

Location Generator

To generate locations, roll a ten sided die on each of the first two charts, then roll as prompted on the next four charts.

The local area is:

1. Along the coastline
2. Overrun with trees
3. Unnaturally cold and covered in snow
4. Full of mountains
5. Wide-open fields as far as the eye can see
6. Blighted and oppressive
7. Burnt, the remnants of a formerly vibrant area
8. Sand, sand and more sand
9. Near a great river
10. The work of great, terrible magic

As you travel along, you can see:

1. Civilization! Roll on the Civilization chart.
2. The ruins of something ancient. Roll on the Ruins chart.
3. Something awful. Roll on the Dangers chart.
4. Signs of struggle. Roll on the Dangers chart.
5. Nothing, really. Continue your adventures in peace.
6. Something shiny. Roll on the Treasure chart.
7. A whole lot of boring. Continue your adventures in peace.
8. Garbage and old campfires. Roll on the Civilization chart.
9. Exactly what you were looking for. Roll on the chart of your choice.
10. Something that should not be. Roll twice on this chart, taking both results.

Did you find Civilization? It looks like:

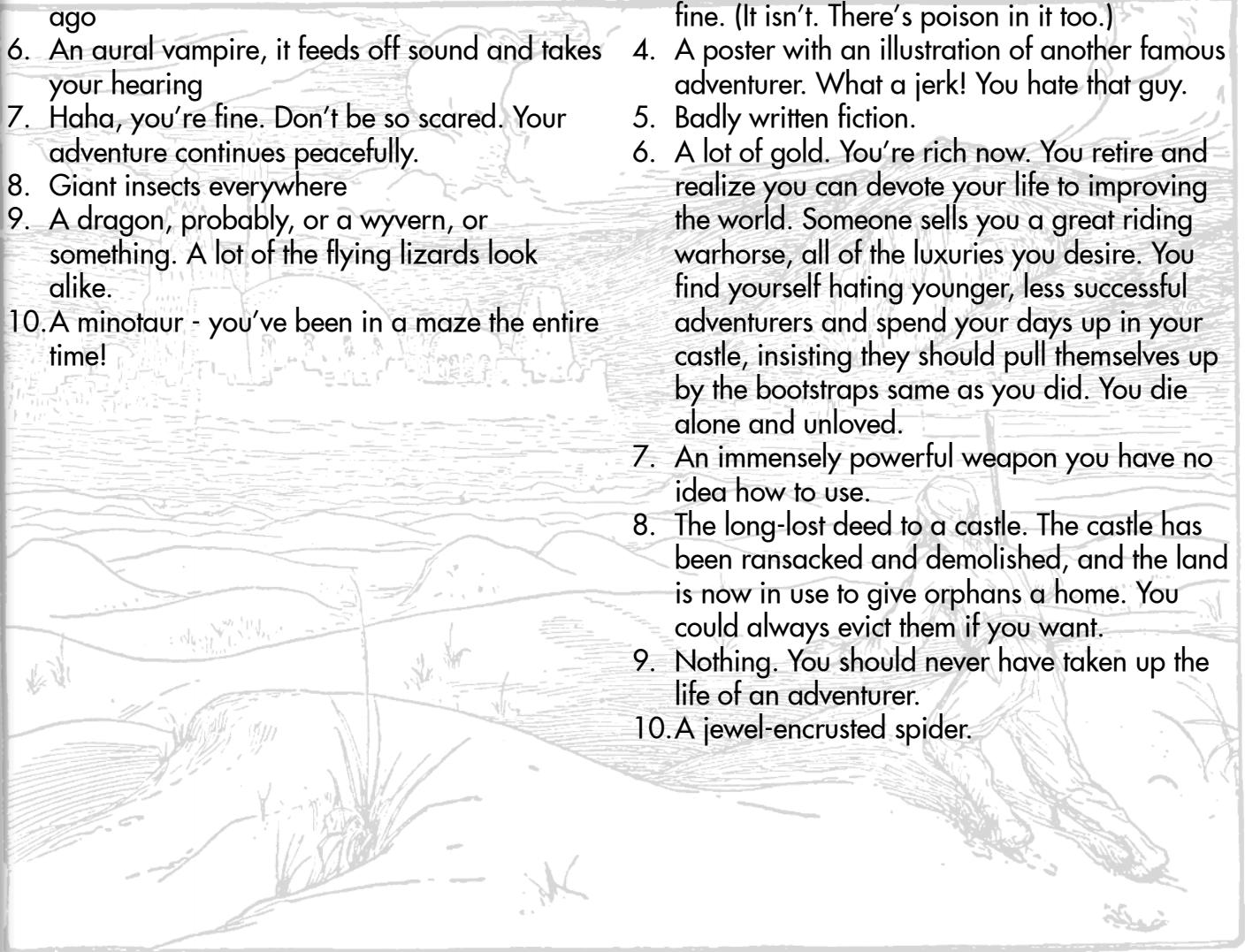
1. Nomadic wanderers, hunting a great beast.
2. An enormous castle
3. Simple huts and cabins
4. Homes built into the geography
5. Obviously magical construction
6. A metropolitan city, full of all kinds of people
7. A scholarly commune, with too many people and not enough content
8. A filthy, nasty den for cast-offs from the scholarly commune, where they revel in being terrible people and taking things far too seriously
9. A village with all kinds of exciting, interesting, attractive people, busy leading creative lives and chronicling the terrible things said by neighboring kingdoms
10. Monsters, all living in harmony

Did you find Ruins? They look like:

1. The entrance to a dungeon
2. The exit to a dungeon - and there's blood all over
3. The remains of a kingdom
4. Something ancient and draconic
5. What was once a city, built into the bones of an enormous creature
6. An uninviting dark forest
7. Something hidden just under the water
8. Your home, but warped and decrepit
9. A spaceship??? That sounds awfully out of genre.
10. Just kidding. There's a Civilization hiding in there. Roll on the Civilization chart.

Did you find Danger? It looks like:

1. Dinosaurs, just a whole lot of dinosaurs. Dinosaurs are inherently interesting.
2. Someone you wronged a long time ago
3. A two-headed giant in a position of power, determined to ruin your hobbies forever
4. A small dog with a big secret
5. Something that should have died long, long ago
6. An aural vampire, it feeds off sound and takes your hearing
7. Haha, you're fine. Don't be so scared. Your adventure continues peacefully.
8. Giant insects everywhere
9. A dragon, probably, or a wyvern, or something. A lot of the flying lizards look alike.
10. A minotaur - you've been in a maze the entire time!



Did you find Treasure? It looks like:

1. A magic sword that refuses to see combat; it's taken a vow of pacifism
2. A manual detailing instructions for low-level magic
3. Rotten food, but you're probably pretty hungry by now, right? Just get one of your hirelings to take a bite and test it. It should be fine. (It isn't. There's poison in it too.)
4. A poster with an illustration of another famous adventurer. What a jerk! You hate that guy.
5. Badly written fiction.
6. A lot of gold. You're rich now. You retire and realize you can devote your life to improving the world. Someone sells you a great riding warhorse, all of the luxuries you desire. You find yourself hating younger, less successful adventurers and spend your days up in your castle, insisting they should pull themselves up by the bootstraps same as you did. You die alone and unloved.
7. An immensely powerful weapon you have no idea how to use.
8. The long-lost deed to a castle. The castle has been ransacked and demolished, and the land is now in use to give orphans a home. You could always evict them if you want.
9. Nothing. You should never have taken up the life of an adventurer.
10. A jewel-encrusted spider.

