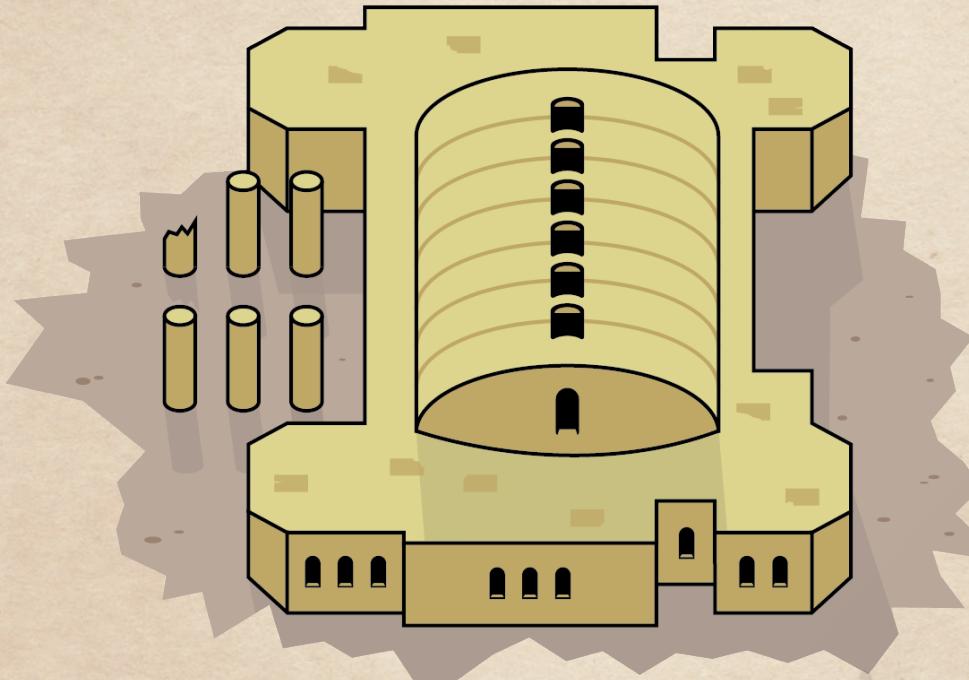
A personal goal or mystery of a member of the party could lead them to the temple. Perhaps they receive information that something they wish to know can be found within the priests' scrolls, or that an individual they seek visited the temple at some point in their life.

# The Temple

The Temple of Harenae lies to the far south of the Sallow Kingdom. Its stones sleep there, across a great waste of shifting sands, visited by none. The weather has beaten it into submission, even the ancient pillars wear and waver against the onslaught of the sharp desert winds. Built for the worship of an almost forgotten goddess of old, Harenae, she of the earth and moon, the temple has few residents.

The priests who dwell here huddle in the many chambers, studying old scrolls and quietly praying to their resting goddess. Rumours of a curse on the temple run thick across the Sallow Kingdom. Large messenger beetles carry news across the land, and it is said that a priest found a depiction of a tomb in one of the scrolls, an entrance that had never been found. This priest searched for the tomb, and finally, uncovered it. Several messenger beetles have been sent to the Temple of Harenae, though none have returned...

And so, a Despoiler, in his tattered garb and bucket helmet, drags his black-steel bludgeon across the desert, barefoot and raw from the beating rays of the sun. His destination, the quiet temple that rests beyond the dunes of Atok'ar, further still beyond the silvery dry lake-beds of the half moon, and across the shifting sands and the wind-stricken wastes. He knows something dark is afoot, something blasphemous, and whatever it may be, he will crush it back into the earth with steel and strength...





## Interior Layout & Notes

**[1]**- **Entryway.** Before the main entrance great pillars rise. When you arrive a strong wind picks up and the sand impairs your vision. The pillars have a chance of collapsing as you near them.

**[2]**- **Courtyard.** Before you lies a courtyard, the only sound is the wind at your backs. A dead priest lies here, robes bloody.

**[3]**- **Pillared Plaza.** Sunlight falls through the roof here, the pillars bathed in an amber glow. Old wares and baskets litter the ground, as if this place used to be a market of some

kind. Amidst the crate and fabrics hide small scorpions, whose poison causes temporary blindness.

**[4]**- **Bone Dance.** Here six skeletons, holding hands, dance around the pillar to the eerie sounds of a distant stringed instrument. They only attack if tampered with.

**[5]**- **Tea Room.** An old tea room lies buried beneath piles of sand. 1D6 skeletons rise from the ground. When destroyed, they become sand. The skeletons reform and rise again in 1D4 rounds.

- [6]- **Scroll Room.** This dusty, carpeted room contains shelves of ancient scrolls.
- [7]- **Despoiler's Camp.** Here sits Despoiler Abax. He is respectful towards those with high strength, and disregards those with low strength. He is tending to many wounds, but seems jovial at the mention of the fight to come. He says that he is not the first Despoiler to venture here, though he has heard nothing of his ally. A wave of sand-like skeletons attacked him as he entered the temple. He offers to join you.
- [8]- **Hallway, West.** This hallway is littered with the bones of crumbled skeletons. Three rooms, studies, can be found here.
- [9]- **Hallway, East.** Fallen priests litter this hallway, some fresh, some long dead. More studies containing chests reside here.
- [10]- **Blockade.** Piled furniture and stone block the way here. Through a gap you can see priests huddled in prayer. They can be spoken to through the gap in the blockade.
- [11]- **Scorpion's Lair.** A Giant Scorpion has taken up residence here, feasting on the dead. Any attacking skeletons will not follow you here. A nest releases 1D6 small, poisonous scorpions every two rounds whilst in this room.
- [12]- **Hallway, South.** This hallway is full of makeshift tripwires and traps.
- [13]- **Oasis.** The waters here have healing properties, and the berries are a good source of food.
- [14]- **The Tomb.** An unstable dugout leads down into the dark...
- [15]- **The Collapse.** As you drop down into the tomb, the hole above collapses inward, and the earth and sand block the room entirely. You are trapped.
- [16]- **Sarcophagus.** Three sarcophagi can be found throughout the tomb. They cannot be opened, even with magic.
- [17]- **Pillar Room.** Here a pillar holds up the decrepit room.
- [18]- **The Corrupt Despoiler:**  
Here the floor hums with a blue light. The Corrupt Despoiler stands with his eyes alight, bludgeon in hand, possessed by the goddess Harenae, who is angered by the lack of worship in the world.

If Despoiler Abax, from the camp above, joined you, he instantly runs to his former ally and pins him so that you may run, but a moment later, with a blue flash, is evaporated into a burst of sand.

The Corrupt Despoiler gives chase, and cannot be harmed, only slowed by attacks. Any fire spells cast will cause him to screech and let out a wave of blue energy that stuns members of the party. The three sarcophagi across the tomb now glow, their lids hovering above on crackling energy, the body of Harenae's three most faithful priests resting beneath. They each must be burned so that the Despoiler can finally take damage. The burning of priests, rather than burial, is documented in the Scroll Room.

Once defeated, the blue light fades and the room collapses, revealing a sandy climb to the surface beside the mouth of the temple. Skeletons charge from the doorway, but dissipate before they reach you.

A group of monks creep from the temple and congratulate you and offer rewards. As you leave, you see across the sands the ghosts of two Despoilers, wavering beneath the sunset as they vanish with the wind.

# Realm Fables

## - Miscellany -

from



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*A collection of tools and tables for generating  
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shielddicestudio  
shielddicestudio@outlook.com