



An adventure toolkit for
Neoclassical Geek Revival
by Zzarchov Kowolski

Lost. | in the wilderness

Lost in the wilderness

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N·G·R
NEOCLASSICAL GEEK REVIVAL

Random encounters are an important component of any great game. They do three critically important things. They generate a lot of content with minimal prep time for the time starved GM. They throw monkey wrenches into the best laid plans of players and antagonists alike to create suspense and tension. They are a tremendous tool for worldbuilding that allows you to show players what the world is like, rather than merely tell them with an info dump.

The method I use for generating random encounters are seed tables. I roll a single **d8**, **d6**, and **d4** and then divine a complex encounter from their results like a teary eyed cromniomancer. The d8 will indicate the *local* terrain, the d6 will indicate any *antagonists*, and the d4 will add an extra kick of potentially *unusual* activity. What is more patterns in the numbers will add more wrinkles to the encounters. Two or three of a *kind*, a *run* of three, or rolling an *18* are important elements when crafting an encounter from the result. The sum of the three dice (Σ) is often used within the encounters themselves. It is important to stress that you *only roll the dice once* for each encounter. If a d6 result says Σ orcs with d8 goblins, the number of goblins will be based on the terrain result and the number of orcs based on the sum of three dice. The encounters are crafted to take this into consideration and you may get some oddity if you change this mechanic (like lake monsters in a dry field). These encounters are in no way balanced, because I think doing so would take away from the sense of mystery and fear that should accompany exploration of strange new lands, but you do you. I am not your boss.

Farm country

Travel Speed 4 **Health** Pleasant, Rural

Where

- 1 Grain Field.
- 2 Fallow Field.
- 3 Rotted remnants of huts or other outbuildings, overgrown with shrubs.
- 4 Pollarded Woodlot.
- 5 Hedgerow and Vegetable Patch.
- 6 Orchard.
- 7 Grain Field.
- 8 Farm house and vegetable patch.

What

- 1 Farmers ($\Sigma/2$).
- 2 Shepherd and (Σ) of goats or sheep.
- 3 Ghosts (night only).
- 4 Wild Game (d4> 1 Rabbit, 2 Pheasant, 3 Deer, 4 Boar).
- 5 Nothing.
- 6 Armed group (d8+d4, d4> 1 Wealthy merchants, 2 Road wardens, 3 Poachers, 4 Footpads).

Weird

- 1 Hermit's Hut.
- 2 Small Shrine.
- 3 Wild Berry Patch.
- 4 Small Pond.

Trips & Dubs

- 111 Farmers are trying to evict the Hermit in a mob, claiming he is a magician who has hexed them. He IS actually a magician (a level 5 wizard who knows much hedge magic and the ability to polymorph people into swine or boars), things will go south quickly.
- 222 A holy relic is at the shrine and the shepherds watch over it. Its quite valuable and said to have healing powers.
- 333 The berries are feral grapes growing over the body of a murdered widow. She will angrily haunt whomever takes her grapes, appearing as a wraith near them each night until her body is burned or buried on holy ground. You should not have tasted "the grapes of wraith".
- 444 The boar is actually a person, suffering a terrible hex. The boar stares into the pond as its reflection is still that of a human. Someone able to read lips could read the reflections lips to speak with the boar. It tells you it was cursed by a jerk hermit.
- 555 The vegetable patch's scarecrow comes to life at night. It is either murderous (Odd) or friendly (Even).
- 666 The armed group is opposed by a fully armoured knight. Either a white knight doing battle with evildoers or a black knight attacking the helpless as appropriate. The Knight is a 4th level warrior.

Runs

- 123 A horse wanders about unattended.
- 234 There are children in the area, [d4] of them about 10 years old.
- 345 Charcoal Burners [d4] are heading to the nearest town. They carry backpacks of charcoal and hatchets.
- 456 A pack of wolves Σ prowl at night.

Max

- 864 The Outlaw King is holding court in this temporarily commandeered farmhouse (the inhabitants are in the cellar cowering). There is a large bounty on his head and he is said to have a few thousand gold crowns in his person and/or in his saddlebags. He is a 5th level Rogue/Rogue/Bard with 3 additional henchmen.

Royal woods

Travel Speed 2 **Health** Normal, Rural

Where

- 1 The trees are widely spaced and show signs of fire. The ground is covered in dense undergrowth.
- 2 The area has rows and rows of evenly spaced trees. The undergrowth has all been cleared.
- 3 The forest here is dense with a thick canopy of old growth. Treat as indoors with darkness of 2.
- 4 There is an abandoned log cabin rotting in the woods. The trees nearby are pollarded.
- 5 A small clearing, 50 feet across, vaguely peanut shaped.
- 6 A stream moves through the area. Treat the d4 result as an additional d8 result.
- 7 A dense grove of mature oak trees.
- 8 A grave marker is at the base of a linden tree. Treat the d4 as an additional d8 result.

What

- 1 Small game (d4> 1-2 a hare, 3 a fox, 4 a pheasant).
- 2 Noble Hunting Party (three mounted nobles, five servants, a warden, and ten dogs).
- 3 Peasants (d8, d4> 1 Poachers, 2 Charcoal burners, 3 Mushroom gatherers, 4 Brushwood collectors).
- 4 Large game (d4> 1 a boar, 2 a buck, 3 a doe, 4 d8 Wolves).
- 5 Nothing.
- 6 Bandit Archers (d8).

Weird

- 1 Poacher's snare trap.
- 2 A well worn path, +1 movement.
- 3 A faerie circle.
- 4 A large recently fallen tree that could easily conceal opponents and/or provide excellent cover.

Trips/Dubs

- 111 A white rabbit is caught in a snare trap. Freeing the rabbit will bless anyone who follows a nature or luck deity. Taking the rabbit is poaching, but provides a delicious meal.
- 222 The noble's have captured a rebel scout and are bringing him back to the city to be tortured and then hung. Rescuing him would endear his saviours to rebel forces.
- 333 The Mushroom gatherers are trio of wise women who know some hedge magic. They are preparing a small ritual to divine the location of certain valuable herbs. They have healing salves they are willing to sell.
- 444 The wolves serve a weakened vampire who is recovering in a coffin hidden within the cabin.
- 555 A vampire hunter has set up camp in the clearing. He has a crossbow, holy water, a holy symbol, wooden stakes, an a garlic necklace. He is looking for the remnants of a recently broken vampire nest.
- 666 The bandits are waterboarding what appears to be a merchant. They are loudly demanding to know where he buried the jewels he was carrying when they first ambushed his convoy. The bandits are distracted.

Runs

- 123 A trio of game wardens patrol the area looking for poachers.
- 234 A friar roams about seeking charity.
- 345 A pair of goblin thieves scout the area.
- 456 An abandoned wagon is in front of the tree. Careful examination reveals fresh bloodstains. If the d6 is 6 the bandits are waiting in ambush behind the tree with the wagon's loot and unconscious driver. Otherwise hastily covered tracks lead to the cabin where 4 casks of wine, a pouch of 3000 copper coins, and a dead driver are shoddily hidden under some brush.

Max

- 864 The bandits are starting to dig around the cabin looking for buried treasure based on rumours. 2000 silver coins are buried under the back right corner of the cabin. At night a bitter wraith will emerge from the grave to kill everyone who tried to rob it.

The river

Travel Speed 3 along the shore, 1 to cross

Health Normal, Rural

Where

- 1 Wide river.
- 2 Fording.
- 3 Rapids.
- 4 Slow and Lazy turn.
- 5 Forested Banks.
- 6 Rocky Banks.
- 7 Wide river.
- 8 Fast moving straight.

What

- 1 Bandit Archers (d8).
- 2 Other vessels (d4-1).
- 3 Nothing.
- 4 Nothing.
- 5 Orcs (Σ , odd) or Bandits (d8x2, even).
- 6 Trolls (d4).

Weird

- 1 Poor weather. Speed penalty of 1, Harsh travel.
- 2 Abandoned/Sacked camp.
- 3 Nothing.
- 4 Good weather. Pleasant travel.

Trips/Dubs

- 111 A local forester is drowning in the river with his dog whom he is failing in a rescue attempt. On the shore are his possessions. A large number of valuable animal pelts, a bow, a hatchet, and an heirloom knife made of faerie silver with a carved antler handle. If he and his dog are rescued he will offer his pelts as a reward.
- 222 A small barge became beached on a rock and damaged its bottom. A campsite shows that work on a crude repair had begun, but only torn up sleeping bags remain. The barge still contains many kegs of ale. If the party camps here they will be preyed upon by a pack of ghouls who live in a hole in the river bank, hidden behind some reeds.
- 333 A log is wedged between two stones in the middle in the rapids. Impaled on a branch on the log is a body (or skeleton). The body has a large amount of jewellery and a full coin purse with a total value of 50 gold crowns. If this result has come up before,

the body (or valuables) can be wedged in the rapids in a different manner (such as stuck on a rocky outcropping).

- 444 A small group of hunters, gnomes, and talking woodland animals dance and play music around a carved wooden stump on the bank. They offer jugs of moonshine to any who want to sing and dance with them. Joining their party causes a loss of the sensation of time. By the time anyone leaves the party it has been several weeks to those outside the magical event. This counts as a party/box social/shindig.
- 55 The Orcs/Bandits have set up an ambush on both sides of the river with a hawser (large naval rope) that they have prepared to heave up to block ships from passing. Keen observers could see the rope on the river banks, though the foliage would make that hard to spot. The forces are split on both sides and are armed with missile weapons.
- 66 The ancient ruins of a stone bridge cross the river. A boat will have to slow down to carefully navigate through the remnants. People jumping across the gaps would find it only somewhat difficult to leap across the half dozen or so large gaps. If the trolls do not think it will be an easy victory they will either hide or demand gold to pass. If denied gold they will point to the dilapidated state of the bridge and claim that cheapskates refusing to pay tolls are why its in such poor repair. The trolls will not use the gold to repair the bridge, only to bargain for their lives against powerful wizards or knights who could slay them.

Runs

- 123 Large schools of fish are visible in the water, anyone with a net could easily catch several meals worth.
- 234 A watertight barrel of pickles floats downriver.
- 345 A bear is at the river bank drinking water. It will be unhappy with any commotion.
- 456 A squire and a man-at-arms are in fierce combat to protect the body of their critically injured knight (in full plate armour). His warhorse is in the woods nearby.

Max

- 864 Two trolls are on each side of the river. They have piles of small boulders they are throwing at each other in some kind of bizarre sport that relies on their regenerative ability and aim. They will gladly take the opportunity to throw boulders at passing boats.

The scrublands

Travel Speed 3 **Health** Normal, Frontier

Where

- 1 Slightly rolling hills, clumps of chest high weeds.
- 2 Flat terrain with small clusters of (3-5) cedar trees.
- 3 A sprawling marsh with very little open war.
- 4 Thick sprawling juniper bushes interspersed with thorn bushes.
- 5 Large boulders are strewn about among thorn bushes and the odd cedar tree.
- 6 A small cedar grove of about an acre interrupts the flat terrain.
- 7 A large pond is surrounded by a handful of willow trees (d4).
- 8 The region is flat, but any investigation will show it was once plowed farm fields. There are many stumps about.

What

- 1 Peasants from a nearby settlement (d8, d4> 1 Pilgrims, 2 Hunters, 3 Petty criminals, 4 Shepherds).
- 2 Primitively armed rebels (Σ) or deserters (Σ) if d4 is 4.
- 3 A lone hermit.
- 4 A lesser imp, demon, or folk spirit is marauding the area at night.
- 5 A tribe of nomadic goblins (d8xd4). They are prowling the area for easy targets.
- 6 Nearby beasts (d8> 1 d4x2 Wolves, 2 d4-1 Boars, 3 Moose, 4 d4 Deer, 5 Bear, 6 d4x2 Deer, 7 Beaver lodge, 8 Skunk).

Weird

- 1 A small roadside shrine.
- 2 A small creek flows through the area.
- 3 An old hut is present.
- 4 Nothing extra.

Trips/Dubs

- 111 The pilgrim is a priestess of the old faith conducting a ritual.
- 222 A rebel agitator (lvl 3 bard) is leading an additional 10 rebels.
- 333 The Hermit is a Swamp Witch (lvl 3 wizard).
- 444 At night, a glowing dungeon entrance appears (or if that's too hard, a two room lair with treasure).
- 555 There is a wooden palisade and trenches fortifying an encampment. There is a great deal of plunder and d4x2 giant wolf leaders.
- 666 A magic dryad protects the grove and the albino deer within it. It can turn humans into albino deer.

Runs

- 123 An escaped herd of d4 donkeys are in the area.
- 234 There is an obvious stone cairn with a headstone.
- 345 A storm rolls in (Harsh travel).
- 456 A giant is rampaging through the area. It is size d8.

Max

- 864 18 deserters have set up a military camp, and are lead by a lvl 3 warrior who has acquired a set of knight's armour. There are an additional 5 camp followers.

Hill country

Travel Speed 2 **Health** Harsh, Frontier

Where

- 1 Bottom of Ravine, ~30 feet deep and 150 wide.
- 2 Thick Brush, fumble as if indoors.
- 3 Crest of hill, need to cross a ravine to get to next hill (as 1).
- 4 Grove of trees at base of hill (d6x3) big oaks.
- 5 Pond and brook at base of hill. (1) willow tree on odd.
- 6 Cliff, (20+Σ) foot drop.
- 7 Crest of a hill.
- 8 Mighty Oak on top of a hill.

What

- 1 Ogres (d8+4) if Σ is 5 or less.
- 2 Goblins (d8x2+d4) if Σ is 8 or less or Wolves with goblin slave jockeys if Σ is 11 or more.
- 3 Grizzly Bear.
- 4 Nothing.
- 5 Nothing.
- 6 Thains (d4) with churl retainers (d8x2).

Weird

- 1 Rough terrain, -1 speed.
- 2 Rain if Σ is 12 or more.
- 3 Multiple results. d8 is treated as a potential extra d6 result.
- 4 A well worn path, +1 speed.

Trips/Dubs

- 111 The ogres have set up an ambush. Many covered pit traps are in the bottom of the ravine, the ogres wait on top to throw cabers down upon victims.
- 222 The goblins are all caked in mud and wearing cloaks made of leaves and brush. They will attempt to sneak up and pickpocket valuables.
- 333 The grizzly bears are mother and cub. The mother grizzly bear has 2 fate points. It will take all day before it wanders away. It will be extremely aggressive to anyone approaching.
- 444 An ancient standing stone covered in carved pictographs and lichen is in the middle of a circle of oaks. It is a shrine and holy ground to an ancient

nature cult. Some of the scattered hill folk still make annual visits.

- 55 Pond is well stocked with fish and an herb woman has set up a hut here. She knows a tiny bit of common hedge magic, but also will sell dried herbs, fish, or edible roots for useful items. She can suggest safe paths (bonus movement on next roll) or falsely suggest dangerous ones (Extra 12 Ogres or 12 Wolves on next encounter as appropriate in addition to bonus movement).
- 66 The Thain(s) are battling a hill giant (size 8) with a large club and a pouch of carefully selected throwing boulders (to it, small throwing blunt weapons).

Runs

- 123 A single crab apple tree provides extra food (depending on season).
 - 234 A small stone cairn houses the body of a long dead warrior, buried with his sword, helmet, and mail. The mail requires repair but the sword can be sharpened with a wetstone and returned to use. If the d4 is the highest number, there is a wooden shield that is permanently blessed and appears in pristine condition. If the d8 is higher than the d6 the corpse will spring to unlife as a powerful (lvl 4) warrior the second anyone tries to take its things and attempt to slay the thief with fanatical determination. Its unnatural aura deals 1d4 points of additional disease with every attack unless the target is wearing or brandishing a holy symbol.
 - 345 A pack of seven wolves stalk the area at night. They are lead by "the blue wolf", a surprisingly intelligent man-eater and local legend. They will prefer to sneak towards a camp and maim pack or riding animals before fleeing. When the animal is abandoned they will then sneak back to eat its remains.
 - 456 A long abandoned wagon with a broken wheel is here. If the d6 result is a 5, there are some assorted rusty iron tools and a few flasks of lamp oil inside. Otherwise it is empty.
- ## Max
- 864 This is a political meeting between 4 thains with a specified number of retainers to discuss ending a blood feud. The approach of other individuals risks throwing this into disarray and accusations of betrayal. It could also end with them putting aside their feud to deal with the party if offended.

The olde woodes

Travel Speed 2 **Health** Normal, Frontier

Where

- 1 Extremely thick growth, as if in cramped quarters for fumble range.
- 2 Dense trees, as if indoors for fumble range.
- 3 An open clearing, d6x20 foot radius.
- 4 Trees with little undergrowth.
- 5 A stream, treat d4 as extra d8.
- 6 Boulder strewn.
- 7 Trees with lots of undergrowth.
- 8 Marshy ground, lots of rotting logs, dead trees and open patches with cattails.

What

- 1 A pack of wolves (d8x2).
- 2 Bear.
- 3 Orcs ($\Sigma/2$) and Goblins (d8).
- 4 Nothing.
- 5 Trolls (d8-4).
- 6 Druids (d4).

Weird

- 1 Berry patch.
- 2 Small game is hiding nearby.
- 3 Lots of birds in the area, who easily startle and won't land near people.
- 4 Path, +1 speed.

Trips/Dubs

- 111 The two wolves are pets of a ranger who is currently on a psychedelic trip. The berries are hallucinogenic and incredibly potent.
- 222 The bear is a talking bear is friends with a talking rabbit (the small game). If they are harmed, the druids of the forest will be hostile to the party.
- 333 There is an orc messenger post using messenger birds to act as a communication hub for a nearby orc warlord. There is a tall wooden fence around the clearing and large log hut in the center of the clearing. The post is run by an third level orc warrior and his second in command is a first level orc priest who operates a small shrine. These orcs are in addition to the normal complement of orcs.

444 A small caravan of a merchants and his twelve guards move along the path, walking horses behind them along with 5 pack mules. The mules are loaded down with valuable herbs and mushrooms, and the merchant has 800 silver coins and 100 copper coins on him.

55 A stone bridge crosses the stream, which flows at the bottom of a deep riverbed that once held far more water. There is an exposed hole in the side of the river bank where the lone troll lives. The troll is a Local Legend (the bridge troll) and demands an arbitrarily valuable offering from any who wish to cross his bridge. It will attack any that try to bypass the bridge. His lair contains a few hundred gold coins, as well a handful of chalices, and a rune coated sword.

66 A large standing stone dolmen is in the area. Nearby boulders are carved with druidic runes and the ground is littered with piles of chalk. The area is both holy ground to the druids and a magical place of power.

Runs

123 A trio of deer are nearby, easily spooked.

234 There is a conspicuous pile of disturbed dirt marking where something was recently buried. If the d8 is 4 digging will reveal a recent murder victim. If the d6 is 4 there is a stash of stolen silverware, a goblet, and a bloodstained bludgeon. If the d4 is a 4 there is a chest containing a hundred ancient gold coins and a pair of gem encrusted daggers.

345 An evil level d6 wizard with d8 skeleton servitors is in the area, Any other results on the d6 are creatures the wizard is in the process of hiring though each side fears a double cross.

456 A magical animate statue protects a seemingly mundane trail that leads deeper into the woods against a group that is attempting to get past him. If followed the path leads to an otherwise inaccessible magical tower (or dungeon, or equivalent).

Max

864 Druids are running a ferry across a haunted bog. Anything breaching the water of the bog will be attacked by animate corpses. Those crossing by ferry (or other means that don't involve going under) will be assaulted by the constant mournful whispering of the dead (!d12 Stress).

The haunted forest

Travel Speed 2 **Health** Harsh, Wilderness

Where

- 1 Extremely thick growth, as if in cramped quarters for fumble range.
- 2 Dense trees, as if indoors for fumble range.
- 3 An open clearing, d6 x 20 foot radius.
- 4 Trees with little undergrowth.
- 5 A stream, treat d4 as extra d8.
- 6 Boulder strewn.
- 7 Trees with lots of undergrowth.
- 8 Marshy ground, lots of rotting logs, dead trees and open patches with cattails.

What

- 1 Goatmen (d8xd4).
- 2 Ghosts (d4).
- 3 Nothing.
- 4 A witch is hiding nearby.
- 5 Multiple results. Both the d8 and d4 are potential additional d6 results.
- 6 Warrior cultists of a dark god (d8).

Weird

- 1 Demonic Shrine (odd) or defiled overgrown temple (even).
- 2 Pit traps (odd) or snare trap (even).
- 3 Bones strewn about.
- 4 Glowing “skull” carved from vegetable, lit with candle. Had to have been lit within 4 hours.

Trips/Dubs

- 111 The Goatman is a giant of its kind whose mouth is sewn shut to the point it can only drink carefully from a cup. Its skin is adorned with blasphemous tattoos that count as unholy symbols. It is in a state of unholy grace and will quietly guard the shrine against any who do not make offerings. The shrine itself is carved from stone and contains a niche full of bloody human fingernails. Buried inside is a leather bound tome of necromantic magic and a golden dagger that is an unholy relic (3 benefit).
- 222 The pair of ghosts are an old married couple who demand that whomever they catch in the snare make a ruling on some petty marital dispute. Whichever ghost the ensnared individual sides against will

scream at them until they go insane or flee the area (appeals causing stress). They will not set the individual free.

- 333 The floor of the clearing is covered in animal and human bones, in the center is a nest made of branches large enough to hold six people. Inside the nest are a large number of brittle egg shells, a trio of silver arrows, and a handful of coins (about 30 copper pieces).
- 444 The witch is friendly enough and wears expensive clothing of yellow spider silk. Spiders seem to scurry away from every rock or stump near her fire if anyone attempts to sit. She sells poisons in exchange for wine, magic, herbs, or blood. Her lover is a giant spider (size 3) that lairs in the tree above her hut. It will attempt to remain hidden unless someone tries to harm the witch.
- 555 A terrified elf in a coat of woven flowers cleans their many scrapes and cuts in the water of the stream. It is lost and believes it is being hunted. It has a sacred rose (holy symbol), two raspberries from a holy grove (healing items), and a glass dagger. Its innate spell is a version of “glow”.
- 666 The warrior cultists are undead and wield poisoned weapons. They are afraid of fire, and brandishing a torch at one deals an automatic 1d4 fear.

Runs

- 123 The skeleton of a past explorer is on the forest floor. It is tangled in leaves and roots grow over some of its bones. Digging reveals d4xd6 silver pieces.
- 234 A single terrified deer is madly running through the forest and approaches near the party.
- 345 An old wolf with grey fur is prowling through the area. It is hungry enough to risk death for a chance at food.
- 456 A lost child is being dragged through the woods by its captor(s), depending on the die roll this would be either a witch or the cultists. The captor(s) lead the way with their vegetable lantern. They are heading towards their lair.

Max

- 864 The warrior cultists are conducting unholy rites around a headless iron statue. If not interrupted they will eventually place the “skull” lantern on its neck to summon forth a golem (as with faith 5). Future d6 results of 3 will then be an unholy golem.

The barrens

Travel Speed 2 **Health** Harsh, Wilderness

Where

- 1 Pine tree forest.
- 2 Rocks with shrubs, large patch of exposed bedrock.
- 3 Reed covered marsh.
- 4 Lake surrounded by exposed bedrock and pine.
- 5 Dense juniper bushes grow atop lichen coated boulders.
- 6 Remains of cobblestone walls from cottages. Tall pine trees and drifts of pine needles.
- 7 Cliffside caves.
- 8 As 6, or castle on 16+.

What

- 1 Wolves (d8+d4).
- 2 Nothing.
- 3 Nothing.
- 4 Moose (odd) or bear (even).
- 5 Cannibal encampment (d8xd4).
- 6 Cannibal priests (d4x2) and the d8 is a potential additional d6 result.

Weird

- 1 Poor weather (terrain is inhospitable).
- 2 Carved tree shrine to the cannibal's religion.
- 3 Large boulder painted with warning symbols.
- 4 Nothing.

Trips/Dubs

- 111 The wolves are not present, instead there is a lone werewolf.
- 222 A Golem of the cannibals demonic religion (created as by faith 7) is patrolling for prey.
- 333 A 10 foot deep spiked pit trap is hidden in the marsh, near the boulder.
- 444 The bear is Ol'One Eye, an exceedingly grizzly bear that is a local legend and man-eater.
- 555 The Cannibals have captured 3 prisoners and are preparing to butcher and cook them.
- 666 A warband accompanies the priests (Σ warriors and level 2 warrior also present).

Runs

- 123 Remnants of a human skeleton are nailed to a tree.
- 234 The wyvern who lairs at a ruined castle is in the sky hunting.
- 345 Swarms of mosquitoes
- 456 The priests are burying treasure left over after a sacrifice to the wyvern.

Max

- 864 The wyvern's castle, the wyvern is attended by priests who bring it sacrifices.

The swamp

Travel Speed 1 **Health** Inhospitable, Frontier

Where

- 1 Open water, heavy amounts of reeds or cattails. Water is waist deep with deeper pockets.
- 2 Hip deep water, skinny dead trees rising up. Pockets of reeds.
- 3 Soggy hillocks, lots of reeds. Some dead trees, handful of large willow trees.
- 4 Dying forest, ponds of water and soggy ground. Many downed logs and moss everywhere.
- 5 Dying forest, open patches of slow moving water. Moss, lichens and ivy covered trees.
- 6 Open land, marshy hillocks and bog. Water holes occasionally. The water is deep.
- 7 Use the d4 as where.
- 8 Use the d6 as where.

What

- 1 Zombies ($\Sigma \times 2$, d4+1 Fungal, 2 Fast, 3 Intelligent, 4 Mindless and slow).
- 2 Nothing.
- 3 Swamp folk on raft (d4+1).
- 4 Pixie Circle if the Σ is both less than 13 and even.
- 5 Explorers (1+d4) on a Σ of 12 or more. They are level 1 characters.
- 6 Land octopii (d8+d4) on a Σ of 13 or more.

Weird

- 1 Heavy fog billows in, can't see more than 30 feet.
- 2 Stilt Houses, 1 on even, d6 on odd.
- 3 Stone pillar emerging from water.
- 4 Long swallowed battlefield.

Trips/Dubs

- 111 Instead of zombies, there is a fungal zombie grizzly bear, its face and back covered in toadstools.
- 222 The hut is the alchemy lab of an unhinged hermit. He trades in acids and toxins.
- 333 The swamp folk are cultists placating an eldritch horror to remain asleep with dark rites.
- 444 There is a small fairy settlement that includes a few elves as traders and guards.
- 555 There is a beached shipwreck full of long rotting cargo. Military if d4 is 4, otherwise durable goods are inside.
- 666 The octopodes are controlled by a cruel Sidhe animal handler, knows water breathing. Level 2 W/R/R.

Runs

- 123 Deadly travel. Nearby water is chock full of leeches.
- 234 Deadly travel. Great clouds of infectious mosquitoes.
- 345 A venomous snake is coiled nearby. If anyone gets near it (likely with travel) it will attack.
- 456 Large amounts of rusted weapons and arrowheads stuck in the mud, or embedded in trees at hand height. Travel without hard boots or gloves risks cuts and tetanus.

Max

- 864 Elven spirits and human ghosts battle each night, over and over.

The coastline

Travel Speed 3 **Health** Normal, Frontier

Where

- 1 Pebble beach, littered with driftwood. Very open.
- 2 Sandy beach, dunes and scrub.
- 3 Cliffs and bluffs. There is a cave on a Σ of 9 or more.
- 4 Ruined coastal village and crumbling docks.
- 5 Dangerous rocks just out to sea, else as 1.
- 6 Pebble beach littered with boulders. If the Σ is 14+ there is a lighthouse, which is also in ruins if the d4 is less than 3.
- 7 d6 result is used as "Where" result.
- 8 A small island is just offshore if the Σ is 16 or more. Otherwise treat as if a 2.

What

- 1 Skeletal mariners just off-shore (Σ). They raid the beach at night to drag victims under the sea.
- 2 Nothing.
- 3 Horde of ghouls (d8xd4) (even) or Cultists to a sea deity/demon (Σ), if the Σ is 9 or more (odd).
- 4 Desperate and grizzled fishermen with their boats (d8+d4) if the Σ is 12 or more.
- 5 Slavers (d8x3) with captives (d4) (odd) or nothing (even).
- 6 Horrific mutant sea beast, size d8+d4, visible in the water.

Weird

- 1 Dense fog.
- 2 Shipwreck if the Σ is 9 or less.
- 3 Nothing (odd) or a sea beast, as d6 of 6, if the Σ is 14 or more (even). If there is a sea beast and the d6 actually is 6 it is laying eggs on the shore.
- 4 High winds.

Trips/Dubs

- 111 Level 4 Sea Elf Necromancer leads the mariners.
- 222 Beached warship. Has a sizable pay chest, many dead and injured but a dozen sailors remain capable.
- 333 Massive sea side temple accessible only at low tide. 20 extra guards in ornate heavy armour.
- 444 Small village of 100 people clings to existence. Ruled by a petty despot with 15 loyal warriors.
- 55 Hundreds of feral goats swarm the area.
- 66 Level d4 wizard lives on the beach, either in the lighthouse or in a shack if it is not present.

Runs

- 123 a handful of bodies have washed up on shore. Picking through them reveals d6xd8 silver coins.
- 234 the waters are teeming with schools of fish.
- 345 Flotsam and jetsam have washed ashore. Broken barrels, bits of plank, some rope and canvas.
- 456 Thar be a sperm whale out to sea.

Max

- 864 The island contains a small town of several hundred who make sacrifices to the sea beasts. Very friendly up until sacrifice. They also make great chowder but that tends to get overlooked.

The foothills

Travel Speed 1 **Health** Harsh, Frontier

Where

- 1 Pine Forest with a steep slope.
- 2 Rocky detritus from the collapse of a cliff further up the steep slope. Some shrubs sprout as well.
- 3 A cliff face that is 20+Σ feet in height. PC's are either at the base (odd) or top (even).
- 4 Route to summit, if the PC's go up the summit they see surrounding area, else avoid encounter.
- 5 Long abandoned and collapsing log cabins (d4).
- 6 Pine Forest with a gentle slope.
- 7 Mountain streams bubble down a rocky slope with a few large trees. Flowers everywhere.
- 8 (d4> 1 Path Found! +1 speed (use d6 for terrain), 2 impassable drop/chasm, backtrack required (use d6 for terrain), 3 cliff face as 3, 4 pine forest and overgrown town).

What

- 1 Ghouls (Σxd4).
- 2 Nothing.
- 3 Wild game (d4> 1 Bear, 2 Wolves d8, 3 Goats d8x2, 4 Deer d8/2).
- 4 Sentient beings (Σ, d4> 1 Prospectors, 2 Wee folk, 3 Hill tribes, 4 Adventurers).
- 5 Ghosts (d8) if the d4 is 4.
- 6 A single settlement (d4> 1 Hill tribe, 2 Hill tribe, 3 Prospectors, 4 Everyone is dead).

Weird

- 1 Many remnants of basalt masonry. The soil contains many bits of weathered glass.
- 2 Poor Weather on even, Pleasant weather on odd.
- 3 Wooden Totem (Holy Ground to local deity).
- 4 Nothing.

Trips/Dubs

- 111 The ghouls are actually undead cultists. They are level 3 priests and there is a basalt obelisk shrine.
- 222 A rock fall sends boulders bounding towards the party.
- 333 A faerie noble and retinue are out hunting the goats for sport. They would prefer human quarry.
- 444 There is an ancient tomb, dungeon, or other ruin present. The adventurers are leaving it with a large chest of treasure.
- 555 A black dog is in the area at night. Until the next full moon, all sentient dead in the area rise to seek revenge.
- 666 The settlement is a level d4x2 hermit guarding a magic relic on a d4 of 3 or 4 or a level 3 witch on a 1 or 2 in possession of a cursed object they want to offload.

Runs

- 123 A shallow cave is present.
- 234 A human skeleton is strewn about. Some bits of leather gear, a knife, and d8 silver coins remain.
- 345 A stone cairn marks the burial place of a lesser hill tribe chieftain.
- 456 A lone mule wanders about.

Max

- 864 A lush and idyllic valley is found. Everyone who is dead died of old age. All but one body is buried in a proper grave.

The mountains

Travel Speed 0 **Health** Inhospitable, Wilderness

Where

- 1 Deep chasm $\Sigma \times 3$ feet deep, +1 speed if passed.
- 2 Cliff face $\Sigma \times 3 + 10$ feet high, +1 speed if scaled.
- 3 Steep slope to the summit with lots of snow, +1 speed.
- 4 Bottomless chasm that stretches over a hundred feet across. Need to backtrack without magic.
- 5 Wide ledge that leads up an otherwise steep cliff, over fifty feet high.
- 6 Lots of large boulders create a maze of dead-ends, -1 speed.
- 7 Hot Springs, treat d6 as additional d8.
- 8 Entrance to a cave set into a very steep slope.

What

- 1 Goblin scouts (d4x2). If they escape the next scout encounter is a platoon.
- 2 Goblin platoon (40) with a squad of specialist trackers (d8x2) if the Σ is 10 or more. If the Σ is 9 or less, instead there are Goblin Scouts.
- 3 Nothing.
- 4 Nothing.
- 5 Yeti (d4) (even) and/or Dwarves (Σ) if the Σ is 12 or more.
- 6 Goats (d8) if the d4 is 4 and/or a dragon if the Σ is 15 or more.

Weird

- 1 Suspicious narrow pass or natural stone bridge for chasms, +1 speed if taken.
- 2 Blizzard, deadly travel.
- 3 Multiple results. Treat the d6 and d8 as potential additional d4 results.
- 4 Large amounts of lichen covered shrubs.

Trips/Dubs

- 111 Goblin scouts have set up a landslide of boulders to trigger in an ambush.
- 222 The Goblins are huddled in a tent waiting for the blizzard to pass. They have a captured dwarf.
- 333 Avalanche!
- 444 Drums faintly sound from deep below, hot air rises. No cold penalties while camping. Presence appeal of 5 each night to deal a d6 stress, trying to convince you to jump in through bad dreams.
- 555 An old dwarven watchtower surveys the area. It could provide shelter or a very secure defensive position allowing easy fields of fire on the ledge.
- 666 An ancient dwarven aqueduct allows a clear path if climbed and followed. +2 speed.

Runs

- 123 A dead and frozen mountaineer. His pack contains rope, climbing tools, flint and steel, and blankets.
- 234 A dwarf is stranded with a broken ankle and requires help to survive. Will pledge to guide through the mountains if helped (+1 speed if healed, or +1 speed on next check if given supplies to heal naturally).
- 345 There is a small pile of dead goblins who seemed to have been fighting over a chest of valuables (worth 100 silver).
- 456 A life sized statue of a stylized dwarf raises his hand as if to say halt. The statue is a roadside shrine to the Dwarven ancestor spirits and counts as holy ground. Several golden coins and a silver cup are strewn about his base.

Max

- 864 It is the lair of the Dragon, inside is his vast horde of wealth. The dragon is present at night and in the sky during the day. The goats are all dead, charred, and partially eaten.

The undermountain

Travel Speed 4 **Health** Normal, Rural

Where

- 1 A straight and wide section of the Underhighway. +1 speed.
- 2 An abandoned limestone quarry with a tall ceiling and pillars.
- 3 A narrow corridor full of frequent turns.
- 4 A spiraling stairwell going down (even) or up (odd).
- 5 A grand chamber with high ceilings.
- 6 A slow moving aqueduct (even) or fetid sewer, causing Harsh travel (odd).
- 7 A length of canal requires a raft to travel to the next set of locks.
- 8 A long stone bridge crosses a bottomless chasm.

What

- 1 Goblin military patrol (40) including champion and wizard.
- 2 Trolls (d4).
- 3 Nothing.
- 4 Cave Vermin (d4> 1 Swarm of rats, 2 swarms of bats rush past, 3 rat sized pillbugs, 4 Dense spider webs and venomous spiders).
- 5 A goblin caravan (15) with either goods (even) or prisoners (d4x2) (odd).
- 6 Cave Monster (d8> 1-4 Size d4 Giant Centipede, 5 A size d4+1 giant spider lairs on the ceiling, ambush hunting, 6-7 An acidic blob monster lives in the water, 8 A size d4 winged demon flies in the chasms hot updrafts).

Weird

- 1 Debris and rubble clog the area, -1 speed.
- 2 Multiple threats, treat d8 as additional d6. They are either allied (odd) or enemies (even).
- 3 Nothing.
- 4 Wealth (Σ silver worth of dwarven goods) on 4+ on d6, and/or simple tripwire rockfall traps or punji stakes (even).

Trips/Dubs

- 111 A fortification is being built/repared using material from the under highway. Large food stockpiles.
- 222 Two troll breeding pairs are fighting over a lair.
- 333 Iron bars set into the stone block the path.
- 444 A size 3 giant spider also lairs in the webs.
- 55 A Goblin Market is present. Several chests of coins and food, as well as 50 or so poorly armed customers are present.
- 66 The blob monster has a nest, filled with undigested gems. It has spawned d4x2 smaller man sized blobs.

Runs

- 123 Dwarven explorers (d8)
- 234 A dozen ancient Dwarven skeletons litter the ground.
- 345 Poison gas pockets invisibly float in the middle of the area, extinguishing flame and killing any who try to cross.
- 456 Dwarven ghosts (d6) are guarding the treasure.

Max

- 864 The Fire Demon Azouli guards the bridge. Azouli is a national threat.

The caves

Travel Speed 1 **Health** Inhospitable, Wilderness

Where

- 1 Crawling tunnels.
- 2 Tight tunnels high enough to still walk.
- 3 Wide caverns with a ceiling barely above head height.
- 4 A deep pit ten feet across blocks the path. Otherwise as 2.
- 5 The tunnel opens into a house sized cavern.
- 6 A giant cavern with high ceilings that is full of stalactites and stalagmites.
- 7 A dwarven homestead is carved into the stone next to a small mine shaft. +1 speed.
- 8 A great bottomless chasm blocks the path.

What

- 1 Dwarves (d4/2).
- 2 Nothing.
- 3 Nothing.
- 4 Cave creatures (d8> 1 Goblin anarchists d4x3, 2 Blob, 3 Wyrms, 4 Swarms of bugs, 5 Trolls d4, 6 Giant Spider, 7 Bats, 8 Ghosts d4).
- 5 Nothing.
- 6 Ghouls (d4x2).

Weird

- 1 Invisible gas pockets. Extinguish flames and deal d6 poison if crossed.
- 2 Sharp crystals jut from the walls.
- 3 The area is littered with mushrooms, forming a fungal forest if there is enough room.
- 4 Golden ore is visible if the d8 is 7+.

Trips/Dubs

- 111 An angry Dwarf survivor setting gas traps to kill intruders. Also setting warning runes in dwarven.
- 222 A troll is skewered on the crystals, unable to free itself and constantly regenerating. It blocks the path.
- 333 The fungus is bioluminescent. The area is full of cave bees who are agitated by noise. The ceiling is slowly dripping fresh water and the rocks on the left are warm to the touch.
- 444 The pit is the mouth of a massive lattice like maze. It is swarming with a virtually endless amount of bugs.
- 555 There is a Dwarven shrine to their ancestor spirits carved from stone. It is holy ground.
- 666 A level 3 Ghoul priest leads the Ghoul war party.

Runs

- 123 Stone statues of dwarves hold plaques showing cave maps (+1 speed).
- 234 Swarms of mice.
- 345 A tripwire is set to release a cloud of toxic dust (d6 poison).
- 456 There is an unopened Dwarven sarcophagus.

Max

- 864 An undead lich (level 7 wizard) resides on a wide ledge and rules the pack of ghouls who are mining gold from the walls. The lich can call forth winged demons from the chasm.

The plains

Travel Speed 4 **Health** Pleasant, Uncharted

Where

- 1 Flat expanse.
- 2 Stagnant pond surrounded by shrubs.
- 3 Crest of a hill.
- 4 Bottom of a hill.
- 5 Pond and spring, with lone tree on an odd die total.
- 6 A flat expanse broken by a lone tree.
- 7 A winding gully snakes along.
- 8 An old sprawling oak atop hill.

What

- 1 Herd of animals (Σ)x20. They are horses on a Σ of 10 or more, otherwise they are antelope.
- 2 Nothing.
- 3 Horse mounted bandits (d8+d4, d4>1 Seeking targets, 2 Burying loot, 3 Setting camp, 4 Hunting for food and eating a kill if the Σ is 10 or more).
- 4 Nothing.
- 5 Wolves (d8x2).
- 6 Wind Demon (Night).

Weird

- 1 Nothing.
- 2 A Large boulder.
- 3 Remnants of a camp (sod houses on a Σ of 10 or less).
- 4 Vulture are overhead. On a Σ of 10 or more there is a dead antelope or boar nearby.

Trips/Dubs

- 111 The herd is stampeding towards the party!
- 222 A meteorite is hidden in the pond (boulder is the meteorite, which is only visible from pond's edge).
- 333 A semi-permanent trading post is present. It is of timber and sod construction with a fence or palisade.
- 444 It is not a vulture overhead but a trio of harpies circling a doomed bandit.
- 55 Wolves are not encountered. Instead, a tiger is stalking about the area.
- 66 The tree is a shrine to Pazuzu.

Runs

- 123 An angry boar is between party and any opponents (or progress).
- 234 A truly ancient stone has been carved with a crude human face marking a ley line (Mystic Wasteland).
- 345 At night, a disquieted spirit will roam this place.
- 456 An additional herd of antelope. A herd of antelope is encountered (as if a d6 result of 1) and will be in conflict with the actual d6 result (if any).

Max

- 864 A wizard's tower is beside the oak. The wizard is level 7 with many spells. Several monsters lair in the dungeon to be summoned forth in case of attack.

The desert

Travel Speed 3 **Health** Deadly (day travel) or Harsh (night travel). Wilderness

Where

- 1 Bleached expanse with small sandy dunes.
- 2 An ancient river bed allows easier travel, +1 speed.
- 3 The ground is littered with great worn rocks.
- 4 Patch of cactus and/or appropriate brush.
- 5 Ancient and crumbling adobe hut.
- 6 Bleached expanse with a single tree.
- 7 Bleached expanse with a mass grave full of bleached bones partially buried under sand.
- 8 Massive sand dunes, -1 speed.

What

- 1 Desert nomads (d8+2). They are friendly if the Σ is odd.
- 2 Jackals (d8+d4). They are active at night and will follow at a distance until they can win.
- 3 Giant Spider, size d4, that emerges to hunt at night.
- 4 An ifrit or desert demon lures travellers to its lair or camp at night.
- 5 Nothing.
- 6 Also Nothing.

Weird

- 1 Scorching sun (doubled water requirements).
- 2 Scorching sun (doubled water requirements).
- 3 Also scorching sun (doubled water requirements).
- 4 Sandstorm (serious risk of getting lost and separated) OR rain on a run of 3.

Trips/Dubs

- 111 There is a mirage of an oasis, chasing it wastes a unit of travel time.
- 222 An oasis.
- 333 A dead rider with a quality bow or a pouch of gold. The camel is alive if this is encountered twice.
- 444 Siren-like Djinni sing to lure people into the sandstorm to their doom.
- 55 A dervish offers wisdom from atop the hut.
- 66 An ancient shrine is near the tree. Several valuable offerings are placed near it. Taking the offerings results in a curse from faith 4+d4. The offerings are worth 200 golden coins.

Runs

- 123 Skeletal remains of several men and camels that died of violent means. If the d6 result is a 1 the bodies have just been looted by the nomads. Otherwise a few dozen silver coins, and a handful of knives and arrows are still available.
- 234 A small obelisk covered in ancient hieroglyphics juts out from the sand. If the d6 is 4 the area is unholy ground. A black stone sarcophagus is buried under the sand at the base of the obelisk. If the d8 is 3, there is a large sealed clay jug buried under the nearest rock containing several days of water. A faint scratch on the obelisk points in that direction, though it will not be seen at a cursory glance.
- 345 A stray camel wanders about. It is domesticated, but there is no sign of its owner.
- 456 There is a flash flood. There will be a rumbling sound and only a few moments to act. Climbing the tree or to the roof of the hut will probably save you, otherwise it will require a mad race away from the wave of water on a fast horse. Even then the odds are risky.

Max

- 864 The cave of wonders appears. It will say that all are welcome to take but a single treasure from it, but to take more than one dooms all who venture inside. Various potent magical items and valuable treasures are inside it. After taking a treasure characters must pass a will save to not take a second. Characters must also pass a will save to not take one of the first three random treasures they stumble upon. If anyone takes a second treasure (including if they took one a previous visit) the maw of the cave will close and trap everyone inside for years until it opens again.

The sand swallowed civilization

Travel Speed d8/2 **Health** Deadly (day travel) or Harsh (night travel). Wilderness

Where

- 1 Massive piles of rubble, buildings on the verge of collapse. Great drifts of sand block the lower entrances.
- 2 Several collapsed buildings among meandering alleys. Rubble and sand drifts slow travel.
- 3 Occasional collapsed building in dense residential sprawl. Some tumbleweeds blow about.
- 4 A sand dune several stories in height cuts across the remnants of a suburb.
- 5 An important and grand building.
- 6 A large market square, a mound of skulls in the center.
- 7 Wide main streets and the remains of makeshift fortifications.
- 8 A wide highway, the walls lining the road are starting to crumble. Bones and some dirt litter the floor amongst long abandoned quarantine checkpoints.

What

- 1 Cats! So very, VERY many cats. Ruled by a local level d4 cat queen, Wizard/Wizard/Priest.
- 2 Eerie quiet, heavy echoes.
- 3 Withered animate corpses (d8+d4).
- 4 Cultists (Σ), searching for ancient relics.
- 5 Intelligent jackals (Σ).
- 6 Giant Spiders (d4) (odd) or Giant ants (d8xd4) if the Σ is 10 or more (even).

Weird

- 1 Etchings on the walls warning of impending doom.
- 2 Scorch and blast marks radiating toxic magic energy, mystic wasteland.
- 3 A roadside shrine to inscrutable forgotten gods.
- 4 Mass grave of bleached bones.

Trips/Dubs

- 111 This is a shrine to the cat religion and is considered holy ground. The cat queen is giving a sermon.
- 222 A demon will stalk the area at night.
- 333 The undead are performing a ritual under the watchful gaze of a powerful wraith.
- 444 The cultists are performing necromantic rites to raise the skeletons. If not stopped all future d4 results of 4 will also include 10 hostile skeletons gathering the bones.
- 555 The building is an important temple (still holy ground) guarded by the jackals. It contains several golden idols.
- 666 Spiders and ants are both present and waging war with each other.

Runs

- 123 A buzzard hovers nearby, circling the party (and potentially giving away their position)
- 234 A golden ewer or idol is half visible among the sand
- 345 A ghost appears at night to plead to passerbys to find and bury its body.
- 456 A Griffon flies over head, hunting easy prey

Max

- 864 The massive Ant Queen is slowly moving to a new lair as part of her war with the spiders. She is a cultural icon called "Death" and is size 15.

The dust choked lands

Travel Speed 3 **Health** Deadly (day travel) or Harsh (night travel). Wilderness

Where

- 1 Plain of cracked earth with the odd scraggly bush.
- 2 Dust coated (d4 inches) packed earth, odd tree, some agave.
- 3 Dust coated long dead forest, stumps, some greyed wood.
- 4 Abandoned farm or manor area, many building foundations, dust drifts.
- 5 Slightly rolling hills, scrub.
- 6 Slightly rolling hills, giant cacti.
- 7 Scrubland, odd tree, obelisk (even) or statue (odd).
- 8 Great dust drifts cover the local scrubland and a smattering of dead/dying trees. There is an obelisk on a Σ of 15 or more.

What

- 1 Desert Demon (night).
- 2 Beasts (d4 > 1 Jackals (d8+d4) (night), 2 Buzzards if the Σ is 13 or more. They are circling a corpse if the Σ is even. They bestow the curse of the Carrion God if attacked. 3 Red Kangaroos (d8) during the day. 4 Someone steps next to a rattlesnake if the Σ is 12 or more. They bestow the curse of Yig if attacked).
- 3 Nothing.
- 4 Monster. (d8 > 1-2 Giant Camel Spider, size d4 (night), 3-4 Giant Snake, size d4+1, 5-6 Giant Scorpion, size d4-1 (night), 7-8 Pack of Death Worms (d4) (day).
- 5 Nothing.
- 6 People (d8x3, d4 > 1 Caravan on camels (day), 2 Bandits on horses, 3 Desert Elves (archers with poison arrows), 4 Ghouls (night) (1/3rd archers, +4 hyenas).

Weird

- 1 Dried out watering hole.
- 2 Tumbleweeds.
- 3 Windy, rain on run of 3.
- 4 Rubble. There is a tomb on a Σ of 13 or more or a road segment with a Σ of 9 or less, +1 speed.

Trips/Dubs

- 111 The watering hole is actually an oasis.
- 222 Lost caravan (dead or dying).

333 An air elemental in bird form haunts the area.

444 Amidst the rubble is a secret Temple of Yig with 13 cultists worshipping the snake.

555 A sudden Dust Devil tears through the immediate area.

666 Quadruple the amount of people are present. There is a cave temple on a d4 result of 3. $\Sigma/4$ undead are present and fighting the ghouls if the d4 result is 4.

Runs

- 123 An unattended camel with bags full of grain and a jug of water is wandering lost.
- 234 Multiple threats. The d4 is used as an extra d6.
- 345 A wise Dervish (level d4) is nearby, offering blessings and cryptic wisdom.
- 456 Undead forces lair in the tomb (20 and a level d6-1 Undead noble)

Max

- 864 Besieged Ziggurat (Ghouls vs mummies). A special location/dungeon has been found. Ghouls besiege the ancient tomb, hoping to eat the undead inside and plunder their wealth.

The jungle

Travel Speed 1 **Health** Inhospitable. Uncharted.

Where

- 1 Dense undergrowth.
- 2 Dark, big canopy.
- 3 Banyan tree.
- 4 Dark, big canopy.
- 5 Dense undergrowth, stream.
- 6 Trail through undergrowth, +1 speed.
- 7 Rope bridge over stream, 30 feet below.
- 8 Hill with open patches.

What

- 1 Nothing.
- 2 Jungle dwelling hunters (Σ).
- 3 A devouring blanket of army ants.
- 4 Tiger.
- 5 Python.
- 6 Great apes (d4-2).

Weird

- 1 Normal.
- 2 Oppressively muggy. -1 to all health checks.
- 3 Drizzle.
- 4 Rain.

Trips/Dubs

- 111 The area is full of bountiful fruit trees that house a large group of toucans.
- 222 There is a treetop village hidden from the ground in the canopy. The village has about 10 families within it and ropes could be found if the party searches the trees. They want to remain secret and the hunters will quietly observe the party until they leave.
- 333 In the middle of the ant swarm are three skeletons holding a treasure chest. It contains 2000 silver coins.
- 444 A white tiger is stuck in a snare the first time it is encountered. It will not be hostile once freed and will silently bless the person who freed it. Each additional time it is encountered it will also bless the person who freed it.
- 555 The python is intelligent and a potent wizard. It is a level 4 wizard with no familiar who has permanently memorized all of its spells. It will trade information (including about trails) for magic or a meal.
- 666 Rather than great apes, the encounter is with Σ Ape Men, beings who look like a cross between orangutans and humans. They wear leaf cloaks and wield stone maces.

Runs

- 123 Quicksand!
- 234 A parrot repeats things spoken aloud
- 345 Monkeys scream and holler at the party and any other actors
- 456 A thunderstorm breaks out, travel becomes deadly.

Max

- 864 There are thrice as many gorillas in the mist, they are lead by a level 5 druidess.

The endless savanna

Travel Speed 4 **Health** Harsh, Uncharted.

Where

- 1 Grassy expanse, odd tree.
- 2 Thick thorny brush.
- 3 Watering hole (mud), d4-1 is extra d6. 0 is a crocodile.
- 4 Cluster of trees.
- 5 Great rocky outcropping.
- 6 Small hill, boab tree.
- 7 Grassy expanse, odd tree.
- 8 Watering hole, pond, crocodiles & hippos.

What

- 1 A large herd of game game (1 d4-1 Gazelles, 2 Gnu, 3 Water Buffalo, 4 Zebra).
- 2 Human hunters from local tribe (d8+2).
- 3 Lions d8 on d4 of 3+, otherwise Hyenas (Σ).
- 4 (Σ) of centaurs.
- 5 Demon (night).
- 6 Gryphon on 1-2 on d4.

Weird

- 1 Scorching sun (doubled water requirements).
- 2 Normal.
- 3 Cloudy skies (Gryphons will have to fly lower to hunt).
- 4 Rain.

Trips/Dubs

- 111 A warband of 100 frail gazelle beastmen.
- 222 A band of 30 bandits have set up a fortified camp.
- 333 A werelion hunts for human flesh.
- 444 The centaurs are hunting a gryphon which is currently trapped in the center of the circle of trees. The centaurs are circling and throwing weapons but refusing to get too close.
- 555 Several wooden warning totems are stuck into the earth near the mouth of a cave where the demon lairs during the day.
- 666 The boab tree has a large humanoid face and is quite happy to talk about the area. If there is a gryphon the boab will want the party to get rid of it as it is nesting in the tree and it does not care for that.

Runs

- 123 Elephants (d8).
- 234 A rhinoceros is in the area acting territorial.
- 345 A prehuman stone obelisk radiates energy (area is a mystic wasteland).
- 456 A small temporary shrine has been constructed. Offerings of fruit and several small pieces of copper jewelry are strewn about.

Max

- 864 The area is haunted by a water elemental who takes the form of a large crocodile.

The land that time forgot

Travel Speed 1 **Health** Inhospitable, Uncharted

Where

- 1 Tall grasses.
- 2 Steaming swamp.
- 3 The shore of a narrow lake.
- 4 Shrub covered lava field.
- 5 Dense ferns and jungle trees.
- 6 A fungal forest.
- 7 A deep chasm has recently opened in the earth (d6 is additional d8).
- 8 The slopes of a large hill.

What

- 1 Terror birds (d8).
- 2 Smilodon.
- 3 Lizard people with obsidian weapons (Σ).
- 4 Dinosaurs (d8> 1 Velociraptors Σ, 2 Nesting duck bills d4, 3 Plesiosaur, 4 Herd of triceratops Σx2, 5 Brontosaurus, 6 Stegosaurus, 7-8 T-Rex).
- 5 Megafauna (d4> 1 Cave bear, 2 Mammoth, 3 Giant sloth, 4 Hell pig).
- 6 An Imperial scout patrol. Legionnaires (Σ), Piltdown slaves carrying supplies (d8), and Officers riding terror birds (d4).

Weird

- 1 Massive skeleton.
- 2 Tar Pit (even) or Geyser (odd).
- 3 Multiple threats. The d8 is a potential additional d6.
- 4 Remnants of ancient masonry.

Trips/Dubs

- 111 The birds are trained beasts in leather barding owned by a patrician hunting an escaped slave. He and his two overseer guards ride additional terror birds.
- 222 There is a dead mammoth in the tar and the smilodon is stuck along with her two cubs.
- 333 The lizard people have a village of stilt houses in the lake.
- 444 The lava field is actually a slowly moving wave of fresh lava, causing a stampede. Ancient writing is visible on the soon to be swallowed masonry.
- 555 A rare tribe of free piltdown men are hunting the Megafauna.
- 666 It is an imperial work crew with a detachment of piltdown slaves are harvesting the fungus to bring back to their city.

Runs

- 123 Terrordactyls circle overhead to attack anyone weakened. If the d6 is 3, the Lizard people are all riding the terrordactyls as scouts.
- 234 An angry trio of dimetrodons defends a fresh kill.
- 345 An earthquake will shake the area violently (2 knockdown successes) in d8 rounds.
- 456 An ancient temple still stands, unlooted for the moment.

Max

- 864 Either the last imperial city of Emperor Septembrous (if not yet found) or a cohort of his legion setting up a hillfort.

