



BORDERLAND PROVINCES

Journey Generator

By Matthew J. Finch



FROG GOD
GAMES



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Table of Contents

The Borderland Provinces Journey Generator	3
Introduction	3
How to Use This Book	4
Destination	4
Patron.....	7
Journey Details: Simple Journey	8
Journey Details: Complex Journey	8
Final Wrap Up	10
Commerce.....	10
Wilderness Adventuring	11
Roadside Inns.....	11
Weather Conditions and Strange Events.....	15
Pre-Generated Journeys	15

The Borderland Provinces

Journey Generator

Introduction

Journeys and Sandboxes

The Borderland Provinces “campaign” is designed for characters who like to travel across wide regions, and Game Masters who like to run such “sandbox” campaigns. There are upsides and downsides to running a sandbox campaign rather than one where the characters are presented with a series of clear objectives, all of them roughly designed for the character’s current level of experience. A sandbox campaign like the Borderland Provinces requires that the players are able to identify objectives for themselves, or else they may become paralyzed with indecision, looking for the “right” place to go. So, on the Game Master’s side of the GM screen, it’s very important that the characters are presented with lots of choices wherever they go. This — as any experienced Game Master will immediately note — makes a lot of work for the Game Master. How do you generate those choices? Do you need to prepare five or six different adventures for each time the characters enter a tavern and start asking questions?

This book is a resource for generating journeys, but in doing so it allows you to fill the world with a realistic jumble of objectives, possibilities, opportunities, and motivations for the characters, keeping them from asking, “Well, what are we *supposed* to do?” It might take them a bit of practice to switch into the “sandbox” mentality, but soon they will be asking, “Which opportunity do we want to take?” And that brings us to the reason for this book, because at that point they’re going to need lots of options, and it’s your job to produce those options.

So we get to the well-known fact about running a sandbox campaign. It’s not necessarily more work for the Game Master, but it requires much more improvisation and thinking on your feet than a programmed adventure path does. It’s a method used more by experienced Game Masters for this reason, and there are actually some groups of players who feel like it’s too unfocused. However, for those who like the feeling of forging their own destinies in a living world, the sandbox style of play is unparalleled. *The Lost Lands: Borderland Provinces* is designed for that difficult but highly-rewarding type of Game Mastery, and this book is a tool for handling the “journeying” part of a sandbox.

Sandbox Campaigns

There are two major factors to keep in mind when running a sandbox-type campaign. First: direction, purpose, and pacing. Second: risk levels.

Direction and Purpose

It is easy for characters — well, players, really — to flounder in a situation where there are too many choices and not enough objectives. As you’ll see, this book is designed precisely to handle that problem. Instead of pointlessly closing the eyes and putting a finger on the map, which is fun once or twice but not as the foundation for a campaign, the characters can be given a series of potential objectives using the journey generator herein. Especially at lower level, it is vitally important that you communicate these options to the players. Once they begin to reach higher level, with various connections to the campaign, they will start to form their own projects, but even here you

will have to provide information about *how* to follow those objectives. Your job as the Game Master is to provide several meaningful choices to the players.

So here’s the bottom line for running a sandbox campaign: it won’t go anywhere unless you give your players several leads that they could follow up on. The Journey Generator is the tool for that task.

Risk Levels

A key part of the above sentence is “meaningful.” Blindly picking between a set of options isn’t a choice, it’s merely an option, and that’s not exactly exciting. When you offer various possibilities, the most important question in the players’ minds is likely going to be either (a) their alignment, if the party is out to do good, or (b) the risk-reward ratio, if the characters are mainly about money. Providing a moral aspect to the various possible journeys is fairly easy and requires no tables or other resources. Just put some sort of “peasants at risk,” or “help the temple of virtue” into the basic motivation for the journey, and voila! There is a built-in moral aspect for characters who are driven by heroic goals. In terms of (b), the risk-reward calculation, this is a bit more difficult.

In non-sandbox campaigns, there is often the basic assumption that no matter what the characters do, no matter where they go, they encounter problems and monsters that coincidentally happen to correspond exactly to the level of the characters. In older editions of the game, the “First Edition Feel” we emulate, there were some areas that were easy, some that were hard, and some where you couldn’t quite guess because the range of possibilities was very broad. Cities and towns were relatively safe, the wilderness was very dangerous but had a lot of variation in risk, and dungeons had “levels” allowing the characters to pick whatever risk level they felt comfortable with. Stay safe and get less treasure, or take a risk deeper in the dungeon where treasures were generally greater? As a result of this built-in knowledge about risk levels, the characters could make meaningful choices. Risk the wilderness? Delve deep into the dungeon? Or stay safe and play a conservative game? The world essentially existed all by itself, unaffected by the level of the characters. Not everyone necessarily likes to play this way, and it’s not hard to use the Borderland Provinces for a more directed difficulty level, but it’s designed for use with a “living world” type of game, where whatever is out there ... is out there.

The journeys you offer to the characters as options also need to contain some built-in information about the risk and reward levels of that particular journey. The setting follows the “First Edition” pattern of safe settlements, dangerous roads, and really dangerous wilderness, but with this book you’re going to be generating the equivalent of quests — to make the characters’ choices meaningful, there needs to be some information about the risk levels involved.

How should this be done? The easiest and probably the best way, since it doesn’t hide the ball, is just to tell the players, “This one sounds pretty risky to you, and the other one sounds like it’s probably fairly easy.” Job done: the players can now make a meaningful decision as long as you follow through on those risk levels.

So the take-away is basically for you to make a guess about the risk level involved in the journeys you’re generating. Then to communicate that risk level, a bit vaguely perhaps, to the players so they can make their decisions based on some actual information about the different choices.

With that, let’s get on to the topic of how to actually use the book for generating journeys.

How to Use the Book

What you'll find here is a series of tables for generating the motivation and some details for a trip through the Borderland Provinces. There are two types of journeys that can be created, which we have creatively titled "Simple" and "Complex." The methods are only different at one step of the process, but for convenience we're going to show each method in its entirety.

Simple Journey Procedure

The Simple Journey approach generates an "adventure" that is more focused on the journey itself. The table merely offers the purpose for the journey, and the main goal isn't much more than arrival.

To generate a simple journey, use the following steps:

- 1 Determine the Destination using the Destination Tables. This gives you the approximate area in the Lost Lands where the journey is to end.
- 2 Roll on the Patron Table to find out who is putting the journey into motion by contacting, hiring, or informing the characters about the basic facts.
- 3 Roll on the Simple Journey Table to find out what those basic facts are. There's only one table for this, and then you move directly on to the next step.
- 4 Roll on the Final Wrap-Up Table
- 5 If you wish, pre-roll some of the encounters instead of rolling the dice while the game is in progress, based on expected route and speed of travel.

Complex Journey Procedure

A complex journey is one in which there is a mission to be accomplished at the destination. Compared to lower-level characters, higher-level adventurers are less likely to hit the road just to see what's on the other end of it. They need a bit more motivation to go somewhere, and the set of Complex Journey tables help to provide this motivation.

To generate a complex journey, use the following steps, almost identical to the ones for a Simple Journey:

- 1 Determine the Destination using the Destination Tables. This gives you the approximate area in the Lost Lands where the journey is to end.
- 2 Roll on the Patron Table to find out who is putting the journey into motion by contacting, hiring, or informing the characters about the basic facts.
- 3 Roll on the Complex Journey Tables to find out what those basic facts are.
- 4 Roll on the Final Wrap-Up Table
- 5 If you wish, pre-roll some of the encounters instead of rolling the dice while the game is in progress, based on expected route and speed of travel.



Destination

Table 1: Destination

1d100	Sub-Table
01-09	Aachen Province (Table 1.1)
10-18	Amrin Estuary (Table 1.2)
19-27	Eastreach Province (Table 1.3)
28-36	Exeter Province (Table 1.4)
37-45	Gaelon River Valley (Table 1.5)
46-54	Keston (Table 1.6)
55-63	Rampart (Table 1.7)
64-72	Suilley (Table 1.8)
73-81	Toullen (Table 1.9)
82-86	Unclaimed Lands (Table 1.10)
87-95	Vourdon (Table 1.11)
96-00	Yolbiac Vale (Table 1.12)

Table 1.1. Aachen Province

1d100	Destination in Aachen Province
01-10	Across the Stoneheart River, somewhere along the eastern flank of the Mons Terminus Range.
11-20	Deep in the rural countryside, 25+ miles from a high road, in woodlands
21-25	Deep in the rural countryside, 25+ miles from a high road, in craggy hills
26-30	Deep in the rural countryside, 25+ miles from a high road, in marshland or swamp
31-35	The City of Aix
36-45	The City of Vermis
46-50	In the Cretian Mountains, 25+ miles
51-55	Near Aix, within 50 miles
56-65	Near the Cretian Mountains (in the foothills)
66-70	Near the Great Bridge, within 25 miles
71-80	Near Vermis, within 50 miles
81-90	Somewhere on the Cross-Cut Road
91-00	Somewhere on the Wain Road

Table 1.2. Amrin Estuary

1d100	Destination in the Amrin Estuary
01-20	Amrin Estuary south bank, among the rural, feudal villages of the Estuary Lords, in a wooded area
21-40	Amrin Estuary south bank, among the rural, feudal villages of the Estuary Lords, in a small range of hills
41-50	City of Eastreach
51-65	City of Telar Brindel or within 25 miles of Telar Brindel
70-80	Near the City of Eastreach within 25 miles or so
81-00	Somewhere on (or within 10 miles of) the Estuary Road between Eastgate and Eastreach Province

JOURNEY GENERATOR

Table 1.3. Eastreach Province

1d100	Destination in Eastreach Province
01-06	Along the Wild Edge River or Canyon River (50% either)
07-10	City of Carterscroft
11-13	City of Eastwych
14-20	In or near the Forest of Hope
21-22	In or near Zelkor's Ferry, within 25 miles
23	In the old Pirate Fortress
24-25	In the Ruined Fort
26-32	In the rural countryside: hills
33-38	In the rural countryside: in or near a particular village, manor, or castle
39-45	In the rural countryside: woodlands
46-47	Near (or in) Drownboat Crossing
48-49	Near Carterscroft within 50 miles
50-54	Near, on, or in the Glimmill River, on the borders of the Unclaimed Lands
55-61	Near, on, or in the Great Amrin River, anywhere from the Great Bridge all the way to the Amrin Ferry
62-67	Northern bank of Amrin Estuary, on the Lowwater Road or in the surrounding swamps
68-73	On the Cross-Cut, within 25 miles
74-81	On the Tantivy Road within 25 miles
82-87	On the Wain Road within 25 miles
88-93	Somewhere along the northern coast
94-00	Somewhere on the Coast Road (eastern edge of province, possibly near Rappan Athuk)

Table 1.4. Exeter Province

1d100	Destination in Exeter Province
01-10	Along the south flank of the Wilderland Hills
11-20	City of Albor Broce
21-30	In or near the Wiltangle Forest
31-40	In or within 25 miles of the Forlorn Mountains
41-50	In the deep, rural countryside 25+ miles from a high road
51-60	In the Wilderland Hills (Southern half)
61-70	On or within 10 miles of the Trader's Way
71-80	On or within 25 miles of the Hawkmoon Road
81-90	On or within 25 miles of the Southern Provincial Road
91-00	Within 25 miles of Albor Broche

Table 1.5. Gaelon River Valley

1d100	Destination in Gaelon River Valley
01-19	Along the Gaelon River anywhere from Endhome to the mountains
20-26	City of Endhome
27-31	City of Mirquinoc (or within 25 miles)
32-35	Deadfellows, or within 25 miles of Deadfellows

1d100	Destination in Gaelon River Valley
36-42	Duskmoon Hills (including that part of the Trader's Way)
43-46	Gaelon River Bridge
47-54	In the Cretian Mountains or its foothills
55-62	In the deep countryside (25+ miles from a high road or the river) in one of the tributary valleys
63-70	In the deep countryside (25+ miles from a high road or the river) on hilly ridges between two tributary river (or stream) valleys
71-78	In the deep countryside (25+ miles from a high road or the river) in the deep forests (probably in a river valley, but possibly crossing over the hills from one valley to another.
79-80	Near Beetlebridge
81-86	On or within 25 miles of the King's Road (Grollek to Endhome)
87-92	On or within 25 miles of the King's Road (Troye to Grollek's Grove)
93-98	On or within 25 miles of the Trader's Way, between Eastgate and Grollek's Grove)
99-00	Within 25 miles of Grimmsgate

Table 1.6. Keston Province

1d100	Destination in Keston Province
01-10	City of Aljun
11-25	City of Kingston
26-30	Foothills of the Kal'lugus Mountains (1d10 miles from edge of mountains)
31-35	Foothills of the Meridian Range (1d10 miles from edge of mountains)
36-40	In the deep, wild countryside of eastern Keston Province (25+ miles from a high road) in wooded or forested area
41-45	In the deep, wild countryside of eastern Keston Province (25+ miles from a high road) in hills
46-50	In the Kal'lugus Mountains (3d10 miles into the range), a specific mountain
51-55	In the Kal'lugus Mountains (3d10 miles into the range), a specific valley
56-60	In the mountains of the Meridian Range (3d10 miles into the range), a specific mountain
61-65	In the mountains of the Meridian Range (3d10 miles into the range), a specific valley
66-70	In the relatively settled area of western Keston, in forest or woodland, possibly near a village or farmland (25%)
71-75	In the relatively settled area of western Keston, in hills 10+ miles from the mountains, possibly near a village or farmland (25%)
76-80	Near the city of Kingston within 25 miles
81-85	Notquite Inn
86-90	On or near the Gap Road within 10 miles
91-95	On or near the Swamp Road within 25 miles
96-00	Western reach of the Wilderland Hills

Table 1.7. Duchy of the Rampart

1d100	Destination in the Duchy of the Rampart
01-20	City of Troye
21-22	Foothills of the Rampart Mountains, east face, within 1d6 miles of the edge
23-24	Foothills of the Rampart Mountains, west face within 1d6 miles of the edge
25-30	Metzel
31-35	Mountain Pass into the Yolbiac Vale (near Metzel)
36-40	Near the city of Troye, within 25 miles
41-46	On or near the King's Road (From Foere in the west, through Troye), within 25 miles of the road
47-49	On or near the Rampart Road, within 10 miles
50-52	On or near the South Road within 5 miles
53-54	Rampart Mountains, east face, 3d10 miles into the mountains, a specific mountain
55-56	Rampart Mountains, east face, 3d10 miles into the mountains, a specific valley
57-58	Rampart Mountains, west face, 3d10 miles into the mountains, a specific mountain
59-60	Rampart Mountains, west face, 3d10 miles into the mountains, a specific valley
61-70	Reliquary of Jamboor
71-80	Ristault
81-90	Settled western regions 25+ miles from the road, low hills
91-00	Settled western regions 25+ miles from the road, woodland

Table 1.8. Kingdom of Suilley

1d100	Destination in the Kingdom of Suilley
01-03	Barbarian town of Aen Vani, seat of the Vanigoth king
04-06	Caer Silecia, country seat of the king
06-13	City of Alembretia
14-33	City of Manas, the capital
34-43	City of Remballo
43-47	Cluin
48-57	Countryside, 25+ miles from a high road, northern Suilley
58-60	Flatlander Road, within 25 miles
61-63	Lorremach Highhills
64-68	Near Alembretia within 25 miles (outside the hills, though)
69-73	Near Manas, 25 miles or fewer
74-76	Pfefferain
77-79	Rampart Road, or within 25 miles of the road
80	Ruins of Wennesalar
81-85	South County Road, within 25 miles
86-87	Stronghold Hjerrin
88	Tower of Corredrix

1d100	Destination in the Kingdom of Suilley
89-95	Trader's Way (Grollek's Grove to the Wilderland Hills)
96-00	Wild countryside south or east of the Lorremach

Table 1.9. County of Toullen

1d100	Destination in the County of Toullen
01-20	City of Tertry, the capital
21-30	Countryside, 10+ miles from the road, hilly area
31-40	Countryside, 10+ miles from the road, lake or lake-side
41-50	Countryside, 10+ miles from the road, wooded area
51-60	Countryside, 5+ miles from the road, swampy area (west of the South Road)
61-64	Edge of the Wiltangle Forest
65-67	Foothills of the Kal'lugus Mountains (1d10 miles from edge of mountains)
68-70	In the Kal'lugus Mountains (3d10 miles into the range), a specific mountain
71-73	In the Kal'lugus Mountains (3d10 miles into the range), a specific valley
74-83	Near Tertry, within 25 miles
84-97	On or near the South Road, within 25 miles
98-00	Within the Wiltangle Forest

Table 1.10. Unclaimed Lands

1d100	Destination in the Unclaimed Lands
01-10	Turpin
11-30	Isolated settlement
31-40	Near the Great Bridge, within 50 miles
41-60	Wild rural countryside, forested area
61-80	Wild rural countryside, hilly area
81-00	Wild rural countryside, specifically near a river tributary of the Great Amrin

Table 1.11. County of Vourdon

1d100	Destination in the County of Vourdon
01-20	City of Olaric, the capital
21-26	Foothills of the Meridian Mountains (1d10 miles from edge of mountains)
27-32	Foothills of the Rampart Mountains (1d10 miles from edge of mountains)
33-38	In the Meridian Mountains (3d10 miles into the range), a specific mountain
39-44	In the Meridian Mountains (3d10 miles into the range), a specific valley
45-50	In the Rampart Mountains (3d10 miles into the range), a specific mountain
51-56	In the Rampart Mountains (3d10 miles into the range), a specific valley
57-62	Near Olaric, within 25 miles

JOURNEY GENERATOR

1d100	Destination in the County of Vourdon
63-68	On or near the South County Road within 25 miles, hilly terrain
69-74	On or near the South County Road within 25 miles, near farms and settlements, with generally wooded terrain
75-80	On or near the South Road within 25 miles
81-93	Shullcross
93-00	Yllec

Table 1.12. The Yolbiac Vale

1d100	Destination in the Yolbiac Vale
01-40	Coelum
41-70	On or near the main road, within 10 miles
71-80	Middle of a dark forest
81-90	Middle of godforsaken hills
91-00	Near a tiny settlement in the middle of the howling wilderness

Patron

Table 2: Patron

1d100	Patron
01-02	Agent of the banking house of Borgandy, in Remballo.
03-10	Agent of a mercantile association, guild, or group of allied merchant houses. This can also include financiers, moneylenders, and bankers, including the smaller rivals of the House of Borgandy.
11	Agent of a religious group, such as a heretic-hunter, a paladin, a pilgrimage-organizer, the commander of religious guards, a curator of religious objects, etc.
12	Agent of a religious group: Heretic-hunter in service to the Church of Thyr
13	Agent of a religious group: Paladin of Thyr or Muir
14	Agent of a religious group: pilgrimage organizer for the Church of Mitra (Sun)
15	Agent of a religious group: pilgrimage-organizer for the temples of Solanus, Thyr, and Muir
16	Agent of a religious group: religious order of guardians associated with the Church of Vanitthu (Guardians)
17	Agent of a religious group: curator associated with the Cult of Yenomesh (Runes and Glyphs)
18	Agent of a religious group: intelligence gatherer for the Church of Belon the Wise (Knowledge, Magic, Travel)
19	Agent of a religious group: one of the Excriptors of Jamboor, an intelligence-gatherer
20	Agent of a religious group: some far-flung monastic order with small monasteries in many places

1d100	Patron
21-30	Alchemist, scholar, or university official
31-32	Diplomatic agent of the Province, Duchy, Kingdom or County the characters are currently in. If none (such as the Gaelon River Valley) then it is an agent of Bard's Gate
33-34	Diplomatic Agent of Endhome (ambassador, consul, envoy, functionary, or spy)
35-36	Diplomatic Agent of Suilley, official (ambassador, consul, envoy, or functionary)
37	Diplomatic Agent of Suilley (secret agent or spy)
38-39	Diplomatic Agent of the Duchy of the Rampart, official (ambassador, consul, envoy, or functionary)
40	Diplomatic Agent of the Duchy of the Rampart (secret agent or spy)
41-50	Law enforcement agent of the Province, Duchy, Kingdom or County the characters are currently in. If no such authority (such as in Gaelon River Valley), then the agent is from the Temple of Thyr working to bring criminals to justice.
51-60	Local noble, or a town mayor, as applicable to the location where the journey starts
61-70	Merchant acting independently
71-80	Military agent of the Province, Duchy, Kingdom or County the characters are currently in. If none (such as in the Gaelon River Valley), then the agent is from either the Duchy of the Rampart (0150) or from the Kingdom of Suilley (51-00)
81	Druid or druids
82	Temple, cleric, or agent of the temple of Belon the Wise
83	Temple, cleric, or agent of the temple of Ceres
84	Temple, cleric, or agent of the temple of Freya
85	Temple, cleric, or agent of the temple of Jamboor
86	Temple, cleric, or agent of the temple of Kamien
87	Temple, cleric, or agent of the temple of Mitra
88	Temple, cleric, or agent of the temple of Solanus
89	Temple, cleric, or agent of the temple of Thyr
90	Temple, cleric, or agent of the temple of Vanitthu
91-00	Wizard or the agent of a wizard.

Table 3: Patron's Motivation

1d100	Motivation
01-20	A financial interest in the situation. The patron or the patron's organization stands to make money from whatever the mission might be. Even temples and other less self-interested organizations rely on money to a certain degree.
21-30	Contractual obligation of patron

THE LOST LANDS: BORDERLAND PROVINCES

1d100	Motivation
31–50	Helps one of the patron's major allies
51–60	Hinders or blocks the plans of one of the patron's major enemies
61–65	Old friend of someone involved in the situation
66–70	Patron is a specialist at finding people to perform this sort of mission
71–80	Patron is returning a favor for some past service or assistance
81–00	Patron's moral obligation (lawfulness, legal obligation, kindness, fighting evil, doing good, religious dictates, etc.)

1d10	Objective
4	Escort a person or group to another place/group
5	Learn something useful from a place/group
6	Protect an object that someone else is bringing to a place/group
7	Reinforce or warn a place under threat
8	Retrieve an object from a place/group
9	Something to be discovered/found in a place
10	Something to be recovered from a place

Journey Details: Simple Journey

Table 4: Simple Journey

1d20	Simple Journey
1–2	Catch up with a fugitive/outlaw/villain who is trying to get away and has a good lead
3–4	Deliver a reluctant cargo (prisoner, heretic, caged monster, etc.)
5–6	Deliver an item as fast-couriers, with a timetable
7–8	Deliver an item, traveling with a caravan
9–10	Guard a caravan
11–12	Guard a lone messenger
13–14	Guard a small group of traders
15–16	Guard pilgrims on their pilgrimage
17–18	Characters have received an offer of employment and are to meet the patron at the destination
19–20	Protect a fugitive from justice (unjustly accused and being smuggled away)

Journey Details: Complex Journey

Complex journeys are the framework of an adventure expected to take place mostly at the *end* of the journey, as opposed to situations where the journey itself is the adventure. What's happening at the destination is more important than for simple journeys. A mission has an objective, a place, a group, a threat, a related object, and a possible complication.

Table 5: Objective

1d10	Objective
1	Catch up with someone else on their way to destination
2	Defend or otherwise protect a place and its inhabitants
3	Deliver an object to a place/group

Table 6: Location

1d20	Non-City Location	City Locations
1	Abbey	Abbey
2	Castle	Abbey
3	Caves	Craftsman
4	Encampment	Craftsman
5	Forest	Guild
6	Fort	Guild
7	Fortified building or manor	Mayor or City Government
8	Grove	Mayor or City Government
9	Hamlet or isolated community	Merchant's Offices
10	Holy Site	Merchant's Offices
11	Prison or a place that is holding a prisoner	Merchant's Offices
12	Ruins	Noble Household
13	Stockade	Noble Household
14	Swamp, marsh, fen, or moor	Store
15	Tavern	Temple
16	Temple	Temple
17	Town	University, school, or academy
18	Underground complex	University, school, or academy
19	Village	Wizard's Tower
20	Warehouse, storage place, or stockade	Wizard's Tower

Table 7: Group*

1d10	Group
1	Archaeologists or adventurers
2	Diplomat or negotiator
3	Druids
4	Local Lord
5	Merchant
6	Outlaw
7	Priests of a deity

JOURNEY GENERATOR

1d10	Group
8	Scholars
9	Soldiery of the realm
10	Wizard and minions

*This table is general and flexible, as opposed to the more specific table for generating patrons. This is so you can fit together the various components of a more complex situation without running into contradictions and combinations that make no inherent sense.

Table 8: Immediate Threat

1d20	Threat
1-2	A possible traitor in the place they are going (warn group and find traitor with information)
3-4	Deadly consequences of past actions
5-6	Disease or curse has struck at destination
7-8	Local Leader near the destination
9-10	Local Leader of the destination itself
11-16	Monster(s)
17-18	Natural or Supernatural disaster is looming
19-20	Other hired adventurers or agents (someone important doesn't want this mission to succeed)

Table 8.1: Monsters

This table is optional, provided as a resource only. If you have a particular monster that springs to mind, follow your gut instinct and use that one. If it's a single "boss monster" type of threat, you might want to roll on this table to see what kind of minions or allies the big monster might have. We use the categories from *The Tome of Adventure Design* here, in case you want to use these two books in tandem with each other. If the monster is enough to warrant actual long-distance travel, it might be a fairly unique creature rather than an "ordinary" monster threat, especially at higher levels. A unique creature might have a name, a bit of a history, and unusual special abilities. This helps keep you away from "A new king has risen among the barbarians," or "orcs are threatening a small village."

1d100	General Monster Type
01-07	Beast
08-14	Construct
15-21	Draconic
22-28	Elemental
29-35	Fey
36-42	Giant
43-49	Horror
50-56	Humanoid
57-63	Mist Creature
64-70	Oozes
71-77	Planar
78-84	Plant
85-91	Undead
92-00	Verminous

Beasts: A beast is a monster that lives in the fantasy world's natural ecosystem. It probably isn't more intelligent than a regular animal, although it might be unusually cunning. Giant ants and griffons are both examples of this sort of monster. The point of the journey might be to rescue people from

the marauding creatures, might be a generalized hunt being held in the area, or might be a situation where the characters have learned that a bounty is being offered for killing or capturing a particular type.

Constructs: Constructs are man-made objects that have at least rudimentary intelligence, and probably can also move.

Draconic: Draconic creatures include not only dragons, but wyverns and other dragon-like beasts.

Elemental: Elementals are creatures associated with a fundamental "element" of nature.

Fey: Creatures associated with nature, or a catch-all for folkloric creatures that don't tend to fit elsewhere.

Giants: Fairly self-explanatory.

Horrors: Horrors are monsters utterly alien to the surface world, dwelling deep beneath the ground, in the dark depths of space, in the realms of dreams, in horrid and alien dimensions, or in the distant past (or future).

Humanoid: Any race of bipedal creatures without powerful magical abilities except in unusual members of the species. This would include goblins and orcs, but also possibly elves and even stranger groups of things such as mole-men or bat-people.

Mist-Creatures: Mist creatures are normally unintelligent, acting on instinct. They can normally be damaged in only a few ways, and often function in the nature of a localized hazard. In addition to being a naturally-occurring phenomenon, they might also be created by divine (or demonic) vengeance, by the prayers or invocations of a large number of people, by a dimensional rift, or by magical accidents.

Oozes: Like mist-creatures, oozes are usually localized. This category could include massive ooze-like things that aren't monsters per se, just a major, spreading hazard caused by an unknown source. The source might be naturally occurring, although something would definitely be out of balance in that case, or it might be something supernatural.

Planar Creatures: These are monsters having their origin or home in another dimension, reality, or plane of existence. Adventures in this sort of situation are likely to be along the lines of banishing the creature using special material or information from the adventure's starting point or, of course, simply killing the thing(s). The creatures might be intelligent planar travelers, summoned creatures, or some kind of manifestation/projection intruding from another plane of existence.

Plant Creatures: Like oozes, these creatures are probably pretty localized, but could possibly be a larger phenomenon like an entire forest coming to life or the march of a large number of mobile plants.

Undead: Pretty self-explanatory, here.

Verminous: Vermin don't ordinarily constitute the kind of threat that would cause characters to travel large distances, but it's possible if there is a defined source of the creatures that has recently opened up, or a massive infestation in a city. Generally the objective here wouldn't so much be to eradicate the vermin (even if they are giant) but to destroy or close the source.

Table 9: Related Object

1d20	Object
1	Cargo (wheat, timber, furs, etc.)
2	Cattle or livestock
3	Clue about what is happening at the location, to be delivered
4	Deed or legal document
5	Evidence of crime
6	Evidence of innocence
7	Gold or jewelry
8	Machine or equipment
9	Magic item
10	Map
11	Message or letter
12	Monster

1d20	Object
13	Mysterious sealed container
14	Ownership documents
15	Religious item
16	Statue or idol (portable)
17	Symbol of authority
18	Unusual animal (familiar, mascot, pet, prize cow, etc.)
19	Vehicles with cargo
20	Weapon (siege engine, famous sword, etc)

Table 10: Possible Complication

1d100	Complication
01-20	Ambush is readied by patron's enemy
21-40	Characters have been given a secret identity (as pilgrims, government officials, etc.).
41-60	Object (or person being escorted) must be kept secret and concealed
61-80	Pursuers
81-00	Treacherous companion

Final Wrap-up

Table 11: Wrap-up

1d20	Result
1-4	Bonus: the characters are paid or otherwise rewarded more than expected, by about 10%
5-8	Major Problem: a threat that was facing the group or recipient has already come to pass. Either the characters are simply too late (possibly they were too late even when the journey began), or there is no one left to contact, or other such calamity has occurred at the destination site.
9-12	Major Problem: the delivery, information, or assistance is rejected for some reason (they don't want the thing, they don't believe the information, don't want the help, suspect the characters of treachery, etc.)
13-16	Minor Delay: the recipient is not available, and there is a short wait of a couple of days. This might or might not be a problem for the mission, but it might involve finding a place to stay or other minor details that make the wrap up something more than just, "you deliver the item and get paid."
17-20	Party: someone throws a party to celebrate the success. If it was the bad guys who won, the characters probably hear about the party later. Regret is a bitter drink.

Commerce

Some groups of adventurers might take up a bit of trading, purchasing items that are unique to an area and bringing these goods to a market elsewhere in search of profits. If this is a full-time occupation for the characters, you may need to use a more specific system than the one described here, but this will work for occasional trading and transportation.

Quick Method for Trading

First, the goods must be fairly specific to one area, or the value will not increase with distance; there will be other, nearer sources of the goods that keep prices down. The only sorts of merchandise that continue to increase in value with distance are: furs from creatures unique to an area (such as the spotted tigers of Aachen Province), unique semi-precious stone (not generic ones like rubies or sapphires), extremely fine wines or brandies, unique luxury foodstuffs (such as the dream-apples of the Yolbiac Vale), unusual narcotics and medicines (such as the opium of Suilley), and religious items from a particular site (such as a holy symbol that has touched the Rock of Yenomesh in Cluin). If the goods do not fall into one of these categories or a similar local rarity, they will not appreciate in value over distance; other traders are assumed to have contacts and skills that keep casual rivals from getting good sale prices in the market of destination.

If the goods do fall into one of these categories, their value will appreciate with distance from their source. For each 5 hexes the goods move (count the hexes following a road, regardless of the path taken by the characters), roll on the following table to see how much the price moves in that step of the journey. If the characters continue moving goods more than 5 hexes, use the price determined in the last step as the new original price. Note: taking a roundabout route does not increase the value of good: if there is a shorter road between two destinations, count the shorter of the two routes.

1d20	Price Change
1-2	Multiply previous price by .8. A lot of these goods have recently been sold here and the market is quite saturated.
3-4	Multiply original price by .9. There has recently been a fair amount of trading in these goods or similar ones, and the market is somewhat saturated.
5-8	No price change
9-16	Multiply price by 1.1
17-19	Multiply price by 1.2
20	Multiply price by 1.3

Keep in mind the maximum purchasing capacity of the place where the characters are trying to sell the goods. Even though the purchasing capacity periodically refreshes itself, if it has been filled once by the same type of goods, the value of those goods will go down. If the characters "use up" a location's maximum ability to purchase a particular type of goods, the second batch of sales will not have the same increased value because the characters will have saturated the market. The second time around, the prices offered by local buyers will be the last price times .8. The goods will not be purchased again at all for a full month after this, and even then the offered price will remain at .9 times the first price that was offered here.

Example:

1 The characters obtain 1000gp worth of tiger pelts in the city of Aix, in Aachen Province. They might have paid less, but if the going price for the pelts was 1000gp in Aachen, that's the price to use as the starting point for determining how much the price changes over distance. A bargain is a

JOURNEY GENERATOR

bargain: it doesn't change market prices elsewhere.

2 The characters travel to the city of Carterscroft in Eastreach, a journey of about 10 hexes. Since the journey was 10 hexes, they roll twice on the price change table, first getting a result of 12 (price increases to 1,100gp, and then they roll a 17. When they roll the 17, this increases the 1,100 price (not the original 1,000 price). Therefore, multiply 1,100 by 1.2, for a price of 1,320gp for their pelts in the city of Carterscroft.

3 The characters do not sell their pelts in Carterscroft, instead traveling back south to the Estuary Road and then proceeding to Eastgate. From Carterscroft, this is a journey of roughly 8 hexes by road, which might indicate a third and fourth "step" in the change of value in their goods. However, the total distance from Aixé (the origin of the goods) to Eastgate is only roughly 12 hexes, meaning that there are only 2 steps in price change between those cities (one at 5 hexes, one at 10 hexes. Thus, the characters do not get any further rolls on the price change table. It is only when they get 15 hexes by road from Aixé that there will be another change in price.

Wilderness Adventuring

You will probably have noticed that the main book for the Borderland Provinces contains lots of information about encounters on the high roads, but virtually no information about marching directly through the wilderness. The Journey Generator also doesn't focus on specific wilderness encounters, although the different objectives can definitely direct a party of adventurers into the wilds.

The reason for the lack of focus on specific wilderness encounters is the size of the hexes and countries. The various provinces are easily the size of European nations, covering multitudes of different wilderness areas. Eastreach, for example, is far too large to have any kind of specific encounter table that's much different from the encounters you would find in other provinces. Eastreach probably has thousands of individual forests with their own unique flavors and denizens, but the realm as a whole is so large that on average, it's pretty generic. Therefore, if the characters get into a wilderness "hex crawl," the best way to handle random encounters in the wilderness is simply to use the general tables from the rulebooks. If they start getting into an adventure-type area, then it might make sense to begin adding regional detail. However, that's a task for in-depth adventure building, not for quick-generation journey tables.

Roadside Inns

During the course of the journey, depending on how well-populated you choose to make the area, the characters will most likely encounter several roadside inns along the way, places that may require a bit of additional detail on your part depending on how quickly you are resolving the events of the trip. The base assumption of the campaign is that these kinds of settlements and services are quite common along the high roads, although very few and far between once the characters enter the "blank" hexes denoting wilderness or petty feudal realms. Therefore, it may be useful to have a couple of these settlements pre-prepared, or to generate them as you go along using some of the following tables.

Even though most of the areas along high roads are patrolled to some degree — the major exception being the Trader's Way — the inns along high roads are almost all fortified to a certain extent. Even the most settled regions along the high roads pass through wilderness areas of some kind; and not only do the proprietors of inns have to deal with monsters coming from the wilderness, there are also plenty of human predators to watch out for.

For the most part, roadside inns won't be much more than, "You find an inn, sleep there safely, and awaken the following morning to continue your journey without having risked a nighttime encounter." Fair enough. However, the journey can be spiced up considerably if one or two of the stop-overs are unusual enough to be memorable. If so, make sure to note down where the inn is located in case the characters decide to find the place again.

Since players don't usually remember much in terms of detail, memorable places should usually be memorable for one specific reason. The more complex a place, the less the players will remember about it,

unless something unusual or exciting happens there, and even then what they will remember will be the action, not the rich descriptions or the intricate interpersonal relationships between non-player characters. Therefore, the goal here is to identify a single unusual feature of the place. After that, there are a couple of other basic features that you'll want to have at your fingertips, even though the players won't remember anything about them afterwards.

Name or Sign of the Inn

Obviously the inn's name is the first thing you'll need to mention. Six name patterns are provided, so roll 1d6 for the pattern below, then use the tables to fill in the pattern.

Name Pattern for the Inn

1d6	Name Pattern
1	The [Creature Adjective] [Creature] Example result from tables: The Cheerful Druid
2	The [Creature] and [Creature] Example result from tables: The Friar and Hen
3	The [Creature]'s [Item] Example result from tables: The Raven's Cup
4	The [Creature] Example result from tables: The Raven
5	The [Item Adjective] [Item] Example result from tables: The Green Shield
6	The [Item] and [Item] Example result from tables: The Chair and Drum

Creature Adjective

1d100	Creature Adjective
01-02	[Pick a number from two to seven]
03-04	Blind
05-06	Bloody
07-08	Blue
09-10	Bouncing
11-12	Bronze
13-14	Cheerful
15-16	Copper
17-18	Dancing
19-20	Drunken
21-22	Fat
23-24	Flying
25-26	Golden
27-28	Good
29-30	Green
31-32	Grey
33-34	Growling
35-36	Happy
37-38	Hunting
39-40	Jaunty
41-42	Jolly
43-44	Leaping
45-46	Lost

THE LOST LANDS: BORDERLAND PROVINCES

1d100	Creature Adjective
47-48	Lucky
49-50	Mad
51-52	Merry
53-54	Musical
55-56	Odd
57-58	Pale
59-60	Pious
61-62	Prancing
63-64	Prowling
65-66	Ragged
67-68	Red
69-70	Royal
71-72	Shining
73-74	Silver
75-76	Singing
77-78	Sleeping
79-80	Smiling
81-82	Spotted
83-84	Stone
85-86	Striped
87-88	Timid
89-90	Traveling
91-92	Wandering
93-94	Wanton
95-96	Weary
97-98	Woebegone
99-00	Wooden

1d100	Creature
33-34	Harper (or "Duke" or "Harlequin")
35-36	Harpy (or "Trout")
37-38	Jester
39-40	Judge (or "Princess")
41-42	Knight (or "Peacock")
43-44	Lady (or "Lord," or "Baroness")
45-46	Lion (or "Tiger")
47-48	Magpie (or "Knave")
49-50	Manticore (or "Mouse" or "Mandrake")
51-52	Merchant
53-54	Miller (or "Smith")
55-56	Minstrel
57-58	Monk (or "Friar")
59-60	Peasant
61-62	Pheasant (or "Hog")
63-64	Piper (or, "Swan")
65-66	Pony (or "Donkey")
67-68	Ram (or "Mermaid")
69-70	Raven (or "Crow")
71-72	Reeve (or "Bailiff")
73-74	Robin (or "Dog")
75-76	Rooster (or "Hen")
77-78	Sage (or "Scholar")
79-80	Satyr (or "Hawk")
81-82	Shepherd (or "Sheep")
83-84	Sheriff (or "Tree")
85-86	Squire (or "Pikeman")
87-88	Tinker
89-90	Toad (or "Otter")
91-92	Troll (or "Hedgehog")
93-94	Warhorse (or "Destrier" or "Horse")
95-96	Widow (or "Wife")
97-98	Wizard (or "Mage")
99-00	Wyvern (or "Whale")

Creature

Some alternatives are given, mainly so the syllables have a good rhythm.

1d100	Creature
01-02	Abbot (or "Man")
03-04	Baron (or "Serf," or "Innkeeper")
05-06	Beggar
07-08	Bird (or "Parrot")
09-10	Boar (or "Pagan")
11-12	Crab (or "Acorn" or "Forester")
13-14	Dragon (or "Drake")
15-16	Druid (or "Bishop")
17-18	Farmer
19-20	Fish (or "Heron")
21-22	Fool (or "Harper")
23-24	Fox (or "Husband")
25-26	Frog (or "Plover")
27-28	Goose (or "Gander")
29-30	Griffon (or "Hippogriff")
31-32	Hangman (or "Knight")

Item

1d100	Item
01-02	Banner (or "Flag")
03-04	Bed (or "Blanket")
05-06	Bucket
07-08	Candle (or "Brand")
09-10	Cauldron
11-12	Chair
13-14	Chest
15-16	Circle (or "Circlet" or "Crown")
17-18	Cloak (or "Doublet")
19-20	Cup (or "Chalice")

JOURNEY GENERATOR

1d100	Item
21-22	Dagger
23-24	Den (or "Friend")
25-26	Drum
27-28	Fiddle (or "Pipe")
29-30	Foot (or "Footprint," "Hoof," etc.)
31-32	Goblet
33-34	Halberd
35-36	Hand (or "Claw")
37-38	Harp (or "Tambour")
39-40	Hat
41-42	Head
43-44	Hearth
45-46	Home
47-48	Hood
49-50	Kettle (or "Pot")
51-52	Key
53-54	Lance (or "Broadsword")
55-56	Landing (or "Forge")
57-58	Lantern (or "Lamp")
59-60	Mace
61-62	Mallet (or "Pike")
63-64	Mask (or "Hammer")
65-66	Moon
67-68	Pillar (or "Door")
69-70	Purse
71-72	Rope (or "Harness")
73-74	Scythe
75-76	Shield (or "Gauntlet")
77-78	Shoe
79-80	Staff (or "Quarterstaff")
81-82	Stone
83-84	Sword (or "Banquet")
85-86	Table
87-88	Tankard (or "Hall")
89-90	Tear (or "Teardrop" or "Toes")
91-92	Torch (or "Castle")
93-94	Tower
95-96	Wagon
97-98	Wand (or "Talisman")
99-00	Wheatsheaf (or "Tail")

1d100	Item Adjective
09-10	Brown
11-12	Bumpy (or "Rugged")
13-14	Cloven
15-16	Covered
17-18	Crooked (or "Leaning," or "Diagonal")
19-20	Dancing
21-22	Double (or "Triple")
23-24	Dreaming
25-26	Fancy
27-28	Flying
29-30	Giant's
31-32	Glowing
33-34	Golden
35-36	Good
37-38	Green
39-40	Grey
41-42	Hanging (or "Checkered," "Checked," or "Pied")
43-44	Hidden
45-46	High
47-48	Large
49-50	Lost
51-52	Magic (or "Enchanted")
53-54	Mended
55-56	Mounted (or "Welcoming")
57-58	Mystical (or "Painted")
59-60	New
61-62	Old
63-64	Perfect
65-66	Proud
67-68	Purple
69-70	Red
71-72	Royal
73-74	Shining
75-76	Sideways
77-78	Silver (or "Silvery")
79-80	Simple
81-82	Singing (or "Fat" or "Changeable")
83-84	Sleeping
85-86	Small
87-88	Talking
89-90	Two-Handed (or "Ample")
91-92	Unusual (or "Odd")
93-94	Well-made
95-96	Whistling
97-98	White
99-00	Yellow

Item Adjective

1d100	Item Adjective
01-02	Barking
03-04	Black (or "Copper")
05-06	Blue
07-08	Broken (or "Bent," "Fallen," or "Torn")

Basic Description of Inn

1d100	Basic Description
01-20	Main inn building, stable, outhouse, barn for chickens and 1d4 cows. These are the least-secure of roadside inns, and usually (but definitely not always) have the lowest quality food and lodgings. They do not have additional horses.
21-25	Religious hostel with chapel, stone curtain-wall, main inn building, stable, smithy, barn, outhouse, 1d3 outbuildings (shed, dovecote, etc.), chicken coops and/or pigsties.
26-30	Small tower, stone curtain-wall, main inn building, stable, smithy, barn, outhouse, 1d3 outbuildings (shed, dovecote, etc.), chicken coops and/or pigsties, and 1d3 small houses within the curtilage. These are usually built on the ruins of, or using remaining structures from, ancient Hyperborean road-forts. These highly-secure inns tend to be the most prosperous and the highest quality. A few horses are almost always for sale at these large stopping-places, along with a tailor, leatherworker, and one or two other craftsmen who live here.
31-50	Stone curtain-wall, main inn building, stable, smithy, barn, outhouse, 1d3 outbuildings (shed, dovecote, etc.), chicken coops and/or pigsties. Fresh mounts will be available here.
51-75	Wooden palisade-wall, main inn building, stable, outhouse, 1d3 outbuildings (shed, dovecote, etc.), chicken coops and/or pigsties. With no smithy, an inn this size generally does not have any additional horses.
76-00	Wooden palisade-wall, main inn building, stable, smithy, barn, outhouse, 1d3 outbuildings (shed, dovecote, etc.), chicken coops and/or pigsties. The presence of a smithy indicates that this size inn probably has one or more horses available for travelers in need of fresh mounts.

Religious Hostels

As noted on the Basic Description Table, some inns are maintained by religious orders. Three of the major temples in the Borderland Provinces maintain hostels along the high roads, although these are by no means as common as ordinary roadside inns. There are some monastic orders or minor sects that also maintain hostels, but these are rare enough to be ignored for purposes of generating an ordinary stop-over.

1d100	Religious Hostel
01-35	Belon the Wise (Knowledge, magic, and travel). These hostels are of average quality, slightly better than the hostels of Sefagreth's priesthood and slightly worse than the ones operated by the priestesses and priests of Ceres. Spell-casters are highly respected and receive preferential treatment.
36-55	Ceres (goddess of the hearth). The hostels of Ceres are always of high quality and offer excellent food and lodging in exchange for very reasonable offerings to the goddess. Those who are returning to their homes from a journey are often treated a bit better than those who are traveling away, for the goddess of the hearth is not in favor of travel; her hostels are intended to provide a home-away-from-home for those who live a traveling life with no real home at all.

1d100	Religious Hostel
56-00	Sefagreth (god of trade and commerce). A small offering to the temple is required in addition to bed and board. Rich travelers are treated particularly well here, given the nature of the priesthood running the establishment. The food and lodgings offer the least value and quality of the three types of religious hostels, but still at the level of an average commercial inn. Haggling over prices is quite possible, and much enjoyed by the priests.

What's for Dinner?

Part of the night's room and board at an inn is the "board," in other words, the food. Sometimes it's highly appetizing. Other times, not so much. Strangely enough, mentioning the evening's fare tends to be a detail that works extremely well in this sort of adventure.

1d100	Dinner!
01-05	Boiled eggs, ham, and fried potatoes
06-10	Boiled lamb with cabbage
11-15	Curried mincemeat pie
16-20	Fish in light broth with herbs
21-25	Hearty stew
26-30	Huge steamed mushrooms
31-35	Meat pasties and wild greens
36-40	Carrots and beets, in beet sauce
41-45	Pork chops
46-50	Chunks of gristly meat swimming in greasy stew, with raw onions on the side
51-55	Rabbit pie
56-60	Roast beef and potatoes
61-65	Roast mutton (sheep)
66-70	Roast pork and fried mushrooms
71-75	Roasted eggs with sausage
76-80	Roasted squab, capon, or chicken
81-85	Sausage and cheese
86-90	Simmered horsemeat with cream sauce
91-95	Spicy turnip fritters with stewed chicken
96-00	Steak-and-Kidney Pie

Weather Conditions and Strange Events

These are one-per-journey events that occur somewhere along the way, to make the journey stand out a bit. In general, these won't repeat other than rain, blisters, and the occasional sound of music.

Conditions and Events

1d10	Event
1	Black Cat
2	Blister
3	Dead Thing
4	Demonic Sigil
5	For Whom the Bell Tolls
6	Graffito
7	Magical Mirage
8	Precipitation
9	Sartorial Coincidence
10	Sound of Music

Black Cat

A black cat runs across the high road in front of the characters

Blister

Blisters are a fact of travel: a random party member gets a really painful one. If they're walking, it's a blister on the foot. If they're riding, it's not on the foot.

Dead Thing

A cow, horse, or dog is dead by the roadside, the carcass abandoned but not yet eaten by vultures.

Demonic Sigil

A demonic sigil is crudely scratched into the stones of the road. Roll 1d4 to determine, if desired. 1: Mathrigaunt, 2: Orcus, 3: Jubilex, 4: Tsathogga. There is no magical power to the sigil.

For Whom the Bell Tolls

The characters hear a distant bell tolling. It is just a trick of the wind, carrying the sound of a distant temple's bell much farther than ordinary. If the characters choose to go off the road and search more than a mile off, they might find the temple and be offered dinner.

Graffito

Over the next six miles, some traveler has carved his or her name into each of the milestones. If male, the person's name was "Bertrand," and if female, "Talidra." Apparently they got bored after six miles of this.

Magical Mirage (by area)

Aachen and Eastreach both have mirages of the Army of Light on all high roads other than the Cross Cut (where the most common mirage is a blue-capped goblin continually lurking ahead and disappearing into trees from time to time). The blue-capped goblin mirage appears with some frequency across the entire Borderlands region. The Amrin Estuary and Gaelon River valley both have the blue-hatted goblin, but also a Hyperborean warrior in full armor standing still but always remaining ahead. The most common magical mirage in the Duchy of the Rampart and the Kingdom of Suilley is the "Beckoner," the mirage of a red-haired woman dressed all in white with a dark red belt, beckoning the traveler forward. This one is particularly startling because before her last disappearance she usually, suddenly, appears

very close for a few moments. Regardless of how eerie this one is, it is considered good luck to encounter the Beckoner mirage. Along the March of Mountains and the South Road, the most common magical mirage is a dwarf playing a fiddle. This is the only one of the common magical mirages that can also be heard; by all accounts the dwarf is not a skilled musician. In Exeter Province, the most common mirage is once again the Hyperborean warrior seen in the Amrin Estuary and the Gaelon Valley.

Precipitation

The next week or so of the journey is miserable, with constant rain, sleet, or snow, depending on the season. Movement rate might not be reduced if the characters are traveling on one of the stone high roads, but if they are on dirt roads or moving through wilderness, their speed will be cut approximately in half.

Sartorial Coincidence

The next three encounters with humans will have a leader or member wearing a large red hat (or similarly remarkable piece of clothing). It is merely a coincidence.

Sound of Music

One of the characters (determine randomly) gets a really bad minstrel's tune stuck in his head, and keeps inadvertently singing it. Over and over.

Pre-Generated Journeys

The table below may be used as a quick alternative to rolling up the elements of a journey from scratch.

1d100	Journey Description
01-04	A caravan under the ownership of Goldiac Barvendh has suddenly had all of its guards hired away by a rival caravan. Not only would Goldiac like the characters to guard his wagons on the way to the city of Kingston in Keston Province, he is a rather vengeful person. If he can hire a group of unscrupulous adventures, he wouldn't mind inflicting a bit of harm on the caravan that hired his guards, if he can catch up with them on the way.
05-08	A cleric of the Temple of Mitra, carrying something they call a "sunstone" to a village for a ceremony of dedication, apparently succumbed to heresy and disappeared into the wilds of the Yolbiac Vale. The Church would like the sunstone recovered, and would also like the ex-cleric, whose name is Pridathu Brillandi, captured alive if possible. Pridathu is hiding out in a village near the Ghostwind Pass in the northern Yolbiac, but the priests of Mitra do not know this. He is utterly and irretrievably insane, and will attempt to fight to the death rather than be captured.
09-12	A cleric of Thyr (or a temple, depending on where the journey begins) has just realized that a person who traveled through the area is a murderous heretic whose devotions are connected to the demon-prince Mathrigaunt. Pursuers are needed, and the heretic is making his way quickly toward the City of Olaric. Since Olaric has a moratorium on prosecuting heretics at the moment, the traveler, whose name is Pormothos Wane, must be apprehended before he reaches the city gates.

THE LOST LANDS: BORDERLAND PROVINCES

1d100	Journey Description
13-16	A group of mercenary soldiers (the Yellow Spears) has been hired to help fight in a petty war between two barons in the Gaelon River valley, somewhat near the free city of Mirquinoc. They are going to be late in their arrival due to an extension on their last contract, and need someone to carry the message for them to Baron Blaise of Montefario. This is a fairly standard journey, but when the characters arrive they may be offered a job by the baron. This is most likely to be a spying or infiltration mission against the baron's enemy. Montefario is a small place, and definitely threatened by the opposing Baron Ghart of Garnerhold, an unpleasant and tyrannical ruler who oppresses his peasants ... but has lots of money.
17-20	A group of pilgrims of the god Yenomesh (glyphs and writing) need an escort to the town of Cluin, in the Kingdom of Suilley. Their leader is a low-level cleric by the name of Courthode Lo Marth, but the rest of the group is essentially defenseless. The journey involves no extraordinary risks, but it turns out that one of the group, Minaldo Quart, is an absolutely annoying proselytizer, and will offend people all the way along the trip, including local barons, innkeepers, and an outrageous number of dangerous people. Also, the groups sings loud praises to the god every evening, no matter where they are.
21-24	A local druid by the name of Iulgard Arborio has recently been turned half-way into a tree, and intends to remain that way for forty days and forty nights. Unfortunately, he needs to report his progress to a senior druid of his order, and would like the characters — he can still speak — to journey to the northern tip of the Wiltangle Forest in the County of Toullen, where they can make contact with the senior druid by lighting a small fire and throwing a particular type of incense into the flames. Iulgard insists that the other druid, Thomas of Moss, will arrive within 3 days after the incense is burned on the fire. If there is a druid among the adventures, this trip will be rather difficult to refuse, given its religious nature.
25-28	A mysterious apparition seems to have latched on to the adventurers for some reason, probably to a cleric. It keeps appearing and insisting that the cleric has an obligation to go to the Reliquary of Jamboor in the Duchy of the Rampart and demand that the bones of Bacarde Locard be removed from the Reliquary and taken to Troye for burial by the priests of Mitra. The apparition explains that there has been a case of mistaken identity, and that the Reliquary thinks it has the bones of John Delaraine, an excripter of Jamboor that died in the same ambush as Bacarde. Bacarde does not want his bones kept in the Reliquary, dislikes the priests of Jamboor, and claims that John Delaraine ran away from the ambush in cowardly fashion. The apparition continues to manifest from time to time until the characters agree to help. They could get out of the task simply by sending a letter, but the spirit of Bacarde Locard hasn't thought of this.

1d100	Journey Description
29-32	A paladin in service to the Church of Muir (goddess of paladins) has disappeared on the King's Road somewhere between Troye and Grollek's Grove. The Church would like to find out what happened to him, and asks the characters to ask around at the roadside inns, hopefully discovering at least the part of the road where the paladin (Sir Lucior Ghinnard) dropped out of sight. The characters might discover that the paladin took a side trip to Cluin and disappeared just north of that town. With a bit more investigation they might discover that the paladin was waylaid by demon-worshippers whose headquarters are a small inn called the "Dog and Wolf."
33-36	A professor of anti-demonic medicines and dimensional herbology has recently seen a picture of a plant growing near a small village in the foothills of the Kal'lugus Mountains in the County of Toullen. He is concerned that this plant is actually an outgrowth of some primordialy Chaotic seed, and that it needs to be destroyed. Only a certain powder, which he has produced, will kill the thing, and he needs someone to locate the source of the picture and kill the plant before it expands its influence. The professor's name is Doctor Badeolato Meakle, and it is possible that the powder either doesn't work or that it grows the plant further, due to some alchemical miscalculation.
37-40	A representative of the Wheelwrights Guild in Bard's Gate (a very shady organization) asks the characters to deliver a magic box to whatever Bard's Gate caravan they can find traveling on the Wain Road from Vermis to Carterscroft, or between Carterscroft and Eastgate. The caravan master of almost all Bard's Gate caravans are connected to the Wheelwrights, so there will be no problem with finding someone (after a while, anyway) to accept the delivery. The magic box has the property of concealing the smell of anything inside it, which is fortunate, since it contains a decapitated human head. The patron, Tharmo Pendergasty, emphasizes that if the characters open the box they will lose all their fee. The box is, of course, locked. It is up to the game master whether the head in the box belonged to a dangerous criminal or whether it is the head of an innocent person who engaged in competition with the Wheelwrights.
41-44	A scholar by the name of Kever Bon Vard wants a rare book delivered to the University of Vermis, specifically to one Professor Micard. His accompanying letter instructs the university to pay the characters upon the book's arrival. The book is nothing of particular interest to the characters, it is simply a very rare copy. It is rare because it is banned by the Overking, and carries a death sentence for anyone carrying it (it proposes the rebellion of the Provinces). Most authorities in the Borderland Provinces care very little about such decrees, but it would be possible for the characters to get in a bit of hot water if the book is discovered. If they appear to be criminals or suspicious persons, owning the book could actually lead to a trial carrying the death penalty if it is discovered by the wrong person.

JOURNEY GENERATOR

1d100	Journey Description
45-46	A shifty-eyed fellow has a letter of credit drawn on the Borgandy family in the city of Remballo in the Kingdom of Suilley. He needs ready cash, and will sell the letter to the characters at a very discounted price if they want to take it to Remballo and cash it there. The seller's name is Huron Boadawen, and the legitimacy of the letter of credit is a matter for the Game Master to decide. If it is a false letter, the Borgandys will be interested in finding and punishing Huron for the forgery.
47-48	A small fiefdom in Suilley, about 20 miles southeast of the South County Road, is in arrears on its tax payments. The duke needs someone of more substantial prowess than his usual collectors to travel there and collect the due taxes "for the good of the realm." The fiefdom of Lac Lormondh is under the control of Baron Huillmatre of Lac Lormondh, who might have a very good reason for not paying his taxes.
49-50	A so-called "Knight of the Moon" in the service of the Goddess Narrah (Moon) would like the characters to accompany him on a trip to deliver a baron's last will and testament. The document contains a small land grant to the temples of the goddess, and needs to be delivered to the temple in the City of Troye, in the Duchy of the Rampart, to be recorded in the temple's archives. He will also return with a representative of the temple, a second journey that the characters could also undertake as a return trip. The knight's name is Sir Thauric Mondaine.
51-52	A Vanigoth trader by the name of Korvault Havoc has managed to make his fortune in civilized society, selling furs and gems. He has one more journey to make before he returns to the town of Aen Vani in the Wilderland Hills, where he plans to marry his childhood sweetheart, Jabilnia Broc. He has been living in fear that she might be married off to someone else, and would like someone to brave the journey to Aen Vani before his arrival, to make sure Jabilnia's family knows that his proposal is on its way.
53-54	An alchemist by the name of Lizelline Cavar has a delivery of several barrels of distilled ingredients that have been ordered by a minor wizard in the city of Tertry, in the County of Toulle. She will pay the characters one quarter of the fee up front for delivering the barrels, and the wizard will pay the rest of the fee to them upon actual delivery. Unless the characters have some other resource for transporting the barrels, they will need a wagon for this journey.
55-56	An astronomer by the name of Altainer Tarnai has learned that a meteorite fell near a village in Exeter Province, near the foothills of the Forlorn Mountains. He would very much like to obtain it for his own uses, and has a fund of money to pay a group of adventurers to retrieve it.

1d100	Journey Description
57-59	An expedition to the Ruined Fort on the eastern coast of the Province of Eastreach has failed to report back to its home base in the city of Eastgate. The expedition was funded by a small group of merchants, who hoped to use the fort as a waystation for trade between Eastgate and Eastwych. They have now realized that the project is not feasible, but would like the characters to recover whatever remains of the last expedition, if possible. This journey is based in Eastgate, so it might require a trip to Eastgate to meet the patrons before the characters make the trip to the Ruined Fort.
60-62	For lower-level characters most likely, a wealthy herdsman by the name of Ouvar Tolganac needs a fairly large herd of cattle driven to the city of Endhome, at the mouth of the Gaelon River. A few cattle are expected to be lost along the way, as part of the risk of a long cattle-drive, but too many losses are, of course, a problem. Protecting cattle is not an easy task, for they wander, stampede, and happen to be the choice prey of several monsters. There is also a minor twist involved: Ouvar has a rival by the name of Granis Baravolien, who may have hired some cattle-thieves to waylay the expedition or at least steal some of the cattle.
63-65	The clerics of Vanitthu (god of Guardians) have learned the location of a mad murderer, hiding out in a small village of the Vanigoths in the north of the Wilderland Hills. There is a large bounty for the capture — alive — of this individual, whose name is Randaul the Low. The clerics have no interest in the bounty; if they think the characters look reliable, they will simply provide them with the location and wish them well. The bounty itself can be collected at Stronghold Hjerrin, in Albor Broche, or in Manas.
66-68	The priesthood of Thyr has written a pardon for a person imprisoned in the dungeons of Albor Broce, in Exeter Province. They need it delivered, and soon, for there is a definite risk that the prisoner might be executed before it arrives. The pardon is addressed to a group called the "Order of the Ferret," and comes with a second letter authorizing the bearers to be fed and sheltered by those loyal to the glory and beneficence of Thyr.
69-71	A pioneering expedition is preparing to go from the city of Kingston to establish a new village in the countryside of east Keston Province, a freeholding 30 miles or so from the Trader's Way. The freeholding is in a hilly, partially-wooded area. If the characters are not in Keston Province, their help is requested by a diplomat of the Lord-Governor who, as part of his ordinary duties, keeps an eye out for adventurers who might assist in the re-settlement of this part of the province. If the characters are particularly high level, this might actually be an offer to hold the fiefdom as petty nobility, where they could build a stronghold for themselves. The group of pioneers is almost entirely made up of ordinary commoners seeking a new life, and they clearly need protection if they are going to venture into such an area.

THE LOST LANDS: BORDERLAND PROVINCES

1d100	Journey Description
72-74	The characters are entrusted with delivery of a letter from a merchant to a wool broker in Endhome. The merchant, Hallor Benadr, has the opportunity to buy a large quantity of wool at an excellent price when shearing season arrives, but he wants to sell it in advance to the wool broker, Oliver Derriman (of the small brokerage-house of Derriman). Benadr wants the characters to deliver the letter and then return with Derriman's answer, either a refusal or a contract.
75-77	A traveling heretic preacher by the name of Doctor Thurmen Gwale died of food poisoning recently here. Formerly a professor at the University of Vermis, Gwale was at one point sentenced to death, to be followed by the dissection of his body at the university. Local authorities have decided that even though Gwale is dead, the second part of the court's sentence must still be carried out, so the body needs to go to Vermis for dissection. If news of the body's transport becomes known, it is likely that heretics might try to steal the body for division into unholy relics. During the trip, the body "rises" as a wight, but it is still confined to its locked, blessed coffin. However, it shouts and thumps on the inside of the casket, trying to call attention to itself so it will be released. If the wight escapes, and all the characters have to deliver is an empty coffin, they will, of course, not be paid when they arrive in Vermis.
78-80	A scholar by the name of Yastrop Yendover has completed an essay on trading and merchandise in the area, a study commissioned by a group of merchants in Bard's Gate. Unfortunately, Yastrop has developed an extraordinary case of boils. He has already tried having the boils cured by the use of magic, but they keep reappearing and he has decided that he will have to wait out the situation until he recovers. In the meantime, he needs to get his manuscript to Bard's Gate. It can be handed off to merchants in the city of Eastgate, or could conceivably be carried directly to Bard's Gate (note: Bard's Gate is beyond the Borderland Provinces, so this extension of the journey should only be offered if the Game Master has access to <i>Sword of Air</i>).
81-83	Three brothers by the name of Boltus, Karmo, and Frangelis Uldairz are former merchants trying to prove that they did not fake the theft from their warehouse which ultimately bankrupted them. They need to have some documents delivered to the Borgandy family in the city of Remballo that will prove their innocence in the warehouse theft. If the Borgandy family agrees, they will return a certain portion of money to the brothers, and the brothers agree to pay the characters out of this return (whatever fee is reasonable to entice the characters to undertake the journey). There is one minor problem: in between the time the Borgandy's agree to review the documents, and the time they are willing to take them, an attempt will be made by the guilty party to steal the documents before they can be handed over. The guilty party might be the Friendly Men, might be the Wheelwrights of Bard's Gate, or might be the Thieves Guild of Manas.

1d100	Journey Description
84-87	A caravan operated by Wendivert Tolt, a fighter of minimal skills, has just lost all of the guards it contracted for, due to their imprisonment as bandits. Apparently Wendivert was quite lucky to avoid their "guardianship," but he now needs to hire some more guards as he makes a trip to the city of Tertry in the County of Toullen. There are no unusual obstacles involved in this trip; it is a simple mission of guarding a small caravan through the dangerous lands of the Provinces.
88-90	A wealthy man by the name of Kivar Therott contacts the characters with a request for them to deliver several letters of credit to a place called Whitsun Measow in Exeter Province. This would be an introduction to a specific area described in the campaign book, and should be skipped if the Game Master does not want to introduce the area. Kivar is a heretic, supporting the other heretics with a cupply of available cash, in the form of these letters of credit. The mission would have to be undertaken secretly under the watchful eyes of the authorities in Albor Broce, and the characters could easily be accused of heresy if they are discovered.
91-93	A man named Ivorth Armarj would like a letter delivered to the small gravediggers' guild in the city of Kingston, in Keston Province. The letter contains a treasure map, of sorts, that leads to a small treasure trove (worth about three times what the characters are being paid for a safe delivery of the letter itself). The trove is in a grave outside a village another 25 miles or so from Kingston, and involves little effort (or legal problems) to recover. There is no body in the grave; it is the hiding place used by some highwaymen that Ivorth knows about from tales they were telling in a tavern. It is possible that the highwaymen might have the means to pursue anyone who has stolen their treasure.
94-97	A group of botanists are employed by the wizards of Endhome to harvest various rare plants used in the production of alchemical potions. The leader of this harvesting crew is a woman named Thress Lodarh, whose knowledge of plants is unparalleled other than in the ranks of druids and rangers. The harvesting specialists have three entire wagons worth of strange leaves, packed in burlap sacks for travel, but Thress wants to continue harvesting a crop of seasonal plants that will wither on the vine if the group takes time to journey all the way back to Endhome. They are eager to hire the characters to bring the wagons to Endhome and deliver them to the wizards, along with a letter that instructs the wizards to pay a certain portion of the price to the characters.

JOURNEY GENERATOR

1d100	Journey Description
98-00	<p>A certain type of tadpole can be found only in certain pools of the Creeping Mire, in Keston Province. If properly treated with strange ingredients, the tadpoles can be grown into very large frogs that are as loyal as a bulldog, and have a rudimentary ability to speak. Why anyone would go to such trouble is a mystery, but a wizard by the name of Turople Canfassimus desires a large number of these tadpoles and is willing to hire adventurers to go to these deadly marshes and obtain them. Once the tadpoles are captured and placed in large glass tanks designed for their transportation (unfortunately, these are somewhat fragile) the characters will need to bring them to the wizard and receive a handsome payment. Whether this adventure involves further details in the marsh is up to the Game Master. It could be a relatively straightforward fishing expedition where the challenge is just the journey (and keeping the tanks from breaking), or there might be some nasty creatures in the vicinity of the tadpole pools that create significant obstacles to gathering the tadpoles.</p>

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