

SITE NAME:

OBJECTIVE:

THEME:

DOMAIN:

PROGRESS

○ TROUBLESOME

○ DANGEROUS

○ FORMIDABLE

○ EXTREME

○ EPIC

+1

+2

+3

+4

+5

+6

+7

+8

+9

+10

DENIZENS

VERY COMMON	01-27	COMMON	28-41	COMMON	42-55	COMMON	56-69
UNCOMMON	70-75	UNCOMMON	76-81	UNCOMMON	82-87	UNCOMMON	88-93
RARE	94-95	RARE	96-97	RARE	98-99	UNFORESEEN	00

When the outcome of a move prompts an encounter with a denizen, you may:

>

Choose or introduce a denizen based on the situation and what you know of this place.

or

Roll on the matrix to generate a random encounter. If the field is blank, add a new denizen.

or

Identify a denizen as 'likely' to appear, and Ask the Oracle. If the answer is "no," roll on the matrix.

or

Pick two denizens, rate one as 'likely', and Ask the Oracle to determine which you encounter.

MAP / NOTES