

## ELEMENTAL WASTELANDS - DIE DROP SANDBOX GENERATOR

### d4: ENVIRONMENT

1. The city of Goreyport
2. The lost borough of Rustwall
3. The planar wastelands
4. The Crimson Dunes

### d6: GOAL

1. Learn / Spy
2. Acquire / Enslave
3. Heal / Repair
4. Conquer / Enslave
5. Steal / Seize
6. Help / Save

### d8: TREASURE

1. A stolen chest of precious powders
2. The secret to planar travel
3. Seven spell foci in a bag
4. A cart full of salvaged art pieces
5. The memories of a reincarnated priestess
6. The broken crown of a sundered empire
7. The sword of prophecy
8. The heart of a dead elemental warlord

### d10: ALLY / OPPORTUNITY

1. An honest trader
2. A mummified, talking head
3. Scouts from a local tribe
4. War about to break out
5. The mythical Horned Cloud
6. A mutant huntress
7. Information, hidden in plain sight
8. A scholar from a forlorn world
9. A bloody revenge
10. A vampire who walks in the sun

### d12: PLACE

1. The Dry Dragon Inn
2. A planehopping caravan
3. The Shrieking Shrine
4. A hidden thoul factory
5. Thousand pillars of sand
6. An altar to the Duneweaver
7. A stairway to the Underworld
8. A vortex of elemental shadow
9. The ruins of a lightning tower
10. A forgotten battlefield
11. A cursed crossroads
12. A fortified well or oasis

### d20: ANTAGONIST

1. Escaped troll slaves
2. Lost explorers from another world
3. Werebat slavers
4. Olk, the werebat shaman
5. A tribe of Red Nomads
6. Chained thoul soldiers
7. The Guild of Learned Scavengers
8. Masked priests of Zhar-Gon
9. Mr. Yonkzhon, mindflayer envoy
10. Angry hornet riders
11. Undead hornet husks
12. The Gem, a gnome drillship
13. The last family of free trolls
14. A salt dragon in human form
15. Winged vestal raiders
16. A lonely hooded giant
17. A gnoll hunting party
18. A microwave bee swarm
19. Gorgeous, the gnoll high queen
20. Escaped troll slaves

HOW TO USE THIS. Drop one die of each type on the sheet. Draw a line between each die and the corresponding number on the table. Come up with an area where the dice fell, even when a roll indicates an event or person. Look at placement and lines to write in relationships. Should you need a number (of monsters for example), take the nearest die. If you need more elements to fill in the blanks, you can always roll dice on the table of your choice.