



DDS1

# D100 Discoveries Series: Temple, Castle and Wilderlands

For use with Any Fantasy Role Playing System  
Written by Jarrod Camiré

# D100 Discoveries Series:

## Temple, Castle and Wilderlands Vol.I

Encounter Tables Module DDS1

For use with Any Fantasy Role Playing System

### Table of Contents

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|                     |    |
|---------------------|----|
| Introduction        | 2  |
| Castle Encounters   | 3  |
| Dock Encounters     | 7  |
| Temple Encounters   | 12 |
| Swamp Encounters    | 17 |
| Park Encounters     | 23 |
| Mountain Encounters | 27 |



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# D100 Discoveries Series

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## Introduction

Welcome to the first book of *D100 Discoveries Series*, a great collection of encounter tables offered to you by Zodiac Gods Publishing. If, like us, you are a huge fan of random encounter tables that cover a vast array of environments, sites, and possibilities all at once, this book is for you. Inside this first compilation you will find no less than 600 entries that will in turn amaze, challenge, and perhaps even dumbfound your PCs; you will discover places where the common events from day to day life may hide a deeper meaning, perhaps even led the unwary into a trap, or simply entertain the players for a moment before the next d100 throw. Next time it might be a dangerous encounter, an inevitable disaster, or else just a rumor either about a close or distant place, or one that concerns a famous (or infamous!) personage; fabrication or fact, the final decision is yours to make!

All the tables that compose this book are generic enough so as to be compatible with any system with a medieval flavor. DMs and GMs alike will find here plenty of ideas to describe a place briefly or in detail, an array of foes to help determine the combatants of the next engagement, and enough material to establish the bases of an entire quest. A single line can be the spark that will ignite your imagination; the combination of many entries put together – randomly or on purpose – the fire that will help you forge a complete series of adventures.

The time has come; turn the page now, and immerse you totally in the universe of *D100 Discoveries Series*.

Jarrod Camiré



## I. CASTLE ENCOUNTERS

*The heart of more than one city is the castle. The castle often holds within its walls the economical, political, and spiritual power all at once. In time of peace, the castle is the bustling marketplace and the emplacement where the important festivals take place. In time of war, the castle is the ultimate bastion of resistance. Your PCs might have many reasons to visit the castle; roll a d% to know whom they see once there, and what are the notable sights such a visit offers them. If you need a specific encounter, check below and let transpire what you want about the fortification.*

- 01** The moats are all dried up.
- 02** A lame horse blocks the main access leading to the outer ward.
- 03** A fair damsel runs across the drawbridge, soon followed by an entire troop.
- 04** The portcullis is only half-raised.
- 05** Many peasants work within the perimeter of the castle farm.
- 06** The stable is on fire.
- 07** A soldier falls from the allure.
- 08** A thief has been arrested.
- 09** The barbican is not guarded.
- 10** Hundreds of escutcheons have been hanged to the merlons. Not a single shield is identical to another.
- 11** Children dressed in rags and tatters beg the passers-by near the inner gate.
- 12** A knight frantically tries to remove his armor.
- 13** A griffon and its rider are both held in custody on top of the garrison.
- 14** A wizard surreptitiously etches a symbol upon a wall of the main keep.

- 15** A group constituted uniquely of swordswomen heads on for the chapel.
- 16** Sixty men and women contest today for The Golden Arrow upon the archery range.
- 17** Everyone avoids a neglected bastion; the presence of a gaudy, impeccable dress, which hangs in midair near the tower, might explain why.
- 18** Six guards escort an alchemist outside the castle.
- 19** A fighter inquires about the garrison's furled flags.
- 20** A bard who has dared to sing the first verses of *The Black Bastion and The Beautiful Jester Milady* is immediately arrested.
- 21** A figure all clad in black climbs to one of the castle's tower.
- 22** A druid plants seeds in the taluses surrounding the castle.
- 23** Someone has broken free from the dungeon. An intensive search for the escapee begins everywhere.
- 24** A message painted in red upon the bailey denounces the recent arrest of a bard.
- 25** The Black Knight is supposed to make an apparition today.
- 26** Two girls try to catch a rooster.
- 27** A team of workers reinforces the walls around the barbican.
- 28** A splendid lady standing at an oriel window hails a nondescript man standing below.
- 29** A blacksmith complains about the recent lack of iron.
- 30** Many foot soldiers practice their drill in the inner ward under the supervision of a young officer.
- 31** A scrawny halfling riding a mangy dog enters the inner ward. Someone suddenly shouts out that The Knight Errand has returned at last.
- 32** A nervous soldier accosts an elegant elf and tells her to go to the chapel at once to meet The Black Crone.
- 33** A gnome armed with many hand crossbows fires with one of them, apparently for no reason at all.
- 34** A caravan constituted mostly of dwarves has brought a considerable amount of iron.
- 35** A noble damsel ties a white, silk ribbon to the lance of a knight. Another girl apparently not pertaining to the same social class soon imitates her.
- 36** A half-buried, weatherworn shield made of bronze stands below the statue of a local hero. Everybody who wears a weapon inside the castle touches it at one time or another.
- 37** A dog barks loudly.
- 38** A broken arrow shaft juts from the wooden frame of a door.
- 39** Two lovers meander along the length of the wall walkway.
- 40** The master mason and her team inspect closely every wall of the complex.
- 41** A dirty boy tells something to a guard who gives him a silver piece in return.
- 42** A delegation of elves coming from the nearby forest enters the outer ward.
- 43** The lord makes a brief apparition.
- 44** The master carpenter evaluates the damages done by the fire to the stable.
- 45** The butler meets with a wine merchant. He asks for a very rare vintage, but the vintner doesn't have such a priceless wine in stock.

**46** A man who has brought six dogs with him looks for the kennel. One of the canines is very odd looking.

**47** A woman says to another one that a suspect character asked her to pinpoint for him all the castle's wells upon a crude map he possessed. She has refused to answer him and reported the incident to the authorities at once.

**48** The chains of the drawbridge are brightly decorated with flowers and ribbons.

**49** A captain reams a soldier out, but the man doesn't seem to care at all.

**50** Inside the chapel, disparate characters silently gather round a very old woman wearing a black, worn-out dress.

**51** The chamberlain prepares the great hall for a grandiose reception.

**52** The chaplain bars the chapel's entry to prevent a squad of guards to go in. The officer in charge menaces the holy man and tells him to stand aside, but the priest refuses to comply.

**53** The cook spit-roasts a boar for tonight's feast.

**54** Five embroiders do their needlework while chatting.

**55** The chatelaine presents The Golden Arrow to the archery contest's winner.

**56** The seneschal speaks with the treasurer. The discussion revolves around the repairing costs of the stable.

**57** A score of archers takes position around the gatehouse.

**58** An itinerant troop presents a performance.

**59** The siege engines are all checked by their respective crews.

**60** The banner of a neighboring baron floats under the lord's colors.

**61** Green pennants adorn the castle's walls.

**62** A flamboyant minstrel who wears blue leather armor saunters around the inner court with a dire wolf pup in leash.

**63** The crew of a heavy catapult readies the large weapon.

**64** The sudden apparition of some hippogriffs above the main keep creates a panic.

**65** The guards around the armory are very lax with their duties.

**66** The local wizard plays a game of chess with an alluring halfling who seems to be a cleric.

**67** A shepherd brings in his entire herd.

**68** A barbarian throws axes at a wooden fence.

**69** A simpleton cradles a kitten while humming a lullaby.

**70** Two men repair a cart.

**71** A panicked girl runs towards a milady.

**72** A healer concocts a poultice for a patient.

**73** A merchant sells aromatic spices.

**74** A body has been discovered in the burnout stable.

**75** According to the gossip spread by two serfs, the castle's granaries are very well stocked.

**76** A rumor can be heard all around the complex; apparently, the lord is very sick.

**77** Some people whisper that The Black Crone has the power to bring back The Jester Milady from her otherworldly imprisonment, and that she currently tries to do so at this very moment.

**78** The chaplain is involved in a fight before the chapel.

**79** A bear places in exhibition escapes from its chains.

**80** A crew installs spikes at the bottom of the castle's moats.

**81** A lady has lost a precious heirloom and offers a substantial reward for its recovery.

**82** A discarded helmet shines under the sun.

**83** A ballista is under construction on top of the gatehouse.

**84** A crier reads a decree.

**85** Twelve mounted knights wait together near the garrison. The crest upon their respective shields is identical except that the colors used to depict the heraldic design are never the same.

**86** A veiled lady wearing a crimson dress embroidered with dragons' walks straight for the main keep.

**87** A man is condemned to the pillory.

**88** The herald announces that a treaty has been signed between the lord and the sylvan elves.

**89** A man tries to rip a pennant.

**90** An armored carriage exits the castle.

**91** A highborn lady curtsies before a nondescript girl, soon imitated by all her retinue.

**92** A demagogue, perches upon a narrow stone, exhorts the mob to protest vehemently against the treaty now referred to as *The Green Pact*.

**93** A cartographer sells very accurate maps of the elven territories.

**94** An elf and a dwarf hypothesize about the postern's emplacement while pointing at a crude map of the keep.

**95** A forerunner arrives at the main keep and announces the imminent arrival of The Black Knight.

**96** An ill-tempered charger kicks the blacksmith.

**97** A teenager girl casts a copper piece into a well and wishes aloud to speak with her departed mother.

**98** A young woman is knighted, but the presentation of her coat of arm causes a strong reaction among the court's members; her shield displays a white unicorn crown with a complex, golden headdress, superimposed on a green tree. The animal and the plant repose upon a black field.

**99** The crows feast upon a caged body dangling to the bailey since a very long time.

**00** Someone rings the bells of the chapel at an unscheduled moment.



## II. DOCK ENCOUNTERS

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*The bards have sung about this capricious mistress since the dawn of times, about her serene beauty, her ever changing moods, and her terrible rages. It is said that when she gets hold of a man's heart, she never releases it, ever. One day or the other, every man answers to her call, the call of the endless sea.*

*Before they set sail and surrender their hearts to the ocean, your PCs evidently need to travel to a port. It might be a simple village of fishermen or a grandiose coastal city. Perhaps that the PCs head there simply to embark for another destination, but it is also possible that they have elected to explore the trackless sea. Regardless the reason, they are going to glimpse the first marvels of the ocean right there.*

- 01** A lone albatross flies in circles above a lighthouse.
- 02** A huge chain bars the port's only access.
- 03** A ship has run aground upon the shore during the night.
- 04** Two old men chat while they fish.
- 05** The watch accosts a pensive sailor. One of the guard snatches from his hands the map he holds.
- 06** A boy throws colorful pebbles into the water.

**07** A captain leisurely walks the length of the quay where his ship is docked with an exotic beauty by his side. The foreign lady openly wears no less than six blades upon her.

**08** A cat runs after a big rat.

**09** The authorities seize the cargo of a ship.

**10** A woodcarver sculpts a figurehead that represents an exaggeratedly curvaceous woman for a ship named *The Buxom Bitch*.

**11** A golem unloads beams of mahogany from a ship mans uniquely by exotic looking women.

**12** A strait-laced, aristocratic lady is deeply offended when she spots the figurehead of the ship she is about to board.

**13** A fisherman inspects a seine.

**14** The sea is strangely calm.

**15** A ship that lists badly enters port.

**16** A frigate is christened.

**17** An old crone sells bottles filled with sands of various hues.

**18** A panicked boy says that a terrible accident has just occurred in the dockyard. Every cleric available must report there at once.

**19** A shark is spotted near the docks.

**20** A flock of seabirds relentlessly attack a hooded figure.

**21** A crier announces the wreck of a vessel named *Sea, Salt & South*.

**22** A truly impressive man-of-war mans by elves gets under way. A persistent rumor says that this vessel is the flagship of the elven armada, and that the entire elven fleet is going to muster soon for purpose unknown.

**23** A pirate is about to be hanged.

**24** Two sahuagins have been spotted near the lighthouse three days ago.

**25** A band of aquatic elves has arrived early in the morning to trade pieces of coral and wonderful pearls for any magic item available in the immediate vicinity.

**26** An infamous pirate ship has been sighted in the nearby waters.

**27** An old sea dog relates his adventures to earn a few coppers.

**28** A distinctive cutlass has been used to pin a note to a post. The message reads as follow: “This one is for Red Mark, Sabre-John, and The Big Orc. The time has come. Make us pride.”

**29** A cleric who worships a sea deity throws offerings into the ocean.

**30** A sloop is towed by another ship. The small, single-masted ship is entirely covered in algae.

**31** The sea is wreathed in a thick bank of fog.

**32** A captain looks for a capable navigator and some able-bodied seamen.

**33** A man tries to sell a keelboat. The vessel is barely seaworthy, but the seller asks only 250 gp, which is truly a ridiculously low price.

**34** A drunken and apparently slightly deranged sailor wanders along the quay. Each time he meets someone he feebly holds on to that person and says the same thing over and

over again: “The Black Trident! It speaks to me now! He wants my soul! Help me! Help me please!”

**35** A stall offers fresh seafood.

**36** The port’s authorities inspect a pile of crates.

**37** A mother gives swimming lessons to her two boys.

**38** The crew of a splendid vessel decorates the wooden railing of their ship with white flowers and immaculate silk ribbons.

**39** A giant anchor has been put in display.

**40** On the beach, a crab scuttles away from two youngsters who are hot on its tail.

**41** A ship has been stripped of all its ropes and sails.

**42** A pilot negotiates his services with a captain and a half-orc sailor.

**43** A race is organized for the next day. The winner is going to receive a unique rapier known as *The Silver Milady*.

**44** The crew of a merchant ship throws the cargo overboard.

**45** Two clippers enter port. The ships are identical, down to the last details.

**46** Many stevedores await their next assignment.

**47** A dashing officer who visibly tries to impress a lady relates his most recent battle against the pirates.

**48** A dainty halfling lady inquires about the next departure. She seems very anxious.

**49** A ship is on fire.

**50** A group of boys surreptitiously approaches a pile of crates.

**51** A merchant recruits guards to keep an eye on his ship and his precious merchandise.

**52** The crewmembers of an old brig leave their ship en masse, no longer satisfied to serve aboard. The ship is solely in disrepair.

**53** The plaintive song of a lone mermaid can be heard during the night.

**54** Many dwarves guard a warehouse located on the seafront.

**55** A parrot flies in circles while saying over and over that the captain is dead.

**56** A bunch of kids play hide-and-seek among the merchandises stacked everywhere on the quays.

**57** A black galleon is anchored in the middle of the bay.

**58** A sunken barge can be spotted at the end of a stone pier.

**59** A golden compass has been left upon a crate.

**60** Many nobles go aboard a schooner for a short pleasure cruise.

**61** A sphere of light sometimes floats in the harbor.

**62** A training ship pertaining to the nautical school is reported missing.

**63** All the merchantmen of a ship owner are repainted in a new color.

**64** The widow of a navigator sells all the possessions of her husband. The items on display include a compass, 2 cutlasses, 3 journals, a sea chest full of clothes, a sextant, 16 sea charts, a black trident, 14 model ships, a sewing kit, and a beautiful pink pearl.

**65** Hundreds of seagulls suddenly converge above a sea wall.

**66** An engineer studies the plans of a submersible.

**67** Small crafts that come from a galleon approach the coast. They carry merchandises concealed under many layers of canvas.

- 68** A quartet of Norsemen who wear identical sealskin coats escort a regal woman.
- 69** An artist vividly depicts on canvas a sea serpent that attacks the port. Many passers-by admire his others paintings while he works. Oddly, all his compositions revolve around the same theme: the perils of the sea.
- 70** Many men and women flense a whale.
- 71** A lone sailor scrubs the deck of his ship while he loudly hums a sea shanty.
- 72** The crew of a fishing boat has brought back an unusual catch: a sea cat.
- 73** A fishwife and her daughters sell today's catch.
- 74** A wizard seeks employment.
- 75** A sea eagle is perched upon a post not far from a leather-clad woman.
- 76** A girl thoroughly searches the content of a barrel apparently filled with seashells.
- 77** A mermaid discusses with two young girls.
- 78** A battleship patrols near the harbor's exit.
- 79** A new lighthouse is under construction.
- 80** A bad storm strikes.
- 81** A persistent rumor says that many sahuagins parties now roam just outside the port's waters.
- 82** During a very bad storm a giant wave crashes upon the shore causing much destruction.
- 83** A triple-masted, square-rigged vessel is adrift in the harbor.
- 84** A group of dripping undead climb to a pier.
- 85** A seafarer sleeps in a hammock that hangs between two wooden statues at the end of a quay.
- 86** A sorceress spies upon a distant caravel, using a spyglass to do so.
- 87** The yellow flag has been hoisted to the main mast of a ship that has just returned from a long expedition. The vessel is now in quarantine.
- 88** Two exhausted sailors, who have been rescued after a week adrift at sea, relate their encounter with a dire shark. They are the sole survivors of a fishing boat's crew that has originally counted 18 members.
- 89** The hollow shell of a gigantic turtle has been converted into a tavern.
- 90** A very young captain relates an unbelievable story that involves a kraken.
- 91** A warrior wears a helmet fashioned from the skull of an unidentified sea creature.
- 92** No less than twenty merfolks have gathered around a rock formation near the harbor for purposes unknown.
- 93** The beach is littered with dead fishes.
- 94** A woman who looks at the sea chants in an otherworldly language. She holds a statuette representing a strange, turtle-like creature.
- 95** A delegation of tritons has arrived and immediately requested an audience with the highest authority, and this without delay. The apparition of these reclusive sea-dwellers and the urgency of their request don't bode very well.
- 96** An old woman and a very tall fellow suddenly attack a Norse princess and her escort. The duo soon turns out to be a caster flanked by a disguised construct.
- 97** A team of dwarves builds a huge crane.

**98** A sandbank is visible at low tide.

**99** Many beachcombers search the water's edge after a storm.

**00** A bard looks at a splendid vessel that departs. The first words of his song are filled with an immeasurable sadness: "And how could I forget you, when the salt of my tears always reminds me of the sea..."

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### III. TEMPLE ENCOUNTERS

*Every city holds at least one site consecrates to the gods, be that a soaring cathedral, a conservative church, an atypical temple, a modest shrine, a peaceful monastery, or even a megalithic alignment. Next time your PCs elect to pay homage to the gods and head on for the local temple, roll a d% and see the ideas below or peruse them to make an enlightened choice related to your campaign.*

- 01** A fey baths in a stone basin, surrounded by tiny points of light.
- 02** The monastery's abbot meditates in the abbey's garden.
- 03** An elder priest absolves a novice.
- 04** An acolyte has an animated discussion with a priest.
- 05** A splendid sword floats in midair just above a stone altar ornate with red flowers.
- 06** An artisan refits a wood bench; her tools are scattered all around.
- 07** A fight goes on in the refectory.
- 08** White marble statues, representing beautiful angels, guard the aisles of the temple.
- 09** A lit lantern has been left outside the temple's porch.
- 10** An acolyte cannot identify which flask holds the consecrated oil necessary for the anointment of a paladin waiting in the sanctuary. The priest performing the ceremony comes to his rescue.
- 11** Hundreds of ravens fly around the spires of the cathedral. A very young girl seeing the spectacle asks her mother if this is a bad omen.

- 12** A corpse hangs upside down in the belfry.
- 13** The temple's head personally thanks a group of benefactors composed uniquely of elves.
- 14** A vitriolic bigot tongue-lashes everybody who approaches the temple's porch while brandishing a rusty, rune-covered sword.
- 15** Two brothers wrestle outdoor; an elder monk monitors them.
- 16** A chalice full of blood reposes in front of a lone, demonic figure.
- 17** An aristocratic lady is comfortably seated upon a gem-encrusted throne in the middle of the sanctuary. An unholy symbol has been branded upon her left cheek.
- 18** Six soldiers proudly escort their chaplain who is about to be decorated within the temple's walls by the king himself.
- 19** A choir repeats before the next service.
- 20** A paladin is anointed by a cleric.
- 21** A troop of churchgoers has volunteered to do the cleaning of the temple.
- 22** A swordswoman crosses the nave at a run, accusing aloud all the clerics of this temple and their deity to have forsaken her and her friends. She then throws a spear at the altarpiece with all her might.
- 23** A cleric's funeral takes place in the churchyard.
- 24** A priest hears the confession of an old warrior.
- 25** A holy warhammer is presented to a dwarf.
- 26** A trio of crusaders awaits the temple's leader. They have brought back a black, broken tombstone with them.
- 27** A monk shows the abbey's demesne to a young elven girl.
- 28** A demon stands in the middle of a white circle, closely monitored by a party of magic-users.
- 29** An angelic elf, lost in her devotions, is not aware of the silent approach of a black shadow.
- 30** A disciple receives a golden silk dress from an oriental woman.
- 31** A painting representing the god venerates in this temple has fallen from its peg.
- 32** An hagiographer admires an old artist who illuminates the book she just finishes to pen. The first image shows elven gods.
- 33** A dishevelled man flees before a cleric who brandishes a heavy flail and screams madly a single word over and over again: heretic!
- 34** A woman cradles a flask of holy water.
- 35** An inquisitor interrogates a surly dwarf.
- 36** The gates of the monastery are wide opened late at night.
- 37** A warlock surreptitiously enters the library.
- 38** A theological treatise has been left upon a bench.
- 39** An anxious neophyte asks her way.
- 40** Two novices exchange spooky stories. A black tome about the occult rests upon the knees of the youngest one.
- 41** While he was digging a grave in the churchyard, the undertaker has discovered the derelict shrine of an ancient god.

**42** An oracle predicts that a lightning bolt will eminently strike the highest spire of the temple.

**43** A renowned orator has climbed to one of the statues flanking the temple's porch. Everybody around impatiently awaits the beginning of her address.

**44** A famous bard who has composed an oratorio gives her last recommendations to the choir and the orchestra before the première.

**45** The church's sacred golden orb is entrusted to a paladin who even has the permission to carry away the globe outside the temple's premises.

**46** A pantheist wearing no less than six different holy symbols around his neck begs a cleric to give away her own to him.

**47** The paraphernalia of a cleric is scattered under a tree of the garden.

**48** A pilgrim arrives at the shrine and ceremoniously puts down his gnarled staff before entering the place.

**49** A wizened pilgrim who has been exiled from the temple begs upon its entry steps.

**50** Ten eager postulants are introduced to the order's leader.

**51** A wizard and a cleric relax together in the apse, enjoying a cup of hot tea.

**52** A street urchin profanes the temple by repeatedly throwing rocks at the rose window giving upon the street.

**53** A complex ritual involving no less than half the temple's staff takes place in the sanctuary.

**54** A cleric reads a sacred text to the assembly.

**55** A congregation of citizens places modest offerings all around the altar.

**56** The sacristan reports that the sacristy has been violated.

**57** A dove flies across the temple.

**58** A known thief has brought back a sanctified weapon to the church, and he now asks asylum.

**59** Someone has inscribed a message in Abyssal upon the shroud covering the body of a cleric about to be buried in the churchyard.

**60** Nearly half the clergy leaves the temple, no longer content to adhere to the tenets of their faith as they stand. This schism has profound repercussions in the whole town.

**61** A sister tells to another one that she has played a practical joke upon a troublesome acolyte by placing 20 unlabeled flasks upon the altar; all were similar to the one holding the chrism.

**62** Many surplices hang upon pegs affixed to the wall.

**63** A synod is held. The council must deal with the aftermaths of the schism that occurred recently.

**64** A troop of warriors enters the temple with swords drawn. Their tabards look much like the ones worn by the priests living in this building, but their coat of arms has been slightly modified.

**65** A sage discourses about teleology in front of a small gathering of clerics.

**66** The leaders of a neighbouring theocracy are received with great pomp and ceremony.

**67** Many singers perform a threnody near a grave.

**68** Someone has left behind a fragment of black stone etched with silver runes in the temple's dormitory.

**69** A monk tonsures one of his fellow brothers.

**70** A paladin who has recently received the unction has succumbed to poisoning.

**71** A cleric is publicly unfrocked.

**72** A veiled woman enters the vestry.

**73** The verger replaces the candles thorough the complex.

**74** A vigil takes place.

**75** A zealot tries to convince a cleric to leave the temple and join his organization.

**76** A duel between two women takes place in one of the church's transepts.

**77** An old crone walks the length of the nave while two nervous-looking guardians follow her every step.

**78** A black rose has been left upon the altar during the night.

**79** An axe with a black ribbon tied to the shaft has been buried in a bench.

**80** An aristocrat empties his whole purse in the trunk.

**81** A new tapestry hangs to one's of the temple walls. The piece represents a duo of angels in flight who carry a woman with a torn armor between them. An anonymous donator has given this artwork.

**82** A lone figure storms the temple's library and tries to escape with a mundane-looking book.

**83** The monastery has commissioned a mosaic composed uniquely of shurikens.

**84** An artist installs a new rose window to replace the former one which has been vandalized.

**85** The ossuary has been desecrated; moreover, the culprit has disposed the bones elsewhere in the church.

**86** The altar has been displaced.

**87** A spirit haunts the dormitory.

**88** An elf prays outside near the half-buried idol of a long-forsaken god.

**89** A barefoot monk kicks and slashes madly at an imaginary opponent with a pair of kamas.

**90** A lighting bolt strikes the temple's highest spire.

**91** A druid and her wolf walk around the churchyard. Many children follow them at a safe distance, excitedly whispering among themselves.

**92** A bard composes a Requiem for a dear friend.

**93** A splendid woman shamelessly performs her ablutions, using the temple's fountain to do so.

**94** A dwarf prays before an anvil. Once the prayer is over, he gently strikes the anvil twice with his hammer.

**95** A lone chorister sings her goddess' praises.

**96** A young lass hides in a corner, desperately holding a sacred symbol upon her heart. Her sudden scream of terror echoes thorough the entire chapel, after which she collapses.

**97** An artist does some repair work at the altarpiece.

**98** A stonemason and his crew add a new wing to the temple.

**99** A bronze plaque affixed to the temple's wall reads as follow: "They are all gone now, the holy crusaders, the valorous chaplains, and the faithful warriors. They are all gone, but they are not forgotten. Thanks to them, our faith is stronger; thanks to them, the holiest relic of our god has been restored to us."

**00** The smell of incense permeates the air.

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## IV. SWAMP ENCOUNTERS

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*By the mountains--near the river  
Murmuring lowly, murmuring ever,--  
By the gray woods,--by the swamp  
Where the toad and the newt encamp,--  
By the dismal tarns and pools  
Where dwell the Ghouls,--  
By each spot the most unholy--  
In each nook most melancholy,--*

*Edgar Allan Poe, Dreamland*

*The bards and the poets know about the air of mystery that surrounds every swamp, about the veils of mist that hide the lethal menaces, about the thin frontier which separates life from death; they are more concerned with aspects like despair and sadness, danger and madness, but too often neglect to tell us about the adventures and the grandiose vistas, about the red sun over the oceans of blues and greens, about the birds chirping merrily and the immaculate swans which glides slowly upon the waters like kings and queens followed by their retinues... they simply forget about the simplest marvels and wonders which can be found even at the heart of a swamp.*

*Those who enter the bogs, fens, marshes, mires, morasses, mosses, quagmires, and sloughs of this world will discover for themselves that both the better and the worst can happen there. If your players ever venture within any wetland they should keep a blade at the ready, but also satisfy their curiosity regarding some of the strange phenomena that they will assuredly encounter there. Not everything is as dismal as it may first seem. So roll a d100, and see what the swamp has in reserve for both the curious explorers and the mistrustful heroes alike.*

- 01** A cluster of bats flies around a dead tree.
- 02** Muddy bubbles erupt from the ground in many places.
- 03** The whole skeleton of a stegosaurus – which has been covered with animal skins – seems to be occupied by someone.
- 04** The tentacle claw of a choker emerges suddenly from the branches of a weeping willow.
- 05** Hundreds of tiny frogs frantically jump everywhere, like if they were fleeing from something.
- 06** A vast section of the swamp is covered with innumerable flowered water lilies.
- 07** A large field of bulrushes borders the water plan. Curiously, many plants have been tied together with leather cords here and there.
- 08** Many crocodiles float lazily near the swamp's edge.
- 09** Two adult black dragons contend for The Wetlands of Siris. This contest for supremacy has dire repercussions in the entire area.
- 10** The curled up body of a humanoid is half-buried in a pool of dark mud.
- 11** An elven archer shoots a duck in flight.
- 12** A goblin is tied to a natural rock pillar. A crown of aquatic plants has been placed around the weatherworn column near its top.
- 13** The crude standard of some humanoid tribe – which is fastened to a thin wooden pole – floats in the wind.
- 14** The Night Crone of Berkar has recently conquered The Green Island, an important mass of dry land located right in the middle of The Serene Swamp. The hag has dispatched sinister emissaries in all the surrounding villages, asking for an unreasonable tribute. The evil fey says that if her requests are ignored she will release her pet – a gigantic constrictor snake named Breakbone – upon the villages.
- 15** A skeleton wearing a suit of rusty plate armor lies on the wet ground, still clutching a silvered longsword.
- 16** A nest filled with tiny eggs has been built upon a small lump of earth that barely emerges from the surrounding waters.
- 17** A hydra lives in The Watery Graves – a complex of flooded caverns situated in the easternmost part of the bog – or so the local people say.
- 18** Many kobolds construct a crude boat; their work is supervised by a cruel bugbear wielding a whip.

**19** A lizardfolk emissary and its escort visit the localities surrounding The Bog of Cronor. The humanoid reptile wants to sell peat or exchange this source of fuel for other commodities.

**20** A half-submerged tower – which roof has partially collapsed – emerges from the greenish waters.

**21** A big piece of wood drifts in the slow moving waters of the mire.

**22** A fallen tree is entirely covered with webs.

**23** A heron strolls about along the muddy bank.

**24** Many women harvest wild rice.

**25** A kingfisher dives from the sky.

**26** A shambling mound attacks all the sudden.

**27** An obviously man-made island of piled rocks officiates as cemetery.

**28** All kinds of bones are tied to the branches of a tree.

**29** A rusty sword has apparently been driven into a mass of putrefied wood.

**30** The giant constrictor snake known as Breakbone has been spotted nearby the walls of a community which is but a few miles away from The Serene Swamp.

**31** A band of trolls patrols the ruins of a temple.

**32** A strong odor of sulphur permeates the zone.

**33** A flame emerging from a cracked stone burns brightly.

**34** A water buffalo slowly enters the waters, soon followed by a pair of calves.

**35** A line of cypresses grows upon what's left of a crumbled stonewall. One of the biggest blocks was obviously part of a sculpted section and although the large piece is badly weatherworn the visages of two regal women can still be discerned there.

**36** The statue of a swordswoman brandishing a tall blade stands upon a square dais. A brand new silken scarf – which is both dark blue and gleaming – has been tied around the left arm of the sculpture.

**37** A pool of mud crawls with worms.

**38** Many balls of light slowly gyrate around an old willow of tremendous size.

**39** A wagon almost entirely sunk in the mud is still harnessed to two panicked horses; the conductor is nowhere to be seen however.

**40** An imposing green-scaled lizardfolk leads a column of human soldiers along a sturdy bridge that leads to an earthwork.

**41** A village has been recently founded at the edge of The Black Swan's Marsh. The modest village counts about twelve houses on stilts, which are linked together by rope and wooden bridges.

**42** An old woman sits at the entrance of a hut made mostly from dried mud.

**43** A turtle has climbed upon a log to bask in the sun.

**44** A wizard organizes an expedition in order to discover the emplacement of The Tower of Erloch. If the stories are true the tower of the legendary mage Erloch is somewhere deep inside the lizardfolks' territory.

**45** A farm has been burned to the ground by a group of lizardfolks. The farmers who live near the water have drained a large section of the swamp so as to gain more land for culture and the reptiles have retaliated accordingly.

**46** A bloated corpse floats just beneath the surface of the water.

**47** A duckweed covered section of water edged by several bald cypress trees can be seen in the distance.

**48** Dozens of sandpipers sing.

**49** A raft manned by four halflings draws alongside the muddy beach.

**50** A fisherman who often navigates the march has quite a story to tell.

**51** A rift has opened at the bottom of the swamp and the entire water is drained at a tremendous speed.

**52** A lone newt swims down one arm that is linked to the swamp to catch up with its diminutive fellows.

**53** A walking plant that looks like a humanoid ambles slowly across a field of water cabbages.

**54** The forest floor at the edge of the swamp is a muddy field crawling with thousands of oversized centipedes.

**55** The ghost of a druid emerges from a tree and walks in the direction of another; once there, the disembodied spirit disappears inside the trunk.

**56** A new predator stalks the banks of The Morass, a wetland that already has a very bad reputation. The large humanoid is a grey giant with terrible claws and six yellow eyes that vaguely looks like a reptile and which can moreover dismember most of its preys with a single bite.

**57** A band of bold and heartless outlaws hides in the immense wetland called The Dreamland's Fen, which border The Princess' Road for many miles. A bounty has been offered for their capture, dead or alive.

**58** A bird of prey circles above the bog.

**59** An alchemist wants to harvest a very rare kind of water lily that grows only in The Bog of Cronor and the practitioner looks for a reliable escort.

**60** The entrance leading to the cave of a partly crumbled tower looks like a pool of tar.

**61** A shoal of white fishes swims under a mass of aquatic plants.

**62** A sandy trail proves to be a deep pool of quicksand.

**63** A piece of torn cloth hangs from a bush.

**64** A pair of standing stones known as The Lost Twins is reputedly the rendezvous point of two sorceresses currently living in the swamp.

**65** A series of branches orderly placed upon the wet ground forms a message.

**66** An arrow with an obsidian head points towards two standing stones further away.

**67** Three small balls of yellowish light move away.

**68** A message in Common has been scrawl on a layer of dried mud.

**69** A team of lumberjacks wants to cut down the pines and the willows bordering The Waterwood Swamp but the local druid is vehemently against this decision.

**70** A deer drinks at the pond.

**71** Many crows caw loudly while flying in large circles.

**72** The laborers who work as peat-cutters have discovered the perfectly preserved body of a man while excavating peat. The bog body – which is a mummy that has formed as a result of naturally-occurring environmental conditions – has been nicknamed “Pete

March” by the workers, and a local mage and sage – namely Miloros Mildur – has shown a great interest for this gruesome discovery.

**73** A row of heads mounted on pikes has been disposed at the edge of the bog. Those who live around here pretend that the lizarfolks are responsible for this gruesome display.

**74** A meteorite crashes in the swamp during the night.

**75** If someone ever solves the puzzle inscribed on The Pillars of The Thirteen Moons the water encompassed inside the circle of standing stones will part to reveal a stairway.

**76** Svanhilde, the self-proclaimed Queen of The Misty Marches – formerly known as The Swan Swordswoman – has sent many heralds in the surrounding kingdoms to announce her ascendancy over The Misty Marches and over the entire lands that surrounds this wetland as well. The Swan Queen wants to receive the ambassadors of the neighbouring kingdoms as soon as possible in order to legally establish the frontiers of her realm.

**77** Loktar – who is better known as The Swamp Druid – has been murdered. His decapitated body has been found in the forest bordering The Waterwood by a lumberjack.

**78** A lone barbarian easily manoeuvres a dugout canoe.

**79** A thicket of dead trees surrounded by water appears out of the mist.

**80** A train of pack lizards guided by dark elves walking knee-deep in the swamp’s muddy waters crosses the expanse during a moonless night.

**81** Fireflies dance in the night.

**82** A vast force of goblins that manoeuvres an armada of crude rafts approaches.

**83** The water’s surface is entirely covered with an opaque greenish veil.

**84** An oversized beaver’s lodge has been built in the swamp where the waters are the deepest.

**85** A merchant who lives in a village at the edge of The Misty Marches sells dirks (Scots word for a short dagger; sometimes a cut-down sword blade mounted on a dagger hilt, rather than a knife blade) and *sgianan dubha* (Scottish ceremonial knife), which splendid handles are carved from bog-wood.

**86** Clouds of insects are everywhere.

**87** A vast field of peat mosses surrounds a very small pool of stagnant water.

**88** A brown bear fishes.

**89** An old man tells unbelievable tales about the Pucks, kind of fey creatures that double as shape shifters. In one of his stories he has been mislead deep in the swamp by a Puck that was nothing but a dancing light, while in another the fey has taken the form of a sleek black horse with a long flowing mane and luminescent golden eyes, which has enables him to cross the boundaries hiding The Land of Faerie while he was riding it.

**90** The mage Miloros Mildur swears that the recently discovered bog body nicknamed “Pete March” is an undead creature, a rare kind of mummy according to his observations. The preserved corpse has indeed left his tower on foot after he had performed a post-mortem examination upon the body, but the mage’s acolytes pretend that this prodigious event is either the result of a botched ritual, or more disturbingly, a genuine and deliberate act of necromancy.

**91** All the ambassadors who have visited The Misty Marches affirm that the court of Svanhilde, The Swan Queen, is a fortress sited upon a floating island that is always on the move. They also swear that the sovereign is a quite alluring fey who doubles as a strong and capable battle-mistress. The queen is perceived as a benevolent ruler and she is deeply loved by her subjects whose number increases daily.

**92** A team of dwarves builds a stone bridge between two land masses.

**93** A crude wooden mould still filled with clay and a rudimentary press have both been left behind not far from an unfinished house. Many sun-dried bricks form a loose pile in front of the incomplete doorframe.

**94** A druid seeks to eliminate the treat that a disease-carrier treant represents for the entire forest. The huge fey plant is infested both by swarms of sap beetles and by a parasitic fungus that is carried and spread afterwards by the insects. The druid strongly suspects that this treant is a form of undead deliberately sent in the area so as to diffuse the infection everywhere around the swamp.

**95** A terrified hunter pretends that his partner has been killed by a walking corpse clothed all in leather whose skin is dark brown in hue.

**96** Bundles of sticks are neatly stacked under a grove of cypresses, away from the water.

**97** A small and rudimentary sailboat has sunk straight to the bottom of the swamp but the tip of its mast is still visible above the otherwise undisturbed surface.

**98** A clan of dwarves has constructed a succession of stone dams and many wooden walls besides in order to drain vast sections of the swamp. This operation enables them to expose the iron deposits that were formerly at the bottom of the water plan.

**99** An armed conflict has erupted between The Great Drake's Tribe – an important community of lizarfolks – and The House of The Iron Pillar, a down on one's luck clan of dwarves whose members have decided to mine the impure iron deposits present here and there in the swamp.

**00** The newly established Realm of The Misty Marches – which has been officially recognized by all the surrounding leaders following the signature of The Misty Marches Treaty – is under attack. Svanhilde, The Swan Queen, Supreme Sovereign of The Misty Marches, needs bold adventurers in earnest. All those who will answer to this call will be first knighted and subsequently ennobled at the end of the conflict, earning distinctions, gold, and lands bordering The Misty Marches in the process, along with the respective titles of Knight or Dame of The Green Order, and Baronet or Baronetess of the Malachite Drake.

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## V. PARK ENCOUNTERS

*More often than not a city offers to its inhabitants at least one large space devoted to nature, an area of greenery alas too often surrounded by stonewalls or dark fences. Nonetheless, the park provides the city dwellers with many pleasant activities and interesting sights. Various artists and entertainers work or perform outdoors, and sometimes expositions and special activities are held there. In a fantasy setting however, a park can harbor far more than what first meets the eye. The table below shows you how versatile such a place can be. Let your PCs discover everything randomly as they walk across the park or provide them with a specific encounter keyed to your campaign.*

- 01** A juggler entertains a bunch of kids.
- 02** A gardener plants exotic flowers. Their overwhelming fragrance seems to have a profound effect upon those who pass nearby.
- 03** A family of halflings pick-nick upon the grass.
- 04** An elven lady demonstrates her tremendous ability with the bow to a large crowd.
- 05** A woman has lost her cat and asks around if someone has seen it.
- 06** The statue of a former mayor has been vandalized.
- 07** A boy throws a black, polished stick in the distance; his dog runs madly after the splendid missile, eager to catch it.
- 08** A man has brought six wonderful ponies fashioned from dark brown wood. For a single copper a child can enjoy a unique ride because the small equines turn out to be animated objects.

**09** A druid has decided to protect the parkland and now resides near the biggest tree of the place. A simple lean-to serves him as house.

**10** A renowned sculptress has accepted to erect a monumental statue to commemorate an historic battle dating back to the foundation of the city.

**11** The City Druid tries to convince a visiting aquatic fey to elect residence in the central pond.

**12** Two birds defend their nest against a fat, but surprisingly agile tomcat.

**13** A dashing aristocrat gives fencing lesson to a girl who shares many common traits with him.

**14** A quartet plays softly near a fountain.

**15** Two sisters collect acorns, leaves, and broken twigs fallen from the surrounding trees.

**16** An enraged dwarf chops a tree with his axe.

**17** A patrol crosses the park.

**18** A cleric who venerates a nature deity explains the tenets of her faith to a young woman.

**19** Two paladins guard night and day a half-buried, rust-eaten full plate armor.

**20** A boy climbs to a tree.

**21** A groundskeeper installs small signs near the flowers and trees. Each sign bears a permanent *magic mouth* that briefly describes the plant and its distinctive characteristics when someone reads its name aloud.

**22** A discarded scimitar fashioned from a dark wood essence has been left upon a bench. The weapon is truly remarkable for its workmanship.

**23** A strange cat hides under the bushes. Its golden eyes glimmer with intelligence, but the most striking thing about this feline is the fact that it seems to be constituted from intangible, black smoke.

**24** A wizard has lost one of his most prized wands, a perfect cylinder made of black polished wood.

**25** Many life-size statues have been installed along the central alley. Each incredibly rendered subject represents a commoner who accomplishes a daily chore. The artist who has realized them cordially greets the amateurs as well as the curious.

**26** A mason repairs a rock wall that has partially crumbled.

**27** An old couple walks the length of a secondary alley.

**28** A lady who wears a very expensive dress and a shinning necklace slowly walks towards a secondary alley. A pair of armed men follows her at a short distance.

**29** A nondescript man reads a book. The tome seems very ancient.

**30** A blackened rod fashioned from iron stands in the middle of a charred tree that has been fell down by lightning.

**31** Some workers repaint in black the iron fence that surrounds the park.

**32** One of the park's sheds is invaded by a swarm of spiders.

**33** A smiling orc throws crumbs of bread to the ducks near the pond.

**34** A black crow follows a hooded figure that clumsily tries to hide behind a wall made of mortared stones.

- 35** The severed head of a tiny snake lies in the grass.
- 36** An old crone collects various medicinal herbs that grow all around a weatherworn stone covered by runes.
- 37** Two men play a game of chess.
- 38** A centaur asks for the City Druid.
- 39** A metallic object is visible through the branches of a cypress.
- 40** A monk who sits cross-legged upon the turf is deeply immersed in his meditation.
- 41** An elf loudly affirms to another one that he has met a dryad in the park during the precedent evening. His counterpart only laughs and points out that he was drunk yesterday's eve.
- 42** A dwarf takes a nap upon a stone bench.
- 43** Sixteen thespians re-enact a battle that has taken place just before the city's foundation. An artist draws sketches while she observes them.
- 44** A young couple shares an intimate moment together.
- 45** A visibly upset barbarian tries to calm down. In order to do so she walks barefoot upon the turf.
- 46** A boy asks his mother if he can practice his magic. The lady vehemently refuses.
- 47** A merchant cooks and sells meat. The smell of this improvised barbecue is simply wonderful.
- 48** Something or someone hides under a small mountain of dried pine needles.
- 49** A little girl is very sad because the tiny bird she cups in her hands has a broken wing.
- 50** The collection of statues along the central alley now counts disturbing additions: a feral wolf, an elven ranger ready to fire with his bow and two swordswomen who brandish their swords have been disposed behind the peaceful commoners.
- 51** A bard entertains the crowd with his music.
- 52** Someone has carved a beautiful unicorn upon a wooden post.
- 53** An arrow shaft juts from the trunk of a willow.
- 54** A cart has been abandoned upon the turf.
- 55** A dozen of empty flasks have been left under a bench.
- 56** Hundreds of bats are suspended to the gnarled branches of a dead tree.
- 57** A scrawny dog barks loudly and bares its fangs; then it advances towards a couple that is scared by its approach.
- 58** A ladder has been put against an apple-tree.
- 59** The wind blows many sheets of paper in the direction of a nearby street.
- 60** A glowing sunrod has been driven into the turf.
- 61** A splendid, bi-colored feather lies upon the ground.
- 62** A high fence has been erected all around a big vine. A huge sign warns the passer-by: Danger! Stay away from the assassin vine!
- 63** A composer searches for his missing partition.
- 64** Many coins shine brightly at the bottom of a fountain.
- 65** The authorities actively look for a cutpurse who has just committed a crime.
- 66** A young, leather-clad woman walks the length of a silken rope she has tied between two trees.

**67** A carpenter and his team build a small bridge to span the river that crosses the parkland.

**68** A veteran prays in front of a memorial.

**69** An old lady who has brought her rocking chair knits a woollen cape.

**70** Tiny bubbles pop to the surface of a mud-filled depression.

**71** Two elves that travel astride giant eagles has stopped by for the night with the permission of the local authorities.

**72** A fey perches high upon a fir is armed with a bow.

**73** Many workers confection a colorful mosaic that represents a compass card.

**74** A man observes the birds.

**75** Someone has drawn disturbing patterns upon a rock with pieces of chalk.

**76** Many peoples expose their collections under pavilions specially erected for the occasion.

**77** The city inauguates a huge water clock recently offered by an anonymous donator.

**78** A lone horse grazes upon the turf.

**79** Two friends admire a totemic pole.

**80** A druid inspects a tree covered by large patches of dark fungus.

**81** An otherworldly lady investigates about the destruction of a sculpture.

**82** A tiny dragon stands between two elven women. The ladies are identical twins and both wear similar crowns confectioned with wild flowers.

**83** A tramp camps under a gazebo.

**84** A wizard flanked by an artificial guardian converses with another mage who is accompanied by a construct of his own.

**85** A practical joker has introduced a badger in the park.

**86** An aristocrat and her large retinue have invaded the park. The highborn lady has brought along her favorite hawks and carelessly released the birds of prey all at once.

**87** A halfling plays with a strange dog.

**88** A swarm of rats has emerged from the sewer section that is sited near the park.

**89** Escutcheons have been hanged to the fence for the visit of a dignitary.

**90** The groundskeeper has found the desiccated body of a stirge in the bushes.

**91** A man paves the main alley.

**92** Many children play upon the convincing replica of a tendriculos.

**93** A treant ambassador resides in the woodland for the duration of his visit to the city.

**94** A chessboard has been left upon a pedestal.

**95** An assembly of clerics consecrate a modest altar to the gods of nature.

**96** Music can be heard, but the musician is nowhere to be found.

**97** A duel occurs during the night.

**98** The park is totally deserted.

**99** A murder has been committed and the authorities search the entire ground to recover clues.

**00** The local druid organizes a treasure hunt. The prize to be recovered is a wooden scimitar.



## VI. MOUNTAIN ENCOUNTERS

*The majestic mountains, with their snowy peaks, are often considered as the land of the Dwarves; but the stout folks are not the sole inhabitants of these rocky domains. Their lands and their very fortresses are often invaded by goblins and orcs alike, and by more dangerous menaces besides. That said, many mountains remain unconquered, many valleys undiscovered, and more than one cavern up there is still inhabited by some lone untamed monster or else filled with many beasts at once. These distant summits are the stuff legends are made from; these remote peaks are perhaps the thrones of the dragons, maybe of the gods themselves.*

*The dwarven heroes who still look for the homeland of their distant ancestors – or those who simply want to protect their home – often venture in the lost valleys of the world; they always climb higher in search of a primordial being, or else go deeper in order to touch the very bedrock that has given them birth. And their loyal friends are never far behind...*

*If your band of adventurers ever travels across some mountain range you might need this table. Some of the entries below can be used like a random encounter or event, while many others can be a hint leading towards a campaign worthy of a song. So roll a d100 and discover if the next event will become a saga told by the fireside by the dwarves and the mountaineers alike.*

- 01** A pair of war picks has been driven side by side into a rock face. A straight line of dwarven runes has been engraved underneath both weapons.
- 02** A half-frozen carcass – probably that of a mountain goat – lies in a defile. An intact spear still emerges from the left flank of the wild ruminant.
- 03** A square monument partially blocks the trail ahead. An elaborate coat of arms which origins are unknown adorns each side of the block.
- 04** A man-size aperture vomiting a large panache of dark smoke appears in the flank of the mountain. This access is guarded by a quartet of armored duergars, which are also armed to the teeth.
- 05** The extremity of a hempen rope – which is big enough to support a giant – trails on the ground; the length of rope is apparently suspended in midair, because the rest of the gigantic line disappears in the clouds above.
- 06** A flat piece of rock – which is obviously not pertaining to the same formation as the one surrounding it – lies upon the ground.
- 07** Feathers suddenly fly in the wind all around.
- 08** A chimera screaming in Draconic appears out of nowhere.
- 09** The steep walls of a narrow pass are carved out with a succession of high reliefs. The figure of a tall man – which wears a distinctive set of plate armor – is a recurring element in all the sculptures.
- 10** The smashed skull of a Cyclops has been left upon a level raised area of ground like a warning.
- 11** A plain shield fashioned from white marble has been hanged to a rock face.
- 12** Snowflakes slowly begin to fall from the sky.
- 13** A wooden post has been sledge-hammered into a crack next to a pile of dead orcs. A short message in Common has been hastily written on the pole: “Ye have been warned!”
- 14** A stone door enhanced with silver arabesques is visible on the other side of a large and deep depression.
- 15** A thunderstorm approaches. The fury of the coming wind is such that the stone seems to protest in return; a slight tremor runs through the very bedrock as the wind gains in intensity.
- 16** A verdant valley between two peaks is grazed by a large flock of wild goats.
- 17** A vein of ore is partially exposed almost in full view of everybody.
- 18** A tribe of ettins has been spotted by a patrol inside the forest spreading at the foot of the mountain range that officiates as frontier between the human realms and the land of the stout dwarves.
- 19** A lone figure skis upon the surface of a frozen lake.
- 20** A cairn marks the summit of the mountain.
- 21** A dwarven delegation has arrived at The Onyx Towers, a modest fortress which is not far from The Lone Pass. The delegates ask for assistance in order to repel a large force of orcs led by a charismatic succubus.
- 22** The roar of a mountain lion is heard in the distance.
- 23** A landslide occurs, fortunately without too much consequence.

- 24** A stone giant invites all the passers-by to participate in a rock throwing contest.
- 25** A mage wants to reach a fable cavern which is at a high altitude to converse with a primordial elemental known as The First Gargoyle.
- 26** A gust of wind carries the whispering voice of a lady.
- 27** A friendly competition involving six teams of alpinists is held.
- 28** A caged harpy hanging from a stone arch begs for help.
- 29** A rescue team constituted of battle-hardened mountaineers searches for a lost lady who was supposed to climb the local peak in solitary; unfortunately, she has never reached the first base camp.
- 30** A torn backpack is found.
- 31** A large bloodstain is visible upon a rock.
- 32** A well-preserved natural mummy is discovered. The body has remained intact thanks to the extreme coldness.
- 33** A single tent has been erected at the edge of a small valley.
- 34** A wandering ranger who wears a cloak made from the fur of a dire bear – with the bony protuberances still in place – patrols the same gorge each day.
- 35** An elven lord wants to tame the legendary roc called Snow-Flanks, which is also known as The White Menace – and more rarely referred to as The Albinos King.
- 36** A group of stone giants erects a towering pillar at the base of the mountain. In order to do so they have brought with them dozens of perfectly circular stones that resemble wheels. Each stone has been painstakingly polished and possesses a circular hole, right in the middle. The stone giants refer to this future monument as The Gods' Column.
- 37** In the aftermath of a small avalanche the bodies of an entire expedition lost years ago are revealed. They are all entrapped in a mass of crystal clear ice and perfectly preserved, seemingly going about their daily routine around a camp site.
- 38** Following a vision the elves of the forest must arrange a meeting between their war leader – namely Dawn Redwood – and a supreme entity referred to as Dercetius, God of the Mountains.
- 39** A dwarven cleric wants to bury his brother along with the rest of his departed kindred at the very heart of a place called The Cave of The All-Father.
- 40** Each time that there's a storm above The Steadfast Peak almost all the lightning bolts hit the same spot over and over again. The local people believe that this place is where the infamous Steel Tower is situated and nobody around here ever travels there.
- 41** A huge piece of crystal is wedged between two slabs of rock. The irregular chunk refracts the surrounding light in an odd manner.
- 42** A collection of rusty axes and hammers has been disposed upon a granite table for untold years, and seemingly left undisturbed since then.
- 43** A sturdy mountain shelter has been built along a well-travelled path. The stone house is currently occupied, or so it seems; lights can be seen through the tiny front windows, and a small panache of white smoke dance merrily in the wind above the chimney.
- 44** A pair of harpies wants to avenge the capture of their sister and eagerly looks for those who are responsible.

**45** A cloud of dazzling particles dances along the wall of a gorge. There is a pattern in that dance; the tiny crystals repeat the same moves again and again, almost like if they were trying to tell something or to deliver a message.

**46** A campfire can be seen in the distance.

**47** The half-buried statue of a bearded man emerges from a moraine deposit. The figure brandishes a maul-like sceptre in one hand and an unrolled scroll in the other. A flowing script runs all over the scroll's surface.

**48** Myriads of grey butterflies burst from a crevice like so many puffs of ashes propelled in the air and as soon as they emerge they simply crumble to dust.

**49** An orc with a war drum is nonchalantly leaning back against a huge boulder.

**50** A source of clear water emerges from a rock wall.

**51** Many elven women wearing crowns fashioned from edelweiss dance in the middle of a large cirque. From time to time, a rune flares brightly in the midst of the dancers at random intervals, but it never appears in the same place twice. Moreover, the apparition always lasts only for the blink of an eye.

**52** An important rockslide occurs.

**53** A large nest is visible higher up. The big structure is mostly fabricated from gnarled branches and plastered with dried mud, although some of the sticks look more like poles; the nest almost occupies the entire space available upon an elevated ledge.

**54** A flight of natural stairs descends into a dark cavern. The smooth stairs are littered with bones, feathers, and half-eaten carcasses.

**55** A badly damaged rope-bridge spans a chasm. A fast moving river can be discerned lower down.

**56** A group of dwarves looks for a new vein to exploit. They are led by a jovial fellow, Branick Grey-Mantle, a renowned prospector.

**57** A cave bear and a lone woman stand together under an outcrop of rock.

**58** A collection of fossils is partially hidden by a layer of pebbles and dirt.

**59** A dwarf and a duergar fight at the entrance of a passageway that disappears inside the mountain.

**60** The middle of a small cirque is occupied by a sinkhole.

**61** A pair of sculpted colossi stands face to face across a defile. The titanic figures are both enthroned and respectively represent a regal woman wearing a falcon-shaped tiara and a middle-aged man having a maul-like sceptre in his lap. The man holds out a scroll to the woman and the lady solemnly reaches for it in return, her fingertips already touching the offered document.

**62** A floating island of modest size orbits around the peak's summit.

**63** A lone eagle glides in the wind.

**64** Dozen of angels gather round an unremarkable boulder each year for reasons unknown.

**65** A depression in a basalt escarpment reveals a natural chimney.

**66** A tall and slightly tilted slab of rock stands in The Valley of Songs. The slab is pierced by numerous holes and each time that the wind blows through them the block emits melodious sounds.

- 67** A totem pole with a Minotaur skull on top stands in the middle of a circular elevation. The stone surface all around the pole has been sculpted and the magical aura that emanates from the platform is tangibly palpable in the air.
- 68** A snow storm engulfs the entire region.
- 69** A frost giant that is seemingly asleep lies still upon an enormous bed of sculpted ice. The behemoth looks like a recumbent statue, just like the ones that ornate the tombs of some kings.
- 70** A large depression is visible midway a field of snow swept by the harsh wind.
- 71** Two towers partly in ruins flank the entrance of a defile. The tip of a heavy ballista is still visible atop each edifice.
- 72** The carapace of a death remorhaz has been turned into a sturdy barricade by a tribe of goblins.
- 73** A slightly inclined wall is covered with thick vines and a spasm runs through the plants each time someone gets nearby the base of the inclination.
- 74** What is left of a once proud sailing ship hangs to the sharp stones that stand just beside a glacier.
- 75** A small valley is entirely hidden by an opaque grey mist.
- 76** A blue crystal ball has been placed atop a tripod constructed from the femurs and tibias of a tall humanoid, possibly those of a bugbear.
- 77** A dented helmet is half-buried in an accumulation of colorful pebbles.
- 78** A lone but strong tree has taken root in a crevice on the mountainside and someone has built a tree house up there.
- 79** An emaciated arm holding a lit lantern emerges from a snow bank.
- 80** A dimensional stairway appears at the summit of The Eagle Peak once in a while.
- 81** A merchant has heard that the mythical Castle of The Rosy Dawn – an edifice constructed from porphyry that stands at the summit of a craggy rock standing in the middle of a forest linked to The Land of Faerie – has been located at last. This legendary edifice holds the court of the lovely Queen Maëve, The Eternal Rose of Faerie. The surrounding land has the reputation to be akin to Shangri-La, a mythical paradise where a man is nearly immortal.
- 82** The cold waters of a river fed by a glacier have turned red for an entire week before things get back to normal and the inhabitants of a village that isn't far from the base of the mountain want to know why.
- 83** A huge white dragon has flown above The Seven Peaks range two days ago, heading for the tallest summit.
- 84** Someone has abandoned a stone giant infant at the door of the fortress known as The Onyx Towers.
- 85** A natural rock bridge of tremendous size is held in place by a series of imposing rock columns.
- 86** An alluring elven woman sells treasure maps that supposedly indicate the emplacement of The Thousand Caverns.
- 87** A trio of griffins mounted by elves patrols above a defile since two days.

**88** A single scale pertaining to a gigantic white dragon has been brought back by an adventurer who pretends to be the sole survivor of his company, which, according to him, has slain the reptile. The so-called dragon-slayer now asks around if someone wants to help him recover the dragon's hoard.

**89** Many legions of orcs have left the caverns and currently move in the direction of The Onyx Towers. A siege and a war are both imminent.

**90** A delegation of monks wants to establish a monastery and the brothers and sisters have already begun to look for a site at the base of the nearby mountains. They have engaged a capable engineer and her team to start the construction of the monastery as soon as the emplacement will be determined.

**91** A human woman clad in leather who moreover wears a cloak fashioned solely from giant eagle feathers materializes suddenly on a rock ledge.

**92** Shards of ice fall from above.

**93** A small mountain lake appears after a strong curve in the trail.

**94** A group of unidentified humanoids ascends a cliff barehanded.

**95** A tiefling wants to launch an expedition in The White Peaks in order to retrieve The Tear of Pikulis, a shard of elemental ice, which, according to the legend, has been shed by the demon of the same name.

**96** A bank of ice fog – a meteorological phenomenon that comprises ice crystals suspended in the air – forms in a deep mountain valley.

**97** A man suffering from acute mountain sickness pretends that he has travelled to an island in the sky.

**98** A mass of rubbles almost blocks a gorge.

**99** The only way to travel between two peaks is to walk along an arête.

**00** A barbarian chieftain known as Arne, Lord of the Hippogriffs, organizes a gathering. The assembly will take place atop The Emerald Table, a lone forested monadnock – a kind of mountain also called an inselberg – that emerges from the otherwise level surrounding plain.

