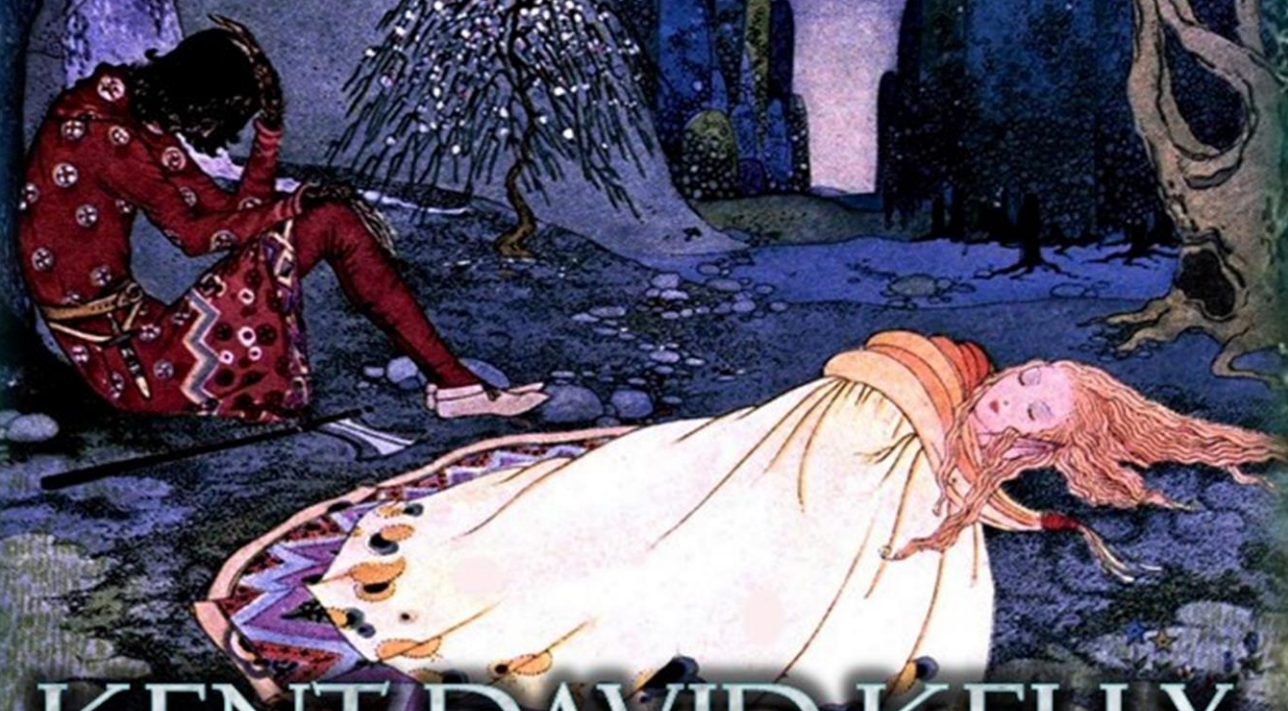
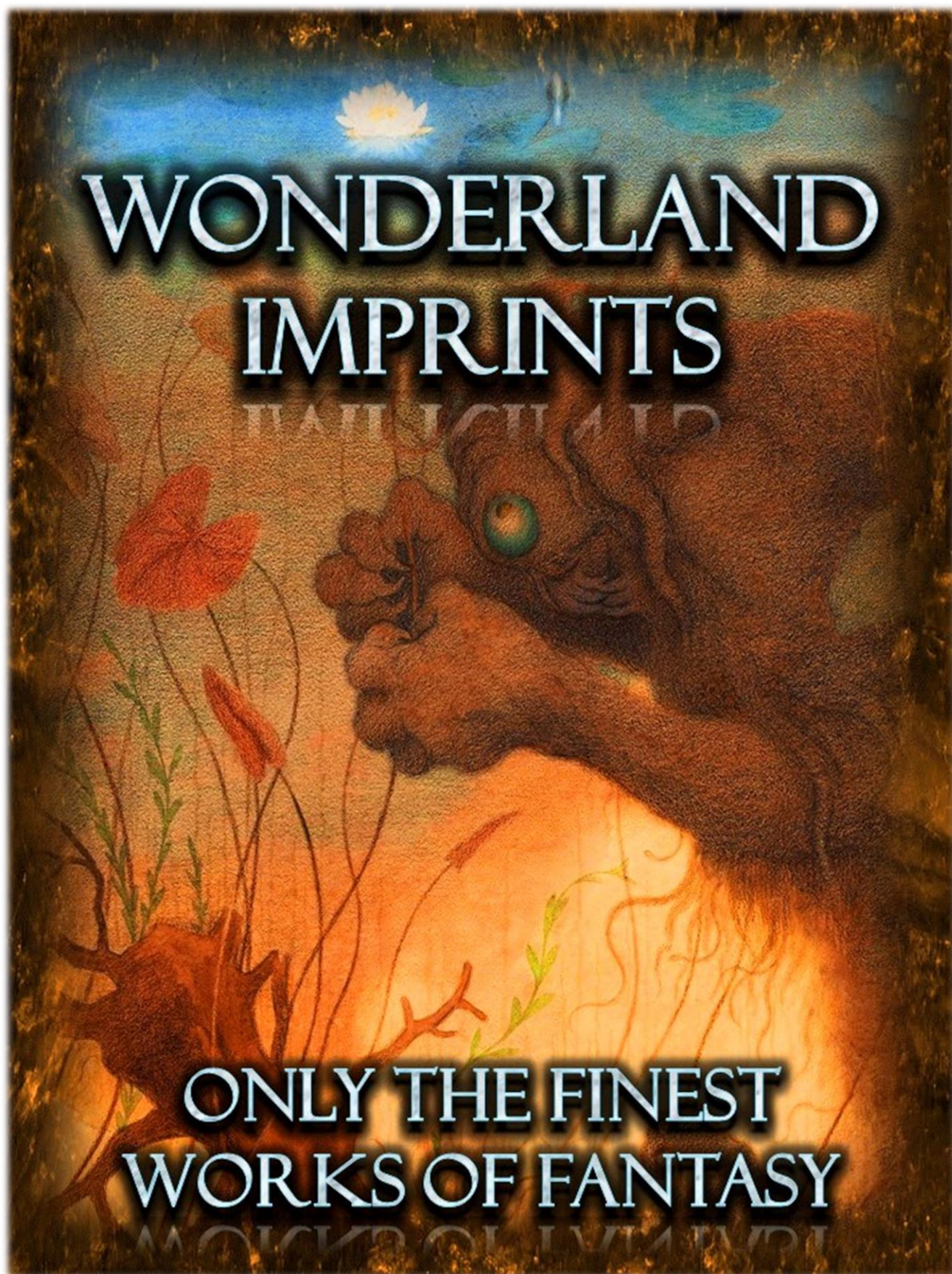


3 3 3 REALMS OF ENTROPY



KENT DAVID KELLY



333 Realms of Entropy

**A Castle Oldskull Supplement
For Fantasy Role-Playing Games**

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Document Version 1.0

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Table of Contents

Introduction.....	4
Realm Selection Table.....	6
The Terrain and Denizen Glossary.....	63
Terrain: Depressions.....	64
Terrain: Forests.....	76
Terrain: Freshwater.....	85
Terrain: Hills.....	94
Terrain: Mountains.....	104
Terrain: Plains.....	111
Terrain: Saltwater.....	117
Terrain: Swamp.....	129
Terrain: Wastelands.....	135
The Luring Rumor Generator.....	142
Where to Go from Here.....	148
About the Author.....	150
Legal.....	151



Introduction

Herein you will find 333 fleeting glimpses of the World of Oldskull ... the Realms of Entropy. The realms in this book will give you enthralling and mysterious idea-shards filled with exotic locales, disturbing secrets, and haunting monster encounters which you can make your own. Each realm is uniquely named, and includes terrain details and revelations about the most unusual and powerful monsters who dwell there.

Herein you will also find hundreds of suggested random encounters by terrain type, and a unique rumor generator. The rumor generator will intrigue your players, while simultaneously providing you with new hooks which ease the creation of wilderness locales, monster lairs, adventure plots, and treasure troves.

How to Use This Book

This supplement is divided into three major sections.

Chapter 1, the Realm Selection Table, is an extensive D1000 random generation system which serves as your doorway to the 333 Realms of Entropy. There are three elements to each realm entry: an evocative name, a designated terrain type (with definition), and a unique set of thematic monsters which sync in with the realm name and overall implication of a motif. The monsters in this chapter are deliberately strange and thought-provoking, yet old school in nature; you'll find a few Easter eggs if you've brushed up on your Arneson, Burroughs, Dunsany, Gygas, Howard, Lovecraft, Moorcock and St. Clair. I've struck a balance between evocation and lack of detail here; no two GMs will read the entries the same way.

Chapter 2, The Terrain and Denizen Glossary, gives you additional tools to make your realms (or any other undetailed wilderness, really) unique. There are interwoven descriptions of hundreds of terrain sub-types, as well as suggested encounters with common and uncommon old school monsters. I personally recommend that a Realm of Entropy should have many of these "normal" monsters, so that the "strange" ones are more definitive and striking in play. You can use this section to change a realm's terrain type, add a second terrain type, or even just as a wandering monster determination system.

Chapter 3, The Luring Rumor Generator, introduces a twofold system that gives you ideas for interesting your players in your new realm, and it will help you design that realm too.

Together, these tools can be used to generate hundreds of unique wilderness regions ... enough for a lifetime's worth of old school fantasy role-playing.

Bridging the Supplements

If you are familiar with other Castle Oldskull gaming supplements already, you may want to tie this book directly into several of the other books' systems, as follows:

The Classic Dungeon Design Guides (CDDG1, CDDG2, CDDG3): This book will allow you to create and detail the surround in which your dungeon is situated. You can also bridge the encounters in this book into the CDDG1 D100 wilderness encounter system.

The Game World Generator (GWG1): You can use this volume to quickly generate the many wilderlands, borderlands, and mysterious territories which lie upon the

outskirts of your game world's civilizations.



The Oldskull Adventure Generator

(GWG2): If you ever need assistance in creating the journey region where your next adventure is going to take place, you will find 333 evocative examples here to jump start your imagination. Also, you will find that the random monster encounters in this book are specifically keyed to the many hundreds of terrain sub-types featured in GWG2.

The Oldskull Monster Generator

(OMG1): You can also use this book to quickly develop the homeland where your Eldritch Abomination dwells ... or the realm where it has emerged from Beyond. These regions have been specifically envisioned and crafted as having links to the Dreamlands as well.

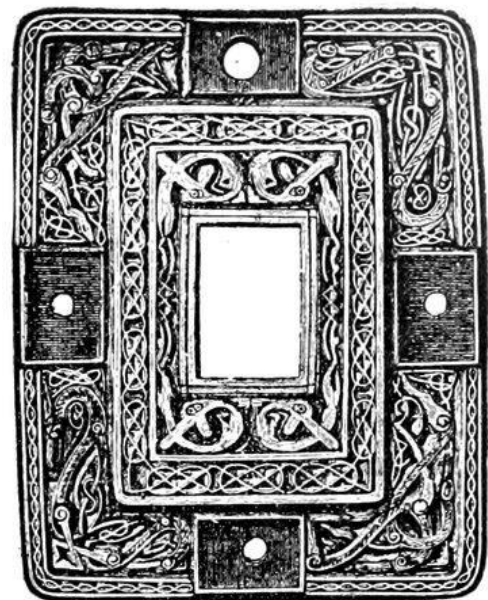
Oldskull Sword & Sorcery (BX1): This book can be used to create all of the mysterious lands which surround the starting kingdom where Player Characters are created, providing new players with unlimited opportunities for adventure.

The Oldskull Treasure Trove (OTT1):

This book can also be utilized to quickly generate exotic details about the mysterious locales that are mentioned in treasure maps, particularly when you are randomly generating treasure (or are otherwise pressed for time).

1,000 Rooms of Chaos (ROC1, ROC2):

This supplement does not tie directly into the Rooms of Chaos products, but it is the spiritual successor to those tomes. Where the ROC books detail the nigh-infinite dungeons which lie beneath the World of Oldskull, the Realms of Entropy book unveils the wilderness where those dungeons reside. You can easily use this book to create a sandbox wilderness, and then use the Rooms of Chaos books to randomly detail any dungeons or ruins the PCs have discovered during their travels.



Realm Selection Table

(D1000)

To randomly determine a newly-discovered Realm of Entropy, roll 1D1000 (3D10, each indicating hundreds, tens, and ones respectively) and consult the following table.

001 to 099

[Roll of 001 to 003]

Iridescent Glacier of the Snow Wonders

- **Predominant Terrain Sub-Type:**
Glacier Caves: Ice Caves which are situated beneath a Glacier. (Depression) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Snow Sprites, Azure Dragonlings, Icicle Swan Maidens.

[Roll of 004 to 006]

Cerulean Delta of the Nomadic Merfolk

- **Predominant Terrain Sub-Type:**
River Delta: The place where a river deposits large amounts of mud and sand. Deltas occur where a river connects to a lake, ocean or sea. (Freshwater)
- **Thematic and Noteworthy Monster Encounter(s):** Nomadic Merfolk of Loca-Rathah, Giant Eel Mounts, Marsh Halflings.

[Roll of 007 to 009]

Battle Hollows of the War Cockatrice

- **Predominant Terrain Sub-Type:**
Hollows: An area with many collapsed caverns open to the sky. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Two Greater Medusa Sisters, Cockatrices, Blinded Archers.

[Roll of 010 to 012]

Dread Defile of the Scuttling Corrosion

- **Predominant Terrain Sub-Type:**
Defile: A narrow Pass or Gorge, through an area of Mountains or Hills. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Giant Ants, Ant Men, Chaotic Myrmidon Priests.

[Roll of 013 to 015]

Chaos Wastes of the Spawning Monstrosities

- **Predominant Terrain Sub-Type:**
Chaos Wastes: Lands which have been corrupted and destroyed by chaotic or magic. Monsters here may be mutated and / or devolved. (Wasteland)
- **Thematic and Noteworthy Monster Encounter(s):** Chittering Giant Mud Crayfish ("Dad-a-chum? Ded-a-chek?").

[Roll of 016 to 018]**The Meltwater-Drowning Mountains of Madness**

- **Predominant Terrain Sub-Type:** Mountains of Madness: Lovecraftian mountains which hide the vast netherworld ruins of the Old Ones. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Vampiric Dragonfish (refer to supplement PM1, The Pegana Mythos), Elder Things.
-

[Roll of 019 to 021]**The Unhallowed Frosts of Nihil**

- **Predominant Terrain Sub-Type:** Frozen Dales: Open Vales which are covered in ice and snow. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** None ("screaming" frozen corpses under the transparent ice).
-

[Roll of 022 to 024]**Unapproachable Redwoods of the Leaping Lynx**

- **Predominant Terrain Sub-Type:** Redwood Forest: A forest of giant sequoia trees. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Wood Elves, Great Lynx Mounts, Giant Owls (sentries and "dream risers").
-

[Roll of 025 to 027]**Alps of the Swarming Pestilence**

- **Predominant Terrain Sub-Type:** Alps: High snowy mountains with relatively flat summits. (Mountains)
 - **Thematic and Noteworthy Monster Encounter(s):** Tribal Humanoids with Envenomed Weapons.
-

[Roll of 028 to 030]**Calcite Wilderland of the Piled Sculptures**

- **Predominant Terrain Sub-Type:** Wilderland: A forest where many beasts and monsters dwell. (Forest)
- **Thematic and Noteworthy Monster Encounter(s):** Gorgonian Bulls, Viper Priests of the Elder Medusae.

**[Roll of 031 to 033]****Frozen Moor of the Wicker Scarecrows**

- **Predominant Terrain Sub-Type:** Moor / Moorland: Windy upland plains with low-lying vegetation. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Ice Devils, Wendigo Cultists, Rime-Covered Scarecrows.
-

[Roll of 034 to 036]

The Iris-Lit Wandlight Frostlands

- **Predominant Terrain Sub-Type:** Frostlands / Frozen Lands: Windless lands with isolated trees and / or stony spires, where bizarre web-like formations of snow and frost form. (Plains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Visions of the Aurora Borealis (creatures?).
-

[Roll of 037 to 039]

The Glittering Ice of Many Worlds

- **Predominant Terrain Sub-Type:** Enchanted Ice of Many Hues: A magical area where crystalline, strangely-colored and highly transparent ice covers the earth. (Wasteland) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Dimensional Travelers (transient or in suspended animation).
-

[Roll of 040 to 042]

The Vertiginous Moulin of Mama Skrechlech

- **Predominant Terrain Sub-Type:** Moulin: A vertical shaft in the ice through which water plummets into the underworld. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Netherworld Hag, Nightmare Mount, Yeti Minions.
-

[Roll of 043 to 045]

Mere Isle of the Aurochs Riders

- **Predominant Terrain Sub-Type:** Mere: A wide, shallow lake. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Aurochs Cattle, Uldra Folk (primitive Gnomish beast masters).
-

[Roll of 046 to 048]

Parched Thicket of the Scorpion People

- **Predominant Terrain Sub-Type:** Thicket: A very dense forest, where one species of trees dominates the region. Thorns and briars will be common. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Scorpion People, Priests of Gilgamesh, Huwawa Demon.
-

[Roll of 049 to 051]

Fire Cauldrons of the Horndelve Cabal

- **Predominant Terrain Sub-Type:** **Volcanic Vent**, Dormant: A shaft which leads down into caverns which were formed by magma (which is no longer present). (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Goblin Hags, Giant Goats and Rams (mounts).
-

[Roll of 052 to 054]

Surreal Isthmus of the Infinite Tomb Spire

- **Predominant Terrain Sub-Type:** Isthmus: A narrow piece of land, bordered by two seas, which connects two larger landforms. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Mummies, Faceless Necromancers, Fallen Valkyrie.
-

[Roll of 055 to 057]

Geyser Highlands of the Eaters of Flesh

- **Predominant Terrain Sub-Type:** Geyser Highlands: Hills which feature many hollows and geothermal pools. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Crystal Slimes, Dun Slimes.
-

[Roll of 058 to 060]

The Forever Unfound Lotus Clutches

- **Predominant Terrain Sub-Type:** Clutches: A forest filled with old trees that have tangling roots and low-hanging branches. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Black Lotus Harvesters, Giant Woodboring Beetles, Cultivated Molds.
-

[Roll of 061 to 063]

Crimson Snowfields of the Withering Ones

- **Predominant Terrain Sub-Type:** Snowfields: Plains where flurries perpetually fall. (Plains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Withering Weeds, Frost Mages, Reagent Seekers.
-

[Roll of 064 to 066]

Grim Forest of the Headless Idols

- **Predominant Terrain Sub-Type:** Deciduous Forest: A forest filled with deciduous trees (oak, maple, beech, hornbeam, etc.). (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Black and Brown Bears, Werebears, Acephali (headless ones).
-

[Roll of 067 to 069]

The Asgardian Strand of Vyrhilde the Indefatigable

- **Predominant Terrain Sub-Type:**
Strand / Strandflat: A flat beach.
(Saltwater)
 - **Thematic and Noteworthy
Monster Encounter(s):** Valkyries,
Giant Slayers and Mist Giants.
-

[Roll of 070 to 072]

**Rust-Wrought Wasteland of the
Insidious Betrayer**

- **Predominant Terrain Sub-Type:**
Wasteland: A bleak desert where
lifeforms (and therefore random
encounters) are infrequent.
(Wasteland)
- **Thematic and Noteworthy
Monster Encounter(s):** Giant Land
Leeches, Rusting Beasts, Vampireess.



[Roll of 073 to 075]

**The Sanctified Defile of Lighted
Entropy**

- **Predominant Terrain Sub-Type:**
Defile: A narrow Pass or Gorge,
through an area of Mountains or
Hills. (Depression)
 - **Thematic and Noteworthy
Monster Encounter(s):** Visions of
Purgatory (creatures?).
-

[Roll of 076 to 078]

Ashen Sea of the Regent Sylphide

- **Predominant Terrain Sub-Type:**
Ashen Sea: An apocalyptic Dune
Sea, made of ash instead of sand.
Deadly storms and drowning pits
will be common here. (Wasteland)
(Tropical and sub-tropical regions
only)
 - **Thematic and Noteworthy
Monster Encounter(s):** Sand Sylph
(desert Faerie Queene).
-

[Roll of 079 to 081]

**Rain-Threaded Forest of the
Entangler Jellies**

- **Predominant Terrain Sub-Type:**
Tropical Coniferous Forest: A rare
forest type typically found on
islands, where tropical pines and
firs predominate. (Forest) (Tropical
and sub-tropical regions only)
 - **Thematic and Noteworthy
Monster Encounter(s):** Ochre
Slimes, Entanglers, Slime
Creatures.
-

[Roll of 082 to 084]

**Dream-Meshed Bottomland of the
Opalescent Hut**

- **Predominant Terrain Sub-Type:** Bottomland: Plains interspersed with low-lying patches of wetland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Ancient Hermit (shape-shifted Gold Dragon), Golden Serpents.
-

[Roll of 085 to 087]

The Adamantine Harrow of the Bugbear Hetman

- **Predominant Terrain Sub-Type:** Harrow: A Desert which has formed where arid Farmland has dried out. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Bugbear Miners and Giant Scorpions.
-

[Roll of 088 to 090]

Forested Skulls of the Faceless Lord

- **Predominant Terrain Sub-Type:** Forested Hills: Hills covered in forest. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Vile Priests of the Great Slime Demon.
-

[Roll of 091 to 093]

Quicksand Slough of the Badgerbear Keepers

- **Predominant Terrain Sub-Type:** Slough: A shallow swamp with low muddy hills. (Swamp)

- **Thematic and Noteworthy Monster Encounter(s):** Badgerbears, Two-Headed Giants (badgerbear tamers), Ranger Scouts.
-

[Roll of 094 to 096]

Ornate Domes of the Mushroom Dryadlings

- **Predominant Terrain Sub-Type:** Domes: Hills which have oval or round bases (at the lowest points of elevation). (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Halfling-Sized Dryads (in immaculate under-tree faerie mounds).
-

[Roll of 097 to 099]

Undeified Bone Fields of the Faceless Clan

- **Predominant Terrain Sub-Type:** Bone Fields: A Battlefield covered in bones and skulls. (Wasteland)
- **Thematic and Noteworthy Monster Encounter(s):** The White People (in the tale of Arthur Machen).

100 to 199

[Roll of 100 to 102]

Voolghris, the Boreal Murk

- **Predominant Terrain Sub-Type:** Murk: A misty, muddy swamp. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Giant Ice Toads and Troll Shamans.

[Roll of 103 to 105]

Scintillant Cavelands of the Salt Dreamers

- **Predominant Terrain Sub-Type:** Cavelands: An area of terrain which is riddled with caves. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Buccaneer Dream Mystics, Illusions, Bronze Dragon.
-

[Roll of 106 to 108]

Seeping Tumuli of the Melted Ones

- **Predominant Terrain Sub-Type:** Tumuli: Small Barrow Mounds. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Gray Slimes, Emerald Slimes, Bog Zombies.
-

[Roll of 109 to 111]

Death Moor of the Faceless Brigands

- **Predominant Terrain Sub-Type:** Moor / Moorland: Windy upland plains with low-lying vegetation. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Zombies (Brigands and Cutthroats).
-

[Roll of 112 to 114]

The Mists Betwixt the Dragon's Teeth

- **Predominant Terrain Sub-Type:** Misty Mountains: High, foggy mountains where giants, goblins, and other humanoids dwell. (Mountains)
 - **Thematic and Noteworthy Monster Encounter(s):** Draconian Lich, Mist Giants, Mist Elves.
-

[Roll of 115 to 117]

Eerie Erg of the Ten Thousand Ossuaries

- **Predominant Terrain Sub-Type:** Erg: A windy, dangerous Dune Sea. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Calcified Skeletons.
-

[Roll of 118 to 120]

Bestial Cwm of the Plutonian Fountains

- **Predominant Terrain Sub-Type:** Cwm: A Cirque which is home (or was once home) to a Welsh / Celtic-influenced culture. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Boar Demons, Beastmen, Shepherded Water Monsters.
-

[Roll of 121 to 123]

Dripping Forest of the Acid Kisses

- **Predominant Terrain Sub-Type:**
Thorn Forest: A thorny Jungle. (Forest) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Black Dragon Hatchlings, Acidic Vines, Giant Snails.
-

[Roll of 124 to 126]

Mirrored Forest of the Gated Adumbration

- **Predominant Terrain Sub-Type:**
Deciduous Forest: A forest filled with deciduous trees (oak, maple, beech, hornbeam, etc.). (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):**
Doppelgangers, Accursed Mirror Images.
-

[Roll of 127 to 129]

Batrachian Lagoon of the Unconquerable Coralspear Tribe

- **Predominant Terrain Sub-Type:**
Lagoon: A shallow region of saltwater, separated from the sea by a Barrier Island, Barrier Reef or Coral Reef. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Tribal Hobgoblins, Giant Frogs (of many types, poison arrow, translucent, etc.).
-

[Roll of 130 to 132]

Bubbling Bogland of the Submerged Tablets

- **Predominant Terrain Sub-Type:**
Bogland: A large Bog region. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Deep Ones, Giant Slugs.
-

[Roll of 133 to 135]

Grassy Dells of the Great Storyteller's Solace

- **Predominant Terrain Sub-Type:**
Dells: A series of small, forested valleys. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Ancient Bronze Dragon (sage), Wood Elf Caretakers.
-

[Roll of 136 to 138]

Emerald Strand of the Challengers to the Puppet Master

- **Predominant Terrain Sub-Type:**
Strand / Strandflat: A flat beach. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Changelings (twisted children), Undead Puppet Master.
-

[Roll of 139 to 141]

Frozen Reach of the Battle Wyverns

- **Predominant Terrain Sub-Type:**
Frozen Dales: Open Vales which are

covered in ice and snow.
(Depression) (Cold and sub-arctic regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Two Clans of Beast Masters, Great Elk and Wyvern Mounts.
-

[Roll of 142 to 144]

Tidal Marsh of the Nested Abjuration

- **Predominant Terrain Sub-Type:** Tidal Marsh: A swampy Tidal Flat. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Mystical Turtle People, Egg-Stealing Giant Crabs.
-

[Roll of 145 to 147]

Slime-Spun Barrowlands of the Great White Wurm

- **Predominant Terrain Sub-Type:** Barrowlands: A region where many isolate Barrow Mounds stand, with plains / wasteland between them. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Albino Purple Worm, Cultic Madmen, Giant Worms, Giant Slugs.
-

[Roll of 148 to 150]

Tholm-Thuulm, the Bloodstone Geyser Highlands

- **Predominant Terrain Sub-Type:** Geyser Highlands: Hills which

feature many hollows and geothermal pools. (Hills)

- **Thematic and Noteworthy Monster Encounter(s):** Salamander People (miners) and Giant Strider Mounts.
-

[Roll of 151 to 153]

The Unhallowed Amethyst Meander

- **Predominant Terrain Sub-Type:** Meander: A river with many bends and curves, which rarely stays on the same course over a long period of time. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Intelligent Lampreys, Leeches, and Giant Water Spiders.
-

[Roll of 154 to 156]

Tangled Backwoods of the Echoing Anvils

- **Predominant Terrain Sub-Type:** Backwoods: Deep forest located near to a region of villages or towns. Such regions are frequently raided by humanoids and protected by rangers. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Iron Clan Forest Gnomes, War Wolverines.
-

[Roll of 157 to 159]

Argent Spearpoint of the Tormented Unbeliever

- **Predominant Terrain Sub-Type:**
Point: A tapering Headland.
(Saltwater)
 - **Thematic and Noteworthy
Monster Encounter(s):** Cursed
Elderly Paladin.
-

[Roll of 160 to 162]

The Black and Flickering Desolation of Vigdis

- **Predominant Terrain Sub-Type:**
Desolation: A gloomy, misty, and /
or dying Desert. (Wasteland)
 - **Thematic and Noteworthy
Monster Encounter(s):** Vigdis (the
shamanic Fire Giantess), Cinder
Gnoles.
-

[Roll of 163 to 165]

Stone-Taloned Jungle of the Seventeen Sinkholes

- **Predominant Terrain Sub-Type:**
Untamed Jungle: A Jungle which is
virtually unexplored by humans and
demi-humans. (Forest) (Tropical and
sub-tropical regions only)
 - **Thematic and Noteworthy
Monster Encounter(s):** Giant
Subterranean Riding Lizards,
Netherworld Gnomes, Brood of
Xoron (three-legged earth
elementals).
-

[Roll of 166 to 168]

Blueschist Crevice of the Wingless Drakes

- **Predominant Terrain Sub-Type:**
Crevice: A small, deep Ravine.
Compare with Crevasse (a Crevice
occurs in stone, while a Crevasse
occurs in ice). (Depression)
 - **Thematic and Noteworthy
Monster Encounter(s):** Giant Fire
Lizards, Wyrms (small wingless
dragons of all kinds).
-

[Roll of 169 to 171]

Execrable Oxbow of the Raven Unicorn

- **Predominant Terrain Sub-Type:**
Oxbow Lake: A U-shaped lake which
is formed when a stretch of a
Meander is cut off from the main
river. (Freshwater)
 - **Thematic and Noteworthy
Monster Encounter(s):** Cursed
Maiden, Raven (corrupted black)
Unicorn.
-

[Roll of 172 to 174]

The Smoke-Filled Hoodoo Wasteland

- **Predominant Terrain Sub-Type:**
Hoodoo Wasteland / Ventifact
Wasteland: A Wasteland filled with
eerie, strangely-shaped rock pillars
(caused by wind). (Wasteland)
 - **Thematic and Noteworthy
Monster Encounter(s):**
Thornslingers (grim wanderers with
thrown weapons).
-

[Roll of 175 to 177]

Baroque Treasure Gullies of the Death Gazers

- **Predominant Terrain Sub-Type:**
Gullies: A series of natural ditches / trenches caused by erosion. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Lamia Crone, Catoblepas Guardian Beasts.
-

[Roll of 178 to 180]

Forest-Lost Manufactorium Ruin of the Doom Brigands

- **Predominant Terrain Sub-Type:**
Forest: A “general” woodland of mixed coniferous and deciduous trees. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Brigands, Psychomancers (psionic mages), Mind-Controlled Prisoners.
-

[Roll of 181 to 183]

Shambling Londs of the Soul Ensnarers

- **Predominant Terrain Sub-Type:**
Wetlands: A region covered with shallow water and vegetation. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Erinys She-Devils, Lost Souls, Emaciated Birds of Prey.
-

[Roll of 184 to 186]

Flotsam-Scattered Beach of the Kobold Buccaneers

Page 16 | 153

- **Predominant Terrain Sub-Type:**
Pebble Beach: A beach covered in pebbles. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Kobolds, Nixies, Giant Fanged Fish.
-

[Roll of 187 to 189]

Umbral Strait of the Fallen Phoenix

- **Predominant Terrain Sub-Type:**
Strait: A reach of water between two landforms. Compare with Channel; a Channel is relatively shallow. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Phoenix and Imprisoning Dark Magi.
-

[Roll of 190 to 192]

The Abhorrent Spice Islands

- **Predominant Terrain Sub-Type:**
Spice Islands: Islands which harbor rare, valued types of herbs and spices. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Winged Serpents and Chaotic Voodoo Doctors.
-

[Roll of 193 to 195]

Lava Plain of the Chaunting Gaoleress

- **Predominant Terrain Sub-Type:**
Lava Plain: Dangerous plains with nearly-flat lava flows. (Plains)

- **Thematic and Noteworthy Monster Encounter(s):** Fire Giantess.

[Roll of 196 to 199]

The Breath of the Demigoddess

- **Predominant Terrain Sub-Type:** Seasonal Lake, Dry: A natural depression which is sometimes filled with water, but not when first discovered. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Imprisoned Demigoddess of Oases and Desert Harvests.

200 to 299

[Roll of 200 or 201]

Sallow Downlands of the Dust-Risen Asylum

- **Predominant Terrain Sub-Type:** Downlands / Downs: Ridges made of chalky soil. (Hills)
- **Thematic and Noteworthy Monster Encounter(s):** Jackals, Werejackals, Giant Apschai Beetles, Desert Hermits and Madmen.

[Roll of 202 to 204]

Festering Gorge of the Iron Drum

- **Predominant Terrain Sub-Type:** Gorge: A deep Canyon. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Warring Harpies and Ogres.

[Roll of 205 to 207]

The White Forgotten Countryside

- **Predominant Terrain Sub-Type:** Countryside: Semi-cultivated rural lands, located adjacent to villages or towns. (Plains)
- **Thematic and Noteworthy Monster Encounter(s):** Petrified Statues of Normal Humans (centuries old).

[Roll of 208 to 210]

Volcanic Pinnacle of the Pyre Minotaurs

- **Predominant Terrain Sub-Type:** Pinnacle Gates of Elemental Fire: Multiple volcanoes, which harbor magical gates to the Elemental Plane of Fire. (Mountains) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Crimson Minotaurs, Fire Giants, Chimerae.

[Roll of 211 to 213]

Fossil Mire of the Bone-Mantled Jabberwock

- **Predominant Terrain Sub-Type:** Mire: A dangerous Bog or Fen. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** The Jabberwock (and a few Slithy Toves).

[Roll of 214 to 216]

Ravaged Montane of the Seven Talismans

- **Predominant Terrain Sub-Type:**
Alpine Montane Forest: A cold mountainous forest. (Forest) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Hunting Lodge of Boastful Half-Ogres.
-

[Roll of 217 to 219]

The Gashes in the Madwoman's Veil

- **Predominant Terrain Sub-Type:**
Gullies: A series of natural ditches / trenches caused by erosion. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Noble Banshee, Living Nightmares, Puppet Goblins.
-

[Roll of 220 to 222]

Lost Loess of the Duskrune Grazing Grounds

- **Predominant Terrain Sub-Type:**
Loess Desert: A desert filled with silty outcroppings. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Strangely-Colored Herd Animals (Giraffes, Zebras, Water buffalo, predators of the watering holes).
-

[Roll of 223 to 225]

The Shimmering Forest of Hueheteotl

- **Predominant Terrain Sub-Type:**
Forest: A “general” woodland of mixed coniferous and deciduous trees. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Frog and Lizard Riders of the Grandsire-God.
-

[Roll of 226 to 228]

Serpentine Gash of the Slithering Ones

- **Predominant Terrain Sub-Type:**
Ice Crater: An impact (or magical) Crater filled with ice. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** White-Furred Were-Serpents.
-

[Roll of 229 to 231]

The Deceptively Quiescent Caterpillar Bottomlands

- **Predominant Terrain Sub-Type:**
Bottoms: Narrow depressions to either side of a river or other watercourse. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Moths, Giant Inchworms, Moth-Eating Lizards.
-

[Roll of 232 to 234]

The Glimmering Nexus Delves

- **Predominant Terrain Sub-Type:**
Delves: An area of deep artificial

excavations (for example, dwarven mine lands). (Depression)

- **Thematic and Noteworthy Monster Encounter(s):** Netherworld Dwarves, Mining Slaves, Amber Behemoths.
-

[Roll of 235 to 237]

Decrepit Taiga of the Ancient Throne Guardian

- **Predominant Terrain Sub-Type:** Twisted Taiga: An area where the Taiga has been corrupted by magic or the undead. (Forest) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Ancient Guardian Naga, Corrupted Forest Beasts, Dark Elf Treasure Seekers.
-

[Roll of 238 to 240]

The Illusive Veldt of Gamesome Untruth

- **Predominant Terrain Sub-Type:** Veldt: Land covered with low thorny grasses. (Plains) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Gremlins, Charlatans, Thieves' Guild and Guild Mother.
-

[Roll of 241 to 243]

Shadowparch of the Corpse Eaters

- **Predominant Terrain Sub-Type:** Rain Shadow Desert: A nearly waterless Desert adjacent to a windy

sea. (Wasteland) (Tropical and sub-tropical regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Zombies, Necromancer Maidens, Velociraptors.
-

[Roll of 244 to 246]

The Ghoulish Grasslands

- **Predominant Terrain Sub-Type:** Grasslands: Plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height). (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Plague Ghouls and Blighted Necromancers.
-

[Roll of 247 to 249]

The Rainbow-Vaulted Waterfalls

- **Predominant Terrain Sub-Type:** Waterfalls: A vertical cascade of river water over a cliff. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Jaguar Priests, Were-Jaguars, and Giant Nether Bats.
-

[Roll of 250 to 252]

Blood-Wrought Glen of the Unvanquished Executioner

- **Predominant Terrain Sub-Type:** Glen: A long, narrow Valley, typically with steep sides. (Depression)

- **Thematic and Noteworthy**
Monster Encounter(s): Legendary Black Knight, Nightmare Steed.
-

[Roll of 253 to 255]

Deeping Sound of the Gluttonous Maelstrom

- **Predominant Terrain Sub-Type:**
Sound: A large Inlet. (Saltwater)
 - **Thematic and Noteworthy**
Monster Encounter(s): Corrupted Merfolk, Wraith of the Deep.
-

[Roll of 256 to 258]

Sapphire Moor of the Crystalline Brotherhood

- **Predominant Terrain Sub-Type:**
Moor / Moorland: Windy upland plains with low-lying vegetation. (Plains)
 - **Thematic and Noteworthy**
Monster Encounter(s): Crystal-Wielding Monks, Crystalline Earth Elementals.
-

[Roll of 259 to 261]

Silvered Mounts of the Demon Hag

- **Predominant Terrain Sub-Type:**
Mountains of the Moon: Mountains which feature various plants (ferns, ginkgoes, creepers, etc.) which grow to tremendous size. (Mountains) (Tropical and sub-tropical regions only)

- **Thematic and Noteworthy**
Monster Encounter(s): Night Hag, Demon Thralls and Cauldron Born.
-

[Roll of 262 to 264]

The Leaping Cliffs of Sanguine Repentance

- **Predominant Terrain Sub-Type:**
Cliffs: Sheer vertical faces of stone. (Hills)
 - **Thematic and Noteworthy**
Monster Encounter(s): Corrupted Hawkmen, Cliff Leapers (mad berserkers), Lampreys, Giant Lampreys.
-

[Roll of 265 to 267]

Lichened Dells of the Vulture People



- **Predominant Terrain Sub-Type:**
Dells: A series of small, forested valleys. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Vulture People (Neg-Pah), Vulture Demons, Beast Skeletons.
-

[Roll of 268 to 270]

Tombolo of the Musaeum Cabal

- **Predominant Terrain Sub-Type:**
Tombolo: A roughly circular region of land on the shore of an ocean or sea, which is connected to the mainland by a narrow piece of land. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Deathless Bards and Wicker Man Cultists.
-

[Roll of 271 to 273]

Forking Waters of the Mad Striped Redeemer

- **Predominant Terrain Sub-Type:**
Tributary: A river which flows into a larger river. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Weretigers, Tigers, Mage (polymorphing and shape changing specialist).
-

[Roll of 274 to 276]

Perpetual Ice Cap of the Entombed Undercities

- **Predominant Terrain Sub-Type:**
Ice Cap: A huge mass of ice (covering many hexes of a game

world map) which never fully thaws. (Hills) (Cold and sub-arctic regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Ice Trolls and Troll-Kith Witch Doctors.
-

[Roll of 277 to 279]

The Honeyed and Chambered Peaks

- **Predominant Terrain Sub-Type:**
Tropical Peaks / Summits: Jungle-sloped mountains with pointed tops. (Mountains) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Honeybees, Honey Stealers (cliff-climbing Svart Goblins).
-

[Roll of 280 to 282]

The Chimera-Haunted Cimmerian Uplands

- **Predominant Terrain Sub-Type:**
Uplands: Rolling Hills which border a region of plains. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Ancient Chimera-Lich and Giant Pyre Lizards.
-

[Roll of 283 to 285]

Thunderous Fjord of the Tumbling Cliffside Spires

- **Predominant Terrain Sub-Type:**
Fjords: A series of long, deep inlets lined with cliffs formed by glacial

erosion. (Freshwater) (Cold and sub-arctic regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Storm Giants (of the sundered castle, half submerged, half upon the cliff), Sea Lions (Morses).
-

[Roll of 286 to 288]

Gore-Swathed Bushlands of the Kobold Wars

- **Predominant Terrain Sub-Type:** Bushland: Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Kobold Skeletons, Forest-Healing Brownies and Leprechauns.
-

[Roll of 289 to 291]

Pelu-Piri, Chasm of the Lemurian Idols

- **Predominant Terrain Sub-Type:** Chasm: A deep Ravine with very steep sides. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Lost World Pygmies, Carnivorous Flightless Birds.
-

[Roll of 292 to 294]

Inland Sea of the Skittering Shipwrecks

- **Predominant Terrain Sub-Type:** Inland Sea: A sea which is completely surrounded by land. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Brine Hags, Tentacled Centipedes.
-

[Roll of 295 to 297]

Silt-Spun Rapids of the Piled Colossus

- **Predominant Terrain Sub-Type:** Rapids: A dangerous area of whitewater. Similar to a Cataract region, but there will probably not be islets here. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Clay Golem Colossus (double size and strength, “the Toll Keeper”).
-

[Roll of 298 or 299]

Viperous Voodoo Hill of the Mamba Maskers

- **Predominant Terrain Sub-Type:** Forested Hills: Hills covered in forest. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Spirit Nagas, Gnole Witch Doctors, Gnome Zombies.
-

300 to 399

[Roll of 300 to 303]

Majestic Icelocks of the Hexer Tyrant

- **Predominant Terrain Sub-Type:** Glacial Peaks: Peaks which harbor glaciers in high valleys. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Evil Eye of Azathoth (and guardian beasts).
-



[Roll of 304 to 306]

Tomb Ravine of the Babbling Shibboleth

- **Predominant Terrain Sub-Type:** Ravine: A narrow, cliff-sided depression formed by erosion. There will typically be a river at the Ravine's bottom. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Shibboleths and Degenerate Fish People.
-

[Roll of 307 to 309]

Pestilential Caldera of the Cliff Dancers

- **Predominant Terrain Sub-Type:** Caldera: A volcanic crater. In the game, calderas typically represent the craters of dormant or extinct (non-active) volcanoes, which can be explored in relative safety. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Hawkmen, Mandragora (mandrake root spirits).
-

[Roll of 310 to 312]

The Perplexing Coniferous Malformation

- **Predominant Terrain Sub-Type:** Coniferous Forest: A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.). (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Hunchbacked Beastmen (tunnel farmers), Acid Mantises.
-

[Roll of 313 to 315]

Fractured Crevasse of the Brazen Oblivion

- **Predominant Terrain Sub-Type:** Crevasse: A Chasm in the ice (compare with Crevice). (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Bronze-Armored Netherworld Gnomes, Giant Moles.
-

[Roll of 316 to 318]

Branching Thickets of the Treacherous Unveilings

- **Predominant Terrain Sub-Type:**
Alluvian Fan: A reach of sediment and gravel, caused by the passage of a former river. Vegetation will grow abundantly here nevertheless and so the area is technically not a Wasteland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Invisible Monsters, Enslaved Air Elementals, Ethereal Serpents.
-

[Roll of 319 to 321]

Scarp-Pages of the Gargantuan Basalt Libram

- **Predominant Terrain Sub-Type:**
Scarps: Escarpments which were formed by erosion. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Animated Stone Statues.
-

[Roll of 322 to 324]

Noroldu, Turlough of the Pallid Grin

- **Predominant Terrain Sub-Type:**
Dry Turlough: The locale of a seasonal lake in a Karst (limestone cave) region. A Dry Turlough is the waterless depression left behind when the water drains back into the underworld. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Albino Crocodiles and Were-Crocodiles.
-

[Roll of 325 to 327]

Arcadian Bluffs of the Fractured Oracle

- **Predominant Terrain Sub-Type:**
Bluffs: Steep hills and cliffs which overlook a body of water (such as a lake). (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Slumbering Fallen Angel.
-

[Roll of 328 to 330]

Pinnacle Gates of the Boreal Realm

- **Predominant Terrain Sub-Type:**
Pinnacle Gates of Elemental Air: Windy mountains which harbor magical gates to the Elemental Plane of Air. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Wind Walkers, Aerial Grues, Air Elementals.
-

[Roll of 331 to 333]

The Dune Vortex

- **Predominant Terrain Sub-Type:**
Blowout (Dune Region): A hard, flat patch of low desert, temporarily exposed when a sandstorm blows all of the moveable sand grains out of the region. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Hibernating Mantis People.
-

[Roll of 334 to 336]**Pyric Bluffs of the Untouchable Cocoons**

- **Predominant Terrain Sub-Type:** Bluffs: Steep hills and cliffs which overlook a body of water (such as a lake). (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Fire Elementals (vigilant sentinels), Things (slumbering the cocoons, molting).
-

[Roll of 337 to 339]**Jerem-Tol, The Egg-Tiered Heath**

- **Predominant Terrain Sub-Type:** Heath / Heathland: Shrubland with acidic soil and woody plants. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Ants and Mummified Ant Men.
-

[Roll of 340 to 342]**The Hemlock Diablerie**

- **Predominant Terrain Sub-Type:** Coniferous Forest: A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.). (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Poison-Cultivating Dryads, Dark Centaurs, Worshipped Devils.
-

[Roll of 343 to 345]**Greathold Ruin of the Polypous Standing Shapes**

- **Predominant Terrain Sub-Type:** Dwarven Greatholds: Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Brown Mold, Mold People, Giant Beetles.
-

[Roll of 346 to 348]**Sacred Muskeg of the Oni Spice Traders**

- **Predominant Terrain Sub-Type:** Muskeg Land: A cold peat and moss marsh. (Swamp) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Ogre Magi, Cloud Giants, Fog Giants (trading ground).
-

[Roll of 349 to 351]**Barrier Reef of the Marooned Mountebank**

- **Predominant Terrain Sub-Type:** Barrier Reef: A large, wide Coral Reef. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Captain Hadriana Delacroix, Seahawk Mountebank Extraordinaire.
-

[Roll of 352 to 354]**Flood Mire of the Spear Beast Tamers**

- **Predominant Terrain Sub-Type:**
Flood Mire: A swamp which is prone to flooding due to a nearby river. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Gnomish Beast Masters, Giant Badgers, Giant Porcupines.
-

[Roll of 355 to 357]

Terraced Hills of the Tartarus Beasts

- **Predominant Terrain Sub-Type:**
Terraced Hills: Artificial hills made in “ziggurat” fashion to support farming. Terraced hills will be tended by, or left behind by, human or demi-human cultures. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Dirge Daemons and Tartarus Kine.
-

[Roll of 358 to 360]

Svengdur, the Runic Narrows

- **Predominant Terrain Sub-Type:**
Narrow(s): A narrow Strait, or series of parallel minor Straits. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Berserker Seafarers, Monk Defenders of Tribal Villages.
-

[Roll of 361 to 363]

The Bogland Grotesquerie

- **Predominant Terrain Sub-Type:**
Bogland: A large Bog region. (Swamp)

- **Thematic and Noteworthy Monster Encounter(s):** Failed Experiments, Twisted Centaurs (many eyes, deformed, blistered, etc.).
-

[Roll of 364 to 366]

Rainbow Marsh of the Thunder Clan

- **Predominant Terrain Sub-Type:**
Tidal Marsh: A swampy Tidal Flat. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Cavemen, Ankylosaurus War Beasts, Thunder Priests.
-

[Roll of 367 to 369]

The Breathing Emptiness

- **Predominant Terrain Sub-Type:**
Emptiness: A Desert completely devoid of vegetation. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** The Desert is the Monster.
-

[Roll of 370 to 372]

The Doom Crag of Quintessence

- **Predominant Terrain Sub-Type:**
Crag(s): Hills which have many cliff-like slopes and surfaces. Crag(s) differ from cliffs in that they are easier to climb. (Hills)
- **Thematic and Noteworthy Monster Encounter(s):** The Purifiers of the Flesh (lawful neutral Doppelgangsters), Paranoid Villagers.

[Roll of 373 to 375]**Salt Reach of the Phosphorescent Council**

- **Predominant Terrain Sub-Type:**
Brackish Swamp: A saltwater / freshwater swamp. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Beings of Ib, Giant Salt Lizards.
-

[Roll of 376 to 378]**The Alchemist's Hollow Hills**

- **Predominant Terrain Sub-Type:**
Hollow Hills: Hills which feature many caverns, tombs, and / or dungeons. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Eccentric Alchemist and Experimental Slime-Spawn.
-

[Roll of 379 to 381]**Tundra of the Wizen and Winged Tale Tellers**

- **Predominant Terrain Sub-Type:**
Alpine Tundra: High-altitude grasslands devoid of trees. (Plains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Manticores, Spotted Lions, Mad Sage.
-

[Roll of 382 to 384]**Mist Bluffs of the Tittering Manakins**

- **Predominant Terrain Sub-Type:**
Bluffs: Steep hills and cliffs which overlook a body of water (such as a lake). (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Porcelain-Masked Di Manes Demonlings.
-

[Roll of 385 to 387]**Mirage-Filled Rills of the Fragmentary Aeon**

- **Predominant Terrain Sub-Type:**
Rills: An area covered with tiny, shallow streams, which make the terrain muddy and difficult. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Irish Deer Mounts (prehistoric), Wild Elves (diminutive), Cat Sidhe (elven cats).
-

[Roll of 388 to 390]**Steppes of the Becrimsoned Hawk**

- **Predominant Terrain Sub-Type:**
Steppes: Grasslands which feature trees, but only bordering lakes and rivers. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Hawks, Barbarian Hawk Riders, Amazonian Rivals.
-

[Roll of 391 to 393]**The Viridian Algae Brushlands**

- **Predominant Terrain Sub-Type:**
Brushland: Plains interspersed with stands of bushes and shrubs. Differentiated from Bushland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Algal Giants, Blood Worms, Emerald Slimes.
-

[Roll of 394 to 396]

Resting Levee of the Hulk of the Black Freighter

- **Predominant Terrain Sub-Type:**
Levee: An artificial Floodbank, designed to limit the flooding of a river. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Black Rats, Weresharks, Undead Pirates.
-

[Roll of 397 to 399]

Gorge of the Most Glorious Cascading Goddess

- **Predominant Terrain Sub-Type:**
Gorge: A deep Canyon. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Waterfall Genie (hedonistic charlatan who poses as a goddess), Water Elementals.
-

400 to 499

[Roll of 400 to 402]

Peat Bog of the Heartless Ones

- **Predominant Terrain Sub-Type:**
Peat Bog / Peatland: An alkaline

marsh filled with peat moss. (Swamp) (Cold and sub-arctic regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Cannibals, Shadows, and Spirit Summoners.
-

[Roll of 403 to 405]

The Uvala of Nyarlathotep

- **Predominant Terrain Sub-Type:**
Uvala: A Karst depression or icy Sinkhole. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Ice-Rimed Mummies, Dream Priests.
-

[Roll of 406 to 408]

Mantle of the Shadowed Moss

- **Predominant Terrain Sub-Type:**
Moss: A swamp filled with clubmoss. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Mud Men and Moss Orcs.
-

[Roll of 409 to 411]

Atoll of the Time-Lost Archonate

- **Predominant Terrain Sub-Type:**
Atoll: A ring-shaped Coral Reef which encircles a lagoon. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Lotus Eaters, Unwilling Time Travelers.
-

[Roll of 412 to 414]**Aurean Bornhardts of the Glorious King of Hawks**

- **Predominant Terrain Sub-Type:** Bornhardts: Large, dome-shaped, stony hills. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Golden Roc, Animated Statues, Efreet Guardians.
-

[Roll of 415 to 417]**Bog of the Horned Danse**

- **Predominant Terrain Sub-Type:** Peat Bog / Peatland: An alkaline marsh filled with peat moss. (Swamp) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Criosphinx, Satyrs, and Eerie Pagan Worshippers (Dark Maenads).
-

[Roll of 418 to 420]**Fields of the Great Lens, Amaranthine**

- **Predominant Terrain Sub-Type:** Fields: Farmland where grains are grown and harvested. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Flower Dryads (the Leimonides).
-

[Roll of 421 to 423]**The Ice Kennels of Berennar Trethom**

- **Predominant Terrain Sub-Type:** Ice Caves: Caves with walls of ice. (Depression) (Cold and sub-arctic regions only)



- **Thematic and Noteworthy Monster Encounter(s):** Dimensional Hounds, Dwarven Hound Master.
-

[Roll of 424 to 426]**Crater Lake of the Deathless Octopoids**

- **Predominant Terrain Sub-Type:** Crater Lake: A lake in the crater of an extinct volcano. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Thralls of Cthulhu (Undead).
-

[Roll of 427 to 429]**Hadean Quagmire of the Bog Hounds**

- **Predominant Terrain Sub-Type:** Sweltering Quagmire: A hot, foggy

Quagmire region. (Swamp) (Tropical and sub-tropical regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Hell Hounds, Lost Souls, Nightmares (steeds of Hades).
-

[Roll of 430 to 432]

Cove of the Carvings of the Seven Hundred Sons

- **Predominant Terrain Sub-Type:** Cove Valley: A Valley with two or three sides being surrounded by Ridges, and one or two sides relatively open. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** None (Easter Island-themed statues).
-

[Roll of 433 to 435]

Veldt of the Lioness Heresiarch

- **Predominant Terrain Sub-Type:** Veldt: Land covered with low thorny grasses. (Plains) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Leonine Centaurs and Beastmen.
-

[Roll of 436 to 438]

Snowdrifts of the Spriggan Lords

- **Predominant Terrain Sub-Type:** Vast Snowdrifts: Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., “dunes” made of ice and snow. (Hills) (Cold and sub-arctic regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Barrow Wights, Spriggans, Gnomish Exorcists and Treasure Hunters.
-

[Roll of 439 to 441]

The Bloodletters' Holms

- **Predominant Terrain Sub-Type:** Holms: Small, round Islets (typically found in a river). (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Secret Assassin's Guild and Giant Poisonous Frogs.
-

[Roll of 442 to 444]

The Prairie of Endless Pendulums

- **Predominant Terrain Sub-Type:** Prairie: Relatively arid Grasslands. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** None (filled with mystical rusted clockworks).
-

[Roll of 445 to 447]

Weirding Headland of the Obsidian Knife

- **Predominant Terrain Sub-Type:** Headland: A large region of land which pushes into an ocean or sea. Headlands are defined by rising elevation and by cliff drops overlooking the water. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Tribal Lizard Men, Cavemen, Giant Salamanders.

[Roll of 448 to 450]**Grey Wastes of the Grieving Moon**

- **Predominant Terrain Sub-Type:**
Burned Forest Wastes: An ashy Wasteland caused by the recent destruction of a forest by fire. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Moon Priestesses, Silver Dragon.
-

[Roll of 451 to 453]**The Island Upon the Map**

- **Predominant Terrain Sub-Type:**
Tropical Island: An island covered with palm trees and / or Jungle. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Devil-Worshipping Lizard Men of Moloch.
-

[Roll of 454 to 456]**Hive Crater of the Ever-Encroaching Madness**

- **Predominant Terrain Sub-Type:**
Pit Crater: A lava crater which was formed by collapse, rather than by volcanic eruption. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Thralls of Cthulhu, Giant Wasps.
-

[Roll of 457 to 459]**The Blasphemous Slough**

- **Predominant Terrain Sub-Type:**
Slough: A shallow swamp with low muddy hills. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Blood Maggots, Mud Wasps, Souls of the Damned.
-

[Roll of 460 to 462]**The Vale of Unwoven Prophecies**

- **Predominant Terrain Sub-Type:**
Lost Valley: In game terms, a Valley which contains a forgotten temple or city. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Saurian-Themed Tribal Philosophers, Dinosaur Mounts and Work-Beasts.
-

[Roll of 463 to 465]**The Vanished Dwarven Greatholds**

- **Predominant Terrain Sub-Type:**
Dwarven Greatholds: Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Mountain Dwarves and Fire Dwarves (invisible).
-

[Roll of 466 to 468]**Glacial Peaks of the Brazen Dragon**

- **Predominant Terrain Sub-Type:**
Glacial Peaks: Peaks which harbor glaciers in high valleys. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Dragon Beast, Primordial Lions, Lion Riders.
-



[Roll of 469 to 471]

Twisted Defile of Princess Gythrae the Undaunted

- **Predominant Terrain Sub-Type:**
Twisted Forest: A forest which has been corrupted by magic or the undead. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Dwarf Princess, Elite Bodyguard ("The Reclamators"), Chaos Beasts.
-

[Roll of 472 to 474]

Tyrannical Waste of Nogg and Yogg

- **Predominant Terrain Sub-Type:**
Arctic / Antarctic Waste: An icy region at the game world's North Pole or South Pole, where vegetation cannot grow. Alternately, a very cold region elsewhere where the same conditions predominate. (Wasteland) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Nogg and Yogg (colossal two-headed giant), Goblin Trolls, Winter Wolves.
-

[Roll of 475 to 477]

The Great Dryadic Sea

- **Predominant Terrain Sub-Type:**
Sea: A very large body of saltwater, which is smaller and shallower than an Ocean. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Dryads and Nereids (sunken forest and tide-swept forest islets).
-

[Roll of 478 to 480]

The Mad Carnival of Splendid Pyromancy

- **Predominant Terrain Sub-Type:**
Frozen Desert: A frigid stretch of stone and soil, largely devoid of ice and snow (perhaps due to wind). (Wasteland) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Twisted Halflings, Pyromantic Fire-Breathers (the jesters of Hadoth).
-

[Roll of 481 to 483]

Cloud Forest of the Blessed

- **Predominant Terrain Sub-Type:**
Cloud Forest: A forest of heavy mists and fogs. (Forest) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Gray Elves and Mist Unicorns.
-

[Roll of 484 to 486]

The Quagmire of Arachnidean Consequence

- **Predominant Terrain Sub-Type:**
Quagmire: A deadly Mire, with mud and quicksand regions. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Fate Weavers and Spider Maidens.
-

[Roll of 487 to 489]

Wing-Shadowed Citadel of the Glacier's Edge

- **Predominant Terrain Sub-Type:**
Glacier Foreland: The land between a Glacier and its Moraines. (Plains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Pegasi, Snow Elves, Giant Snow Owls.
-

[Roll of 490 to 492]

Bald Mount of Thelerissa, the Wailing Widow

- **Predominant Terrain Sub-Type:**
Mountains: General terrain with very high elevations, and dramatic changes in elevation. (Mountains)

- **Thematic and Noteworthy Monster Encounter(s):** Banshee, Hounds of the Wild Hunt (and possible appearance of Herne the Hunter).
-

[Roll of 493 to 495]

Potrero of the Jewel-Talon Caravansaries

- **Predominant Terrain Sub-Type:**
Potrero: A long, sloped mesa. A Potrero is not flat, but rather slanted. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Tengu (Raven-Folk) Merchants.
-

[Roll of 496 to 499]

Lost Path of the Sinking Stars

- **Predominant Terrain Sub-Type:**
Lost World River: A river that is inhabited by dinosaurs and / or aquatic primeval beasts. (Freshwater) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Dinosaurs and Astral-Seeking Shamanic Lizard Men.

500 to 599

[Roll of 500 or 501]

Sunken Petrified Forest of the Plague Perytons

- **Predominant Terrain Sub-Type:**
Petrified Forest: An ancient (natural, fossilized) forest which has turned to

stone; or, a forest filled with the statue-remains of petrifying monsters (basilisks, cockatrices, gorgonian bulls, medusae, etc.). (Forest)

- **Thematic and Noteworthy Monster Encounter(s):** Perytons (diseased), Giant Ticks, Giant Flies.
-

[Roll of 502 to 504]

Chaparral of the Sardonic and Cindered Sycophant

- **Predominant Terrain Sub-Type:** Chaparral: Arid Shrubland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Eshmir Dakaal (imprisoned, highly proper, non-violent efreet).
-



[Roll of 505 to 507]

Alluvian Fan of the Many-Handed Serpents

- **Predominant Terrain Sub-Type:** Alluvian Fan: A reach of sediment and gravel, caused by the passage of a former river. Vegetation will grow abundantly here nevertheless and so the area is technically not a Wasteland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Serpentine Demonesses, Spirit Naga Minions ("The Handless").
-

[Roll of 508 to 510]

Bushland of the Vampire Flies

- **Predominant Terrain Sub-Type:** Bushland: Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Bloodsucking Flies, Priestesses of Ba'al Zebul.
-

[Roll of 511 to 513]

Celestial Plain of the Majestic Cloud Temple

- **Predominant Terrain Sub-Type:** Plain / Plains: An extensive region of flat terrain. (Plains)
- **Thematic and Noteworthy Monster Encounter(s):** Ki-Rin, Griffons, Priestesses of the Sacred Pearl, Inquisitive Halflings.

[Roll of 514 to 516]**Butte of the Unspeakable Besieger**

- **Predominant Terrain Sub-Type:**
Buttes: Barren and isolated stony hills with cliff-faced sides. The classic example is Monument Valley, Arizona. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Besieged Cityfolk, Colossal Eldritch Abomination (to be crafted with supplement OMG1, the Oldskull Monster Generator).
-

[Roll of 517 to 519]**The Librarium of the Crimson Taiga**

- **Predominant Terrain Sub-Type:**
Taiga: A forest where pines and spruce predominate. (Forest) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Red-Painted Chess Golems.
-

[Roll of 520 to 522]**Coral Key of the Thunder Queen**

- **Predominant Terrain Sub-Type:**
Coral Island: A large Cay / Key. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Blue Dragon, Ogre Mage Matriarch.
-

[Roll of 523 to 525]**The Spiny Outwash of Lord Andrealphus**

- **Predominant Terrain Sub-Type:**
Outwash Fan: A fan-shaped area of gravel and sediment, caused by the flow of streams or rivers from a glacier. (Wasteland) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):**
Andrealphus the Great Malebranche, Malebranche Devils, Infernal Centaurs.

**[Roll of 526 to 528]****Dread Canyon of the Hammer Behemoths**

- **Predominant Terrain Sub-Type:**
Canyon: Generally, a Ravine with cliffs on two sides (such as a river course). (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** War Ankylosaurs, Glyptodon Herds, Dinosaur Tamers.
-

[Roll of 529 to 531]

Brine Lake of the Contraption of Conflicting Wizardry

- **Predominant Terrain Sub-Type:**
Brine Lake: A saltwater lake. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Illusions (holographic projections of sunken post-apocalyptic supercomputer).
-

[Roll of 532 to 534]

The Inverted Emptiness of Hyaenoghul

- **Predominant Terrain Sub-Type:**
Emptiness: A Desert completely devoid of vegetation. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Ghoul-Breeding Dune Gnoles of Hyaenoghul.
-

[Roll of 535 to 537]

Desolate Downlands of the Cannibal Houndsmen

- **Predominant Terrain Sub-Type:**
Downlands / Downs: Ridges made of chalky soil. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Degenerate Gnoles and Hyaenodons.
-

[Roll of 538 to 540]

Querex'reth, the Hills of Endless Mold

- **Predominant Terrain Sub-Type:**
Hills: Rolling terrain of ascending elevation. In differentiated game terms, the general definition "Hills" most frequently applies when the elevated areas are different from one another, and / or not uniform in type. (Reroll on this table if you would prefer to classify the area as a single type of landform.) (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Molds, Slime Molds, Mold Men, Idiot Savant.
-

[Roll of 541 to 543]

Rain-Sundered Col of the Lizard Keepers

- **Predominant Terrain Sub-Type:**
Col / Gap: The lowest point, with steep declines on either side, between two higher peaks. (Mountains)
 - **Thematic and Noteworthy Monster Encounter(s):** Hill Giants (the "Rain Makers"), Giant Lizards (guardian beasts).
-

[Roll of 544 to 546]

The Centipede Fens

- **Predominant Terrain Sub-Type:**
Fens: Grassy swamps of shallow mineral water. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Centipedes, Insect Swarms and Swarm-Summoning Druids.
-

[Roll of 547 to 549]

Brushwood Falls of the Sacrificial Phial

- **Predominant Terrain Sub-Type:** Brushwood Falls: A forest area where many trees are down and unharvested (for example, a region ravaged by wind storms, dragon territorial ground, etc.). (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Flickering Ghosts and Trolghuls (refer to supplement PM1, The Pegana Mythos).
-

[Roll of 550 to 552]

The Mausolean Valley of Tir Tirranon

- **Predominant Terrain Sub-Type:** Valley: A sheltering valley with gentle slopes. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Spirit Elves, Cu Sith Hounds of the Wild Hunt.
-

[Roll of 553 to 555]

The Bubbling Pastures

- **Predominant Terrain Sub-Type:** Pastures: Cultivated grasslands which are used for grazing by livestock. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Boars and Mud-Themed Hobgoblins.
-

[Roll of 556 to 558]

The Cloning Scrubland

- **Predominant Terrain Sub-Type:** Scrubland: Tropical land filled with shrubs and bushes. (Forest) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Strange Spreading Shrub Growths.
-

[Roll of 559 to 561]

Plunge Pools of the Ever-Drowning

- **Predominant Terrain Sub-Type:** Plunge Pool: The deep, turbulent pool at the bottom of a Waterfall. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Nixies, Serpentine Water Elementals.
-

[Roll of 562 to 564]

Glacial Vault of the Cave Bear

- **Predominant Terrain Sub-Type:** Ice Caves: Caves with walls of ice. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Cave Bears, Frost Giants, Ice Gnoles.
-

[Roll of 565 to 567]

Pillared Sump of the Ivory Fane

- **Predominant Terrain Sub-Type:** Sump: A dangerous swampy lowland where dangerous liquids collect (alchemical waste, magical waters, poisonous waters, slime-generating waters, etc.). (Swamp)

- **Thematic and Noteworthy**
Monster Encounter(s): Elephants, Corrupted Elephant Things (Lost Children of Yag-Kosha).
-

[Roll of 568 to 570]

**Wadi of the Filth-Ridden
Invocation**

- **Predominant Terrain Sub-Type:**
Wadi: A desert Valley, typically the locale of a Seasonal River. (Depression)
 - **Thematic and Noteworthy**
Monster Encounter(s): Tentacle Beasts, Trash-Scavenging Kobolds.
-

[Roll of 571 to 573]

**Cataract Pools of the Tentacled
Scourge**

- **Predominant Terrain Sub-Type:**
Cataracts: An area of major rapids, boulders, and rocky islets in the middle of a river, blocking further water travel. Travel will be impossible or at least very dangerous. The area is likely to have portage paths where boats are moved around the blocking cataract. (Freshwater)
 - **Thematic and Noteworthy**
Monster Encounter(s): Enormous Tentacle Beast, Swamp Shamblers, Evil Nereid Maiden.
-

[Roll of 574 to 576]

**Illusory Reach of the Wraith
Maiden**

- **Predominant Terrain Sub-Type:**
Reach: A very large region of a sea; perhaps differentiated from other Reaches by its depth, or its uniform currents or winds. Each Reach will be different from the others. (Saltwater)
 - **Thematic and Noteworthy**
Monster Encounter(s): Wraith of the Deep, Bishop Fish, Jasconius (island fish with village on its back).
-

[Roll of 577 to 579]

Hyperborean Sandhills

- **Predominant Terrain Sub-Type:**
Sandhills: Dunes which rarely move, or which support significant arid vegetation. (Hills)
 - **Thematic and Noteworthy**
Monster Encounter(s): Sand Griffons, Hyperborean Savants and Griffon Riders.
-

[Roll of 580 to 582]

**Surge Channel of the Dam
Gnomes**

- **Predominant Terrain Sub-Type:**
Surge Channel: A narrow Inlet with a strong, forceful current. (Saltwater)
 - **Thematic and Noteworthy**
Monster Encounter(s): Gnomes (trade strongpoint guardians), Dam Folk (intelligent beaver folk).
-

[Roll of 583 to 585]

**Mushroom Swamp of the Grand
Experimenter**

- **Predominant Terrain Sub-Type:** Mushroom Swamp: A swamp filled with mushrooms. When compared to a Fungal Swamp, a Mushroom Swamp has mostly edible mushrooms and very few deadly / poisonous / monstrous forms of fungi. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Senile Fog Giant Shaman, Death Fungi.



[Roll of 589 to 591]

Crevasse of the Diseased Huntmaster

- **Predominant Terrain Sub-Type:** Crevasse: A Chasm in the ice (compare with Crevice). (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Diseased and Delirious Djinni, Mariners (polymorphed into beasts).
-

[Roll of 592 to 594]

Enmeshed Cay of the Spider Gnoles

- **Predominant Terrain Sub-Type:** Cay / Key: A low sandy island on top of a Coral Reef. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Gnoles (spider-themed tribe), Huge Spiders, Giant Insects (“the Feastings”).
-

[Roll of 586 to 588]

Shrouded Aits of the Jotnar Cairns

- **Predominant Terrain Sub-Type:** Aits / Eyots: A group of small forested islands found in the middle of a river. (Freshwater)
- **Thematic and Noteworthy Monster Encounter(s):** Stone Giants (the “Arch Pilers”), Crystalline Earth Elementals.

[Roll of 595 to 597]

The Backswamp of Varath-Dur

- **Predominant Terrain Sub-Type:** Backswamp: The area of a Floodplain where silts and clays settle (and may form quicksand). (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Two-Headed Green Dragon, Quicksand Slimes.
-

[Roll of 598 or 599]

Crumbling Savannah of the Feasters Underneath

- **Predominant Terrain Sub-Type:** Savanna: Grasslands covered with widely-spaced trees. (Plains) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Giant Worms, Hound Demons.

600 to 699

[Roll of 600 to 603]

Whorling Wasteland of the Last Man

- **Predominant Terrain Sub-Type:** Irradiated Wasteland: An ancient Wasteland created by a nuclear war which occurred thousands of years ago. (Wasteland)
- **Thematic and Noteworthy Monster Encounter(s):** Shattered Stone Golem (reveals wonders when reconstructed).

[Roll of 604 to 606]

Spring of the Emerald Tusk

- **Predominant Terrain Sub-Type:** Spring: The place where an Aquifer brings freshwater to the surface. Depending on size and flow, this may be a pool, the beginning of a river, etc. (Freshwater)
- **Thematic and Noteworthy Monster Encounter(s):** Wild Swine,

Wereboars, Berserkers, Berserker Queen.

[Roll of 607 to 609]

Hollowed Flatirons of the Many-Taloned Dream Eaters

- **Predominant Terrain Sub-Type:** Flatirons: Large foothills or low peaks composed of eroded sandstone. (Hills)
- **Thematic and Noteworthy Monster Encounter(s):** Dream Eaters, Lost Souls of Pegana.

[Roll of 610 to 612]

The Argent Pastures of Epona

- **Predominant Terrain Sub-Type:** Pastures: Cultivated grasslands which are used for grazing by livestock. (Plains)
- **Thematic and Noteworthy Monster Encounter(s):** Crystalline Horses (illusions?).

[Roll of 613 to 615]

The Palatial Spice Islands of Clymene

- **Predominant Terrain Sub-Type:** Spice Islands: Islands which harbor rare, valued types of herbs and spices. (Saltwater) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Clymene the Cinderelle (the Ghast Queen) and Her Many Fawning Subjects.

[Roll of 616 to 618]**Hanging Valley of the Tusk-Helm People**

- **Predominant Terrain Sub-Type:** Hanging Valley: A small mountain Valley that is higher than another larger Valley. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Neutral-Aligned Carnivorous Apes.
-

[Roll of 619 to 621]**The Augury Loch of Apshai**

- **Predominant Terrain Sub-Type:** Loch / Lough: A deep, cold lake. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** (In an arcane sunken “desert” temple) Giant Mantises, Ant Men, Giant Ants.
-

[Roll of 622 to 624]**Blasphemous Plain of the Ravaged Burial Pits**

- **Predominant Terrain Sub-Type:** Plain / Plains: An extensive region of flat terrain. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Zombies (headless, fragmentary, burned, etc.).
-

[Roll of 625 to 627]**Drumlin Spire of the Tigress Maiden**

- **Predominant Terrain Sub-Type:** Drumlins: Mound-like hills which are built up from the sediment caused by glacial movement. The drumlins will be narrow and aligned with the glacier / cold water source. (For example, if the glacier is to the north, the drumlins will be long on the north-south axis and narrow on the east-west axis.) (Hills) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Rakshasa Princess, Ogre Magi, Saber-Tooth Tigers.
-

[Roll of 628 to 630]**Corpse-Piled Bog of the Poisoned Cairns**

- **Predominant Terrain Sub-Type:** Bog: A Peat Bog interspersed with open pools. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Green Dragon and Worshipful Goblin Thralls.
-

[Roll of 631 to 633]**Pine-Lost Temple of the Sinistral**

- **Predominant Terrain Sub-Type:** Coniferous Forest: A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.). (Forest)
- **Thematic and Noteworthy Monster Encounter(s):** Worshipped Elf Maiden, White Forest Mandrills.



[Roll of 634 to 636]

The Fading Bogland of Eradicated Shadowry

- **Predominant Terrain Sub-Type:** Bogland: A large Bog region. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Lammasu, Akkadian Priests, Bulls of Heaven.

[Roll of 637 to 639]

Wastes of the Crumbling Spice Mounds

- **Predominant Terrain Sub-Type:** Burned Jungle Wastes: An ashy Wasteland caused by the recent destruction of a Jungle by fire.

(Wasteland) (Tropical and sub-tropical regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Giant Lovecraftian Worms (Bholes) and Spice Harvesters from Leng.

[Roll of 640 to 642]

Sump of the Forsaken Chapterhouse

- **Predominant Terrain Sub-Type:** Sump: A dangerous swampy lowland where dangerous liquids collect (alchemical waste, magical waters, poisonous waters, slime-generating waters, etc.). (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Slimes, Venomous Water Elementals, Alchemical Ghouls.



[Roll of 643 to 645]

Corrie of the Storm Cauldrons

- **Predominant Terrain Sub-Type:** Corrie: A Cirque which is home (or was once home) to a Scottish / Gaelic-influenced culture. (Depression) (Cold and sub-arctic regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Beithir, Gnomish Waterwheel Builders.

[Roll of 646 to 648]

Frigid Canal of the Wandering Tamarack

- **Predominant Terrain Sub-Type:** Tamarack: A forest where larch trees predominate. (Forest) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Tree Giant Seedlings.

[Roll of 649 to 651]

The Bitter Mudslide Mountains

- **Predominant Terrain Sub-Type:** Mudslide Mountains: Mountains which receive heavy rainfall and which are prone to dangerous mudslides. (Mountains) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Salt-Wielding Halflings and Giant Slugs.

[Roll of 652 to 654]

The Splintering Stygian Ice Spires

- **Predominant Terrain Sub-Type:** Icy Spires: High, narrow, cliff-faced mountains sheathed in ice. (Mountains) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Lich (matriarch / archmage), Ice Devils, Ice Golem.

[Roll of 655 to 657]

Gullies of the Iron Bells

- **Predominant Terrain Sub-Type:** Gullies: A series of natural ditches / trenches caused by erosion. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Mysterious Gnomes and Troll-Kith.

[Roll of 658 to 660]

Peninsula of the Caged Ones

- **Predominant Terrain Sub-Type:** Peninsula: A large region of land which is surrounded by water on three sides. The classic example is the Arabian Peninsula. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Giant Jellyfish, Stacked Cages of Paralyzed People (sacrifices for a giant sea monster).

[Roll of 661 to 663]

Airy Shoals of the Grand Floating Caravansary

- **Predominant Terrain Sub-Type:** Shoals: Shallows formed by sandy ridges beneath the surface. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Sea Merchants, Lizard Man Bodyguards, Aquatic Beasts of Burden.

[Roll of 664 to 666]

Icy Canals of the Dilapidated Sphinx

- **Predominant Terrain Sub-Type:**
Icy Canals: Artificial waterways (for example, connecting ruined cities from an earlier culture) which are filled with ice. (Freshwater) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** (Colossal sphinx ruin, guarded by) Dimensional Beasts, Snow Lions.
-

[Roll of 667 to 669]

Polje of the Killing Cacklers

- **Predominant Terrain Sub-Type:**
Polje: A large, shallow valley in a Karst (limestone cave) region. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Masked Kobolds and Rat-Things.
-

[Roll of 670 to 672]

Salt Licks of the Deluded Souls

- **Predominant Terrain Sub-Type:**
Salt Marsh / Salt Swamp: A saltwater swamp. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** “Pied Piper” Werejackals and Enthralled Children.
-

[Roll of 673 to 675]

Perilous Basin of the Griff Stalkers

- **Predominant Terrain Sub-Type:**
Basin: A Valley dominated by a river / stream and its tributaries, which together define the uniform direction of descent and flow. (Downhill direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest). (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Hippogriffs, Hippogriff Hunters (half-orcs and half-ogres).
-

[Roll of 676 to 678]

Brackens of the Binding Fortress

- **Predominant Terrain Sub-Type:**
Brackens: An area with few trees, but which is covered by ferns and shrubs. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Thorn Pygmies and Giant Riding Cranes.
-

[Roll of 679 to 681]

Grasses of the Many-Tiered Underpools

- **Predominant Terrain Sub-Type:**
Tropical Grasslands: Tropical plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height). (Plains) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Grey Elves (worshipful youths), Aquatic Elves (slumbering ancestors).

[Roll of 682 to 684]

Shifting Fens of the Mashing Mud Worms

- **Predominant Terrain Sub-Type:**
Fens: Grassy swamps of shallow mineral water. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Mashers (giant mud worms), Swamp Shamblers.
-

[Roll of 685 to 687]

The Groves of Many-Legged Pain

- **Predominant Terrain Sub-Type:**
Groves: An area where many trees grow close together, unhindered by bushes or undergrowth. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Gremlins and Gargantuan Centipede Mounts.
-

[Roll of 688 to 690]

Reef of the Wind-Walking Moonbeasts

- **Predominant Terrain Sub-Type:**
Coral Reef: A long, narrow underwater structure formed by corals. (Saltwater) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):**
Moonbeasts, Shantak Mounts, Ghoul Prisoners.
-

[Roll of 691 to 693]

Desolation of the Devil Slayers

- **Predominant Terrain Sub-Type:**
Desolation: A gloomy, misty, and / or dying Desert. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Pair of Ancient Copper Dragons, Imp Horde.
-

[Roll of 694 to 696]

The Gibbering Barrens

- **Predominant Terrain Sub-Type:**
Pine Barrens: A dry, acidic-soil coniferous forest, where large trees are scarce. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Eye Spores, Fungus People, "The Babbling Devil".
-

[Roll of 697 to 699]

Trembling Turlough of the Many Glowing Paths

- **Predominant Terrain Sub-Type:**
Dry Turlough: The locale of a seasonal lake in a Karst (limestone cave) region. A Dry Turlough is the waterless depression left behind when the water drains back into the underworld. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Migrating Fire Beetle Swarms.
-

700 to 799

[Roll of 700 to 702]

Snowfields of the Colorless Maws

- **Predominant Terrain Sub-Type:**
Geyser Snowfields: A snowy geothermal region. (Wasteland) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Thermal-Dwelling Beastmen and Snow Monkeys.
-

[Roll of 703 to 705]

The Barghest Pastures

- **Predominant Terrain Sub-Type:**
Pastures: Cultivated grasslands which are used for grazing by livestock. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Barghest Crone, "Planted" Victims of Twisted Flesh.
-

[Roll of 706 to 708]

Silent Point of the Dimensional Narthex

- **Predominant Terrain Sub-Type:**
Point: A tapering Headland. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** (Gem-studded dimensional obelisk leading to) Dinosaurs and Troglodytes.
-

[Roll of 709 to 711]

Evergreens of the Black Ale Brewery

- **Predominant Terrain Sub-Type:**
Evergreen Forest: A coniferous forest with many shadowed areas,

due to the sheltering boughs above. (Forest)

- **Thematic and Noteworthy Monster Encounter(s):** Gnomish Braumeisters, Tall Tale Tellers, and Terrifying Haunts (grim and comedic).
-

[Roll of 712 to 714]

Foiba of the Silver Astrolabe

- **Predominant Terrain Sub-Type:**
Foiba: A deep, dangerous Sinkhole which leads down into an underworld cave. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** The Lost Expedition of Infamous Dwarven Treasure Hunters.
-

[Roll of 715 to 717]

The Netherward Harbor

- **Predominant Terrain Sub-Type:**
Harbor / Haven: A Bay which is frequently used by ships. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Dark Elves (in ships and airy crystalline spheres).
-

[Roll of 718 to 720]

Putrid Ice of the Slithering Faces

- **Predominant Terrain Sub-Type:**
Frigid Swamp: A frozen wetland. (Swamp) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Giant Mud

Eels, Land Lampreys, Acephali
(Headless Ones).

Planar Gate, Brain-Harvested
Victims.

[Roll of 721 to 723]

Tumbling Badlands of the Forsaken Familiars

- **Predominant Terrain Sub-Type:**
Badlands: Dry hills, typically made of eroded clays and sandstone. (Hills)
- **Thematic and Noteworthy Monster Encounter(s):** Ancient Imps, Homunculi, Arcane Cats, Spell Salamanders, etc.

[Roll of 730 to 732]

Frigid Highlands of the Daunted Ones

- **Predominant Terrain Sub-Type:**
Frigid Highlands: A frozen elevated plateau; an area of plains in a mountainous or very hilly region. (Hills) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):**
Superstitious Mountaineers and Temple-Guarding Yetis.

[Roll of 724 to 726]

The Wilderlands of Eternal Mourning

- **Predominant Terrain Sub-Type:**
Boreal Wilderlands: An area of dense Taiga which is heavily populated with monsters and beasts. (Forest) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Dying Ranger Clan, Forest Giants, Behemoths.

[Roll of 733 to 735]

Dead Shaft of the Spawning Pools

- **Predominant Terrain Sub-Type:**
Volcanic Vent, Dormant: A shaft which leads down into caverns which were formed by magma (which is no longer present). (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Giant Frogs, Shoggoth, Proto-Slimes.

[Roll of 727 to 729]

The Crevasse Ere to Yuggoth

- **Predominant Terrain Sub-Type:**
Crevasse: A Chasm in the ice (compare with Crevice). (Depression) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Mi-Go of the

[Roll of 736 to 738]

Tropical Verdance of the Questing Beast

- **Predominant Terrain Sub-Type:**
Tropical Forest: Similar to a Jungle, but less dense (and perhaps less dangerous). (Forest) (Tropical and sub-tropical regions only)

- **Thematic and Noteworthy Monster Encounter(s):** Howling Behemoth and Chivalric Tribal Huntsmen.
-

[Roll of 739 to 741]

Grey-Wrought Marsh of the Moss Entanglers

- **Predominant Terrain Sub-Type:** Marsh: A swamp where herbs are the predominant plant life. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Entanglers (Tentacle Beasts).
-

[Roll of 742 to 744]

Spires of the Abhorrent Grail

- **Predominant Terrain Sub-Type:** Lost World Spires: Mountains where dinosaurs and / or primeval beasts dwell. (Mountains) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Fungus-Infested Prehistoric Beasts.
-

[Roll of 745 to 747]

Stony Desert of the Forsaken Exorcist

- **Predominant Terrain Sub-Type:** Rock Desert / Stony Desert: A Gibber which is covered with large rocks, as opposed to gravel and pebbles. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Patriarch of Law (Madman).
-

[Roll of 748 to 750]

Icy Hills of the Cataclysmic Augury

- **Predominant Terrain Sub-Type:** Icy Hills: Hills that are covered in ice and snow. (Hills) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Cult of Blinded Priests of Chaos.
-

[Roll of 751 to 753]

The Undefined Emptiness of Xolm

- **Predominant Terrain Sub-Type:** Emptiness: A Desert completely devoid of vegetation. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Time Elemental.
-

[Roll of 754 to 756]

Bottoms of the Eyes of Gerranon

- **Predominant Terrain Sub-Type:** Bottoms: Narrow depressions to either side of a river or other watercourse. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Eagles (in Immense, Dead Trees), Glade Gnomes.
-

[Roll of 757 to 759]

The Viperous Sands

- **Predominant Terrain Sub-Type:** Sandy Desert: A Desert with very few rocky formations. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Cobras and Halfling Snake Charmers.
-

[Roll of 760 to 762]

Sinkhole of the Thunder Beasts

- **Predominant Terrain Sub-Type:** Sinkhole: A depression caused by cave collapse, which leads into the underworld. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Two-Headed Giants, Baluchitherium and Titanotheres Mounts.
-

[Roll of 763 to 765]

The Gossamerred Lava Tubes

- **Predominant Terrain Sub-Type:** Lava Tubes: Tunnels leading underground, formed by the flow of lava. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Crimson Spiders.
-

[Roll of 766 to 768]

Delve of the Grandiloquent Interrogator

- **Predominant Terrain Sub-Type:** Delves: An area of deep artificial excavations (for example, dwarven mine lands). (Depression)

- **Thematic and Noteworthy Monster Encounter(s):** Strange-Hearted Godling (last heir of the netherworld empire).
-

[Roll of 769 to 771]

The Mirage Wastes of Ypolita

- **Predominant Terrain Sub-Type:** Mirage Wastes: A salty, reflective Desert which creates mirages. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** (In a hovering cloud palace) Cloud Giants, Dwarves (mining slaves), Apophis Serpents (underneath).
-

[Roll of 772 to 774]

The Ashen Pinnacle Gates of Elemental Air

- **Predominant Terrain Sub-Type:** Pinnacle Gates of Elemental Air: Windy mountains which harbor magical gates to the Elemental Plane of Air. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Warring Air, Ash, Fire, and Smoke Elementals.
-

[Roll of 775 to 777]

Cackling Headlands of the Queen-Tombs

- **Predominant Terrain Sub-Type:** Headlands: Hilly Cliffs which descend into a major body of water, such as a lake, sea or ocean. (Hills)

- **Thematic and Noteworthy Monster Encounter(s):** Sand Gnoles, Hyaenodon Mounts, Minions and Priestesses of Horus (nemeses).
-

[Roll of 778 to 780]

The Tunnel Valley of the Iridescent Spheres

- **Predominant Terrain Sub-Type:** Tunnel Valley: A glacial U-shaped Valley. (Depression) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Daughter of Yog-Sothoth, Degenerate Family of Worshippers.
-

[Roll of 781 to 783]

Salt Marsh of the Widow Makers

- **Predominant Terrain Sub-Type:** Salt Marsh / Salt Swamp: A saltwater swamp. (Swamp)
 - **Thematic and Noteworthy Monster Encounter(s):** Paralyzing Eyes, Salt Fangs (piranha-like fish), Brine Hags.
-

[Roll of 784 to 786]

Monsoon Wastes of the Violet Tusk

- **Predominant Terrain Sub-Type:** Monsoon Desert: A Desert which occasionally sees torrential rainfalls. (Wasteland)

- **Thematic and Noteworthy Monster Encounter(s):** Desert Cavemen, Giant Boar Mounts.
-

[Roll of 787 to 789]

Flesh-Wrought Malpais of the Thousand Traitorous Shapes

- **Predominant Terrain Sub-Type:** Malpais: An ancient, but largely un-eroded, volcanic Wasteland. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Mimick Beasts, Stun Slimes, Trapping Floors.
-

[Roll of 790 to 792]

Shipwreck Swirls of the Bloated Wights

- **Predominant Terrain Sub-Type:** Whirlpool: A dangerous, swirling region of downward-pulled water. (Saltwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Wights (Drowned Ones).
-

[Roll of 793 to 795]

The Immaculate Island of Never-When

- **Predominant Terrain Sub-Type:** Island: A fairly large piece of land completely surrounded by an ocean or sea. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Haunts (forsaken memories, lost dreams).

[Roll of 796 to 798]**Dunes of the Jeweled Sand Serpents**

- **Predominant Terrain Sub-Type:**
Dunes: Wind-driven hills made of sand. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Sand Hydras, Poisonous Snakes, Vulture People.
-

**[Roll of 805 to 807]****Alkali Sink of the Crawling Beasts**

- **Predominant Terrain Sub-Type:**
Alkali Sink: A dry, deep, salty lake bed. (Wasteland)
 - **Thematic and Noteworthy Monster Encounter(s):** Lamia, Spotted Lions, Enslaved Men, Amazon Warriors.
-

[Roll of 799 or 800]**Bloodstained Quarry of the Wicked Axe**

- **Predominant Terrain Sub-Type:**
Quarry: An artificial depression caused by valuable stone (marble, basalt, etc.) being dug out of the ground. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Wicked Axe Tribe Orcs, Carnivorous Apes, Unearthed Silver Caryatides (animated).

800 to 899**[Roll of 801 to 804]****The Rift of Irreversible Omen**

- **Predominant Terrain Sub-Type:**
Rift: A natural trench, running for hundreds of miles. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Basilisks, Draconian Basilisk, Dying Ancient Black Dragon.
-

[Roll of 808 to 810]**Dales of the Tunneling Prophets**

- **Predominant Terrain Sub-Type:**
Dales: A series of gentle, open valleys. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Badgers, Badger Folk, Allied Halflings.
-

[Roll of 811 to 813]**The Banelands of Enforced Tranquility**

- **Predominant Terrain Sub-Type:**
Banelands: Lands which have been corrupted and destroyed by chaotic evil magic. Monsters here may be

possessed and / or driven mad.
(Wasteland)

- **Thematic and Noteworthy Monster Encounter(s):** Giant Otherworldly Horrors (in stasis).
-

[Roll of 814 to 816]

The Box Canyon of Chthon

- **Predominant Terrain Sub-Type:** Box Canyon: A steep “trap” Canyon with a single opening in one direction. (Opening direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest). (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Giant Rhinoceros and Stag Beetles, Beetle-Riding Cyclops Kith.
-

[Roll of 817 to 819]

The Fanged Forest of Misted Pools

- **Predominant Terrain Sub-Type:** Cloud Forest: A forest of heavy mists and fogs. (Forest) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Fanged Fish, Crab Men.
-

[Roll of 820 to 822]

Barrowlands of the Entombed Frost Giants

- **Predominant Terrain Sub-Type:** Barrowlands: A region where many isolate Barrow Mounds stand, with plains / wasteland between them. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Frost Giant Skeletons, Cave Bear Spirits.
-

[Roll of 823 to 825]

Barren Mountains of the Lords of Decadence

- **Predominant Terrain Sub-Type:** Barren Mountains: Windy and / or dry mountains which are nearly devoid of vegetation. (Mountains)
 - **Thematic and Noteworthy Monster Encounter(s):** Jesters and Masquers of the King in Yellow.
-

[Roll of 826 to 828]

Eroded Hogbacks of the Incarnations of Bereth-Lim

- **Predominant Terrain Sub-Type:** Hogback Mountains: A high, stony mountain range of eroded rock. (Mountains)
 - **Thematic and Noteworthy Monster Encounter(s):** Flawed Flesh Golems, Flesh Warpers (specialized magic-users).
-

[Roll of 829 to 831]

Dismal Headlands of the Clawed Ones

- **Predominant Terrain Sub-Type:** Headlands: Hilly Cliffs which

descend into a major body of water, such as a lake, sea or ocean. (Hills)

- **Thematic and Noteworthy Monster Encounter(s):** Sea Devils, Burrowing Shark Behemoths.



[Roll of 832 to 834]

The Impassable Dusk Which Ever Beholds

- **Predominant Terrain Sub-Type:** Impassable Peaks: Mountains which are so hostile, cold, and steep that they cannot be crossed by mortals (except with powerful magic). (Mountains) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Gargoyles, Nightgaunts, Guardians of Kadath.

[Roll of 835 to 837]

Tide Pools of the Silent Ones

- **Predominant Terrain Sub-Type:** Tide Pools: A Tidal Flat which is dotted with many life-filled pools. (Saltwater)

- **Thematic and Noteworthy Monster Encounter(s):** Dragon Turtle and Worshipful Tritons.

[Roll of 838 to 840]

Blue Hole of the Fathom Riders

- **Predominant Terrain Sub-Type:** Blue Hole: A very deep underwater sinkhole. (Saltwater) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** The Fathomlings (descendants of marooned pirates), Riding Hippocampi.

[Roll of 841 to 843]

The Jungle of Glass Rings

- **Predominant Terrain Sub-Type:** Jungle: A very dense tropical forest, teeming with wildlife. (Forest) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Mineral Elementals, Living Boulders, Pech Spirits.

[Roll of 844 to 846]

Diamond Aquifer of the Pillarine Dreamers

- **Predominant Terrain Sub-Type:** Aquifer: A subterranean region of rock, permeated by water. In the game, these regions will be filled with various caves (submerged, partially flooded, and dry). (Freshwater)

- **Thematic and Noteworthy**
Monster Encounter(s): Medusa, Blinded Demon (consort), Blinded Prophets.
-

[Roll of 847 to 849]

The Bight-Isle of the Shrunk Head

- **Predominant Terrain Sub-Type:**
Bight: A large Bay. (Saltwater)
 - **Thematic and Noteworthy**
Monster Encounter(s): Dwarven Headhunters, Gargantuan Ape.
-

[Roll of 850 to 852]

The Flooded Strip Mine of the Strangle Vines

- **Predominant Terrain Sub-Type:**
Strip Mine: An open-air mine, where a huge pit has been dug to excavate valuable metals. Compare Quarry (in which valuable stone is excavated rather than metal). (Depression)
 - **Thematic and Noteworthy**
Monster Encounter(s): Giant Water Beetles, Giant Mantises, Strangle Weeds.
-

[Roll of 853 to 855]

Arroyo of the Vengeful Invocation

- **Predominant Terrain Sub-Type:**
Arroyo: A seasonal stream bed, which is likely to be dry and situated in arid terrain. Flash floods are a danger here. (Depression)

- **Thematic and Noteworthy**
Monster Encounter(s): Dust Stalkers, Dune Spiders, Scorpion Summoners.
-

[Roll of 856 to 858]

The Feathered Domes of Dolm-Thurai

- **Predominant Terrain Sub-Type:**
Domes: Hills which have oval or round bases (at the lowest points of elevation). (Hills)
 - **Thematic and Noteworthy**
Monster Encounter(s): Birdmen, Birds of Paradise.
-

[Roll of 859 to 861]

Graveyard of the Grand Sentinel

- **Predominant Terrain Sub-Type:**
Elephant Graveyard: A valley filled with bones, where pachyderms come to die. The graveyard will of course be filled with elephant, mammoth, and mastodon ivory. (Depression) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy**
Monster Encounter(s): Elephant-Shaped Stone Golem.
-

[Roll of 862 to 864]**Landslide Ayre of the Acheronean Burrows**

- **Predominant Terrain Sub-Type:**
Ayre / Storm Beach: A steep-sloped cobble beach. (Saltwater)



- **Thematic and Noteworthy Monster Encounter(s):** Acheronean Bird Demons, Flightless Birds.

[Roll of 865 to 867]**Acid Pools of the Witch Kobolds**

- **Predominant Terrain Sub-Type:**
Pools: A series of small, shallow lakes; or, small bodies of water fed by underground springs. (Freshwater)
- **Thematic and Noteworthy Monster Encounter(s):** Kobolds (headhunters and witch doctors), Acidic Gremlins, Vapor Rats.

[Roll of 868 to 870]**Sargasso Bight of the Crawling Thieves**

- **Predominant Terrain Sub-Type:**
Bight: A large Bay. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Competing Gangs of Frogmen and Low-Level Rogues.

[Roll of 871 to 873]**Pyre of the Ensorcelled Harbinger**

- **Predominant Terrain Sub-Type:**
Volcanic Vent: A dangerous shaft which leads down into a subterranean magma region. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Enslaved Air Elemental, Fire Grues.

[Roll of 874 to 876]**Strangling Jungle of the Rainbow Harpies**

- **Predominant Terrain Sub-Type:**
Hilly Jungle: Hills covered in Jungle. (Hills) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Harpies (of tropical hues), Charmed Apes and Beastmen.

[Roll of 877 to 879]**Fey Escarpments of the Egg Stealers**

- **Predominant Terrain Sub-Type:**
Escarpments: Steep Cliffs which were formed by seismic activity. (Hills)

- **Thematic and Noteworthy Monster Encounter(s):** Faerie Drakes, Frogmen (egg stealers).



[Roll of 880 to 882]

The Bizarre Waterfalls of Lord Toad-Throat

- **Predominant Terrain Sub-Type:** Waterfalls: A vertical cascade of river water over a cliff. (Freshwater)
- **Thematic and Noteworthy Monster Encounter(s):** Batrachian Demons, The Great Toad Priest of Vol-Vaschri.

[Roll of 883 to 885]

Chiming Vale of the Puppet Conflagration

- **Predominant Terrain Sub-Type:** Vale: A small Valley. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Terrifying Puppet Golems.

[Roll of 886 to 888]

Bewildering Jungle of the Prisoned Defilers

- **Predominant Terrain Sub-Type:** Jungle: A very dense tropical forest, teeming with wildlife. (Forest) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Trapped Pirates and Serpent People.

[Roll of 889 to 891]

Shoals of the Wading Winds

- **Predominant Terrain Sub-Type:** Shoals: Shallows formed by sandy ridges beneath the surface. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Lesser Air Elementals, Salt Sylphides.

[Roll of 892 to 894]

The Loathsome Turlach

- **Predominant Terrain Sub-Type:** Turlach / Turlough: A lake in Karst (limestone cavern) terrain, where the water tends to drain away into the

underworld and then later return.
(Freshwater)

- **Thematic and Noteworthy Monster Encounter(s):** Fungus Men, Mushroom “Hounds”.

[Roll of 895 to 897]

Foaming Sound of the Skittering Shipwrecks

- **Predominant Terrain Sub-Type:** Sound: A large Inlet. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Plague Rats, Wererats, Plague Slimes.

[Roll of 898 or 899]

Weeping Cenote of Ashmodai

- **Predominant Terrain Sub-Type:** Cenote: A water-filled sinkhole in a limestone cavern region. (Freshwater) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Nether Children (worshippers of the Arch-Devil Ashmodai).

900 to 000

[Roll of 900 to 903]

The Burlbling Swale of Dread Birgitta

- **Predominant Terrain Sub-Type:** Swale: A relatively dry swamp, filled with rotting vegetation. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Dread Birgitta (alchemist pirate queen), the

“Altered Reavers” and Gelatinous Slimes).

[Roll of 904 to 906]

Jungle of the Impudent Legion

- **Predominant Terrain Sub-Type:** Jungle: A very dense tropical forest, teeming with wildlife. (Forest) (Tropical and sub-tropical regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Freed (transported and displaced) Brass Dragon, Legion of Orcs.

[Roll of 907 to 909]

The Wulfen Groves

- **Predominant Terrain Sub-Type:** Groves: An area where many trees grow close together, unhindered by bushes or undergrowth. (Forest)
- **Thematic and Noteworthy Monster Encounter(s):** Dire Wolves, Elder Werewolf, Wolf-Themed Druidic Circle.

[Roll of 910 to 912]

Blight of the Unconquerable Stones

- **Predominant Terrain Sub-Type:** Blight Lands: A land where the low surviving vegetation is corrupted, dying, and / or diseased. (Wasteland)
- **Thematic and Noteworthy Monster Encounter(s):** Death Fungi, Earth Elementals (everything else is dead).

[Roll of 913 to 915]

Demon-Swarmed Coast of the Thirteen Shipwrecks

- **Predominant Terrain Sub-Type:** Lake Coast: The shores of a large and / or deep Lake. (Freshwater)
 - **Thematic and Noteworthy Monster Encounter(s):** Minor Demons, Swashbuckling Buccaneers (with Mermaid protectors).
-

[Roll of 916 to 918]

Karst of the Dream Eaters

- **Predominant Terrain Sub-Type:** Karst Landscape: Difficult terrain which is filled with limestone caverns. (Hills)
 - **Thematic and Noteworthy Monster Encounter(s):** Dream Eaters, Mind Moles, Brain Parasites.
-

[Roll of 919 to 921]

Phantasmagorian Haunt of the Yellow Bear

- **Predominant Terrain Sub-Type:** Haunted Forest: A forest where many illusions, phantoms, and / or spirits can be found. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Ancestral Souls, Spirit Bears, Werebears.
-

[Roll of 922 to 924]

Slave Peaks of the Blood Reavers

- **Predominant Terrain Sub-Type:** Tropical Peaks / Summits: Jungle-sloped mountains with pointed tops. (Mountains) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Exiled Dark Elves (with tropical witch doctor theme), Hunting Spiders.
-

[Roll of 925 to 927]

Flatirons of the Diabolic Centurion

- **Predominant Terrain Sub-Type:** Flatiron Mountains: Peaks composed of eroded sandstone. (Mountains)
 - **Thematic and Noteworthy Monster Encounter(s):** Great Thorn Devil and Di Lemures.
-

[Roll of 928 to 930]

The Mephitic Greatholds

- **Predominant Terrain Sub-Type:** Dwarven Greatholds: Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves. (Mountains) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Skeletal Devils, Dwarven Skeletons, Mephitic Imps.
-



[Roll of 931 to 933]

Rift of the Inescapable Froth

- **Predominant Terrain Sub-Type:** Rift Valley: A very long natural trench, running for hundreds or thousands of miles. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Black Slimes, Slime-Worshipping Cultists.

[Roll of 934 to 936]

Collapsing Slopes of the Dread Manor

- **Predominant Terrain Sub-Type:** Slopes: Rises which have a gradual rise in elevation. (Hills)
- **Thematic and Noteworthy Monster Encounter(s):** Orcs of the

House on the Borderland (in the tale of William Hope Hodgson).

[Roll of 937 to 939]

High Glaciers of the Shielded Sanctuary

- **Predominant Terrain Sub-Type:** High Glaciers: A large glacial flat surrounded by mountain peaks. (Mountains) (Cold and sub-arctic regions only)
- **Thematic and Noteworthy Monster Encounter(s):** Frost Giants, Ice Elves (ancient).

[Roll of 940 to 942]

The Valley of Stars' Treason

- **Predominant Terrain Sub-Type:** Lost Valley: In game terms, a Valley which contains a forgotten temple or city. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Worshipers of Eternal Night, Minions of Nergal.

[Roll of 943 to 945]

Brazen Island of the Illustrious Hunt Royale

- **Predominant Terrain Sub-Type:** Island: A fairly large piece of land completely surrounded by an ocean or sea. (Saltwater)
- **Thematic and Noteworthy Monster Encounter(s):** Questing Beast, Chivalrous Paladins and Cavaliers, Archangel.

[Roll of 946 to 948]

Tenebrous Forest of the All-Revealing Fire

- **Predominant Terrain Sub-Type:** Temperate Needleleaf Forest: A tiered forest of small, medium, and large shadowy coniferous trees, including firs, larches, pines and spruce. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Pyre Demon, Hut Dwellers (mute cultic minions).
-

[Roll of 949 to 951]

Clacking Bones of the Frozen Thorns

- **Predominant Terrain Sub-Type:** Boreal Forest: An area of dense Taiga. (Forest) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Thorn Devils, Dire Thorns, Overgrown Tree Giants.
-

[Roll of 952 to 954]

Phosphorescent Wetlands of the Bogwalker Tribe

- **Predominant Terrain Sub-Type:** Wetlands: A region covered with shallow water and vegetation. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Chaotic

Tribesmen (equipped with marsh-walking shoes), Giant Snakes, Giant Leeches.

[Roll of 955 to 957]

Floodland of the Ice-Locked Ruby Glories

- **Predominant Terrain Sub-Type:** Icy Floodland: An icy Floodplain which is currently underwater and under ice, due to flooding. (Swamp) (Cold and sub-arctic regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Griffons, the Ruby Archers (xenophobic Amazonian griffon riders).
-

[Roll of 958 to 960]

Ebony Veldt of the Scorching Reanimator

- **Predominant Terrain Sub-Type:** Veldt: Land covered with low thorny grasses. (Plains) (Tropical and sub-tropical regions only)
 - **Thematic and Noteworthy Monster Encounter(s):** Necromantic Spell-Using Red Dragon, Burnt Offerings (blackened char-Skeletons).
-

[Roll of 961 to 963]

The Copper-Filled Pits of Baba Yaga

- **Predominant Terrain Sub-Type:** Pits: An area filled with many pits (due to hunters, headhunters, trap-

setting humanoids, treasure or artifact hunters, etc.). (Depression)

- **Thematic and Noteworthy Monster Encounter(s):** Hags, Summoned Demonlings, Di Larvae.



[Roll of 964 to 966]

Flood Vaults of the Murderess-Temptress

- **Predominant Terrain Sub-Type:** Underwater Caves: Caves which are submerged, or partially submerged, by freshwater. (Freshwater)
- **Thematic and Noteworthy Monster Encounter(s):** Underwater Slave Enclave of the Matriarchal Succubus.

[Roll of 967 to 969]

The Tidal Marsh of Mykale

- **Predominant Terrain Sub-Type:** Tidal Marsh: A swampy Tidal Flat. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Mykale the Ghoul Redeemer (purifying Druidess), her Pale Followers, and her Failures.

[Roll of 970 to 972]

Sentinel Colosseum of the Dire Meadows

- **Predominant Terrain Sub-Type:** Meadows: Plains filled with flowering plants. (Plains)
- **Thematic and Noteworthy Monster Encounter(s):** Iron Golem (sentry guarding 13 buried treasure chests), Mummified Gladiators.

[Roll of 973 to 975]

Fens of the Floating Spheres

- **Predominant Terrain Sub-Type:** Fens: Grassy swamps of shallow mineral water. (Swamp)
- **Thematic and Noteworthy Monster Encounter(s):** Venomous Faeries, Wisps, and Pixies.

[Roll of 976 to 978]

Treacherous Faerie Realm of the Acid Beetles

- **Predominant Terrain Sub-Type:**
Faerie Glades: An idyllic forest where faerie kith reside (centaurs, dryads, pixies, sprites, etc.). (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Blur Pixies (Quickened Ones), Giant Bombardier Beetles.
-

[Roll of 979 to 981]

Gladewood of the Treacherous Fiend

- **Predominant Terrain Sub-Type:**
Glade Wood: A forest with many small clearings. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Half-Fiend Child, Mother Nymph, Father Cambion.
-

[Roll of 982 to 984]

Lost Pampas of the Cerberus Cult

- **Predominant Terrain Sub-Type:**
Pampas: Fertile plains which mix wilderness and farmland. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Two-Headed Hounds, Dire Wolves, Werewolves, Houndmaster Priests.
-

[Roll of 985 to 987]

Under-Dales of the Creeping Onslaught

- **Predominant Terrain Sub-Type:**
Dales: A series of gentle, open valleys. (Depression)
-

- **Thematic and Noteworthy Monster Encounter(s):** Ear Weevils, Spider Swarms, Nether Scarab Swarms.
-

[Roll of 988 to 990]

Court of the Tangles

- **Predominant Terrain Sub-Type:**
Tangles: A region of dense, thorny Clutches. (Forest)
 - **Thematic and Noteworthy Monster Encounter(s):** Unseelie Court Faeries.
-

[Roll of 991 to 993]

Crypt Defile of the Ever-Sought Repentance

- **Predominant Terrain Sub-Type:**
Defile: A narrow Pass or Gorge, through an area of Mountains or Hills. (Depression)
 - **Thematic and Noteworthy Monster Encounter(s):** Undead Halflings (Ghosts, Skeletons, Wights).
-

[Roll of 994 to 996]

Prairie of the Thousand Ruined Spires

- **Predominant Terrain Sub-Type:**
Prairie: Relatively arid Grasslands. (Plains)
 - **Thematic and Noteworthy Monster Encounter(s):** Crocuta, Giant Badgers, Mimick Beasts.
-

[Roll of 997 to 000]

Cavelands of the Jackal Nomads

- **Predominant Terrain Sub-Type:**
Cavelands: An area of terrain which is riddled with caves. (Depression)
- **Thematic and Noteworthy Monster Encounter(s):** Jackal-Themed Nomads, Were-Jackals, Minions of Set.

The Terrain and Denizen Glossary (D100 / D20)

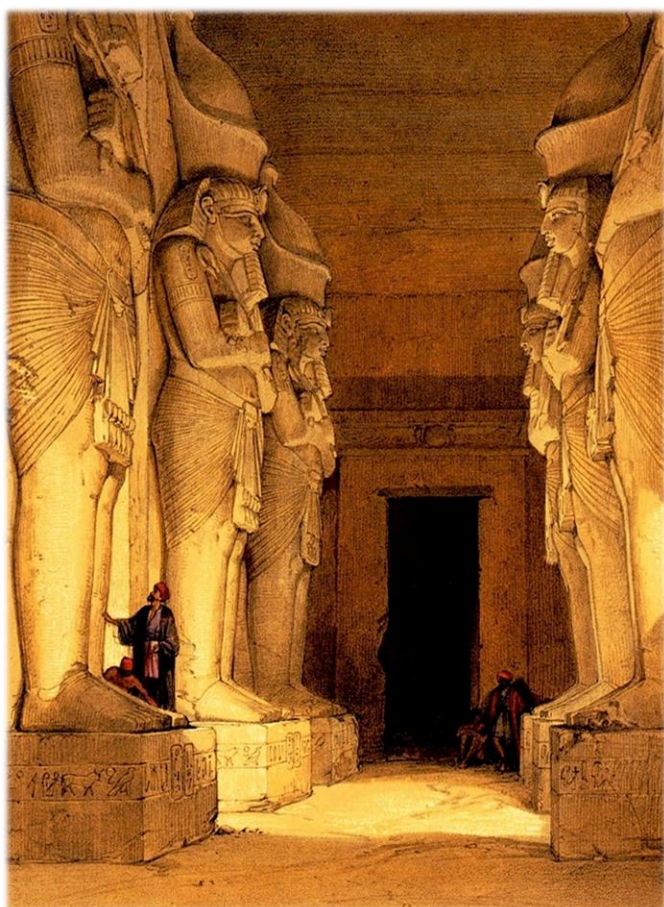


If you ever need to change (or add to) the Predominant Terrain Sub-Type from the prior selection table (so that the results more properly fit your own campaign world, you can use the detailed iterative tables hereafter to assist in that endeavor.

In the World of Oldskull, the vast majority of the various realms' terrain details are codified into nine general classifications: Depressions, Forests, Freshwater, Hills, Mountains, Plains, Saltwater, Swamps, and Wastelands (which are typically, but not always, deserts). The individual terrain sub-types within each of those nine categories are detailed hereafter.

You may have also noticed that the prior Realms of Entropy selection table uses Significant Capitals in its bulleted terrain descriptions, e.g. "Tangles: A region of dense, thorny Clutches. (Forest)" This definition indicates that you may want to refer to the Clutches entry, within the Forest table, for more information (as below).

To determine a terrain sub-type randomly, simply roll 1D100 and consult the



appropriate table. And if you would prefer to use completely random terrain designation (rerolling forests as swamps, hills as plains, and so forth), you can precede the D100 roll with a D20 roll, as follows: (1-2) Depression, (3-5) Forest, (6-7) Freshwater (or Coastal Region), (8-9) Hills, (10-11) Mountains, (12-14) Plains, (15-16) Saltwater (or Coastal Region), (17-18) Swamps, (19-20) Wasteland.

Please note that this section also features suggested random encounters which are appropriate to the terrain type. You can roll again as needed, depending on your adventuring party's experience level, or for a more random result. The encounters in this section — all deliberately designed to counteract the highly unusual encounters featured in the previous chapter — can be considered “iconic” and relatively common to the wilderness, regardless of the exact name of the region.



Depressions

[Roll of 01]

Arroyo

- **Description:** A seasonal stream bed, which is likely to be dry and situated in arid terrain. Flash floods are a danger here.
 - **Suggested Random Encounter:** Wild Dogs.
-

[Roll of 02 or 03]

Basin

- **Description:** A Valley dominated by a river / stream and its tributaries, which together define the uniform direction of descent and flow. (Downhill direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).
 - **Suggested Random Encounter:** Wild Boars.
-

[Roll of 04]

Blowout (Dune Region)

- **Description:** A hard, flat patch of low desert, temporarily exposed when a sandstorm blows all of the moveable sand grains out of the region.
 - **Suggested Random Encounter:** Giant Subterranean Lizards.
-

[Roll of 05 or 06]

Bottoms

- **Description:** Narrow depressions to either side of a river or other watercourse.
- **Suggested Random Encounter:** Centaurs.

[Roll of 07]

Box Canyon

- **Description:** A steep “trap” Canyon with a single opening in one direction. (Opening direction can be randomly determined with 1D8, 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest).
- **Suggested Random Encounter:** Stone Giants.

[Roll of 08 or 09]

Caldera

- **Description:** A volcanic crater. In the game, calderas typically represent the craters of dormant or extinct (non-active) volcanoes, which can be explored in relative safety.
- **Suggested Random Encounter:** Fire Giants.

[Roll of 10 or 11]

Canyon

- **Description:** Generally, a Ravine with cliffs on two sides (such as a river course).
- **Suggested Random Encounter:** Bugbears.

[Roll of 12 or 13]

Cavelands

- **Description:** An area of terrain which is riddled with caves.
- **Suggested Random Encounter:** Goblins.



[Roll of 14 or 15]

Chasm

- **Description:** A deep Ravine with very steep sides.
- **Suggested Random Encounter:** Gargoyles.

[Roll of 16]

Cirque

- **Description:** A round, often deep valley which was created by glacial erosion. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Frost Giants.

[Roll of 17]

Corrie

- **Description:** A Cirque which is home (or was once home) to a Scottish / Gaelic-influenced culture. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Spriggans.
-

[Roll of 18]

Cove Valley

- **Description:** A Valley with two or three sides being surrounded by Ridges, and one or two sides relatively open.
 - **Suggested Random Encounter:** Gray Elves.
-

[Roll of 19]

Crater

- **Description:** A depression caused by the impact of a meteorite.
 - **Suggested Random Encounter:** Colour from Out of Space.
-

[Roll of 20]

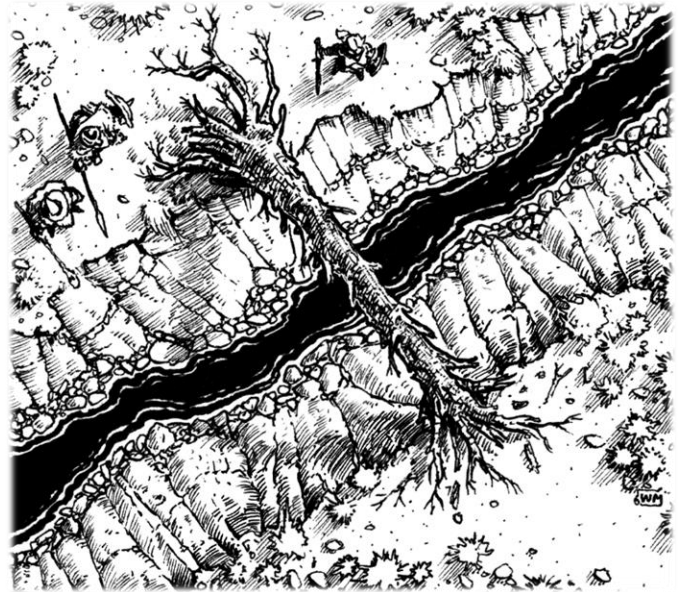
Crevasse

- **Description:** A Chasm in the ice (compare with Crevice). (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Yetis.
-

[Roll of 21 or 22]

Crevice

- **Description:** A small, deep Ravine. Compare with Crevasse (a Crevice occurs in stone, while a Crevasse occurs in ice).
- **Suggested Random Encounter:** Manticores.



[Roll of 23]

Crystal Gorge

- **Description:** A Gorge with walls of solid ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Werewolves.
-

[Roll of 24]

Cwm

- **Description:** A Cirque which is home (or was once home) to a Welsh

/ Celtic-influenced culture. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:** Pech.

[Roll of 25 or 26]

Dales

- **Description:** A series of gentle, open valleys.
- **Suggested Random Encounter:** High Elves.

[Roll of 27]

Defile

- **Description:** A narrow Pass or Gorge, through an area of Mountains or Hills.
- **Suggested Random Encounter:** Beastmen (or Baboons).

[Roll of 28]

Dells

- **Description:** A series of small, forested valleys.
- **Suggested Random Encounter:** Basilisks.

[Roll of 29 or 30]

Delves

- **Description:** An area of deep artificial excavations (for example, dwarven mine lands).
- **Suggested Random Encounter:** Dwarf Skeletons.

[Roll of 31]

Doline

- **Description:** A Sinkhole located in a Karst (limestone cave) region.
- **Suggested Random Encounter:** Hydras.

[Roll of 32]

Dry Turlough

- **Description:** The locale of a seasonal lake in a Karst (limestone cave) region. A Dry Turlough is the waterless depression left behind when the water drains back into the underworld.
- **Suggested Random Encounter:** Nomads.

[Roll of 33]

Elephant Graveyard

- **Description:** A valley filled with bones, where pachyderms come to die. The graveyard will of course be filled with elephant, mammoth, and mastodon ivory. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Giant Beast Skeletons.

[Roll of 34 or 35]

Excavations

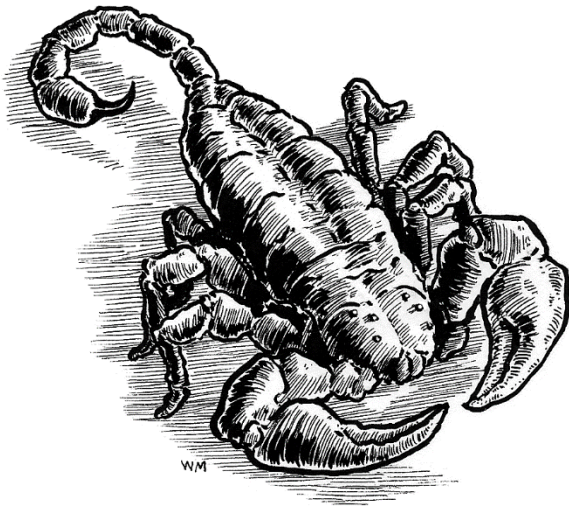
- **Description:** An area filled with artificial excavations (for example, mines or treasure hunter pits).

- **Suggested Random Encounter:** Dwarves (miners).
-

[Roll of 36]

Fault

- **Description:** A Ravine formed by seismic activity.
- **Suggested Random Encounter:** Giant Scorpions.



[Roll of 37 or 38]

Fissure

- **Description:** A narrow Ravine, typically formed by collapse or seismic activity.
 - **Suggested Random Encounter:** Carnivorous Apes.
-

[Roll of 39]

Foiba

- **Description:** A deep, dangerous Sinkhole which leads down into an underworld cave.
- **Suggested Random Encounter:** Goblins.



[Roll of 40]

Frozen Dales

- **Description:** Open Vales which are covered in ice and snow. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** White Slimes.
-

[Roll of 41]

Gap

- **Description:** A windy low point (not a sheltered Valley) between two Mountain peaks or Hill summits.
 - **Suggested Random Encounter:** Hill Giants.
-

[Roll of 42]**Geyser Hollows**

- **Description:** Depressions and caves filled with geothermal water.
 - **Suggested Random Encounter:** Golden Mold Colonies.
-

[Roll of 43 or 44]**Glacial Rift**

- **Description:** A deep Chasm in the ice, frequently with many tiers and hollows. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Frost Giants.
-

[Roll of 45]**Glacier Caves**

- **Description:** Ice Caves which are situated beneath a Glacier. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Winter Wolves.
-

[Roll of 46]**Glen**

- **Description:** A long, narrow Valley, typically with steep sides.
 - **Suggested Random Encounter:** Badger Bears.
-

[Roll of 47 or 48]**Gorge**

- **Description:** A deep Canyon.
 - **Suggested Random Encounter:** Minotaurs.
-

[Roll of 49]**Graben**

- **Description:** A trench-like depression between two raised fault plates.
 - **Suggested Random Encounter:** Giant Ants.
-

[Roll of 50]**Gulch**

- **Description:** A steep eroded Valley, typically with creek(s) or stream(s).
 - **Suggested Random Encounter:** Wild Bulls and Cattle.
-

[Roll of 51]**Gullies**

- **Description:** A series of natural ditches / trenches caused by erosion.
 - **Suggested Random Encounter:** Gnomes.
-

[Roll of 52]**Hanging Valley**

- **Description:** A small mountain Valley that is higher than another larger Valley.

- **Suggested Random Encounter:** Griffons.
-

[Roll of 53 or 54]

Hollows

- **Description:** An area with many collapsed caverns open to the sky.
 - **Suggested Random Encounter:** Tentacle Beasts.
-



[Roll of 55]

Ice Caves

- **Description:** Caves with walls of ice. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:** Ogres.
-

[Roll of 56]

Ice Crater

- **Description:** An impact (or magical) Crater filled with ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Living Shadows.
-

[Roll of 57]

Ice Rift

- **Description:** A Rift which is created when an Ice Sheet pulls apart. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Giant Constrictor Snakes (Furred).
-

[Roll of 58]

Karst Land

- **Description:** An area filled with limestone caves.
 - **Suggested Random Encounter:** Troglodytes.
-

[Roll of 59]

Lava Tubes

- **Description:** Tunnels leading underground, formed by the flow of lava.
 - **Suggested Random Encounter:** Hell Hounds.
-

[Roll of 60]**Lavaka**

- **Description:** A hole in a partially-collapsed hillside.
- **Suggested Random Encounter:** Trolls.

**[Roll of 61]****Lost Valley**

- **Description:** In game terms, a Valley which contains a forgotten temple or city.
- **Suggested Random Encounter:** Wights.

[Roll of 62]**Lost World Valley**

- **Description:** In game terms, a Valley which contains dinosaurs or primeval beasts. (Tropical and sub-tropical regions only)

- **Suggested Random Encounter:** Stegosaurus.

[Roll of 63]**Maar**

- **Description:** A large, shallow Caldera.
- **Suggested Random Encounter:** Dire Wolves.

[Roll of 64 or 65]**Mine Lands**

- **Description:** An area filled with many in-use artificial excavations (goblin mines, kobold mines, human-run mines, etc.).
- **Suggested Random Encounter:** Kobolds (miners).

[Roll of 66]**Moulin**

- **Description:** A vertical shaft in the ice through which water plummets into the underworld. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Ice Toads.

[Roll of 67]**Mudslide Hollows**

- **Description:** A dangerous area of collapsed ground regions, where mudslides have opened holes into

the underworld. (Tropical and sub-tropical regions only)

- **Suggested Random Encounter:** Black Slimes.
-

[Roll of 68]

Pit Crater

- **Description:** A lava crater which was formed by collapse, rather than by volcanic eruption.
 - **Suggested Random Encounter:** Tentacled Centipedes.
-

[Roll of 69 or 70]

Pits

- **Description:** An area filled with many pits (due to hunters, headhunters, trap-setting humanoids, treasure or artifact hunters, etc.).
 - **Suggested Random Encounter:** Headhunters (Tribesmen).
-

[Roll of 71]

Polje

- **Description:** A large, shallow valley in a Karst (limestone cave) region.
 - **Suggested Random Encounter:** Ghouls.
-

[Roll of 72]

Quarry

- **Description:** An artificial depression caused by valuable stone (marble,

basalt, etc.) being dug out of the ground.

- **Suggested Random Encounter:** Gnomes (quarrymen).
-

[Roll of 73]

Ravine

- **Description:** A narrow, cliff-sided depression formed by erosion. There will typically be a river at the Ravine's bottom.
 - **Suggested Random Encounter:** Hobgoblins.
-

[Roll of 74]

Rift Valley

- **Description:** A very long natural trench, running for hundreds or thousands of miles.
 - **Suggested Random Encounter:** Stryxes.
-

[Roll of 75]

Rift

- **Description:** A natural trench, running for hundreds of miles.
 - **Suggested Random Encounter:** Bandits and Brigands.
-

[Roll of 76 or 77]

River Valley

- **Description:** A Valley which is dominated by a large river.

- **Suggested Random Encounter:** Satyrs.

[Roll of 78]

Scowles

- **Description:** A forested area filled with natural pits (on Earth, this terrain is unique to the Puzzlewood region).
- **Suggested Random Encounter:** Wererats.



[Roll of 79]

Seasonal Lake, Dry

- **Description:** A natural depression which is sometimes filled with water, but not when first discovered.
- **Suggested Random Encounter:** Giant Lizards.

[Roll of 80 or 81]

Seasonal Lake

- **Description:** A natural depression which is filled with water, but the

water will drain away in months to come.

- **Suggested Random Encounter:** Giant Frogs.

[Roll of 82]

Seasonal Pools

- **Description:** A region filled with many small pools that form for a few months at a time (typically due to heavy rainfall).
- **Suggested Random Encounter:** Giant Water Spiders.

[Roll of 83]

Seasonal River, Dry

- **Description:** A long, serpentine depression caused by a river, but the riverbed is dry when first discovered.
- **Suggested Random Encounter:** Giant Wasps.

[Roll of 84 or 85]

Seasonal River

- **Description:** A long, serpentine depression caused by a river which will drain away in months to come.
- **Suggested Random Encounter:** Dervishes.

[Roll of 86]

Sink

- **Description:** A large Seasonal Lake.

- **Suggested Random Encounter:** Barge Folk (Normal Humans and Thieves).
-

[Roll of 87]

Sinkhole

- **Description:** A depression caused by cave collapse, which leads into the underworld.
 - **Suggested Random Encounter:** Giant Woodboring Beetles.
-

[Roll of 88]

Strath

- **Description:** A broad and shallow river Valley.
 - **Suggested Random Encounter:** Halflings.
-

[Roll of 89]

Strip Mine

- **Description:** An open-air mine, where a huge pit has been dug to excavate valuable metals. Compare Quarry (in which valuable stone is excavated rather than metal).
 - **Suggested Random Encounter:** Orcs (miners and slavers).
-

[Roll of 90]

Trenches

- **Description:** A series of many artificial ditches, likely a remainder of ancient warfare.

- **Suggested Random Encounter:** Berserkers and Madmen (Normal Humans).
-

[Roll of 91 or 92]

Tributary Valley

- **Description:** A side River Valley, where a small river runs down to a main river.
 - **Suggested Random Encounter:** Giant Leeches.
-

[Roll of 93]

Tunnel Valley

- **Description:** A glacial U-shaped Valley. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Dvergar (Dark Dwarves).
-

[Roll of 94]

Uvala

- **Description:** A Karst depression or icy Sinkhole. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Giant Badgers.
-

[Roll of 95]

Vale

- **Description:** A small Valley.
- **Suggested Random Encounter:** Valley Elves.



- **Description:** A dangerous shaft which leads down into a subterranean magma region.
- **Suggested Random Encounter:** Salamander Men.

[Roll of 00]

Wadi

- **Description:** A desert Valley, typically the locale of a Seasonal River.
- **Suggested Random Encounter:** Werejackals.

[Roll of 96 or 97]

Valley

- **Description:** A sheltering valley (depression in the earth) with gentle slopes.
- **Suggested Random Encounter:** Wolves.

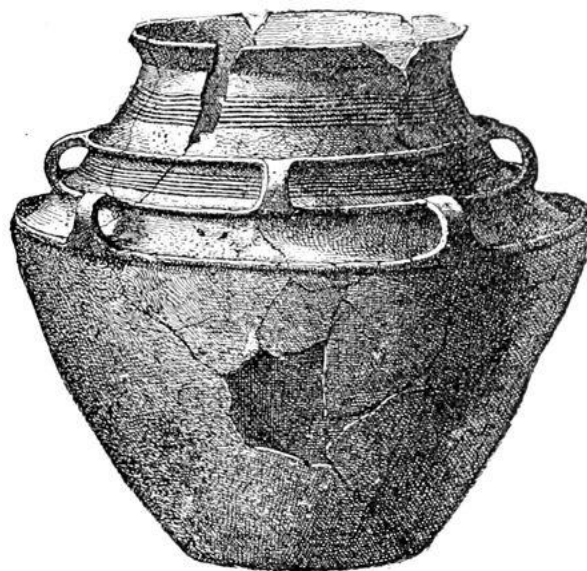
[Roll of 98]

Volcanic Vent, Dormant

- **Description:** A shaft which leads down into caverns which were formed by magma (which is no longer present).
- **Suggested Random Encounter:** Wyverns.

[Roll of 99]

Volcanic Vent



Forests

[Roll of 01]

Alpine Montane Forest

- **Description:** A cold mountainous forest. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Giant Owls.
-

[Roll of 02]

Arbor Land

- **Description:** An area of artificial forest, where trees have been heavily replanted and protected (typically to heal burned, ravaged, or corrupted land). Such areas are typically created and guarded by elves or gnomes.
 - **Suggested Random Encounter:** Wood Elves.
-

[Roll of 03 or 04]

Backwoods

- **Description:** Deep forest located near to a region of villages or towns. Such regions are frequently raided by humanoids and protected by rangers.
 - **Suggested Random Encounter:** Gnomes.
-

[Roll of 05 or 06]

Boreal Forest

- **Description:** An area of dense Taiga. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Tigers.
-

[Roll of 07 or 08]

Boreal Wilderlands

- **Description:** An area of dense Taiga which is heavily populated with monsters and beasts. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Badgerbears.
-

[Roll of 09]

Brackens

- **Description:** An area with few trees, but which is covered by ferns and shrubs.
 - **Suggested Random Encounter:** Apes.
-

[Roll of 10]

Brushwood Falls

- **Description:** A forest area where many trees are down and unharvested (for example, a region ravaged by wind storms, dragon territorial ground, etc.).
 - **Suggested Random Encounter:** Giant Wolverines.
-

[Roll of 11 or 12]

Bushland

- **Description:** Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.
- **Suggested Random Encounter:** Basilisks.

[Roll of 13]

Cloud Forest

- **Description:** A forest of heavy mists and fogs. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Giant Bats.



[Roll of 14 or 15]

Clutches

- **Description:** A forest filled with old trees that have tangling roots and low-hanging branches.
- **Suggested Random Encounter:** Black Bears.

[Roll of 16 or 17]

Cold Coniferous Forest

- **Description:** A snowy pine forest. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Brown Bears.

[Roll of 18 or 19]

Coniferous Forest

- **Description:** A forest filled with coniferous trees (pines, hemlocks, junipers, spruces, etc.).
- **Suggested Random Encounter:** Giant Bombardier Beetles.

[Roll of 20]

Coppices

- **Description:** Managed forest land where trees are being cut down and replaced. Such land is typically controlled by woodsmen.
- **Suggested Random Encounter:** Woodsmen (Tribesmen).

[Roll of 21]

Copses

- **Description:** A plain / grassland filled with many thick, separate

stands of trees with open ground between them.

- **Suggested Random Encounter:** Wild Boars.
-

[Roll of 22]

Corrupted Forest

- **Description:** An area where the forest has been corrupted by diseases, slimes, or fungi.
 - **Suggested Random Encounter:** Emerald Slimes.
-

[Roll of 23]

Corrupted Jungle

- **Description:** An area where the jungle has been corrupted by diseases, slimes, or fungi. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Shrieking Fungi.
-

[Roll of 24]

Corrupted Taiga

- **Description:** An area where the Taiga has been corrupted by disease, slimes, or fungi. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** White Slimes.
-

[Roll of 25 or 26]

Deciduous Forest

- **Description:** A forest filled with deciduous trees (oak, maple, beech, hornbeam, etc.).
 - **Suggested Random Encounter:** Bugbears.
-

[Roll of 27 or 28]

Dells

- **Description:** A series of small, forested valleys.
 - **Suggested Random Encounter:** Wild Bulls and Cattle.
-

[Roll of 29 or 30]

Evergreen Forest

- **Description:** A coniferous forest with many shadowed areas, due to the sheltering boughs above.
 - **Suggested Random Encounter:** Giant Centipedes.
-

[Roll of 31]

Evergreen Forest, Cold

- **Description:** A pine forest with minimal surface snow, due to the sheltering boughs above. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Giant Lynxes.
-

[Roll of 32]

Faerie Glades

- **Description:** An idyllic forest where faerie kith reside (centaurs, dryads, pixies, sprites, etc.).
 - **Suggested Random Encounter:** Centaurs.
-

[Roll of 33 or 34]

Forest

- **Description:** A “general” woodland of mixed coniferous and deciduous trees.
 - **Suggested Random Encounter:** Hatchet Beaks.
-

[Roll of 35 or 36]

Forested Hills

- **Description:** A forest region with many changes in elevation.
- **Suggested Random Encounter:** Wild Dogs.



[Roll of 37]

Glade Wood

- **Description:** A forest with many small clearings.
 - **Suggested Random Encounter:** Pixies.
-

[Roll of 38]

Groves

- **Description:** An area where many trees grow close together, unhindered by bushes or undergrowth.
 - **Suggested Random Encounter:** Wood Elves.
-

[Roll of 39]

Haunted Forest

- **Description:** A forest where many illusions, phantoms, and / or spirits can be found.
- **Suggested Random Encounter:** Corrupted Tree Giants.



[Roll of 40]

Hilly Jungle

- **Description:** A jungle region with many changes in elevation. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Apes.
-

[Roll of 41 or 42]

Jungle

- **Description:** A very dense tropical forest, teeming with wildlife. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Giant Hornets.
-

[Roll of 43]

Lost World Forest

- **Description:** A forest which is populated by dinosaurs and / or primeval beasts. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Tyrannosaurs.
-

[Roll of 44 or 45]

Montane Forest

- **Description:** A temperate mountain forest.
 - **Suggested Random Encounter:** Harpies.
-

[Roll of 46 or 47]

Old-Growth Forest

- **Description:** A forest filled with very large, old, uncut trees.
 - **Suggested Random Encounter:** Giant Stags (Irish Deer).
-

[Roll of 48]

Orchards

- **Description:** Cultivated land where fruit and / or nut trees are grown by humans or demi-humans.
 - **Suggested Random Encounter:** Sprites.
-

[Roll of 49]

Petrified Forest

- **Description:** An ancient (natural, fossilized) forest which has turned to stone; or, a forest filled with the statue-remains of petrifying monsters (basilisks, cockatrices, gorgonian bulls, medusae, etc.).
 - **Suggested Random Encounter:** Medusae.
-

[Roll of 50 or 51]

Pine Barrens

- **Description:** A dry, acidic-soil coniferous forest, where large trees are scarce.
 - **Suggested Random Encounter:** Gremlins.
-

[Roll of 52 or 53]**Pine Forest**

- **Description:** A temperate coniferous forest where pine trees predominate.
 - **Suggested Random Encounter:** Kobolds.
-

[Roll of 54 or 55]**Plantations**

- **Description:** Cultivated land where trees and plants are grown by humans or demi-humans.
- **Suggested Random Encounter:** Farmers (Normal Men).

**[Roll of 56]****Plantations, Tropical**

- **Description:** Cultivated land where trees and plants are grown by humans or demi-humans. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Farmers (Tribesmen).
-

[Roll of 57]**Quicksand Forest**

- **Description:** A forest filled with sediment falls, mudslide ledges and quicksand pools. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Dun Slimes.
-

[Roll of 58]**Redwood Forest**

- **Description:** A forest of giant sequoia trees.
 - **Suggested Random Encounter:** Foxwomen.
-

[Roll of 59 or 60]**Scrubland**

- **Description:** Land filled with shrubs and bushes.
 - **Suggested Random Encounter:** Wereboars.
-

[Roll of 61 or 62]**Swampy Forest**

- **Description:** A forest / wetland area filled with pools, bogs, streams and quicksand pools. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Wererats.
-

[Roll of 63 or 64]

Taiga

- **Description:** A forest where pines and spruce predominate. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Wolverines.
-

[Roll of 65 or 66]

Tamarack

- **Description:** A forest where larch trees predominate. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Trolls.
-

[Roll of 67 or 68]

Tangles

- **Description:** A region of dense, thorny Clutches.
 - **Suggested Random Encounter:** Lynxes.
-

[Roll of 69 or 70]

Temperate Broadleaf / Mixed Forest

- **Description:** A tiered forest of small, medium, and large shadowy deciduous trees, including beeches, birches, maples, and oaks of various ages.
 - **Suggested Random Encounter:** Manticores.
-

[Roll of 71 or 72]

Temperate Needleleaf Forest

- **Description:** A tiered forest of small, medium, and large shadowy coniferous trees, including firs, larches, pines and spruce.
 - **Suggested Random Encounter:** Giant Fire Beetles.
-

[Roll of 73 or 74]

Temperate Rainforest

- **Description:** A very wet and humid deciduous forest. Mosses, ferns, and streams will be common here.
 - **Suggested Random Encounter:** Giant Venus Flytraps.
-

[Roll of 75 or 76]

Thicket

- **Description:** A very dense forest, where one species of trees dominates the region. Thorns and briars will be common.
 - **Suggested Random Encounter:** Minotaurs.
-

[Roll of 77 or 78]

Thorn Forest

- **Description:** A thorny Jungle. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Giant Mantises.
-

[Roll of 79 or 80]

Timberland / Lumberwoods

- **Description:** A forest that is heavily cultivated by woodsmen along its border, but still wild (and likely monster-infested) at its core.
 - **Suggested Random Encounter:** Woodsmen (Rangers and Tribesmen).
-

[Roll of 81 or 82]

Tropical Coniferous Forest

- **Description:** A rare forest type typically found on islands, where tropical pines and firs predominate. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Tusked Hobgoblins.
-

[Roll of 83 or 84]

Tropical Dry Forest

- **Description:** A vine-filled, patchwork forest which sees only seasonal rains. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Ogres.
-

[Roll of 85 or 86]

Tropical Forest

- **Description:** Similar to a Jungle, but less dense (and perhaps less dangerous). (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Serpent People.
-

[Roll of 87 or 88]

Tropical Montane Forest

- **Description:** A mountainous tropical forest. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Giant Pedipalps (Sun Spiders).
-

[Roll of 89 or 90]

Tropical Rainforest

- **Description:** A Jungle which never has a dry season. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Birds of Paradise.
-

[Roll of 91 or 92]

Twisted Forest

- **Description:** A forest which has been corrupted by magic or the undead.
 - **Suggested Random Encounter:** Wraiths.
-

[Roll of 93]

Twisted Jungle

- **Description:** A Jungle which has been corrupted by magic or the undead. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Arcane Zombies.
-

[Roll of 94]

Twisted Taiga

- **Description:** An area where the Taiga has been corrupted by magic or the undead. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Ghosts.
-



[Roll of 95 or 96]

Untamed Jungle

- **Description:** A Jungle which is virtually unexplored by humans and demi-humans. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Pterodactyls.
-

[Roll of 97 or 98]

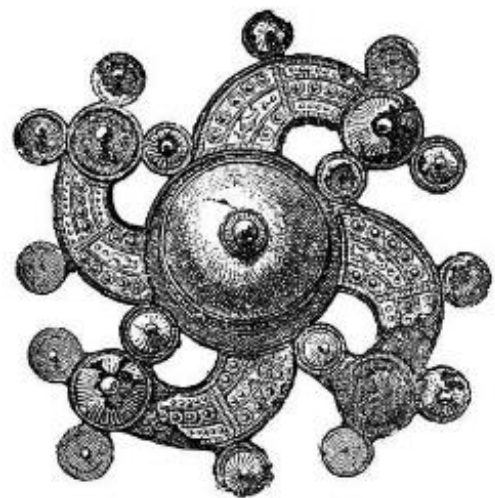
Wilderland

- **Description:** A forest where many beasts and monsters dwell.
 - **Suggested Random Encounter:** Trolls.
-

[Roll of 99 or 00]

Woodland / Woods

- **Description:** A sunny forest of grasses, flowers, and widely-spaced trees.
- **Suggested Random Encounter:** Giant Ravens.



Freshwater

(Note for Additional Potential Variety:

Some of the Saltwater features can be used for Freshwater reaches as well, at the GM's discretion, provided the body of Freshwater is large enough to support them. For example, islands and beaches.)

[Roll of 01]

Aits / Eyots

- **Description:** A group of small forested islands found in the middle of a river.
 - **Suggested Random Encounter:** Wood Elves.
-

[Roll of 02 or 03]

Aquifer

- **Description:** A subterranean region of rock, permeated by water. In the game, these regions will be filled with various caves (submerged, partially flooded, and dry).
 - **Suggested Random Encounter:** Giant Crayfish.
-

[Roll of 04]

Braided River

- **Description:** A River which splits into three or more separate channels, which re-unify further downstream.
 - **Suggested Random Encounter:** Giant Frogs.
-

[Roll of 05 or 06]

Brooks

- **Description:** An area of small streams, which likely all feed into the same River or Tributary.
 - **Suggested Random Encounter:** Wild Swans.
-

[Roll of 07]

Canals

- **Description:** An area of artificial waterways (for example, connecting cities or temples). The canals may be currently in use, or abandoned (leading only to monster-filled ruins).
 - **Suggested Random Encounter:** Aquatic Hobgoblins.
-

[Roll of 08 or 09]

Cataracts

- **Description:** An area of major rapids, boulders, and rocky islets in the middle of a river, blocking further water travel. Travel will be impossible or at least very dangerous. The area is likely to have portage paths where boats are moved around the blocking cataract.
 - **Suggested Random Encounter:** Water Elementals.
-

[Roll of 10]

Cenote

- **Description:** A water-filled sinkhole in a limestone cavern region. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Nymphs.
-

[Roll of 11 or 12]

Confluence

- **Description:** The point at which two rivers merge.
 - **Suggested Random Encounter:** Giant Fanged Fish.
-

[Roll of 13]

Crater Lake

- **Description:** A lake in the crater of an extinct volcano.
 - **Suggested Random Encounter:** Giant Water Beetles.
-

[Roll of 14 or 15]

Creeks

- **Description:** An area of small streams, which likely all feed into the same River or Tributary. The creeks are probably not navigable by any watercraft due to shallowness.
 - **Suggested Random Encounter:** Giant Snapping Turtles.
-

[Roll of 16 or 17]

Dam

- **Description:** An artificial structure which blocks a river to create a pool.
 - **Suggested Random Encounter:** Dam Folk (or Giant Beavers).
-

[Roll of 18]

Eyot

- **Description:** A single Ait; that is, a small forested island found in the middle of a river.
 - **Suggested Random Encounter:** Lizard Men.
-

[Roll of 19 or 20]

Fjords, Freshwater

- **Description:** A series of long, deep inlets lined with cliffs formed by glacial erosion. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Serpentine Water Elementals.
-

[Roll of 21 or 22]

Floodbank

- **Description:** The ridge along and above a river, which limits the extent of possible flooding.
 - **Suggested Random Encounter:** Dam Folk (or Giant Beavers).
-

[Roll of 23 or 24]

Floodlands

- **Description:** A Floodplain which is currently underwater due to flooding.
 - **Suggested Random Encounter:** Giant Leeches.
-

[Roll of 25 or 26]

Floodplain

- **Description:** The plains beside a river, where floods most frequently occur.
 - **Suggested Random Encounter:** Giant Water Beetles.
-

[Roll of 27]

Frozen Lake

- **Description:** A lake which has an icy surface and liquid water (and perhaps unusual monsters) beneath the surface. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polar Worms.
-

[Roll of 28]

Frozen River

- **Description:** A river which has an icy surface and liquid water flowing beneath. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Aquatic Ghouls.
-

[Roll of 29]

Geysers

- **Description:** Hot geothermal springs.
 - **Suggested Random Encounter:** Cockatrices.
-

[Roll of 30]

Great Lake

- **Description:** A huge, deep freshwater lake.
 - **Suggested Random Encounter:** Giant Crayfish.
-

[Roll of 31]

Holms

- **Description:** Small, round Islets (typically found in a river).
 - **Suggested Random Encounter:** Kobolds.
-

[Roll of 32]

Icy Canals

- **Description:** Artificial waterways (for example, connecting ruined cities from an earlier culture) which are filled with ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Crystal Slimes.
-

[Roll of 33 or 34]

Karst Fenster

- **Description:** A place in a Karst (limestone cavern) region where a spring emerges on the surface, and

then quickly plunges down into a sinkhole after a short distance.

- **Suggested Random Encounter:** Troglodytes.
-

[Roll of 35 or 36]

Kettles

- **Description:** A series of small lakes, created by glacial retreat. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Nixies.
-

[Roll of 37 or 38]

Lake Coast

- **Description:** The shores of a large and / or deep Lake.
 - **Suggested Random Encounter:** Lake Folk (Tribesmen) and Barbarians.
-

[Roll of 39 or 40]

Lake Foreland

- **Description:** A long, narrow finger of sandy terrain which pushes into a lake.
 - **Suggested Random Encounter:** Aquatic Elves.
-

[Roll of 41 or 42]

Lake Headland

- **Description:** A large region of land which pushes into a lake. Headlands are defined by rising

elevation and by cliff drops overlooking the water.

- **Suggested Random Encounter:** Falcons.
-

[Roll of 43]

Lake Tombolo

- **Description:** A roughly circular region of land inside a lake, which is connected to the mainland by a narrow piece of land.
 - **Suggested Random Encounter:** Lampreys.
-

[Roll of 44 or 45]

Lake

- **Description:** A sizeable body of freshwater. Likely fed by one or more Rivers.
 - **Suggested Random Encounter:** Giant Water Spiders.
-

[Roll of 46 or 47]

Lakeshore

- **Description:** The shores of a small and / or shallow Lake.
 - **Suggested Random Encounter:** Giant Poisonous Frogs.
-

[Roll of 48]

Levee

- **Description:** An artificial Floodbank, designed to limit the flooding of a river.

- **Suggested Random Encounter:**
Aquatic Ghouls.
-

[Roll of 49 or 50]

Loch / Lough

- **Description:** A deep, cold lake.
 - **Suggested Random Encounter:**
Lampreys.
-

[Roll of 51]

Lost World River

- **Description:** A river that is inhabited by dinosaurs and / or aquatic primeval beasts. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:**
Plesiosaurs.
-

[Roll of 52]

Meander

- **Description:** A river with many bends and curves, which rarely stays on the same course over a long period of time.
 - **Suggested Random Encounter:**
Frogmen.
-

[Roll of 53]

Mere

- **Description:** A wide, shallow lake.
 - **Suggested Random Encounter:**
Lizard Men.
-

[Roll of 54 or 55]

Mudflats

- **Description:** The muddy areas along a river which are not quite flooded, but always covered with puddles and rushes.
 - **Suggested Random Encounter:**
Giant Killer Frogs.
-

[Roll of 56 or 57]

Oasis

- **Description:** A rare body of water in the desert (or more broadly, surrounded by an area of wasteland). Encounters with men, beasts, or monsters are a virtual certainty here.
 - **Suggested Random Encounter:**
Dervishes.
-

[Roll of 58]

Oxbow Lake

- **Description:** A U-shaped lake which is formed when a stretch of a Meander is cut off from the main river.
 - **Suggested Random Encounter:**
Giant Fanged Fish.
-

[Roll of 59]

Plash

- **Description:** A temporary lake caused by heavy rainfall.
- **Suggested Random Encounter:**
Giant Salamanders.

[Roll of 60 or 61]

Plunge Pool

- **Description:** The deep, turbulent pool at the bottom of a Waterfall.
 - **Suggested Random Encounter:** Swanmays.
-

[Roll of 62 or 63]

Ponds

- **Description:** A series of small lakes.
 - **Suggested Random Encounter:** Giant Poisonous Frogs.
-

[Roll of 64 or 65]

Pools

- **Description:** A series of small, shallow lakes; or, small bodies of water fed by underground springs.
 - **Suggested Random Encounter:** Emerald Slimes.
-

[Roll of 66]

Proglacial Lake

- **Description:** A Lake which forms behind a Glacier. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Water Grues.
-

[Roll of 67 or 68]

Rapids

- **Description:** A dangerous area of whitewater. Similar to a Cataract region, but there will probably not be islets here.
 - **Suggested Random Encounter:** Harpies.
-

[Roll of 69]

Reservoir

- **Description:** A large artificial body of freshwater (created by a human or demi-human culture, which may or may not be extinct).
 - **Suggested Random Encounter:** Aquatic Ogres.
-

[Roll of 70 or 71]

Rills

- **Description:** An area covered with tiny, shallow streams, which make the terrain muddy and difficult.
 - **Suggested Random Encounter:** Nymphs.
-

[Roll of 72]

River Archipelago

- **Description:** A series of small islands within a river, of various terrain.
- **Suggested Random Encounter:** Emerald Hags.



- **Description:** The part of the river that connects to a lake, ocean or sea. Compare with River Delta; the River Mouth is the water, and the River Delta is the sandy / muddy region adjacent to the mouth.
- **Suggested Random Encounter:** Giant Water Worms.

[Roll of 79]

River Source

- **Description:** The place where a River begins.
- **Suggested Random Encounter:** Peregrines (Pilgrims) and Clerics.

[Roll of 73 or 74]

River Delta

- **Description:** The place where a river deposits large amounts of mud and sand. Deltas occur where a river connects to a lake, ocean or sea.
- **Suggested Random Encounter:** Giant Fanged Fish.

[Roll of 75 or 76]

River Island

- **Description:** A single island within a river, of random terrain type.
- **Suggested Random Encounter:** Hippogriffs.

[Roll of 77 or 78]

River Mouth

[Roll of 80]

River Tidal Flat

- **Description:** An area of Mudflats that sees periodically rising and falling water levels. (Generally, this action is slow and predictable enough to denizens that it is not considered "flooding.") (Freshwater)
- **Suggested Random Encounter:** Mud Men.

[Roll of 81 or 82]

River

- **Description:** A relatively narrow watercourse, which flows from a high elevation and down toward a lake, ocean or sea.
- **Suggested Random Encounter:** Fanged Fish.

[Roll of 83]

Rush

- **Description:** A river which follows an extremely fast course; for example, an area of steep decline (not quite Rapids or a Waterfall) or the place where a river is forced into a stony canyon.
 - **Suggested Random Encounter:** Giant Honeybees.
-

[Roll of 84 or 85]

Spring

- **Description:** The place where an Aquifer brings freshwater to the surface. Depending on size and flow, this may be a pool, the beginning of a river, etc.
 - **Suggested Random Encounter:** Hippocampi.
-

[Roll of 86]

Stopbanks

- **Description:** An area of small Levees.
 - **Suggested Random Encounter:** Gnomes and Giant Otters.
-

[Roll of 87]

Stream Pool

- **Description:** The area in a river or stream where the flow slows down and the water deepens before continuing on.
- **Suggested Random Encounter:** Kelpies.

[Roll of 88 or 89]

Streams

- **Description:** An area of small rivers / rivulets which probably all flow into the same larger River.
 - **Suggested Random Encounter:** Badgers.
-

[Roll of 90]

Tarn

- **Description:** A mountain lake.
 - **Suggested Random Encounter:** Wyverns.
-



[Roll of 91]

Torrent

- **Description:** A long, dangerous Rush.

- **Suggested Random Encounter:** Blur Pixies (Quickened Ones).

[Roll of 92]

Tributary

- **Description:** A river which flows into a larger river.
- **Suggested Random Encounter:** Giant Snapping Turtles.

[Roll of 93]

Tropical Lake

- **Description:** A sizeable body of freshwater. Likely fed by one or more Tropical Rivers. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Giant Crocodiles.

[Roll of 94]

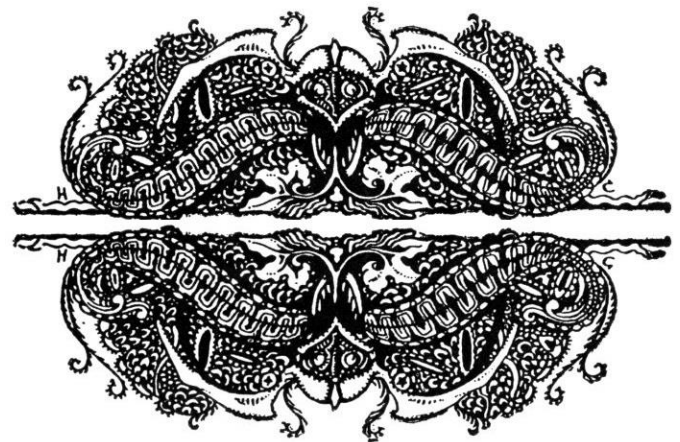
Tropical River

- **Description:** A relatively narrow tropical watercourse, which flows from a high elevation and down toward a lake, ocean or sea. Tropical rivers tend to be filled with beasts. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Crocodiles.

[Roll of 95]

Turlach / Turlough

- **Description:** A lake in Karst (limestone cavern) terrain, where the water tends to drain away into the underworld and then later return.
- **Suggested Random Encounter:** Emerald Slimes.



[Roll of 96 or 97]

Underwater Caves

- **Description:** Caves which are submerged, or partially submerged, by freshwater.
- **Suggested Random Encounter:** Aquatic Gargoyles.

[Roll of 98]

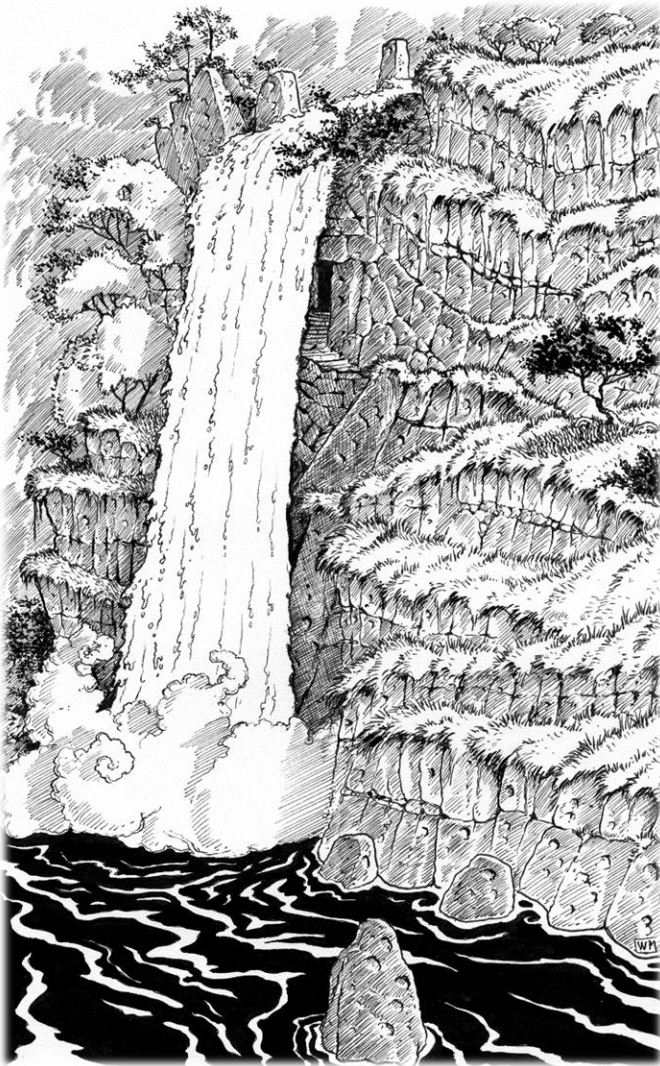
Waterfall Lake

- **Description:** A large lake at the bottom of a Waterfall; the continuation of a Plunge Pool.
- **Suggested Random Encounter:** Water Nagas.

[Roll of 99 or 00]

Waterfalls

- **Description:** A vertical cascade of river water over a cliff.
- **Suggested Random Encounter:** Nixies.



Hills

[Roll of 01 or 02]

Badlands

- **Description:** Dry hills, typically made of eroded clays and sandstone.
- **Suggested Random Encounter:** Giant Ant Lions.

[Roll of 03]

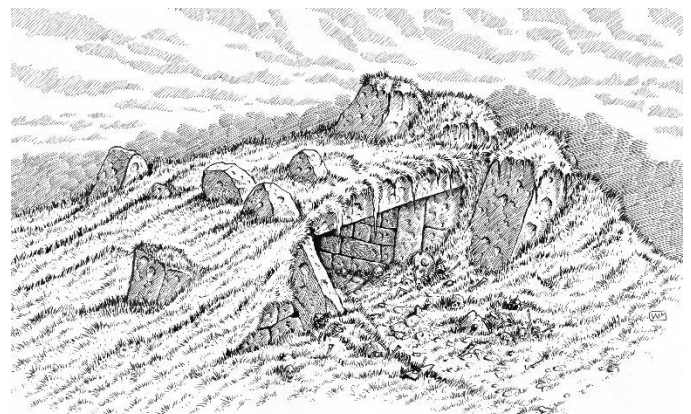
Barrow Mounds

- **Description:** Artificial hills which hide barrows / tumuli / tombs beneath the surface.
- **Suggested Random Encounter:** Barrow Wights.

[Roll of 04 or 05]

Barrowlands

- **Description:** A region where many isolate Barrow Mounds stand, with plains / wasteland between them.
- **Suggested Random Encounter:** Ghouls.



[Roll of 06 or 07]**Bluffs**

- **Description:** Steep hills and cliffs which overlook a body of water (such as a lake).
 - **Suggested Random Encounter:** Hawkmen of Kra'Rocra.
-

[Roll of 08]**Bornhardts**

- **Description:** Large, dome-shaped, stony hills.
 - **Suggested Random Encounter:** Goblins.
-

[Roll of 09 or 10]**Buttes**

- **Description:** Barren and isolated stony hills with cliff-faced sides. The classic example is Monument Valley, Arizona.
 - **Suggested Random Encounter:** Basilisks.
-

[Roll of 11]**Cairn Highlands**

- **Description:** An elevated plateau; an area of plains in a mountainous or very hilly region. The plains feature cairns, which are stacks of ritual stones left by an earlier culture.
 - **Suggested Random Encounter:** Druids.
-

[Roll of 12 or 13]**Cliffs**

- **Description:** Sheer vertical faces of stone.
- **Suggested Random Encounter:** Perytons.

**[Roll of 14 or 15]****Crags**

- **Description:** Hills which have many cliff-like slopes and surfaces. Crags differ from cliffs in that they are easier to climb.
 - **Suggested Random Encounter:** Ant Men.
-

[Roll of 16 or 17]

Crests

- **Description:** A series of high-elevation Ridges.
 - **Suggested Random Encounter:** Giant Slicer Beetles.
-

[Roll of 18]

Cuestas

- **Description:** A series of hills which have gentle slopes in one direction, and cliff-like stony slopes in the opposite direction.
 - **Suggested Random Encounter:** Poisonous Lizards.
-

[Roll of 19]

Dirt Cones

- **Description:** Low hills made of glaciated sediment and gravel. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Ice Trolls.
-

[Roll of 20 or 21]

Domes

- **Description:** Hills which have oval or round bases (at the lowest points of elevation).
 - **Suggested Random Encounter:** Giant Stag Beetles.
-

[Roll of 22 or 23]

Downlands / Downs

- **Description:** Ridges made of chalky soil.
 - **Suggested Random Encounter:** Dimensional Hounds.
-

[Roll of 24 or 25]

Drumlins

- **Description:** Mound-like hills which are built up from the sediment caused by glacial movement. The drumlins will be narrow and aligned with the glacier / cold water source. (For example, if the glacier is to the north, the drumlins will be long on the north-south axis and narrow on the east-west axis.) (Hills) (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Barbarians and War Dogs.
-

[Roll of 26 or 27]

Dunes

- **Description:** Wind-driven hills made of sand.
 - **Suggested Random Encounter:** Nomads and Camels.
-

[Roll of 28 or 29]

Escarpments

- **Description:** Steep Cliffs which were formed by seismic activity.
 - **Suggested Random Encounter:** Giant Spiders.
-

[Roll of 30]**Eskers**

- **Description:** A series of long ridges made of glaciated sand and gravel. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Dire Wolves.
-

[Roll of 31]**Flatirons**

- **Description:** Large foothills or low peaks composed of eroded sandstone.
 - **Suggested Random Encounter:** Poisonous Snakes.
-

[Roll of 32 or 33]**Foothills**

- **Description:** Hills which border a mountain range.
 - **Suggested Random Encounter:** Giant Boars.
-

[Roll of 34 or 35]**Forested Hills**

- **Description:** Hills covered in forest.
 - **Suggested Random Encounter:** Orcs.
-

**[Roll of 36]****Frigid Highlands**

- **Description:** A frozen elevated plateau; an area of plains in a mountainous or very hilly region. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Snow Foxes.
-

[Roll of 37]**Frozen Foothills**

- **Description:** Icy hills which border a range of mountains. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Wildcats.
-

[Roll of 38]**Geyser Highlands**

- **Description:** Hills which feature many hollows and geothermal pools.
 - **Suggested Random Encounter:** Salamandrae.
-

[Roll of 39 or 40]

Headlands

- **Description:** Hilly Cliffs which descend into a major body of water, such as a lake, sea or ocean.
 - **Suggested Random Encounter:** Raven Folk.
-

[Roll of 41 or 42]

Highlands

- **Description:** An elevated plateau; an area of plains in a mountainous or very hilly region.
 - **Suggested Random Encounter:** Hippogriffs.
-

[Roll of 43 or 44]

Hillocks

- **Description:** Small Hills.
 - **Suggested Random Encounter:** Earth Grues.
-

[Roll of 45 or 46]

Hills

- **Description:** Rolling terrain of ascending elevation. In differentiated game terms, the general definition “Hills” most frequently applies when the elevated

areas are different from one another, and / or not uniform in type. (Reroll on this table if you would prefer to classify the area as a single type of landform.)

- **Suggested Random Encounter:** Hill Giants.
-

[Roll of 47]

Hilly Jungle

- **Description:** Hills covered in Jungle. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Gorgonian Bulls.
-

[Roll of 48]

Hogbacks

- **Description:** A low “mountain” range of eroded rock.
 - **Suggested Random Encounter:** Fire Drakes.
-



[Roll of 49]**Hollow Hills**

- **Description:** Hills which feature many caverns, tombs, and / or dungeons.
 - **Suggested Random Encounter:** Skeletons.
-

[Roll of 50]**Ice Cap**

- **Description:** A huge mass of ice (covering many hexes of a game world map) which never fully thaws. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polar Bears.
-

[Roll of 51]**Icy Crag**

- **Description:** Frozen hills which have many cliff-like slopes and surfaces. Crag differ from cliffs in that they are easier to climb. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** White Dragons.
-

[Roll of 52 or 53]**Icy Hills**

- **Description:** Hills that are covered in ice and snow. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Frost Giants.
-

[Roll of 54 or 55]**Karst Landscape**

- **Description:** Difficult terrain which is filled with limestone caverns.
 - **Suggested Random Encounter:** Medusae.
-

[Roll of 56]**Knobs**

- **Description:** Low hills with difficult stony surfaces.
 - **Suggested Random Encounter:** Pegasi.
-

[Roll of 57 or 58]**Knolls**

- **Description:** Verdant Hillocks.
 - **Suggested Random Encounter:** Bear Folk (Quag Kith).
-

[Roll of 59]**Lava Dome**

- **Description:** A large volcanic protrusion. A new Lava Dome is a sign of an imminent eruption, but older Lava Domes also exist.
 - **Suggested Random Encounter:** Giant Fire Lizards.
-

[Roll of 60]**Lava Spine**

- **Description:** Similar to a Lava Dome, but much more dramatic and elevated with cliff-like sides.
 - **Suggested Random Encounter:** Fire Bats.
-

[Roll of 61]

Lost World Plateau

- **Description:** An isolated Plateau where dinosaurs and / or primeval beasts dwell. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Pterodactyls.
-

[Roll of 62 or 63]

Mesas / Tableland

- **Description:** Flat-topped hills with difficult slopes.
 - **Suggested Random Encounter:** Hounds of the Wild Hunt.
-

[Roll of 64]

Mogotes

- **Description:** Steep, isolated (and often forested) hills surrounded by plains.
 - **Suggested Random Encounter:** Giant Poisonous Snakes.
-

[Roll of 65 or 66]

Moraine

- **Description:** Difficult land (either hilly, or flat but very difficult to

cross) which is covered by glacier-borne debris. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:** Herd Animals (Bighorn Sheep, Caribou, Deer, Elk, Moose, etc.).
-

[Roll of 67 or 68]

Mounds

- **Description:** Small artificial hills. Mounds may be caused by ruins below the surface, or also tombs (see Barrow Mounds).
 - **Suggested Random Encounter:** Netherworld Gnomes.
-

[Roll of 69]

Mud Volcanoes

- **Description:** Dangerous small volcanoes which erupt with hot mud instead of magma.
 - **Suggested Random Encounter:** Water Grues.
-

[Roll of 70]

Mudslide Slopes

- **Description:** Hills which receive heavy rainfall and which are prone to dangerous mudslides. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Gremlins.
-

[Roll of 71]

Nunatak Hills

- **Description:** A series of “islands,” composed of sheer rocky cliffs, which rise from the snowfields / ice sheet. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Tribesmen.
-

[Roll of 72]

Pingos

- **Description:** Odd small hills which have cores of ice, covered by gravel sediment. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Giant Snow Owls.
-

[Roll of 73 or 74]

Plateaus

- **Description:** An area of several plains situated in a mountainous or very hilly region.
 - **Suggested Random Encounter:** Thunder Behemoths (Baluchitherium).
-

[Roll of 75]

Potrero

- **Description:** A long, sloped mesa. A Potrero is not flat, but rather slanted.
 - **Suggested Random Encounter:** Gnomes.
-

[Roll of 76 or 77]

Precipices

- **Description:** Cliffs with more-than-vertical, overhanging faces.
 - **Suggested Random Encounter:** Giant Eagles.
-

[Roll of 78 or 79]

Ridges

- **Description:** High hills, or low mountains, which have a long narrow shared summit which covers a considerable distance.
 - **Suggested Random Encounter:** Frost Drakes.
-

[Roll of 80]

Rises

- **Description:** Slopes which rise in elevation at a uniform gradient.
 - **Suggested Random Encounter:** Wild Boars.
-

[Roll of 81]

River Cliffs

- **Description:** Simply, Cliffs overlooking a river.
 - **Suggested Random Encounter:** Harpies.
-

[Roll of 82 or 83]

Rolling Hills / Rolling Land

- **Description:** Hills with gentle, rounded slopes.

- **Suggested Random Encounter:** Halflings.
-

[Roll of 84]

Sandhills

- **Description:** Dunes which rarely move, or which support significant arid vegetation.
 - **Suggested Random Encounter:** Sand Genies.
-

[Roll of 85]

Scarps

- **Description:** Escarpments which were formed by erosion.
 - **Suggested Random Encounter:** Rusting Beasts.
-

[Roll of 86]

Serpent Kame

- **Description:** A series of Eskers which follows a winding, sinuous course. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polar Worms.
-

[Roll of 87]

Slag Heaps

- **Description:** Artificial hills which are caused (particularly in dwarven lands) by deposits of smelted ore.
- **Suggested Random Encounter:** Hill Dwarves (miners and smelters).

[Roll of 88]

Slag Hills

- **Description:** Huge Slag Heaps.
 - **Suggested Random Encounter:** Gray Dwarves (miners and smelters).
-

[Roll of 89 or 90]

Slopes

- **Description:** Rises which have a gradual rise in elevation.
 - **Suggested Random Encounter:** Ogres.
-

[Roll of 91]

Spurs

- **Description:** Ridges which join with a higher range of mountains.
 - **Suggested Random Encounter:** Griffons.
-

[Roll of 92]

Stone Arches

- **Description:** Natural stone bridges with hollow cores.
 - **Suggested Random Encounter:** Living Boulders.
-

[Roll of 93]

Tepui

- **Description:** A huge isolated tabletop mesa, which is almost always a “Lost World” inhabited by dinosaurs and / or primeval beasts. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Titanotheres.

[Roll of 94]

Terraced Hills

- **Description:** Artificial hills made in “ziggurat” fashion to support farming. Terraced hills will be tended by, or left behind by, human or demi-human cultures.
- **Suggested Random Encounter:** High Elves.

[Roll of 95 or 96]

Tors

- **Description:** Slopes which are crowned by steep, stony cliff-sided spires.
- **Suggested Random Encounter:** Mountain Lions.

[Roll of 97]

Tumuli

- **Description:** Small Barrow Mounds.
- **Suggested Random Encounter:** Barrow Zombies.

[Roll of 98 or 99]

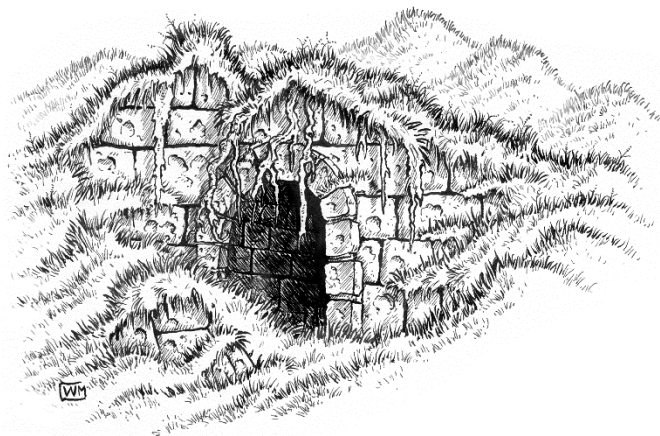
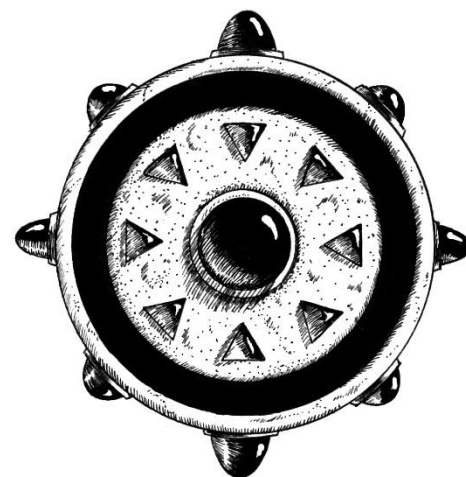
Uplands

- **Description:** Rolling Hills which border a region of plains.
- **Suggested Random Encounter:** Gnomes.

[Roll of 00]

Vast Snowdrifts

- **Description:** Huge drifts of moving snow which temporarily freeze and then move on due as driven by the wind; i.e., “dunes” made of ice and snow. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Ice Toads.



Mountains

[Roll of 01 or 02]

Alps

- **Description:** High snowy mountains with relatively flat summits.
 - **Suggested Random Encounter:** Eagles.
-

[Roll of 03 or 04]

Arete

- **Description:** A high, thin Ridge caused by glacial erosion. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Eagles.
-

[Roll of 05 or 06]

Avalanche Peaks

- **Description:** Steep windy mountains which are prone to deadly avalanches. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** White Dragons.
-

[Roll of 07 or 08]

Barren Mountains

- **Description:** Windy and / or dry mountains which are nearly devoid of vegetation.
 - **Suggested Random Encounter:** Giant Vultures.
-

[Roll of 09 to 11]

Cave-Filled Mountains

- **Description:** Mountains which are riddled with caves that lead down into the underworld.
- **Suggested Random Encounter:** Hobgoblins.



[Roll of 12 or 13]

Col / Gap

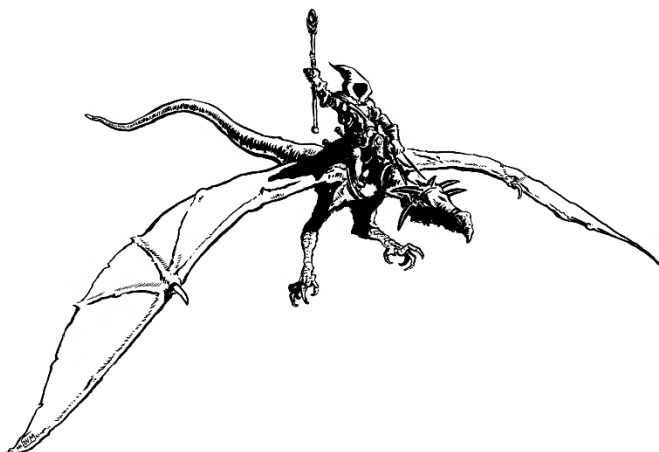
- **Description:** The lowest point, with steep declines on either side, between two higher peaks.
 - **Suggested Random Encounter:** Vultures.
-

[Roll of 14 or 15]

Dormant Volcano

- **Description:** A volcano which is currently inactive, but not extinct.
- **Suggested Random Encounter:** Huge Centipedes.

- **Suggested Random Encounter:** Mountain Dwarves (clans).



[Roll of 16 or 17]

Dragon Reach Spires

- **Description:** Mountains which are filled with numerous dragon lairs.
- **Suggested Random Encounter:** Red Dragons.



[Roll of 18 or 19]

Dwarven Freeholds

- **Description:** Mountains which feature several minor dwarven clan strongholds. Compare with Dwarven Greatholds.
- **Suggested Random Encounter:** Hill Dwarves (clans).

[Roll of 22 or 23]

Extinct Volcano

- **Description:** A volcano which no longer erupts.
- **Suggested Random Encounter:** Twisted Giants.

[Roll of 20 or 21]

Dwarven Greatholds

- **Description:** Mountains which have been hollowed over centuries to house the great netherworld strongholds of the dwarves. (Cold and sub-arctic regions only)

[Roll of 24 or 25]

Flatiron Mountains

- **Description:** Peaks composed of eroded sandstone.
- **Suggested Random Encounter:** Stone Giants.

[Roll of 26 or 27]

Forested Mountains

- **Description:** Mountains which are covered with significant forest (up to treeline).
 - **Suggested Random Encounter:** Forest Giants.
-

[Roll of 28 or 29]

Glacial Horn

- **Description:** A steep, deadly, icy mountain peak. The Matterhorn is the classic example. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Yetis.
-

[Roll of 30 or 31]

Glacial Peaks

- **Description:** Peaks which harbor glaciers in high valleys. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polar Worms.
-

[Roll of 32 or 33]

High Glaciers

- **Description:** A large glacial flat surrounded by mountain peaks. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Winter Wolves.
-

[Roll of 34 or 35]

Hogback Mountains

- **Description:** A high, stony mountain range of eroded rock.
 - **Suggested Random Encounter:** Giant Goats.
-

[Roll of 36 or 37]

Ice Cave Summits

- **Description:** Mountains sheeted with transparent and translucent ice, which has been formed into ice caves. Deadly monsters almost certainly reside here. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Frost Giants.
-

[Roll of 38 or 39]

Ice Volcano

- **Description:** A volcano in frigid climes which erupts water and ammonia instead of magma. Ice Volcanoes have only been observed (in reality) on other planets, but could exist due to powerful frost magic. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Ice Toads.
-

[Roll of 40 or 41]

Icy Peaks

- **Description:** High mountains sheathed in ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Snow Leopards.
-

[Roll of 42 or 43]**Icy Spires**

- **Description:** High, narrow, cliff-faced mountains sheathed in ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Living Shadows.
-

[Roll of 44 or 45]**Impassable Peaks**

- **Description:** Mountains which are so hostile, cold, and steep that they cannot be crossed by mortals (except with powerful magic). (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Elder Things.
-

[Roll of 46 or 47]**Inselberg**

- **Description:** A small, solitary mountain which rises from surrounding forest and / or plains. Compare Monadnock.
 - **Suggested Random Encounter:** Weretigers.
-

[Roll of 48 or 49]**Jungle Volcano**

- **Description:** A volcano with Jungle growing over its slopes. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Magma Imps.
-

[Roll of 50 or 51]**Lost World Spires**

- **Description:** Mountains where dinosaurs and / or primeval beasts dwell. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Cavemen.
-

[Roll of 52 or 53]**Misty Mountains**

- **Description:** High, foggy mountains where giants, goblins, and other humanoids dwell.
 - **Suggested Random Encounter:** Stone Giants.
-

[Roll of 54 or 55]**Monadnock**

- **Description:** A small, solitary mountain which rises from surrounding plains and / or wasteland. Compare Inselberg.
 - **Suggested Random Encounter:** Chimeras.
-

[Roll of 56 or 57]**Mountains of Madness**

- **Description:** Lovecraftian mountains which hide the vast netherworld ruins of the Old Ones. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Elder Things.
-

[Roll of 58 or 59]

Mountains of the Moon

- **Description:** Mountains which feature various plants (ferns, ginkgoes, creepers, etc.) which grow to tremendous size. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Giant Constrictor Snakes.
-

[Roll of 60 to 62]

Mountains

- **Description:** General terrain with very high elevations, and dramatic changes in elevation.
 - **Suggested Random Encounter:** Mountain Giants.
-



[Roll of 63 or 64]

Mounts

- **Description:** Mountains which feature dramatic peaks, which are individually named for a unique feature or history. In the game, each mount is likely to have a separate

theme for the denizens (a goblin mount, a dwarven mount, a dragon mount, etc.).

- **Suggested Random Encounter:** Wyrms (wingless dragons).
-

[Roll of 65 or 66]

Mudslide Mountains

- **Description:** Mountains which receive heavy rainfall and which are prone to dangerous mudslides. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Trolls.
-

[Roll of 67 or 68]

Nunatak

- **Description:** A series of “islands,” composed of sheer rocky cliffs of very high elevation, which rise from the snowfields / ice sheet. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Tribesmen.
-

[Roll of 69 to 71]

Pass

- **Description:** A safe passage between mountain peaks. Passes are the mountain regions which will have the most frequent random encounters.
 - **Suggested Random Encounter:** Mountain Men (Tribesmen).
-

[Roll of 72 to 74]**Peaks / Summits**

- **Description:** Mountains with pointed tops.
 - **Suggested Random Encounter:** Wind Treaders.
-

[Roll of 75 or 76]**Pinnacle Gates of Elemental Air**

- **Description:** Windy mountains which harbor magical gates to the Elemental Plane of Air. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Air Elementals.
-

[Roll of 77 or 78]**Pinnacle Gates of Elemental Earth**

- **Description:** Seismic mountains which harbor magical gates to the Elemental Plane of Earth.
 - **Suggested Random Encounter:** Earth Elementals.
-

[Roll of 79 or 80]**Pinnacle Gates of Elemental Fire**

- **Description:** Multiple volcanoes, which harbor magical gates to the Elemental Plane of Fire. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Fire Elementals.
-

[Roll of 81 or 82]**Pinnacles**

- **Description:** Peaks of very high elevation.
 - **Suggested Random Encounter:** Hawkmen of Kra'Rocra.
-

[Roll of 83 or 84]**Razors**

- **Description:** Mountains with extremely sharp and narrow Ridges.
 - **Suggested Random Encounter:** Air Elementals.
-

[Roll of 85 or 86]**Rocky Summits**

- **Description:** Mountains with bare, blocky summits.
 - **Suggested Random Encounter:** Perytons.
-

[Roll of 87 or 88]**Spires**

- **Description:** Mountains with narrow, flat-topped summits.
 - **Suggested Random Encounter:** Ogre Magi.
-

[Roll of 89 or 90]**Stormy Mountains**

- **Description:** Mountains which are legendary for their winds and storms.
- **Suggested Random Encounter:** Storm Giants.

[Roll of 91 or 92]

Table-Top Mountains

- **Description:** Mountains with broad, flat surfaces (mesas) at the highest elevation.
 - **Suggested Random Encounter:** Jackals.
-

[Roll of 93 or 94]

Tepui Mountain

- **Description:** A huge isolated tabletop mesa, of significant elevation, which is almost always a “Lost World” inhabited by dinosaurs and / or primeval beasts. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Triceratops.
-

[Roll of 95 or 96]

Tropical Peaks / Summits

- **Description:** Jungle-sloped mountains with pointed tops. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Strangle Weed.
-

[Roll of 97 or 98]

Tuya

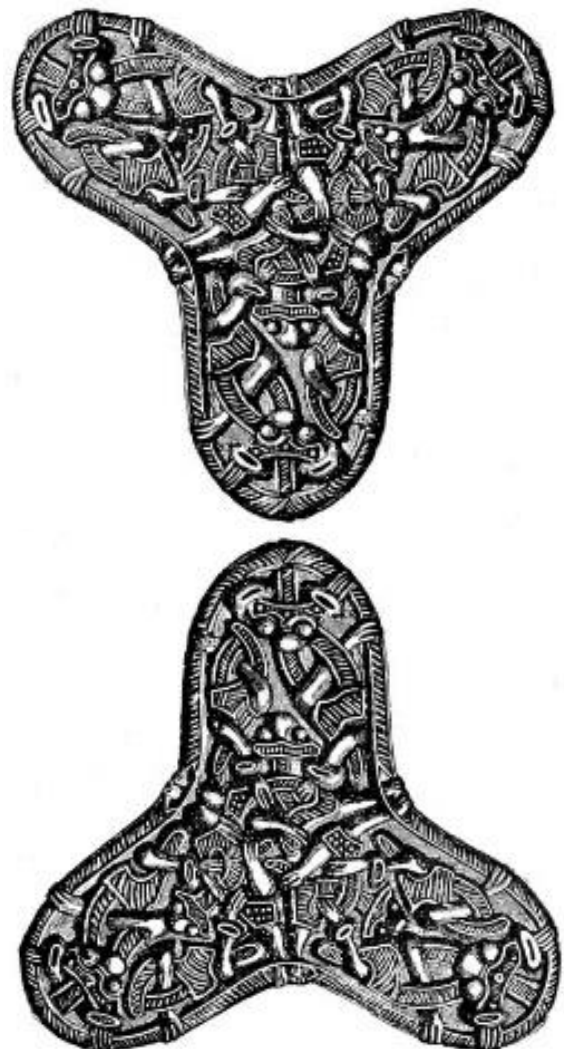
- **Description:** A large, flat-topped volcano which is surrounded by glacial ice sheets. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:** Ice Elementals.
-

[Roll of 99 or 00]

Volcano

- **Description:** A mountain which is known to erupt with magma from time to time. Volcanos will erupt (seemingly at random) every 2D20 years.
- **Suggested Random Encounter:** Fire Imps.



Plains

[Roll of 01 or 02]

Alluvian Fan

- **Description:** A reach of sediment and gravel, caused by the passage of a former river. Vegetation will grow abundantly here nevertheless and so the area is technically not a Wasteland.
 - **Suggested Random Encounter:** Insect Swarms.
-

[Roll of 03 or 04]

Alpine Tundra

- **Description:** High-altitude grasslands devoid of trees. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Woolly Rhinoceroses.
-

[Roll of 05 or 06]

Arctic / Antarctic Tundra

- **Description:** Tundra which occurs at the game world's North Pole or South Pole; or, more broadly, tundra where extremely low temperatures are the norm. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Winter Wolves.
-

[Roll of 07 or 08]

Bottomland

- **Description:** Plains interspersed with low-lying patches of wetland.

- **Suggested Random Encounter:** Centipede Swarms.
-

[Roll of 09 to 11]

Brushland

- **Description:** Plains interspersed with stands of bushes and shrubs. Differentiated from Bushland.
 - **Suggested Random Encounter:** Gnomes.
-



[Roll of 12 to 14]

Bushland

- **Description:** Land which has been damaged by past wars / cutting / civilizations, but which has partially healed. Differentiated from Brushland.

- **Suggested Random Encounter:** Orcs and Half-Orcs.
-

[Roll of 15 or 16]

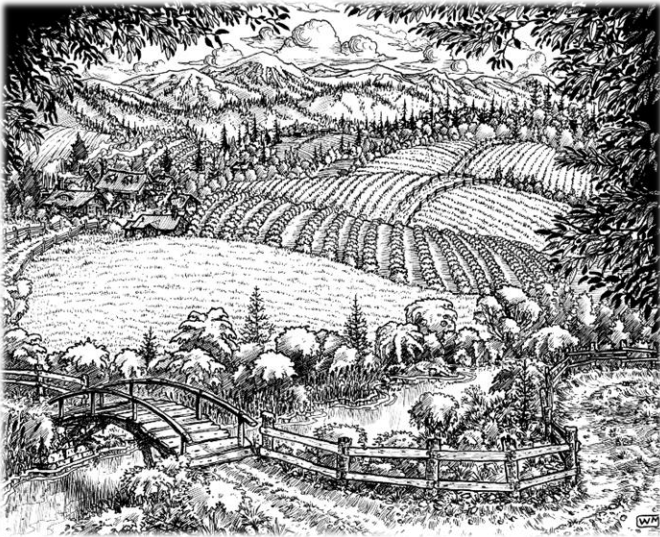
Chaparral

- **Description:** Arid Shrubland.
 - **Suggested Random Encounter:** Poisonous Snakes.
-

[Roll of 17 to 19]

Countryside

- **Description:** Semi-cultivated rural lands, located adjacent to villages or towns.
- **Suggested Random Encounter:** Halflings.



[Roll of 20 or 21]

Drift Lands

- **Description:** Plains which are perpetually covered in snowdrifts. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Mammoths.
-

[Roll of 22 or 23]

Enchanted Ice

- **Description:** Magical, deeply transparent ice which reveals foreboding things beneath its surface (frozen cities, unreachable caverns, flowing conduits of arcane power, etc.). (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polar Worms.
-

[Roll of 24 to 26]

Farmland / Cropland

- **Description:** Cultivated land, near to villages or towns.
 - **Suggested Random Encounter:** Gnomes (farmers).
-

[Roll of 27 to 29]

Fields

- **Description:** Farmland where grains are grown and harvested.
 - **Suggested Random Encounter:** Halflings (farmers).
-

[Roll of 30 to 32]

Flatland / Flats

- **Description:** Plains with almost no variation in elevation.
- **Suggested Random Encounter:** Nomads and Horses.

[Roll of 33 to 35]

Forested Plains

- **Description:** Plains interspersed with forest.
- **Suggested Random Encounter:** Wild Dogs.



[Roll of 36 or 37]

Frostlands / Frozen Lands

- **Description:** Windless lands with isolated trees and / or stony spires, where bizarre web-like formations of snow and frost form. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Giant Snow Spiders.

[Roll of 38 or 39]

Frozen Fields

- **Description:** Petrified grasslands which have been frozen and killed

by a sudden blast of ice. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:** Ice Trolls.

[Roll of 40 or 41]

Geyser Flats

- **Description:** Plains where geothermal pools can be found.
- **Suggested Random Encounter:** Steam Elementals.

[Roll of 42 or 43]

Glacial Flats

- **Description:** The flat ice sheet of a slow-moving glacier. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Mastodons.

[Roll of 44 or 45]

Glacier Foreland

- **Description:** The land between a Glacier and its Moraines. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Polar Bears.

[Roll of 46 or 47]

Glacier

- **Description:** A huge regional block of ice which slowly grinds down into the lower elevations. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:**
White Wolves.
-

[Roll of 48 to 50]

Grasslands

- **Description:** Plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee- to neck-level height).
 - **Suggested Random Encounter:**
Flightless Birds.
-

[Roll of 51 or 52]

Heath / Heathland

- **Description:** Shrubland with acidic soil and woody plants.
 - **Suggested Random Encounter:**
Brownies and Changelings.
-

[Roll of 53 or 54]

Hinterlands

- **Description:** The plains which are near to a lake, ocean, sea, or major river.
 - **Suggested Random Encounter:**
Peregrines (Pilgrims) and Horses.
-

[Roll of 55 or 56]

Ice Flats / Ice Sheet

- **Description:** Plains which are covered by several feet of eerily transparent ice. (Cold and sub-arctic regions only)

- **Suggested Random Encounter:**
Zombies.
-

[Roll of 57 or 58]

Lava Plain

- **Description:** Dangerous plains with nearly-flat lava flows.
 - **Suggested Random Encounter:**
Salamander Men.
-

[Roll of 59 or 60]

Logged Land

- **Description:** Stump-covered plains which were once heavily forested.
 - **Suggested Random Encounter:**
Goblins.
-

[Roll of 61 or 62]

Lost World Lowlands

- **Description:** Plains where dinosaurs and / or primeval beasts dwell. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:**
Brontosaurus.
-

[Roll of 63 to 65]

Lowlands

- **Description:** Technically speaking, plains which lie below sea level.
 - **Suggested Random Encounter:**
Wights.
-

[Roll of 66 or 67]**Machair**

- **Description:** Grassy plains along a coastline.
 - **Suggested Random Encounter:** Lion People (Minions of Aker).
-

[Roll of 68 to 70]**Meadows**

- **Description:** Plains filled with flowering plants.
 - **Suggested Random Encounter:** Mandrake Roots.
-

[Roll of 71 or 72]**Moor / Moorland**

- **Description:** Windy upland plains with low-lying vegetation.
 - **Suggested Random Encounter:** Giant Stags.
-

[Roll of 73 or 74]**Paddock Land / Rangeland**

- **Description:** Cultivated plains with livestock, fences, and corrals.
 - **Suggested Random Encounter:** Herd Animals (tamed / shepherded).
-

[Roll of 75 or 76]**Pampas**

- **Description:** Fertile plains which mix wilderness and farmland.

- **Suggested Random Encounter:** Wild Boars.
-

[Roll of 77 or 78]**Pastures**

- **Description:** Cultivated grasslands which are used for grazing by livestock.
 - **Suggested Random Encounter:** Herdsmen (Normal Men).
-

[Roll of 79 to 81]**Plain / Plains**

- **Description:** An extensive region of flat terrain.
 - **Suggested Random Encounter:** Wild Dogs.
-

[Roll of 82 or 83]**Prairie**

- **Description:** Relatively arid Grasslands.
 - **Suggested Random Encounter:** Herd Animals (Bison, Deer, Elk, etc.) and Hunters (Tribesmen).
-

[Roll of 84 or 85]**Savanna**

- **Description:** Grasslands covered with widely-spaced trees. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Cheetahs.
-

[Roll of 86 or 87]

Shrubland

- **Description:** Plains covered with low-lying shrubs.
 - **Suggested Random Encounter:** Foxes.
-

[Roll of 88 or 89]

Snowfields

- **Description:** Plains where flurries perpetually fall. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Herd Animals (Caribou, Deer, Elk, Moose, etc.).
-

[Roll of 90 to 92]

Steppes

- **Description:** Grasslands which feature trees, but only bordering lakes and rivers.
 - **Suggested Random Encounter:** Herd Animals (Deer).
-

[Roll of 93 or 94]

Tropical Farmland

- **Description:** Cultivated tropical land, near to villages or towns. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Herd Guardians (Tribal Fighters / Normal Men).
-

[Roll of 95 or 96]

Tropical Grasslands

- **Description:** Tropical plains that are covered with grasses. Typically, these areas are windy and the grasses can be very high (from knee-to neck-level height). (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Wild Buffalo.
-

[Roll of 97 or 98]

Veldt

- **Description:** Land covered with low thorny grasses. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Lions.
-

[Roll of 99 or 00]

Volcanic Plains

- **Description:** Plains where volcanic activity is occurring near to (or sporadically on) the surface. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Fire Giants.

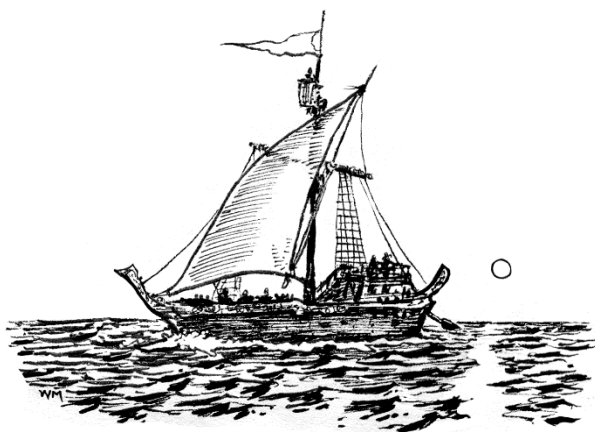


Saltwater

[Roll of 01]

Anchorage

- **Description:** A safe place where ships can lower anchors.
- **Suggested Random Encounter:** Merchants and Explorers (seafarers).



[Roll of 02]

Archipelago

- **Description:** A group of islands.
- **Suggested Random Encounter:** Cannibals (Tribesmen).

[Roll of 03]

Atoll

- **Description:** A ring-shaped Coral Reef which encircles a lagoon. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Aquatic Elves.

[Roll of 04]

Ayre / Storm Beach

- **Description:** A steep-sloped cobble beach.
- **Suggested Random Encounter:** Sea Devils.

[Roll of 05]

Barrier Bar

- **Description:** A sandbar which protects a bay from the outer sea.
- **Suggested Random Encounter:** Aquatic Ogres.

[Roll of 06]

Barrier Island

- **Description:** An island which protects a bay or lagoon from the outer sea.
- **Suggested Random Encounter:** Aquatic Hobgoblins.

[Roll of 07]

Barrier Reef

- **Description:** A large, wide Coral Reef. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Giant Eels.

[Roll of 08]

Bay

- **Description:** A shore indentation which protects ships from the larger waves of the sea.
 - **Suggested Random Encounter:** Dolphins.
-

[Roll of 09]

Baymouth Bar

- **Description:** A large Barrier Bar.
 - **Suggested Random Encounter:** Giant Snapping Turtles.
-



[Roll of 10]

Beach

- **Description:** A relatively safe sandy Shore.
 - **Suggested Random Encounter:** Buccaneers and War Dogs.
-

[Roll of 11]

Bight

- **Description:** A large Bay.
 - **Suggested Random Encounter:** Giant Crabs.
-

[Roll of 12]

Blue Hole

- **Description:** A very deep underwater sinkhole. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Stingrays.
-

[Roll of 13]

Brackish Swamp

- **Description:** A saltwater / freshwater swamp.
 - **Suggested Random Encounter:** Brine Hags.
-

[Roll of 14]

Brine Lake

- **Description:** A saltwater lake.
 - **Suggested Random Encounter:** Nixies and Fanged Fish.
-

[Roll of 15]

Calanque

- **Description:** A narrow inlet surrounded by steep cliff walls.
- **Suggested Random Encounter:** Crystal Slimes.

[Roll of 16]**Cape**

- **Description:** A large Headland.
 - **Suggested Random Encounter:** Aquatic Ghouls.
-

[Roll of 17 or 18]**Cay / Key**

- **Description:** A low sandy island on top of a Coral Reef. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Giant Crocodiles.
-

[Roll of 19 or 20]**Channel**

- **Description:** A relatively shallow reach of water between two landforms.
 - **Suggested Random Encounter:** Barracudas.
-

[Roll of 21 or 22]**Coast / Shore**

- **Description:** The fringe of an ocean or sea.
 - **Suggested Random Encounter:** Sea Lions (Morses).
-

[Roll of 23]**Coastal Desert**

- **Description:** An arid region bordering a sea or ocean, which sees very little rainfall due to unusual wind patterns. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Sand Slimes.
-

[Roll of 24]**Cobblestone Beach**

- **Description:** A beach covered in fairly large stones.
 - **Suggested Random Encounter:** Lizard Men.
-

[Roll of 25]**Coral Island**

- **Description:** A large Cay / Key. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Nomadic Merfolk.
-

[Roll of 26]**Coral Reef**

- **Description:** A long, narrow underwater structure formed by corals. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Weed Eels.
-

[Roll of 27]**Cove**

- **Description:** A small Bay.
 - **Suggested Random Encounter:** Crab Men.
-

[Roll of 28]

Cuspate Foreland

- **Description:** A triangular Foreland.
 - **Suggested Random Encounter:** Seafarers (Normal Men).
-

[Roll of 29]

Dead Sea

- **Description:** A shallow, inland saltwater sea.
 - **Suggested Random Encounter:** Crystal Slimes.
-

[Roll of 30]

Estuary

- **Description:** A mixed freshwater and saltwater region, where one or more rivers meet the sea.
 - **Suggested Random Encounter:** Sharks.
-

[Roll of 31]

Firth

- **Description:** The place where a large river meets the sea.
 - **Suggested Random Encounter:** Giant Jellyfish.
-

[Roll of 32]

Fjord

- **Description:** A short, shallow Fjord.
 - **Suggested Random Encounter:** Squids.
-

[Roll of 33]

Fjord

- **Description:** A long, deep inlet lined with cliffs formed by glacial erosion.
 - **Suggested Random Encounter:** Lesser Cyclopes.
-

[Roll of 34]

Flow

- **Description:** A shore area where the currents are altered by a river meeting the sea.
 - **Suggested Random Encounter:** Nomadic Merfolk of Loca-Rathah.
-

[Roll of 35]

Foreland

- **Description:** A long, narrow finger of sandy terrain which pushes into an ocean or sea.
 - **Suggested Random Encounter:** Dragon Turtle.
-

[Roll of 36]

Frozen Isles

- **Description:** Islands covered with ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Aquatic Ghouls.
-

[Roll of 37]

Gravel Beach

- **Description:** A beach covered in very small stones.
 - **Suggested Random Encounter:** Tritons.
-

[Roll of 38]

Gravelbars

- **Description:** Sandbars covered in gravel.
 - **Suggested Random Encounter:** Marooned Savages (Berserkers).
-

[Roll of 39]

Gulf

- **Description:** A very large Bay.
 - **Suggested Random Encounter:** Dolphins and Swordfish.
-

[Roll of 40]

Harbor / Haven

- **Description:** A Bay which is frequently used by ships.
 - **Suggested Random Encounter:** Merchants (seafarers).
-

[Roll of 41 or 42]

Headland

- **Description:** A large region of land which pushes into an ocean or sea. Headlands are defined by rising elevation and by cliff drops overlooking the water.
 - **Suggested Random Encounter:** Raven Folk.
-

[Roll of 43]

Ice Floes

- **Description:** Waters covered with patches of drift ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polar Bears.
-

[Roll of 44]

Iceberg

- **Description:** A huge mass of freshwater ice, floating in a sea or ocean. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** White Dragon.
-

[Roll of 45]

Inland Sea

- **Description:** A sea which is completely surrounded by land.
 - **Suggested Random Encounter:** Hippocampi.
-

[Roll of 46]

Inlet

- **Description:** A long, narrow Bay.
 - **Suggested Random Encounter:** Sharks.
-

[Roll of 47]

Island Chain

- **Description:** A line of islands.
 - **Suggested Random Encounter:** Manta Rays.
-

[Roll of 48]

Island Group

- **Description:** A circle or cluster of islands.
 - **Suggested Random Encounter:** Giant Sharks.
-

[Roll of 49 or 50]

Island

- **Description:** A fairly large piece of land completely surrounded by an ocean or sea.
 - **Suggested Random Encounter:** Buccaneers.
-

[Roll of 51 or 52]

Islands

- **Description:** Several fairly large pieces of land, completely surrounded by an ocean or sea.

- **Suggested Random Encounter:** Lesser Cyclopes.
-

[Roll of 53 or 54]

Islet

- **Description:** A small Island.
 - **Suggested Random Encounter:** Pirates.
-

[Roll of 55]

Isthmus

- **Description:** A narrow piece of land, bordered by two seas, which connects two larger landforms.
 - **Suggested Random Encounter:** Fog Giants.
-

[Roll of 56]

Jetty

- **Description:** An artificial branch of land and / or stones, creating a barrier / anchorage within a Bay.
 - **Suggested Random Encounter:** Buccaneers and Fighters.
-

[Roll of 57]

Lagoon

- **Description:** A shallow region of saltwater, separated from the sea by a Barrier Island, Barrier Reef or Coral Reef. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Octopuses.

[Roll of 58]**Landing**

- **Description:** A place where ships anchor and drop off cargo.
 - **Suggested Random Encounter:** Merchants and Aquatic Elves.
-

[Roll of 59]**Maelstrom**

- **Description:** A huge, dangerous Whirlpool.
 - **Suggested Random Encounter:** Mermen.
-

[Roll of 60]**Mudflat**

- **Description:** The muddy area along an ocean or sea which is not quite flooded, but always covered with puddles and rushes.
 - **Suggested Random Encounter:** Brine Hags.
-

[Roll of 61]**Narrow(s)**

- **Description:** A narrow Strait, or series of parallel minor Straits.
 - **Suggested Random Encounter:** Giant Lobsters.
-

[Roll of 62]**Northern / Southern Passage**

- **Description:** A narrow, icy strait of open water which offers a rare path through the frozen seas. Random encounters with intelligent races and monsters will be more common here. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Sea Monsters.
-

[Roll of 63]**Ocean**

- **Description:** A huge body of saltwater.
 - **Suggested Random Encounter:** Whales.
-

[Roll of 64]**Pebble Beach**

- **Description:** A beach covered in pebbles.
 - **Suggested Random Encounter:** Giant Crabs.
-

[Roll of 65 or 66]**Peninsula**

- **Description:** A large region of land which is surrounded by water on three sides. The classic example is the Arabian Peninsula.
 - **Suggested Random Encounter:** Eagles.
-

[Roll of 67 or 68]

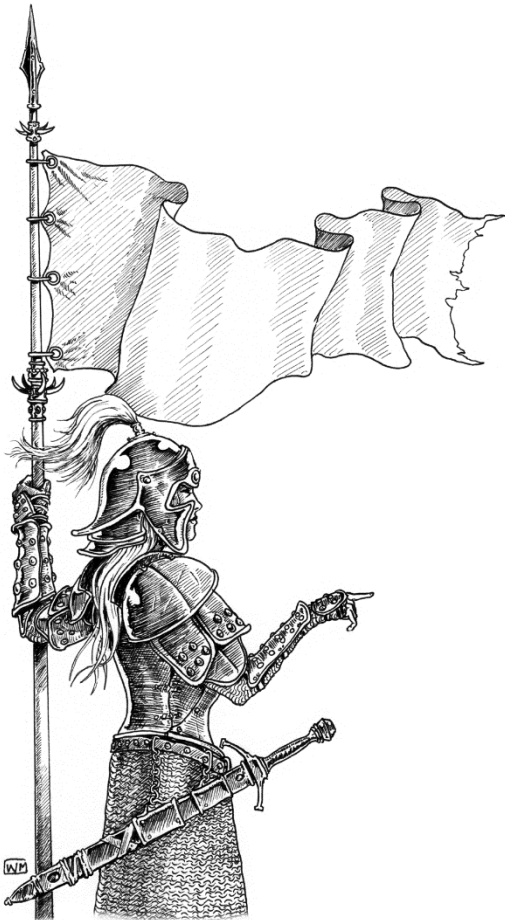
Point

- **Description:** A tapering Headland.
 - **Suggested Random Encounter:** Giant Sea Turtles.
-

[Roll of 69 or 70]

Polar Ice

- **Description:** A great mass of regional ice at the game world's North Pole or South Pole. More broadly, a very cold region of ice which never melts. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Ice Elementals.
-



[Roll of 71]

Raised Beach

- **Description:** An elevated beach which is separated from the lower shore by a small cliff.
 - **Suggested Random Encounter:** Merchants (seafarers) and Men-at-Arms.
-

[Roll of 72]

Reach

- **Description:** A very large region of a sea; perhaps differentiated from other Reaches by its depth, or its uniform currents or winds. Each Reach will be different from the others.
 - **Suggested Random Encounter:** Giant Squids.
-

[Roll of 73]

Reef

- **Description:** As differentiated from a Coral Reef, a long, narrow underwater structure formed of rock. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Giant Masher Worms.
-

[Roll of 74]

Ria

- **Description:** An inlet which was created by glaciation.

- **Suggested Random Encounter:** Aquatic Elves.
-

[Roll of 75]

Rocky Beach

- **Description:** A beach covered in large rocks and / or boulders.
 - **Suggested Random Encounter:** Stone Giants.
-

[Roll of 76]

Salt Lake

- **Description:** A large saltwater Lake.
 - **Suggested Random Encounter:** Aquatic Hobgoblins.
-

[Roll of 77]

Salt Marsh / Salt Swamp

- **Description:** A saltwater swamp.
 - **Suggested Random Encounter:** Huge Salt Spiders.
-

[Roll of 78]

Sandbars

- **Description:** A series of sandy barriers which protect a Bay from the outer sea.
 - **Suggested Random Encounter:** Sea Snakes.
-

[Roll of 79]

Sandspit

- **Description:** The coastal region of a Headland or Peninsula which is covered in sand.
 - **Suggested Random Encounter:** Lampreys (or Land Lampreys).
-

[Roll of 80]

Sandy Beach

- **Description:** A beach covered in sand.
 - **Suggested Random Encounter:** Nymphs.
-

[Roll of 81]

Sea Caves

- **Description:** Caves which are flooded, or partially flooded, by saltwater.
 - **Suggested Random Encounter:** Aquatic Ogres.
-

[Roll of 82 or 83]

Sea

- **Description:** A very large body of saltwater, which is smaller and shallower than an Ocean.
 - **Suggested Random Encounter:** Giant Jellyfish.
-

[Roll of 84]

Seastacks

- **Description:** Vertical columns of rock in a shallow sea.

- **Suggested Random Encounter:**
Sea Lions (Morses).
-

[Roll of 85 or 86]

Shallows

- **Description:** The low-depth region of a sea.
 - **Suggested Random Encounter:**
Aquatic Hobgoblins.
-

[Roll of 88]

Shingle Beach

- **Description:** A beach covered in pebbles and cobbles.
 - **Suggested Random Encounter:**
Aquatic Gargoyles.
-

[Roll of 89]

Shoals

- **Description:** Shallows formed by sandy ridges beneath the surface.
 - **Suggested Random Encounter:**
Giant Octopuses.
-

[Roll of 90]

Sound

- **Description:** A large Inlet.
 - **Suggested Random Encounter:**
Giant Sea Snakes.
-

[Roll of 91]

Spice Islands

- **Description:** Islands which harbor rare, valued types of herbs and spices. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:**
Tree Giants.



[Roll of 92]

Strait

- **Description:** A reach of water between two landforms. Compare with Channel; a Channel is relatively shallow.
 - **Suggested Random Encounter:**
Hippocampi and Merfolk.
-

[Roll of 93]**Strand / Strandflat**

- **Description:** A flat beach.
- **Suggested Random Encounter:** Walruses.

[Roll of 94]**Surge Channel**

- **Description:** A narrow Inlet with a strong, forceful current.
- **Suggested Random Encounter:** Tritons.

[Roll of 95]**Tidal Flat**

- **Description:** The muddy area along an ocean or sea which is frequently covered in very shallow water.
- **Suggested Random Encounter:** Ochre Slimes.

[Roll of 96]**Tidal Marsh**

- **Description:** A swampy Tidal Flat.
- **Suggested Random Encounter:** Strangle Kelp.

[Roll of 97]**Tide Pools**

- **Description:** A Tidal Flat which is dotted with many life-filled pools.
- **Suggested Random Encounter:** Sea Devils.

[Roll of 98]**Tombolo**

- **Description:** A roughly circular region of land on the shore of an ocean or sea, which is connected to the mainland by a narrow piece of land.
- **Suggested Random Encounter:** Tritons.

**[Roll of 99]****Tropical Island**

- **Description:** An island covered with palm trees and / or Jungle. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Pirates and War Dogs.

[Roll of 00]**Whirlpool**

- **Description:** A dangerous, swirling region of downward-pulled water.
- **Suggested Random Encounter:** Vampiric Dragonfish.

Swamps

[Roll of 01 or 02]

Backswamp

- **Description:** The area of a Floodplain where silts and clays settle (and may form quicksand).
 - **Suggested Random Encounter:** Emerald Hags.
-

[Roll of 03 or 04]

Bayous

- **Description:** Shallow forested wetlands, which are actually a broad and slow-flowing river.
 - **Suggested Random Encounter:** Poisonous Snakes.
-

[Roll of 05 to 07]

Bog

- **Description:** A Peat Bog interspersed with open pools.
 - **Suggested Random Encounter:** Bog Wights.
-

[Roll of 08 or 09]

Bogland

- **Description:** A large Bog region.
 - **Suggested Random Encounter:** Will-o'-Wisps.
-

[Roll of 10 or 11]

Brackish Swamp

Page 128 | 153

- **Description:** A saltwater / freshwater swamp.
 - **Suggested Random Encounter:** Giant Lizards.
-

[Roll of 12 or 13]

Cranberry Fen

- **Description:** A Fen where cranberry shrubs grow in abundance.
 - **Suggested Random Encounter:** Blur Pixies (Quickened Ones).
-

[Roll of 14 or 15]

Cypress Swamp

- **Description:** A forested and mossy swamp.
 - **Suggested Random Encounter:** Giant Centipedes.
-

[Roll of 16 or 17]

Deeping Gates of Elemental Water

- **Description:** A pure-water swamp of magical springs, where gates to the Elemental Plane of Water can be found. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Water Grues.
-

[Roll of 18 or 19]

Everglades

- **Description:** Shallow-water wetlands filled with tall grasses and many reptiles.

- **Suggested Random Encounter:** Poisonous Snakes.

[Roll of 20 to 22]

Fens

- **Description:** Grassy swamps of shallow mineral water.
- **Suggested Random Encounter:** Orcs and Ogres.

[Roll of 23 or 24]

Flood Mire

- **Description:** A swamp which is prone to flooding due to a nearby river.
- **Suggested Random Encounter:** Giant Rats.



[Roll of 25 or 26]

Forested Wetland

- **Description:** A forested swamp.
- **Suggested Random Encounter:** Insect Swarms.

[Roll of 27 or 28]

Frigid Swamp

- **Description:** A frozen wetland. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Hatchet Beaks.

[Roll of 29 or 30]

Fungal Swamp

- **Description:** A swamp filled with mushrooms, puffballs, and dangerous fungi.
- **Suggested Random Encounter:** Amethyst Fungi.



[Roll of 31 or 32]

Geyser Wetlands

- **Description:** A geothermal swamp.
- **Suggested Random Encounter:** Mephitic Imps.

[Roll of 33 or 34]

Haunted Swamp

- **Description:** A swamp where non-corporeal undead lair.
- **Suggested Random Encounter:** Wraiths.



[Roll of 35 or 36]

Icy Floodland

- **Description:** An icy Floodplain which is currently underwater and under ice, due to flooding. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Zombies (Drowned Ones).

[Roll of 37 or 38]

Lost World Swamp

- **Description:** A swamp where dinosaurs and / or primeval beasts

dwell. (Tropical and sub-tropical regions only)

- **Suggested Random Encounter:** Velociraptors.

[Roll of 39 or 40]

Mangrove Swamp

- **Description:** A tropical saltwater swamp with large bushes and shrubs. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Monkeys (or Beastmen).

[Roll of 41 to 43]

Marsh

- **Description:** A swamp where herbs are the predominant plant life.
- **Suggested Random Encounter:** Frogmen.

[Roll of 44 to 46]

Marshland

- **Description:** A large Marsh.
- **Suggested Random Encounter:** Giant Poisonous Frogs.

[Roll of 47 to 49]

Mire

- **Description:** A dangerous Bog or Fen.
- **Suggested Random Encounter:** Giant Leeches.

[Roll of 50 or 51]**Morass**

- **Description:** A swamp with many mud and quicksand regions.
 - **Suggested Random Encounter:** Dun Slimes.
-

[Roll of 52 or 53]**Moss**

- **Description:** A swamp filled with clubmoss.
 - **Suggested Random Encounter:** Strangle Weeds.
-

[Roll of 54 or 55]**Murk**

- **Description:** A misty, muddy swamp.
 - **Suggested Random Encounter:** Large Scorpions.
-

[Roll of 56 or 57]**Mushroom Swamp**

- **Description:** A swamp filled with mushrooms. When compared to a Fungal Swamp, a Mushroom Swamp has mostly edible mushrooms and very few deadly / poisonous / monstrous forms of fungi.
 - **Suggested Random Encounter:** Fungus Men.
-

**[Roll of 58 or 59]****Muskeg Land**

- **Description:** A cold peat and moss marsh. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Wildcats.
-

[Roll of 60 to 62]**Peat Bog / Peatland**

- **Description:** An alkaline marsh filled with peat moss.
 - **Suggested Random Encounter:** Giant Toads.
-

[Roll of 63 or 64]**Permafrost Bog**

- **Description:** A cold swamp filled with thin plates of ice. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Bog Wights.
-

[Roll of 65 or 66]

Poisonous Swamp

- **Description:** A swamp where dangerous fogs and vapors are created due to rotting vegetation.
 - **Suggested Random Encounter:** Giant Poisonous Snakes.
-

[Roll of 67 to 69]

Quagmire

- **Description:** A deadly Mire, with mud and quicksand regions.
 - **Suggested Random Encounter:** Giant Wasps.
-

[Roll of 70 or 71]

Quicksand Flats

- **Description:** A swampy region filled with many deep pools of quicksand. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Flying Insect Swarms.
-

[Roll of 72 or 73]

Quicksand Forest

- **Description:** A forested swamp filled with many deep pools of quicksand. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Gremlins.
-

[Roll of 74 to 76]

Salt Marsh / Salt Swamp

- **Description:** A saltwater swamp.
 - **Suggested Random Encounter:** Kobolds.
-

[Roll of 77 or 78]

Savanna Marshland

- **Description:** A hybrid Savanna and Marsh region. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Hyaenodons.
-

[Roll of 79 or 80]

Shrub Swamp

- **Description:** A swamp where shrubs are the dominant form of plant life.
 - **Suggested Random Encounter:** Gnomes.
-

[Roll of 81 to 83]

Slough

- **Description:** A shallow swamp with low muddy hills.
 - **Suggested Random Encounter:** Ghosts.
-

[Roll of 84 or 85]

Sump

- **Description:** A dangerous swampy lowland where dangerous liquids

collect (alchemical waste, magical waters, poisonous waters, slime-generating waters, etc.).

- **Suggested Random Encounter:** Gray Slimes.

[Roll of 86 or 87]

Swale

- **Description:** A relatively dry swamp, filled with rotting vegetation.
- **Suggested Random Encounter:** Swamp Shamblers.



[Roll of 88 to 90]

Swamp

- **Description:** A forested Wetland.
- **Suggested Random Encounter:** Tentacle Beasts.

[Roll of 91 or 92]

Sweltering Quagmire

- **Description:** A hot, foggy Quagmire region. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Fog Giants.

[Roll of 93 to 95]

Tidal Marsh

- **Description:** A swampy Tidal Flat.
- **Suggested Random Encounter:** Hunters (Tribesmen).

[Roll of 96 or 97]

Tropical Peat Swamp

- **Description:** A hot, misty Peat Bog. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Will-o'-Wisps.

[Roll of 98 to 00]

Wetlands

- **Description:** A region covered with shallow water and vegetation.
- **Suggested Random Encounter:** Su Beasts.



Wastelands

[Roll of 01]

Alkali Flat

- **Description:** A dry, salty lake bed.
 - **Suggested Random Encounter:** Giant Centipedes.
-

[Roll of 02 or 03]

Alkali Sink

- **Description:** A dry, deep, salty lake bed.
 - **Suggested Random Encounter:** Giant Toads.
-

[Roll of 04 or 05]

Arctic / Antarctic Waste

- **Description:** An icy region at the game world's North Pole or South Pole, where vegetation cannot grow. Alternately, a very cold region elsewhere where the same conditions predominate. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Ice Elementals.
-

[Roll of 06 or 07]

Ashen Sea

- **Description:** An apocalyptic Dune Sea, made of ash instead of sand. Deadly storms and drowning pits will be common here. (Tropical and sub-tropical regions only)

- **Suggested Random Encounter:** Mummies.
-

[Roll of 08]

Banelands

- **Description:** Lands which have been corrupted and destroyed by chaotic evil magic. Monsters here may be possessed and / or driven mad.
 - **Suggested Random Encounter:** Di Manes Demonlings.
-

[Roll of 09 or 10]

Barchan Dunes

- **Description:** An area of low crescent-shaped dunes.
- **Suggested Random Encounter:** Jackals and Werejackals.

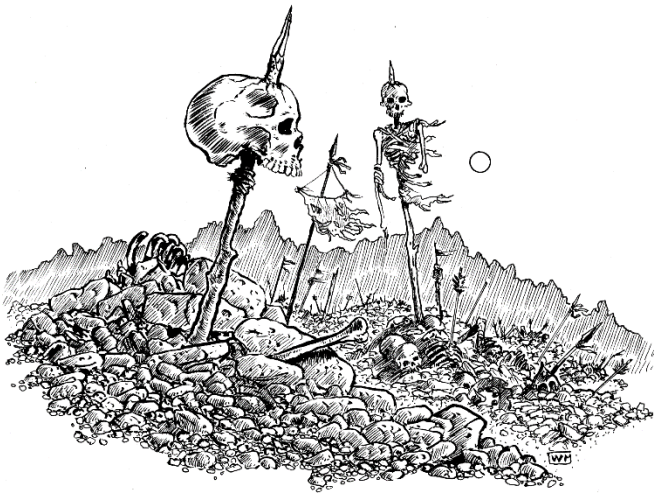


[Roll of 11 or 12]**Barrens**

- **Description:** A dry region of acidic soils.
 - **Suggested Random Encounter:** Dire Wolves.
-

[Roll of 13 or 14]**Battlefield**

- **Description:** A region where vegetation can no longer grow, due to an ancient battle which resulted in a curse, undead plague, and / or release of evil magic.
- **Suggested Random Encounter:** Armored Zombies.



[Roll of 15 or 16]**Battlegrounds**

- **Description:** A region of many Battlefields.

- **Suggested Random Encounter:** Armored Skeletons.
-

[Roll of 17]**Blight Lands**

- **Description:** A land where the low surviving vegetation is corrupted, dying, and / or diseased.
 - **Suggested Random Encounter:** Giant Plague Rats.
-

[Roll of 18]**Bone Fields**

- **Description:** A Battlefield covered in bones and skulls.
 - **Suggested Random Encounter:** Beast Skeletons.
-

[Roll of 19]**Burned Forest Wastes**

- **Description:** An ashy Wasteland caused by the recent destruction of a forest by fire.
 - **Suggested Random Encounter:** Mephitic Imps.
-

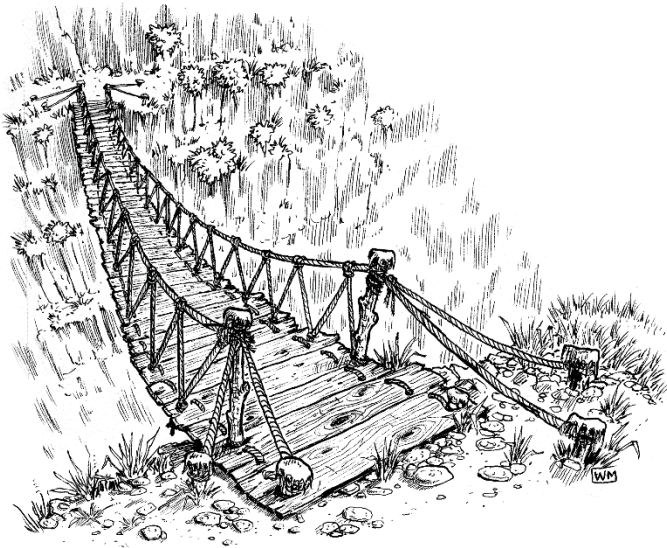
[Roll of 20]**Burned Jungle Wastes**

- **Description:** An ashy Wasteland caused by the recent destruction of a Jungle by fire. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Living Shadows.

[Roll of 21 or 22]

Canyon Lands

- **Description:** An area with many shallow Canyons.
- **Suggested Random Encounter:** Bugbears.



[Roll of 23]

Chaos Wastes

- **Description:** Lands which have been corrupted and destroyed by chaotic or magic. Monsters here may be mutated and / or devolved.
- **Suggested Random Encounter:** Mutants.

[Roll of 24 or 25]

Dead Lands

- **Description:** A large region of Emptiness.

-
- **Suggested Random Encounter:** Skeletons.
-

[Roll of 26 or 27]

Desert

- **Description:** A “general” dry, hostile region with very little rainfall.
 - **Suggested Random Encounter:** Bactrian Camels.
-

[Roll of 28 or 29]

Desolation

- **Description:** A gloomy, misty, and / or dying Desert.
 - **Suggested Random Encounter:** Large Pedipalps (Sun Spiders).
-

[Roll of 30 or 31]

Dried Mud Flats

- **Description:** A large region of Alkali Flats.
 - **Suggested Random Encounter:** Shadow Hounds.
-

[Roll of 32 or 33]

Dry Lake

- **Description:** A future Alkali Flat, where the lake has just recently evaporated.
 - **Suggested Random Encounter:** Giant Toads.
-

[Roll of 34 or 35]**Dune Lands**

- **Description:** A Wasteland with many hilly Dune-covered regions.
 - **Suggested Random Encounter:** Giant Vultures.
-

[Roll of 36 or 37]**Dune Sea**

- **Description:** A very large region of Dune Lands.
 - **Suggested Random Encounter:** Dromedary Camels.
-

[Roll of 38]**Ebony Ice**

- **Description:** A magical, ancient area where very deep black ice mysteriously covers the earth. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Animated Statues (or similar sentinels of some kind).
-

[Roll of 39 or 40]**Emptiness**

- **Description:** A Desert completely devoid of vegetation.
 - **Suggested Random Encounter:** Spectres.
-

[Roll of 41]**Enchanted Ice of Many Hues**

- **Description:** A magical area where crystalline, strangely-colored and highly transparent ice covers the earth. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Polypous Ones.
-

[Roll of 42 or 43]**Erg**

- **Description:** A windy, dangerous Dune Sea.
 - **Suggested Random Encounter:** Air Elementals and Djinni.
-

[Roll of 44 or 45]**Frozen Desert**

- **Description:** A frigid stretch of stone and soil, largely devoid of ice and snow (perhaps due to wind). (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Tusked Hobgoblins.
-

[Roll of 46 or 47]**Frozen Wasteland**

- **Description:** A sandy Frozen Desert. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Goblin Skeletons.
-

[Roll of 48]**Geyser Snowfields**

- **Description:** A snowy geothermal region. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Fog Giants.
-

[Roll of 49 or 50]

Geyser Wastes

- **Description:** A Wasteland where occasional geothermal pools can be found.
 - **Suggested Random Encounter:** Wyverns.
-

[Roll of 51 or 52]

Gibber

- **Description:** A Desert paved with gravel and pebbles, as opposed to sand.
 - **Suggested Random Encounter:** Giant Lizards.
-



[Roll of 53 or 54]

Harrow

- **Description:** A Desert which has formed where arid Farmland has dried out.
 - **Suggested Random Encounter:** Skeletons and Zombies.
-

[Roll of 55]

Hoodoo Wasteland / Ventifact Wasteland

- **Description:** A Wasteland filled with eerie, strangely-shaped rock pillars (caused by wind).
 - **Suggested Random Encounter:** Manticores.
-

[Roll of 56 or 57]

Icy Barrens

- **Description:** A dry, frigid region of icy acidic soils. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Ice Elementals.
-

[Roll of 58]

Irradiated Wasteland

- **Description:** An ancient Wasteland created by a nuclear war which occurred thousands of years ago.
 - **Suggested Random Encounter:** Mutants.
-

[Roll of 59 or 60]

Loess Desert

- **Description:** A desert filled with silty outcroppings.
- **Suggested Random Encounter:** Dervishes and Bactrian Camels.

[Roll of 61]

Lost World Wasteland

- **Description:** A Wasteland where dinosaurs and / or primeval beasts dwell. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Plateosaurs.

[Roll of 62 or 63]

Malpais

- **Description:** An ancient, but largely un-eroded, volcanic Wasteland.
- **Suggested Random Encounter:** Hell Hounds.

[Roll of 64 or 65]

Mirage Wastes

- **Description:** A salty, reflective Desert which creates mirages.
- **Suggested Random Encounter:** Crocutas.

[Roll of 66]

Monsoon Desert

- **Description:** A Desert which occasionally sees torrential rainfalls.
- **Suggested Random Encounter:** Frogmen.

[Roll of 67 or 68]

Obsidian Flats

- **Description:** An ancient volcanic reach of sharp rocks and black glass. (Tropical and sub-tropical regions only)
- **Suggested Random Encounter:** Living Obsidian Statues.

[Roll of 69]

Outwash Fan

- **Description:** A fan-shaped area of gravel and sediment, caused by the flow of streams or rivers from a glacier. (Cold and sub-arctic regions only)
- **Suggested Random Encounter:** Herd Animals (Reindeer).

[Roll of 70 or 71]

Playa

- **Description:** A large Alkali Flat.
- **Suggested Random Encounter:** Flesh-Eating Scarab Swarms.

[Roll of 72 or 73]

Poisonous Desert

- **Description:** A Desert where the remaining withered plants are poisonous, and perhaps even monstrous.
- **Suggested Random Encounter:** Golden Mold Colonies.

[Roll of 74]

Polar Desert

- **Description:** A Frozen Desert at the game world's North or South Pole. Alternately, a very cold region elsewhere where the same conditions predominate. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Wraiths.
-

[Roll of 75 or 76]

Rain Shadow Desert

- **Description:** A nearly waterless Desert adjacent to a windy sea. (Tropical and sub-tropical regions only)
 - **Suggested Random Encounter:** Living Stone Statues.
-

[Roll of 77 or 78]

Reg

- **Description:** A large, stony Gibber.
 - **Suggested Random Encounter:** Tusked Hobgoblins.
-

[Roll of 79 or 80]

Rock Desert / Stony Desert

- **Description:** A Gibber which is covered with large rocks, as opposed to gravel and pebbles.
-

[Roll of 81]

Sabkha

- **Description:** A large region of Salt Flats.
 - **Suggested Random Encounter:** Flightless Birds.
-

[Roll of 82 or 83]

Salt Flats

- **Description:** A white, radiant reach of salt Desert.
 - **Suggested Random Encounter:** Vultures.
-

[Roll of 84 or 85]

Salt Pan

- **Description:** A small region of Salt Flats.
 - **Suggested Random Encounter:** Orcs.
-

[Roll of 86]

Salted Earth

- **Description:** A Wasteland caused by ancient warfare, where the victors salted and magically contaminated the conquered people's soils to make certain that nothing could grow there.
 - **Suggested Random Encounter:** Spectres.
-

[Roll of 87 or 88]

Sand Sea / Sand Sheet

- **Description:** A Dune Sea where the Dunes are low-lying.
 - **Suggested Random Encounter:** Nomads and Dromedary Camels.
-

[Roll of 89 or 90]

Sandur / Outwash Plain

- **Description:** A huge area of gravel and sediment, caused by the flow of streams or rivers from a glacier. (Cold and sub-arctic regions only)
 - **Suggested Random Encounter:** Huge Spiders.
-

[Roll of 91 or 92]

Sandy Desert

- **Description:** A Desert with very few rocky formations.
 - **Suggested Random Encounter:** Spitting Snakes.
-

[Roll of 93]

Scarred Lands

- **Description:** Violently magical Wastelands, where an ancient cataclysm has left fractures in reality.
 - **Suggested Random Encounter:** Mi-Go.
-

[Roll of 94]

Scree Land

- **Description:** A Desert of low cliffs and rocky slopes.

- **Suggested Random Encounter:** Flying Insect Swarms (Locusts).
-

[Roll of 95]

Tradewind Desert

- **Description:** A Desert which is frequently crossed by caravans.
 - **Suggested Random Encounter:** Merchants (desert caravans).
-

[Roll of 96 or 97]

Waste

- **Description:** A small Wasteland.
 - **Suggested Random Encounter:** Giant Locusts.
-

[Roll of 98 or 99]

Wasteland

- **Description:** A bleak desert where lifeforms (and therefore random encounters) are infrequent.
 - **Suggested Random Encounter:** None (without specific GM decision and intervention).
-

[Roll of 00]

Yardang Desert

- **Description:** A windy desert filled with tiered rock formations.
 - **Suggested Random Encounter:** Lesser Djinni.
-

The Luring Rumor Generator

(D100)

When you as the Game Master are creating a new Realm of Entropy, you will want to find a way to encourage the players to think about having their Player Characters go there. Sometimes, you can simply say “This week, your party is wandering through the wilderness and ...” But most players will not accept that level of railroading and GM compulsion.

A fairer (and more old school) approach is to seed the PCs’ current urban locale with new and enticing rumors about a strange place. You can figure out how they are going to get there, and all of the details of that place, a little later on (and with some considerable help from supplement GWG2, the Oldskull Adventure Generator). But for now, you will probably want to generate between 12 and 20 rumors concerning your new Realm of Entropy. Most of these “luring” rumors (unlike dungeon rumors, which can be very deceitful and misleading) should be either (a) true, (b) mostly true, (c) true with conditions, or (d) false in a way that leads to something even better. The goal is not to put the players on their guard, but rather to make them want to drop what they’re doing and to explore your strange new world.

And why would you design those rumors now, before you know what’s going on? Simply, because they can serve as a potential design aid when you’re figuring out the details of the Realm of Entropy. If you create a rumor that states, “The orc

tribes in (the Realm) are at war with the dwarf clans there over newly-discovered platinum deposits,” you now know that you need to create some orc tribes, dwarf clans, and caves with platinum in them. If you have at least a dozen such rumors, you will have a considerable amount of idea fodder to guide your further detailing of the region.

The Oldskull Adventure Generator covers these types of creative topics in much more detail, but this book’s nexus of potential rumors should get you started. Each generated rumor will be a very general and cryptic template, such as “Dangerous and Lucrative Gods.” It’s up to you to refine that vague template into something specific. For example:

Who are the gods that are dangerous and lucrative? That depends on the Realm of Entropy, its climate, its terrain, and its location in your game world. If you have a cold mountainous region, you might want to use the Norse Mythos. If you have a tropical forest region, you might want to use an African Mythos. You can research individual deities of interest, and decide which ones will have a presence in the realm. And even if they are not personally there, they might be there in spirit (as avatars); or they might potentially be summoned by various factions or actions; or they might well have active priesthoods or settlements which worship them.

Why are the gods dangerous? Most likely, it’s because they have a severe alignment clash with the PCs, and / or they find outsiders distasteful. Even if the PCs are good, the gods of the realm might greatly distrust the adventurers and their motives ... especially if one or more of the PCs are clerics of another mythos.

Why are the gods lucrative? They might have worshippers who have lots of treasure. Or, there might be a subterranean temple filled with traps and sacred riches. Or, if the PCs can convince one or more of the gods that they are worthy of trust and a granted quest, then a god (or the god's followers) might provide a significant reward for the PCs' potential adventuring success.

When you are generating luring rumors and answering these questions for yourself, you will want to consider the following variables: [1] the name of the realm; [2] the unusual monsters there; [3] the common / random encounter monsters there; [4] the climate; [5] the terrain type; [6] the terrain sub-type(s); [7] the potential cultural or real world motif(s) you will draw inspiration from; and [8] the realm's place in your game world. Knowing those eight factors will allow you to change "Dangerous and Lucrative Gods" into "Priests of Hades and priestesses of Artemis are vying for dominance over a rare outcropping of crystalline adamant which has emerged from out of the nether, somewhere deep within the beast-filled wilderlands."

The First Rumor Roll:

The Impetus of Interest

Most rumors which entice players (and PCs) will fall into one or more of these six categories:

Dangerous: The rumor promises perilous adventure, and violent death (hopefully for the bad guys, not the PCs).

Emerging: The rumor involves something that has just recently happened or is newly discovered, and that thing is amazing. There is a race between the PCs and NPCs to determine who can exploit the rumored thing first. Emerging things can come from the netherworld, another dimension, another land, another time, out of the wilderness from a source of magic, etc.

Lucrative: The rumor concerns treasure, a reward, or some kind of power (magic items, spells, knowledge, influence, etc.).

Mysterious: The rumor is designed to intrigue the players, and the only way to answer their questions is for the PCs to go there and find out the truth for themselves. Making things mysterious is quite easy, but it involves understanding your players' psychology. If one of your players (in real life) is fascinated by strange plants, then the rumor might involve all of the vegetation in the realm becoming sentient, or mobile, or turning white and generating spells, or whatever.

Threatened: The person, place, or thing that the rumor concerns is about to be wiped out, destroyed, stolen, conquered, or something similar. This creates another "race against time" motivation.

Wondrous: The rumor involves something amazing that the PCs have never seen before. It's probably something that shouldn't exist, or that used to exist but has been lost, or something that the players have wanted to see in the campaign that you've deprived them of (until now). Use your imagination.

To determine the rumor's interest vector, roll 1D100 and consult the following:

[Roll of 01 to 07] Dangerous

[Roll of 08 to 14] Emerging

[Roll of 15 to 21] Lucrative

[Roll of 22 to 28] Mysterious

[Roll of 29 to 34] Threatened

[Roll of 35 to 40] Wondrous

[Roll of 41 to 44] Dangerous and Emerging

[Roll of 45 to 48] Dangerous and Lucrative

[Roll of 49 to 52] Dangerous and Mysterious

[Roll of 53 to 56] Dangerous and Threatened

[Roll of 57 to 60] Dangerous and Wondrous

[Roll of 61 to 64] Emerging and Lucrative

[Roll of 65 to 68] Emerging and Mysterious

[Roll of 69 to 72] Emerging and Threatened

[Roll of 73 to 76] Emerging and Wondrous

[Roll of 77 to 80] Lucrative and Mysterious

[Roll of 81 to 84] Lucrative and Threatened

[Roll of 85 to 88] Lucrative and Wondrous

[Roll of 89 to 92] Mysterious and Threatened

[Roll of 93 to 96] Mysterious and Wondrous

[Roll of 97 to 00] Threatened and Wondrous



The Second Rumor Roll:

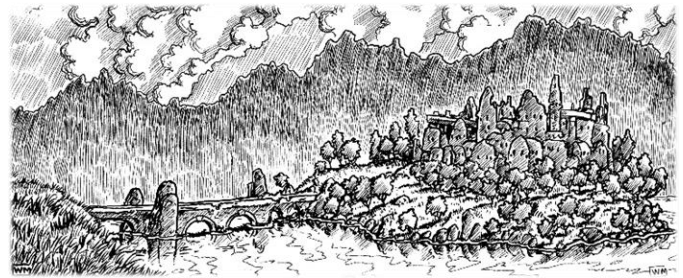
The Subject of Concern

The second roll simply involves the general topic template for the rumor. As detailed above, you will need to flesh out the implied details using the eight variables relevant to your current game (realm name, monsters present, etc.).

To designate the rumor's topic template, roll 1D100 and consult the following:

- [Roll of 01 to 03]** Adventurers / Expedition
- [Roll of 04 to 06]** Artifact / Relic
- [Roll of 07 to 09]** Beasts (or Unintelligent Creatures)
- [Roll of 10 to 12]** Caves / Netherworld
- [Roll of 13 to 15]** Chaotic / Evil Characters
- [Roll of 16 to 18]** Chaotic / Evil Monsters
- [Roll of 19 to 21]** Demi-Humans (or Enclave)
- [Roll of 22 to 24]** Dungeon / Stronghold
- [Roll of 25 to 27]** Faction or Secret Society
- [Roll of 28 to 30]** Gems / Jewels
- [Roll of 31 to 33]** Gods (or Other High Powers)
- [Roll of 34 to 36]** Herbs / Plants
- [Roll of 37 to 39]** Hidden Sub-Region
- [Roll of 40 to 42]** History (or Repeating Event / Festival)
- [Roll of 43 to 45]** Humanoids (or Tribe)
- [Roll of 46 to 48]** Humans (or Settlement)
- [Roll of 49 to 51]** Lawful / Good Characters
- [Roll of 52 to 54]** Lawful / Good Monsters
- [Roll of 55 to 57]** Magic / Supernatural Phenomenon
- [Roll of 58 to 60]** Missing Person or Thing
- [Roll of 61 to 63]** Mythos / Otherworldly Horrors

- [Roll of 64 to 66]** Natural Disasters / Metamorphosis
- [Roll of 67 to 69]** Natural Resources
- [Roll of 70 to 72]** Neutral Characters
- [Roll of 73 to 75]** Neutral Monsters
- [Roll of 76 to 78]** Passes / Paths / Roads
- [Roll of 79 to 81]** Ruins / Monuments



- [Roll of 82 to 84]** Season / Time
- [Roll of 85 to 87]** Settlement (Village / Town / City)
- [Roll of 88 to 90]** Terrain / Specific Locale
- [Roll of 91 to 93]** Treasure / Magic Items
- [Roll of 94 to 96]** Water (Freshwater / Saltwater)
- [Roll of 97 to 99]** Weather / Natural Phenomenon
- [Roll of 00]** Roll Twice

If you require additional assistance with turning rumor templates into rumor details for your first Realm of Entropy, I recommend the “approach of three.” This simply means that you go through all of the categories in the prior table, come up with three possibilities for each and then

select one (using your preferences or 1D6) whenever you have the need.

Here is a set of “threes” as an example to get you started:

Adventurers / Expedition: [1-2] Elves and Halflings, [3-4] Assassins and Thieves, [5-6] Dwarves and Gnomes.

Artifact / Relic: [1-2] The Crown of the Faerie Queene, [3-4] The Excalibur Shard, [5-6] The Soul Crystal of Osiris.

Beasts (or Unintelligent Creatures): [1-2] Bears, [3-4] Wolves, [5-6] Birds of Prey.

Caves / Netherworld: [1-2] Subterranean Temple, [3-4] Slime Caves, [5-6] The Eternal Downward Spiral.

Chaotic / Evil Characters: [1-2] Bounty Hunters, [3-4] Bandits and Half-Orc Chieftain, [5-6] The Dread Cryomancers.

Chaotic / Evil Monsters: [1-2] Gnoles, [3-4] Entanglers, [5-6] Giant Spiders.

Demi-Humans (or Enclave): [1-2] Badger Clan Gnomes, [3-4] Wood Elves of the Ash Spear, [5-6] Halflings of the Undershire.

Dungeon / Stronghold: [1-2] The Haunted Dwarven Forge, [3-4] The Spire of Phantastes, [5-6] The Cellars Beneath the Ivory Chapel.

Faction or Secret Society: [1-2] The Cabal of the Jeweled Mask, [3-4] The Unrelenting Priests of Set, [5-6] The Dwarven Conclave of Azal-Thum.

Gems / Jewels: [1-2] Newly-Discovered Ruby Deposits, [3-4] Mined-Out Diamond Veins, [5-6] Eerie Bloodstone Crystals.

Gods (or Other High Powers): [1-2] Thor, [3-4] Huitzilopochtli, [5-6] The Ulthrogorgon.

Herbs / Plants: [1-2] Ensorcelled Mandrake Root, [3-4] Black Lotus Blossoms, [5-6] Comfrey Healing Herbs.

Hidden Sub-Region: [1-2] The Stairs of Deeper Slumber, [3-4] Lost Vale of Hutar’kari, [5-6] Illusion-Veiled Cave of Mystery.

History (or Repeating Event / Festival): [1-2] The Coming of the Queen of Swords, [3-4] The Midsummer Gathering of the Briar Druids, [5-6] The Errant Solstice of the Blood Moon.

Humanoids (or Tribe): [1-2] The Splintered Tooth Goblins, [3-4] The Orcs of the Purple Mist, [5-6] The Shroud-Mantle Bugbear Clan.

Humans (or Settlement): [1-2] The Woodsmen of the Imperiled Reach, [3-4] The Badgerbear Trophy Trading Post, [5-6] The Plague Village Upon the Borderland.

Lawful / Good Characters: [1-2] The Chivalric Order of the Unicorn Maiden, [3-4] The Praetorians of the Lost Emperor, [5-6] The Sanctifiers of the Accursed Shrines.

Magic / Supernatural Phenomenon: [1-2] The Rain of Translucent Pyres, [3-4] The Revelation of the Sky Bridge, [5-6] The Umbral Maw of Tartarus.

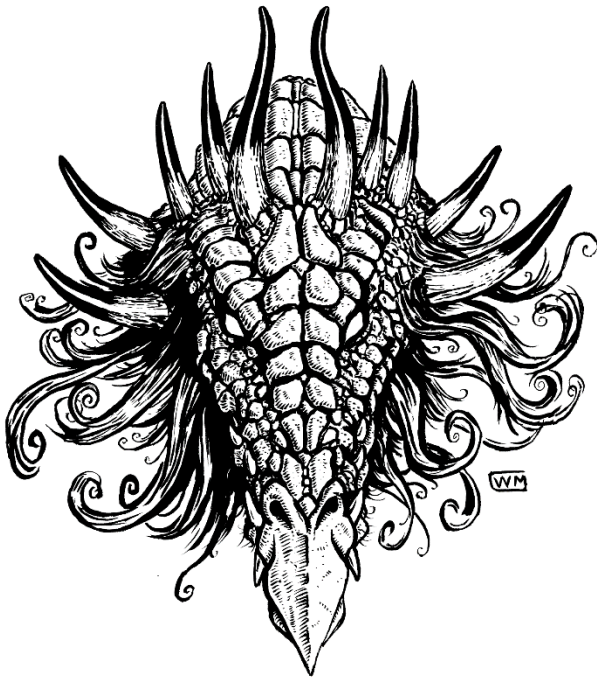
Missing Person or Thing: [1-2] The Princess of the Sable Court, [3-4] The Prism of the Thousand Unknown Worlds, [5-6] The Lost Map to the City of Brass.

Mythos / Otherworldly Horrors: [1-2] Shub-Niggurath, [3-4] The Beast of the Apocalypse, [5-6] The Lord in Ebon, Nyarlathotep.

Natural Disasters / Metamorphosis: [1-2] Earthquakes, [3-4] Ravaging Floods, [5-6] The Contagion of the Warping Disease.

Natural Resources: [1-2] Hides and Furs, [3-4] Spices (Saffron, Cinnamon, etc.), [5-6] Elfbolts and Crystalline Geodes.

Neutral Characters: [1-2] Wild Elves, [3-4] Lions Rampant Mercenary Company, [5-6] Roma Caravan.



Neutral Monsters: [1-2] Stone Giants, [3-4] Werebears of the White Dolmen, [5-6] Mist Dragons.

Passes / Paths / Roads: [1-2] The Way of the Shifting Stones, [3-4] Three Dagger Pass, [5-6] The Windward Path.

Ruins / Monuments: [1-2] The Fading Ziggurat, [3-4] Cromlech of the Fire Giant, [5-6] Standing Stones of the Wild Hunt.

Season / Time: [1-2] Early Spring, [3-4] Aberrant Change of Seasons, [5-6] The Moment of the Rising Sun.

Settlement (Village / Town / City): [1-2] Guilderspur Hamlet, [3-4] Lost Bridgton, [5-6] The Vanishing City of Erenvidia.

Terrain / Specific Locale: [1-2] The Quicksand Pits, [3-4] The Wandering Dunes, [5-6] The Unfinished Aqueduct of the Last Legion.

Treasure / Magic Items: [1-2] Vorpal Blade, [3-4] Necromancer's Grimoire, [5-6] Cache of the River Pirates.

Water (Freshwater / Saltwater): [1-2] The River of the Dead, [3-4] Venomous Seasonal River, [5-6] The Unpredictable Tide.

Weather / Natural Phenomenon: [1-2] The Season of Drought, [3-4] Strange Rolling Fog Banks, [5-6] Torrential Downpour.



Using these results and the provided guidelines, you could detail a template result of "Emerging and Mysterious Terrain / Specific Locale" (for example) as a tempting rumor such as, "It is said that the Wandering Dunes have revealed a translucent metallic vault door within a massive stone wall of great antiquity, engraved with a single name in ancient Elvish. Many have seen the door, but none can open it."

You should of course use your own data elements in this type of system whenever you're designing a region in your game world that you already have some general ideas about (terrain-wise, monster-wise, mythos-wise, etc.). But if you're starting from scratch, you can print the above table, delete entries that are used, and

add new terms to replace the deleted ones over time. Delete entries that you don't like, and add your own. In this manner your own realms will grow organically, being random within a fixed and predictable range of predetermined results. Then, as you gain confidence in your own creativity and ideas, you can drop the "approach of three" system entirely and simply derive new results from your imagination.

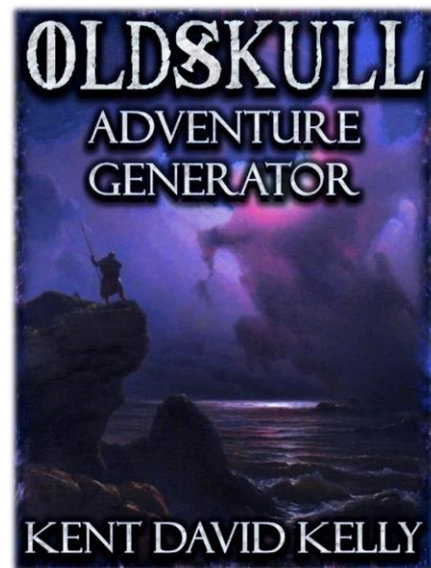
Once you get the hang of it, you can use this system to provide hundreds of leads to exciting new realms, building your game world in ever-expanding directions one Realm of Entropy at a time.

Where to Go from Here

Now that you have all of these wilderness idea generation tools at your disposal, you may want additional assistance with the finer aspects of your developing creative project. So where do you go?

If you're ready to begin mapping the realm for further design and PC exploration, I recommend using a tool such as Hexographer to generate and sculpt terrain. (Wonderland Imprints is not affiliated with Hexographer, but the author finds it to be a very worthy tool for wilderness mapping.)

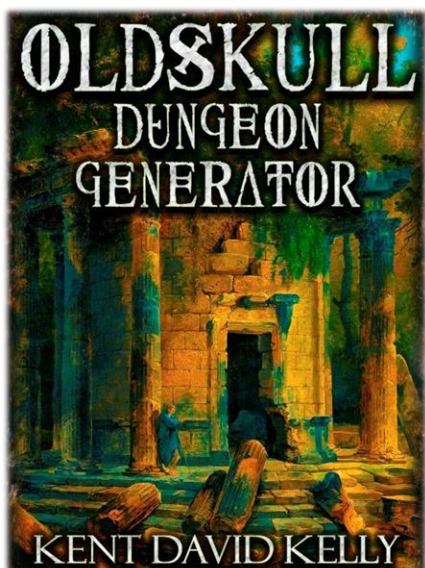
If you want to detail the region's features, lairs, plots, villains, heroes, and adventure opportunities, you may want to use the Oldskull Adventure Generator to do that.



[Oldskull Adventure Generator](#)

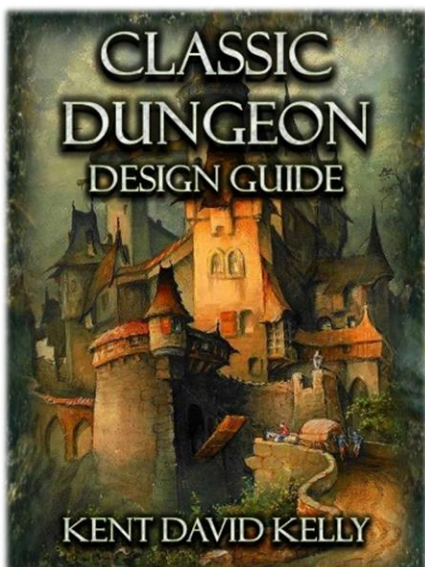
If you'd like to place a random starter dungeon in the realm for future exploration, the Oldskull Dungeon

Generator, Level 1 is specifically suited to helping you with the initial build and contents of each room.



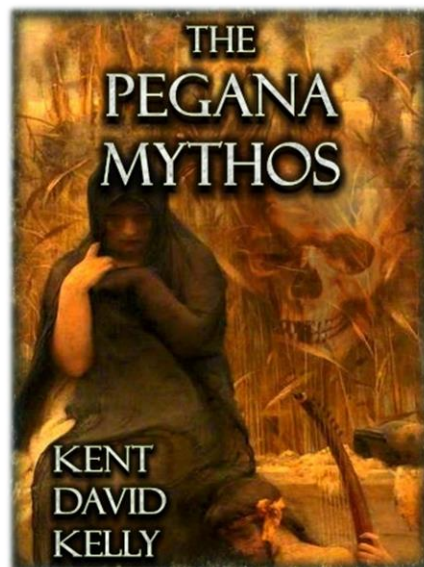
[Oldskull Dungeon Generator, Level I](#)

For a more ambitious dungeon design, or a mega-dungeon, you can use the Classic Dungeon Design Guide series.



[The Classic Dungeon Design Guide, Book I](#)

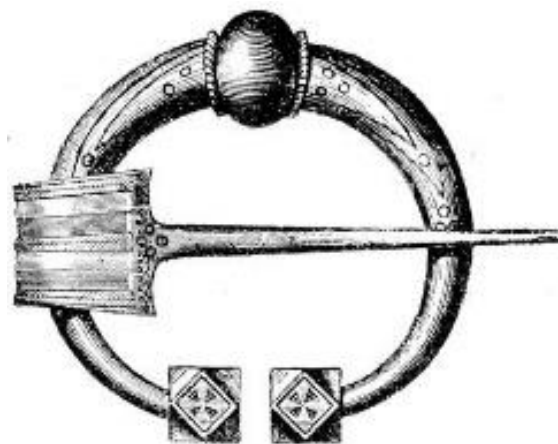
And if you want to come up with an instant mythos and adventure hook series to mark your new realm as an exotic and dangerous place, I recommend using The Pegana Mythos (of Lord Dunsany).



[The Pegana Mythos](#)

I hope you have found this guide to wilderness realm generation helpful and thought-provoking. Until next time, may you never fall into a nest of angry badgerbears during the wild moon season!

~K



About the Author

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with

random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

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