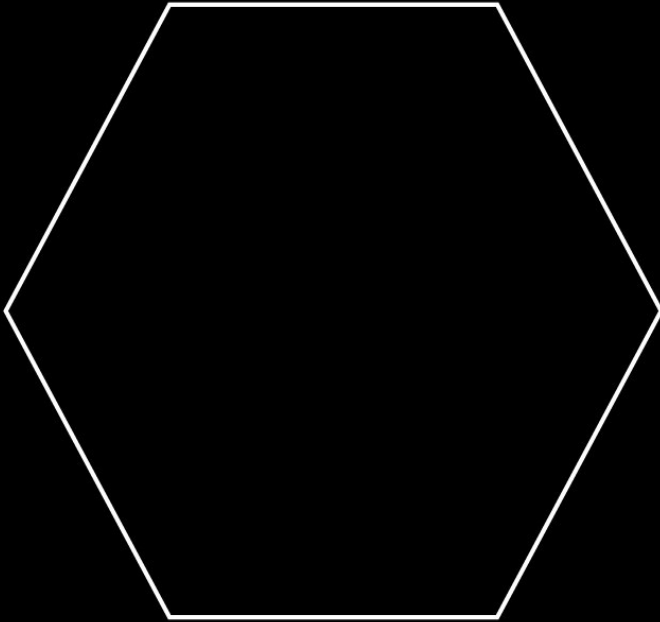


THE HEX HACK

A Sandbox Campaign

For Use With *The Black Hack*
& other OSR games



JOHN R DAVIS & MIKE GALER

DOGS DINNER GAMES



The Hex Hack

A Role-Playing Supplement for
Sandbox Adventurers!!

Developed by John R Davis
(Dogs Dinner Games)

For use with the Black Hack and other OSR games

Out in the wilds is the answer.

*Whatever terror or despair plagues your lands, the dreams and portent
point to the solution being out there.*

*Over hill and stream, through tunnel and crag, the salvation of all our
people lies just beyond the next hex. Or the one after that.*

The great unknown awaits.

Welcome to the 'The Hex Hack'. I hope you brought spare socks.

**Bundles of thanks are given to
John Marron
Swords are raised in praise of
Derby 1790 & Derby DOGS rpg groups and
www.ukroleplayers.com**

Published In July 2016

Coming Soon:
www.dogsdinnergames.com

Back in late 1980 I started played my first roleplaying game, Dragonquest by SPI. I was instantly hooked. One of its adventures was the Enchanted Wood by Paul Jacquays, an awesome sandbox, set, unsurprisingly, in an enchanted wood. The DQ rules already had a number of random tables, and that module just added buckets of goodness to generate on the fly. I loved it. That, along with the Starstone adventure and setting by Paul Vernon in ~1984, made me a firm fan of the more random, loosely plotted adventures. I still own multiple copies of these two early classics. This is my attempt to pay homage to them, and for new PCs to become legends. Or die trying.

This is **The Hex Hack**. It could have been called Black Sand, Black Box, Sand Hack or any other combination of these words! I believe 'Landscape Adventures' is the new term for a sandbox. It contains nearly 350 unique entries!

Introduction

The Hex Hack assumes the land the PCs come from is in peril and in dire need of heroes to bring about its salvation.

You can make this up or roll on the Reasons (the first) table.

The second table outlines the first obstacle the party have. Effectively it's what is outside their front door.

How to use the rest of The Hex Hack.

Ok. The first two tables have given you a reason to travel, and what the area just outside your front door is like. Now things can get really random and properly into the sandbox:

Some of the table are akin to a small 'dungeon'. The cultists lair, the wizards tower, etc. can all be used to generate a dungeon-on-the-fly.

- Many form the half a dozen or so interesting things the PCs may encounter during the day. If you wish to do this formally roll a d6 every hour. On a 1-2 they encounter something interesting.
- The Usage Dice table can be used as needed.
- The Landscapes when you feel like a panoramic travel scene is required.
- In the brief playtesting we conducted about 1 in 3 encounters were a 'conflict' of some kind. Not always a fight but a tense interaction About 6-10 sessions is a good run and should provide a satisfying campaign before the usual fatigue sets in!
- Finally there 20 drawn hexes with features and idea seeds on.

Contents

- Introduction 3
 - 20 reasons to go into the wilderness..... 4
 - 20 Things you see to set you on your way..... 6
 - 20 things around your campsite. 8
 - 20 things to see and do in the wizard’s tower..... 10
 - 20 rival explorers..... 12
 - 20 areas of the cultists lair..... 16
 - 20 places a creature calls home..... 19
 - 20 descriptions of wondrous landscapes..... 20
 - 20 places to bury the dead. 23
 - 20 traps. 24
 - 20 long discarded bits of kit..... 27
 - 20 trees that look somewhat suspicious. 29
 - 12 places where the dead can’t rest..... 32
 - 12 uses of a usage dice 34
 - 12 fearsome reptilian foes..... 35
 - 12 wicked humanoids. 36
 - 12 areas in the classical dungeon, with a twist..... 38
 - 20 ways to fulfil the quest! 40

20 reasons to go into the wilderness.

Roll a d20 and when you are ready to save the world.

1	The last two expeditions never returned. This time we will do it right!
2	The time is up on an ancient pact and now we have legal right to enter the wilds.
3	A terrible curse has stopped all the women becoming pregnant; both the cause and cure are said to be in the great tracts.
4	The dying breath of an ancient frontiersman told of rivers of gold flowing in

	these desolate lands.
5	A lord has promised title and lands to any who map the mysteries of the unexplored places.
6	A statue of our goddess in the centre of the town has demanded heroes head into the maelstrom and bring back a great gift worthy of her great presence.
7	Rumours are wild that the great wurm, the last bastion of dragon-kind is no more and his vast lair is ripe for plunder.
8	Lots have been drawn, and you have won (or lost!); it is time you came of age....
9	A terrible witch has stolen away the duke's daughter and was last seen heading into the forbidden wilds.
10	A pox is slowly killing of all our livestock. Our annals tell us of a similar plague in times past, its cure found in the region just beyond our borders.
11	The kingdom is crowded, tensions are rising, and it's time to find a new paradise for us all.
12	It was either head off into the dangerous delve-lands or be imprisoned for ten years.
13	A ring has been washed onto our shore from the great river of the wildland. It belongs to a long lost hero.....if his ring is found, surely the lost helm of power must be nearby!
14	Ah, alcohol. Never make a bet under its influence. This is the reason you are solemnly heading off into the arse end of nowhere!
15	So to marry your one true love you have to go off the edge of the map and bring back something 'nice'.
16	The insane wildman that staggered into our border town kept screaming "They are coming, they are coming", bravely you have stepped forward to see who, or what, they are!
17	A new star has appeared in the heavens, it is visible both day and night, and a single stream of light emanates from it, shedding a fine beam into the midst of the unknown territory. Someone needs to take a look.
18	The chaos horde sweeps all before it. You are trusted and brave path-finders trying to find a safe route for your people through the bleak beyond.
19	Our ancient homeland awaits. For centuries we have dwelt in these foreign parts. It is time we returned from whence we came, and cross the great and secret desolation.
20	You are an adventurer. There is a vast unexplored region. What are you waiting for?



20 Things you see to set you on your way.

Roll d20 when you are ready for your first steps into myth and legend.

1	The forest looks more bleak than ever this day, the birds fall silent, and the wind is still. Suddenly a fell voice seems to call you forward into the darkened boughs.
2	The great saltmarsh is abundant with life this day. The sun shines, the air is clean, and your boots are sound.
3	The ancient road awaits. Long have you thought about where it leads. The stonework looks sturdy and has survived time passes with great resilience.
4	The stones of the Great Bridge themselves feel chilled this morning. Though crumbling you are assured it is still intact. You are not sure how people know this for none have crossed it for an age.
5	Your small row boat awaits. The meandering slough beckons. Egrets, crows and damsel flies gather, as if they know what is going to happen next.
6	The hills climb steeply to the crumbling arches of the old Gatehouse. Beyond the land slopes gently into the undulating rocky plains and the great unexplored.
7	The pass in the valley feels ominous. A strong wind barrels down it and

	before you can take one step forward you feel as though you have been pushed back.
8	You begin to pick your way along the narrow goat path, the small community perched upon firm foundations in the mountains soon disappears out of sight.
9	The sparseness of the dusty plains plays upon your mind already. How can you go from such vibrant green growth to dryness and dust in such a short span of distance?
10	The ever encroaching jungle towers above you, making you feel as small as the ants that scurry about the mighty trees. The sweet smell and humidity play about your senses.
11	The sail boat looks sturdy enough. The river doesn't seem to be that fast flowing, and the rain appears to be holding at bay. A slight breeze slowly drives you onward into the lands beyond.
12	Each journey begins with a first step. Unfortunately, yours is up the steep, and heavily wooded escarpment sides. Surely the top is really hidden in the clouds!
13	The sulphurous stench threatens to overwhelm almost as much as trepidation does. The ash baked soil crumbles underfoot. The scholars say there are firm green lands just over the horizon.
14	The massive iron gates rumble open for the first time in a century. Your torches are lit, your backpacks strapped firm and your footsteps echo as you plunge into the gloom
15	The gorge looks particularly impressive this day. The rope bridge not quite so magnificent a sight. After all, no ever uses it. Well, except today. You are pretty sure you can see the other side.
16	The caldera seems warm and thick with vapour. You remind yourself its always like this, but today you have to descend its crumbling sides and head for the pit in its centre.
17	The good news is your journey begins with the stepping stones that hopefully traverse through the fetid swamp. Good news indeed, for things can surely only get better.
18	The rumble of the waterfall seems to carry extra power this day. The basket & pulley look secure and you think the attached ropes are long enough to lower you parallel to the raging torrent.
19	At last the tides are out and you can cross the exposed sands to the mainland. The gulls call in mockery of your venture for even they do not travel far from your island home.
20	Slowly you have crossed the cornfields and reached the white picket border

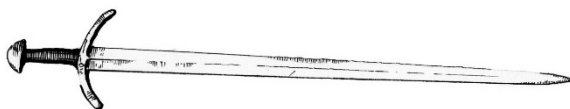
	fence. The grasslands beyond look pleasant enough, the wind is fresh, the clouds blue, the sun bright. Yeah, this is fine.
--	--

20 things around your campsite.

Roll d20 for your evenings in the great outdoors.

1	A number of dusk coloured squirrels sat atop a tree branch. They eye you with some suspicion. With a tooth filled grin, they open up their membrane wings and take to the night sky.
2	Moonlight illuminates a nearby pool. Silvery green frogs begin a soothing night chorus.
3	An old ring of well-worn stones is littered with the remnants of camps in the past. It is somewhat comforting to have found a much used site.
4	Colourful gas miasmas dance and chase around the campsite. On occasion the wisps seem to form faces filled with merriment and cheer.
5	A moderate wind carries bright particles in its clutches, every once in a while one of these sparkling dust motes gets caught in the fire and explodes with a loud pop and forms a shower of yellow and purple lights.
6	A strange furrow starts to form in a perfect circle around your encampment. The raised earthen mounds protrude in a slow steady silence.
7	Sweet orange and pink blossoms blow in in waves from a nearby clump of trees. Oddly the ground all around your pitches is free of the coloured petal fall.
8	Ants erupt with purpose from a nearby protrusion of granite. They form a perfect square about your camp. You do not feel threatened as their wicked maws face away from you, as though forming a guardian wall of tiny death.
9	The soft peaty ground, with its rich aromas adds to the comfort you feel as you bed down for the night.
10	Just as you begin to fade into sleep the tree canopies form a heavy shadow over you, and even the moon and stars begin to fade from view.
11	The remaining stone walls in the area must have once formed a strong protective keep. Now their sturdy stones form perfect anchors and strong points for your lean-to shelters.
12	A gentle flowing brook nearby begins to lull you to sleep. Unfortunately, a sharp pop disturbs the calm every so often, and something violently breaks the water's surface.
13	The cave is very dry. It is strangely very warm as well. There is something of an odd smell. It comes from the pale brown mosses clinging to the walls. Small centipedes and other unfortunate vermin writhe in death throes when they walk onto it.

14	The gentle hoots of owls echo in the darkness. Males engage in vocal competition, while females respond in a much lower tone. An enormous screech then pervades the area and all is silent.
15	You have made a few low fires to give warmth but not smoke. The depression you have made camp in protects you from the chill breeze, but you're still not sure what made the enormous footprint that provides such shelter.
16	Humidity hangs heavy in the air; a sudden damp pervades everything you own. This strange haze moved in very quickly and despite the obscurement you see large forms advancing toward you through the thick mists
17	A large haunch of meat slowly roasts on the spit, frothy ale spills over from your favourite mug, a pile of counted gold coins' glistens in the firelight, and a comely wench near you for warmth. Of course you are dreaming.
18	A pleasing 'thwack', and then a high pitched squeal, indicate your well placed snare has caught your supper. Hopefully it is a nice fat young boar, or a wild goat! You are not sure you can stomach mole for a 3 rd night running.
19	You are rudely awakened from your slumbers by the shaking of the earth, and the snapping of the tree bough your hammock was strung to. You land with a crash upon your kit. And then the tree branch lands on you
20	It's not too hot. It's not too cold. There is a pleasant breeze blowing. Your bedroll feels pretty comfortable; your kit is safely stowed nearby. You have had a good supper. Clearly you cannot sleep because you just know some utterly unfeasibly annoying creature is going to wander in and spoil your evening.





20 things to see and do in the wizard's tower.

Roll a d20 when the brave adventurers explore its arcane halls & dungeons

1	Electric glyph trap. <i>“A corridor is decorated with swirling lightning patterns, which sweep from ceiling to floor”</i> . The walls and ceiling are safe; the floor is not.
2	A ruined small study. <i>“Books and papers have been torn and scattered about the floor. Many items have thick ink crosses drawn through them.”</i> The writer was clearly not happy with his research.
3	A sealed exit. <i>“Ahead a wooden door fits snugly in a frame. It is sealed with wax. There is minute writing carved into this soft red seal”</i> . A demon is held bound within. It is most anxious to be free.
4	A closed book. <i>“Neatly flowing script is inscribed on the outer cover of this fine red book. A silver leaf bookmark is thrust midway in”</i> . A slew of minor new spells awaits the party's wizard, just don't peek at the final page!
5	An herb garden. <i>“In the centre of a large room, lies a circular stone walled raised garden full of multi-coloured herbs and other plants.”</i> Spell components, medicinal plants and ingredients for potions.
6	A human skull. <i>“Resting on a desk is a human skull. Nothing remarkable about that except it is nearly twice as large as a normal skull and its eye sockets appear to be glowing a deep and dangerous red.”</i> A helpful and friendly spirit lives within. Able to answer most questions on history.

7	A large mirror. <i>“Held up by a heavy and ornate frame is a large 10-foot mirror. Its surface is cracked and damaged; its silver coating failing. Something moves within...”</i> A demon is held bound within; it cannot escape but can pull the unwary to join it.
8	A workbench. <i>“A heavy and stained work-bench stands in a corner of a room. The remains of experiments, potion making and other endeavours lie scattered across its blasted and burnt surface.”</i> Rummage at your peril. The remains of unstable spells still cling to the bench.
9	A glowing portal. <i>“A glowing and swirling disc of light hangs mid-air unsuspected by any known means. Shapes can be seen within and glimpses of landscapes and alien worlds entice the explorer.”</i> It is a teleport disc leading to the rubbish and compost pit.
10	A three-headed dog. <i>“A large three-headed dog lies asleep on top of a trap-door. The arrangement seems familiar...”</i> The dog guards the way into the laundry room.
11	An empty suit of armour. <i>“Standing 8-foot-tall, the sinister looking black full plate armour stands in a corner clutching a two-handed sword. A nimbus of light surrounds its head and its sways slightly.”</i> It’s an empty suit of armour; what did you think it was?
12	A wizard. <i>“Just as you enter a room, you catch a glimpse of a tall red cloaked wizard with full flowing beard and crystal topped staff leave by another entrance.”</i> If the party pursues he is gone. If they gird their loins, ready for a fight nothing happens; the wizard is gone, but they party should remain uneasy.
13	A puzzle. <i>“Laid out on a small table is a half completed puzzle. The edges have been completed and some other bits. A pile of pieces sits next to it in small colour coded piles.”</i> If the party is tempted to complete the puzzle they find a portrait of a wizard who scowls at them and turns his back.
14	A room full of weapons. <i>“Benches and racks line the walls, filled with all manner of weapons, hundreds in total; many look fine and some glow with the light of mysticism.”</i> If the GM is feeling mean, then none of the weapons are of any use, none are magical & most break in their first use. If the GM is generous then still none are magical, but are normal weapons if the party requires them.
15	Astronomy room. <i>“A darkened room filled with stars, planetary systems and other astronomical phenomenon in miniature and animated to dance and whirl around the room in perfect symmetry to the real stars above.”</i> Depending on the party’s quests and aims, this room may assist in any time calculation or navigation problem. It responds to thought.
16	Menagerie/ Aviary. <i>“A spectacular room unfolds in front of you; domes and cages sprout almost uncontrollably left and right and appear filled with a multitude of small creatures, birds and plants. The noise is deafening.”</i>

	Some of the creatures are dangerous, however small and cute they appear to be. The party may be tempted to let them out. This is a bad idea.
17	A sleeping baby dragon. <i>"In the middle of a room lies a small red baby dragon sound asleep. It is breathing slowly and deeply."</i> This is a mechanical curio manufactured by dwarves and maintained by the last wizard who lived here. It is perfectly safe and will not change stance or behaviour.
18	An armchair and pipe. <i>"A very comfy armchair padded with red cushions stands in the middle of a dressing room, with a small table beside it, on which lays a pipe. It is still hot and smoking slightly."</i> The party may think that an occupant has just left, but this is not the case. It is a trap. Any who sits in it will face an urge to smoke the pipe which generates a poison cloud. If this is resisted, then the chair itself is a trap; its comfort lures any occupant to stay & sleep a while...
19	A chess set. <i>"A large and elaborate chess set stands on a table. It is ready to play. Each party members sees the set in a design that suits their history and culture. Two chairs stand ready."</i> If two party members sit, then they are locked and trapped until they play. The pieces move by the power of thought and fight each other. The loser suffers a small physical wound.
20	A necromancer's work room. <i>"Benches and tables lines the walls and stand free in the middle of the room. Corpses in various states of repair lie upon them. Skeletons are stacked in the corners. Other dark tatters of creatures hang from hooks suspended from the ceiling. Most are twitching and moving, several sit up..."</i> Enough said. The party must flee or ready themselves.

20 rival explorers.

Roll a d20 if the players get lonely.

1	Metherick The Black; male human, age 60+ (Wizard) A wandering wizard, accompanied by his two dogs, Stranger and Oddment. Unclear why called 'The Black' as he neither wears black, or does anything evil. In fact, he appears quite jovial and pleasant, but this hides a deep sadness. He is searching for his lost wife, missing now for 12 years. Will offer reasonable help and guidance. May travel for a while with a party and knows Polly Wise-Heart well and will not tolerate any harm to her.
2	Nineguard The Archer; male human, age 34 (Ranger) A dangerous and vicious ranger, armed with two bows. A black re-curve decorated in silver and a red-wood longbow. He has two separate quivers too, with colour coordinated arrows which he never mixes. Hunts and collects the ears of his victims (mainly elves) and wears them around his

	neck. Occasionally can be found with 1d4 thugs as backup.
3	<p>Cardefax Brue; male human, age 48 (Thief) Thief, rogue and trader of dubious goods. Cardefax can be found with his colourful painted wagon anywhere in the wilderness or any small hamlet or village. Seemingly defenceless, he is a wily old fox and can look after himself. Trades in stolen and goods of dubious origin of all types. Friendly, talkative, intelligent and good company; just hold on to your purse! Sometimes can be found with Ferrusmere Darkheim or Polly Wise-Heart.</p>
4	<p>Silvarous; male elf, age 205 (Ranger) A cunning and talented elf ranger, twin brother to Milvarous his bitter rival. Competes with his brothers to secure the hardest kills of the most dangerous creatures in the wild lands. Not interested in gold or jewels; it is the fame that drives him. He wants to be known as the most skilled hunter in the lands. May help any party who has seen or know of suitable prey or dangerous creature's worthy of the hunt. He will not help any party with the actual killing though – he will want to do that himself.</p>
5	<p>Milvarous; male elf, age 205 (Ranger) Hates his twin brother Silvarous with a vengeance and it has made his heart black. Secretly fears that his brother is the better hunter and a recent run-in and near-miss with Nineguard (who wounded him) has fuelled this insecurity. Now seeks to hunt and trap his own brother, rather than hunt better or bigger prey to increase his fame. Will consort with brigands and villains as a result, and can be found with assorted (1d6-1) low-level rogues and fighters.</p>
6	<p>Polly Wise-Heart, female human, age 72 (Druid) A kindly old woman wanderer, healer and explorer. Seeker of knowledge; particularly of herbs and the medicinal powers of tree barks and other plants. Can defend herself though if threatened, with powerful plant based magic, but will help nearly anyone, including Nineguard, her nephew. Has travelled with Metherick in the past.</p>
7	<p>Talisman, male, unclear but might be human, age unknown (fighter/knight) Mysterious mounted knight never seen without his armour and always seen with helm visor down. Wanders the land, alone and unaccompanied, though will occasionally share a fire and a tale or two. Highly skilled in combat, but rarely kills; preferring knockout blows and disarming. Tales vary, but must believe he is on a great quest to recover a jewel that will bring back a loved one from death. No one knows if that is true.</p>

8	<p>Silas “The Fist” Meakes, male, human, age 38 (bartender/fighter) Bartender/Owner of The Crossed Keys a small but homely inn resting in the middle of nowhere. Big, powerful man with a full beard and a loud personality. A huge two-handed fine-steel sword hangs over the hearth of his Inn, but he speaks little of it. May in a push help the party physically, but his inn will need to be at threat first.</p>
9	<p>Lok; male human, age unknown (warrior/sorcerer) A hunched and thin man that sits on a pale horse and wanders slowly across the wilderness. Bandaged from head to toe, including his face which he hides within a long black cloak. He is assumed to be a warrior due to the silvered long-sword that hangs at his side, but he has been known to work powerful magic. Of his past, or his motivations, no one really knows.</p>
10	<p>Ferrusmere Darkheim; female dwarf, age 103 (fighter) Adventurer, explorer and mapmaker. Collector of clues and rumours regarding the whereabouts of ancient buried cities, ruined forts and decaying temples. Leads expeditions into dark and dangerous lands. Others might hunt for treasurer or powerful items, but Ferrusmere seeks knowledge and writes books based on her findings and prepares drawing of explored ruins which are highly sought out and valued in their own right. Bitter rival of Solestrus. Can be found with 2d4 assistants of various types but mainly scribes, guards and diggers. Often hires parties to assist in her works.</p>
11	<p>Solestrus; female human, age 39 (mage) Unlike Ferrusmere, Solestrus lusts after gold, treasure and power and competes with Ferrusmere to ‘get there first’ and secure newly discovered sites and ruined temples. Unlike her rival, she doesn’t care who she kills or ‘expends’ in getting her way. Specialises in magic that can assist in her archaeology – for example, magic that can lift items, dispel traps, open doors and in particular invisibility. This doesn’t mean she has overlooked offensive magic as many have found out to their cost.</p>
12	<p>Olmes Heartforth; human male, age 37 (fighter) One-armed investigator, thief-taker, magistrate and constable – once self-appointed policeman of the wilds, now trusted by many small hamlets, towns and villages and therefore almost legitimate. Hunts down villains and investigates murders and others crimes. Has attempted to bring to justice Baal (to whom he lost his arm), Solestrus and Nineguard, but failed so far. Steadfast and diligent, he may look to any party of PCs as either help to hunt petty criminals down, or as criminals themselves depending on their deeds. Accompanied by 1d6 deputies.</p>

13	<p>Baal; male half-orc, age 158 (fighter) Mercenary, bandit-chief, outlaw and horse-thief. Outcast from his human mother's township at a young age, he forged a living fighting and stealing on the outskirts of civilisation until at the age of 40 he tracked down his orc father and killed him. Now runs with many of the villains of the area and the leader of the most feared group of bandits and killers. Will seek to kill any who crosses him. Accompanied by 2d6 mixed human and orc fighters of low level. A recent convert to the new faith of the Cult of the Creed.</p>
14	<p>Fury; female elf, age 197 (fighter) A hunter-fighter, some say assassin working for the Authority, a cabal of clerics and mages who seek power in the region. She fights with two-blades and hates bows. Can be hired for suitable 'side work', though she is loyal and dedicated to the Authority. Mean, cold and lethal, little moves her, except the plight of animals who she cannot abide harm to.</p>
15	<p>Brite Darkhammer; male dwarf, age 177 (fighter/engineer) Engineer and inventor, Brite designs traps and fortifications for those who can afford his services. Currently working on an automatic heavy repeating crossbow that can sense life, but has yet to perfect. Known to hire adventurers under other pretences to 'test' his inventions, fortifications and lethal devices. The more that die the better. Prefers to work alone, but has been seen in the company of Solestrus, who it is rumoured he is in love with.</p>
16	<p>Peria Sault; female human, age 39 (cleric) High priestess of a mysterious cult, called The Creed, but presents herself as a wandering tinker in a covered cart. She appears harmless, but is far from it. Small stunted homunculi (1d6+1) serve her needs, but remaining hidden from direct view, but can be glimpsed from the corner of the eye. She travels the land recruiting victims to her cause. She is nurturing Baal to be the leader of her military forces.</p>
17	<p>Drooit Kalm; male human, age 40 (fighter/thief) Rogue and raconteur, Drooit excels in causing trouble and making money, by selling arms to both sides of a hostile conflict and if no argument exists between, say, two villages, he will create some and fan the flames of hatred. A keen duellist, fencer and killer, Drooit stays one step ahead of retribution and skilfully avoids the attentions of Olmes Heartforth.</p>
18	<p>Lady Rawn, The Black Swan; female human, age 35 (mage) The Lady Rawn is a powerful mage, but is also noble born and appears as a fine lady of wealth and power. Her entourage of four knights in black plate</p>

	armour are in fact empty suits animated by her power. She has been known to hire adventurers to undertake various, missions and tasks that enhance her position. Some consider her the leader of the Authority, but she does not answer such claims.
19	Maria Diac; human female, age 32 (rogue) Maria is an explorer-thief, tomb-breaker and acquirer of ancient artefacts and rare and valuable objects. Can read, write and speak 10 or more rare and dead languages and many other living ones too. She is well versed in surveying and engineering and is close friends with the dwarf Ferrusmere , but pretends to the world that they are rivals and enemies, even pretending that they are stealing from each other, when in fact they are assisting each other. Sometimes accompanied by 1d4 assistants, such as diggers, guards and other specialists.
20	Valery Nightwater; human female, age 27 (fighter/cleric) Warrior-knight of a lesser known sun-god and monk of its militant order. Valery undertakes a sole vigil in penance for disobeying orders. She is capable, though lacks the confidence to be truly powerful. She is calm, helpful, pious and kind, but suffering from nightmares and migraines of an unknown origin.

20 areas of the cultists lair.

Roll d20 when you finally make your 'library' check; you find their HQ.

1	Changing room. <i>"Clearly a robing room; clothes hang from hooks; benches hold folded garments. Black and red robes are unattended, hanging ready for an unknown ritual."</i> The party can disguise themselves, or rummage for minor treasure.
2	Treasure room. <i>"A series of lock-boxes and chests are piled in a corner. They contain the ill-gotten gains of tithes and taxes collected from supplicants and joining novices."</i> 100's of coins of the GM's choice.
3	Kitchen. <i>"Obviously a kitchen, with a huge range at one end with ovens and spits; benches for food preparation and pots and pans hanging from walls and filling cupboards."</i> 1d8, pot-boys, chefs and servants armed with cleavers and knives shout alarm unless dealt with.
4	Guard room. <i>"A rough room with tables, chairs and weapon racks. A group of guards look up from their game of cards surprised. They reach for their weapons..."</i> The 1d6+2 guards are moderately armed and armoured and are reasonably skilled.
5	Murder hole. <i>"You discover a hidden door to a small unoccupied room with several holes leading to a passage below. Boiling oil stands ready in a large pot. You hear noises of a patrol of cultist guards approaching beneath you..."</i> The party can attack from

	above or let them pass.
6	Prisoners. <i>“A series of iron-barred cells reveal a number of hungry and dirty prisoners of the cult. There is no sign of their jailor or keys.”</i> Difficult but un-trapped locks. Once released the 1d4 prisoners need feeding and healing. They may have useful information. One may be pretending...
7	Escorted sacrifice. <i>“A near naked and shackled prisoner is being escorted through a passage by several cultists, hooded and masked to hide their features. The fate of the prisoner is uncertain.”</i> There are 1d6+1 cultists and one is a magic user; the rest are armed with daggers and clubs.
8	Training room. <i>“Stuffed manikins and straw targets line the walls of this dark room. Various weapons lie in piles. Trainees look up in surprise from their sparring. Who goes first?”</i> 1d4 skilled guards, masked, and well-armed and armoured.
9	Torture chamber. <i>“Racks, wheels and other instruments of torture stand ready. A brazier of hot coals sizzles in one corner thrust full with various hot tools. The sound of someone dragging a prisoner reaches your ears.”</i> A murderous torturer armed a cleaver and his prisoner must be dealt with.
10	Library. <i>“A small, but well stocked library. Books and scrolls line the walls and fill packed book cases. Many of the books are clad in dubious looking leathers and written in obscure and dangerous languages along with disturbing and sickening illustrations.”</i> Readers must pass a suitable resistance test, or suffer mental shock at the sight of the disgusting images.
11	Grand Master’s Study. <i>“A luxurious chamber with fine rugs, furniture and pictures attached to oak panelling. A skull stands on a desk, next to a blood stained dagger.”</i> The drawers on the desk are trapped. A search reveals lists of sacrifices, cult-members and those who the cult has blackmailed and extorted for money.
12	Attack! <i>“Out of the shadows run screaming cultists in red robes and black face masks, armed with steaming and hissing daggers.”</i> There are 1d4+1 of them and the blades are poisoned.
13	Book binding room. <i>“At first glance, the room appears to be a simple unoccupied room where books are bound. Pages of printed text lie ready, along with blank papers and parchments, along with bottles of various glues. The leather though appears odd and strangely coloured and marked.”</i> On examination the leather is prepared human skin and curing racks stand behind a curtain with more. Make a suitable resistance test or suffer mental shock due to disgust.
14	Trap! <i>“There is a loud click and you realise one of you have triggered a trap.”</i> Roll on the devious traps table.
15	Anti-chamber. <i>“You are in a roughbewn chamber with a huge set of doors ahead. You can hear the frenzied sound of chanting beyond and the screams of victims. Two</i>

	<i>large muscular men stand guard with metal headdresses and masks. They are armed with obscure and perverse weapons.</i> ” You must fight two champions of the cult.
16	Statue. “Lit by black candles, the hideous, misshapen and obscene carved statue of a grotesque figure looms ahead. Bowls of fresh blood lie at its base. The air is cold and you feel its glowing eyes upon you.” The statue is just a statue but the 1d6 ghouls that defend it are real.
17	Sleeping Quarters. “ <i>A long gallery dimly lit, arranged in rows of cots, beds and bunk-beds, a few tables and chests. The sounds of snoring and breathing reach your ears.</i> ” 2d6 various cultists, both male and female sleep here. 1d4 of which are magic users. Be careful not to wake them...
18	Grand Master’s bedchamber. “ <i>A dark but opulent bed chamber greets you, with a luxurious four-poster bed dominating the centre of the room. Rich furnishings abound, including valuable tapestries, mirrors and candle-sticks. There is someone sleeping in the bed.</i> ” GM discretion, but the person is either the Grand Master, a powerful dark cleric, or a bound female victim that needs rescuing, but then again she might have a hidden agenda...
19	Altar. “ <i>A dark and sinister slab of black marble supported by two carved boulders in the shape of demons. Candles and braziers surround it and dark red stains are splattered around. The corpse of a recent sacrifice lies eviscerated on top, twitching and still bleeding.</i> ” The victim is not quite dead but imbued with the energy of the dark god. Mad, dangerous and lethal...
20	Temple. “ <i>A huge columned space, lit with giant burning braziers and with a high vaulted ceiling. A glowing pentagram is etched in the floor in the centre. A dark and brooding altar stands at one end. High priests stand behind it and cultists swarm around. A dark shape forms above the pentagram. The ritual is reaching its peak.</i> ” 1d4 High priests (with dark clerical powers), 1d4 mages and 2d6 masked cultists, armed with polearms.



20 places a creature calls home.

Roll a d20 when you stumble upon someone else's home. Will they share?

1	A hollow fir tree with an incongruous well-crafted door fitted in its trunk.
2	The cellar of a decayed grand house now mostly rubble. The wine is still good though.
3	The bell tower of an abandoned church – well abandoned by parishioners and priests, the creatures remain.
4	A long unused well driven deep into the earth. The bucket and rope are still serviceable.
5	A ramshackle collection of odds and ends, driftwood and other rubbish, stands lopsidedly within the dunes of a deserted beach.
6	A deep cave, black as night, deep as the bones of the earth. Nice and dry and warm though.
7	A nice and well-kept trapdoor sitting in the middle of a neatly mowed lawn. There is a sign that says: “please knock.”
8	An extensive tree-house, set high among the branches of a grand old tree.

	Walkways link other structures and rope ladders extend to the ground.
9	A half-sunken river boat, dark and gloomy. There is something in the water.
10	The ruined remains of a circular keep. The upper floors have long since rotted away.
11	A sink-hole dark as pitch and deep as thought itself.
12	A stone circle of 7 standing stones, marked with harsh and cruel symbols.
13	A small pyramid, only 30 feet tall, with smooth sides and a single huge entrance.
14	A single animal skin tent pitched in an empty plain of tall grass.
15	The savaged remains of a church, damaged to the foundations, only the crypt remains intact...
16	A huge iron-clad chest drilled with air holes. It appears to be unlocked...
17	A large and roomy cave behind a waterfall. Watch out it is slippery.
18	A really nice and classic cottage, with small leaded windows, neat lawns, roses and a thatched roof. A nasty smell comes from within.
19	A tall barn with hay loft and large doors. Piles of pumpkins stand to one side and a scarecrow watches you from the next field.
20	A decaying fortress tower clinging to the side of a mountain. Smoke rises from various chimneys.

20 descriptions of wondrous landscapes.

Roll a d20 when you need a travelogue cut-scene

1	The waterfall at Tearpire. Five rivers converge to form, at first two waterfalls, then a thunderous combined waterfall of many hundreds of feet high. The resultant spray causes double, and sometimes triple, rainbows of the most beautiful sort. Rare crystals are said to grow in the caves behind the waterfalls. Though the way is dangerous and many have failed.
2	The singing trees of Talos. The tall blue-green trees of Talos appear to hum in the wind and at times these sounds multiply to form sonorous and melodic noises, likened to elven children singing (elves deny this of course). The locals believe invisible spirits live in the trees, others say demons dwell within the forest and the ‘singing’ such as it is, is to entice the unwary and foolish.
3	The Blessed Mound. A green and what surely must be a man-made perfect high mound, sitting among a forest with a marble carved shrine on top to an unknown god. Miracles of healing are said to occur there from time to time. Sunlight, even on the dullest days, appears to strike the top directly from above, as if favoured by the heavens themselves.

4	The volcano of Menistan. An active volcano that erupts every year at the same time precisely for one day only, before dying down again. Lightning is produced in the plume, causing it to be referred to as the “Gates to the underworld”, which it may be. Highly dangerous, rare jewels are produced in the eruption however, enticing treasure hunters to try their luck and risk the fumes, rocks and lightning. Their deaths are certain.
5	The frozen lake of Ellum-Alb. High in the mountains of Ellum, lies a perpetual frozen lake. It is quite wonderful, however, strange bubbles of gas break the surface. These then ignite with a blue flame, making the lake beautiful to behold, if a little dangerous to cross.
6	The Storm of Kalium. An intense electrical storm that has endured for 15 years without stop, which lies in the seas around Catum and Kalium. No one dares venture within now, but ships can be glimpsed inside, seemingly unharmed. The effect stretches around 100 square miles and is said to hide an island within.
7	The Great Deep. A large submarine sinkhole off the coast of Catum. It is 1000 feet across and is said to be bottomless. It is surrounded by an almost impenetrable coral reef and the waters are still and black as the night.
8	Murmuration of Skark. The endless hosts of skark birds swarm in the mountains of the moon and form mysterious and somewhat sinister swirling, flying black clouds that move with grace and beauty. The birds are carnivorous, so take care, as if they strike you, you will be consumed in minutes.
9	The Giant’s Causeway. Columns of stone hundreds of feet high and roughly hexagonal or octagonal on the top flat surface, each one 20 feet across. They stretch for miles, staggered in height, each one would take a normal human, elf or dwarf hours to traverse to the next, but a giant could walk as easily as a human would stepping stones. Where it leads no one truly knows and the giants are not telling.
10	The moving stones of Olog. Deep in the arid plains of Olog stand tall rocks of polished black stone. Each one marked with mysterious and mystical symbols. Without seemingly moving to the eye, each one slowly traverses the landscape incising long tracks in the baked clay floor of the desert. The grinning sound of the movement have been said to send men mad. The nomads of the desert wilds use them to execute trespassers and criminals.
11	The smoking chimneys of Erebus. At least 200 chimneys of what appears to be of clay or sand substances stand in strange patterns on the planes of Erebus. A sweet smelling steam or smoke can be seen coming

	from about a third of the ‘chimneys’, which slowly appears to change randomly to others. Who built them and what they are for no one knows.
12	Moskstraum. A singing, moving and swirling maelstrom that surges off the various coasts of the wilds. It preys on shipping, dragging ships and boats down into the deeps before disappearing. Cause unknown. Sailors on lost ships have appeared 100s of miles away, claiming no memory of the events that got them there.
13	Mallester’s Needle. A tall thin, almost certainly, magical tower, nearly a 1000 feet tall, but only 30 feet at its circumference at the base. It does not appear to have doors or openings, nor any current known occupants. Mallester himself abandoned it 200 years ago for reasons unknown. Tales of wondrous sights inside draw adventures and treasure hunters alike. Those who might be successful are saying nothing.
14	The crystal city of Primarsh. A complete in every detail city, abandoned and unoccupied, but with walls, streets, buildings, towers and wells – all made out of a transparent crystal. Not a single artefact or object has been found inside. Nothing grows and there is no water. Explorers quickly leave as the place is haunted with strange noises and reflections.
15	The flying rock. Just outside the town of Solitude, hangs a large rock suspended in the air. It appears to be several 100s of feet wide and tall, though tapered at the bottom near its base. It does not rise or lower. Its top appears flat and there may be ruined structures upon it. Hanging just above anything you could climb or use, it has stayed a mystery for decades. A current attempt is underway to build a structure to access its lowest points to climb it.
16	The purple sand dunes of the deep reaches. The desert of the Deep Reach, a few miles from the last safe city of Sanctum, is home to a swirling dune sea of layers of purple, red, yellow and gold coloured sand. The changing colours and patterns are truly beautiful and worth enduring the dangers of the desert to see. Said to be formed by the various secretions of a species of sand-worm, but on-one knows if that is true or not.
17	The Deadway Marshes. Misnamed stretch of swamp and marsh, near the town of Northwich. Very much alive with all manner of lethal creatures, large insects and mutated reptiles. In fact, so named, as you are unlikely to be able to leave alive as the inhabitants compete to be the first to eat you.
18	Giant Mushrooms of Valrode. A forest of gigantic blue and green fungi, larger than a man or elf. Each one is laced with psychedelic compounds guaranteed to cause hallucinations and madness. These compounds are either released in clouds of powder, or secreted from the ‘trunks’ of the

	mushrooms. These compounds are valued widely in the outside world. The fungi bump together disconcertedly, causing a knocking sound that reverberates up and the down the strange forest.
19	Field of Mirrors. In a stretch of wilderness near the ruined town of Coldmere, lies, neatly arranged in various patterns, hundreds of ornate framed mirrors of all shapes and sizes. It is said that all things can be seen here; the future and the past. Be careful though, you may end up seeing too much and come away with something extra and unwanted.
20	The Battlefield of Glaum. The mist filled hollow that is the site of the battle of Glaum is not for the unwary. The weapons of the dead have been curiously ‘planted’ upright like an obscene forest of rusted metal of death, with the bodies buried underneath. Hidden in the gloom are strange sounds and noises of battle, even though nothing appears to move.

20 places to bury the dead.

Roll a d20 when the PCs stumbles across long forgotten necropolis!

1	The abandoned magistrates court at Karum; the steps still stained with the blood of the excessive executions.
2	The gallows at the cross-roads at Vetium. So large it is said that it could execute 20 people at once.
3	The gibbet at Darkling Rock; a warning to the living, if not the dead.
4	The plague village at Estem, cut-off and left until only the dead stir.
5	The abandoned mental asylum at Lingon-Na, sealed up on the orders of the Visor with 100 inmates still inside.
6	The walled necropolis at Capofrydem; only the rich rest there, and not so well of late.
7	The old operating theatre at the university of Tamford, locked and left to rot. The screams of patients still echo there.
8	The ancient underhalls of the old Rotaran Empire’s main amphitheatre; the cheers of the crowd now silent. The underhalls are not...
9	The notorious Red Level of the prison complex of Kartorum, where the wardens fear to tread and the keys no longer work.
10	The burial crypts of the Kings of Sanctuary, said to be without end.
11	The catacombs of Arveal; maze-like and deep, only the dead know the way out.
12	The ossuary of Nedlec – each room dedicated to one type of bone only. 1000’s of example in each room. The bones of the dead do not like to be separated.
13	The coffin factory at Stirmingford, left with all inside.

14	The sky-burials of Salous; 1500 platforms and scaffold structures where an entire tribe of people lay down to die.
15	The charnel pits of the Butcher of Allam. The despot's victims, alive or dead, were flung here in their 100s.
16	The pyramid of the god-king A'tar; whether or not he was a god is unknown, but his entire household, servants, slaves, government and priesthood were mummified alive and sealed within.
17	A neat graveyard, gloomy and misty. A small church stands next to it, bell tolling. A single candle in the window of the church goes out.
18	The basement of the Grand Museum of Persuleam, where even the curators fear to go.
19	The abandoned city of Garnold, locked and sealed from within. The inhabitants missing and disappeared, with food left on the table...
20	The attic of Harhich Hall, where the mad old Duke locked away his starving children. You can still hear them if you listen carefully.

20 traps.

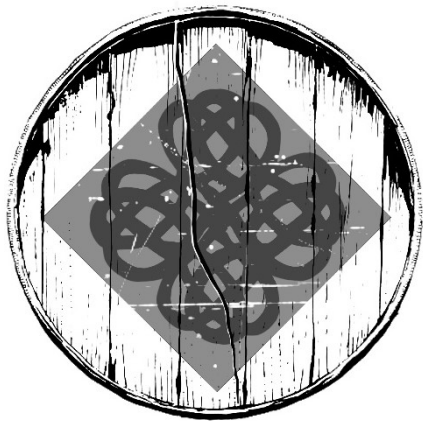
Roll a d20 when the party thief looks bored!

Traps use HD like monsters to indicate 'difficulty level' and damage using standard tables.

1	Pit trap: your standard false floor or foliage covered pit with spikes underneath. HD 1, DEX test to avoid.
2	Poison Cloud: gas cloud or puff of powder, could be attached to a lock or door, or triggered by entering an area. HD 2, CON test to avoid.
3	Falling blade: triggered by a trip wire or pressure plate, a huge blade swings or fall into the path of the PC's HD 2, DEX test to avoid.
4	Squeezing Walls: the walls of a room start to close to squeeze and crush the party to death. HD 3, STR test to stop the walls.
5	Poison dart/needle: triggered by bellows via a foot pressure plate, a small dart shoots out. HD 4 and CON test to resist the extra effects of the poison of GM's choice.
6	Rolling boulder: a large circular boulder rolls down a ramp towards you. HD 3, DEX test to jump out of way.
7	Fire burst: fumes or fuel ignite to burn or blast in a radius of 6 feet. HD 3, plus CON test to resist succumbing to the pain and fire for a further HD 2.
8	Hall of Mirrors: a confusing maze of mirrors activates from the walls; designed to dazzle the mind. HD 2, WIS test to stay sane.
9	Fire pit: a deeper and more dangerous version of the pit trap. A trapdoor swings open reveal a long drop to the fiery lava pits below. HD 4, DEX

	test to catch hold of edge of pit.
10	Siren Song: a beautiful lady appears to sing wondrous songs. It is an illusion to draw you into the invisible spinning blades. HD 3, CHA test to resist the pull of the siren.
11	Sleep glyph: a trigger pad, activates a sleep spell glyph, affecting those in a 10-foot radius. INT test to resist the spell or take normal effect (4d6 HD 'worth').
12	Teleport trap (mischievous): a hidden teleport spell activates at a glyph point and a teleport portal appear with a radius of 6 foot. It teleports all those failing a INT test, to the nearby waste and manure pile. HD 1 damage. The sound of laughter echoes as you fall.
13	Teleport trap (nasty): a hidden teleport spell activates at a glyph point and a teleport portal appear with a radius of 6 foot. It teleports all those failing a INT test, to a point 30 feet above solid ground. HD 4. The sound of laughter echoes as you fall.
14	False Ogre: a furious and loud ogre appears armed with a club. It is an illusion. Until a target passes a WIS test, it will inflict real damage (HD 4).
15	Magic Flute: bellows operate a magical flute when triggered. The music is beautiful and calming. Hidden within the music is a command to put down weapons and take off armour. It operates like the spell CHARM. CHA test each round to resist. 2d6 HD 1 goblins attack as soon as it stops playing (1d4 rounds).
16	Darkness: a room is plunged into total darkness when triggered as the result of a DEEP DARKNESS spell. INT test to resist. All rolls at Disadvantage until can escape. Doors are locked. 2 Carrion Crawlers are released into the room. Artificial light fails. Only the Divine spell DAYLIGHT works.
17	Vacuum: a large room filled with interesting looking boxes and storage cupboards slowly turns to vacuum as all air is sucked out over 1d6 rounds. INT test to notice. Once air is gone, CON test to resist the consequences of the effect while you try to escape. The doors are locked. All rolls are at disadvantage. HD 4 each round while remaining in room.
18	Shrinking Corridor: through an ordinary looking doorway a long, but narrow dead-end corridor stretches ahead with what looks like a door at the far end. As the PCs get about half way, the entrance door swings shut behind them revealing nasty spikes. The far 'door' is fake and the entire wall starts to move towards them. There are no exits. STR test to stop the wall before being squished. HD 4.
19	It's a trap: a large bedroom study appears to be filled with lots of

	<p>interesting things. As the party explore and touch things, such as opening a book, there is a large bang and flash and a loud voice announces ‘It’s a trap!’ After the party flinches, nothing happens and no damage occurs. Repeat 1d6+1 more times, until the party find it annoying and their guard drops. The last one explodes for real HD 5. INT test to realise, too late, it is, in fact, a trap. Half damage if successful.</p>
20	<p>Trap testing centre: you enter a room that can only be described as a trap manufactory and testing facility. Elements and parts of traps lie everywhere, ready for installation: spikes and springs; bellows attached to blow-pipes; boulder like cannon balls piled in pyramid shapes; fake walls; tools and wire; mirrors, ropes and building materials and the like. There is a man working in the middle dressed in a leather apron and with goggles. He shouts: “don’t move you fools!”. It’s too late, roll 1d6 times on this table and take the effects of various traps. The GM can adapt as traps go off left and right...</p>



20 long discarded bits of kit.

Roll a d20 when the PCs find something by the side of road.

1	Backpack. <i>“This leathery pack has survived the weather and time; silvery stitching has faded and you can barely read out the initials ‘GM’.</i> Inside the pack is an empty scroll case, a broken potion bottle, and a purse of 11 copper.
2	Rope. <i>“A thick green-tinged rope hangs on a tree. It is damp from all the rain. It still looks very stout and intact.”</i> It is enchanted and when fully dried out will turn into a 3HD venomous snake!
3	Ten Foot Pole. <i>“A ten-foot pole is propped against a rugged stone. A rusty iron cage is attached to the pole. The cage door is open, revealing empty contents”.</i> The chicken from inside the cage is long gone.
4	Waterskin. <i>“Hanging from a tree is a velvety purple waterskin. The lid looks intact and by the way the branch is sagging, the skin contains something!”</i> If you are feeling very nasty drinking the contents turns you into a tree! Otherwise it contains 2 pints of very strong brandy.
5	Arrow. <i>“This arrow clearly points to a small gated entry into the heavily twisted undergrowth”.</i> The arrow head is made of silver and the letters ‘ware’ have been carved on its wooden shaft”.
6	Helm. <i>“A blood stained helm is partially covered in a dark green moss. Its leather straps are beginning to rot”.</i> The helm is fully functional, though the inside if filled with dried brain and bone matter.
7	Plate. <i>“A dented bronze plate sits wedged between two rocks. It has raised edges and is decorated with prancing equine headed people”.</i> It is otherwise unremarkable
8	Shield. <i>“Amongst the bleached bones of large dead humanoids is a clover leaf shield, cracked and bent”.</i> A sad end for a shield used for such brave deeds as fighting ogres!
9	Boot. <i>“A stout leather boot is shoved under some nearby tree roots. It is made of black leather with decorated brass buckles”.</i> It could contain a handful of gaudy fake gems, or the tree could animate and eat another unwary humanoid.
10	Scroll Case. <i>“A cracked bone scroll case is balanced precariously on a rocky ledge adjacent to a large brook”.</i> If the GM is mean, it’s empty or contains a blank piece of parchment. If not, then it contains a suitable low-level non-offensive spell, like Silence , Daylight , Detect Evil , Light or Knock
11	Hammer. <i>“Not a war hammer, but one of those handy claw hammers with a rubber grip, for putting up picture books and the like.”</i> Useful bit of kit for the DIY enthusiast. +1 on all decorating tasks
12	Glove. <i>“A single glove has been pushed onto a branch so its index figure appears to point to another location.”</i> [roll on the “20 places a creature calls home” table]. It is a nice glove and well-made and warm. Alas it was commissioned and

	made to order by a one-armed man. Wearing it gives the owner a strong urge to walk backwards while appearing to walk forward.
13	Map. <i>“A wonderfully illustrated and carefully drawn map; coloured and inked expertly. Well cared for and appearing to reveal all many of secret places.”</i> Does not match any known geography on this realm, but takes a while to realise this. It is signed in one corner “G Jray”. It is worth a small fortune to greedy explorers.
14	Nails. <i>“A brown paper bag neatly folded at the top and sealed down containing half a pound of 1 and half inch iron nails.”</i> Could be useful for all sorts of projects.
15	Lantern. <i>“Sitting on a rock in broad daylight is a high quality brass and glass oil lantern. It is lit and quite hot. It has safety features and fine tooled adjustment fittings.”</i> At first glance, it is just a nice lantern, but it is magical as the oil will last days each time it is filled rather than for mere hours. However, once it is put out, it cannot be re-lit.
16	Whistle. <i>“Hanging on a tree branch is a silver-coloured metal whistle marked HOUND. The pea is missing.”</i> Nevertheless, if blown, it will attract within the hour 1d6 undead HD2 dogs. They think it is feeding time; perhaps it is.
17	Tankard. <i>“A discarded pewter tankard sits in a tangle of briars. Small mice use it as a cosy home. Within its nest-like interior, a rodent litter snuggles up”.</i> You know someone in the party will take this. They will probably be called Dave.
18	Horse Shoe. <i>“Laying in a pool of dank water is a brilliant golden horse-shoe. Even in the muddy mirk it glistens like, erm, gold”.</i> If the other three could be found all sorts of magic might happen.
19	Piton. <i>“Six feet up a rock face glints a single silver piton.”</i> Finely made and heavy, it is in itself worth quite a bit. It can be used an improvised weapon against creatures who are affected by silver and makes a damn good stake for vampires. Its main use is as a piton. If used in such a way it can hold the weight of the twice the entire party and will not come loose or fail, while the user wishes it to remain. If touched by anything gold it crumbles.
20	Scissors. <i>“On top of a pile of clothes and a dirty bale of fabric, sits a large pair of rusting steel scissors. They have the word Artemis inscribed on them”</i> The scissors appear blunt and unloved, but are actually quite useful. Anything cut with them is done in a very professional way, without fray or loose thread.



20 trees that look somewhat suspicious.

Roll a d20 when you cannot see the wood for the trees.

Look on the internet if you have the need for more detailed descriptions.

1	Oak. <i>“This enormous tree is by far the largest you have ever seen. Its bark is slightly turning to grey, and its leaves look somewhat withered. There is still some grandeur to its large spreading crown like branches.”</i> . This tree is the spirit of the Great Treant. Any wood cut from it will turn into a wicked rogue tree-spirit one month later.
2	Ash. <i>“This tree has a rugged, craggy trunk. Red squirrels chatter and chase in its many branches. They also occasionally seem to point at you!”</i> If the squirrels are fed, then a few leaves will gently fall to the ground. Each is equivalent to a cure light wounds if placed on an injury.
3	Birch. <i>“The canopy of elegant fine branches, adorned with golden leaves, cannot hide the glistening silver trunk standing firmly in this field”</i> . The tree is a symbol of renewal. A single plank of wood can be safely removed from this tree, and it will instantly repair any broken wooden item. A 2 nd strip removed, will cause the silver to blacken, the gold to fade, and the culprit to age 2d6 years.
4	Elm. <i>“A small copse of these short trees wave in the breeze. Numerous sucker like marks cover the trunk, and an abundance of spindly twigs branch out. An elf song seems to hang in the air. The dried bleached bones of twisted humans hang from the trees cores”</i> . A coven of witches was put to death here. Their essence and magic has long passed so there should be no danger!
5	Larch. <i>“Cones, more than a man could count in a day cover this large tree. Just a few appear as brilliant white in colour, in an otherwise sea of grey-brown”</i> . If they could be

	collected from the thin high branches there are enough white cones to make d3+1 potions that protect against the cold.
6	Poplar. <i>“From the frail looking trunk of this tree a dozen branches sprout, all reaching straight up into the sky, as though trying to grasp a cloud”</i> . Anyone able to climb to the reaches of the uppermost branch catches the glimpse of the end of a rainbow!
7	Chestnut. <i>“The tree has a pale pink trunk; branches bearing a canopy of varied palmate; and there is an abundance of the tell-tale stalk containing a ‘conker’</i> . There are between 4 and 9 leaflets per palmate. Feeding a horse, the chestnuts of any even numbered palmate improves their vitality and riding speed for a day.
8	Pine. <i>“On a slight rise dozens of pine trees stand, their pyramidal canopies forming almost perfect symmetry”</i> . Within each tree is buried the body of a valiant and noble warrior, from an ancient culture of the Moon. Each has been buried with fine bronze stellar symbol artefacts. Who knows what will happen if they are stolen? Curse, disease, wood golem or forest giants?
9	Aspen. <i>“The branches of this tree seem to form a shield around its upper areas. There is a glint of something polished within this branch palisade”</i> . Any branch cut away turns into a poisonous snake that will assail the PCs. Cradled in the branch tops is a polished wooden shield. It is light and strong and decorated with a lion rampant.
10	Cherry. <i>“Fine light branches, hand like in appearance, waft and release a pleasing smelling blossom. Fat cuckoos gorge themselves on the berries at the end of the finger like stalks”</i> . Perceptive PCs will note the birds do not eat the middle cherry. Doing so will give a terrible stomach ache for 24 hours, all the other berries provide delicious nutrition.
11	Yew. <i>“Stones, some as large as a man could barely lift; others as small as a fist, line the ground around the base of this impressive specimen”</i> . The stones cover the decaying forms of misshapen human babies. Lore may tell that burying a malformed baby soon after its birth under a yew ensures all future births to that mother give rise to healthy offspring. Other lore claims that these bones may provide a ward against the undead.
12	Beech. <i>“This enormous tree has a canopy that is as grand as the crown of any king. It is clearly very ancient and even a millennium or more in age!”</i> The tree has something of a sentient awareness and can talk. It may provide knowledge. It will ask the PCs to feed upon the nuts it bears, but unfortunately they have turned almost as bitter as the tree's spirit!
13	Holly. <i>“Sharp pin like leaves, deep green in colour, adorn the branches. Many have insects skewered upon them. At the base of the tree two branches have been fashioned into clubs and left leaning against the woody trunk”</i> . Runes on the clubs proclaim

	them as winter and summer. As long as the club of the correct season is taken then once per day the wielder is blessed with 'luck'. The wrong club inflicts ill-luck. At the seasons change the clubs will return here.
14	Hawthorn. <i>“A luminescent shimmer plays about the tree. Small, bright eyed fey stare out at you, inviting you to enter the door which has materialised about halfway up the trunk”.</i> Any who enters, transports to the faerie realm for 48 hours for an strange mix of pleasure and mischief. Roll a d6: on an odd -1 Con, on an even +1 Cha.
15	Sycamore. <i>“A small copse of trees, about a dozen in all, are set in a circle. The trunk and leaves of each have been shaped to that of a female form. Some tall, some short, some frail, some squat”.</i> They represent the female deities of a polytheist religion, once prevalent amongst the native peoples of this land. The people are long gone but the echoes of the gods keep the place trim and intact.
16	Willow. <i>“This willow seems to bow down low, its branches almost desperate to touch the ground”.</i> With insight in fact it seems the branches are trying to escape from the main tree! Any such branch cut away carefully provides a fine sap that will ease pain, or can be woven into fine sandals, making the wearer almost silent in step.
17	Hazel. <i>“A lone, and large, variety of this tree hangs precariously over a clear, cold looking pool. On occasion one of its nuts falls into the water and is immediately snaffled up by one of a dozen large salmon.”</i> The nuts are magical and allow the fish to talk, and impart lore of this area. The salmon are particularly delicious and eating one will raise wisdom by +1!
18	Rowan. <i>“Bright yellow berries, nearly the size of apples, grow on this vibrant tree. The strange pentagram like structures common on the stalks of these fruit are very pronounced on the growths here. The yellow is off-set by the crimson red leaves that grow in much abundance”.</i> The wise may know that making a cloak out of the leaves, and then staining it with berry juices, will make a protective enchanted cloak.
19	Cedar. <i>“A line of densely foliated trees sits adjacent to an old road. The cedars here also have dense trunks and have a strong, vibrant green colour”.</i> Elves once dwelt in a tree village here but now bandits, or worse, make it a place of ambush and treachery.
20	Dogwood. <i>“This hedge of trees is a mixture of lime and crimson. Odd laughter echoes from within”.</i> This is the home to a hermaphrodite dryad, matching the characteristics of 'her' tree home. It is in a most playful mood!

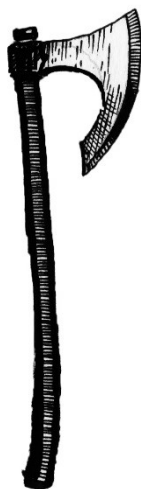


12 places where the dead can't rest.

Roll a d12 when it's time for the undead to rise.

1	Cairn. <i>"This burial mound is heavily coated in vegetation; except for where the door, once was, for nothing seems to grow there now"</i> . A vengeful wight of an ancient tribe haunts this area strangling those who it meets with cold bony hands.
2	Pit. <i>"This burial pit contains long bleached bones, decorated in torcs and bracers of bronze"</i> . A druid was buried here, his essence now dwells within the ghost spider that lives in this damp, dark place.
3	Stone Altar. <i>"A single stone altar sits atop a slight rise. It seems to have survived the ravages of time for its surface glistens a deep blood-red"</i> . A ghoul-lord makes his home under stone where he died; chained, starving and alone.
4	Ravine. <i>"Many bright animal bones lie in the bottom of this ravine, clearly all have fallen to their deaths. The noise of thunderous hooves echoes in the rift, matching the pace of the setting sun"</i> . An ancient tribe drove thunder-beasts to their deaths here. Revenants of these creature's rampage and stomp at dusk and dawn
5	Tree. <i>"A blasted willow tree sits alone in the plains. Scorch marks from a myriad of lightning strikes gives cause to its demise"</i> . An unfortunate bandit was sheltering

	here when his skin was ripped off in an electrical storm. The skinrend remains hidden here, jealously guarding his meagre loot.
6	Wall. “ <i>A crumbling wall of the fortress of some ancient empire winds its way across a tiered landscape. Outside a rusting iron gatehouse, a dozen skeletons, in long decayed livery, stand waiting</i> ”. The skeletons may be on guard, or trying to fulfil their last mission.
7	Waterfall. “ <i>A cacophonous roar echoes from the waterfall. Where the flow crashes into the river, its hisses as putrid liquid is thrown up in spray.</i> ” Dwelling in the torrent are a clutch of stench-ridden ghasts , capsized and trapped in the rocks here long ago.
8	Hill. “ <i>A small rise here forms the highest point for miles around. Jutting out the ground here and there are the tell-tale signs of an ancient battle, some terrible last stand in all likelihood</i> ”. The top of the hill has a furrowed trench, the burial place of an ancient and noble lord. His followers died trying vainly to protect his tomb. He is now a vengeful mummy .
9	Orchard. “ <i>Bright orange and cherry blossoms fills this overgrown orchard. The sounds of children playing, hounds barking, and songs of work drift on the breeze</i> ”. This is a place of serenity. Flighty spirits of the folk who once worked here merrily dance about. Anyone bringing ill will to the area incurs the wrath of a fetch , that manically defends the peace of this place.
10	Manor. “ <i>By a slowly meandering river, are the grounds of a plantation. Within a decaying manor stands resolute against the ages and abandonment</i> ”. Many slaves once toiled in the fields, till one by one they died of river plaque. Their matriarch cursed her cruel masters as they set to leave and they locked her in a basement, to dwell as a terrible spectre .
11	Lake. “ <i>An ethereal visage of a young maid brushes her hair as she looks into the mirrored surface of a lake. She laments about lost beauty, and how none will now love her; as the petite figure turns, you see her eyes have been cruelly torn out</i> ”. The image is a pure visage, and is calm as long as the PCs re-assure she is not ugly, etc. If risen to ire, her Wraith leaps from the lake.
12	Tower. “ <i>A crumbling tower sits amongst many miles of featureless and decayed terrain. A sign nearby warns that Kalfr the Vampire is long imprisoned within and no blood should be spilled in this area, less he rises hungry once more.</i> ” There is a vampire , and several spawn within. It’s not as through the party were not warned.



12 uses of a usage dice

Roll a d12 when you want situations beyond the players control.

At the end of each moment, hour, days as required; roll a usage die to see what happens.

Sometimes the usage die is a friend of the PCs, sometimes it hates them! GM chooses dice type.

NOTE: A usage dice is usually used for things which are ‘consumable’. It may range from a d12 to a d4. When it has been used roll the dice. If the number is a 1-2 then the dice is stepped down one category (d12 to d10, d10 to d8, etc). If the d4 is stepped down then the item is ‘gone’.

1	Swarm	A seemingly endless horde of creatures assails the players. When the usage dice is gone, the swarm disperses.
2	Fever	After a PC has failed a CON save or similar and contracted something, the fever will break when the usage dice has gone.
3	Pool	Each round the PCs bathe in this mystical water they heal 1 hp, the magic fades for a month when the usage dice is gone.
4	Horn	Each blow on this ancient horn summons a ghostly warrior of the PCs HD. It will aid the PCs for one combat, task, etc. The horn crumbles when the usage dice is gone, and the PC is unable to speak for a day.
5	Salve	This thick white paste removes 1 debilitating condition currently affecting a PC. Each use also heals a single hp. The container is dried and empty when the usage die is gone.
6	Wishes	This potent ring allows the character to increase his ability scores. Each successful use raises the ability by 1. When the

		usage dice is gone, the ring is emptied; it squeezes tightly, chops off the finger the ring is worn on, and disappears. It returns fully charged in 101 days in a random location.
7	Nightmare	The PCs are caught in a prolonged and terrible dream full of portent. They cannot awaken until the usage dice has gone. Each night they sleep the PCs see a vision of their future (roll on other tables to see what they see).
8	Coins	You stumble upon a hoard of money. Each roll of the usage dice is how much gp value you find, when the usage dice is gone, the horde has been plundered.
9	Wand	This charred twisted wand carries the fireball spell. The spell does 5d6 damage. When the usage die is spent the wand explodes around the character for 5d6 damage.
10	Rain	It's wet. Constantly. Sodden. Downpour. Moist. It will end one day. Probably.
11	SoulSword	On a critical hit this +2 magical ivory sword drains an HD of damage from the target and heals the wielder the same HD of hps. The sword ages and crumbles when the usage dice is gone. The character also ages a number of years equal to a roll on the original usage dice!
12	Collapse	As the players cross a rickety structure it starts to collapse. When the usage die is gone, so is the structure!

12 fearsome reptilian foes.

Roll a d12 when something cold and green slithers this way

1	Emerald Cobra. d3. 3HD. Patiently set here to guard. Will bite anything big and warm that approaches.
2	Gila Monsters. d4. 2HD. <i>“you see some low squat and heavily horned lizards. Fiery blood oozes from their eyes”.</i> Found in an area of ash and burnt forest. Its gaze sets thing alight. Adventurers for example.
3	Giant Turtles. d2. 3HD. In an area of gently flowing clean water. They are really tasty. Mouth-wateringly-flesh-melting-on-the-tongue tasty. They are somewhat rare. Or medium rare!
4	Lizardmen. d8. 2+2HD. <i>“A group of tall reptile headed men approach. They carry crude spears, wear cruder loincloths and are adorned in many humanoid bones”.</i> They are vegetarians and carry around the bones of their dead ancestors!
5	Crocodile. 1. 5+5HD. A very nasty and battle scarred predator lies in wait. He has many bits missing, including an eye, a nostril, 3 toes, most of his tail, and several teeth. I'm sure the PCs will take pity on him!

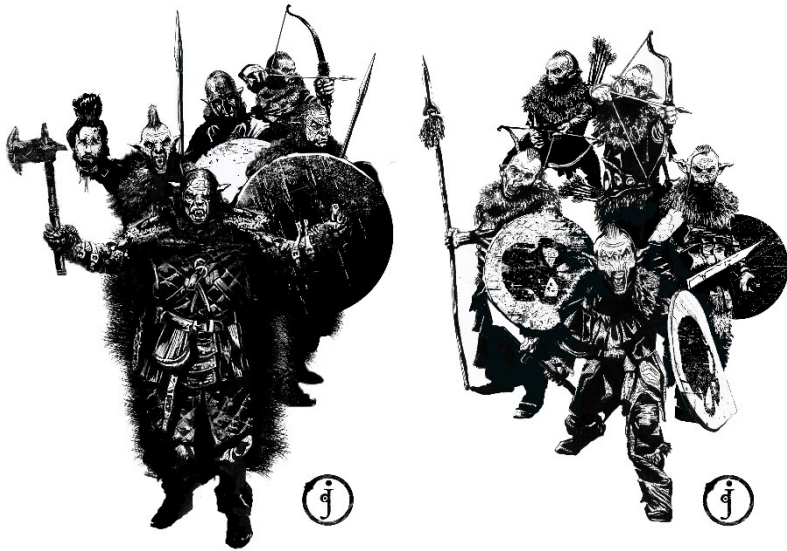
6	Velociraptors. d4+1. 3+3 HD. <i>“Rampaging from the undergrowth charges a number of humanoid sized dinosaurs. They have feathers, and wicked talons on their feet”.</i> The PCs can have an intellectual debate about whether these dinosaurs actually existed or were the scholars plain wrong. Meanwhile a couple more will ambush them from behind!
7	Hydra. d3. 5+5HD. <i>“As you traverse a region of stagnant, still pools the quiet is shattered by the whoosh of a great reptilian head bursting through the still. Then another, and another, and another.....”</i> in the mirk is a relic that they guard.
8	Snakes. 5d6. 1-2 HD. <i>“A dirt covered stone stair leads into a great pit. Myriads of grey and brown mottled snakes dance and writhe rhythmically within”.</i> If the PCs join in the dance the snakes do them no harm. A secret door at the base of the steps leads to adventure.
9	Naga. 1. 8HD+spells. <i>“A long dried river bed dominates this area. It is dusty and baked. At its widest point a large burrow is dug into the banks. A soulful song echoes from within”.</i> Tremulus the Naga may be hungry; she may be helpful or she may have a task for the PCs.
10	Troglodytes. 3d6. 2HD. <i>“Loud drumbeats fill the air with their resonant booms. The source is the 5 drums set around a crystal clear lake in the Underworld where you travel. Many bony pale-skinned reptile-like humanoids pray fervently toward the pool”.</i> The pool contains humanoids the devout have drowned to appease their voracious goddess.
11	Basilisk. 1. 5HD <i>“This marshy expanse is teeming with insect life, and large aquatic plants that have seemingly grown in wild abandon”.</i> By the time the PCs discover the small statues of birds, lizards and mammals buried in the seeping mire, it may be too late!
12	Fire Drake. 1d4. 4HD. <i>“Billowing smoke comes from a large patch of weeds and thorn bushes that are smouldering with small flames”.</i> Young fire drakes frolic and burn things in the undergrowth. They will be most curious to see if people burn too!

12 wicked humanoids.

Roll d12 when the party need to encounter some lowly fodder

1	Kobolds. 1d6+1. This group are particularly dog-headed looking, with manes of russet, and bright brown eyes, but PCs slaughtering them will likely not notice this. <i>They will have a pitiful amount of copper and bronze.</i>
2	Kobolds. 3d6. This group of well organised beings are painted in much woad and yellow-blossom. They busy themselves building a large wooden hut. They have several guards on duty with bows, short blades, and a warning horn. <i>They have some silver and salves.</i>

3	Goblins. 1d6+1. These goblins are heavily camouflaged and skilfully chase deer through the forests. <i>These goblins will never has seen a human before.</i>
4	Goblins. 3d6. This group have just won a costly battle against an enemy. Some are wounded. They are strung out and not very alert. <i>They have double their normal treasure!</i>
5	Orcs. 1d6+1. Scouting party from the Fremloch tribe, who have mastery over much of the waterways. These orcs punt a raft silently through the mire. <i>Hidden in a secret compartment is a collection of freshwater pearls.</i>
6	Orcs. 3d6. This group carries an abundance of weapons, but very little armour. They are taking the weapons to trade to another local group of humanoids. <i>They also carry 5 bottles of poisoned ale, just in case they change their minds about a fair trade.</i>
7	Hobgoblins. d6+1. Members of the Iron Hills brigade. This group is stealthily tracking an escaped prisoner, another hobgoblin who betrayed his people. <i>They will be most interested in discovering what the PCs know.</i>
8	Hobgoblins. 3d6. This group is busy repairing an old watchtower that overlooks a strongly flowing river. They have carts and mules to carry their work kit. <i>They are enemies of the Fremloch tribe of orcs. They will pay 5 coins for every orc head the PCs bring them over the next month.</i>
9	Gnolls. d4+1. This group of female gnolls are trying on dresses they have stolen from some elves. It is not a pretty sight. <i>If the PCs make rude comment they try to capture and 'pillage' any male PCs. That too is not a pretty sight.</i>
10	Gnolls. 2d6. This particularly smelly mob sit around the dying embers of an untidy campfire. <i>They don't particularly mind being attacked or slaughtered for they know on their deaths their foul deity will instantly bring them back as ghouls!</i>
11	Bugbears. d3+1. It's good to be top of the food chain, and these bugbears know it. They will be quite chatty to any party willing to talk. <i>They are boorish and brag about how much better they are than goblins, orcs and all the other lowlifes.</i>
12	Bugbears. 2d6. This group look battered and bruised. <i>They have realised they are not at the top of the food chain having just been set upon by a hill giant and some ogres. Beating up the party may make them feel better, or they could all ally together!</i>



12 areas in the classical dungeon, with a twist.

Roll d12 when you feel the players have a need to be in a 10ft wide stone flagged corridor.

1	Statues. <i>“A dozen life like statues adorn these caves. Each is carved with a look of terror on its face”.</i> The medusa is long dead and gone, but the area is a perfect hunting ground for mimics .
2	Portcullis. <i>“A daunting portcullis bars the way forward. Its metal looks sturdy and it must weigh as much as a troll”.</i> No matter how much the PCs huff and puff the portcullis will not lift. A cunning PC will realise it pushes down!
3	Garbage. <i>“A bizarre creature sits on a morass of refuse. It chews down on small piles of filth.”</i> It is an Otyugh . Observant PCs will notice its reluctance to eat, and a tear rolling down its cheek. It is a polymorphed princess.
4	Mirror. <i>“Ahead at a cross road in the tunnels is a mirror pivoted on the floor. It looks like it will rotate around”.</i> Once upon a time this helped protect against the medusa. As the players rotate it their lights will shine down various corridors alerting the occupants of imminent annoying adventurers!
5	Bridge. <i>“A narrow bridge crosses a 30ft chasm, that drops away into plunging darkness”.</i> The bridge is in fact very sturdy, made of a type of ironstone. It makes it very magnetic in the middle. I’m quite sure gargoyles live under

	the bridge ready to pounce on those who get stuck!
6	Ladder. <i>“An iron ladder is fastened to a wall. It goes down a shaft. There is also a shaft going up, directly above it”</i> . If a PC stands on the ladder and does nothing, after 30 seconds it goes upwards. If they start to climb down it goes downwards.
7	A Clear Path. <i>“The centre of this wide area has a 10ft clearing through it. Either side of the path is dirt covered”</i> . The observant will notice small bits of gel here and there. A dungeon denizen has realised the paranoia thinking about gelatinous cubes can cause, so has made this room to look like there are some present here!
8	Chest. <i>“A metal bound chest sits in the centre of this circular room. Gold coins are piled up next to it”</i> . Trying to open the chest may trigger a trap (it explodes, ceiling comes down, floor disappears, etc.). Putting one of the coins into a hidden slot on its lid causes a secret door to open. The chest is empty except for this mechanism.
9	Bars. <i>“A sturdy metal gate, made of metal bars, blocks further ingress”</i> . Bend Bars & Lift Gates! Anyone attempting to bend bars must be very careful. The outer two are metal and are linked to an electric trap. The middle 3 are made and wood and push aside to allow someone to carefully climb through the gap. The gate is otherwise built into the walls.
10	Squares. <i>“The room ahead contains an area of 8 x 8 squares, each 5ft in width. Half are a white stone; the other half are painted black”</i> . The black stones have been recently painted. If the black paint is chipped away there is writing under it that reads as ‘Step On Me’. Stepping on a white stone is dangerous. Maybe they are made of a deadly mould, an illusion, pressure trap or other evils.
11	Webs. <i>“The corridor ahead is piled high with webs, blocking both access to what lies beyond, and your vision.”</i> Some of the webbing is natural spider webbing preserved and moved in here from elsewhere. Hidden amongst that lot, in the North side of the corridor are four, fine steel wires designed to look like webbing. These are sharp and coated with a sleep poison
12	Well. <i>“There is a well. Its looks exactly like your classic well. It even has a sturdy looking rope and intact large wooden bucket attached. There is a sign on the well in elaborate script. In gnomish the sign reads ‘all our wishes came true’.</i> Everything seems fine. The well is 30ft deep. If someone climbs down the rope, after about 15ft their mass starts to pull down the well cover, and its supports sink into slots in the wells wall. This will make the inside of the well pitch black, which is perfect for the shadow demon who has been imprisoned there.

20 ways to fulfil the quest!

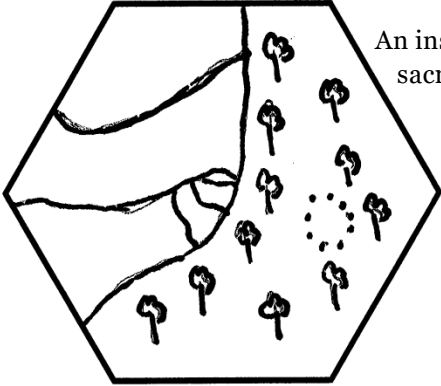
Roll a d20 to generate a finale, cos once you have explored one hex....

1	The Crystal Cave. <i>“A vast cavern glitters from a 1000 small crystals embedded in its walls, floor and ceilings”.</i> The object of the PCs quest lies within the largest crystal, suspended from the roof. Mirror Golems erupt if it is touched.
2	The Dragons Graveyard. <i>“This valley is filled as far as the eye can see with the decaying bones of once mighty dragons. On a rise in the centre is an enormous dragon skull”.</i> What the PCs seek is within the great wyrms toothy maw. Dragonmen skeletons , subservient for all time to their master, guard the way
3	The Titans Throne. <i>“As you clamber to the top of a seemingly endless stair, you find yourself in a vast palatial room. At one end is a throne of gold, fit for only the most imperious of giants”.</i> On the velvet cushioned seat is the goal the PCs seek. If removed the throne room and stairwell slowly start to collapse
4	Fire Pit of Hel. <i>“You have travelled a dungeon so deep it is not surprising you find yourself near the pit leading to hell. A small stone island floats on its lava filled lake”.</i> The source of salvation awaits on the island. Getting to it should be a perilous challenge.
5	The Tower of Eternity. <i>“This great ebony tower mirrors the darkest of nights, and is a truly fitting monument to the end of the world”.</i> Through an archway is a vast hall, in its centre is what the party seek. Each PC should roll a d100. The character becomes aware of their own death in this many days.
6	The Iron Wheel. <i>“Atop this mountainous cleft is an enormous wheel, made of rusted red iron. A chain leads from it into the mountainside”.</i> What the party quest for is attached to the bottom of the chain. It is rusted and can only be lubricated and freed by the blood from a human sacrifice.
7	The Pillar of Gam. <i>“A marble column rises 100ft up into the sky, its base firmly set into this small hill. The pillar is carved with an abundance of text and symbology”.</i> If the PCs start to read the text, the pillar sinks into the earth. At its top is what they are looking for. It many take many weeks to read the Tale of Gam. It is all rather dull. Why would someone praise an accountant so much.
8	The Boneyard of Astel. <i>“This great walled graveyard is piled high with the bones of the mercilessly slain for Astel was the greatest blood-letter ever known”.</i> It was Astel the Barbaric’s curse that he would be dumped unceremoniously with the bodies of the thousands he had slain. His hand holds the key to the parties’ success. It’s in there somewhere.
9	The Tree of Gath. <i>“A deep-green fir stands before you, over a 100ft tall. At its top is a gilded cage. There is an object within”.</i> What the party seek is held with the

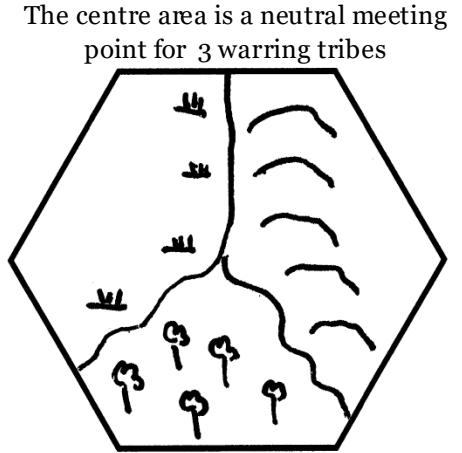
	cage of gold. The Gath were the first elves, some of their ancestors hide within the tree; their sharp arrows ready to pierce the PCs hearts.
10	The Obelisk of Forever. <i>“An ivory needle is set on a stone plinth. It is nearly 12 ft tall, and appears to be not well named, and lacking in grandeur”</i> . If touched by the pure of heart the wisdom to solve the PCs quest is given. If touched by the corrupt the restless spirits of 4 ghostly unicorns will confront this affront to their good nature!
11	Blood-Pain Henge. <i>“A clearing lies beyond the petrified forest. A stone circle sits there, the tops of the carved rocks caked in dried blood”</i> . A dozen harpies sit atop the henge, with claws as sharp as any well forged blade. They will tear at the PCs, draw down their hps but not kill the characters. ‘Pain, Pain’ they will caw. When dawn illuminates the Henge the answer is revealed.
12	The Maranburgh Dome. <i>“The centre of the ruined city of Maranburgh holds a great cathedral with a dome of blue and green. Song and salutation are carved on its lintels”</i> . If the PCs bring faith and prayer with a soul stirring song, an angel will appear and give them the gift they seek. Blasphemy and foul language brings demons .
13	The Steel Spire. <i>“Rising out of the large lake is an enormous metal spear. It is said the One God used it to hold the Moon and Sun in place while he created the earth”</i> . The serpent was always the enemy of the One God and a trio of gnash toothed serpents dwell in the water, each over 50ft long.
14	The Infernal Lake. <i>“This vast waterway has a stench that would overwhelm any but the stout hearted. It is said to contain all the sins of man that have been washed away. In its centre a single boatman slowly punts his way through the mire”</i> . The boatman will tell where the end of the adventure can be found. Of course, this is after they have bathed in this wretched place.
15	The Coils of Trethemon. <i>“An enormous jungle is dominated by the huge and twisted corpse of the first serpent, Trethemon. He fell here as he tried to strangle the world. Dozens of green skinned reptilian people start to pour out of the scaly body. Hopefully one of them knows of what you seek?”</i> An eye-socket of the great snake holds what the PCs are after. Hopefully they can find it before being overwhelmed.
16	The Gates of Nethermere. <i>“A stone arched portal, cackling with eldritch energy sits at the edge of what was once an enormous marsh, but now is dry grasslands. A half a dozen slovenly and fat demonic-frogs guard its entry”</i> . Boredom has made these demons even more stupid than normal. Almost any common adventurer’s tricks should bypass them and allow the PCs to pass through the gates. Their goal is within a pocket plane. The green dragon within is not so stupid!

17	The Sky Citadel of Aerithyn. <i>“This vast flying castle glides through the clouds almost touching the heavens. It is all very exhilarating”</i> . What the party look for is in the control room. That room is otherwise empty so it’s not clear how the castle can be landed safely?
18	The Cathedral of the Diamond Destiny. <i>“At the height of their power the dutiful of the One God were that rich they built a cathedral of diamond. It is a pale and pillaged of its former glory”</i> . Luckily with people’s minds set on easily obtained treasure no one has entered its crypt to retrieve the object of the party’s goal. This means the lich down there has enjoyed a millennia of peace and quiet.
19	The Mirror of Time. <i>“In the middle of this vast desert you have at last found the mirror. It is untouched by the ravages of the age or the environment”</i> . Staring deeply into the mirror will reflect how to compete your goal. Unfortunately, time is fickle. Roll a d10 usage dice each morning you awaken; the result is the number of years you age!
20	The Stones of Then. <i>“A causeway of hexagonal stones forms a triangle into the sea. At low tide you finally see the tip of the triangle. It is a bright bronze in colour”</i> . What the party quest for is within the bronze stone. An eternal elder thing in the ocean is not keen on the party retrieving it for it would lose its immortality as a result.



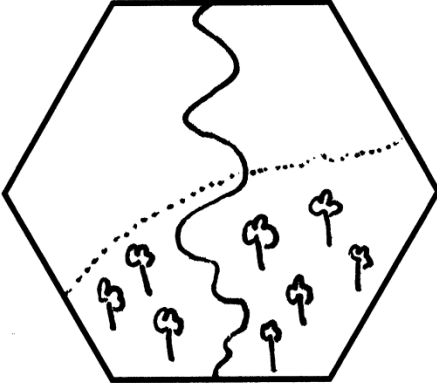


An insane druidic cult performs sacrifices at this stone circle

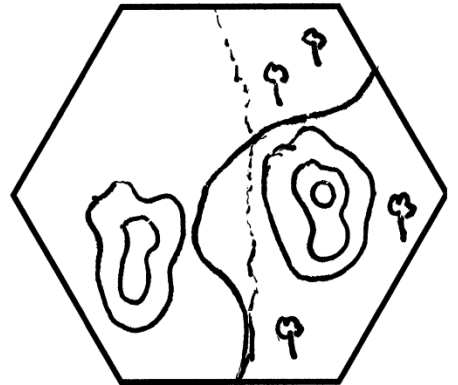


The centre area is a neutral meeting point for 3 warring tribes

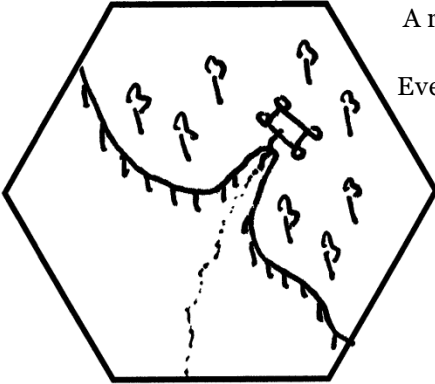
A rising river has made the old ford crossing quite treacherous



Few buildings remain in the heavily overgrown settlement

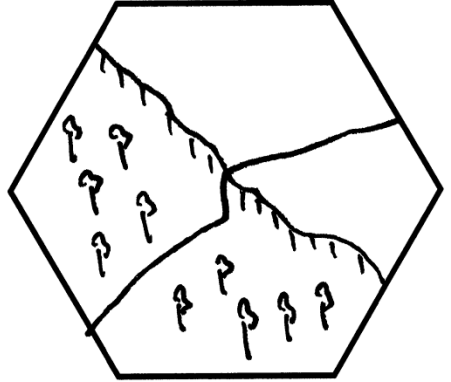
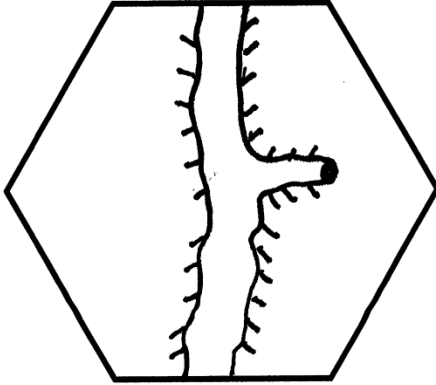


A garrison used to keep guard from a Keep on the Eastern hills. Soldiers are no longer stationed there, but the building is mostly intact

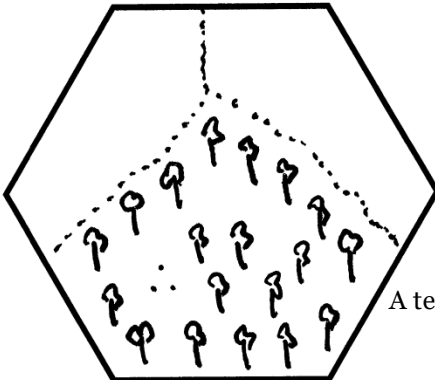


A rather gothic looking castle
Sits atop this cliff.
Even at a distance it is heavily
overgrown.

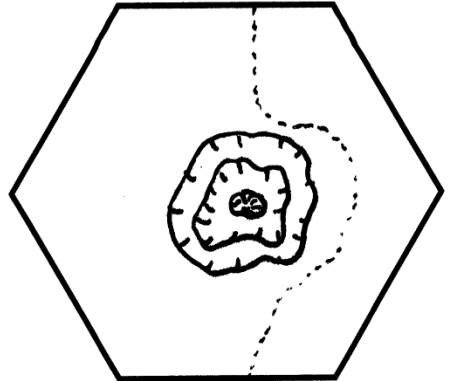
This narrow valley and cavern
makes a nice home for dire bears.



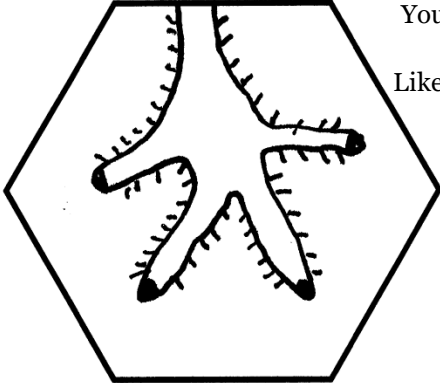
The escarpment above the
waterfall is unexplored.



A temple in the forest makes a
nice haven for bandits

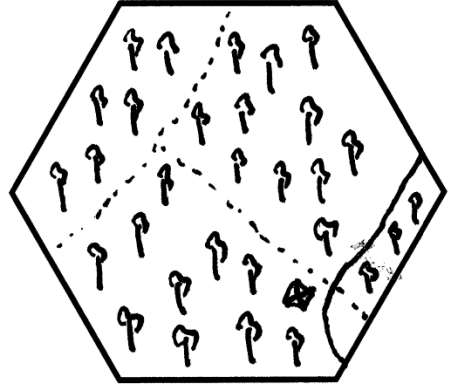


The great pit carries a
sulfurous stench and is the
home to effreeti

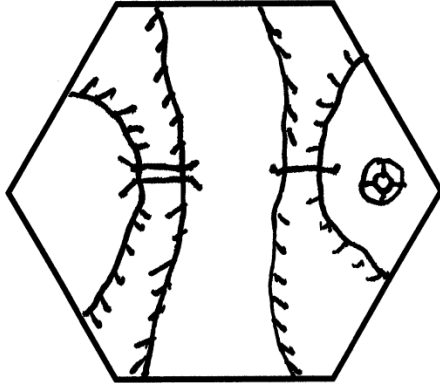


You have entered the valley of
four dungeons
Likely there is cavernous chaos
ahead.

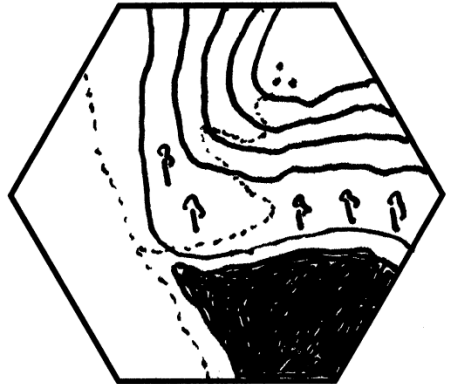
A stone bridge looks sturdy
enough. The rope bridge to the
tower, not so much!



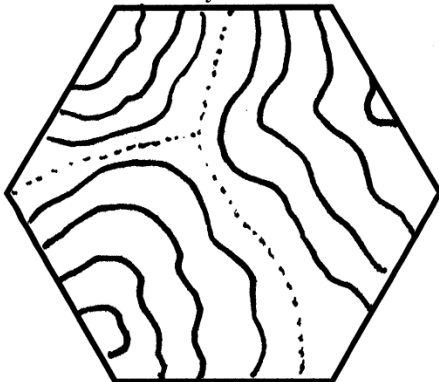
Game trails lead to an abandoned
hunting lodge. Well its probably
filled with owlbears in all reality.

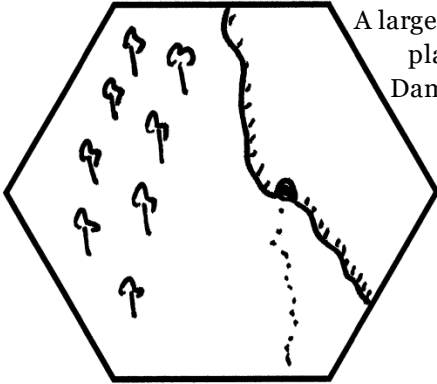


Narrow trails through steep valleys.
Looks like manticore
country to me.

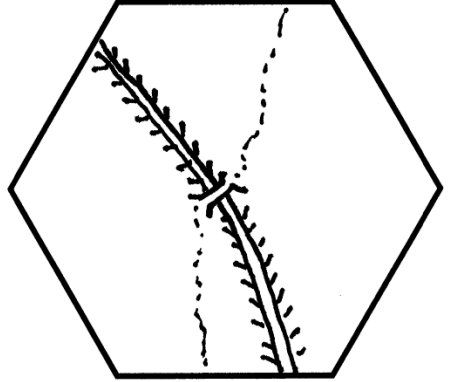


A rundown manor house still has a
nice view to the lake below.





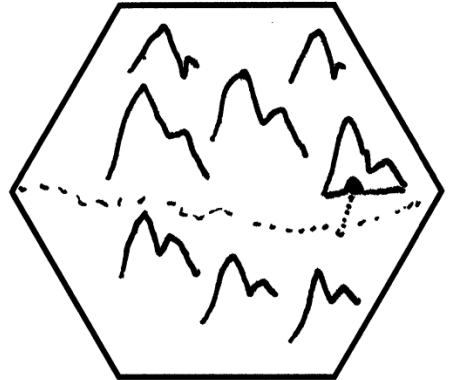
A large cave entrance, good views of the plains and an abundant forest.
Damn shame that ogres live here!



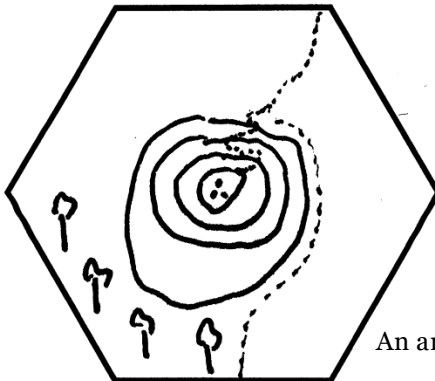
A very elaborate bridge built by an ancient kingdom that succumbed to a terrible contagion



The beautiful lake would be idyllic where it not for the trolls that dwell on its shores



The mountain of the dead is best left unexplored.
Yes, that trail does go to its grand front door.



An ancient watchtower is no more.

DESIGNATION OF PRODUCT IDENTITY The name **The Hex Hack** and **Dogs Dinner Games** and all artwork, logos and layout are product identity. DESIGNATION OF OPEN GAME CONTENT All text and tables are open game content. OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.;

THE BLACK HACK, Copyright 2016, Gold Piece Publications; Author: David Black.

