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

Foreword Goes Here

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INTRODUCTION

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

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

Builders

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

- **Part 0: Prelude.** The prelude contains four tables which provide some general ideas that can marinate in your mind as you build your dangerous destination. This includes the overarching theme, what might have been present previously, and whether that presence is still having an effect now. This is also where you roll your destination type.

- **Part 1: Destinations.** This part includes builder chapters for the different types of places your destination could be: burial grounds (divided into graveyards and crypts), camps, fortresses, headquarters, hideouts (indoor and underground), outposts, religious sites, religious structures, residences, settlements, small locations, or watchtowers.

- **Part 2: Environments.** This part includes builder chapters for the different environments your destination could exist in: aquatic, coastal, desert, extra-planar, forest, jungle, mountain, plains, swamp, tundra, underground, or urban.

- **Part 3: Dangers.** This part includes builder chapters for the different things that could be responsible for the danger at or in your destination: beasts and unintelligent monsters, events, humanoids, intelligent monsters, items, or magic.

Everything Else

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

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

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

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

- **Part 5: Pre-Generated Dangerous Destinations.** This part is broken up into chapters that correspond to the **Destinations** found in **Part 1**. Each chapter of Part 5 contains five dangerous destinations of that given type, each of which includes a write-up describing its general story and key elements, a list of every rolled result that was part of the creation process, an illustration, and a color map.

    - **Rolled Results.** As stated above, the intention behind the builders is to inspire and aid the generation of ideas and, therefore, the creation process is still a flexible one. It is rare that every single roll result is used or accounted for in the write-up, but their inclusion in their entirety provides an example of how you can create a destination that emphasizes certain results that inspire you, and focuses less on those that may not. Comparing the write-up to the rolled results can be a great way of examining the creative process.

    - **Maps.** Some dangerous destinations can be enormous, potentially spanning acres, miles, or more. The maps generally do not include areas wide expanses that a GM could recreate using generic map tiles or art. In the case of destinations where the area is large, and/or has multiple key locations (such as certain points of interest along a mountain path, or multiple floors of a building), the key locations are mapped, within reason.

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

- **Appendix A: Deciphering Your Dangerous Destination**. The amount of information provided by your rolled results is occasionally daunting; this appendix provides an example of how you can easily interpret them.

- **Appendix B: Creature Tables**. Need a beast on the fly? How about a monster? This appendix is packed with tables full of beasts and monsters, arranged by environment.

- **Appendix C: Useful Tables**. Just like in *Spectacular Settlements*, the Useful Tables appendix is filled with tables that are, at least tangentially, related to dangerous destinations, such as a table of attitudes, physical challenges that characters might face, vices, and tragedies, to name a few.

Contradictions

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

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

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

Using the Tables

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

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

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

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

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

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

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

Building A Dangerous Destination

To build a dangerous destination, follow these simple steps:

1. **Prelude.** The prelude section is a very short section found after this introduction. Its table results can influence the general tone of your dangerous destination.
This chapter ends with a table that will determine your **destination type**.

2. **Destination.** Turn to the appropriate destination type chapter, and roll on its tables. The tables in this chapter provide details about the destination, such as its original purpose, current condition, and age.
This chapter ends with tables that will determine your destination's **environment**, and **danger**.

3. **Environment.** Turn to the appropriate environment chapter, and roll on its tables. The tables in this chapter provide environmental details, which include how your destination is situated within the environment, as well as how the environment affects it.

4. **Danger.** Turn to the appropriate danger chapter, and roll on its tables. The tables in this chapter provide details pertaining to the danger present in the destination, such as its origins, aims, and/or methods.

Freedom

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

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

> ### Note: Already have an idea?
>
> You may already have an idea for a dangerous destination, which is great! If that is the case, you may decide that you don't want to roll on the tables, and instead wish to pick-and-choose.
>
> We *strongly* advise that you still go through the appropriate builder chapters, step-by-step. If you have not read the chapters before, ensure that you read *everything*. There are important notes and clarifications that, we hope, will help to alleviate any confusion. We have worked very hard to make things as clear as possible, so in electing to skip around, or just giving certain things a quick glance, you risk missing something important.

One last thing...

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

PRELUDE

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

Theme

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

d20	Theme
1	**Love.** Romance, in all its many facets.
2	**Curiosity.** Inquisitiveness or nosiness.
3	**Hunger.** The need to feed.
4	**Greed.** The desire to possess for possession's sake.
5	**Loneliness.** The desire for companionship, friendship, or simply interaction - or the effects of madness brought on by spending too long alone.
6	**Duty.** Responsibility, and the effort of doing what needs to be done, regardless of whether one agrees with it.
7	**Cowardice.** Flight when faced with a challenge, or lack of conviction or principles when it counts most.
8	**Hatred.** Pure dislike, or a desire to see ill befall something.
9	**Playfulness or Recklessness.** Disregard and abandon, enjoyment or acting in such a way that disregards consequences.
10	**Fear.** Feeling that something threatening or dangerous is near.

d20	Theme
11	**Test.** Part of a task, the result of which will determine a decision.
12	**Help.** Seeking the aid of someone or something in order to achieve a desired outcome.
13	**Grief.** Experiencing deep emotional pain, often associated with a loss.
14	**Study.** Seeking answers, or information, pertaining to a specific topic.
15	**Rejection.** The denial of an offer or proposal.
16	**Pilgrimage.** The undertaking of a journey to a place of great significance, often for spiritual or religious reasons.
17	**Curse.** A looming negative occurrence bound to a person, place, or thing. Curses are often in response to some perceived wrong in the eyes of whoever cast them.
18	**Prophecy.** Something foretold, or seen to happen in the future.
19	**On-The-Run.** Something pursuing something else.
20	**Opportunism.** Taking advantage of an opportunity, regardless of whether it would cause harm to anyone, or anything, related to the situation.

Previous Presence

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

d20	Previous Presence
1-3	**Nothing/Unsettled Nature.** The area had nothing built on it prior to the destination. (skip **continued presence** table)
4	**Conflict Site.** The area was the site of two or more entities engaging in warfare or other hostilities.
5	**Holy Site.** The area was the site of a significant, religious occurrence.
6	**Meeting Place.** The area was frequently used as a meeting spot, either for a few specific individuals, or more generally for groups.
7	**Training Grounds.** The area was used to teach or tutor a certain discipline.
8	**Road.** The area was directly connected to a road, or was very near to one.
9	**Secret Spot.** This area was known only to select individuals, and its use and purpose was confidential to all but the trusted few.
10	**Strategic Location.** This area was a place of vital military importance.
11	**Resource Abundance.** This area was rich in a particular resource.
12	**Dumping Ground.** This area was used to get rid of something unwanted, perhaps general waste, or something very specific (hazardous waste, bodies, failed magical experiments, etc.).
13	**Magical Phenomena.** This area was the site of a strange, magical occurrence.
14	**Magical Passage.** The area was the location of a gate, portal, tear, or other form of magical travel. This may have been less overt; perhaps, for example, the planar barrier was thin or weak here.
15	**Befouled.** The area was tainted by something dark, sinister, or vile. It may have been magically corrupted, or perhaps the land was poisoned so that nothing would grow here anymore.

d20	Previous Presence
16	**Creature Territory.** This area was home to a particular kind of creature. It might have been its home, breeding ground, or hunting ground.
17	**Cursed.** This area was deliberately cursed by someone, or something. The curse may have affected the land, all those who lived or came here, or perhaps only particular individuals.
18	**Ritual Site.** This area was used for very special rituals. They need not have been dark rituals.
19	**Monster Lair.** This area once contained the lair of a monster.
20	**Mighty Creature Lair.** This area once contained the lair of a great, mighty, or exceedingly powerful creature - perhaps one out of legend (or nightmare).

Continued Presence

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

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

Destination Type

What type of place is your dangerous destination?

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

Part One:
Destinations

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

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

BURIAL GROUND

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

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

It is then that a different chill sinks tendrils into your spine, and your knees begin to shake. You find an old door, and hope that it is at least a bit warmer inside. The door protests with a creak as you push, and you follow a stairway down beneath the surface. You breathe in a lungful of stale air, and smell the mixed scents of clay, dust, earth, and decay. The torch you carry illuminates burial niches, side chambers, shelves of

various clay containers and a sense of claustrophobia presses on your chest. You can feel the dead around you. You don't belong here, not yet. A cracking sound reaches your ear, a rattle or clatter in the darkness. Panic and dread fill your heart and you turn to run. There, in the gloom just beyond your torch's faltering, flickering glow, looms a leering skull and, to your horror and disbelief, it lurches toward you with an outstretched hand of whitest bone.

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

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

Burial Ground Type

Is this burial ground a crypt or a graveyard?

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

Burial Ground Location

Where is the burial ground located?

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

Crypt

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

If you rolled 'Graveyard' on the **burial ground type** table, continue through and roll on the tables in this section. If you rolled any other result, skip the tables in this section and continue on to the **Graveyard** section (p. 19).

Structure

How has the crypt been built and organized?

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

Age

How long ago was the crypt built?

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

Size

How large is this crypt?

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

Condition

What kind of shape is the crypt in?

d10	Condition
1	**Terrible.** The crypt has been either ransacked, dug up, or made an absolute mess. Many niches, pots, urns and the like are likely broken and scattered. Any chambers or sarcophagi are likely defaced, or possibly even broken-into. If a chamber has been broken-into, the interior may be wrecked as well. There are few keepsakes or tributes, if any.
2-4	**Shabby.** The crypt is dusty, and thick with cobwebs. There is likely strong evidence of pests or, at least, little evidence of frequent traffic. If it is still in regular use, those doing so don't bother to clean or clear the place up much, if at all. There is certainly no evidence of regular maintenance.
5-7	**Used.** The crypt is primarily seen to by those who visit it. Dust and cobwebs only collect in areas that do not get frequented. Keepsakes or tributes are generally undisturbed, though they may be dusty, or even rotting or falling apart, if they are organic.

d10	Condition
8-9	**Maintained.** The crypt is clearly well-tended, with maintenance work in evidence. The niches, chambers and walkways are well-cared-for. Keepsakes and tributes are likely visible on many of them. Important areas are dusted, and cobwebs and pests are kept in check (though a few may escape attention).
10	**Immaculate.** The crypt is kept in perfect condition, likely out of respect for, and in tribute to, the dead. Though still solemn in tone, everything is in exquisite, working order, clean, and maintained with an eye for the smallest particulars.

Typical Interment Method

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

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

Concentration of the Dead

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

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

Plot Types

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

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

Individual Private Chambers

Individuals are usually interred in this way for one of three reasons:

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

Crypt Environment & Danger

The tables below will tell you:

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

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

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

Crypt Environment

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

Crypt Danger

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

NOTE: ENVIRONMENTAL DANGERS

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

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

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

Graveyard

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

Age

How long ago was the graveyard established?

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

Size

How large is the graveyard?

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

Condition

What shape is the graveyard currently in?

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

Typical Interment Method

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

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

Concentration of the Dead

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

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

Plot Types

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

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

Graveyard Environment & Danger

The tables below will tell you:

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

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

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

Graveyard Environment

What sort of environment is the graveyard located in?

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

Graveyard Danger

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

NOTE: ENVIRONMENTAL DANGERS

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

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

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

Camp

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

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

Your mind consumed by food and rest, you stumble toward the camp and find yourself facedown in the dirt with a sharp, tight sensation around your ankle. Dazed, you hear the laughter and talking from the camp cease immediately. Rustling comes from the foliage around you as you struggle to extricate your foot from the snare. A snare? A trap? As

you struggle with the implication, faces come into view and you're lifted roughly onto your feet. Hands pat you down, find your small pouch of coin, and relieve you of it. You overhear one voice growl the word ransom, which is met with some indistinct, harsh muttering that leaves you in little doubt as to the situation you find yourself in. You wonder if you'll at least get a bite of whatever it is they're roasting.

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

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

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

Age

How long ago was the camp established?

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

Size

How large an area does this camp encompass?

Camp Considerations

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

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

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

---

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

Condition

What kind of shape is the camp in?

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

Camp Organization

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

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

Noteworthy Camp Elements

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

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

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

Vigilance

How much effort has been devoted to security?

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

Modified by: camp organization

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

Alarms

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

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

Traps

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

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

Environment & Danger

The tables below will tell you:

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

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

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

Camp Environment

What sort of environment is the camp located in?

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

Camp Danger

What sort of danger is within or around the camp?

> ### Note: Environmental Dangers
>
> The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:
>
> 1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
> 2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
> 3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

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

Fortress

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

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

Another guard passes you on their route in the opposite direction. In the moment that you stand briefly together, you share your realization, and they quietly chuckle as they light their pipe. Something hisses through the air. The guard's laugh suddenly sounds wet and choked as an arrow sprouts from below their chin. Horror grips you. You drop and slam

your back to the stone, trying desperately to remember your training, and reach for your signal horn. Before you can raise it to your lips, a black, iron grapnel bites into the stonework right next to your shoulder. Your eyes widen as dozens appear at intervals along the wall. A cry and a horn blast erupt from elsewhere on the wall. As you look in their direction, a mailed fist crashes into your helm, spinning you around. A boot shoves you out into thin air. As the hard ground of the inner courtyard rushes up to meet you, you wish that things were a little more boring around here.

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

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

Spectacular Settlements

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

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

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

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

Fortress Type

What sort of fortress is this?

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

Reason for Construction

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

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

Design Theme

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

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

Age

How long ago was the fortress built?

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

Condition

What sort of shape is the fortress currently in?

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

Notable Contents

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

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

Current Inhabitants

Who occupies the fortress now?

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

Inhabitant Discipline

How disciplined are the inhabitants?

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

Negative Impact

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

d12	Negative Impact
1	**Bad Behavior.** Some of the residents began engaging in some sort of behavior that wound up causing a major issue. This could be as simple as raucous behavior that escalated into a big problem, or something darker.
2	**Dangerous Work.** One or more of the residents within the fortress was engaging in pursuits that had very serious, perilous consequences. This could have been experimenting with certain chemicals or devices, or it could have been tampering with magic best left alone.
3	**Disease (Siege).** The fortress was under siege and suffered illness through enemy action. This could have been diseased bodies, poisoning a water source, secretly sending in tainted supplies, or any other means of insidiously harming the health of those locked up inside a fortress.

d12	Negative Impact
4	**Disease.** A disease or illness swept through the fortress, killing a significant portion of the residents, or causing lingering problems. It could have been of a natural or magical nature. The disease targeted… [Roll 1d6]: 1-3: The body 4-5: The mind 6: The soul The untreated disease was… [Roll 1d6]: 1-3: Non-lethal 4-6: Lethal
5	**Famine.** The fortress fell on very hard times. They lacked food, which caused things to go very badly. The food shortage could have been due to weather conditions, or could have been caused by outside influences, such as supply blockades.
6	**Harsh Weather.** The fortress was hit by bad weather, either once or multiple times, to an extent where it created major problems for the people living there. [Roll 1d6]: 1: Heavy precipitation 2: Hurricane or tornado 3: Major storm 4: Extreme cold or heat 5: Drought 6: Earthquake
7	**Poor Defense.** The fortress was attacked and the defenses were not able to cope. This could mean that the methods used by the defenders were insufficient, or it could be that the structure's defenses were not up to the task.
8	**Poor Leadership.** The fortress was led by an individual who made some unwise decisions that took the settlement down a bad path.
9	**Sabotage (External).** Someone, or something, compromised the fortress by exploiting a vulnerability or lapse in its defenses.
10	**Sabotage (Internal).** The fortress was compromised by someone, or something, inside the fortress, creating a vulnerability or exploiting something only accessible from inside the fortress.
11	**Starvation (Siege).** The fortress was under siege, or otherwise had its supply blocked; for a period of time, things in the fortress were dire, and some or all of those inside were starving.
12	**Traitor.** Someone inside the fortress was having dealings with an enemy. Their dealings lead to major trouble for the fortress and those inside.

Number of Effects

How many effects did the negative impact have?

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

Negative Impact Effects

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

Same Result?

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

1. Separate Instances. The roll results are separate instances of the same kind of thing. For example, if you rolled 'Appearance' twice, you could treat it as if the negative impact affected the fortress' appearance in two different ways. 2. One Extreme Instance. The roll results are treated as just a single interpretation of the result, but a significantly extreme one. For example, if you rolled 'Infighting' twice, you could treat it as if the infighting was more wide-reaching, or perhaps between more influential individuals. What is considered an 'extreme' version of the results below is entirely up to you.

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

Fortress Magic Attribute

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

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

No Magic?

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

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

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

Magic Attribute Type

What kind of magical attribute does the fortress possess?

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

Environment & Danger

The tables below will tell you:

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

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

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

Fortress Environment

What environment is the fortress located in?

Already Know?

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

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

Fortress Danger

What sort of danger is within or around the fortress?

Note: Environmental Dangers

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

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

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

Physical Fortress Builder

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

Keep

Keep Shape

What shape is the keep?

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

ALTERNATE SHAPES

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

Keep Size

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

STANDARD FLOOR?

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

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

Keep Floors

How many floors high is the keep?

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

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

Castle & Stronghold

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

Style

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

d20	Style
1-3	**Motte-and-Bailey.** The keep is built on an earthen mound, or hill, and surrounded by a high fence or wall. The wall extends down the hill to form a large, circular yard (the bailey), where other buildings are located.
4-6	**Shell Keep.** The keep is surrounded by a circular wall, with lightweight buildings built against the inside of the wall.

d20	Style
7-16	**Fortified Keep.** The keep is positioned within (or connected to) a surrounding wall. Towers are typically placed along the wall.
17-20	**Concentric.** Similar to a fortified keep, but with a second, additional wall surrounding everything. Additional outbuildings (typically of lesser strategic value) may be placed in this additional space.

Curtain Wall Thickness

How thick are the curtain walls?

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

Stronghold Wall Thickness

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

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

Curtain Wall Height

How tall are the curtain walls?

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

Stronghold Wall Height

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

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

Number of Wall Towers

How many towers are there along the curtain wall?

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

Tower Shape

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

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

Headquarters

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

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

You feel the weight of their collective gaze as you look from them to the map. Standing among these accomplished warriors and tacticians, you feel you're in the beating heart of this army. The bustle and surface level chaos merely appears as such to the untrained eye, but now you know

better. Opinions are shared, strategies are discussed, recommendations are made. It all happens so fast that you nearly miss your assignment. You've been given command of the vanguard, a position of honor indeed. Your knees begin to shake as the realization sets in. Your company will lead the charge.

Your company.

You.

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

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

Age

How long ago was the headquarters established?

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

Size

How large an area does the headquarters occupy?

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

Condition

What kind of shape is the headquarters in?

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

Notable Contents

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

d20	Contents
1	**Rations.** This food is suitable for extended storage. It is intended solely to provide sustenance, without concern for taste beyond basic edibility.
2	**Preserved Food.** This food has been specially prepared for extended storage, usually via salting, pickling, or other such means.
3	**Perishable Food.** This food, if still good, is fresh and appetizing. However, if left for an extended amount of time, it will spoil and no longer be usable.
4	**Drinking Water.** This water is stored in a cask, barrel, or other container which is sealed, except for where it may be opened to dispense its water.
5	**Alcohol.** This is an intoxicating beverage which, when consumed beyond one's physical limits, leads to drunkenness.
6	**Maps.** These depict various locations, either of the immediate area, or other areas of interest to the occupants of the headquarters. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
7	**Plans.** These depict a course of action to be carried out by the headquarters' inhabitants. Though likely to be documents, they could also be found on a wall, or even a tabletop or other surface.
8	**Official Correspondence.** A written letter either received from, or intended for, someone working within the same organization as the headquarters' occupants.
9	**Surveyor's Tools.** These tools are used for assessing terrain.
10	**Maintenance Tools.** These tools are used for repairs around the headquarters.
11	**Interrogation Tools.** These tools are used for coercing information out of captives.
12	**Medicine.** This is a drug or substance intended to treat or aid with a medical condition.
13	**Drugs.** This is a substance that has a body and/or mind altering effect, typically used recreationally.
14	**Basic Equipment.** Standard-issue kit used by an average-ranked occupant of the headquarters.
15	**Specialist Equipment.** Kit issued to an occupant of the headquarters tasked with a special kind of job, such as a demolitionist, siege engineer, field medic, spy, etc.

d20	Contents
16	**Commander Equipment.** Kit issued to a commander, officer, or other high-ranking individual in the headquarters. This may simply be better quality versions of basic equipment, or include other special items.
17	**Personal Keepsake.** An item that is important to an occupant of the headquarters.
18	**Personal Correspondence.** A written letter either received from, or intended for, someone of personal significance to an occupant of the headquarters.
19	**Contraband.** An item not allowed by those in command of the headquarters.
20	**Hidden Space.** The hidden space is… [Roll 1d10]: 1-4: A niche big enough for a small pouch, or a handful of tiny items 5-7: A cubby big enough for a pack, some personal equipment, or even a small-sized creature 8-9: A closet big enough for a medium-sized creature 10: A whole room with enough space for multiple creatures, or whatever would be necessary for the room's purpose to function

Current Inhabitants

Who occupies the headquarters now?

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

Inhabitant Discipline

How disciplined are the inhabitants?

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

Vigilance

How much effort has been devoted to establishing security?

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

d20	Vigilance
1-6	**None.** The headquarters' security measures are nonexistent. This may be due to negligence, lack of funds or capability, or even overconfidence. (Skip **alarms** and **traps** tables)
7-10	**Wary.** The headquarters is watchful. (Roll once on **alarms** table) (Skip **traps** table)

d20	Vigilance
11-14	**Prudent.** The headquarters is taking necessary precautions. (Roll twice on **alarms** table) (Roll once on **traps** table rolls)
15-17	**Cautious.** The headquarters is being very careful. (Roll twice on **alarms** table) (Roll twice on **traps** table rolls)
18-19	**Vigilant.** The headquarters is well-protected. (Roll three times on **alarms** table) (Roll twice on **traps** table rolls)
20	**Paranoid.** The headquarters is extremely secure. (Roll three times on **alarms** table) (Roll three times on **traps** table rolls, +1 to each roll)

Alarms

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

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

Traps

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

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

Environment & Danger

The tables below will tell you:

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

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

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

Headquarters Environment

What sort of environment is the headquarters located in?

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

Headquarters Danger

What sort of danger is within or around the headquarters?

> ### Note: Environmental Dangers
>
> The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:
>
> 1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
> 2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
> 3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

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

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

HIDEOUT

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

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

Introductions are made, and they fill you in. They're planning their next job: robbing the palace treasury. You'll all pose as palace staff, they explain, at a gala for a visiting dignitary, and - and everyone stops talking. Noises can be heard through the wall, in the tailor's shop: muffled voices, some of which are raised and aggressive. A softer voice

responds, but heavy boots ring loudly on the floorboards. Truncheons tap the walls, and more muffled words follow until, very abruptly, a final voice gives an order with a tone of urgency, and the boots recede rapidly. Silence lingers in the space as your group looks at one another, sweat beading on more than a few faces. You release a collectively-held breath. That was close. If they'd have found you... well, you've dodged the rope this long. Looks like your luck is holding steady, but then it only needs to fail you the once.

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

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

Hideout Type

Is this hideout inside a structure, or underground?

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

Vigilance

How much effort has been devoted to establishing security?

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

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

Alarms

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

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

Traps

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

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

Notable Contents

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

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

Indoor Hideout

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

Structure Type

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

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

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

Structure Age

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

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

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

Condition

What kind of shape is the building in?

Modified by: structure age

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

Structure Activity

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

Modified by: structure age

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

Structure Control

Who actually owns and operates the structure?

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

Hideout Portion

How much of the structure is used as the hideout?

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

Fronts

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

Owner Involvement

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

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

Environment & Danger

The tables below will tell you:

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

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

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

Indoor Hideout Environment

What sort of environment is the structure located in?

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

Indoor Hideout Danger

What sort of danger is within or around the hideout?

> ### Note: Environmental Dangers
>
> The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:
>
> 1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
> 2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
> 3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

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

Underground Hideout

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

Underground Hideout Area

What sort of underground hideout is this?

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

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

Size

How large is the hideout?

Modified by: underground hideout area

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

Age

How long ago was the hideout established?

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

Condition

What kind of shape is the hideout in?

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

Cover

How well-hidden is the hideout's location?

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

Local Awareness

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

Modified by: cover

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

Environment & Danger

The tables below will tell you:

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

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

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

Underground Hideout Environment

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

Underground Hideout Danger

What sort of danger is within or around the hideout?

> ### Note: Environmental Dangers
>
> The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:
>
> 1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
> 2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
> 3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

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

Outpost

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

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

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

Once you've both climbed down, your host unlocks a door. You enter a large room, divided into areas for sleeping, eating, supplies, and work. The work area is scattered with papers and notes, and on a nearby wall hangs a large, hand-drawn map. This outpost is covertly tracking a group of elves suspected of inciting rebellion in the nearby city. They've

gathered significant information at this point; your job is to act on the information and track down their base. You make mental notes, grab some supplies, and head back up the ladder. You lift the hatch, and a light sprinkle of dirt rains down on you. As your eyes adjust to the outside light, focus returns. A nocked arrow is mere inches from your face; an elf holds the bowstring taut, their face fixed with a devious smirk. They whisper something; you don't fully understand the words, but the insistent motions they make with the bow make their intentions clear. You quietly step out, close the hatch, and walk with hands raised in the direction they indicate. Well, at least finding the elves proved easier than finding the outpost...

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

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

Outpost Type

What kind of outpost is this?

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

Establishing Entity

Who established this outpost?

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

Importance

Is the outpost still important to the establishing entity?

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

Size

How large is the outpost?

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

Condition

What kind of shape is the outpost in?

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

Equipment

How well-equipped or supplied is the outpost?

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

Current Inhabitants

Who occupies the outpost now?

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

Inhabitant Discipline

How disciplined are the inhabitants?

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

Environment & Danger

The tables below will tell you:

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

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

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

Outpost Environment

What sort of environment is the outpost located in?

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

Outpost Danger

What sort of danger is within or around the outpost?

> ### Note: Environmental Dangers
>
> The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:
>
> 1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
> 2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
> 3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

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

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

RELIGIOUS SITE

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

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

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

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

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

Faith Domain

What ideal is the site dedicated to?

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

Faith Alignment

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

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

Significance Reason

Why is this site so significant?

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

Age

How long ago was the religious site established?

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

Size

How much space does the site occupy?

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

Condition

What sort of shape is this site in?

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

Site Development

How developed is the site?

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

Site Accessibility

How accessible is this place?

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

Adherent Traffic

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

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

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

Adherent Interaction

When visiting this site, what do adherents usually do?

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

Environment & Danger

The tables below will tell you:

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

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

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

Religious Site Environment

What sort of environment is the religious site located in?

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

Religious Site Dangers

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

Note: Environmental Dangers

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

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

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

RELIGIOUS STRUCTURE

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

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

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

Your attention is drawn to a deep chanting that has started to reverberate through the chamber, outside your notice. It swells, reverberating the surrounding stained glass with a near-crystalline resonance that becomes unbearable, until the altar before you cracks with

a resounding BOOM, exposing a gaping hole. You frantically look about you, trying to pinpoint the source of the chanting. When your eyes return to the priest, you see that their hands and forearms are soaked in blood. As their voice joins the incantation, the blood streams forward, becoming ribbons of red energy that entwine around you, lifting you high above the shattered altar. You look down. The pit beneath your suspended feet is impossibly deep, flickering with a molten glow. You cough and choke as sulphurous fumes waft up into your nostrils. The chanting ceases and, as all wait with baited breath, a voice answers far below.

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

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

Structure Type

What sort of religious structure is this?

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

Faith Domain

What ideal is the structure dedicated to?

d20	Faith Domain
1	**Chaos.** The domain of disorder. This pertains to a lack of order and/or rules, not necessarily outright anarchy, so could be more akin to 'freedom'.
2	**Civilization.** The domain of culture, structure, and development of areas or peoples.
3	**Darkness.** The domain of shadows and the unseen.
4	**Death.** The domain which encompasses the loss of life, and all aspects of the afterlife.
5	**Elemental Air.** The domain is tied to the essence of air, including things such as wind, flight, and the sky.
6	**Elemental Earth.** The domain is tied to the essence of stone, soil, minerals and gems.
7	**Elemental Fire.** The domain of heat, entropy, and volatility.
8	**Elemental Water.** The domain is tied to the essence of seas and rivers, and all things lying within the grasp of water.
9	**Knowledge.** The domain of understanding, reason, and the mind.
10	**Life.** The domain of birth, entry, and existence.

d20	Faith Domain
11	**Light.** The domain of brightness, purity and vision.
12	**Love.** The domain of affection, desire, friendship, and camaraderie.
13	**Luck.** The domain of chance and fate.
14	**Magic.** The domain encompassing the arcane, and the strands which allow manipulation of natural and otherworldly forces.
15	**Music.** The domain of song and story.
16	**Nature.** The domain of plants and animals.
17	**Order.** The domain of law, structure, and judgement.
18	**Time.** The domain of progression, planning, and movement from one thing to the next.
19	**Trickery.** The domain of deception, misdirection, illusion, and manipulation.
20	**War.** The domain of conflict, aggression, anger, and raw power.

Faith Alignment

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

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

Furnishings

What sort of furnishings does the structure have?

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

Age

How long ago was the religious structure built?

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

Condition

What kind of shape is the building in?

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

Environment & Danger

The tables below will tell you:

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

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

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

Religious Structure Environment

What sort of environment is the religious structure located in?

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

Religious Structure Danger

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

Note: Environmental Dangers

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

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

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

RESIDENCE

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

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

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

The mildewed linens that cover old furnishings in the front entryway ripple with the fresh air of your forced entry. Much to your dismay, as you take a step farther into the house, the front door slams shut. You know before you struggle with it that it won't budge. As you strain, the

candles and lanterns of the foyer flicker to life and you turn. The linens are gone, the dust has all but evaporated, and the furnishings look plush, warm and inviting. You feel a tap on your shoulder, and wheel around in shock to be greeted by a gaunt, pale figure of skin and bone. They are dressed in immaculate servant's attire, and smile in a way that seems genuine, though that somehow makes it all the more gastly. The servant bows graciously and, in a rattling voice, asks if they can take your coat, offers you a cup of tea, and extends their sincere hope that you will enjoy your stay. From their tone, you sense you may be staying some time…

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

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

Residence Type

What kind of residence is this?

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

Interpreting Residence Type

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

Age

How long ago was the residence built?

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

Condition

What kind of shape is the building in?

Modified by: age

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

Resident Density

How many are living in the residence?

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

Ownership

Who owns the residence?

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

Secrets

Does the residence conceal anything hidden or mysterious?

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

Environment & Danger

The tables below will tell you:

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

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

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

Residence Environment

What sort of environment is the residence located in?

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

Residence Danger

What sort of danger is within or around the residence?

> ### Note: Environmental Dangers
>
> The table below has three results that say 'Environmental Danger (Beast, Unintelligent Monster, or Intelligent Monster)'. This results means that the danger in your destination is a beast, unintelligent monster, or intelligent monster that is often found in the environment you've rolled. For any of these:
>
> 1. Turn to the appropriate chapter in **Part 2: Environments** and resolve its rolls.
> 2. Roll on the table at the end of the environment chapter for your specific **environmental danger**.
> 3. Turn to the appropriate chapter within **Part 3: Dangers** (**Beasts & Unintelligent Monsters**, or **Intelligent Monsters**) and roll on those tables to establish details about your danger.

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

Settlement

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

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

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

You head toward the docks to secure passage home; this is only a stopover, after all. As you pass along the waterfront, you see two figures mid-fight in a shadowy alleyway. One pulls a knife, stabs the other and, as their slain opponent slumps to the ground, wipes the knife on their coat. After checking briefly over their shoulder, they run in the other

direction, and you stare at their retreating back. Residents all around you pass by the alley without so much as a word so finally, feeling a moral obligation, you holler for a constable.

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

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

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

Spectacular Settlements

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

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

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

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

Settlement Type

What sort of settlement is this?

> ### NOTE: SPECTACULAR SETTLEMENTS BUILDERS
>
> A page reference for each **settlement type**'s respective builder chapter in *Spectacular Settlements* is included in the table below.

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

Age

How long ago was the settlement established?

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

Condition

What sort of shape is the settlement currently in?

d20	Condition
1–9	**Very Bad.** The settlement is in its worst possible condition. Things are dirty, have fallen apart, are broken down, or in an utterly deplorable state. The settlement is but the merest shadow of what it could be, or what it once was. (If using *Spectacular Settlements*, this is considered equivalent to the first option on the settlement's **condition** or **general condition** table)
10–14	**Bad.** The settlement is in rough shape. Things are dirty, and probably in disrepair. Buildings may be boarded up, streets broken or rutted. It is not a pleasant place to live, right now. (If using *Spectacular Settlements*, this is considered equivalent to the second option on the settlement's **condition** or **general condition** table)
15–17	**Good.** The settlement is in an average shape. Things are passably clean or kept up and roads are relatively intact. Buildings are in a workable or liveable state, though issues can be spotted here and there. (If using *Spectacular Settlements*, this is considered equivalent to the third option on the settlement's **condition** or **general condition** table)

d20	Condition
18–19	**Very Good.** The settlement is in excellent shape. Things are quite clean and tidy, and roads are maintained and kept clear. Buildings are in a very workable or liveable state, with little work needing to be done. No glaring issues stand out. (If using *Spectacular Settlements*, this is considered equivalent to the fourth option on the settlement's **condition** or **general condition** table)
20	**Extremely Good.** The settlement is in pristine shape. Everything is as clean as it could possibly be, and the roads and buildings are all so exceptionally well-crafted and maintained to the point where they appear new. There is barely an imperfection to be seen; the settlement is the best that it could possibly be, given its location and circumstances. (If using *Spectacular Settlements*, this is considered equivalent to the fifth option on the settlement's **condition** or **general condition** table)

Negative Impact

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

d12	Negative Impact
1	**Poor Leadership.** The settlement was led by an individual or group who made some unwise decisions that took the settlement down a bad path.
2	**Corrupted Values.** A virtue of the settlement has become a vice. Perhaps creativity turned to overambition, dedication to obsession, admiration or appreciation to lust or covetousness, honor to zealotry, pursuit of knowledge to elitism or cynicism, positivity to blind optimism (or willful ignorance), or courage to recklessness or violence.
3	**Drugs.** A drug or harmful substance, introduced into the settlement, had an ill effect; this could have been health or wellness related, or the drug's presence may have brought other influences, such as dangerous people. The drug itself could also have introduced some sort of phenomena or experience that, while not bad in itself, got out of control.
4	**Invasive Element.** A pest, creature, type of magic, or something else foreign to the settlement or region was introduced, and got out of control.
5	**Prejudice.** A group of people were treated badly based on their race, faith, gender, or other aspect of themselves. This prejudice created a major, settlement-impacting problem.
6	**Lawlessness.** The settlement fell into a state of anarchy. This could be because existing law enforcement officials were prevented from doing their jobs, or were corrupt, or there may have been little or no law enforcement to begin with.
7	**Tyranny.** An individual or organization took over and began to dominate the settlement, holding on to power through fear, force, deception, manipulation, or some combination thereof.
8	**Indulgence.** The settlement began indulging in some form of vice that got out of control. The vice could have been anything from drugs, alcohol, gambling, gluttony, laziness, or lustful pursuits, to name a few.
9	**Famine.** The settlement fell on very hard times and the people lacked food. The shortage could have been due to adverse or unseasonal weather conditions, or could have been caused by outside influences, such as a supply blockade.

d12	Negative Impact
10	**Harsh Weather.** The settlement was hit by bad weather, either once or multiple times, to an extent where it created major problems for the people living there. [Roll 1d6]: 1: Heavy precipitation 2: Hurricane or tornado 3: Major storm 4: Extreme cold or heat 5: Drought 6: Earthquake
11	**Disease.** A disease or illness swept through the settlement, killing a significant portion of the residents, or causing lingering problems. It could have been of a natural or magical nature. The disease targeted… [Roll 1d6]: 1-3: The body 4-5: The mind 6: The soul The untreated disease was… [Roll 1d6]: 1-3: Non-lethal 4-6: Lethal
12	**Conflict.** The settlement is suffering through, or from the outcome of, some sort of fighting; it might have been conquered, raided, or extorted, or there could be infighting, war nearby, or problems with a potent, organized group, such as brigands.

Number of Effects

How many effects did the negative impact have?

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

Negative Impact Effects

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

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

Remaining Residents

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

Modified by: negative impact effects

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

Mood

What is the general atmosphere in the settlement?

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

Environment & Danger

The tables below will tell you:

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

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

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

Settlement Environment

What environment is the settlement located in?

Already Know?

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

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

Settlement Danger

What sort of danger is within or around the settlement?

Note: Environmental Dangers

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

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

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

Small Location

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

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

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

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

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

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

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

Location Type

What sort of location is this?

d20	Location Type
1	**Bank (Settlement Only).** Establishment built for the exchange and safekeeping of money and other valuables.
	(Do not roll on the **environment** table. This location's environment is automatically 'Urban').
2	**Bell Tower.** A tall tower containing one or more bells, usually used to signal mundane things such as time of day, but also used for other purposes, such as to give warning signals. It is usually a high point in the settlement.
3	**Bridge.** A constructed passage between two points, often over something impassable or difficult to traverse.
4	**Checkpoint.** A temporary location, established by a group, in order to inspect passersby. These checks may be based on certain criteria, or apply to everyone.
5	**Clock Tower (Settlement Only).** A tall tower with a device which allows onlookers to see the time. Clock towers are usually a widely-visible point in a settlement.
	If your setting does not have clockwork technology or a clocktower would not fit for any other reason, use Bell Tower instead.
	(Do not roll on the **environment** table. The location's environment is automatically 'Urban').
6	**Farm Field (Rural Only).** An open area where crops or some other form of harvestable plant is, was, or could be grown.
7	**Inn.** An establishment where patrons can rent a place to sleep for the night. The inn usually serves some form of food and drink, and has a common area available for leisure and downtime.

d20	Location Type
8	**Logging Camp (Rural Only).** A place where a group or company has established themselves to harvest trees. This camp is likely mobile, able to be shifted depending on requirements of the harvesting.
9	**Market.** A hub for trade, often populated with merchant stalls.
10	**Mine (Rural Only).** An area where a resource, such as coal, valuable metal ore or jewels, are dug (or otherwise removed) from the earth.
11	**Monument.** A structure built as a work of art, or to commemorate a person, idea, or event.
12	**Orchard (Rural Only).** An area where fruit-bearing trees are, were, or could be grown.
13	**Quarry (Rural Only).** A sizable area where stone is cut and harvested from the ground.
14	**Tavern.** An establishment that patrons visit primarily for food, drink, and socializing.
15	**Theater (Settlement Only).** An establishment where patrons go to view performances and entertainment, such as plays or live music.
	(Do not roll on the **environment** table. The location's environment is automatically 'Urban').
16	**Transport Depot.** A hub area where travel is arranged. This might be a caravan loading zone, a train station of some kind, or even a dock.
17	**Recreation.** This establishment could be used as any sort of recreational establishment, such as a casino, fight ring, museum, private club, race track, or any other form of leisure activity.
18	**Service.** A single permanent establishment that provides a specific service (such as a barber or bathhouse).
19	**Shop.** A single permanent establishment that sells either a specific kind of material good, or more general wares.
20	**Well.** A water source, dug into the ground, to offer easy access to fresh drinking water.

Rural or Settlement

Is the location in a rural area or a settlement?

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

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

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

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

Importance

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

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

Age

How long ago was the location established?

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

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

Size

How large is this location?

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

Condition

What kind of shape is the location in?

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

Location Activity

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

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

Environment & Danger

The tables below will tell you:

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

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

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

Small Location Environment

What sort of environment is the small location in?

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

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

Small Location Danger

What sort of danger is within or around the location?

NOTE: ENVIRONMENTAL DANGERS

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

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

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

WATCHTOWER

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

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

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

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

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

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

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

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

Watchtower Type

What is this watchtower's primary purpose?

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

Height

How high up is the watchtower's topmost floor?

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

Top Floor Size

Approximately how large is the area of the topmost floor?

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

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

Construction

How is the watchtower constructed?

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

Condition

What kind of shape is the watchtower in?

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

Current Effectiveness

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

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

Watchtower Control

Who controls the watchtower now?

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

Watcher Discipline

How disciplined are the individuals who crew the watchtower?

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

Environment & Danger

The tables below will tell you:

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

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

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

Watchtower Environment

What sort of environment is the watchtower located in?

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

Watchtower Danger

What sort of danger is within or around the watchtower?

Note: Environmental Dangers

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

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

Non-Intelligent Danger?

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

Watchtower Danger

What sort of danger is within or around the watchtower?

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

Part Two: Environments

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

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

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

AQUATIC

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

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

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

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

Suddenly, lightning flashes, thunder roars, and the torrential downpour begins anew. Waves rock your little boat like a toy and, in the moonlight, you see a massive swell rise before you. It lifts you up, up, up until you're nearly vertical. You are tipped out into thin air, and the waves rush up to meet you. Much of the world beneath the waves is unmapped, unexplored and unobserved, so the potential for truly strange, bizarre, or confounding aquatic environments is amplified greatly in a fantasy setting. We are simply not often used to considering places that are submerged in, or even on top of, water. Not all aquatic environments are the same however; water is necessary for life, so you find it in all biomes, climates and corners of the world, each of which brings its own trials. If you chose or rolled this environment, we encourage you to accept the creative challenge this may well present you; the result could be something truly unique.

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

Aquatic Position

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

Aquatic Body

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

d10	Aquatic Body
1	**River or Stream.** The destination is located in, on, or above the waters of a moving watercourse. If a stream, it should be large enough to accommodate the destination. If this is not possible in your setting, select river instead.
2-4	**Pond or Small Lake.** The destination is located in, on, or above a body of water surrounded by land. The entire body of water can be seen from any point on its shoreline.

d10	Aquatic Body
5-7	**Large Lake.** The destination is located in, on, or above a body of water surrounded by land. The body of water is large enough where only a portion of it can be seen from any point on its shoreline.
8-9	**Sea.** The destination is located in, on, or above deep water that is within sight of land, but not immediately adjacent to it. This area is where one might find underwater sub-biomes such as coral reefs or kelp forests.
10	**Ocean.** The destination is located in, on, or above water that is not within sight of land in any direction.

Plant Density

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

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

Water Clarity

What is visibility like through the water?

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

Underwater Destination

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

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

Underwater Destination Depth

Where beneath the surface is the destination located?

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

Notable Underwater Features

What sort of notable landmarks are nearby?

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

Recent Conditions – Underwater

What have the underwater conditions been recently?

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

Cardinal Directions

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

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

Current Conditions – Underwater

What are the underwater conditions at the time of arrival?

d6	Current Conditions - Underwater
1	**Shift.** The underwater conditions have shifted from what they were recently. Reroll on the **recent conditions** table, ignoring and rerolling rolls that match your initial recent conditions roll. Your result is the current conditions.
2-3	**Calm.** Any recent underwater occurrences have ceased, and all is calm.
4-5	**Same As Recent.** The recent underwater conditions are still ongoing.
6	**Worse Than Recent.** A worse version of the recent underwater conditions has set in. See below and use the entry that relates to your **recent conditions** result.

Calm - Shift: Reroll on the **recent conditions** table, ignoring results of 'Calm'. Your result is the current weather.

Current [Gentle] - Current [Strong]: What was once a gentle current has gotten stronger, making swimming difficult for any who are not natural swimmers or accustomed to living in these conditions. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current.

Maximum Swim Speed: Slow. The current may move weak swimmers far distances.

Current [Strong] - Riptide: What was once a strong current has turned into a riptide, making swimming impossible for those who are not natural swimmers or accustomed to living in these conditions. Even those who are accustomed to living here have a difficult time swimming through the currents without aid. Refer to the 'Cardinal Directions' sidebar to determine the direction of the current.

Maximum Swim Speed: Impossible (if unaided); Very Slow (if aided). The current may move weak swimmers extremely far distances.

Whirlpool - Maelstrom: What was once a whirlpool has increased in size and strength and is now a devouring maelstrom. Any who come near will have a very difficult time not being pulled into it. Any who are pulled in have an equal chance of being driven to its bottom and held there, or being flung extremely hard and very far in a random direction out of its side. If it is determined that someone is flung out of the maelstrom, refer to the 'Cardinal Directions' sidebar to determine the direction.

Surface Destination

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

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

Destination Support Condition

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

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

Notable Features

Is there anything noteworthy in the environment nearby?

d20	Notable Features
1-2	**Empty.** The destination is the only thing in the immediate vicinity.
3	**Cave.** A natural hollow in a rock formation.
4-5	**Boat.** A boat, such as a row-boat, canoe, or other craft which would require a crew of no more than two people… [Roll 1d6]: 1-3: Has sunk, and is somewhere below the destination 4-5: Is abandoned, drifting near the destination 6: Has been reduced to splintered driftwood and boat fragments nearby

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

Recent Weather – Surface

How has the weather outside the water been recently?

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

Current Weather – Surface

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

d6	Current Weather - Surface
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Breezy - Windy: What was once a light breeze has progressed to a fair wind. It is strong enough to rock lightweight objects and structures, floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance.

Windy - Gale Force Winds: What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

Gale Force Winds - Windstorm: What was once strong winds has now turned into a hurricane, cyclone or tornado. Materials, such as cloth, lightweight wood, loose objects, debris and plant matter may be torn or blown away, and weak or defective structures or vessels may be ripped to pieces or destroyed. Untethered individuals are swept up and blown great distances, and even those tethered risk severe injury. Those out in the open risk being hit with windswept debris. Unsecured structures may be pushed extremely long distances. The wind's impact on the water makes staying dry almost impossible.

Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

d6	Current Weather - Surface
6	**Rain - Heavy Rain:** What was once light to medium rain has turned heavy. Surfaces are very slippery, so it is necessary to move at a slower walking speed. In places where there is nowhere for water to escape, several inches of water has accumulated, perhaps significantly enough to warrant emergency baling. This level of rain can be held back by using sand bags or other conventional means of keeping water out of a location, but these will either require reinforcement or double quantity.

Maximum Travel Speed: Slow

Heavy Rain - Deluge: What was once heavy rain has turned into a severe downpour. Water is collecting in significant volumes anywhere without adequate drainage. Any roofs, doors, hatches, or windows that are not specifically sealed to withstand this sort of rain are leaking badly. Vessels without sophisticated drainage are taking on enough water to require all-hands of a full crew to efficiently bail the water.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

Mild Storm - Heavy Storm: Combine the **recent weather** 'Gale Force Winds' and 'Heavy Rain' results. In addition, there may well be thunder and lightning overhead.

Whirlpool - Maelstrom: What was once a whirlpool has increased in size and strength and is now a devouring maelstrom. Any who come near will have a very difficult time not being pulled into it. Any who are pulled in have an equal chance of being driven to its bottom and held there, or being flung extremely hard and very far in a random direction out of its side. If it is determined that someone is flung out of the maelstrom, they are moved…

[Roll 1d8]:
1: North
2: Northeast
3: East
4: Southeast
5: South
6: Southwest
7: West
8: Northwest

Local Fauna

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

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

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

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

Environmental Danger: Unintelligent Monster

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

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

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

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

Environmental Danger: Intelligent Monster

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

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

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

COASTAL

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

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

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

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

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

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

Coastal Region

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

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

Destination Location

Where on the coast is the destination located?

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

Notable Environmental Feature

What sort of notable landmarks or features are nearby?

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

Shore

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

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

Tides

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

Recent Weather

How has the weather been recently?

d10	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Heavy Rain.** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain

d10	Recent Weather
7-8	**Windy.** There has been a fair wind recently, enough to rock floating structures, create waves, and tip small vessels not capably sailed or steered. Sailing vessels can move at quick speeds. Unsecured structures may be pushed a small distance. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
9	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing.
10	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Dry [Summer/Year-Round Warm]. There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control.

Frost [Spring/Fall]. There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible.

Snow [Winter/Year-Round Cold]. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like at the time of arrival?

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

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

Environmental Impact Degree

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

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

Environmental Impact Type

How has the environment impacted the destination?

d4	Environmental Impact Type
1	**Sandy.** Sand is deposited in this area, either by wind, water, or being tracked in on foot.
	Extreme. There is more sand visible here than any other naturally occurring ground (such as dirt, stone, etc.). Sand has built up in most cracks and crevices, and things located on or near the ground are most likely to be completely obscured, though larger objects may only me partially obscured. The sand is heavy enough to be considered difficult terrain.
	Bad. Sand is scattered everywhere and covers flat ground. General details are hard to make out, and things at ground level are partially obscured or covered.
	Concerning. A dusting of sand that obscures fine detail can be found on most things.
2	**Damp.** There is always some amount of moisture or humidity in the surrounding area.
	Extreme. Everything feels at least mildly wet, and any ground that isn't a hard surface feels soft and muddy. Heavy humidity makes it extremely uncomfortable to breathe. Starting a fire is very difficult.
	Bad. A sheen of wetness can be seen on most exposed surfaces, and the ground is muddy in places. Moderate humidity makes it uncomfortable to breathe. Starting a fire is difficult.
	Concerning. Most things seem mildly damp.

d4	Environmental Impact Type
3	**Foggy.** The area is prone to fog.
	Extreme. The fog is thick and opaque, with roughly 5 feet of clear visibility.
	Bad. The fog is thick, with roughly 15 feet of clear visibility.
	Concerning. The fog is mild, with roughly 30 feet of clear visibility.
4	**Exposure.** The area has been weathered by wind, sun, or other forceful weather.
	Extreme. Details on surfaces have been worn away, possibly until smooth. Objects that were not well-anchored may have been scattered or blown around. Structures made from lightweight material are falling apart or may have been destroyed.
	Bad. Fine details on surfaces have been worn away. Lightweight objects may have been scattered or blown around. Structures made from lightweight materials may have significant compromises.
	Concerning. Superficial details or coatings have been worn away. Lightweight objects may have shifted or fallen over. Structures made from lightweight materials may be getting worn down.

Local Fauna

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

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

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

RABID... CRABS?

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

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

Environmental Danger: Unintelligent Monster

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

LOW INTELLIGENCE

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

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

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

Environmental Danger: Intelligent Monster

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

HIGH INTELLIGENCE

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

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

d20	Coastal Intelligent Monsters
1	Aboleth
2	Banshee
3	Cyclops
4	Djinni
5-7	Dragon turtle

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

WATER-DWELLING MONSTERS?

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

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

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

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

Desert

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

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

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

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

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

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

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

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

Destination Location

Where in the desert is the destination located?

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

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
2	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
3-6	**Dune.** A great hill of sand, 1d10 x 10 feet high.
7-8	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
9-10	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
11	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
12	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
13-14	**Cave.** A natural hollow in a rock formation. The cave is big enough for… [Roll 1d8]: 1: 1 human-sized creature 2: 1d6 human-sized creatures 3: 1d20 human-sized creatures 4: 1 large creature 5: 1d6 large creatures 6: 1d12 large creatures 7: 1 extremely large creature 8: 1d6 extremely large creatures
15-16	**Dry Riverbed.** A trench where water used to flow. The portion of the riverbed nearby is 1d10 + 10 feet wide.

d20	Notable Environmental Features
17	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.
18-19	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
20	**Oasis.** An area of fertile ground, lush vegetation, and a source of freshwater.

Destination Terrain

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

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

Recent Weather

How has the weather been recently?

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

d20	Recent Weather
19-20	**Sandstorm.** The desert has been disturbed by a billowing storm of swirling sand. The ground is rough and uneven, and covered in loose vegetation and materials dislodged by the high winds. Small items on the ground are likely covered in sand. Tracks made before the sandstorm blew in are impossible to follow. Maximum Travel Speed: Slow; Difficult Terrain

Current Weather

What is the weather like at the time of arrival?

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

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

Environmental Impact - Sand

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

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

Environmental Impact - Exposure

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d20	Desert Beasts
1	Giant fire beetle
2	Hyena [Roll 1d6]: 1-3: Hyena 4-6: Giant hyena
3	Jackal
4	Scorpion [Roll 1d6]: 1-3: Scorpion 4-6: Giant scorpion
5	Vulture [Roll 1d6]: 1-3: Vulture 4-6: Giant vulture
6	Flying snake
7	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-6: Giant poisonous snake
8	Stirge
9	Constrictor snake [Roll 1d6]: 1-3: Constrictor snake 4-6: Giant constrictor snake
10	Giant lizard
11	Giant wolf spider
12	Swarm of beetles
13	Swarm of centipedes
14	Swarm of insects
15	Swarm of spiders
16	Giant spider

d20	Desert Beasts
17	Giant toad
18	Lion
19-20	Roll on the **typically nonthreatening beasts** table below.

Rabid... Hedgehogs?

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

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

Environmental Danger: Unintelligent Monster

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

LOW INTELLIGENCE

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

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

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

Environmental Danger: Intelligent Monster

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

HIGH INTELLIGENCE

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

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

d20	Desert Intelligent Monsters
1	Couatl
2	Cyclops
3	Mephit
4	Efreeti

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

Extra-Planar

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

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

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

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

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

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

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

Plane Type

Which plane has intersected with the prime material?

d12	Plane Type
1	**Astral.** The astral plane is the swirling space in which all other planes reside - a sparkling, shifting haze. Planar weather could include great shifts in the swirling clouds, and gatherings of illumination and darkness.
2	**Air.** The plane of air is made up of swirling clouds, wind, and boundless sky. Planar weather could include anything involving movements of the air.
3	**Earth.** The plane of earth is made up of stone, dirt, and all manner of naturally occuring minerals. Planar weather could include anything involving shifting earth.
4	**Fire.** The plane of fire is made up of magma, ash, and flame. Everything is burning, molten, or incredibly hot. Planar weather could include eruptions, firestorms, or raining ash or debris.
5	**Water.** The plane of water is an endless, surfaceless body of water, made up of smaller pockets of specific types and temperatures of water. Planar weather could include anything involving rain, currents and moving water, such as whirlpools, or violent waves.
6	**Shadow.** The plane of shadow is a dark reflection of the prime material plane. Planar weather is similar to that of the prime material plane, but tends towards the gloomy and dark.
7	**Fey.** The plane of the fey is an alternative reflection of the prime material, if nature had dominion over everything. Planar weather is similar to that of the prime material plane, but tends towards the wild and unpredictable.
8	**Dream.** The plane of dreams is an ever-shifting place where one's surroundings are shaped by their subconscious or, if they are capable of lucid dreaming, their active consciousness. Planar weather could include impossible effects, conjured from the subconscious of those observing it.
9	**Chaos.** The plane of chaos is one of uncertainty and entropy. Things on this plane are unreliable, and ever-changing. The physical is broken apart, and new entities come together, seemingly at random. Planar weather could include almost anything, though likely defies any logic.

d12	Plane Type
10	**Order.** The plane of order is one of clear boundaries, structure, and unending solidity and permanence. Everything here has a purpose, and is arranged with efficiency and practicality in mind. Planar weather is regular and reliable, and likely serves a purpose.
11	**The Hells.** The hells are regions of torment and darkness, representing a cosmological manifestation of evil incarnate. The hells are made up of scorching brimstone, painful cold, and any combination of elements that would be uncomfortable for a mortal to experience.
12	**The Heavens.** The heavens are regions of purity and light, representing a cosmological manifestation of good incarnate. The heavens are typically characterized by clear, sunny skies, or picturesque landscapes, though they could also just as easily be realms of pure light.

Destination Planar Positioning

How is the destination positioned in relation to the plane?

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

Planar Manifestation

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

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

Planar Presence Origin

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

d12	Planar Presence Origin
1-2	**Complete Accident.** Something utterly unforeseen and unintentional happened which led to the destination being in contact with the plane. If what happened occurred naturally, it was a totally bizarre anomaly.
3-5	**Adjacent Accident.** The destination came into contact with the plane due to a side effect, or unintended result, of something. If what happened occurred naturally, there was some slight anomaly.
6-8	**Accident.** The destination came into contact with the plane due to something that went wrong. If what happened occurred naturally, there was some sort of anomaly.

d12	Planar Presence Origin
9-11	**Slightly Intentional.** The destination coming into contact with the plane the way it did wasn't exactly what was supposed to happen, but was similar to what would normally be expected. If what happened occurred naturally, it didn't happen as it normally would.
12	**Intentional.** The destination coming into contact with this plane was either planned or expected. If what happened occurred naturally, it did so as normal.

Access

How is the destination normally reached by those outside it?

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

Visitor Protections

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

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

Planar Denizen Awareness

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

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

Recent Planar Weather

How has the weather been recently?

> ### Interpretation
>
> How you interpret the weather types in the tables below is up to you. We suggest, as a starting point, to consider what conditions could be like your **plane type** without any environmental disturbance or activity going on, and then consider how it could be stirred up. The results in the tables below will point you in the direction of what the 'weather' (whatever you decide it should be) recently was, and has developed into.
>
> For example, you might interpret mild weather for the plane of fire as simple hot temperatures, but violent weather might be furnace-like temperature winds with molten hail. Mild weather in the plane of water might be calm, still waters, but violent weather might be swirling maelstroms, or extremely strong currents.

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

Current Planar Weather

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

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

Environmental Dangers

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

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

Forest

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

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

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

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

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

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

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

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

Forest Region

What particular kind of forest is the destination in?

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

Destination Location

Where in the forest is the destination located?

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

Notable Environmental Features

What sort of notable landmarks are nearby?

d20	Notable Environmental Features
1-3	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
4	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep.
5-9	**Exceptionally Large Tree.** A tree of a species that normally grows to a great size, or one that is abnormally large for its species. The tree is (1d4 + 1) x 50 feet tall, and 5 feet thick for every 50 feet of height.
10	**Ford.** A shallow area where a river can be crossed on foot.

d20	Notable Environmental Features
11-12	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
13	**Pond.** A small body of water, surrounded by shore, up to 1d10 acres in area.
14	**Lake.** A body of water, surrounded by shore, up to 1d100 + 20 acres in area.
15	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
16	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
17	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
18	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
19	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
20	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.

Destination Tree Density

How dense are the trees where the destination is located?

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

Forest Floor Terrain

What is the forest floor surface like?

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

Recent Weather – Boreal

How has the weather been recently?

d8	Recent Weather
1-2	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
3-5	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Snow [Late Summer - Early Spring]. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Maximum Travel Speed: Normal, Difficult Terrain.

Rain [Mid-Spring - Midsummer]. There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.

d8	Recent Weather
6	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Heavy Snow [Late Summer - Early Spring]. There has been heavy snow recently; 1d4 feet has accumulated so far. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered).

Maximum Travel Speed: Slow; Difficult Terrain

Heavy Rain [Mid-Spring - Midsummer]. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

d8	Recent Weather
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Travelers encounter 1d6 fallen trees across their path.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Dry [Late Spring - Midsummer]. There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control.

Blizzard [Late Summer - Early Spring]. There has been very heavy snow recently; 1d6+4 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered).

Maximum Travel Speed: Slow; Difficult Terrain

Recent Weather – Temperate

How has the weather been recently?

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

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

Current Weather

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

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

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

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

Local Fauna

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

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

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

Environmental Dangers

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

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

Boreal Environmental Danger: Beast

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

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

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

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

Boreal Environmental Danger: Unintelligent Monster

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

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

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

Boreal Environmental Danger: Intelligent Monster

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

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

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

d100	Boreal Forest Intelligent Monsters
1-4	Banshee
5-8	Blink dog
9-12	Celestial steeds [Roll 1d6]: 1-4: Pegasus 5-6: Unicorn
13-16	Centaur
17-22	Crow-folk
22-25	Fey [Roll 1d10]: 1-4: Pixie 5-7: Sprite 8-9: Satyr 10: Dryad
25-28	Frost giant
29-32	Gnoll [Roll 1d6]: 1-3: Gnoll 4-5: Gnoll berserker 6: Gnoll alpha

d100	Boreal Forest Intelligent Monsters
33-36	Goblinoid [Roll 1d6]: 1-3: Goblin 4-5: Bugbear 6: Goblin boss
37-40	Green hag
41-46	Guardian naga
47-52	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
53-58	Lycanthrope [Roll 1d20]: 1-7: Wererat 8-13: Werewolf 14-17: Wereboar 18-19: Weretiger 20: Werebear
59-61	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
62-64	Treant
65-70	Oni
71-73	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
74-76	Pseudodragon
77-80	Revenant
81-84	Will-o-wisp
85-88	Yeti
89-94	Faerie dragon [Roll 1d6]: 1-4: Young 5-6: Adult
95-96	Gold dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient
97-100	White dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Temperate Environmental Danger: Beast

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

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

d100	Temperate Forest Beasts
1-3	Ape [Roll 1d6]: 1-4: Ape 5-6: Giant ape
4-6	Blood hawk
7-9	Black bear
10-12	Brown bear
13-15	Constrictor snake [Roll 1d6]: 1-4: Constrictor snake 5-6: Giant constrictor snake
16-18	Giant badger
19-21	Giant bat
22-24	Giant boar
25-27	Giant centipede
28-30	Giant elk
31-33	Giant frog
34-36	Giant spider
37-39	Giant toad
40-42	Giant owl
43-45	Giant weasel
46-48	Giant wolf spider
49-51	Panther
52-54	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
55-57	Rat [Roll 1d6]: 1: Rat 2-4: Giant rat 5-6: Diseased giant rat
58-60	Saber-toothed tiger
61-63	Stirge
64-66	Swarm of beetles
67-69	Swarm of centipedes

d100	Temperate Forest Beasts
70-72	Swarm of insects
73-75	Swarm of ravens
76-78	Swarm of spiders
79-81	Swarm of wasps
82-84	Tiger
85-87	Wasp [Roll 1d6]: 1-4: Giant wasp 5-6: Swarm of wasps
88-90	Wolf [Roll 1d6]: 1-4: Wolf 5-6: Dire wolf
91-100	Roll on the **typically nonthreatening beasts** table below.

Rabid... Koalas?

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

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

Temperate Environmental Danger: Unintelligent Monsters

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

Low Intelligence

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

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

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

Temperate Environmental Danger: Intelligent Monster

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

High Intelligence

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

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

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

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

JUNGLE

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

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

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

You follow a trail that clings to a slope. You are sure you've been here before, but a mudslide has swept part of it away since, and the going is hard. Hanging vines serve as tenuous handholds as you struggle, slip, and slide your way along. The vine you have tied around your wrist cuts into your skin, but the thought of the alternative makes your head swim. You eventually make it to the other side, and look around to see

where the trail continues. But where is it? The heavy downpours of the last few days must have washed this part out entirely. You take a guess at where it must have been; exhaustion is heavy on you, but you press on. You feel more and more like a fly caught in a web; death waits for you, just out of sight, enjoying your feeble struggle.

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

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

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

Destination Location

Where in the jungle is the destination located?

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

Notable Environmental Features

What sort of notable landmarks are nearby?

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

d20	Notable Environmental Features
16	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
17	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land, 1d4 thousand meters high.
18	**Large Mountain.** A great rise of stone and earth that covers a massive amount of the land, 1d8 + 4 thousand meters high.
19	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
20	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.

Destination Tree Density

How dense are the trees where the destination is located?

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

d12	Destination Tree Density
12	**Choking.** The trees around the destination are spaced extremely closely, likely pressed against the edges, or leaning over the top. Vines span all but the narrowest gaps between trees. The movement of medium creatures to and from the destination is very difficult, and may require squeezing through small gaps. It is almost certainly impossible for large creatures or vehicles to get through at all. There are only very short lines of sight. Even during daylight hours, the light is perpetually dim, and there are many patches of utter darkness.
	Night Time Effect: The destination remains dark until three hours after sunrise, and only gets dim light for the rest of the day. The destination becomes fully dark three hours before sunset.
	Maximum Travel Speed: Very Slow

Jungle Floor Terrain

What is the forest floor surface like?

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

Present Natural Hazards

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

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

The Jungle Wants You Dead

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

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

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

Recent Weather

How has the weather been recently?

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

Current Weather

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

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Rain - Heavy Rain: What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

Heavy Rain - Deluge: What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

d6	Current Weather

Gale Force Winds - Windstorm: What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself.

Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

Humid - Sauna: What was once humid is now suffocating. Creatures are only capable of a quarter of their maximum travel distance before becoming exhausted, and they cannot exceed half their maximum travel distance. Anything porous, such as fabric, becomes soaked, is unable to be dried, and may begin to rot. Sweating cannot keep creatures cool. Insects that do well in warm weather are thriving to their utmost, and are likely present to a nearly unbearable extent.

Local Fauna

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

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d20	Jungle Beasts
1	Ape [Roll 1d6]: 1-3: Ape 4-6: Giant ape
2	Axe beak
3	Baboon
4	Bat [Roll 1d6]: 1-4: Giant bat 5-6: Swarm of bats
5	Constrictor snake [Roll 1d6]: 1-3: Constrictor snake 4-6: Giant constrictor snake
6	Crocodile
7	Elephant
8	Giant boar
9	Centipede [Roll 1d6]: 1-4: Giant centipede 5-6: Swarm of centipedes
10	Giant frog
11	Giant lizard
12	Giant scorpion
13	Wasp [Roll 1d6]: 1-4: Giant wasp 5-6: Swarm of wasps
14	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes

d20	Jungle Beasts
15	Spider [Roll 1d6]: 1-4: Spider 5-6: Swarm of spiders
16	Stirge
17	Swarm of beetles
18	Swarm of insects
19	Big cat [Roll 1d6]: 1-3: Panther 4-5: Tiger 6: Saber-toothed tiger
20	Dinosaur [Roll 1d6]: 1-4: Triceratops 5-6: Tyrannosaurus rex

Rabid... Sloths?

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

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

Environmental Danger: Unintelligent Monster

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

Low Intelligence

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

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

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

Environmental Danger: Intelligent Monster

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

High Intelligence

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

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

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

Mountain

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

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

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

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

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

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

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

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

Single Mountain or Mountain Range

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

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

Mountain Size

How large is the mountain that the destination is on?

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

Destination Location

Where on the mountain is the destination located?

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

d20	Destination Location
18-19	**High Crest.** The destination is situated on, or near, a crest or ridgeline, somewhere on the top third of the mountain. (-2 to **trail size** roll)
20	**Peak.** The destination is situated on, or very near, the topmost point of the mountain, so only has a down-mountain trail. (-3 to **trail size** roll)

Notable Environmental Features

What sort of notable landmarks or features are nearby?

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

Destination Terrain

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

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

Trails

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

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

Trail Size

How wide is the trail to or from the destination?

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

Modified by: **destination location**

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

Trail Type

Is the trail man-made or natural?

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

Trail Safety Measures

What sort of additional structure does the trail have?

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

Trail Condition

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

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

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

Trail Hazards

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

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

Recent Weather

How has the weather been recently?

d8	Recent Weather
1-2	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
3-4	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
5-6	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.

d8	Recent Weather
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Heavy Rain [Spring]. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

Dry [Summer]. There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control.

Snow [Autumn/Winter]. There has been snowfall recently, 2d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

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

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Rain - Heavy Rain: What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

Heavy Rain - Deluge: What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

Windy - Gale Force Winds: What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

d6	Current Weather
6	**Gale Force Winds - Windstorm:** What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself.

Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

Dry - Drought: What was once merely dry has continued into a sustained drought. Any water source of moderate or smaller size (i.e. less than a small lake/ large pond) nearby has dried up. New water sources can only be found underground, or by traveling great distances. Most vegetation has died off or become dormant.

Snow - Heavy Snow: What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

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

RABID... CHINCHILLAS?

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

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

Environmental Danger: Unintelligent Monster

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

LOW INTELLIGENCE

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

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

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

Environmental Danger: Intelligent Monster

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

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

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

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

Plains

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

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

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

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

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

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

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

Destination Location

Where on the plains is the destination located?

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

Notable Environmental Features

What sort of notable landmarks or features are nearby?

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

Terrain Features

What is the ground surface of the plains like?

d6	Plains Terrain Features
1-2	**Burrows.** The ground is pockmarked by the burrows of small creatures which live underground, such as prairie dogs. Destination Effect: Traveling across such ground can be deceptively treacherous. If walking or travelling at a slow pace, there is likely to be little issue. However, if travelling on foot at higher speeds, there is considerable danger of sustaining injury; a misplaced foot may accidentally catch in one of the burrow holes. Mounts and beasts of burden are even more at risk. Maximum Travel Speed (on foot): Normal. Maximum Travel Speed (mounts or mounted): Slow, Difficult Terrain
3-4	**High Grasses.** The plains are covered in a sea of tall grasses. The grasses are… [Roll 1d6]: 1-2: Green 3-4: Golden 5-6: Amber. Destination Effect: The grasses stand 1d10 + 2 feet high. They sway gently with passing wind in nearly hypnotic waves, giving a sense of peace and calm. However, beneath this tranquil facade lies danger, as one is never quite sure what lurks within. Efforts made to detect danger, such as concealed creatures or traps, are subject to considerable penalties, unless the seeker is particularly skilled or familiar with the Eenvironment.

d6	Plains Terrain Features
5	**Thicket.** The area is covered by thick, thorny bushes. Destination Effect: The robust thorns make traveling through them difficult, as they snag on clothing, and damage unprotected flesh. Depending on the species, the thorns might also be coated with venom, or contain hollows for biting insects. Efforts made to detect danger, such as concealed creatures or traps, are subject to considerable penalties, unless the seeker is particularly skilled or familiar with the environment. Maximum Travel Speed: Slow, Difficult Terrain
6	**Mounds.** The area is covered with large mounds, built by ants, termites, wasps, or other invertebrate life. Destination Effect: The mounds are 1d10 + 4 feet tall, and may extend the same distance underground. The above-ground section is made of densely-packed soil, as hard as baked clay. They break up line of sight, providing hiding places for creatures to make a stealthy approach. In addition, insects swarm out if a mound is damaged, defending their home with bites or stings. At certain times of the year, insects may swarm from the mounds in their thousands, causing dense clouds that obscure the area entirely.

Recent Weather

How has the weather been recently?

Heavy Rain [Spring]. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

d8	Recent Weather
8	*Dry [Summer].* There has been an extended lack of rain, so conditions are quite dry. Plains vegetation that has been exposed to these dry conditions is vulnerable to fire, unless within 100 feet of a body of water. If there are few or no trees nearby, finding firewood is difficult, but dry kindling is everywhere. Making a fire, therefore, may be particularly ill-advised as, if adequate precautions are not taken, they can easily get out of control.

Frost [Autumn]. There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures.

Snow [Winter]. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

What is the weather like at the time of arrival?

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Rain - Heavy Rain: What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

6 **Heavy Rain - Deluge:** What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

Windy - Gale Force Winds: What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

Gale Force Winds - Windstorm: What was once strong winds has now turned into a hurricane, cyclone or tornado. Grass, bushes, trees with weak roots, and even simple structures, are ripped violently from the ground; loose debris, leaves, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover (natural or otherwise), they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself.

Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

Dry - Wildfire: What was once merely dry has sparked a wildfire. Roll a d6. On a 1-2, it is just starting and, if reached in time, could be extinguished with some concerted effort. On a 3-5, it has been burning for a while, but could be extinguished with great effort. On a 6, it is out of control. Without very potent magic, or the efforts of a great many individuals, the only recourse is to run. Depending on how long the fire has been raging, the area might be filled with smoke, damaging buildings and reducing visibility.

OR

Dry - Drought: What was once merely dry has continued into a sustained drought. Any water source of moderate or smaller size (i.e. less than a small lake/large pond) nearby has dried up. New water sources can only be found underground, or by traveling great distances. Most vegetation has died off or become dormant.

6 **Frost - Snow:** What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old.

Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance

Snow - Heavy Snow: What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Local Fauna

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

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d100	Plains Beasts
1-4	Axe beak
5-8	Black bear
9-12	Blood hawk
13-16	Elephant
17-20	Giant badger
21-24	Giant boar
25-28	Giant eagle
29-32	Giant elk
33-36	Giant goat
37-40	Giant vulture
41-44	Giant wasp
45-48	Giant weasel
49-52	Giant wolf spider
53-57	Hyena [Roll 1d6]: 1-4: Hyena 5-6: Giant hyena
58-61	Jackal
62-66	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
67-71	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
72-75	Rhinoceros
76-79	Spider
80-83	Stirge

d100	Plains Beasts
84-87	Swarm of insects
88-92	Big cats [Roll 1d8]: 1-4: Panther 5-6: Tiger 7: Saber-toothed tiger 8: Lion
93-96	Wolf [Roll 1d6]: 1-4: Wolf 5-6: Dire wolf
97-100	Dinosaur [Roll 1d6]: 1-4: Triceratops 5-6: Tyrannosaurus rex

Rabid... Baboons?

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

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

Environmental Danger: Unintelligent Monster

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

Low Intelligence

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

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

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

Environmental Danger: Intelligent Monster

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

High Intelligence

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

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

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

Swamp

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

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

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

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

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

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

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

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

Swamp Type

What particular kind of swamp is the destination in?

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

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

Swamp Region

What sort of geographic area is the swamp located in?

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

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

Destination Location

Where in the swamp is the destination located?

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

Notable Environmental Features

What sort of notable landmarks are nearby?

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

Destination Tree Density

How dense are the trees where the destination is located?

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

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

Destination Protection

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

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

Protection Nature

Is the method of protection physical or magical?

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

Protection Success

What is the state of any protections in place?

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

Present Natural Hazards

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

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

TOUGH TO TRAVERSE

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

---

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

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

Recent Weather – Cold

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.

d8	Recent Weather
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign. ***Heavy Rain [Spring/Summer].*** There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible. Maximum Travel Speed: Slow; Difficult Terrain ***Frost [Autumn].*** There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible. ***Snow [Winter].*** There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.

Recent Weather – Temperate or Warm

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Hard ground is slick. Soft ground, such as sand or dirt, is wet, so tracking in it is easy (though covering one's tracks is not). Drinkable rainwater may have collected in depressions nearby. Depending on climate and surrounding environment, the rain may trigger the emergence of various plants or creatures. Finding supplies for a fire is moderately difficult in areas with less cover. Levels rise in bodies of water, if there are any.
6	**Windy.** There has been a fair wind recently, enough to rock light-weight structures, and disturb bodies of water. There is some light, scattered debris in the air and plants and tree boughs sway. Footpaths may be more difficult to find, having been disturbed, or lightly covered, also affecting the ability to track impressions, such as footprints, over soft ground.
7	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing.
8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Heavy Rain [Spring/Autumn/Winter]. There have been heavy amounts of rain recently, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

Humid [Summer]. There has been a tremendous amount of moisture that has evaporated into the air due to the extreme heat. Anything porous, such as fabric, is constantly damp, and is unable to be dried. Sweating cannot keep creatures cool. Insects that do well in warm weather thrive, and exist in greater numbers.

Current Weather

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

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Rain - Heavy Rain: What was once light to medium rain has turned heavy, leaving hard ground treacherous and slick, and turning soft ground to sucking mud. Slopes with little vegetation have had mudslides. Rivers and streams may have overflowed their banks. Paths of travel without drainage, particularly those that are low-lying, may have been flooded or washed out and other paths are muddy. Finding supplies for a fire is very hard, or nearly impossible.

Maximum Travel Speed: Slow; Difficult Terrain

Heavy Rain - Deluge: What was once heavy rain has turned into a severe downpour. Visibility is poor, footing is treacherous, and traversal of slopes without handholds is very hard. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things which are caught by the flow are carried away, including even very large trees.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

Windy - Gale Force Winds: What was once a fair wind has progressed to a strong gust, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. Lightweight objects and structures may be visibly disturbed, knocked over, or broken. Sailing vessels must furl their sails, or risk masts snapping or even the entire vessel capsizing. Unsecured structures may be pushed large distances.

d6	Current Weather
6	**Gale Force Winds - Windstorm:** What was once strong winds has now turned into a hurricane, cyclone or tornado. Materials, such as cloth, lightweight wood, loose objects, debris and plant matter may be torn or blown away, and weak or defective structures or vessels may be ripped to pieces or destroyed. Untethered individuals are swept up and blown great distances, and even those tethered risk severe injury. Those out in the open risk being hit with windswept debris. Unsecured structures may be pushed extremely long distances. The wind's impact on the water makes staying dry almost impossible.

Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

Humid - Sauna: What was once humid is now suffocating. Creatures are only capable of a quarter of their maximum travel distance before becoming exhausted, and they cannot exceed half their maximum travel distance. Anything porous, such as fabric, becomes soaked, is unable to be dried, and may begin to rot. Sweating cannot keep creatures cool. Insects that do well in warm weather are thriving to their utmost, and are likely present to a nearly unbearable extent.

Frost - Snow: What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old.

Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance

Snow - Heavy Snow: What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance |

Local Fauna

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

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d20	Swamp Beasts
1-2	Constrictor snake [Roll 1d6]: 1-4: Constrictor snake 5-6: Giant constrictor snake
3	Crocodile [Roll 1d6]: 1-4: Crocodile 5-6: Giant crocodile
4	Spiders [Roll 1d6]: 1-4: Giant spider 5-6: Swarm of spiders
5-6	Giant frog

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

RABID... OTTERS?

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

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

Environmental Danger: Unintelligent Monster

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

Low Intelligence

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

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

d6	Swamp Unintelligent Monsters
1	Ghoul
2	Hydra
3	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
4	Shambling mound
5	Troll
6	Water elemental

Environmental Danger: Intelligent Monster

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

High Intelligence

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

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

d10	Swamp Intelligent Monsters
1	Frog-folk
2	Undead [Roll 1d8]: 1-4: Ghoul 5-6: Ghast 7: Wight 8: Revenant
3	Green hag
4	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
5	Lizardfolk [Roll 1d6]: 1-4: Lizardfolk 5-6: Lizardfolk shaman
6	Mephit
7	Oni
8	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
9	Will-o-wisp
10	Black dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

TUNDRA

You think back to childhood sermons preaching fire and brimstone. The priest was wrong, you understand now, for hell is cold.

Digging through the snow for lichen sapped all your energy, and a pungent, pitiful fire, more smoke than heat, is all you have to show for a day of hard labor. Still, once it has burnt down to ashes, you set your tent atop it, wrap up as best you can, and try to sleep.

The chattering of your own teeth snaps you awake. There is no sunrise; you know that the faltering sliver of yellow-gray light on the horizon is the best the sun will do for months. A racking cough seizes you as you fumble with your pack.

With effort, you break your fast, worrying at a strip of frozen seal meat. You have come to hate the taste of it, but there is nothing else to be had, so eat it you must. You feel a sudden pain, and feel around your mouth with half-numb fingers. Between your shaking, dark fingertips, you hold a bloody tooth. Revolted, you cast it into the snow.

You have to move. Every step is effort and agony, every rut the sled hits is a knife-sharp pain, but to stop is to die. A stomach spasm doubles you over, and another lung-burning cough takes hold. Despite being numb with cold, your face drips sweat. Your legs shake uncontrollably as you rise and press on. Gods, is there anything worse than walking? Maybe crawling would be easier.

Hours pass, or maybe days. The white of the sky becomes the white of the snow becomes the white of your frozen eyelashes. One foot in front of the other. Each step is a victory, each step is progress. Your mind wanders ahead to the whaling station, to a ship home, to lamps, and fires, and food. With every step, they are closer.

You stop to make camp, and collapse, exhausted. Rooting through the snow, you find the ashes of a spent fire, and a single, bloody tooth.

The tundra is an unforgiving environment, even for those that live there. The extreme cold saps energy, burning precious reserves simply to stay alive. Creatures here are tough, able to endure the brutal conditions by stockpiling resources in times of relative plenty. At extreme latitudes, it is possible that the tundra goes without daylight for weeks or months in the winter, and that the midnight sun can be seen at the height of summer.

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

Destination Location

Where in the tundra is the destination located?

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

Notable Environmental Features

What sort of notable landmarks are near the destination?

d20	Notable Environmental Features
1	**Small River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is 1d10 x 5 feet wide.
2	**Large River.** A flowing stream of water which courses from one location to another. The portion of the river nearby is (1d10 + 10) x 10 feet wide.
3-4	**Hill.** A rise of earth, often topped with grass or trees, 1d10 x 10 feet above ground level.
5-6	**Cliffs.** A steep rock face, 1d100 x 10 feet high.
7	**Deep Pit.** A deep pit, either naturally occurring (such as a sinkhole), or manually dug by a creature, 1d100 x 10 feet deep
8	**Small Mountain.** A rise of stone and earth that covers a significant amount of the land. The mountain is 1d4 thousand meters high.
9	**Large Mountain.** A great rise of stone and earth that covers a massive amount of space. The mountain is 1d8 + 4 thousand meters high.

d20	Notable Environmental Features
10-12	**Cave.** A natural hollow in a rock formation. The cave is big enough for… [Roll 1d8]: 1: 1 human-sized creature 2: 1d6 human-sized creatures 3: 1d20 human-sized creatures 4: 1 large creature 5: 1d6 large creatures 6: 1d12 large creatures 7: 1 extremely large creature 8: 1d6 extremely large creatures
13-14	**Crevasse.** A large, deep fissure or crack in the surface of the mountain.
15-16	**Crevice.** A tight, narrow fissure or crack in the surface of the mountain, likely no wider than an average person.
17	**Valley.** An area of low elevation in the landscape with steep rises either side of it. The valley floor is 1d100 x 10 feet lower than the highest point of the rises.
18	**Ridgeline.** A long crest in the landscape with a steep dropoff, approximately 1d20 miles long.
19	**Hot Springs.** A pool of water, connected to hydrothermal vents far below the earth's surface. The pool is quite large, and temperatures range from warm to scalding hot.
20	**Great Animal Skeleton.** A skeleton of a colossal creature, either recently or long-since dead. The skeleton is… [Roll 1d6]: 1-2: Completely buried 3-4: Partially exposed 5-6: Entirely exposed

Tundra Discovery

What, if anything, is ripe for discovery on, under, or encased in, the ice and snow?

d20	Tundra Discovery
1-9	Nothing.
10-13	**Dead Adventurer.** The corpse of a deceased adventurer lies buried, or partially buried under a layer of ice and/or snow. The adventurer was… [Roll 1d12]: 1: Broke 2-3: Poor 4-7: Modest 8-9: Wealthy 10-11: Rich 12: Exceedingly rich [Roll 1d12]: 1: Utterly unequipped 2-6: Functionally equipped 7-9: Well-equipped 10: Perfectly equipped [Roll 1d12]: 1: Carrying no other items 2-3: Carrying a family keepsake 4-7: Carrying a magic item (not armor or a weapon) 8-9: Carrying a magic weapon 10-11: Carrying magic armor 12: Carrying an important item that is being widely sought
14-16	**Preserved Creature.** An ancient creature lies, perfectly preserved, in a solid block of ice and/or snow. The creature is… [Roll 1d6]: 1-2: Carnivorous 3-4: Herbivorous 5-6: Omnivorous [Roll 1d20]: 1-3: An amphibian 4-5: A bird 6: An insect or arachnid 7: A fish 8-13: A mammal 14-16: A reptile 17: A draconic creature 18: A humanoid 19: A hideous monstrosity 20: An undead creature [Roll 1d4]: 1: A lesser ancestor of a currently-existing creature 2: An equal ancestor a currently-existing creature 3: A greater ancestor of of a currently-existing creature 4: One thought to be extinct

d20	Tundra Discovery
17	**Buried Chest.** An old, locked chest is held within the permafrost. The chest contains… [Roll 1d12]: 1: An I.O.U. note 2: A small number of low-value coins 3-4: A few valuable coins 5-7: Lots of valuable coins 8-9: Lots of valuable coins and gems 10-11: Lots of valuable coins, gems, and a magic item 12: Lots of valuable coins, gems, and 1d6 magic items
18	**Sign.** A sign has been posted nearby. It is… [Roll 1d6]: 1: An advertisement 2: Directions 3: A request 4: A trick 5-6: A warning
19	**Equipment.** There are 1d6 pieces of equipment scattered in the ice and snow. [Roll 1d12, 1d6 times]: 1: Light armor 2: Medium armor 3: Heavy armor 4: Simple melee weapon 5: Martial melee weapon 6: Special or strange melee weapon 7: Simple ranged weapon 8: Martial ranged weapon 9: Special or strange ranged weapon 10: Exploration or climbing tools 11: Food 12: Clothing
20	**Cart.** The cart of a traveling merchant is broken down nearby, but secluded, buried, or otherwise obscured. It shows signs of having been here for a long time, but the contents of the wagon are in new, or unused, condition (accounting for the normal ravages of time). The wagon is completely stocked with the kind of items one might find at most general good stores (GM's discretion).

Destination Terrain

What is the tundra like where the destination is located, or nearby?

d8	Destination Terrain
1	**Flat.** The destination is in an area of flat ground. This offers a clear line of sight to and from the destination, and therefore leaves it open to observation.
2	**Slope.** The destination is on a sloped portion of land, such as a mountainside or hillside. This elevation could allow for easier defensibility against any who try to proceed uphill toward the destination.
3	**Rock Formation.** The destination is stationed on a hard, rocky outcropping, shelf, or other natural, stable, rock formation. It is likely making use of any advantages provided by the rock formation.
4	**Rock Trenches.** The destination is near, or in, deep trenches in the tundra's bedrock. These trenches could create difficult approaches, obscure line of sight, and be confusing to navigate, for anyone attempting to enter or leave.
5	**Canyon.** The destination is near, or in, a canyon. Depending on the size of the canyon, this might be a great defensive feature or an equally great inconvenience. If the destination is atop the canyon, is there a bridge to the other side? If it's at the bottom, how do people get to and from it?
6	**Caves.** The destination is near a system of caves, inhabited or abandone. There may be one entrance, or many. If many, these could be separate and spread throughout the system, or they could be clustered together, creating a honeycomb effect.
7	**Snowdrifts.** The destination is in the midst of rolling swells of snow. The drifts could create difficult approaches, obscure line of sight, and be confusing to navigate, for anyone attempting to enter or leave.
8	**Ice Formation.** The destination is found on, or near, one or more massive pieces of ice. These formations are large enough to be a significant feature of the skyline, such as a hill or outcrop made entirely of ice. They could also be in the form of large shards, crags, icebergs, etc.

Creatures In The Cold

Cold temperatures can be especially brutal. The weather tables below present conditions or problems a creature may encounter in a cold environment. Consider the following when rolling and interpreting the results on the tables:

Immunities. Any creature that is immune to cold, native to a similar environment, and/or capable of survival in extremely cold conditions would not suffer from exhaustion or other setbacks mentioned in the table below.

Resistances. When the table below references exhaustion or other setbacks a creature would face due to cold, treat any creature that is resistant (but not immune) to cold as being tougher. The creature may be able to stay out in the cold a while longer before the negative effects set in, or perhaps the negative effects set in just as fast, but aren't quite as harmful. How you approach this is dependent on the game system you're using.

Exhaustion. Your game may or may not have rules to deal with an exhausted character. If your chosen system does not have an exhaustion mechanic, use whatever your chosen system provides to create penalties and setbacks to accurately reflect the toll that traveling through extremely cold conditions has on the average humanoid.

Frostbite. Frostbite is a serious condition that can be suffered when skin is exposed to (or is poorly protected from) very cold temperatures. When frostbite develops, the skin and underlying tissue freezes and can die completely. Typically, the areas most affected are on the face, and extremities such as fingers and toes. There are a few stages:

- Stage 1: Frostnip. The skin gets red, cold, firm, and numb. The skin can be warmed back up and, as it is, the creature feels a minorly painful 'pins-and-needles' kind of sensation, but no permanent damage to the skin occurs.

- Stage 2: Superficial Frostbite. The skin goes from red to very pale, and the skin may (counterintuitively) start to feel warm. The skin can be rewarmed, but may take on a mottled appearance, and there will likely be pain, such as burning, stinging, and swelling. Within a day or two, serious blisters may show up on the affected area.

- Stage 3: Deep Frostbite. The skin turns white or blue-grey, and the tissues beneath all freeze. The affected area will likely feel numb to all sensation, and muscles may cease to work. Within a day or two of rewarming, serious blistering occurs, after which the affected skin and tissue hardens, turns black, and dies.

OPTION: IMPLEMENTING FROSTBITE

If the temperature in and around your destination is far below freezing, or if there is a freezing wind, you wish to implement frostbite into your game. Note any creatures that have exposed skin, and think of penalties that could reasonably apply. For example, frostbite on hands and fingers could make dexterity related checks more difficult, while frostbite on feet and toes could reduce speed. Frostbite on the face may not necessarily present a specific penalty in the tundra, but the scarring and damage could affect creatures long-term, especially if they care what they look like.

Recent Weather

How has the weather been recently?

d20	Recent Weather
1-2	**Mild.** The weather has been warmer than usual, allowing for easier travel than would normally be expected.
4-6	**Cold.** The weather has been very cold. Travelling without finding adequate cover and a way to get warm is dangerous. If a creature spends 8 hours traveling in this cold without taking at least 1 hour to shelter from the elements, they will grow exhausted. Frostbite is possible.
7-13	**Bitter Cold.** The weather has been incredibly cold. Travelling without finding adequate cover and a way to get warm is perilous. If a creature spends 4 hours traveling in this cold without taking at least 1 hour to shelter from the elements, they will grow extremely exhausted. Frostbite is likely.
14-15	**Snow.** It has snowed recently and is 1d12 inches deep. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible. Maximum Travel Speed: Normal, Difficult Terrain.
16	**Heavy Snow.** There has been heavy snow recently; 1d4 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered). Maximum Travel Speed: Slow; Difficult Terrain
17-18	**Blizzard.** There has been very heavy snow recently; 1d6+4 feet has accumulated so far. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult. Sleeping outside without shelter risks great danger, such as hypothermia and frostbite. Tracks in the snow are easier to follow (unless disturbed or covered). Maximum Travel Speed: Slow; Difficult Terrain
19-20	**Sleet.** There has been freezing rain recently, falling in sheets and turning the water into semi-frozen, stinging shards of ice. Visibility is poor and movement is difficult. Creatures out in the lashing storm risk laceration in addition to being soaked as the ice thaws on the creature's body, creating a massive risk of frostbite and hypothermia. Tracking anything by mundane means is impossible. Maximum Travel Speed: Slow; Difficult Terrain

Current Weather

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

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
1-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Snow - Heavy Snow: What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Heavy Snow - Blizzard: What was once heavy snow is now a furious blizzard. 1d6 + 4 feet has accumulated and more is coming down. Surfaces of bodies of water in this area have frozen 4d4 inches thick and can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without shelter risks great danger. Exposed fires are nearly impossible to keep lit. Hypothermia is all but guaranteed for any traveller who stays damp or wet for any length of time. Falling snow and swirling winds make following tracks almost impossible.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Extremely Short Distance

d6	Current Weather
6	**Blizzard - Whiteout:** What was once a blizzard has turned into a blinding whiteout. 1d6 + 4 feet has accumulated already, and more is coming down fast. Visibility is impossible, unless the eyes are shielded somehow, and even then, only out to a few feet. Swirling snow and force of wind makes keeping a sense of direction for travel extremely difficult. Exposed skin takes damage from the cold, breathing without adequate protection of the nose and mouth is painful, and prolonged exposure can be fatal. Fires out in the open are impossible to keep lit and tracking is impossible by mundane means. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Extremely Short Distance **Sleet - Ice Storm:** What was once sleet is now lashing sheets of ice, no longer in semi-frozen droplets, but instead solid shards roughly an inch or more in diameter. The ice pounds down and damages just about anything it hits (shattering glass, denting thin metal, breaking shingles, etc.). Exposed creatures without protection from the bludgeoning impacts of the weather, risk bruises, cuts, broken bones, or sensory impairment, if hit. Exposed fires are nearly impossible to keep lit. Hypothermia is all but guaranteed for any traveller who stays damp or wet for any length of time. Falling snow and swirling winds make following tracks almost impossible. Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d8	Tundra Beasts
1	Blood hawk
2	Giant weasel
3	Giant owl
4	Brown bear
5	Polar bear
6	Saber-toothed tiger
7	Mammoth
8	Roll on the **typically nonthreatening beasts** table below.

Rabid... Lemmings?

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

1d6	Typically Nonthreatening Beasts
1-2	**Large.** Musk ox, yak, deer
3-4	**Small.** Lemming, fox, weasel, badger
5-6	**Bird.** Grouse, penguin, owl

Environmental Danger: Unintelligent Monster

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

LOW INTELLIGENCE

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

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

d6	Tundra Unintelligent Monsters
1	Griffon
2	Manticore
3	Remorhaz [Roll 1d6]: 1-2: Young remorhaz 3-6: Remorhaz
4	Roc
5	Troll
6	Winter wolf

Environmental Danger: Intelligent Monster

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

HIGH INTELLIGENCE

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

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

d20	Tundra Intelligent Monsters
1-2	Frost giant
3	Mephit
4-6	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
7-10	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
11-14	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
15	Revenant
16	Werebear
17-19	Yeti
20	White dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Underground

Moisture drips from the natural stone of the tunnel, causing your torch to intermittently fizz and hiss. You've always fancied yourself the adventurous type, so when a post went up on the tavern board for a cave expedition, you jumped at it. It also didn't hurt that the pay was incredible. Now, you are sure you'll never see a single clipped copper. If you can just make it out of here, you won't even care.

Your whole sorry team was dead. A tunnel collapse buried two of them, and a loose boulder crushed a third while you tried to dig the first two out. The team leader claimed to have done this many times before, but your experience has made you doubt. Alas, you'll never know, because yesterday they were snatched by something hiding in a side tunnel. All you heard was a scream, a growl, a wet squelch, then echoing silence.

Your torchlight flickers feebly, illuminating the stone and earth overhead. An involuntary shudder goes down your spine as you imagine the sheer weight of the earth above you. Efforts toward distracting yourself prove futile, that is, until you enter the cavern.

A crystal-studded ceiling and mirror-smooth pools of water glimmer in the mesmerizing light of thousands of glowing mushrooms. You recognize the mushrooms and pick one, recalling from an old manual you picked up and hastily fingered through before leaving home that they taste funny but are very nutritious, and give an excellent boost of energy.

As you swallow, your tongue feels dry, and your throat feels… tight. You dump your pack, find your herb manual, locate the mushroom, and— oh. You break out in a sweat. The book illustration didn't have— You drop the book and cough, trying to clear your throat to no avail. You drag a labored breath through your nostrils but it's not enough. Blood thunders in your ears and your vision narrows to a dim tunnel. You drop and lay curled your side. Another agonizing, groaning, straining inhalation later and the tunnels in your vision grow darker. And darker. And darker.

Beneath the ground is another world entirely, one almost entirely alien to those who walk beneath the open sky. Most only skim the surface, venturing into caves or catacombs only briefly but, beyond those small footholds, a vast, sunless expanse looms. Life here is rare; without light, the plants that are needed for almost every other ecosystem to function cannot grow. Instead, creatures scratch a living off fungi, minerals, or those that stumble in from the surface.

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

Underground Entry Size

How large is the entrance into the underground from the surface?

d12	Underground Entrance Size
1-3	**Tight.** The entrance is of a sufficient size for a small creature to get through comfortably but, for medium or large creatures, it is an uncomfortable squeeze.
4-8	**Modest.** The entrance is of a sufficient size for medium, or even large creatures, to get through comfortably, but any huge creatures would find it difficult.
9-11	**Large.** The entrance is of a sufficient size for huge vehicles like warwagons, and any creatures of an equivalent size.
12	**Gigantic.** The entrance is massive, of a sufficient size for gargantuan creatures like dragons, enormous vehicles such as siege engines and trebuchets, or for several smaller creatures or vehicles to travel abreast.

Underground Entry Door

What kind of entryway, or door, leads to the underground destination?

d12	Underground Entry Door
1-2	**Open.** The entrance is a natural, uncovered opening, somewhere on the surface.
3-5	**Makeshift.** The entrance is covered by an ill-fitting 'door', not built for purpose, which partially covers the entryway. This might be something like a piece of scrap wood or metal, or an object of similar size to the opening.
6-9	**Fitted.** The entrance is covered by a door that was built for this opening. It opens and closes as intended, and seals the opening when closed.
10-11	**Fortified.** The entrance is covered by a door that was built for this opening, which is reinforced in some way, or made from particularly strong materials. It opens and closes as intended, seals the opening when closed, is sturdy, and is able to resist some degree of force.
12	**Hewn.** The door that covers the entrance is cut from the material in which it is set. If the surrounding material is not suitable, such as sand or soil, the door is instead made directly from something in the local region (such as locally harvested stone or lumber). The door is well-built, extremely strong, and functions entirely as intended. It seals very tight when closed, and is resistant to all but the greatest force.

Underground Entry Visibility

What kind of camouflage, disguise, or obscurement, if any, conceals the entryway?

Note: If your **destination type** is 'hideout', your **cover** roll details how well-hidden the destination itself is, while this **entry visibility** roll details how well-hidden the entrance into the whole underground **environment** is.

d12	Underground Entry Visibility
1-6	**Undisguised.** The entry is in plain view. It may be naturally occurring, or perhaps either no one thought to cover it, thought that it was necessary, or could think of no simple or suitable way to cover it.
7-9	**Naturally Hidden.** The entry is not immediately visible unless approaching from a particular angle, or it may be otherwise obscured by its surrounding environment.
10-11	**Manually Hidden.** The entry has been obscured or camouflaged purposefully, by someone or something, using mundane means such as by building a structure around it or disguising it somehow.
12	**Magically Hidden.** The entry has been obscured or camouflaged purposefully, by someone or something, using magical means, such as a glamor or spell.

Destination Depth

How deep underground is the destination located?

d12	Destination Depth
1-2	**Surface Adjacent.** The destination is very close to the surface, possibly even in sight of it.
3-6	**Shallow.** The destination is 1d10 x 10 feet below the surface.
7-9	**Moderate.** The destination is 1d10 x 100 feet below the surface.
10-11	**Deep.** The destination is (1d2 + 1) x 1000 feet below the surface.
12	**Very Deep.** The destination is (2d4 + 1) x 1000 feet below the surface.

Underground Type

What sort of underground area is the destination found in?

d20	Underground Type
1-6	**Small Cavern.** The destination is found in a small, open underground space. The cavern's ceiling and dimensions are only just large enough to accommodate the destination.
7-12	**Moderate Cavern.** The destination is found in a considerable, open underground space. The cavern's ceiling is high and there is enough space around the destination to be able to see it from a distance.
13-16	**Massive Cavern.** The destination is found in a gigantic, open underground space. The cavern has a very high ceiling, and destination might even be only one of several points of interest in the cavern.
17-19	**Tunnel System.** The destination is found somewhere within a maze or warren of tunnels.
20	**Tunnel.** The destination is found in a single, direct tunnel running from the underground entryway to the destination's location.

Water Presence

What kind of water source, if any, can be found in or near the destination?

d20	Water Presence
1-4	**None.** The area around the destination is bone dry; the air lacks humidity and moisture. Things feel arid, almost dusty, turning some of the organic material brittle.
5-7	**Small Pool.** There is a small pool of water nearby, approximately 1d6 + 4 feet across. The air has some noticeable humidity.
8-10	**Large Pool.** There is a large pool of water nearby, approximately 1d10 + 10 feet across. The air has very noticeable humidity, unless the space itself is very large.
11-12	**Multiple Small Pools.** There are 1d20 small pools of water nearby. Each of the pools are approximately 5 - 10 feet in diameter.
13-14	**Multiple Large Pools.** There are 1d20 large pools of water nearby. Each of the pools are approximately 10 - 20 feet in diameter.
15-16	**Lake.** There is an underground lake nearby. It is (2d12 + 3) x 10 feet in diameter, at its widest point.
17-18	**Stream.** There is a stream of running water that passes nearby. It is… [Roll 1d10]: 1-4: 5 feet wide 5-7: 10 feet wide 8-9: 15 feet wide 10: 20 feet wide
19	**Waterfall - Bottom.** There is an underground waterfall, the bottom of which is nearby.
20	**Waterfall - Top.** There is an underground waterfall, the top of which is nearby.

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1-3	**Crystals - Colorless.** The area is studded with crystals, which sprout from various surrounding surfaces. The crystals are… [Roll 1d4]: 1: Opaque 2-3: Translucent 4: Transparent
4-5	**Crystals - Monochrome.** The area is studded with crystals of a single color, which sprout from various surrounding surfaces. The crystals are… [Roll 1d10]: 1: Red 2: Orange 3: Yellow 4: Green 5: Blue 6: Purple 7: Brown 8: Amber 9: White 10: Black
6	**Crystals - Multi-Colored.** The area is studded with crystals of various shades, which sprout from various surrounding surfaces. The crystals are… [Roll 1d4]: 1: Duo-Color (roll for two colors) 2-3: Tri-Color (roll for three colors) 4: Quad-Color (roll for four colors) [Roll 1d10]: 1: Red 2: Orange 3: Yellow 4: Green 5: Blue 6: Purple 7: Brown 8: Amber 9: White 10: Black
7-10	**Pillars.** The area around the destination contains 1d12 pillars, connecting floor to ceiling. For each pillar, roll 1d4. The pillar's diameter is… [Roll 1d4]: 1: 5 feet 2: 10 feet 3: 15 feet 4: 20 feet
11-15	**Fungus - Normal.** The area around the destination is rich with mushrooms. These mushrooms are… [Roll 1d12]: 1: Lethally poisonous 2-3: Mildly poisonous 4-7: Foul-tasting, but harmless 8-9: Mildly nutritious 10-11: Extremely nutritious 12: Hallucinogenic

d20	Notable Environmental Features
16-17	**Fungus - Bioluminescent.** The area around the destination is rich with glowing mushrooms. These mushrooms… [Roll 1d4]: 1: Faintly glow, providing no light beyond themselves 2-3: Dimly glow, providing low light beyond themselves 4: Brightly glow, providing bright light beyond themselves [Roll 1d8]: 1: Red glow 2: Orange glow 3: Yellow glow 4: Green glow 5: Blue glow 6: Purple glow 7: White glow 8: Shifting glow (Roll 2d8 to determine what colors it shifts between) [Roll 1d12]: 1: Lethally poisonous 2-3: Mildly poisonous 4-7: Foul-tasting, but harmless 8-9: Mildly nutritious 10-11: Extremely nutritious 12: Hallucinogenic
18	**Ice.** The area around the destination has natural ice formations. [Roll 1d6]: 1-2: Large shards and spines of ice extend from surrounding surfaces 3-4: A thin layer of ice covers almost everything in the area 5-6: A significant portion of the surrounding environment is solid ice
19	**Magma flow.** The area around the destination is heated and lit by a flowing course of magma. The width of the flow nearby is… [Roll 1d4]: 1: 5 feet 2: 10 feet 3: 15 feet 4: 20 feet
20	**Side Areas.** The area around the destination has additional spaces or features. There is a… [Roll 1d10]: 1: Small Cave 2: Large Cave 3: Short Tunnel 4: Long Tunnel 5: Tunnel Network 6: Burrow 7: Breeding Ground 8: Hive 9: Deep Pit 10: Constructed Building

Area Stability

How stable is the area surrounding the destination?

d12	Area Stability
1	**Volatile.** For each hour spent in the area of the destination, roll a d20. On results of 15-20, there is some form of crack, collapse, or other breakage.
2-3	**Tumultuous.** For each hour spent in the area of the destination, roll a d20. On results of 18-20, there is some form of crack, collapse, or other breakage.
4-6	**Upset.** For each hour spent in the area of the destination, roll a d20. On results of 20, there is some form of crack, collapse, or other breakage.
7-12	**Solid.** There are no stability issues in the area. Everything is firm and unshakable.

Local Fauna

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

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

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

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d20	Underground Beasts
1-2	Bat [Roll 1d6]: 1-4: Giant bat 5-6: Swarm of bats
3	Giant constrictor snake
4	Giant centipede
5	Giant fire beetle
6	Giant lizard
7	Giant toad
8-9	Poisonous snake [Roll 1d6]: 1-4: Poisonous snake 5-6: Swarm of poisonous snakes
10	Polar bear
11	Stirge
12-13	Swarm of beetles
14-15	Swarm of insects
16-17	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
18-19	Spider [Roll 1d6]: 1-4: Giant spider 5-6: Swarm of spiders
20	Roll on the **typically nonthreatening beasts** table below.

1d6	Typically Nonthreatening Beasts
1	**Small Predator.** Bat, mole, rat
2	**Fish.** Cave fish
3	**Cold-Blooded.** Salamander, olm
4	**Insect.** Cricket

Environmental Danger: Unintelligent Monsters

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

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

d100	Underground Unintelligent Monsters
1-3	Behir
4-6	Chimera
7-10	Chuul
11-13	Darkmantle
14-17	Earth elemental
18-21	Fire snake
22-26	Gargoyle
27-30	Gibbering mouther
31-33	Grick [Roll 1d6]: 1-4: Grick 5-6: Grick alpha

d100	Underground Unintelligent Monsters
34-36	Hell hound
37-39	Hook horror
40-42	Mimic
43-46	Minotaur [Roll 1d6]: 1-4: Minotaur skeleton 5-6: Minotaur
47-49	Ogre [Roll 1d6]: 1-4: Half-ogre 5-6: Ogre
50-56	Oozes [Roll 1d8]: 1-3: Gray ooze 4-5: Ochre jelly 6-7: Gelatinous cube 8: Black pudding
57-60	Otyugh
61-65	Phase spider
66-71	Purple worm
72-74	Roper maggot
76-81	Rust monster
82-84	Shadow
86-89	Shrieker
90-94	Troglodyte
95-100	Troll

Environmental Danger: Intelligent Monster

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

HIGH INTELLIGENCE

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

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

d100	Underground Intelligent Monsters
1-2	Aboleth
3	Bone naga
4-6	Cyclops
7	Dao
8-11	Cloaker
12-17	Deep races [Roll 1d6]: 1-2: Dark elves 3-4: Deep dwarves 5-6: Deep gnomes
18-19	Doppelganger
20-22	Drider
23-25	Flameskull
26-27	Flumph
28-29	Fomorian
30-31	Giant [Roll 1d6]: 1-2: Ettin 3-5: Stone giant 6: Fire giant
32-34	Ghoul [Roll 1d6]: 1-3: Ghoul 4-5: Ghast 6: Wight
35-39	Goblinoid [Roll 1d6]: 1-3: Goblin 4-5: Bugbear 6: Goblin boss
40-41	Grell
42-44	Grimlock

d100	Underground Intelligent Monsters
45-49	Hobgoblin [Roll 1d6]: 1-3: Hobgoblin 4-5: Hobgoblin captain 6: Hobgoblin warlord
50-55	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
56-57	Mephit
58-61	Mushroom-folk [Roll 1d6]: 1-4: Sprout 5-6: Adult
62-64	Nothic
66-69	Oni
70-74	Orc [Roll 1d6]: 1-3: Orc 4-5: Orc shaman 6: Orc champion
75-79	Roper
80-83	Sahuagin [Roll 1d6]: 1-3: Basic sahuagin 4-5: Sahuagin fighter 6: Sahuagin spellcaster
84-87	Salamander
88-92	Spirit [Roll 1d6]: 1-3: Specter 4-5: Ghost 6: Wraith
93	Spirit naga
94	Vampire spawn
95-97	Walking brain
98	Water weird
99	Xorn
100	Red shadow dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Urban

You step in another puddle of gods-know-what, and make a mental note to take a carriage next time. It was foolish to stay out this late, but that money was burning a hole in your coin purse, so had to be spent somewhere. Perhaps you had been a bit too open about your newfound wealth, but hadn't you as much a right to walk these streets as anyone?

You tell yourself you're not scared, and try to believe it. You're only imagining that muttered conversations cease as you pass by. Those glances, almost hungry, predatory, are simply tricks of the light. The two figures behind you though, the ones you are sure left the tavern as you did, those are harder to dismiss as harmless. It's like taming an animal, you think; you can't let them smell fear.

The streets of the merchants' quarter feel different after dark, muted, and dead. You silently curse whatever lackadaisical lamplighter was responsible for the pooling shadows spilling out from every alley. You chance a glance backwards. They're still there, lazily keeping stride.

You up your pace, and turn into a sidestreet. It's not exactly a shortcut, but you think you can find your way home from here. Left, right, and was it another left? It looks different in the dark. You look back to check, and they're still there. You can't help it, you break into a run.

It's foolish, you know, but the prickle of fear has turned into a throbbing

drum of panic. You clatter over the cobblestones, and pray that some instinctive force will guide you home through the warren of backstreets.

Home. The thought sours in your mind. Was that not exactly where your pursuers wanted you to lead them? Why take your spare change, when they could rob whatever you, as free-spending as you had proved yourself to be, deemed too valuable to remove from the house? As you weigh your options, your foot catches on a loose stone, and you add the mason to your curses. You realize you haven't a clue where you are. There seems to be no way through the alley, which grows suddenly darker, as two figures move to block the exit.

An urban environment is somewhere that has been settled, established, and developed significantly from its natural state. While a small town or village might still be heavily influenced by the natural environment in which it is built, an urban environment is one which is primarily defined by structures, usually a collection of residences, businesses, and public places. Larger urban environments might be made up of distinct districts, which may specialize in a trade or commodity, or be defined by a particular culture that resides there, so consider whether the particulars of your urban environment are true for the settlement as a whole, or just the immediate vicinity of your destination.

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

Destination Location

Where in the urban area is the destination located?

d4	Destination Location
1	**Urban Edge.** The destination is found at the outer edge of the urban area, where it meets a bordering region or biome.
2	**Outer Urban.** The destination is closer to the outer edge of the urban area than its center.
3	**Inner Urban.** The destination is closer to the center of the urban area than its outer edge.
4	**Urban Center.** The destination is found deep within the urban area, either in, or just a short walk from, its center or most heavily-trafficked portion.

Area Condition

What state is the area around the destination in?

d4	Area Condition
1	**Derelict.** The destination's environment is in a terrible state; the worst it could possibly be before people would be forced to abandon it entirely. Roads are broken, or are just filthy dirt or mud paths. Structures in the immediate area are in a deplorable state; they may be in severe disrepair, abandoned, condemned, or have completely collapsed. There is no reason for visitors to come here, so most folks are either residents, criminals, or other shady types that benefit from the general lack of traffic.
2	**Rough.** The destination's environment is not hospitable. Most structures are in a state of disrepair; keeping things looking presentable is clearly not seen as important. Roads are dirty or poorly maintained, but still usable (even if doing so is not the most pleasant). The whole place has a general sense of unease. Public safety and security is clearly not a priority here, and it is dangerous to walk around alone.
3	**Good.** The destination's environment is acceptable, and at an average level of cleanliness for a place of its kind. The area is in a functional and decent condition and state of repair, though there are still flaws. It is not typically regarded as a dangerous place to be (current **danger** notwithstanding).
4	**Excellent.** The destination's environment is very nice. Roads and walkways are well-maintained, structures are in good condition, and the place looks clean and tidy. Public safety is not often a concern here (current **danger** notwithstanding). This might be thanks to the work of vigilant law enforcement, other parties who keep things safe, or an arrangement between certain powerful individuals.

Area Density

How dense are the structures, properties, or plots in the area where the destination is located?

d4	Area Density
1	**Lonely.** The destination is the only structure of note in the area. All others have either collapsed or been destroyed, or there were none there to begin with.
2	**Sparse.** The destination is one of just a few places of note in the immediate vicinity. There is a considerable amount of space between most structures, unless their owners have deliberately chosen to place them close together.
3	**Snug.** The destination is surrounded by several places of note. It's immediate neighbours are closeby, with little space separating them from one another. There are few, if any, large open spaces nearby, unless the destination is on the very edge of the urban area.
4	**Cramped.** The destination is almost, or completely, enclosed by other places of note. Structures in the immediate area are side-by-side, pressed tightly together with nothing but narrow walkways separating them.

Notable Environmental Features

What sort of notable landmarks or features are nearby?

d20	Notable Environmental Features
1	**Demolition.** Roll again, ignoring and rerolling results of 1 and 20. The destination has whichever feature is rolled nearby, but it is in the process of being demolished.
2	**Intersection.** A place where two important roads meet.
3	**Thoroughfare.** A main, connecting road through the area, either for vehicles or pedestrians.
4	**Warehouse.** A storage building for many types of goods, or one specific item.
5	**Local Charm.** A landmark, or place of note that locals favor, view as a good luck charm, or otherwise has notable positive significance to the community.
6	**Local Shunned.** A landmark, or place of note that locals dislike, see as an eyesore or a harbinger of bad luck, or reminds the community of something unpleasant.
7	**Government or Law Enforcement.** A place where governmental or law enforcement duties take place. It could be a finance building, constable's office, prison, guarded toll or checkpoint, or even a gallows, to name a few.
8	**Religious.** A structure or gathering place of religious significance. This could be an artifact or symbol, a shrine or memorial, or a temple building.
9	**Resource - Water.** A pool, well, stream, or other source of water. This water is likely fresh, and a place locals frequent, but it could instead be corrupted, poisoned, or otherwise experiencing a kind of problem.
10	**Resource - Food.** A place where food is gathered, made or processed. This could be anything from an egg farm, to a slaughterhouse, to a bakery.
11	**Magic.** A place tied closely to magic. It could be a nexus, or place where magic manifests on its own, or could be a magical academy, a shop selling magic goods, or the home of a skilled practitioner of magic.
12	**High Points.** A place that is taller than most (or even all) nearby structures. This could be a clocktower, belltower, steeple, etc.

d20	Notable Environmental Features
13	**Market.** An area dedicated to selling goods, services, or both. This could be a gathering of stalls, a row (or rows) of permanent businesses, or a mix of both.
14	**Burial Ground.** An area dedicated to housing the remains of the dead. This could be a graveyard, a crypt, a combination of the two, or an individual plot (such as a single grave or mausoleum on private land).
15	**Educational.** A place that is focused on instruction. This could be a school for children and/or young people to receive a general education, or one that is more specialized, such as a trade school.
16	**Residential (Impoverished).** An area of residences inhabited by the impoverished. These might vary in size, cleanliness, population density and building type. This could also encompass somewhere like a charitable group home or facility.
17	**Residential.** An area of residences, of average size, quality, and upkeep for the area. The type of residence will almost certainly depend on your destination location, and the type and size of your urban environment.
18	**Residential (Wealthy).** An area of residences that are of greater than average size, quality, and upkeep for the area, so cost significantly more money to buy. These may be mansions or estates, or could be smaller places in very desirable locations.
19	**Operational.** A place where an organization is managed from, such as a guild, bank, charity, member's club, association, militia, or military force.
20	**Construction.** Roll again, ignoring and rerolling results of 1 and 20. The destination has whichever feature is rolled nearby, but it is in the process of being built or established.

Local Behavior

What sort of behavior usually takes place in and around the destination?

d10	Local Behavior
1	**Carousing.** In and around the environment of the destination, locals come to drink, party, and make merry.
2	**Devotion.** In and around the environment of the destination, locals express or practice some form of devotion. This could be romantic, religious, or otherwise, such as a place where knights take their vows.
3	**Fighting.** In and around the environment of the destination, there is usually violence. There could be a rowdy tavern, dueling green, underground fight club, or arena nearby, or the locals might simply take their grievances to the streets.
4	**Rushing.** In and around the environment of the destination, passersby appear to be in a hurry. Perhaps the destination is near an important place that requires promptness and punctuality from visitors.
5	**Shady Dealings.** In and around the environment of the destination, various illicit, illegal, or secret activities or business transactions take place. The area may lack adequate law enforcement, or just attract a certain sector of society.
6	**Musical.** In and around the environment of the destination, there is often music. There might be a stage, theater, site of religious worship, or tavern with live music nearby, or the locals may simply sing, play, perform, hum or whistle in the streets.
7	**Trading.** In and around the environment of the destination, there are a fair amount of commercial dealings. The area might be full of shops and services, be near the marketplace or docks, or locals may sell wares outside their homes.
8	**Transport.** In and around the environment of the destination is a transportation hub, such as docks, a caravan staging area, a local stable, or something of that nature.
9	**Working.** In and around the environment of the destination, locals are often laboring. The destination may be on or near a construction site, mine or farm (particularly if it is on the edge of the urban environment), there may be roadworks, a community garden or allotment, or the area may be under redevelopment.
10	**Multiple.** In and around the environment of the destination, multiple different behaviors take place. Roll 2d10 on this table, rerolling results of 10. Both of these behaviors are present.

Secrets

What, if any, secrets are being concealed in the area around the destination?

d12	Secrets
1-6	**None.** There are no secrets being concealed in the area around the destination.
7	**Dead Drop.** The area around the destination is near a spot used for covert transfer of goods or information.
8	**Distillery.** The area around the destination has an unregistered, alcohol-making facility.
9	**Entertainment.** The area around the destination offers a particular form of underground entertainment, such as gambling, fighting, musical performance, etc.
10	**Meeting Place.** The area around the destination is full of places where groups can convene in secret.
11	**Stockpile.** The area around the destination conceals a hidden stash of something.
12	**Tunnel.** The area around the destination conceals the entrance to a tunnel; perhaps it runs underneath the destination to a particular location, or allows passage into or out of the urban area.

Recent Weather

How has the weather been recently?

d8	Recent Weather
1-3	**Mild.** The weather has been unremarkable, tame, and average for the region and season. If there was any precipitation, it was not enough to leave behind any difficult terrain.
4-5	**Rain.** There has been rain recently. Paved surfaces are slick, unpaved surfaces are soft and muddy so tracking in them is easy (though covering one's tracks is not). If the destination has some form of drainage system, the water may have largely run off but, if there is not, there may be a few inches of water on the roads.
6	**Gale Force Winds.** There have been strong winds recently, enough to blow a person off their feet if they are not tethered, heavy or otherwise stabilized. The gale has scattered loose material (sand, dirt, etc.), and uprooted nearby shrubs or trees. Footpaths may now be difficult or impossible to find, having been disturbed, swept away, or covered over. Temporary, or poorly-maintained, structures may have been blown over, damaged or torn apart. Tracking impressions, such as footprints, over soft ground is impossible.
7-8	**Seasonal Weather.** Refer to the options below and select the appropriate result, depending on the current season in your campaign.

Heavy Rain [Spring]. There have been heavy amounts of rain recently, leaving paved surfaces slick, and unpaved surfaces very muddy. Rivers and streams may have overflowed their banks. Low-lying paths of travel without drainage have likely been flooded or washed out, and certain parts of the area may be inaccessible.

Maximum Travel Speed: Slow; Difficult Terrain

Dry [Summer]. There has been a lack of rain, so conditions are quite dry. Plants exposed to these dry conditions are vulnerable to fire, unless within 100 feet of a body of water. If the area typically has naturally occurring supplies for a fire, finding those supplies is easy but, if adequate precautions are not taken, fires can easily get out of control.

d8	Recent Weather
7-8	*Frost [Autumn].* There have been extremely low temperatures at night; a layer of frost gathers on the ground and is still present in early morning. Sleeping outside takes a physical toll on anyone not used to, or ill-equipped for, sleeping in freezing temperatures, so hypothermia is possible.

Snow [Winter]. There has been snowfall recently, 1d12 inches deep. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. The snow makes tracking easier, but movement is more difficult. Sleeping outside without a consistent source of warmth and appropriate clothing will take a physical toll on anyone not used to sleeping in freezing temperatures, and hypothermia is possible.

Maximum Travel Speed: Normal, Difficult Terrain.

Current Weather

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

d6	Current Weather
1	**Shift.** The weather has shifted from what it was recently. Reroll on the **recent weather** table, ignoring and rerolling rolls that match your initial recent weather roll. Your result is the current weather.
2-3	**Mild.** The current weather is seasonably normal; any recent precipitation or rough weather has let up.
4-5	**Same As Recent.** The recent weather is still ongoing.
6	**Worse Than Recent.** A worse version of the recent weather has set in. See below and use the entry that relates to your **recent weather** result.

Mild - Shift: Reroll on the **recent weather** table, ignoring results of 'Mild'. Your result is the current weather.

Rain - Heavy Rain: What was once light to medium rain has turned heavy. Paved surfaces are slick, and unpaved surfaces are very muddy. Rivers and streams may have overflowed their banks. Low-lying paths of travel without drainage have likely been flooded or washed out, and certain parts of the area may be inaccessible.

Maximum Travel Speed: Slow; Difficult Terrain

Heavy Rain - Deluge: What was once heavy rain has turned into a severe downpour. Visibility is poor. Paved surfaces are at least slick, but may also be under several inches of water or more. Low-lying areas flood before travelers eyes, streams and rivers rush with the influx of additional water, and all but the heaviest things caught by the flow are carried away, including even very large trees.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Short Distance

Gale Force Winds - Windstorm: What was once strong winds has now turned into a hurricane, cyclone or tornado. Poorly constructed or lightweight structures are scattered, and parts of structures that are not secured are torn free. Loose debris, dirt, and dust are thrown into the air. The wind makes movement slow, and visibility is poor. If a creature is in an area where there is little or no cover, they are in serious danger of being hit by flying debris, or worse, being grabbed by the wind itself.

Maximum Travel Speed: Slow; Maximum Visibility: Short Distance

d6	Current Weather
6	***Dry - Fire:*** What was once merely dry has sparked a fire. Roll a d4. On a 1, it is just starting and a single property is ablaze. If reached in time, it could be put out with some concerted effort. On a 2, it has spread to surrounding buildings near its origin, but a great deal of effort could put it out. On a 3, it has spread to a wide area, and would require a massive effort to overcome. On a 4, the fire is out of control. Without very potent magic, or the efforts of a great many individuals, the only recourse is to run. Depending on how long the fire has been raging, the area might be filled with smoke, damaging buildings and reducing visibility.

Frost - Snow: What was once overnight frost is now 1d12 inches of snow, and it's still coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel are difficult. Prolonged exposure to freezing temperatures without steady warmth and appropriate equipment is a significant, physical risk. Falling snow makes it difficult to follow tracks that are more than an hour old.

Maximum Travel Speed: Normal; Difficult Terrain; Maximum Visibility: Short Distance

Snow - Heavy Snow: What was once light to medium snow is now heavy. 1d4 feet has accumulated already, and more is coming down. If the freezing temperatures have been consistent for at least a month, surfaces of bodies of water in this area have frozen 1d6 inches thick. If the ice is 4 inches thick or more, it can be walked on. Movement and travel is very difficult, and visibility is poor. Sleeping outside without actual shelter is an extreme physical risk. Exposed fires are nearly impossible to keep lit. Falling snow makes following tracks older than a few minutes very difficult.

Maximum Travel Speed: Slow; Difficult Terrain; Maximum Visibility: Very Short Distance

Environmental Dangers

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

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

Environmental Danger: Beast

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

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

d20	Urban Beasts
1-2	Crocodile [Roll 1d6]: 1-4: Crocodile 5-6: Giant crocodile
3	Giant centipede
4	Giant frog
5	Giant spider
6	Giant wasp
7-9	Poisonous snake [Roll 1d6]: 1-3: Poisonous snake 4-5: Giant poisonous snake 6: Swarm of poisonous snakes
10-12	Rat [Roll 1d6]: 1-3: Giant rat 4-5: Diseased giant rat 6: Swarm of rats
13	Stirge
14	Swarm of bats
15	Swarm of beetles
16	Swarm of centipedes
17	Swarm of insects
18	Swarm of ravens
19	Swarm of wasps
20	Roll on the **typically nonthreatening beasts** table below.

Rabid… Possums?

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

1d4	Typically Nonthreatening Beasts
1	**Small and Swift.** Fox, monkey, rat, racoon, squirrel, possum
2	**Bird.** Pigeon, ibis, gull, parakeet, crow
3	**Cold-Blooded.** Gecko
4	**Insect.** Cockroach, louse, bedbug

Environmental Danger: Unintelligent Monster

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

Low Intelligence

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

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

d8	Urban Unintelligent Monsters
1	Gargoyle
2	Ghoul
3	Mimic
4	Mindless undead [Roll 1d6]: 1-3: Skeleton 4-6: Zombie
5	Ogre [Roll 1d6]: 1-5: Half-ogre 6: Ogre
6	Phase spider
7	Shadow
8	Shield guardian

Environmental Danger: Intelligent Monster

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

High Intelligence

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

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

d100	Urban Intelligent Monsters
1-3	Cambion
4	Couatl
5-13	Crow-folk
14-22	Doppelganger
23-29	Intelligent undead [Roll 1d6]: 1-4: Ghast 5-6: Wight
30-39	Spirit [Roll 1d8]: 1-4: Specter 5-6: Ghost
40-45	Oni
46-49	Incubus/succubus [Roll 1d6]: 1-3: Incubus 4-6: Succubus
50-55	Invisible stalker

d100	Urban Intelligent Monsters
56-62	Kobold [Roll 1d6]: 1-4: Kobold 5-6: Winged kobold
63-69	Mephit
70-75	Pseudodragon
76-80	Rakshasa
81-83	Revenant
82-89	Vampire [Roll 1d8]: 1-4: Vampire spawn 5-6: Vampire 7: Vampire warrior 8: Vampire spellcaster
90	Water weird
91-97	Wererat
98-99	Will-o-wisp
100	Silver dragon [Roll 1d6]: 1-3: Young 4-5: Adult 6: Ancient

Part Three: Dangers

The conflict in a story is a vital driving force and, in the case of an adventure, often takes the form of danger. Danger comes in many forms; it could be a ravening beast, a malicious item with a will of its own, raw and unpredictable magic, or the simple greed and callousness of fellow humans. The stories that connect to, and stem from, this destination will be significantly shaped by the nature of whatever danger dwells there.

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

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

Beasts & Unintelligent Monsters

Trolls are dumb. That's what you've always heard. You're suddenly struck by how staggeringly unhelpful an observation that is as you stand in the middle of the bridge, opposite nine feet of warty, mottled, stinking muscle. It grunts and scratches as you dig in your pack.

"ME FOOD. YOU PASS." A fair deal, you think, all things considered. You stand up and present a savory bundle. The troll sniffs it and, to your profound dismay, gags, and throws it off the bridge. There goes a week's supply of your best jerky…

"FRESH," the creature clarifies. Trying your best to hide your resentment, you present a rabbit you hunted earlier that day. It doesn't touch the sides. You smile, and step to pass, but the troll blocks you.

"MORE," it manages to muster, with a self-satisfied grin at the pure cunning of this development. With no more to give, this presents somewhat of a problem. You pretend to search in your pack and, as the troll yawns in a cavernous display of boredom, you take your chance. Ducking beneath an outstretched claw, you clear the remainder of the bridge at a sprint, and dart into the forest beyond. The pounding footfalls behind your meld with the pounding of blood in your ears, but then begin to fade. It must have given up, and why not? Why bother to chase down a meal when food is offered freely? You chance a look backwards. Nothing.

Too late, you notice the great gouges in the tree trunks all around you, and the leaves raining down from the canopy. Surely a creature that large couldn't—

Your gaze shifts upwards, to the huge, warty shape that briefly blots out the sun as it barrels towards the ground or, more accurately, towards you. As stars dance in your fading vision, you see what would appear, in any other situation, to be an enormous cavern before you, lined with dripping, yellow stalactites. It opens wider, and wider. As darkness envelopes you, you are struck with one final thought; troll breath is truly, and utterly, vile.

Beasts and unintelligent monsters are creatures with only basic mental capacity, typically driven by primal instincts such as hunger, or the defense of territory. Depending on the destination, the creature(s) may have overrun the destination, be residing outside of it, or be causing some other problem entirely. Creatures in this category typically have much lower intelligence than an average humanoid (or equivalent entity), and lack the cognisance to be reasoned with, or the ability to plan far in advance, or think particularly tactically or abstractly.

Roll on the tables in this chapter if your **danger** is one or more beasts (or unintelligent, bestial monsters).

Creature State

What is driving the creature to be a danger to the destination?

d10	Creature State
1	**Confused.** The creature thinks this place is (or has) something other than it actually is (or does).
2	**Displaced.** The creature is, unintentionally, not where it would typically be, such as far from home, separated from its pack, or outside of its territory. This could be because of others settling in the creature's habitat, bad weather, or any other external factor.
3	**Escape.** The creature wants to leave, but can't.
4	**Home.** The creature wants to live here.
5-7	**Hungry.** The creature is searching for food.
8	**Violent.** The creature is unusually violent, possibly due to a disease or magical effect.
9	**Controlled - Natural.** The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). Although it is being controlled, it is still behaving in a way that it would normally be capable of.
10	**Controlled - Unnatural.** The creature is being actively manipulated by another entity, using some form of control method (such as training, a device, magic, or something else). The creature is behaving in a way that it would not (or perhaps could not) do otherwise.

Kinship Similarity

How similar is this creature to others of its kind?

d10	Kinship Similarity
1-3	**Identical.** This creature is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.
4-6	**Offbeat.** This creature is a bit different from others of its kind in some small way, like a slightly unusual temperament, or a visual difference such as coloring. However, at its core, it is still very much like its kin.
7-8	**Different.** This creature is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.
9	**Divergent.** This creature is almost the antithesis of its kin, and defies the expectations one might assume about a creature of its kind.
10	**Polar Opposite.** This creature is all the things that others of its kind are not; in many ways, it is a massive anomaly.

Creature Size

How big is the creature, in comparison to others of its kind?

d8	Creature Size
1-2	**Runt.** The creature is much smaller than its kind usually are.
3-5	**Healthy.** The creature is the typical size for its age and species.
6-7	**Great.** The creature is larger than is normal for one of its age and species.
8	**Massive.** The creature is far larger than is normal for one of its age and species.

Harmed Locals

Who or what has been harmed by the creature?

d12	Harmed Locals
1-3	**Indiscriminate.** Random locals have been intentionally harmed, hunted, or otherwise aggrieved by the creature(s).
4	**Targeted - Animals.** Animals within the local area have been specifically targeted by the creature(s).
5	**Targeted - Adults.** Adults within the local area have been specifically targeted by the creature(s).
6	**Targeted - Children.** Children within the local area have been specifically targeted by the creature(s).
7	**Targeted - Occupation.** Those who do a certain kind of work in the local area (such as farmers, quarry workers, loggers, etc.) have been specifically targeted by the creature(s).
8	**Targeted - Small Group.** A small group with something in common (such as a family, club, or organization) has been specifically targeted by the creature(s).
9	**Collateral.** Something inanimate, such as a structure, area (i.e. farm field, camp, quarry, etc.), or device (i.e. a machine or piece of equipment), has been specifically targeted by the creature(s), without the intent of harming any living things, but some people, animals, or both have been harmed in the process.
10	**Attempted.** The creature(s) have attempted to harm locals, but have so far been unsuccessful.
11	**Unavailable.** The creature(s) have been seeking potential targets, but have so far been unable to find any.
12	**Accidental.** Some locals have been harmed by the creature(s), but not intentionally. Reroll on this table, using a d6, to find out who.

Local Mindset

What is the mindset of the locals with regard to the creature?

d12	Local Mindset
1-4	**Opposed.** Locals are actively opposed to the creature and want it defeated or stopped. If they have tried already, all attempts have failed.
5-7	**Unsure.** Locals don't know what to do about the creature; it is a lingering problem or fear for them.
8-9	**Adapted.** Locals have adapted to the creature's behavior and have accepted it, trying to live with it the best they can.
10-11	**Unfamiliar.** Locals are only vaguely aware of the creature, only the impact it is having; they have many incorrect assumptions about it.
12	**Ignorant.** Locals are utterly unaware of the creature; they either have no idea of the degree of danger, or just have no idea what is causing it.

Creature Schedule

When is the creature active?

d6	Creature Schedule
1	**Diurnal.** The creature is active during the day, whether or not it would typically be.
2-3	**Nocturnal.** The creature is active at night, whether or not it would typically be.
4-5	**Natural.** The creature maintains the same behavioral schedule it would normally have.
6	**Erratic.** The creature's activity has no discernable schedule or pattern, or seems to act randomly.

Environmental Impact

How has the creature affected the environment?

d12	Environmental Impact
1-6	**None.** The creature has not affected or changed the environment in any significant way.
7-9	**Light.** The creature has had some small impact on the environment; perhaps a certain prey animal or plant species has become more scarce, or there may be visible, superficial markings or damage here and there.
10-11	**Moderate.** The creature has had a fair amount of impact on the environment; perhaps a certain prey animal or plant species has changed its behavior, or there may be visible, superficial markings or damage in many places, or significant damage in specific places.
12	**Heavy.** The creature has had a heavy impact on the environment; perhaps a certain prey animal or plant species has disappeared, or there may be visible, superficial markings or damage all around, or significant damage in many places.

EVENT

You've been meaning to arrange for the transfer of funds back home for a while now. Your family's letters have progressed from polite enquiries, to ardent insistence. There is a bank and counting house in town, so you decide to pay it a visit. The clerk handles your paperwork and asks that you return in a month's time for confirmation of delivery. You bid them good day and turn to go, only to find another patron blocking the exit, their back to the door.

You clear your throat. They don't move, and instead continue to mutter under their breath. You realize they're counting down. Before you have much time to wonder about that, they reach "one", with finality, rapidly unharness a greatsword, and bury it in the doorjamb, sealing the exit. Seconds later, an explosion rocks the entire building. Plaster and dust rain from the shaking ceiling. You rise to your feet, knees shaking, ears ringing, and stagger toward vague signs of movement in the haze.

Fresh air hits your face as the dusty air clears. Four figures, their faces hidden behind masks, are loading nondescript cloth bags into a wagon. Your senses suddenly coalesce, and you realize what you're seeing. One of the robbers notices you standing there and, before taking a beat, bull-rush straight toward you. You feel their shoulder in your gut and, not a moment later, are soaring through the air. Smashing headfirst into a wall, you see stars. Dazed, you groan, and try (and fail) to lift your body from its crumpled heap. Your assailant stalks toward you with their companions. One hefts a heavy-looking truncheon, raising it to deliver a finishing blow, when their heads snap up as one at the sound of whistles and rapid footfalls. Constables! You sense that none of them are sure what to do, but one grabs you roughly by the arm and bundles you into the wagon with their loot. As it lurches into motion, and with the constables in hot pursuit, you faintly wonder if your transfer will still go through…

An event is a unique danger. Instead of danger being inherently part of the **destination type**, it's only happening there, at this time. This could be an assassination attempt, a kidnapping, robbery, sabotage, or any number of exciting and perilous incidents. Events can make an otherwise unassuming place suddenly very important.

Roll on the tables in this chapter if your **danger** is an event.

Event Type

What kind of event is this?

d20	Event Type
1	**Assassination.** A person, group or entity is trying (or is about to try) to make an attempt on an important person's life.
2	**Welcome.** A person, group or entity is meeting (or about to meet) someone or something not from the local area.
3	**Betrayal.** A person, group or entity is breaking faith with (or about to break faith with) an entity who trusts them.
4	**Communication.** A person, group or entity is attempting (or intends to attempt) to get an important message out.
5	**Escape.** A person, group or entity being held captive is trying (or about to try) to get out.
6	**Exchange.** A person, group or entity is doing (or about to do) a deal at the destination.
7	**Sabotage.** A person, group or entity is trying (or about to try) to stop something, good or ill, from succeeding or working properly.
8	**Hostage Situation.** A person, group or entity is holding (or about to hold) hostages at or from the destination.
9	**Fight.** A person, group or entity is fighting (or about to fight) another.
10	**Avenging.** A person or group is attempting (or about to attempt) to get retribution in response to a wrong committed against someone important to them.
11	**Vengeance.** A person, group or entity was wronged and is attempting (or about to attempt) to get retribution for themselves.
12	**Infiltration.** A person, group or entity is trying (or about to try) to get into the destination.
13	**Intimidation.** A person, group or entity is trying (or about to try) to use fear and threats to get what they want.
14	**Takeover.** A person, group or entity is attempting (or about to attempt) to take over the destination.

d20	Event Type
15	**Kidnapping.** A person, group or entity is attempting (or about to attempt) to unlawfully take someone into their custody.
16	**Ritual.** A person, group or entity is performing (or about to perform) a magical ritual.
17	**Chase.** A person, group or entity is pursuing (or about to pursue) someone or something else.
18	**Scam.** A person, group or entity is trying (or about to try) to trick someone else.
19	**Heist.** A person, group or entity is attempting (or about to attempt) to steal something.
20	**Destruction.** A person, group or entities destroying (or about to destroy) the destination.

Participants

What sort of group is causing or directly involved in the event?

d20	Participants
1	**Assassins.** A group of hired killers.
2	**Bandits.** A group of criminals, usually involved in violent crime.
3	**Celestial.** A heavenly entity or group, often seeking to do something good.
4	**Conquerors.** A group focused on dominating, or taking over, a location or area.
5	**Covert Operatives.** A group acting in a secret capacity known only to a select few.
6	**Cultists.** A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.
7	**Explorers.** A group focused on discovering things ancient and forgotten, or that which is currently new and uncharted.
8	**Gang.** A group of ruffians or toughs, united in a shared hierarchy .
9	**Inexperienced.** A group that has never done this sort of thing before, but is likely doing so out of desperation, or some outside pressure.
10	**Infernal.** A hellish entity or group, often seeking to do something evil.
11	**Law Enforcement.** A group whose focus is maintaining order in a civilized area.
12	**Mages.** A group of spellcasters.
13	**Mercenaries.** A private fighting force for hire, either for direct combat, or as guards.
14	**Merchant's Guild.** A group of individuals with a shared interest in business and trade.
15	**Military.** A fighting force working in an official capacity for a government, monarch or other powerful entity.
16	**Religious.** A group focused on holy (or unholy) matters.
17	**Scientists.** A group focused on unlocking the secrets of the universe and the natural world.
18	**Spies.** A group actively attempting to acquire sensitive or valuable information.
19	**Transport Service.** A group whose focus is on the movement of goods or passengers from one location to another.
20	**Treasure Hunters.** A group focussed on the discovery and acquisition of long-lost caches of valuables.

Not Necessarily Evil…

Groups of people are complex, and very rarely are all participants truly the same. As such, many groups (yes, event cults!) may not necessarily be evil. Consider what motivates them, what they're willing to do in service to their leader, goal, or directives. Do they have lines they won't or can't cross? Do they have lines they *must* cross? Why?

Event Tense

Is the event currently in progress, or about to happen?

d6	Event Tense
1-4	**Future.** The event has not happened yet, but is going to happen soon.
5-6	**Present.** The event is in progress.

Preparation

How prepared are those trying to carry out the event?

d12	Preparation
1	**Unprepared.** Those involved are rushing, missing one or more important things, or do not have a solid enough plan for the operation to go smoothly, or even be successful at all.
2-4	**Ill-Prepared.** Those involved are somewhat prepared, but not all aspects of the situation have been covered, or the plan has some holes. The operation may just be sloppy.
5-9	**Prepared.** Those involved are prepared, and have put the proper measures in place. If their plans are executed properly, success is a reasonable expectation.
10-11	**Well-Prepared.** Those involved are very prepared, with contingencies accounted for, and backup plans in place. They should be able to adapt to small things going wrong. Success is a very reasonable, even likely, expectation.
12	**Extremely Prepared.** Those involved have prepared obsessively, considered every small detail, and accounted for just about every eventuality. Success is all but assured.

Key Individual

What is the main personality trait of the key individual causing, or directly involved in, the event? This may or may not be the group leader.

d20	Key Individual
1	**Adaptable.** This individual anticipates change and enjoys opportunities, deals, and negotiations. If a situation is not going their way, their priority is to put themselves in the best possible position, even if it means turning on a former ally (provided the penalties for doing so aren't an adequate deterrent).
2	**Aggressive.** This individual is always ready to strike, look for an opening, or take some kind of advantage. When they see a weakness or opportunity they can exploit, they do so immediately, with commitment and gusto.
3	**Apprehensive.** This individual is unsure, and taking direct action is hard for them. Some concern makes them hesitate when it comes to certain aspects of the event.
4	**Charismatic.** This individual is very affable and pleasant. They deal with their problems with smiles and clever words, so that enemies view them as a friend (or, at least, not a threat). They would much rather make allies than enemies.
5	**Commanding.** This individual has the presence of a military leader, and speaks in a tone that does not brook argument. They know what needs to be done, and expect their orders to be followed. They do not enjoy having their authority challenged.
6	**Confused.** This individual has missed a detail about the event and is confused. They are either not sure of their role, that of someone else, or even the intention of the event. They find comfort in solid answers, and appreciate putting their trust in someone else.
7	**Distracted.** This individual does not appear to be fully focussed on the task at hand. There is something else that they are concerned or excited about that takes over their thoughts from time to time.
8	**Excited.** This individual is pumping with adrenaline; they're thrilled to be involved with this event. Their particular job, the task as a whole, the intended target, or some other detail about the event especially appeals to them in some way.
9	**Exhausted.** This individual is tired, and would rather not be doing what they're doing. Perhaps they've taken part in events like this many times before and it's gotten old or, alternatively, maybe this event is just too much for them to deal with.

d20	Key Individual
10	**Focused.** This individual has pushed all distractions unrelated to the event from their mind. All they care about is completing the task in the best way possible. It would take something significant to distract them from their goal.
11	**Happy.** This individual is genuinely enjoying themselves and is happy to be doing what they're doing. If they're not under immediate threat, they have a good attitude, and are generally friendly.
12	**Irritable.** This individual is on edge, and is proving impatient. They may be prone to outbursts or making rash decisions, and they don't deal well with interruptions or inconveniences.
13	**Joker.** This individual uses humor or levity at any and all opportunities. Making light of a situation helps them deal with tension. They will joke even in the toughest of situations in order to keep their own spirits up, and/or those they are working with.
14	**Mixed-Up.** This individual is a participant in the event by accident, or against their wishes. They feel like they aren't supposed to be here, or don't belong.
15	**Modest.** This individual is incredibly gifted in a certain discipline, but doesn't let on that they are. They keep to themselves, or have little time for extravagance or flashiness. Instead, they prefer to let their results speak for themselves.
16	**Overconfident.** This individual thinks they know more than they do, or are more capable than they actually are. They approach situations with conviction and enthusiasm, but may quickly find that they're in over their head.
17	**Personal.** This individual has a personal attachment to the goal of the event, which could mean they are not very emotionally stable. They may be helping to carry out the event, or may instead have been brought along as a safety or security measure.
18	**Scared.** This individual is nervous or frightened about something having to do with the event. Their worries may be about something they have to do, something they know or believe will happen, or the consequences, once it has happened.
19	**Specialist.** This individual is extremely good at a certain task that relates directly to the event. They are extremely confident when they are in their element, and anyone challenging them in their specialist field is likely to come up short.
20	**Veteran.** This individual has had lots of experience with this sort of event, and knows exactly what they're doing. They are calm under pressure, and their word is trusted by others involved with the event. (+2 to **response type** roll)

Response Type

How does the key individual, or group leader, involved in the event respond if things start to go badly?

d10	Response Type
1	**Panic.** The individual or leader responds with little coordination. There is no attempt at organizing or salvaging the situation. Everyone in the group runs or tries to save themselves the best way they know how. The leader, in this moment, shows a massive lack of leadership skill.
2	**Cowardice.** The individual or leader responds by begging, pleading, groveling or doing anything else to save their own skin (and ideally, but to a lesser extent, the skins of the others in their group).
3	**Backup Plan.** The individual or leader responds with a contingency plan that has been arranged in case the event goes poorly. This plan should involve them walking away with their life, and with as much of their objective completed as possible.
4	**Flight.** The individual or leader responds with a coordinated retreat. They know when they're in a bad position, and feel that discretion is the better part of valor; better to pull back and try again at a later time. Combat is only engaged in to help facilitate the retreat. If they can run without engaging, they will.
5	**Go Down Fighting.** The individual or leader responds by standing their ground. They refuse to be beaten, and will fight to the last, believing that if the problem can be overcome, the event can still be salvaged. Only when faced with overwhelming odds will they actually relent.

d10	Response Type
6	**Hide.** The individual or leader responds by retreating, hiding, and then planning a counter-strike. They will have provided instruction on where to go and meet up if things go badly. Once they have successfully escaped and hidden, they will regroup and coordinate an attack on whoever was responsible for the event's complication.
7	**Intimidate.** The leader or individual responds with threats, attempting to present an impression of their own power, or the futility of those that oppose them. They prefer to step up to the opposition and make them feel small, powerless, or otherwise incapable of achieving success.
8	**Lie.** The individual or leader responds by presenting a falsified claim, such as 'new' information, that those interfering with the event may not have. They will likely try to distract, or set up some other action, such as framing those responsible for causing them trouble, or possibly even enlisting their aid.
9	**Negotiation.** The individual or leader responds with diplomacy, in an attempt to get out of the situation with their life and the event's goal intact. They are willing to make deals, and may be open to concessions, if the interfering group allows this.
10	**Reinforcements.** The individual or leader responds with a signal calling for help, or has someone observe the situation, ready to intervene. When the signal is given, more support shows up.

Humanoids

The group had split up to scout out the approaches to the bandit camp. You were against it but, when none of them returned to the rendezvous point, it fell to you to track them down. Three dead so far, all from precision shots with thick, red-fletched arrows; if the situation were different, you would be impressed, especially given the dense tree cover. Two still unaccounted for; with neither being the sort to panic and flee, that left capture. Luckily, you knew just where they would be taken.

Now, you press on, darting through the no-man's-land of stumps dividing the treeline and the palisade wall of the camp. Spotting a rotten section of wall, you move in, and gain entry with a well-placed kick. Creeping along the perimeter, you spy figures clustered around a central fire, and try to catch snippets of their conversation. As you listen, a heavy boot scuffs on a stone behind you, you feel a weighty thunk on the back of your head, and then all is darkness.

You awaken in a cage of branches, lashed together as tightly as your wrists. These bandits know their knots, you lament. To either side of you, your missing companions languish in similar lodgings. There is a roar of laughter, and a group of your captors hoist your cages up and into the no-man's-land outside the gates. More join them as they progress through the camp, excitement building. You make eye contact with your hapless companions. They have a bad feeling about this too.

The bandits set the cages down, and you see one of their number, dressed in finer furs than the others, stringing a great, curved bow of horn-capped yew. After testing the tension a few times, they cast a handful of arrows into the ground before them, each fletched with red feathers. The rest of the group are shouting now; their excitement has reached fever-pitch. You pick out a few key words here and there, and realize they're placing bets.

Your cage is opened, and you hear a single word: "Run."

Humanoids, in this context, are considered to be bipedal creatures with the overall capability for complex thought and organization. By no means are all humanoids extremely intelligent or civilized (just visit any tavern on a Saturday night…), but they, at least, have the capacity to think and act in ways more complex than those creatures covered by the Beasts & Unintelligent Monsters chapter, which tend to be far more animalistic, instinctual, or just exceedingly simple.

Roll on the tables in this chapter if your **danger** is a group of humanoids of any kind.

Group Type

What sort of group is this?

d20	Group Type
1	**Assassins.** A group of hired killers.
2	**Bandits.** A group of criminals, usually involved in violent crime.
3	**Brainwashed.** A group under the mental control of someone, or something, else.
4	**Conquerors.** A group focused on dominating, or taking over, a location or area.
5	**Cultists.** A group who admires and follows a leader, group, or even an abstract concept. Outsiders typically view their degree of devotion as extreme, strange, or misplaced.
6	**Explorers.** A group focused on discovering things ancient and forgotten, or that which is currently new and uncharted.
7	**Gang.** A group of ruffians or toughs, united in a shared hierarchy .
8	**Law Enforcement.** A group whose focus is maintaining order in a civilized area.
9	**Mages.** A group of spellcasters.
10	**Mercenaries.** A private fighting force for hire, either for direct combat, or as guards.
11	**Merchants.** A group of individuals with a shared interest in business and trade, perhaps connected to a larger merchant's guild.
12	**Military.** A fighting force working in an official capacity for a government, monarch or other powerful entity.
13	**Refugees.** A group fleeing from somewhere they no longer feel welcome.
14	**Religious.** A group focused on holy (or unholy) matters.
15	**Scientists.** A group focused on unlocking the secrets of the universe and the natural world.
16	**Scouts.** A group, sent ahead of a main body, in order to assess a given situation before reporting back.
17	**Slavers.** A group that captures people to sell into servitude.
18	**Spies.** A group actively attempting to acquire sensitive or valuable information.
19	**Transport Service.** A group whose focus is on the movement of goods or passengers from one location to another.
20	**Treasure Hunters.** A group focussed on the discovery and acquisition of long-lost caches of valuables.

Group Size

Other than the leadership, how many members make up the group?

Note: The number of individuals rolled on this table may factor into rolls on the **group leadership** table.

d10	Group Size
1-4	**Small.** The group is made up of 1d10+1 individuals.
5-7	**Moderate.** The group is made up of 1d10+10 individuals.
8-9	**Large.** The group is made up of 1d12+20 individuals.
10	**Huge.** The group is made up of 1d20+32 individuals.

Group Locality

How many of the group (if any) are from the area in or around the destination?

d10	Group Locality
1-4	**All Locals.** The entire group is from the area in or around the destination.
5-7	**Mostly Locals.** Over half of the group are from the area in or around the destination.
8-9	**Mostly Non-Locals.** Over half of the group are not from the area in or around the destination.
10	**All Non-Locals.** The entire group is not from the area in or around the destination.

Group Leadership

What sort of leadership does the group have?

Note: The leaders rolled here add to your **group size** to give you a total size for your group of humanoids. For example, if you roll a 'Small' **group size** (1d10+1) for a result of 7, and 'Lieutenants' for **group leadership** on the table below, the total size of your group would be 9.

d10	Group Leadership
1	**Informal Leader.** There is no formal leader, but there is one individual that the rest seem to look up to, admire, or trust.
2-6	**Solo.** There is one leader; all others are considered equal.
7-9	**Lieutenants.** There is one leader, who has a number of lieutenants. The number of individuals in the group (from the **group size** table) determines how many lieutenants there are. Small: One Medium: Two Large: Three Huge: Four
10	**Peers.** There are multiple leaders within the group. The number of individuals in the group (from the **group size** table) determines how many leaders there are. Small/Medium: Two Large/Huge: Three

Leader Strengths

What is the primary skill or attribute of the group leader, or leaders?

Note: Roll on this table once for each leader in the group (from the **group leadership** table).

d12	Leader Strengths
1	**Smart.** The leader possesses great wisdom, learned from their peers, observations and life experiences.
2	**Charismatic.** The leader's strength comes from their personality. The leader is… [Roll 1d10]: 1-2: Charming 3-4: Confident 5-6: Intimidating 7-8: Talkative 9-10: Smooth
3	**Connected.** The leader is friends with (or otherwise connected to) some powerful individuals, who will help them out when they need it.
4	**Medic.** The leader is trained as a doctor or nurse.
5	**Learned.** The leader is formally educated.
6	**Magical Power (Arcane).** The leader is very proficient with arcane magic.
7	**Magical Power (Divine).** The leader is very proficient with divine magic.
8	**Magical Power (Natural).** The leader is very proficient with nature-based magic.
9	**Physical Capability.** The leader has great physical prowess in one or more ways. The leader is… [Roll 1d6]: 1-2: Extremely dextrous 3-4: Extremely tough 5-6: Extremely strong
10	**Scout.** The leader is incredibly observant, and skilled at wayfinding.
11	**Clever.** The leader possesses great knowledge and intelligence, learned from study, reading or tutelage.
12	**Additional.** Each time you roll this result, the leader gains an additional strength, up to a maximum of 3. Roll for these additional strengths. If your leader already has the maximum of 3 strengths, ignore any further 'Additional' results.

Leader Weaknesses

What is the primary flaw or deficiency of the group leader, or leaders?

Note: Roll on this table once for each leader in the group (from the **group leadership** table).

d20	Leader Weaknesses
1	**Clumsy.** The leader lacks physical coordination or dexterity.
2	**Easily Distracted.** The leader has a hard time keeping focus, or struggles to see plans and ambitions through to their completion.
3	**Irritable.** The leader has very little patience and a bad temper, especially when things do not go smoothly.
4	**Controlling.** The leader overmanages the group, and needs to know everything about everything.
5	**Paranoid.** The leader constantly feels that they (or the group as a whole) is under threat or the target of some danger.
6	**Drunk.** The leader enjoys alcohol too much; they are rarely sober and, even when they are, they are thinking about drinking.
7	**Drugs.** The leader frequently uses some sort of drug or illicit substance.
8	**Overly Romantic.** The leader loves being in love; they are always fawning or pining over someone, and make frequent passes at, or declarations of affection to, a single, unrequited sweetheart, or a revolving door of potential partners.
9	**Rash.** The leader does not think things through for long; they make decisions rapidly, oftentimes fueled by emotion.
10	**Hesitant.** The leader often second-guesses themselves, or has difficulty taking decisive action. They often have a lack of confidence, or have a need to look at all potential possibilities.
11	**Grandiose.** The leader has visions of greatness which they aspire to, which they frequently let get the better of them. They care about face, showmanship, legacy, and making their mark.
12	**Liar.** The leader lies compulsively; the untruths come as naturally as breathing, even when it is totally unnecessary.
13	**Cruel.** The leader has very few qualms (or none whatsoever) about wilfully causing pain to others (or ordering others to do so, on their behalf).
14	**Arrogant.** The leader thinks very highly of themself. This may be related to their capabilities, upbringing, heritage, accomplishments, something special that happened to them, something they were told, or something else entirely.

d20	Leader Weaknesses
15	**Lazy.** The leader doesn't much care to do any work themself. They often delegate, or try to do as little as possible, while still remaining in charge.
16	**Entitled.** The leader feels that the things they want are owed to them, and that others should do whatever they can to please them.
17	**Defensive.** The leader feels the need to justify themselves and their decisions, which may also manifest as abruptness or aggression.
18	**Too Nice.** The leader is kind to a fault, sometimes overlooking offenses, mistakes, or grievances for the sake of kindness.
19	**Anxious.** The leader always feels as if they're under pressure. They constantly worry, or feel worried, even if it's about nothing in particular. They always feel on edge, and even when everything seems fine, they're always waiting for the other shoe to drop.
20	**Additional.** Each time you roll this result, the leader gains an additional weakness, up to a maximum of 3. Roll for these additional weaknesses. If your leader already has the maximum of 3 weaknesses, ignore any further 'Additional' results.

Group Attitude

What is the general attitude, or demeanor, of the group?

d10	Group Attitude
1	**Negligent.** The group is lazy, inattentive, and has little regard for their duties.
2	**Relaxed.** The group is generally casual and easy-going; they react, rather than plan.
3	**Tense.** The group is on edge, tetchy, and easily-provoked.
4	**Dour.** The group is subdued, sad or depressed.
5	**Jubilant.** The group is excitable, positive, and always up for a celebration.
6	**Focused.** The group is alert, centered, and totally fixated on the task at hand.
7	**Serious.** The group is straight-laced and humorless; there is hardly a smile between them.
8	**Rebellious.** The group is dissatisfied with their leadership or current situation.
9	**Inebriated.** The group is always under the effect of some sort of intoxicant, be it drink or drugs.
10	**False.** The group is putting on a front in an effort to disguise their true feelings or mindset. Roll twice more on this table (ignoring 'False', if rolled again). Your first result is their true **attitude**, your second is what they are currently portraying (reroll any repeated result).

Group Loyalty

What unites the members of the group?

d10	Group Loyalty
1	**Work.** The group is dedicated to their work, and loves what they do. Even if their leader(s) are difficult, they care enough about the job to overlook any issues.
2	**Family.** The group has formed close, personal bonds, and treat each other as kin. There may be rivalries or disagreements but, at the end of the day, family comes first.
3	**Leader.** The group is dedicated to its leader. If the group has multiple leaders, they are loyal to… [Roll 1d6]: 1-3: All of the leaders equally 4-5: Some of the leaders, in varying amounts over the others 6: One of the leaders, and not the other(s)
4	**Incentive.** The group is driven by rewards; this is usually money, but could also be knowledge, resources, etc. If these were not forthcoming, there would certainly be trouble.
5	**Goal.** The group is driven by their desire to achieve a certain goal, or reach a particular milestone. If their goal was no longer possible (or was never actually real to begin with), there would certainly be trouble.
6	**Heritage.** The group is driven somehow by their ties to an important legacy or shared history, and it is that bond that keeps them all together.
7	**Threat.** The group is driven by fear of what will happen if they do not. They may believe they will be overwhelmed, caught, betrayed or be in danger in some way.
8	**Idea.** The group is driven by their dedication to a certain philosophy, creed, ideal, or other principle, such as a religious or patriotic duty.
9	**No Choice.** The group is driven to work together by necessity. They may have been thrown or otherwise brought together by chance, and need to be loyal to one another in order to survive or achieve their goal. If that necessity were ever removed, there would certainly be trouble.
10	**Region.** Most or all of the group is from a certain place (which could be a *specific* place like a city or neighborhood, or it could be a general area like a country or kingdom).

Loyalty Extent

How loyal are the group to their leader(s)?

d20	Group Loyalty
1	**Borderline Mutiny.** The group's loyalty is stretched to its thinnest. There are serious problems within the group that need to be resolved quickly. The majority of the group are a single instance away from revolting against the leadership.
2-3	**Tense.** The group, or some members within it, are at odds with one another, or perhaps questioning their direction. A large number within the group are angry, dissatisfied, or working at cross purposes to the leadership.
4-6	**Tepid.** The group, or some members within it, are less than pleased with their direction. A few within the group are not as dedicated as they once were, or otherwise might be, so are at odds with the leadership.
7-11	**Loyal.** The group is dedicated. So long as they aren't given a decent reason to change their minds, they will do what's in the group's best interest, as well as that of the leadership.
12-17	**Devoted.** The members of the group are very dedicated, and few would consider turning their backs on it. There may be one or two who are not so committed, but they know better than to make that obvious to the leadership.
18-19	**Absolute.** All members of the group are extremely dedicated, and none would be willing to turn. Most members would give up a lot before betraying the group's trust, or that of the leadership.
20	**Zealous.** All members of the group are so dedicated that they would die before betraying the group or the leadership.

Non-Group Local Familiarity

How familiar are the locals in the area with the group and their activities?

d8	Non-Group Local Familiarity
1	**Allies.** All locals are certainly familiar with the group, and a fair number of them support, aid, otherwise assist, or are friendly with the group. The locals may know the group's plans, or other information about them, but few would betray them.
2-3	**Familiar.** Most locals are familiar with the group, and know a fair amount of general information about them, but nothing the group expressly tries to keep secret. The locals are relatively ambivalent towards the group.
4-5	**Acquainted.** A few locals are passingly familiar with the group, but have no meaningful interaction. The locals know only the most general information about the group, not all of which is totally accurate, and have mixed feelings about them.
6-7	**Unaware.** The locals don't know of the group's existence, or anything about them, so have no information or opinions about them.
8	**Enemies.** The locals certainly know of the group and are directly opposed to them. They have information about the group, and may be willing to share their information and grievances with anyone else that would oppose them too.

Group Complications

What else is going on within the group?

d20	Group Complications
1-8	**No Complications.** Nothing is currently complicating things. Things are business as usual.
9	**Relationship.** Two of the group's members are in some sort of a relationship. This could be romantic, business, or something else. The relationship is… [Roll 1d6]: 1-3: A secret within the group 4-6: Known within the group
10	**Disagreement.** Two of the group's members can't agree on something important, and their arguments are affecting the group dynamic.
11	**Accusation.** One group member has accused another member of something. The accusation is… [Roll 1d6]: 1-2: True 3: Half true 4-5: Unknowingly false 6: Purposefully false

d20	Group Complications
12	**Injury.** One group member has recently suffered a debilitating injury, and is still recovering. The injury may or may not be a result of the actions of the group, or one of its members.
13	**Sick.** One group member has come down with an illness and has yet to recover. The illness may or may not be contagious, which might affect how the group is dealing with it.
14	**Death.** One group member died recently, and the loss is still being processed. The death may or may not be a result of the actions of the group, or one of its members.
15	**Punishment.** One group member did something that was against the group's code, or rules, and is suffering the consequences. Group members may feel differently, or be united in their feelings, about the act and the punishment.
16	**Low Supply.** The group is running very low on a particularly important supply (or has run out completely), and is trying to figure out what to do about it.
17	**Too Much Of A Good Thing.** The group's most recent efforts yielded better results than they could have imagined, so much so that they're not sure what to do with what they've gained, or how to process their success.
18	**More Than They Can Chew.** The group feels like they're in over their heads with regard to something they're trying to accomplish. This might be to do with the level or complexity of a job, or how involved they are with an accomplice.
19	**Stolen Personal Item(s).** Something belonging to one group member has been stolen. Group members may or may not have their suspicions as to who the thief is, either inside or outside the group.
20	**Stolen Group Item(s).** Something belonging to the entire group has been stolen. Group members may or may not have their suspicions as to who the thief is, either inside or outside the group.

Situational Influence

What is currently influencing the group's situation?

Note: The situational influence result should be used as a seed to aid in creating the group's motivations. Use the roll result from the table below in tandem with some, or all, of the following to better ground this group of humanoids in your world, campaign, and current story.

- **Theme** roll result from the **Prelude** chapter.
- Current or past player character goals, actions or backstory.
- Current antagonist goals.
- Setting information related to the region and/or **environment** where the destination is located.
- Information about certain relevant cultures within your setting.
- Anything else you deem relevant

WHAT THE TABLE DOESN'T SAY...

The table result does not necessarily refer to the group itself. You can interpret or use the result as creatively as you would like. For example, 'Seeking Someone' could mean that the group is trying to find someone, or it could mean that someone *in* the group is being sought.

d10	Situational Influence
1-2	**Seeking Someone.** The one being sought is… [Roll 1d12]: 1: A celebrity 2: A criminal 3: An escapee 4: A victim of kidnap 5: A legendary or mythic figure 6: Long since lost, assumed dead 7: A mentor 8: A pet or creature 9: A nemesis 10: A traitor 11: A family member 12: A friend
3-4	**Seeking Information.** The information being sought is… [Roll 1d12]: 1: Political 2: Magical 3: Holy 4: Cursed 5: Heretical 6: Long-forgotten 7: A story 8: A name 9: A forgery 10: A location 11: Military 12: Romantic

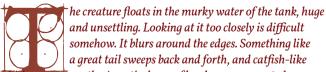| d10	Situational Influence
5-6	**Seeking an Item.** The item being sought is/are… [Roll 1d12]: 1: An artifact or relic 2: Cursed 3: Documents 4: Holy 5: A lost personal item 6: A lover's token 7: A potion 8: Remains 9: A spell 10: Supplies 11: Unholy 12: A weapon or armor
7-8	**An Attempt.** Someone, or something, is attempting to… [Roll 1d8]: 1: Buy something 2: Cast a spell or ritual 3: Contact something or someone 4: Destroy something 5: Save something 6: Sell something 7: Steal something 8: Unleash something
9-10	**Desire.** Someone, or something, wants… [Roll 1d8]: 1: Enlightenment 2: Fame 3: Food 4: Political power 5: Safety 6: Understanding 7: Vengeance 8: Wealth

Intelligent Monster

The creature floats in the murky water of the tank, huge and unsettling. Looking at it too closely is difficult somehow. It blurs around the edges. Something like a great tail sweeps back and forth, and catfish-like whiskers wave gently. A vertical row of beady eyes peer out above a downturned mouth. The eyes peer through the glass, peer into you, and a deep, liquid voice speaks within your mind. Are you kind? Are you helpful? Should I not be free? You find yourself answering in the affirmative.

Why wouldn't you? Friends don't leave friends stuck in tanks. Your hands make contact with a large metal wheel on the wall and turn it, and you are filled with a surge of glee as the tank floor opens. The creature swims down and out into the dark lakewater below. You shall be rewarded, the voice says. You will be led to a place unlike any you've ever seen. You clamber awkwardly into the tank, for reasons you can't really explain. A great tentacle wraps around you and drags you down into the deep.

Thick, green mucus swirls around the creature, and drifts towards you. It spreads over your skin, into your mouth, and forces its way into your lungs. You feel ill but, as you begin to gag, you realize you can breathe. The creature bears you along and, in time, great ruins emerge from the

gloom. Something about them is difficult to comprehend, but you're overcome with awe.

The voice now speaks in a commanding tone. This place was its home, but its kin were hunted and all fell to ruin. You will be the one to extend its reach into the surface world. You will be its eyes and ears: a harbinger of the ancients in the here and now.

You feel… something, in the back of your mind. It sounds like your voice, but heard through the thick walls of a prison cell. It screams. The creature is evil, this small, unbidden voice says. But that can't possibly be, the you of now responds; the creature cares about you, and you it. Your friend needs you, and the two of you have an important job: to reclaim the world. Intelligent monsters have similar mental capacity, cunning and ambition to humanoids, greater than that of beasts or unintelligent monsters. They are often creatures found in the far reaches of the world, or even on other planes of existence. They are driven by their own feelings, opinions, cares and motivations but, despite this, may not be aware of (or care about) social contracts, laws, or other norms that bind civilized folk. Alternatively, they may care deeply, but perhaps come from a place where social contracts, laws, and other life guidelines are very different.

Roll on the tables in this chapter if your **danger** is an intelligent monster.

Monster Motive

What is driving the monster to be a danger to the destination?

d10	Monster Motive
1	**Home**. The monster wants to live here.
2	**Escape**. The monster wants to leave, but can't.
3	**Search**. The monster wants something that is hidden here.
4	**Change**. The monster wants to make this place into something else.
5	**Lost**. The monster is lost.
6	**Confused**. The monster thinks this place is (or has) something other than it actually is (or does).
7	**Pause**. The monster is waiting for something.
8	**Destruction**. The monster wants the destination destroyed.
9	**Control**. The monster wants to control the destination.
10	**Orders**. TThe monster has been tasked to occupy this destination.

Motive Success

How successful does the monster feel that they have been at achieving what motivates them?

d8	Motive Success
1-2	**Frustrated.** The monster feels that they are actually farther from their goal than when they first came here, or when they first settled on their goal.
3-5	**Wary.** The monster has encountered some difficulty or resistance in achieving their goal, and may be on edge because of it.
6-7	**Pleased.** The monster feels they have made strides toward achieving their goal. Though they may not have succeeded yet, they have made encouraging progress.
8	**Enthused.** The monster feels they are on the precipice of achieving their goal, and are more motivated than ever to complete it, and perhaps to start work on a new goal.

Kinship Similarity

How similar is this monster to others of its kind?

d10	Kinship Similarity
1-3	**Identical.** This monster is not unusual in any way; it looks and behaves exactly the way one of its kind normally would.
4-6	**Offbeat.** This monster is a bit different from others of its kind in some small way, like a slightly unusual temperament, eclectic tastes, or a visual difference such as coloring. However, at its core, it is still very much like its kin.
7-8	**Different.** This monster is different from its kin in a significant way, either physically, mentally or behaviorally. It may enjoy and be motivated by something atypical. When compared to its kin, the difference should be obvious.
9	**Divergent.** This monster is nearly the antithesis of its kin, and defies the expectations one might assume about a monster of its kind.
10	**Polar Opposite.** This monster is all the things that others of its kind are not; in many ways, it is a massive anomaly.

Monster Age

How old is the monster?

d10	Monster Age
1	**Baby.** The monster is the youngest possible for one of its kind to function on its own, at least to a basic degree.
2-3	**Young.** The monster is not fully grown, but is approaching maturity.
4-6	**Adult.** The monster has grown into its normal, mature state.
7-9	**Old.** The monster has lived to an old, but not abnormal, age for a monster of its kind.
10	**Ancient.** The monster has lived far longer than a monster of its kind is expected to live.

Monster Size

How big is the monster when compared to others of its kind?

d8	Monster Size
1-2	**Runt.** The monster is much smaller than its kind usually are.
3-5	**Healthy.** The monster is the typical size for its age and species.
6-7	**Great.** The monster is larger than is normal for one of its age and species.
8	**Massive.** The monster is far larger than is normal for one of its age and species.

Local Awareness

How aware are the locals of the monster?

d10	Local Awareness
1-2	**Unaware.** The locals have no idea about the monster's presence; they either have no idea of the degree of danger, or just have no idea what is causing it. This may be due to genuine ignorance, lack of contact with (or sightings of) the monster, or it could instead be due to some form of magic or other phenomena that causes them to forget. (Skip **local reaction** table)
3-4	**Passing Awareness.** The locals are aware of its presence but don't know much, if any, detail about it beyond the superficial, or the degree of danger it poses.
5-7	**Aware.** The locals know of the monster, including some basic details and the degree of danger it poses.
8-9	**Very Aware.** The locals know the monster very well, including a lot of specific details and the degree of danger it poses.
10	**Intimately Aware.** The locals know the monster incredibly well, including much deep, specific, or secret knowledge about this kind of monster and the degree of danger it poses.

Local Reaction

How have the locals responded to the arrival of the monster into their area?

d4	Local Reaction
1	**Misunderstood (Ineffective).** The locals reacted in a way that the monster did not intend. Perhaps it tried to scare the locals, but they instead thought it funny or cute, or it tried to take control of them, but they fled in terror.
2-3	**Understood.** The locals reacted in a way that the monster intended. Whatever the monster was attempting to do (frighten the locals away, take over, find an item, etc.) worked, and achieved the result the monster wanted.
4	**Misunderstood (Too Effective).** The locals reacted in a way that the monster intended, but far more extreme. This might mean that it wanted to intimidate, but instead they were utterly terrified, or that it wanted to show that it was friendly, but instead was worshipped.

Local Coexistence

How well does the monster coexist with the locals or environment itself?

d6	Local Coexistence
1-3	**Disruptive.** The monster's presence has caused a significant change to local life or the environment. The cause of this change or disruption may not be known to the locals or creatures in the environment, but its effects can certainly be felt.
4	**Non-Disruptive.** The monster's presence has not caused any major issues, or disturbed anything to a significant degree, but its presence has also not been beneficial.
5	**Beneficial.** The monster's presence has benefited the locals or the environment in some way.
6	**Symbiotic.** The monster's presence has benefited the locals or the environment, and the locals or environment have also benefited the monster.

Item

The sword beckons as it hovers above the pedestal. Grasp it, it calls to you, and its power will be yours. You will finally be able to crush the enemy that threatens your home. Your companions begin to shout, as you ascend the dais, but you are deaf to their sentiments. You seize the hilt.

You feel as if struck by lightning. Your eyes burn with an infernal heat, and your muscles surge with restlessness. For the first time in your life, you feel true strength. You understand now: power is not influence, power is not standing, or gold, or allies - power is this. Power is the edge of a blade, and blood, and fire. You look at the shadows around you, and know they held significance once. The shadows hold out their hands, and speak meaningless platitudes about friendship, and magic. They beg you to let go of the sword. You know they only want it for themselves.

You hold the sword high, roar, and cut a bloody swath through the pathetic wretches. They try to flee, but it makes little difference. A few remain, only to quail, grovel, and beg for mercy. At your feet, their only mercy is a quick death.

You feel a sensation that you might have once called pain, and your senses return, like taking a deep breath after an extended time spent underwater. You feel spent, drop to your knees, and gape at the carnage. You did this? No, the sword did this. You stare down at the gore-slick blade on the ground, sickened. One of your companions circles you, their eyes never leaving you, the quarterstaff they used to disarm you still poised and ready. Without breaking eye contact, they stoop to pick up the sword, perhaps intending to fling it away. You see what happens next before it happens in real time. Their knuckles go white.

Tears fill your eyes as you see your erstwhile friend filled with raw rage before you. You cry out, pleading that they resist, knowing full well that they won't hear. You lack the energy to stand. They raise the sword, deaf to your sentiments.

Particular items can be the cause of, or a direct link to, the **danger** in or near the destination. Magic is often involved; this does not necessarily mean that the item itself is magical, but it is likely that it is, at the very least, connected to magic. The effect it has on the destination depends on what the item is, who it affects, and in what way they are affected.

Roll on the tables in this chapter if your **danger** is an item.

Item Origin

How did the item come to be at the destination?

d12	Item Origin
1-3	**Original.** The item was made or put here by its rightful owners or creators.
4-6	**Stolen.** The item was stolen, and then stashed here.
7-9	**Hidden.** The item was hidden here.
10	**Unknown.** The item was brought here without knowledge of what it really was.
11	**Misunderstanding.** The item was brought here under the false impression that it was something more, or other, than it really was.
12	**Otherworldly Decree.** The item was directed here by the will of a god or extra-planar entity.

Item Status

Is the item in the possession of someone or something and, if so, what?

d4	Item Status
1	**Understanding Ownership.** Someone, or something, in the destination is in possession of the item, and understands what it is or does. The owner is… [Roll 1d6]: 1-4: A humanoid 5-6: An intelligent monster
2	**Ignorant Ownership.** Someone, or something in the destination is in possession of the item, but doesn't truly understand what it is or does. The owner is… [Roll 1d6]: 1: A beast 2-3: An unintelligent monster 4-5: A humanoid 6: An intelligent monster
3	**Undisturbed.** The item is where it was last placed or discarded, and it has not been undisturbed, uncovered, or otherwise moved since.
4	**Disturbed.** The item is where, or in the vicinity of where, it was last placed or discarded, but shows signs of being touched, uncovered, moved, or otherwise disturbed since then.

Item Type

What is the item?

d20	Item Type
1	**Armor (Piece).** The item is a piece of protective equipment. The armor piece is… [Roll 1d6]: 1: A breastplate 2: A gauntlet 3: A pair of gauntlets 4: A helm 5: A shield 6: Other
2	**Armor (Suit).** The item is a full set of protective equipment. The armor is… [Roll 1d4]: 1: Chainmail 2: Leather 3: Plate 4: Scale mail
3	**Artwork.** The item is a piece of visual art. The artwork is… [Roll 1d4]: 1: A carving 2: A drawing 3: A painting 4: A sculpture
4	**Body.** The item is a body. The body is that of… [Roll 1d6]: 1: A beast 2-3: An unintelligent monster 4-5: A humanoid 6: An intelligent monster
5	**Body Part.** The item is a part of a body. The body is that of… [Roll 1d6]: 1: A beast 2-3: An unintelligent monster 4-5: A humanoid 6: An intelligent monster The body part is… [Roll 1d10]: 1: An arm 2: An eye 3: A finger 4: A foot 5: A leg 6: A hand 7: A head 8: A toe 9: A tongue 10: A torso

d20	Item Type
6	**Book.** The item is a book. The book is… [Roll 1d12]: 1: A children's book 2: A cookbook 3: A diary or journal 4: A tome of eldritch lore 5: A religious text 6: A work of fiction 7: A selection of games or puzzles 8: A ledger 9: A collection of historical records 10: A work of nonfiction 11: A script 12: A collection of spells or rituals
7	**Clothing.** The item is a piece of clothing. The clothing is… [Roll 1d6]: 1: An accessory 2: A cloak or coat 3: An item of footwear 4: A pair of gloves 5: A hat 6: Pants 7: A shirt 8: Something else
8	**Document.** The item is a written document. The document(s) is/are… [Roll 1d6]: 1: A deed 2: A set of instructions 3: A letter 4: A map 5: A collection of notes 6: A prophecy 7: A collection of official records 8: A riddle
9	**Holy Symbol.** The item is a physical object with holy (or unholy) significance.
10	**Jewelry.** The item is an adornment, typically made of valuable metal, bone, wood, or other special material, and sometimes set with precious stones. The jewelry is… [Roll 1d6]: 1: A bracelet 2: A crown or tiara 3: An earring, or pair of earrings 4: A brooch 5: A necklace 6: A ring

d20	Item Type
11	**Spellcasting focus.** The item is a length of wood, metal, or other material that is imbued with or otherwise contains magical properties. The focus is a… [Roll 1d6]: 1-2: Rod 3-4: Staff 5-6: Wand
12	**Delicate Object.** The item is inherently fragile, or has multiple moving parts that make it easily breakable. The object is… Roll 1d6: 1. A decorative ornament 2. A mechanical device 3. A mirror 4. A tool or implement 5. A curiosity 6. Something else
13	**Melee Weapon.** The item is a weapon intended to be used at close range for striking. The weapon is… [Roll 1d8]: 1: A club 2: A dagger 3: A flail 4: A hammer 5: A mace 6: A staff 7: A sword 8: Something else
14	**Mixture.** The item is a substance, such as a chemical or compound, possibly contained within a vial, bottle, or other container. The mixture is a… [Roll 1d6]: 1-2: Potion 3-4: Poultice 5-6: Powder
15	**Musical Instrument.** The item produces music when played. The instrument is… [Roll 1d4]: 1: Brass 2: Percussion 3: Strings 4: Woodwind
16	**Ranged Weapon.** The item is a weapon intended to be used at a distance, typically to strike targets with projectiles. The weapon is… [Roll 1d10]: 1-2: A crossbow 3-4: A longbow 5-6: A shortbow 7-8: A sling 9-10: Something else

d20	Item Type
17	**Symbol of Office.** The item is one used or worn to signify rank, authority, or rulership. The symbol is a… [Roll 1d6]: 1: Sash 2: Brooch 3: Chain 4: Crown 5: Scepter 6: Signet ring
18	**Toy.** The item is one intended to be used for play. The toy is… [Roll 1d8]: 1: An animal 2: A fancy-dress costume 3: A ball 4: Construction-based (blocks, etc.) 5: A doll 6: A kaleidoscope 7: A musical instrument 8: A puzzle 9: An indoor game 10: An outdoor game 11: A vehicle 12: A weapon
19	**Vehicle.** The item is one that is used to move about in various ways. The vehicle is designed for… [Roll 1d20]: 1-4: Air travel 5-12: Land travel 13-16: Water travel 17: Amphibious travel 18: Underwater travel 19: General planar travel 20: Travel within a specific plane The vehicle… [Roll 1d20]: 1-5: Can reach very high speeds 6-9: Is very oversized or undersized 10-14: Has a secondary function (ie. mobile base, vendor stall) 15-17: Is extremely tough 18: Has guided navigation 19: Has stealth capabilities 20: Is not designed for humanoid use

d20	Item Type
20	**Vessel.** The item is some form of container, which may or may not have something in it (GM's choice). The container is… [Roll 1d12]: 1: An amphora 2: A bowl 3: A jar 4: A tin 5: A bottle 6: A drinking vessel 7: A chest 8: A box 9: A vial 10: A tank 11: A safe 12: A pot or cauldron

Item Condition

What sort of shape is the item in?

d10	Item Condition
1-2	**Awful.** The item is in the worst shape it could be; it may be broken, filthy, missing components, etc.
3-4	**Poor.** The item has seen better days. It is likely dirty, damaged, or in an otherwise unappealing state.
5-6	**Good.** The item seems to be in acceptable shape for whatever kind of item it is.
7-8	**Excellent.** The item seems to be in very good shape; relatively clean, well-maintained, and with no missing parts.
9-10	**New.** The item is in perfect condition; it either is, or appears to be, new.

Item Notability

Why is the item special?

> ### Not Mutually Exclusive
>
> Though the table below is intended to be rolled on once, the results need not necessarily be mutually exclusive. If you think your result would work well in combination with something else, feel free to pick or roll again to add an extra dimension to your item.

d8	Item Notability
1	**Creator.** The item was created by someone very important, influential, or powerful.
2	**Owner.** The item belonged to someone very important, influential, or powerful.
3	**False Power.** The item is rumored to possess powers, but actually does not.
4	**True Power.** The item is rumored to possess powers, and lives up to the stories.
5	**Material Value.** The item is made of, or embellished with, a very valuable material (such as a precious metal or gem).
6	**Storied.** The item is mentioned in many beloved tales, inspiring adventurers and all kinds of intrepid folk to search for it.
7	**Attraction.** The item draws those around to it; many have unwittingly found themselves in its vicinity for unexplained reasons.
8	**Heirloom.** The item has been handed down from person to person throughout a span of time. This could be within a family, organization, etc.

Item Link To Magic

How intrinsic are the magical properties of the item?

> ### Non-Magical Items
>
> Many items that are inherently dangerous in and of themselves have magical properties (such as mind-controlling those who touch them), or utilize nearby magic to serve some purpose (such as a magical zone of protection in place around them). However, if you are running a low-magic, or no-magic setting, or simply prefer your item to be mundane, that's ok too. In such a case, skip this table, and the magic-related tables that follow.
>
> Non-magical items can still act as a major catalyst that drives the story or situation. Though their inherent danger may be less than that of a magical one, context can create an incredibly dangerous situation that affects the entire destination; your item could play some pivotal role in the events surrounding the location and current state of affairs. Perhaps, for example, the badge of office of a great ruler has been stolen, a national manhunt is taking place, and the thief is hiding out in the destination. Anyone linked to the item is in great danger, even if the item itself cannot cause harm to anyone. Perhaps, instead, the destination conceals an item that is the final clue to a great mystery. In any case, the final decision on whether or not your item has magical properties is down to you.

d6	Item Link To Magic
1-3	**Dependent Link.** The item is intrinsically linked to the magic. If the link is severed, either by destroying the item, dispelling the magic, or otherwise causing the two to become unbound, neither the item or magic can continue to exist in isolation.
4-5	**Independent Link.** The item and magic share a conditional link, though both can exist without the other. Perhaps the magic fuels the item, or the item focuses or grounds the magic. If the magic is dispelled, the item is rendered mundane. If the item is destroyed, the magic is untethered from it - this may dispel it, or may cause it to surge or spiral out of control.
6	**Location Link.** The magic exists in the location of the item to serve a purpose, such as to protect or hide it, but is not linked to the item itself. If the item is destroyed, the magic persists, and vice versa. The item may serve as bait to attract targets into the path of the magic.

Magic Activation

How is the magic triggered?

> ### AUTHORIZED USERS
>
> Given that items are most often designed to be used, we assume that there are individuals that can approach and use the item without triggering the magic. These individuals may be attuned to the item in some way, such as its creator, or current owner. We consider these individuals 'authorized' and, as such, they are never targeted by the magic (unless the GM decides otherwise).

d10	Magic Activation
1-4	**Physical Contact.** If the item is touched, the magic activates, targeting whoever or whatever touched it, or came into contact with it.
5-7	**Action On Item.** If something is done to the item, or within a certain distance of it, the magic activates. The item is triggered when someone… [Roll 1d8]: 1: Attempts to break it 2: Breaks it 3: Brings something specific near it 4: Casts magic near it 5: Removes it from where it is 6: Says something specific near it 7: Touches it 8: Does something else
8-9	**Line of Sight.** The magic targets individuals who have line of sight to the item.
10	**Aura.** The magic activates when something, or someone, enters the aura that persistently surrounds, and is centered on, the item. This remains active until it is somehow deactivated. The aura's radius… [Roll 1d10]: 1-5: Is 50 ft. 6-8: Is 100 ft. 9-10: Is 200 ft. 11: Encompasses the entire destination 12: Extends well beyond the destination

Magic Category

What kind of magic affects the targets?

d6	Magic Effect
1-2	**Physical.** Roll on the **physically targeted magic** table to learn the magic's effect.
3-4	**Mental.** Roll on the **mentally targeted magic** table to learn the magic's effect.
5-6	**Spiritual.** Roll on the **spiritually targeted magic** table to learn the magic's effect.

Physically Targeted Magic

Physically targeted magic affects physical things (bodies, objects, etc.). The magic could simply harm the target, but could also physically move or transform it, change it's position etc.

d10	Physically Targeted Magic
1-2	**Transformation.** The target is physically changed in some way by the magic. The magic alters… [Roll 1d6]: 1: Something superficial or cosmetic 2-3: Something generally important, or specifically vital 4-5: The target's entire body or structure into something with similar physical traits or biology 6: The target's entire body or structure into something with different physical traits or biology
3-4	**Element.** An element manifests. The element is… [Roll 1d12]: 1: Acid 2: Air 3: Dark 4: Earth 5: Fire 6: Force 7: Ice 8: Light 9: Necrotic 10: Psychic 11: Shadow 12: Water The element manifests… [Roll 1d12]: 1-5: Directly on the target 6-9: Immediately around the target 10-11: Widely around the target 12: As an elemental creature of the related element
5-6	**Change Position.** The target is magically moved from its location to another. The target is… [Roll 1d6]: 1-3: Physically pushed (target's movement can be seen) 4-6: Teleported (target disappears and appears somewhere else) The target is moved… [Roll 1d8]: 1-4: A short distance 5-6: A moderate distance 7: Far 8: Very far

d10	Physically Targeted Magic
7-8	**Disease.** The target develops a physical sickness. Roll a d6 for each of the following questions: Contagious? 1-3: Yes 4-6: No Deadly? 1-2: Yes 3-6: No Time For Worst Symptoms To Show: 1: A minute 2: An hour 3: A day 4: A week 5-6: 2 weeks Impacted Body System: 1: Digestive 2: Circulatory 3: Respiratory 4: Immune 5: Nervous 6: Brain
9-10	**Lethargy.** The target feels tired, lackadaisical, or listless. They suffer from some degree of exhaustion, or feel a decided lack of energy.

Mentally Targeted Magic

Mentally targeted magic affects the mind and senses. The effects tend to take the form of altering dreams, perception, or attitudes.

d10	Mentally Targeted Magic
1	**Hallucination (One Sense).** The target senses something that is not physically there in the surrounding environment. The affected sense is… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
2	**Hallucination (Multiple Senses).** The target senses something that is not physically there in the surrounding environment in multiple (1d4 + 1) ways. The affected senses are… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
3	**Disorientation.** The target constantly loses their sense of direction, or rarely seems to find a clear path or trajectory.
4	**Frightening Dreams.** The target is plagued with terrifying dreams that disturb their rest and may put them on edge in their waking hours.
5	**Pleasant Dreams.** The target experiences wonderful dreams, which may aid their rest, or may lead them astray, alter their opinions, create a false narrative, or cause other various problems on awakening.

d10	Mentally Targeted Magic
6	**Strange Dreams.** The target is beset by dreams that confuse or unsettle, possibly prompting misleading thoughts or misguided suspicions.
7	**Heightened Emotions.** The target experiences their emotions in more extreme ways. Anger becomes intense rage, happiness becomes hysteria, sadness becomes deep melancholy or depression.
8	**Dampened Emotions.** The target experiences their emotions in more subdued ways. Things they would otherwise react strongly to don't seem to prompt the same reaction, and emotions seem to blur into each other and become indistinguishable.
9	**Combative.** The target experiences increased aggression. When affected, the target… [Roll 1d6]: 1-2: Is more prone to aggressive responses 3-5: Immediately lashes out at anyone they consider an enemy 6: Immediately lashes out at enemies and allies alike, at the slightest provocation or disagreement
10	**Friendly.** The target experiences increased good feeling towards others. When affected, the target… [Roll 1d6]: 1-2: Is more prone to friendly responses 3-5: Gives the benefit of the doubt to all allies, and to those they usually consider an enemy 6: Goes out of their way to help enemies and allies alike, regardless of the risk to their own safety

Spiritually Targeted Magic

Spiritually targeted magic aims to affect the soul, either by testing, warping, or weakening the target's convictions and spiritual fortitude.

d10	Spiritually Targeted Magic
1-2	**Corruption.** The target's good qualities are twisted to ill, and flaws or faults seem to appear in them where they once did not.
3-4	**Temptation.** The target has an overwhelming desire to possess something that they shouldn't, or that is unobtainable, often at a dire or hidden cost that is in opposition to their usual principles.
5-6	**Hopelessness.** The target seems lost, and lacks hope and a sense of purpose.
7-8	**Loss of conviction.** The target's drive to press on, to complete important tasks, and accomplish the things that matter dwindles. Things that were previously important to the target don't seem to matter so much any more.
9-10	**Distraction.** The target is easily diverted by new and interesting things, losing the attention and focus that they would normally devote to major goals and tasks.

Item Sentience

Does the item have awareness or personality?

d20	Item Sentience
1-17	**None.** The item does not possess awareness, personality, or any other form of consciousness or agency.
18-19	**Simple Personality.** The item has some elements of consciousness, but they are simple. It may want, or be drawn to, a certain thing or behavior. If it speaks, it may only use single words or short phrases. It may appear dormant until appropriate moments, and is unlikely to be able to form opinions.
20	**Fully-Formed Personality.** The item has a full personality and is able to communicate with whomever is using it (or, possibly, anyone within a certain range). It has complex thoughts, feelings, desires, likes, and dislikes, and likely has its own ambitions and makes its own plans.

Magic

*Y*ou've been walking the trail for an hour or so. It's easy enough going at least, level and smooth. You check your compass, but it spins wildly - no use. You feel something in your gut, a feeling that you've missed something. You want to turn around and go back. It can't hurt to check, surely? At least you packed plenty of rations.

You walk back along the trail for an hour or so, checking each side, looking for something, anything that you might have missed. You feel something in your gut: a feeling that you've missed something. You want to turn around and go back. You figure it can't—

A realization hits you, but you can't quite process it, like words on the tip of your tongue. How long have you been here? The pieces are there, but.. it's a feeling in your gut, a feeling that you've missed something. You could have sworn you packed more rations. Perhaps it would be best to go back and check?

You walk the trail for an hour or so, stumbling across the rutted surface. You search through your pack with some difficulty; your nails are broken and bloody. It was careless of you to have packed so few rations.

Something is scratched on a tree trunk here. Whoever passed this way before you marked the date a few months ago and, oddly, shares your initials. You wonder, mildly, if you might eventually catch up with them, to share this coincidence. It's an amusing thought. Your spirits are dampened, however, by the realization that you somehow managed to pack no rations for this trip. Perhaps you could forage for something, if you walk back along the trail.

Magical danger can take many forms, and the reasons for its presence can be myriad. A strange aura may cover an entire area, or it could be that a spell is in effect that only affects a very specific thing, or occurs under certain circumstances. The degree to which magic can impact a place, and the problems it can cause, vary wildly.

Roll on the tables in this chapter if your **danger** is magical in nature, or has a magical effect.

Saves & Defenses

This chapter contains a large number of magical effects that can be leveled at the player characters (PCs), ranging from the physical effects of something like a lightning strike or enforced ailment, to a mental condition like a hallucination, or something that is designed to affect the target's emotions, spirit, or soul.

The magic presented in this chapter should always be treated as an outside force that is somehow exerting its influence on those that it can reach. This being the case, make sure you have a good understanding of how your chosen game system handles defenses against these kinds of effects. If a character is poisoned, what (if anything) would they typically roll? If they are targeted by a charm spell, how would they usually defend against it?

We suggest that, if there is no precedent, or you can't find an example and you're not sure off the top of your head, ask your players what would be most reasonable and, once you've taken their suggestions into account, use your best judgement. This will help things feel fun and fair, even if they're not clearly defined in the system you're playing.

IMPORTANT! Be sure to allow the PCs (and any other relevant creatures, as appropriate) to defend against the magic, unless you have a very clear and justifiable reason not to do so.

Targets

This chapter mentions targets for the various magical effects. This usually refers to the PCs and any active NPCs or incidental characters in the **environment** or **destination type**. You may decide how the magic generally affects any wildlife, plants, structures, inanimate objects, or general population. Use your roll results as guidance to determine how the overall location has been affected so far.

Magic Origin

d10	Magic Origin
1	**Collision.** The magic occurred as a side effect of a clash between entities.
2	**Departed Visitor.** The magic is linked to an otherworldly entity who was on the same plane as the location, but no longer is.
3	**Historic Impetus.** The magic is a lingering effect of something that happened here prior to the destination's founding.
4	**Intentional.** The magic was created on purpose by an entity who wanted this magic here.
5	**Mistake.** The magic was created unintentionally by an entity who was using magic to complete a task, but something went wrong.
6	**Natural Occurrence.** The magic is a natural phenomenon, or stems from something in the natural world in or near to the destination's location.
7	**Remote Influence.** The magic is linked to, or caused by, an otherworldly entity who has not been to the destination's location or plane.

d10	Magic Origin
8	**Present Visitor.** The magic is linked to an otherworldly entity who is currently on the same plane as the location.
9	**Unintentional.** The magic was created unintentionally by an entity who was trying to create or use a different kind of magic here.
10	**Wild.** The magic occurred, seemingly at random, as a result of magic's sometimes unpredictable nature.

Magic Area

How much of an area does the magic cover?

> ### Center
> It may be tempting to simply center the magic on your destination, but we encourage you to be creative about how you place the magic zone. There is no reason why it needs to be a perfect circle. The guidelines given below are just that: guidelines. If you roll an area that is as large as the destination, but you want it to only cover half the destination, and then spill into the area the destination, you absolutely can.

d20	Magic Area
1-2	**Specific Place.** The magic is present in a very specific, small location, such as a single, average-sized home.
3-4	**Small Area.** The magic is present in an area no larger than a quarter of the destination.
5-7	**Moderate Area.** The magic is present in an area no larger than half of the destination.
8-13	**Large Area.** The magic is present in an area as large as the destination.
14-15	**Very Large Area.** The magic is present in an area twice the size of the destination.
16-17	**Massive.** The magic is present in an area five times the size of the destination.
18	**Broad.** The magic is present in an area ten times the size of the destination.
19	**Environmental.** The magic is present everywhere within the **environment** in which the destination is located.
20	**Environmental Overflow.** The magic is present everywhere within the **environment** in which the destination is, as well as spilling over into adjacent environments.

Magic Frequency

How often does the magic activate, and try to affect targets?

Important: Practically-speaking, the **magic frequency** table is intended to help you manage how often you should ask for checks, or roll against any target's defenses. If you have a clear idea of what you would like the magic to do, or how you would like it to function, we encourage you to choose the option below that fits your needs (or roll first, then decide).

d20	Magic Frequency
1-5	**Threshold.** When a target which meets a certain criteria enters the magic's area, the magic tries to affect them.
6-7	**Fluctuating.** Every hour, in game, roll a die. On an odd result, the magic tries to affect all potential targets in the magic's area. On an even result, it does not.
8-10	**Minutes.** Every 1, 5, 10, 15, or 30 minutes (whichever you feel is most reasonable), the magic tries to affect all potential targets in the magic's area.
11-14	**Hourly.** Every hour, the magic tries to affect all potential targets in the magic's area.
15-17	**Extremes.** Every dawn, midday, dusk, and midnight, the magic tries to affect all potential targets in the magic's area.
18-19	**Daily.** Once each day, the magic tries to affect all potential targets in the magic's area.
20	**Greater.** The magic tries to affect all potential targets in the magic's area once per… [Roll 1d6]: 1-3: Week 4-5: Month 6: Year

Magic Density

When the magic is active, how likely is it to target a given individual in its area of influence?

Important: While playing, when the GM determines that the magic in the area is active, about to be active, or about to affect players (as per the **magic frequency** table), all players and active NPCs in the magic's area should roll a d100. If a player or NPC's roll falls within the range given in the **magic density** table below, the magic attempts to affect them (but be sure to allow for any defenses if appropriate).

d20	Magic Density
1-5	**Sparse.** Players or NPCs who roll a 1-25 are targeted.
6-12	**Moderate.** Players or NPCs who roll a 1-50 are targeted.
13-16	**Dense.** Players or NPCs who roll a 1-75 are targeted.
17-19	**Very Dense.** Players or NPCs who roll a 1-90 are targeted.
20	**Solid.** Players or NPCs are *always* targeted when the GM determines the magic is active. Each time, they are given the opportunity to defend against it, if they are able.

Magic Manifestation

Something you might wish to consider is what the magic looks like when it manifests. You may decide that it is invisible, which works nicely if you are aiming for mystery, and don't want visual cues that could tip the players off. Alternatively, the magic could manifest as a cloud, beams of light (colored or otherwise), sparkles floating in the air, or any other visual indicator that you feel would be appropriate. You may decide, instead, that you would like a different kind of sensory cue altogether, to give players a hint in a more subtle way. This could be anything from a disembodied sound, a sensation, a change in temperature, a voice, a smell, or countless other options.

Magic Category

What kind of magic affects the targets in the area?

d8	Magic Effect
1	**Physical.** Roll on the **physically targeted magic** table to learn the magic's effect.
2	**Mental.** Roll on the **mentally targeted magic** table to learn the magic's effect.
3	**Spiritual.** Roll on the **spiritually targeted magic** table to learn the magic's effect.
4	**Life & Death.** Roll on the **life & death magic** table to learn the magic's effect.
5	**Conjuration.** Roll on the **conjuration magic** table to learn the magic's effect.
6	**Divination.** Roll on the **divination magic** table to learn the magic's effect.
7	**Illusion.** Roll on the **illusion magic** table to learn the magic's effect.
8	**Other.** Roll on the **other magic** table to learn the magic's effect.

> ### During Play
>
> Some results in the tables below pertain to rolls you make in game. These are labeled with the italicized text '*During Play*'. If you roll one of these results, bookmark or copy it down to use in your next relevant gaming session.

Physically Targeted Magic

Physically targeted magic affects physical things (bodies, objects, etc.). The magic could simply harm the target, but could also physically move or transform it, change it's position etc.

d10	Physically Targeted Magic
1-2	**Transformation.** Within the magic's area, targets are physically changed in some way. The magic alters… [Roll 1d6]: 1: Something superficial or cosmetic 2-3: Something generally important, or specifically vital 4-5: The target's entire body or structure into something with similar physical traits or biology 6]: The target's entire body or structure into something with different physical traits or biology

d10	Physically Targeted Magic
3-4	**Element.** Within the magic's area, an element manifests. The element is… [Roll 1d12]: 1: Acid 2: Air 3: Dark 4: Earth 5: Fire 6: Force 7: Ice 8: Light 9: Necrotic 10: Psychic 11: Shadow 12: Water The element manifests… [Roll 1d12]: 1-5: Directly on the target(s) 6-9: Immediately around the target(s) 10-11: Widely around the target(s) 12: As an elemental creature of the related element
5-6	**Change Position.** Within the magic's area, targets are magically moved from one location to another. The targets are… [Roll 1d6]: 1-3: Physically pushed (target's movement can be seen) 4-6: Teleported (target disappears and appears somewhere else) The targets are moved… [Roll 1d8]: 1-4: A short distance 5-6: A moderate distance 7: Far 8: Very far
7-8	**Disease.** Within the magic's area, targets develop a physical sickness. Roll a d6 for each of the following questions: Contagious? 1-3: Yes 4-6: No Deadly? 1-2: Yes 3-6: No Time For Worst Symptoms To Show: 1: A minute 2: An hour 3: A day 4: A week 5-6: 2 weeks Impacted Body System: 1: Digestive 2: Circulatory 3: Respiratory 4: Immune 5: Nervous 6: Brain
9-10	**Lethargy.** Within the magic's area, targets feel tired, lackadaisical, or listless. They suffer from some degree of exhaustion, or feel a decided lack of energy.

Mentally Targeted Magic

Mentally targeted magic affects the mind and senses. The effects tend to take the form of altering dreams, perception, or attitudes.

d10	Mentally Targeted Magic
1	**Hallucination (One Sense).** Within the magic's area, targets sense something that is not physically there in the surrounding environment. The affected sense is… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
2	**Hallucination (Multiple Senses).** Within the magic's area, targets sense something that is not physically there in the surrounding environment in multiple (1d4 + 1) ways. The affected senses are… [Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch
3	**Disorientation.** Within the magic's area, targets constantly lose their sense of direction, or rarely seem to find a clear path or trajectory.
4	**Frightening Dreams.** Within the magic's area, targets are plagued with terrifying dreams that disturb their rest and may put them on edge in their waking hours.
5	**Pleasant Dreams.** Within the magic's area, targets experience wonderful dreams, which may aid their rest, or may lead them astray, alter their opinions, create a false narrative, or cause other various problems on awakening.
6	**Strange Dreams.** Within the magic's area, targets are beset by dreams that confuse or unsettle them, possibly prompting misleading thoughts or misguided suspicions.
7	**Heightened Emotions.** Within the magic's area, targets experience their emotions in more extreme ways. Anger becomes intense rage, happiness becomes hysteria, sadness becomes deep melancholy or depression.
8	**Dampened Emotions.** Within the magic's area, targets experience their emotions in more subdued ways. Things they would otherwise react strongly to don't seem to prompt the same reaction, and emotions seem to blur into each other and become indistinguishable.
9	**Combative.** Within the magic's area, targets experience increased aggression. When affected, the targets… [Roll 1d6]: 1-2: Are more prone to aggressive responses 3-5: Immediately lash out at anyone they consider an enemy 6: Immediately lash out at enemies and allies alike, at the slightest provocation or disagreement
10	**Friendly.** Within the magic's area, targets experience increased good feeling towards others. When affected, the targets… [Roll 1d6]: 1-2: Are more prone to friendly responses 3-5: Give the benefit of the doubt to all allies, and to those they usually consider an enemy 6: Go out of their way to help enemies and allies alike, regardless of the risk to their own safety

Spiritually Targeted Magic

Spiritually targeted magic aims to affect the soul, either by testing, warping, or weakening the target's convictions and spiritual fortitude.

d10	Spiritually Targeted Magic
1-2	**Corruption.** Within the magic's area, targets have their good qualities twisted to ill, and flaws or faults seem to appear in them where they once did not.
3-4	**Temptation.** Within the magic's area, targets have an overwhelming desire to possess something that they shouldn't, or that is unobtainable, often at a dire or hidden cost that is in opposition to their usual principles.
5-6	**Hopelessness.** Within the magic's area, targets seem lost, and lack hope and a sense of purpose.
7-8	**Loss of conviction.** Within the magic's area, targets lack the drive to press on, to complete important tasks, and accomplish the things that matter dwindles. Things that were previously important to the targets don't seem to matter so much any more.
9-10	**Distraction.** Within the magic's area, targets are easily diverted by new and interesting things, losing the attention and focus that they would normally devote to major goals and tasks.

Life & Death Magic

Life and death magic relates to the cycle of life, and the body and spirit of the living and dead.

d10	Life & Death Magic
1-2	**Decay**. Within the magic's area, things seem to wear out faster; organic things rot, structures fall apart, and living things seem to age more quickly. The longer that targets remain in the magic's area, the worse and more pronounced these effects appear to get. The dead, under the magic's effects, decompose exponentially quicker than they otherwise would. This is a permanent effect, unless the source of the magic is dispelled or disabled. (Skip the **magic frequency** and **magic density** tables)
3-4	**The Walking Dead**. Within the magic's area, any dead things, including those brought in from outside, are animated, but mindless. This includes all creatures that were once living, including insects, animals, etc. When affected creatures attempt to leave the magic's area, they… [Roll 1d6]: 1-3: Do so unharmed 4-6: Collapse into their dead state This is a permanent effect, unless the source of the magic is dispelled or disabled. (Skip the **magic frequency** and **magic density** tables)
5-6	**The Awakened Dead**. Within the magic's area, any dead things are animated, and their consciousness is restored. Their bodies remain in the state they were in; they are magically supported, no longer require sustenance or rest, but permanently retain their state of decay. When affected creatures attempt to leave the magic's area, they… [Roll 1d6]: 1-3: Do so unharmed 4-6: Collapse into their dead state This is a permanent effect, unless the source of the magic is dispelled or disabled. (Skip the **magic frequency** and **magic density** tables)
7-8	**Deathless**. Within the magic's area, no living thing can die. If a creature in the area that would normally be dead (such as one that has suffered a usually-fatal injury) somehow exits the magic's area, it dies immediately.
9-10	**Spirits**. Living physical bodies cannot enter the magic's area. The bodies of any living targets in the area, when the magic manifests, are shunted, or otherwise moved, outside the magic's area, leaving the target's spirit behind. If a living target attempts to move into the magic's area, it leaves its body at the magic area's edge, and the spirit continues on through. If a spirit, or other ethereal entity that is possessing or inhabiting a physical body, attempts to move into the magic's area, the same thing happens.

Conjuration Magic

Conjuration magic focuses on altering things, or bringing them into being.

d10	Conjuration Magic
1-2	**Objects**. Within the magic's area, magical energies create and unmake objects. *During play:* Roll a d10 as often as your **magic frequency** table result suggests. When you roll, something disappears or reappears (GMs choice). To determine the size of what disappears or reappears, roll a d10: 1-3: Small 4-6: Medium 7-9: Large 10: Huge
3-4	**Structure.** Within the magic's area, magical energies alter structures or large physical formations. *During play:* Roll a d10 as often as your **magic frequency** table result suggests. When you roll, a structural element nearby disappears or reappears (GMs choice). To determine what disappears or reappears, roll a d10: 1-3: Door or window 4-6: Wall or barrier 7-9: Complete room or space 10: Entire structure
5-6	**Heart's Desire**. Within the magic's area, desires are made manifest. Something that the target(s) deeply want materializes in front of them (GMs discretion). *During play:* Roll a d10 as often as your **magic frequency** table result suggests. To determine how long the desire remains, roll a d10: 1-3: Disappears when touched 4-6: Disappears after 1 minute 7-9: Disappears after 1 hour 10: Remains permanently while within the magic's area

d10	Conjuration Magic
7-8	**Heart's Dread**. Within the magic's area, nightmares are made manifest. Something that the target(s) deeply dread materializes in front of them (GMs discretion). *During play:* Roll a d10 as often as your **magic frequency** table result suggests. To determine how long the dread remains, roll a d10: 1-3: Disappears when touched 4-6: Disappears after 1 minute 7-9: Disappears after 1 hour 10: Remains permanently while within the magic's area
9-10	**Dreamscape**. Within the magic's area, humanoids and other intelligent creatures can exert their influence on their surroundings to change them into other things. The area under the magic's influence functions as a dreamscape. This is a permanent effect, unless the source of the magic is dispelled or disabled. (Skip the **magic frequency** and **magic density** tables)

Divination Magic

Divination magic focuses on the revelation and interpretation of the unknown.

d12	Divination Magic
1-2	**External Self-Awareness**. Within the magic's area, targets are contacted by voices that know all about their past, and tell them about it. These voices might be an effect of their own mind, but it could also be a god, or another entity.
3-4	**Answers**. Within the magic's area, targets receive answers to questions they ask. The answers are… [Roll 1d6]: 1-2: Lies 3-4: Vague 5-6: Truthful
5-6	**Aura of Revealing**. Within the magic's area, it is impossible to hide or obscure the truth. Invisibility and illusions fail, lies are not utterable, and spells that create false feelings, such as *charm person*, do not function.
7-8	**Mental Network**. Within the magic's area, targets are able to communicate telepathically. This means, as if they were speaking out loud, creatures nearby can hear telepathic speech (but cannot read the thoughts of others).
9-10	**Beacon**. Within the magic's area, targets are visible to, and actively being watched by, a being or beings on another plane.
11-12	**Understanding**. Within the magic's area, targets can understand one another as if they can all speak the same language.

Illusion Magic

Illusion magic focuses on fooling the senses, and creating fabricated realities.

d8	Illusion Magic
1	**Different Environment**. Within the magic's area, the environment or location appears different than it really is. The illusion feels real in every way to anyone fooled by it.
2	**Magnificent**. Within the magic's area, the environment or location appears to be the most amazing version of itself possible. The illusion feels real in every way to anyone fooled by it.
3	**Terrible**. Within the magic's area, the environment or location appears to be the most awful version of itself possible. The illusion feels real in every way to anyone fooled by it.
4	**Copycats**. Within the magic's area, perfect copies of all targets are created. The copies obey the intent or direction of whoever created the magic. If the magic occurred randomly, or there was no clear intent, the copies act similarly (but perhaps not identically) to the originals. If the copies try to leave the magic's area, they… [Roll 1d6]: 1-3: Do so without issue 4-5: Cannot 6: Die
5	**Seeming**. Within the magic's area, all targets appear to be something else, when viewed by another target. To the targets, all others look like… [Roll 1d10]: 1-4: Beasts 5-7: Animated objects 8-9: Animated plants 10: Monsters To the targets, all creatures appear to be… [Roll 1d6]: 1: Identical (i.e. all dogs of the same breed) 2-4: Similar (i.e. all dogs, but of different breeds) 5-6: Different, while still within the basic category, species or type (i.e. dogs, wolves, foxes, or other canines.).
6	**Appropriate Hazards**. Within the magic's area, illusions of hazards manifest. These hazards blend in and seem appropriate in the surrounding environment, making it hard to tell which dangers are real, and which are not. The hazards appear to be… [Roll 1d6]: 1-3: Dangerous environmental features (plants, pits, etc.) 4-5: Creatures 6: Constructed objects or traps

d8	Illusion Magic
7	**Discordant Hazards**. Within the magic's area, illusions of hazards manifest. These hazards are out of place in the area (such as a lava pit in a forest), so stand out from those that are real. The hazards appear to be…
	[Roll 1d6]: 1-3: Dangerous environmental features (plants, pits, etc.) 4-5: Creatures 6: Constructed objects or traps
8	**Phantom Senses**. Within the magic's area, targets see, hear, smell, taste, or feel something that isn't really there.
	During Play: Roll 2 d10s as often as your **magic frequency table** result suggests. The affected sense is…
	[Roll 1d10]: 1-2: Sight 3-4: Sound 5-6: Smell 7-8: Taste 9-10: Touch or physical feeling
	What is being sensed is… [Roll 1d10]: 1: Pleasant 2: Unpleasant 3: Intoxicating 4: Revolting 5: Positively connected to the target's childhood 6: Negatively connected to the target's childhood 7: Uncomfortable 8: Comforting 9: Painful 10: Soothing

Other Magic

Other magic incorporates all manner of unique and obscure effects that sit outside the standard magic categories.

d10	Other Magic
1-2	**Etherealness**. Within the magic's area, targets shift into the ethereal plane, until they leave the area, the magic tries to affect them again but they successfully defend, or they escape via magical means.
3-4	**Force Field**. The magic's area is contained within a force field. The force field's purpose is to…
	[Roll 1d6]: 1-2: Keep targets in 3-4: Keep targets out 5-6: Keep targets in, and others out, or vice versa
5-6	**Voices**. Within the magic's area, targets hear voices. The voices…
	[Roll 1d12]: 1: Sound confused 2: Sound conspiratorial 3: Sound excited 4: Sound frightened 5: Sound guiding 6: Sound dishonest 7: Sound malicious 8: Sound pleading 9: Sound solicitous 10: Are talking to each other 11: Are unaware that they can be heard 12: Give a warning
7-8	**Animation**. Within the magic's area, inanimate, non-living objects gain sentience and begin moving, unless somehow anchored to the ground. Plants are unaffected by this. Objects that are anchored in some way (such as houses) are unable to move from their location, but still gain sentience.
9-10	**Parallel Dimension**. Within the magic's area, targets are shifted to a version of the destination in a parallel dimension. The GM decides how closely this dimension aligns with the original.