

European Style Forest Generator

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Thank you!

Thank you for your purchase! As a token of our appreciation please enjoy this coupon for 25% off of our Farm Generator. Click [here](#) to redeem your discount!

Credits

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Document Copyright

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Introduction

Be it part of the journey or the destination itself, forests have always played a great roll in epic adventures.

In this PDF you will find a series of tables designed to help you create and flesh out a fantastic variety of European style forests. There are six tables to help you get started with the psychical characteristics of the forest, followed by four tables detailing the inhabitants, four tables detailing what may be found while hunting and gathering, 25 story hooks, 25 interesting events, and 50 things to find.

Of course, the fine details will be down to you as the game master but I sincerely hope that this publication will give you a good jumping off point.

Happy Gaming,
Rowan

Instructions

The only items needed are a pair of percentile dice or a d100 and something to write down your results with.

To find the results simply roll the dice, match them up with the percent represented in the first and third columns of each table and match it up with the next column over. For the table of treasure simply divide your dice roll by two if it is over 50%. For example, a roll of 60% would represent 30. Should the result be an odd number it is up to your discretion to round up or down.



Forest Characteristics

Dominant Tree Species

%	Tree Species	%	Tree Species
1-9%	Beech	49-56%	Ash
10-16%	Pine	57-65%	Linden
17-25%	Holly Oak	66-74%	Juniper
26-33%	Larch	75-83%	Fir
34-40%	Spruce	84-93%	Alder
40-48%	Poplar	94-100%	Field Elm

Number of Easily Found Clearings

%	Number	%	Number
1-10%	8	51-60%	2
11-20%	3	61-70%	9
21-30%	5	71-80%	7
31-40%	1	81-90%	10
41-50%	6	91-100%	4

Water Sources Present

%	Water Source	%	Water Source
1-12%	Abundant streams	51-62%	Large lake fed by small rivers
13-25%	A large, central, river	63-75%	Patches of marsh land
26-37%	Spring fed lake	76-87%	Several small rivers
38-50%	Several small lakes fed by streams	88-100%	Scarce streams



Structures

%	Structure	%	Structure
1-10%	Scant ruins of an ancient village	51-60%	Recently used ritual site
11-20%	Recently set up bare bones campsite	61-70%	Sod roofed cabin, still in use
21-30%	Rarely used hunting blind	71-80%	Abandoned trading post
31-40%	Run down cabin	81-90%	Single lean-to, hastily build
41-50%	Large but destroyed campsite	91-100%	Burnt remains of a hunting lodge

Weather (Spring & Summer)

%	Weather	%	Weather
1-12%	Light rain	51-62%	Thunderstorm
13-25%	Sunny	63-75%	Foggy and muggy
26-37%	Hailstorm	76-87%	Heavy rains
38-50%	Overcast	88-100%	Sunny with a light breeze

Weather (Fall and Winter)

%	Weather	%	Weather
1-12%	Snowstorm	51-62%	Sleet
13-25%	Overcast	63-75%	Light snow flurries
26-37%	Light rain	76-87%	Sunny and unseasonably warm
38-50%	Crisp and sunny	88-100%	Heavy rains



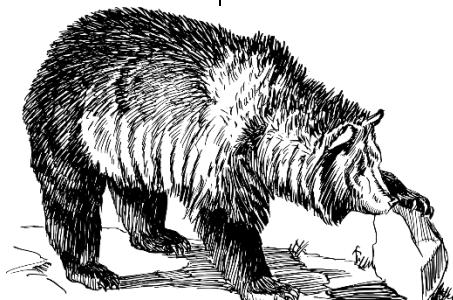
Forest Inhabitants

Hostile Inhabitants (Mundane)

%	Inhabitant	%	Inhabitant
1-9%	An angry hunter with his dogs	49-56%	Warriors of a hidden forest people
10-16%	Smugglers afraid of being caught	57-65%	A rabid wolf
17-25%	Bandits waiting just out of sight to ambush and rob travelers	66-74%	Slavers looking to replace captives who have died on the journey
26-33%	A forester who is convinced the party are poachers	75-83%	Cultists carrying out a ritual that they would like to remain secret
34-40%	A gang that has been hiding in the forest and thinks the party has been hired to find them	84-93%	A hermit who has been driven mad by years of eating toxic mushrooms
40-48%	A massive bear with cubs	94-100%	A gang of bandits posing as traders

Hostile Inhabitants (Fantasy)

%	Inhabitant	%	Inhabitant
1-9%	A goblin warparty	49-56%	The angry spirit of a murdered lover
10-16%	Various fey intent on protecting their territory	57-65%	A group of hobgoblins that have set up camp
17-25%	A dozen sentient bushes tasked to protect a long sense destroyed camp	66-74%	A warrior who was bound to an area of the forest as punishment for a transgression
26-33%	A wizard who once watched over the forest but has become both senile and aggressive in old age	75-83%	A very grumpy, very groggy, young dragon with a toothache that has been keeping it up for a week
34-40%	A vampire who was buried and has finally dug their way out	84-93%	A druid who believes that the forest belongs to them, and only them
40-48%	A swarm of rabid dire rats	94-100%	An over defensive tree spirit



Friendly Inhabitants (Mundane)

%	Inhabitant	%	Inhabitant
1-9%	An herbalist who lives deep in the forest	49-56%	A small group of monks
10-16%	Traders heading in the opposite direction	57-65%	Local militia on patrol
17-25%	A large group of very happy, and very intoxicated, performers who have set up camp for the night	66-74%	Shepherds moving their flock to/from their seasonal grounds
26-33%	A friendly but obviously lost dog	75-83%	A knight errant on a quest
34-40%	A small band of hunters	84-93%	A forester patrolling the area
40-48%	A hermit who tends to the wild bees	94-100%	A lone wandering minstrel

Friendly Inhabitants (Fantasy)

%	Inhabitant	%	Inhabitant
1-9%	A cluster of talking mushrooms	49-56%	A curious wood spirit
10-16%	A shepherd guiding a large prickle of oversized hedgehogs	57-65%	A group of druids enjoying a religious celebration, and a lot of wine
17-25%	A very old witch who welcomes the chance to have company that walks on two legs	66-74%	A talking fox who is very fond of riddles and wordplay
26-33%	A group of dryads at play	75-83%	A good natured centaur out on a hunt
34-40%	A group of dwarves that are scouting the site for a new mine in the forest	84-93%	Colorful birds that sing in dozens of languages
40-48%	A murder of suspiciously intelligent crows	94-100%	A band of pixies that inhabit nearby trees



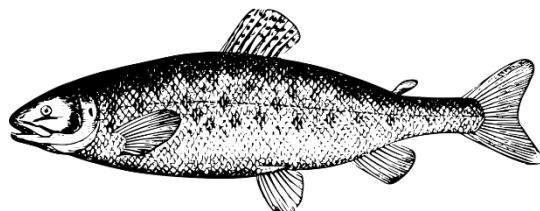
Hunting and Gathering

Hunting

%	Animal	%	Animal
1-6%	Rock Partridge	51-57%	Roe Deer
6-12%	Mountain Hare	58-63%	Goose
13-18%	Brown Bear	64-69%	Capercaillie
19-24%	Hedgehog	70-75%	Marmot
25-31%	Grouse	76-81%	Partridge
32-37%	Red Deer	82-88%	Boar
38-44%	Quail	89-94%	Red Squirrel
45-50%	Beaver	95-100%	European Brown Hare

Fishing

%	Fish	%	Fish
1-6%	Stone Loach	51-57%	Common Dace
6-12%	Wels Catfish	58-63%	European Bullhead
13-18%	Maraena Whitfish	64-69%	Spirlin
19-24%	Lake Minnow	70-75%	White-Finned Gudgeon
25-31%	Thick-Lipped Mullet	76-81%	Eurasian Ruffe
32-37%	Crucian Carp	82-88%	Souffia
38-44%	Ninespine Stickleback	89-94%	Leuciscus
45-50%	Tench	95-100%	Common nase



Gathering

%	Plant	%	Plant
1-6%	Elderberry	51-57%	Common chickweed
6-12%	Oyster plant	58-63%	Field horsetail
13-18%	Ramsons	64-69%	Garlic mustard
19-24%	Stinging nettle	70-75%	Wild arum
25-31%	Lovage	76-81%	Chicory
32-37%	Horse-chestnut	82-88%	Elmleaf blackberry
38-44%	Wild service tree	89-94%	Common purslane
45-50%	Evening primrose	95-100%	Sorrel

Herbs

%	Herb	%	Herb
1-6%	Burdock	51-57%	Sweet Cicely
6-12%	Purple Deadnettle	58-63%	Comfrey
13-18%	Mountain Germander	64-69%	Ground Elder
19-24%	Meadowsweet	70-75%	Feverfew
25-31%	Calendula	76-81%	Cramp Bark
32-37%	Woodruff	82-88%	Wild Thyme
38-44%	Lady's Mantle	89-94%	Red Clover
45-50%	Ground-ivy	95-100%	Chervil



- 1 The daughters of local business owners have been sneaking off to the forest every new moon.
- 2 A wanted murderer is hiding out in the forest.
- 3 Several children have gone missing near the tree line.
- 4 A hunter approaches the party to help slay a great beast she has tracked to the area.
- 5 A trader has lost a chest while moving through the forest at night and requires someone to recover it.
- 6 Bandits have set up a camp and the local lord wants them exterminated or brought in for justice.
- 7 Goblins have obtained a cask of fireworks, they are becoming bold in their attacks on travelers.
- 8 A local druid has noticed signs of strange, feral behavior in animals within the forest, and is afraid of what it could mean.
- 9 An herbal healer needs someone to gather ingredients from an area of the forest filled with hostile creatures.
- 10 Women have been disappearing in the forest. Some fear bandits, others notice a surprisingly high number of dryads as of late...
- 11 The party finds a series of notes written in a strange code strewn along the path.
- 12 A spectral entity approaches the party deep within the woods, speaking a strange language, yet calling out a name, endlessly.
- 13 A group of disheveled young people approach and ask for protection but refuse to say what from.
- 14 Bandits with a penchant for magic have set up within the forest, and their leader declares himself the new lord of the land. The local lord is powerless against this new tyrant in his forest home and needs help.
- 15 The bodies of all humanoids buried in the forest within the last few years have begun to rise.
- 16 A remarkably lifelike dummy lays across the path. It has been stabbed a dozen or so times and its mouth is stuffed with a piece of paper that has "how do you like it" written on it over and over.
- 17 A frightened, lost, child runs in to the party. Quite literally.
- 18 A religious order believes that a dangerous cult that originated within their own ranks has set up their headquarters in the forest.
- 19 Faery rings have popped up all over the forest, literally overnight. Astute observers have noted that the faery-rings themselves are part of a much larger ring around the forest...
- 20 A traveler has come from the tree-line howling about a bright pink dragon, but no-one has seen or heard of such a thing before. However, recently, well-armed carriages have been waylaid with no obvious explanation.
- 21 A settlement nearby the forest has never had any legends about the forest until the last year; now they speak in hushed tones about a pale, humanoid figure, that watches from afar.
- 22 A group of druids has been having problems with poachers and seeks out the party to assist them.
- 23 One morning the party wakes to find their horses gone and the only clues are a series three toed foot prints leading away from the camp.
- 24 A diplomat believes that one of their guards is a traitor and hires the party for extra protection through the forest.
- 25 A very drunk man approaches the party and insists that he knows the location of a great treasure deep in the forest. If the party agree to act as his body guards he will take them there.

1 A shooting star lands nearby and starts a forest fire.

2 The party sees a little inn set up on the side of the road. They may enter and interact with the patrons, even order food and drink. However, when they go to pay the inn disappears, leaving them thirstier and more famished than before.

3 A fox caught in a snare calls out to the party, asking for assistance in the local language.

4 Near the center of the forest the party find a great tree with a dozen different types of fruit hanging off of it

5 Throughout the night the players hear the sounds of a great battle, however they can see nothing in the inky darkness.

6 A group of young men race past the party on great warhorses, whooping and laughing as they ride.

7 A caravan pulls up alongside the party as they set up camp. They offer the party a place around the fire and dinner in exchange for stories and other entertainment.

8 A funeral procession consisting of all manner of fey and forest creatures crosses the path of the party.

9 A tax collector stops the players on the road and demands payment, he even has official documentation.

10 A group of catfolk who outmatch the party begin to stalk them. When they catch them they reveal the hunt to be all in good fun and invite the party for a celebration.

11 The players come across a signpost far away from the path. It points to locations hundreds of miles away.

12 Rain suddenly showers the forest, however there doesn't seem to be a cloud in the sky.

13 A wolf can be seen, alone, in the foliage. Investigating it reveals it is protecting a treasure between its paws. The wolf is seemingly tame, or at least, non-hostile, and allows the group to take the treasure. It follows the party happily, until they leave the forest.

14 A tunnel in the middle of nowhere is found. The tunnel is long and dark, and seemingly serves no purpose.

15 While the party sleeps thick rose bushes grow around the perimeter of their camp.

16 A noble's hunting party comes across the group. They are surprised and warn them of a boar they are hunting that has already killed a member of their group.

17 A bridge is found, occupied by a knight. He demands a passage of arms, and if the group wishes to pass, must face the knight individually.

18 Wandering off the path the party finds the ruins of a great temple. It seems abandoned but there are fresh flowers left on the steps.

19 A fortune teller has set up a tent beside the path and beckons the party over as they get near.

20 As the party walks along the path they find themselves becoming unusually tired very quickly.

21 Due to earlier weather conditions, a tree begins to slide down a slope as part of a minor land-slide.

22 A lone juggler wanders past the party. Seemingly not noticing them.

23 An earthquake rocks the forest as a party begins to cross a bridge.

24 A cat with a very human-like face passes by the party, winks, and disappears in to the trees.

25 One of the party members spots a chalice of gold in nearby water. If they look away or call others over to look, it vanishes

50 Things to Find

#	Thing	#	Thing
1	A rotted leather purse filled with rubies	26	A fine bow tangled in some bushes
2	A dagger lodged in a tree	27	A tiny journal tucked in a hollow tree
3	A teapot full of leaves and twigs	28	A fossil of a massive leg bone
4	A bedroll that was left behind	29	Tin cups left beside an old campfire
5	The skeletal remains of a hermit	30	A brass key
6	A holy icon, concealed inside the crevice of a rock	31	A map of the area, still protected in its case
7	An axe, seemingly abandoned, lodged in a tree-stump that has begun to decay	32	A small case, containing medicinal herbs from the forest itself
8	A letter, addressed to a local, from a distant lover	33	An arrow with snow white fletching
9	A scabbard, found floating in a pool of water	34	A "lucky" coin
10	A knuckle bone delicately wrapped in lace inside a leather case	35	A small brass mirror dropped in a pool of water
11	The remnants of a small shrine	36	A highly ornate wooden stick; a staff or cane
12	A pair of leather boots, weathered but wearable	37	A little pouch filled with edible nuts
13	A pipe and a pouch	38	A pair of hose, clearly stolen by the wind
14	A hidden chest, partially buried in a mossed-over pit off the side of the road, filled with silver	39	A pedestal tucked in an alcove. A large egg sits upon it.
15	A gold locket with a broken chain	40	Two sticks of incense in an old campsite
16	A cloak of fine wool, caught in brambles	41	A whetstone
17	A shield hanging from a tree	42	A flint spearhead
18	A bag of marbles with a broken string	43	A wagon wheel
19	A stone with a tiny handprint	44	Several empty hand casks
20	A thoroughly rotted leather book	45	A tiny quiver with a broken strap
21	A beautiful sword wrapped in cloth and hidden in the hollow of a tree	46	A smooth stone with a hole worn through the center, found within a faery-ring.
22	A skin of water	47	A single silk ladies slipper
23	A flask of oil with a slight crack in the glass	48	A slightly moldy tinderbox
24	A signet ring covered in moss	49	A highly decorated prayer book
25	A cracked alembic	50	A tiny jar of salve, hardened from exposure

Thank you for reading, creating and enjoying!

If you have any questions, comments, or
concerns feel free to contact me at
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Happy Gaming!