

#	Natural Hazard	Feature	Dungeon	Description	Subject
1	Creative Tracks	Bones	Catecombs	Bloodstained	Blades
2	Dust Storm	Calm	Cavern	Chaotic	Blight
3	Flood	Chasm	Crypt	Endless	Darkness
4	Fog	Circle	Fortress	Fallen	Fury
5	Rockslide	Spring	Hideout	Forbidden	Lies
6	Unstable Ground	Grave	Lair	Forgotten	Madness
7	Crevise	Monument	Mine	Shattered	Mist
8	Escarpment	Tower	Ruins	Shrouded	Prophecy
9	Thick Crossing	Tree	Sanctuary	Silent	Terror
0	River Plants	Well	Temple	Unknown	Terror

#	Settlement Name	Establishment	Artisan	News
1	Frost	Barrow	Stable	Artist
2	High	Brook	Tavern	Baker
3	Long	Fall	Inn	Tailor
4	Lost	Haven	Entertainment	Tanner
5	Raven	Ridge	General Store	Archer
6	Shield	River	Blacksmith	Remote Event
7	Storm	Rock	Courier	Carpenter
8	Word	Stead	Temple	Apothecary
9	Thorn	Stone	Cuild Hall	Jeweler
0	Wolf	Wood	Magic Shop	Scribe

#	Settlement	Defensive / Me	Helpful / Us	Aggressive / You
1	Fact	Denial	Query	Action
2	Want	Query	Denial	Query
3	Action	Need	Fact	Action
4	Denial	Query	Denial	Denial
5	Fact	Denial	Query	Denial
6	Denial	Query	Denial	Denial
7	Denial	Query	Denial	Denial
8	Denial	Query	Denial	Denial
9	Denial	Query	Denial	Denial
0	Denial	Query	Denial	Denial

#	NPC / Action	Disp: 10d/6F; Ctx: @+A/-P; WH: Actx, SH: Actx & +/-
1	Cautious	Sustenance
2	Curious	Shelter
3	Careless	Recovery
4	Organized	Security
5	Reserved	Stability
6	Outgoing	Friendship
7	Critical	Acceptance
8	Compassionate	Status
9	Confident	Recognition
0	Sensitive	Fulfillment

#	Color	Property	Detail	History
1	Shade Black	Age	Negative Emotion	Backstory
2	Leather Brown	Durability	Disfavors PC	Past Thread
3	Highlight Yellow	Familiarity	Disfavors Thread	Previous Thread
4	Forest Green	Power	Disfavors NPC	Past Scene
5	Cobalt Blue	Quality	History	Previous Scene
6	Crimson Red	Rarity	Property	Current Thread
7	Royal Violet	Size	Favors NPC	Past Action
8	Metallic Silver	Style	Favors Thread	Current Scene
9	Midas Gold	Value	Favors PC	Previous Action
0	High White	Weight	Positive Emotion	Current Action

#	1-3	4-6	7-8	9-0
#	See	Hear	Smell	Feel
1	Broken	Dripping	Alcohol	Cold
2	Colorful	Fire	Blood	Damp
3	Discarded	Footsteps	Smoke	Flexible
4	Edible	Growling	Cooking	Furry
5	Liquid	Laughter	Decay	Rough
6	Natural	Music	Dust	Sharp
7	Odd	Scratching	Flowers	Slippery
8	Round	Silence	Leather	Smooth
9	Shiny	Talking	Oil	Sticky
0	Written	Wind	Soil	Warm

#	Where?	and it causes	because
1	Above	Despair	Hope
2	Behind	Panic	Relief
3	In Front	Fear	Courage
4	In The Air	Disgust	Desire
5	In The Distance	Anger	Calm
6	In The Next Room	Sadness	Joy
7	In The Shadows	Arrogance	Selflessness
8	Next To You	Confusion	Clarity
9	On The Ground	Apathy	Nostalgia
0	Under	Deja Vu	Awe

#	Document	Quality	Material	Type
1	Broken	Wood	Toy/Game	Trinket
2	Damaged	Bone	Bottle	Trinket
3	Worn	Leather	Instrument	Trinket
4	Simple	Silver	Charm	Trinket
5	Exceptional	Gold	Tool	Trinket
6	Magic	Gem	Key	Trinket
7	Dusty	None	Food	Trinket
8	Worn	Pouch	Art	Trinket
9	Sturdy	Box	Deed	Trinket
0	Fine	New	Crate	Trinket

#	Treasure	Quality	Container	Comments
1	Damaged	Bone	Bottle	Holes in Floor
2	Worn	Leather	Instrument	Partially Collapsed
3	Simple	Silver	Charm	Flooded
4	Exceptional	Gold	Tool	Askes / Burned
5	Magic	Gem	Key	Damaged
6	Dusty	None	Food	Expected
7	Worn	Pouch	Art	Expected
8	Sturdy	Box	Deed	Expected
9	Fine	New	Crate	Expected
0	Magic	Gem	Key	Expected

#	Weapon	Quality	Material	Type
1	Broken	Wood	Axe/Hammer	Weapon
2	Improvised	Bone	Halberd/Spear	Weapon
3	Rough	Steel	Sword/Dagger	Weapon
4	Simple	Silver	Staff/Wand	Weapon
5	Mithral	Mithral	Bow	Weapon
6	Masterwork	Adamantine	Exotic	Weapon
7	Broken	Cloth	Headpiece	Weapon
8	Improvised	Leather	Bottom	Weapon
9	Tattered	Bone/Fur	Cloves	Weapon
0	Simple	Steel	Shield	Weapon

#	Armor	Quality	Material	Type
1	Broken	Cloth	Headpiece	Armor
2	Improvised	Leather	Bottom	Armor
3	Rough	Steel	Sword/Dagger	Armor
4	Simple	Silver	Staff/Wand	Armor
5	Mithral	Mithral	Bow	Armor
6	Masterwork	Adamantine	Exotic	Armor
7	Broken	Cloth	Headpiece	Armor
8	Improvised	Leather	Bottom	Armor
9	Tattered	Bone/Fur	Cloves	Armor
0	Simple	Steel	Shield	Armor

#	Object / Treasure	Disp: 10d/6F; Ctx: @+A/-P; WH: Actx, SH: Actx & +/-
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#	Objective	Description	Focus	Preposition	Location
1	Attain	Abandoned	Enemy	Around	Community
2	Create	Cold	Monster	Behind	Dungeon Feature
3	Deliver	Colorful	Event	In Front Of	Dungeon
4	Destroy	Connected	Environment	Near	Environment
5	Fetch	Dark	Community	On Top Of	Event
6	Infiltrate	Friendly	Person	At	Natural Hazard
7	Investigate	Hidden	Information	From	Outpost
8	Negotiate	Mystical	Location	Inside Of	Settlement
9	Protect	Remote	Object	Outside Of	Transportation
0	Survive	Wounded	Ally	Under	Wilderness Feature

#	Random Event / Challenge	Quick DC: 2d6+6
1	Adventure Time	Medicine
2	Close Thread	Survival
3	Converge Thread	Animal Handling
4	Diverge Thread	Performance
5	Immerson	Intimidation
6	Keyed Event	Perception
7	New Character	Sleight of Hand
8	NPC Action	Stealth
9	Plot Armor	Acrobatics
0	Remote Event	Athletics

#	Pay the Price	Major Plot Twist
1	Action has Unintended Effect	Actions Benefit Enemy
2	Current Situation Worsens	Assumption Is False
3	Delayed / Disadvantaged	Dark Secret Revealed
4	Forced to Act Against Intentions	Enemy Gains New Allies
5	New Danger/Foe Revealed	Enemy Shares A Common Goal
6	Person/Community Exposed to Danger	It Was All A Diversion
7	Separated From Person/Thing	Secret Alliance Revealed
8	Something of Value Lost/Destroyed	Someone Returns Unexpectedly
9	Surprise Complication	Unrelated Situations Connected
0	Trusted Person Betrays You	You Are Too Late

#	Dungeon Generator	NA: 1d10@- Until Doubles, Then NA: 1d10@+
1	Passage	Condition
2	Dead End	Partially Collapsed
3	Small Chamber: 3 Doors	Narrow Crawlspace
4	Large Chamber: 3 Doors	Bridge
5	Small Chamber: 2 Doors	Long
6	Locked Door	Expected
7	Known / Expected	Right Angle Turn
8	Exit / Stairs	Side Passage
9	Connect to Previous Area	3-Way Intersection
0	Passage	4-Way Intersection

#	Encounter	Monster	Trap	Feature
1	Monster	Agile	Climb	Ambush
2	Natural Hazard	Beast	Detect	Collapse
3	Challenge	Clothed	Composite	Entangle
4	Immerson	Composite	Entangle	Imitate
5	Safety	Decayed	Illusion	Lure
6	Known / None	Elemental	Immune	Obscure
7	Trap	Inscribed	Magic	Summon
8	Feature	Intimidating	Paralyze	Surprise
9	Key	Levitating	Pierce	Surround
0	Treasure	Nighmarish	Ranged	Projectile

#	Location	1d100
1	Passage	Condition
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3	Small Chamber: 3 Doors	Narrow Crawlspace
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6	Locked Door	Expected
7	Known / Expected	Right Angle Turn
8	Exit / Stairs	Side Passage
9	Connect to Previous Area	3-Way Intersection
0	Passage	4-Way Intersection

Dungeons Generator						
NA: 1d10@- Until Doubles, Then NA: 1d10@+M@-/F@+*						
Meaning Tables / Name Generator				M@-/F@+*		
#	Discover Meaning		*	Name Generator		
1	Ancient	Burden	12o	(f)a	hal	an
2	Betray	Complexity	12	(p)e	ris	ar
3	Conceal	Conflict	12	(v)i	del	er
4	Dangerous	Control	23-o	(n)o	mor	ian
5	Helpful	Direction	23-	(s)u	bar	ic
6	Loud	Happiness	23-	de	net	in
7	Powerful	Memory	123-o	ka	kel	o
8	Reveal	Move	123-	li	lim	on
9	Transform	Shadow	123-	ma	tur	or
10	Unexpected	Trust	111	ro	pen	us

#	Modifier	1-3	4-6	7-8	9-0
1	Change	Attention	Ambush	Criminal	Arrow
2	Continue	Communication	Anomaly	Entertainer	Candle
3	Decrease	Danger	Blessing	Expert	Cauldron
4	Extra	Element	Caravan	Mage	Chain
5	Increase	Food	Curse	Mercenary	Claw
6	Mundane	Home	Discovery	Noble	Hook
7	Mysterious	Resource	Escape	Priest	Hourglass
8	Start	Rumor	Journey	Ranger	Quill
9	Stop	Secret	Prophecy	Soldier	Rose
0	Strange	Vow	Ritual	Transporter	Skull

#	Modifier	1-3	4-6	7-8	9-0
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8	Start	Rumor	Journey	Ranger	Quill
9	Stop	Secret	Prophecy	Soldier	Rose
0	Strange	Vow	Ritual	Transporter	Skull

#	2dF+1d6 (Intensity)	2dF+1d6 (Intensity)	2dF+1d6 (Intensity)	2dF+1d6 (Intensity)
0	+	Yes And	YA	YA
1	+	Yes Because	Y	Y
2	+	Yes But	YB	NB
3	+	Favorable	Y	Y
4	+	Yes But + RE	Y + RE	N + RE
5	+	Invalid Assumption	Y	N
6	+	Unfavorable	N	N
7	+	No But	YB	NB
8	+	No Because	N	N
9	+	No And	NA	NA

#	2dF	Result	Intensity (d6)	2dF+1d6	Scale
0	+	Expected (Intensified)	8	8	+100%
1	+	Expected	7	7	+50%
2	+	Next Most Expected	6	6	+25%
3	+	Favorable	Maximum	5	+10%
4	+	Modified Idea	Major	3-4	-
5	+	Unfavorable	Moderate	2	-10%
6	+	Next Most Expected	Mundane	1	-25%
7	+	Opposite	Minor	0	-50%
8	+	Opposite (Intensified)	Minimal	-1	-100%
9	+	Interrupt / Plot Point			

#	1-2	3-4	5-6	7-8	9-0
1	Action	Tension	Mystery	Social	Personal
2	Abduction	Choice	Alternate	Agreement	Animosity
3	Barrier	Depletion	Behavior	Gathering	Connection
4	Battle	Enemy	Connected	Government	Dependent
5	Chase	Intimidation	Information	Inadequate	Ethical
6	Collateral	Night	Intercept	Injustice	Flee
7	Crash	Public	Lucky	Misbehavior	Friend
8	Culmination	Recurrence	Reappearance	Outcast	Help
9	Distraction	Remote	Revelation	Outside	Home
0	Harm	Shady	Secret	Reinforcements	Humiliation

#	1-2	3-4	5-6	7-8	9-0
1	Intensify	Trapped	Source	Savior	Offer

1d100	Type of Information
1-3	A connection between a PC and
4-6	A connection between an antagonist and
7-9	A connection between an NPC and
10-12	A financial boon involving
13-15	A financial loss involving
16-18	A gain in influence involving
19-21	A loss of influence involving
22-24	A loss of opportunity involving
25-27	A material boon involving
28-30	A material loss involving
31-33	A mental boon involving
34-36	A mental loss involving
37-39	A negative change in
40-42	A physical boon involving
43-45	A physical loss involving
46-48	A positive change in
49-51	A significant insight related to
52-54	A spiritual boon involving
55-57	A spiritual loss involving
58-60	An additional opportunity involving
61-63	An alteration of
64-66	An ambush concerning
67-69	An emotional boon involving
70-72	An emotional loss involving
73-75	Historical/background knowledge about
76-78	Negative news about
79-81	Positive news about
82-84	The acquisition of an ability involving
85-87	The acquisition of authority involving
88-90	The identity of
91-93	The location of
94-96	The loss of an ability involving
97-99	The loss of authority involving
100	The truth is the exact opposite of what the PCs thought about

1d100	Companion Response
1-2	You must be joking if you think I'll do that.
3-4	I refuse to go along with that plan.
5-6	That would never work because... There must be a better way.
7-8	No way, that's too...
9-10	What benefit could... possible bring us?
11-12	I'm not comfortable with that idea.
13-14	We need to spend more time here doing...
15-16	Don't you think there's the risk of...?
17-18	Do we have enough... to do that?
19-20	It's one option, but I would prefer to...
21-22	You go ahead. I'll join you later.
23-24	I have my doubts, but maybe if we tweak it a bit...
25-26	I don't think that is right...
27-28	Yes, but first we have to...
29-30	There are other priorities to take care of first.
31-32	I'm willing to give it a shot, but we need a backup plan.
33-34	Okay, I'll go along with it, but only if we take precautions.
35-36	I'm in, but let's be careful not to overlook the consequences.
37-38	I don't see this ending well.
39-40	Can we also...?
41-42	Wait, what if we do the exact opposite?
43-44	What if we take a completely unexpected route to get to...?
45-46	I've got a wild plan that just might work...
47-48	Yes, but how about we surprise them with...
49-50	We can do that, but we have to tone down the...
51-52	Who would that benefit?
53-54	What is the next step?
55-56	When should we...?
57-58	Where should we...?
59-60	How do you plan on...?
61-62	What do you want?
63-64	You just figured this out?
65-66	Did you consider...?
67-68	Ha!
69-70	That's a bit unfair.
71-72	That is a really bad idea!
73-74	There is something I need to tell you...
75-76	Why is this happening?
77-78	This is all very overwhelming!
79-80	Help!
81-82	Watch out!
83-84	Lets go!
85-86	I want to go home!
87-88	Now is not a good time!
89-90	Sure, I'm on board with that.
91-92	Sounds good, I'm in.
93-94	I'm willing to give it a try.
95-96	Let's do it, no objections here.
97-98	Okay, I'm with you on this one.
99-100	I'm ready, let's go for it.

1d100	Topic of Information
1-3	a beloved NPC
4-6	a benefactor for the PCs
7-9	a combative NPC
10-12	a dangerous location for the PCs
13-15	a despised NPC
16-18	a distant location
19-21	a group supportive to the PCs
22-24	a main antagonist
25-27	a necessary artifact for fulfilling a vow
28-30	a necessary object to complete a vow
31-33	a person with important information about a side quest
34-36	a person with important information about an important thread
37-39	a previously unknown character connected to the plot
40-42	a safe location for the PCs
43-45	a secret enemy hideout
46-48	a single PC
49-51	a special status for a main antagonist
52-54	a special status for a PC
55-57	a special status for an NPC
58-60	a traitor to the PCs
61-63	an enemy leader
64-66	an enemy servant
67-69	an enemy spy
70-72	an enemy stronghold
73-75	an enemy who is now an ally
76-78	an enemy's current plan
79-81	an enemy's future plan
82-84	an important thread
85-87	an oppositional group that is not a main antagonist
88-90	the current setting
91-93	the current short-term goal
94-96	the PCs as a whole
97-99	the road or passage to the next location
100	a foundational truth of the world

1d100	Extended NPC Dialog Topic
1-2	A PC secret that has been made known
3-4	A personal injury
5-6	A recent change in the family of an NPC
7-8	A recent change in their own family
9-10	A recent inaction and the consequences
11-12	A significant death
13-14	A source of wealth
15-16	A specific location
17-18	An enemy secret that has been made known
19-20	Common knowledge about an enemy
21-22	Current events
23-24	Famous people
25-26	Famous places
27-28	General knowledge of a region
29-30	Important political connections
31-32	Important social connections
33-34	Information that has recently been discovered
35-36	Ingenious or outlandish ideas
37-38	Items of importance
39-40	Legends of heroic deeds
41-42	Legends of relics
43-44	Local warbands
45-46	Particular equipment of a trade, craft, or occupation
47-48	Particular skills of a trade, craft, or occupation
49-50	Powerful people
51-52	Recent political changes
53-54	Reported sightings of the First Born
55-56	Rumors of a PC's past
57-58	Rumors of an NPC's past
59-60	Shifting political alliances
61-62	Small jobs or sides quests that need to be done
63-64	The acquisition of knowledge
65-66	The background of a PC
67-68	The background of an NPC
69-70	The background of the community
71-72	The culture of the community
73-74	The current leadership
75-76	The distribution of wealth
77-78	The failures of a PC
79-80	The failures of an NPC
81-82	The future of the community
83-84	The most valuable experiences
85-86	The quickest way to fame
87-88	The value of experience
89-90	Their own background
91-92	Their own failures
93-94	Upcoming events
95-96	Useful contacts
97-98	Where the power lies
99-100	Why the leadership needs to change

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
9						
0						