

The Wilderness Alphabet

by James Pacek



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A Collection of Random Charts, Tables and Ideas
for use with various Games of Imagination

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*Optimized for the PDF version -- the file has bookmarks and the
numeric references and cross-references are hyperlinked!*

**This book is dedicated to many people who
have had a wondrous impact on my life -**

My Dad who was my hero and one-time guest DM...

My Mom who used to put up with my crazy ideas...

My lovely wife and muse Jeanne...

Gary and Dave who created my favorite game...

Tom who created some of my favorite adventures...

Bob who had a real knack for random tables...

Thank you to my proofreaders -

Dave Bargman

Norman Harman - trollandflame.blogspot.com

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(1848 - 1926), a Russian revivalist artist

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Foreword

Once upon a time I wanted to create a complete fantasy world. I drew maps of continents and landmasses. I embedded smaller maps within those maps - maps of cities, towns, inns, forests, ruins, dungeons, keeps, towers, citadels... the list goes on and on.

I was always trying to finish the world; to stay ahead of my players; to create more and more and more.

I couldn't do it.

No matter how hard I tried, I couldn't anticipate the direction the players would go. They would find the one and only way down to the fourth level† that I hadn't finished yet. They'd make a left when I had planned on them going right.

Then it hit me. I would embrace the chaos. I would give in to the random nature of gaming. I would hone my improv skills.

What did I say the name of the tavern was? Who was the bartender? What clues did he share? Where was the ruin? What monsters could be found there? What kind of magic item was it? What does it do? Who used to wield it? When?

As the players explored my world, they'd ask questions. I'd record the answers I gave and the decisions I'd made. The world unveiled itself to me in exciting and unexpected ways. In fact, I got to explore it - in real time - with the players. Fantastic!

Embrace the chaos with me. Take a roll or three on these random tables. I hope you find them useful and surprising.

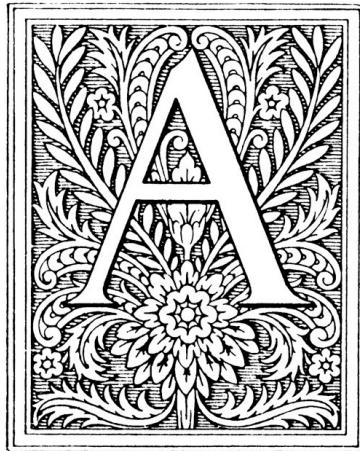
*Jim Pacek
aka Wilmanric
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April 19, 2010*

[†] Most notably in my memory, "The Barrow of King Grothegarka'an" (11/11/1984). Thank you Brandon Broadblade (aka Norman)!

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Note: You can roll d100 on the Table of Contents above to generate a random Wilderness Site or Encounter if you'd like.

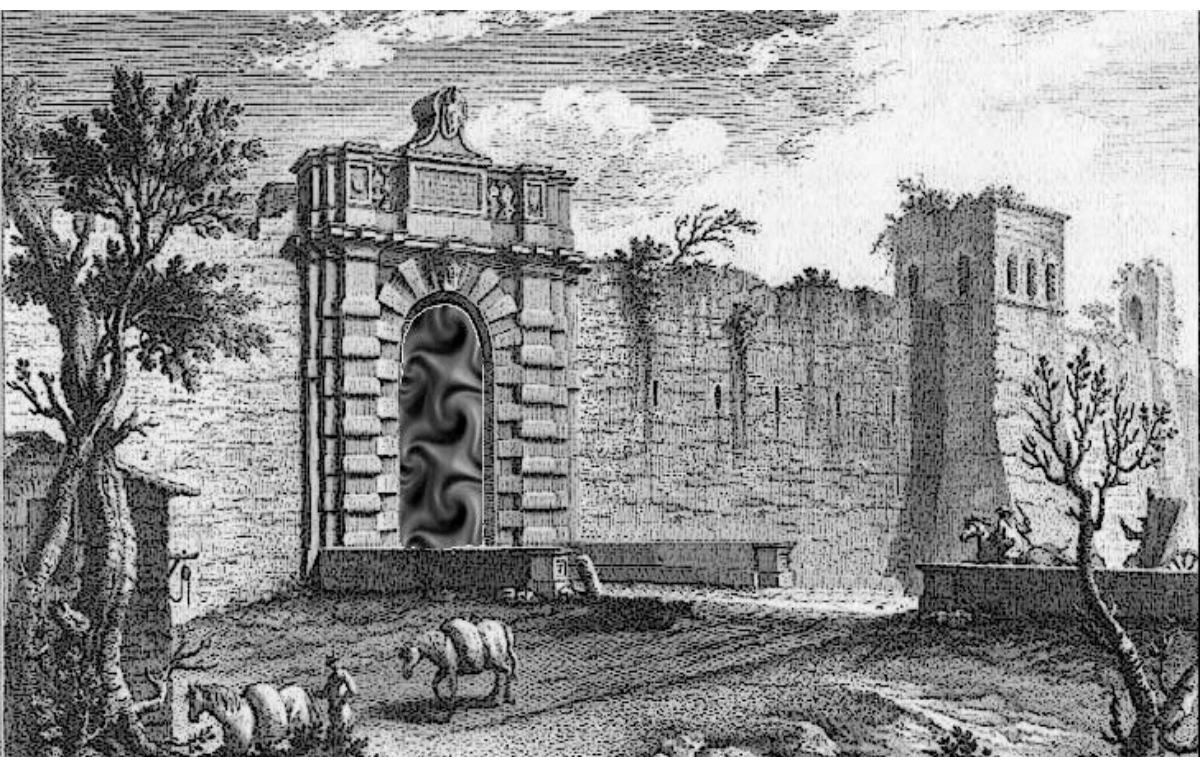


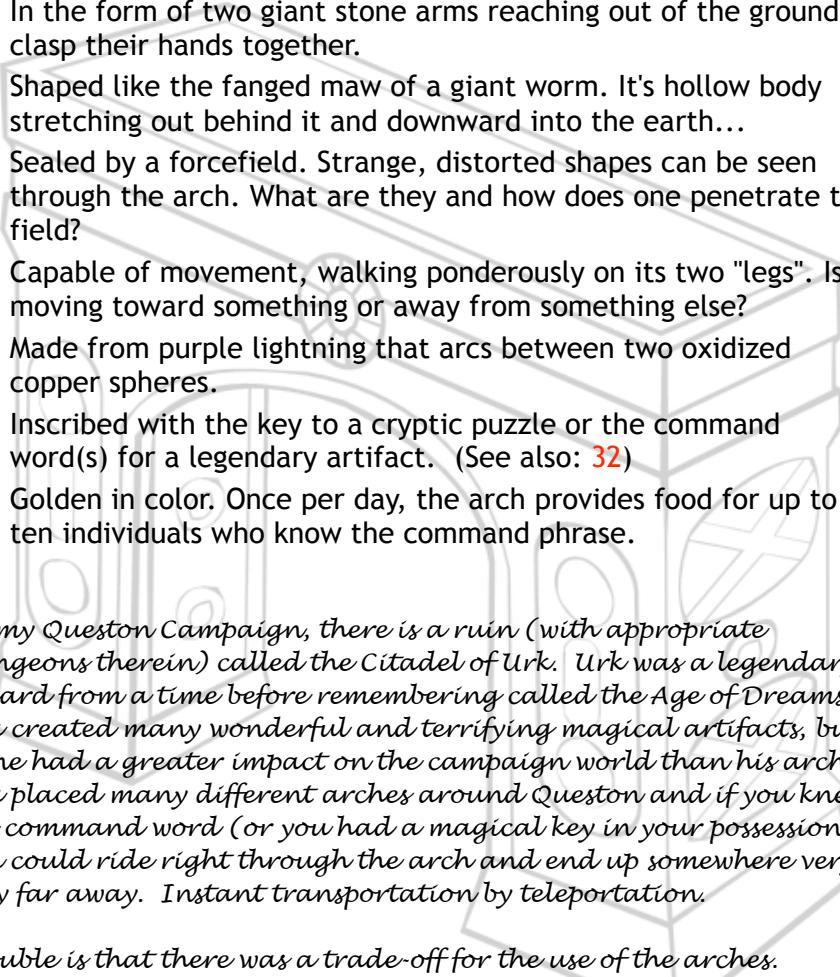
A is for Archway

The archway is...

d20

- 1 Filled with mist. Foreign sounds (p. 54) can be heard from beyond.
- 2 Made of many stones, each carved to fit exactly in its place and each stone having five sides.
- 3 Covered with runes that seem to wriggle and writhe as they are being read. (See also: 32)
- 4 Made from a shiny, silvery-blue metal that resists scratching and is icy cold to the touch.
- 5 Formed from living trees that have grown up side by side and are delicately intertwined. (See also: 55)
- 6 Part of a network used for rapid transportation by teleportation.
- 7 Broken into pieces. All the pieces may be present or parts may be missing. What might happen if it were to be reassembled?
- 8 Part of a dark ritual and radiates evil.
- 9 The entrance to an enchanted park.
- 10 Historical and commemorates the victory of a great hero in battle over a dark evil. (See also: 32)





- 11 Not in its proper place. It has been moved by magical means from its original location. Why?
- 12 Made from the jaws of a giant reptile.
- 13 Made from the skulls of a variety of humanoids, some are adorned with gems, still others are animated by dark magic. What warnings have they to share with the living?
- 14 In the form of two giant stone arms reaching out of the ground to clasp their hands together.
- 15 Shaped like the fanged maw of a giant worm. It's hollow body stretching out behind it and downward into the earth...
- 16 Sealed by a forcefield. Strange, distorted shapes can be seen through the arch. What are they and how does one penetrate the field?
- 17 Capable of movement, walking ponderously on its two "legs". Is it moving toward something or away from something else?
- 18 Made from purple lightning that arcs between two oxidized copper spheres.
- 19 Inscribed with the key to a cryptic puzzle or the command word(s) for a legendary artifact. (See also: [32](#))
- 20 Golden in color. Once per day, the arch provides food for up to ten individuals who know the command phrase.

In my Queston Campaign, there is a ruin (with appropriate dungeons therein) called the Citadel of Urk. Urk was a legendary wizard from a time before remembering called the Age of Dreams. Urk created many wonderful and terrifying magical artifacts, but none had a greater impact on the campaign world than his arches. Urk placed many different arches around Queston and if you knew the command word (or you had a magical key in your possession) you could ride right through the arch and end up somewhere very, very far away. Instant transportation by teleportation.

Trouble is that there was a trade-off for the use of the arches. Sometimes your magic items lost their dweomer. Sometimes the very life-force of the traveller would be sapped. Still other times, hostile beings would be given a moment to enter the world from their otherworldly plane of existence. Somehow, one way or another, the toll was paid (and you never knew what the toll would be...)



B is for Barrow

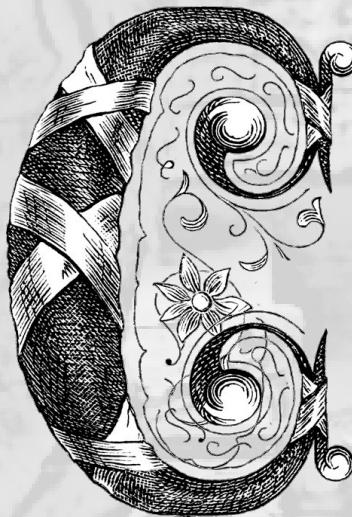
The barrow is...

d10

- 1 Covered in rare flowers, the reaper lily, known for its sickle shaped leaves and value in draughts vs. poison. (See also: 33)
- 2 Known to be haunted during nights of the full moon. (See also: 52)
- 3 A holy place. A noble knight and his legendary weapons and armor are buried within. (See also: 51)
- 4 Part of a legend. Should its entry ever be breached, a great plague will cover the land.
- 5 Sealed shut. Molten lead, embossed with mystic runes, were used to keep something in or out.
- 6 Ancient in design and construction, dating back to a time before remembering.
- 7 Defiled and pillaged. The burial offerings are smashed and strewn about the area.
- 8 Filled with accursed undead. Their shrieks and moans can be heard at night. (See also: 52)
- 9 The final resting place of a powerful druid. Mighty oak trees and at least one treant stand as silent guardians.
- 10 The communal burial mound for a legendary clan of warriors. Legend states that if their infernal enemy were to once again enter this plane, the clan would rise up to defeat it!

The barrows of Queston are the resting places of long dead kings and knights. Some of these knights have risen as undead to protect the artifacts in their tombs. These are usually wights.

Another group of these undead knights are good-aligned and are best described as spirits or shades. They sometimes help worthy heroes with advice and on one occasion actually decided to "haunt" a party. The paladin in the group had a tough time getting used to the other voices in his head...



C is for Chasm

The chasm is/has...

d12

- 1 A rickety narrow rope bridge that stretches across its gaping depths, and that bridge is on fire...
- 2 Seemingly bottomless.
- 3 Cliff dwellings carved into its sides. A winding path leads downward toward the structures.
- 4 Deep and is the home to a terrible necromancer and his goblin servants.
- 5 Begun to close up on its own. Sealing off what wonders below?
- 6 Recently opened. Releasing strange monsters from below into the countryside.
- 7 Become a dumping ground for cursed objects and magical items. (See also: 52)
- 8 Religious significance in an ancient culture from this area. Perhaps known as a gate to the underworld or as the site where all life emerged.
- 9 Filled with mists. Strange screeches and roars rise up from its depths. What lives in its mist shrouded depths?
- 10 A thunderous river (p. 49) roaring through its depths.
- 11 A mysterious origin. Legend has it that the chasm was created during a clash between wizards. One fell to his doom and his treasures lie within its dark recesses.
- 12 A well known mine (p. 55) at its bottom. A perilous path leads downward to the source of precious ore.

In Queston, an evil necromancer by the name of Zith dwells at the bottom of the Black Chasm. He does have goblin servants - and ogre, minotaur and troll servants too. The goblins ride on giant jumping spiders and they are known to employ exploding sling stones and acid-tipped crossbow bolts as weapons. On top of all that, Zith has an undead army!

A trip to the Black Chasm is a dangerous one indeed...



D is for Destruction

d20

- 1 The area has recently suffered the blast of a fireball.
- 2 A forest fire has swept through this area.
- 3 A plague has ravaged the animals in this region.
- 4 The heroes stumble upon the scene of a terrible battle. Many are dead from both sides. Perhaps a lone survivor can tell what has happened...
- 5 A magical backlash has occurred in the area. To what effect?
- 6 A land shark or wyrm is rampaging through the area, eating livestock and terrorizing people.
- 7 An army has marched through the area, pillaging as it went.
- 8 A demon has been loosed from the underworld. It has corrupted the land, killed animals and tormented people along its path.
- 9 The area has become saturated with negative planar energy. Wraiths, spectres and wights become supercharged when they enter the area...
- 10 Wild animals and domestic herds are becoming strangely aggressive. What is the cause?

- 11 Slimes and oozes have taken over the water supply. Wells are corrupted and streams are clogged with the deadly goo...
- 12 Giant insects have infiltrated the area, stripping the vegetation of all its leaves and even attacking small animals.
- 13 A thunderstorm has moved into the area causing massive flooding and terrifying the populace with its preternatural thunder and lightning.
- 14 A sphere of magical decimation is slowly rolling across the region, obliterating everything it touches as it moves along.
- 15 A dragon has moved into the hills. Its appetite for livestock and wild game has caused great hardship to the nearby villages. (See also: [37](#))
- 16 Crops are being pulled underground by their roots before the farmers can harvest them. Whole plants are disappearing and dwarf-sized tunnels have started to be found in the fields.
- 17 An earthquake has toppled buildings and opened fissures in the earth. Will the shocks continue? What denizens from below may emerge?
- 18 Lava, flowing from a nearby volcano, threatens to engulf the town.
- 19 A roaring grassfire is consuming the fields and prairies in the area.
- 20 A preternatural freeze has locked the area in a perpetual winter.

In Question, one of the great sites of destruction is a spot in the Whaat Forest known as “The Blasted Place”. During the final moments of the first Demon War, the renowned archmage, Mordrynn channeled too much energy through the Runeplate in an attempt to destroy the demonlord Dramn. The resulting cataclysm obliterated all life over a large area (plants still haven’t regrown over a century later), destroyed the archmage and the demonlord, shattered two artifacts and tore the moon apart. Now that’s some world-class destruction!

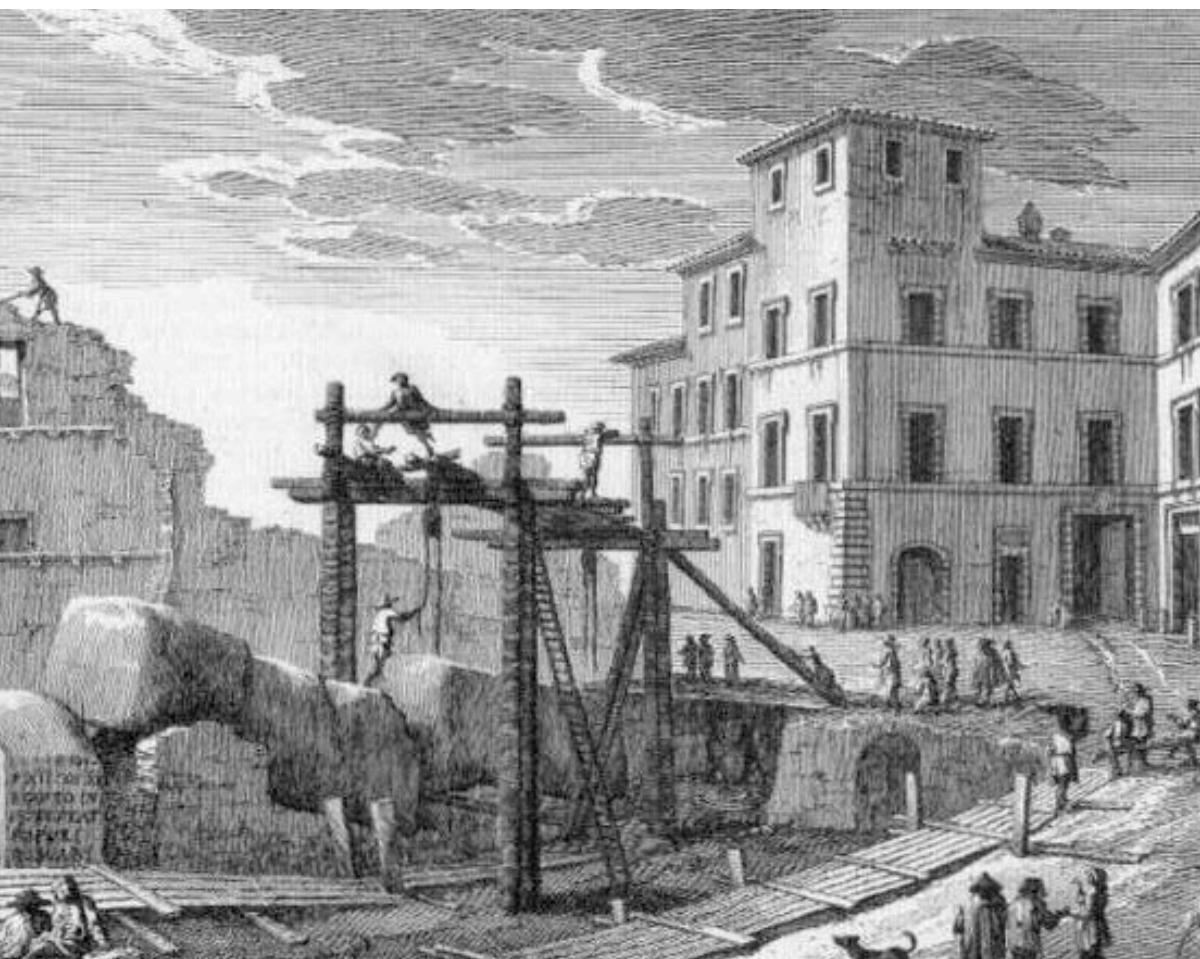
E is for Edifice



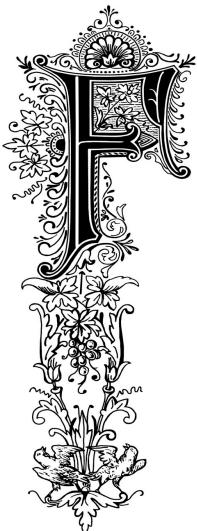
d20

- 1 A circle of standing stones. Holy ground for worshippers of an earth deity. (See also: 55)
- 2 A colonnade of shining white marble. Perhaps magically protected from the elements or ruined from exposure over time.
- 3 A sunken well surrounded by pillars. Each pillar is topped by a bird, dragon or some kind of flying beast.
- 4 Stones of all shapes and sizes have been piled up in a huge mound.
- 5 A Tower (p. 42) rises in the distance.
- 6 A single, small hut of humble construction. Who lives inside and why?
- 7 A dome composed entirely of interlocking geometric shapes. Does it have an entrance?
- 8 A man-made lake or pond, lined with clay or plaster, sits empty in the center of a glade. Only a small amount of stagnant water collects in its deepest end. (See also: 29)
- 9 Broken and creaking in the breeze, a ruined windmill stands on the edge of a fallow field.
- 10 A fenced in field in the middle of nowhere. A dilapidated structure (p. 37) can be seen on the far side.
- 11 A circular court with seating for an audience. What sport is or was played here?
- 12 A manor of considerable size and impressive construction. The surrounding area is well manicured and many large topiaries can be seen.
- 13 The palace of a wealthy noble, ornamented with golden spires and many soaring towers, sits majestically upon a low hill. Many guards can be seen patrolling its walls...
- 14 An elven village (p. 37) is built, for protection and solitude, high up in the trees. Narrow bridges can be seen to span between them. Now, how to get up there...

- 15 A lonely farmhouse stands in the distance. A faint trail of smoke drifts up from the chimney.
- 16 A temple (p. 37) to a (d6: 1 to 5 - familiar; 6 - long forgotten) deity (p. 55) sits in a peaceful glen.
- 17 On either side of a dusty track, abandoned buildings form a ghost town (p. 37). Where did the settlers go?
- 18 A peaceful monastery sits in a narrow vale, shrouded by trees. Soft chanting can be heard emanating from within its walls.
- 19 A wooden palisade surrounds a small, stone keep.
- 20 A crude and tumbledown shrine to a god of war sits beside an ancient battlefield. (See also: 55)



F is for Flying Things



What's that up in the sky?

d12

- 1 A wyvern can be seen in the distance carrying a horse. A rider dangles perilously from from its stirrups...
- 2 A flock of gryphons can be seen migrating south.
- 3 A roc is circling overhead.
- 4 A lone pegasus can be seen laboring to fly. Is there someone on its back?
- 5 Bats burst forth by the thousands at sunset. Their numbers dim the already fading sun.
- 6 The shadow of a dragon crosses the moon.
- 7 A horrifying demonic shape flies quickly overhead and lands near the heroes destination. What evil awaits their arrival?
- 8 A sphinx flies overhead and lands on the road $3d4 \times 10$ paces ahead of the party. It has a mischievous look on its face...
- 9 A streak of flame can be seen to cross the evening sky as a phoenix dies and returns to earth. Where will its egg be found?
- 10 With a lion's roar, a chimera dives toward the party, smoke and fire trail from the dragon's maw...
- 11 A castle with butterfly wings drifts slowly across the sky.
- 12 A man carrying a stout wooden chest, zips by on a flying carpet. (See also: [52](#))







G is for Graveyard

Determine the total number of sections in the graveyard ($d6+2$ aught to do it). Divide a page up by drawing lines (any way you want) to make the various sections.

Alternately, grab a bunch of dice and throw them on top of a sheet of paper. Trace around the dice* to identify the sections of the graveyard.

Roll 3d6 for each section. The pips on the first die suggest the arrangement of the tombs, headstones or graves in each section.

Graveyard Sections

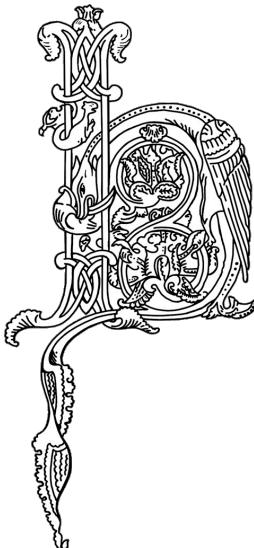
Layout (d6)	Details (d6)	Haunted? (d6) (See also: 52)
1 Solitary structure - perhaps a barrow (p. 10), large tomb or mausoleum		1,2
2 Pair of large structures - twin mausoleums or crypts	1 = Structure under construction	1
3 Even rows of headstones.	1 = Freshly dug graves	1
4 Four crypts, close together.		1
5 Haphazard spacing of ancient graves. Most are overgrown and poorly maintained.	1 = Pauper's section	1,2,3
6 Densely concentrated grave sites or crypts with many "occupants"		1,2

Optional Graveyard Objects (d20)

1	catacomb	11	niche
2	columbarium	12	ossuary
3	crypt	13	reliquary
4	flowers or other offering	14	sarcophagus
5	grave	15	sepulcher
6	gravedigger	16	statue (See also: 32)
7	headstone	17	tomb
8	mausoleum	18	tombstone
9	memento (See also: 52)	19	urn
10	memorial	20	vault

* Got that idea here: <http://recedingrules.blogspot.com/2010/04/dungeon-design-with-condiments.html>. Thanks Telecanter!

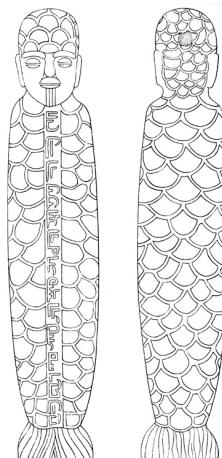




H is for Hill

d12

- 1 Atop the hill is a small, ruined fortress made of stone. A silent witness to a war long over. Visitors to the ruin at night swear that they hear more than the wind whispering through the cracked walls...
- 2 A lonely tree (p. 27) stands upon the hill. Its branches bear fruit that have mystical powers when consumed.
- 3 Steam or smoke issues from a cleft in the hill.
- 4 Viewed from above or from atop a nearby mountain, the hill looks like the curled up form of a sleeping dragon.
- 5 Buried beneath the hill is (d6) 1 - a dwarfin mine, 2 - the tomb of a lich, 3 - a once proud castle, 4 - an ancient city, 5 - a natural cave complex, 6 - an ancient artifact.
- 6 The hill is a meeting place for rival humanoid tribes. They consider the hill to be holy ground (See also: [Gods and Goddesses](#)) and will not fight when standing upon it.
- 7 The skeletal remains of a once proud tree (p. 27) waits atop the hill. Leather-bound talismans dangle like leaves from every branch. What rite requires these talismans? To what purpose?
- 8 Long ago, when the stars were young, a titan was put into an enchanted slumber. The hill covers the crown of his head. If you dig down a dozen or so feet, you'll strike his scalp.
- 9 The many trees upon the hill are home to hundreds of birds, all of different size and variety.
- 10 A humble druid dwells in a hut upon the hill.
- 11 One of the few places in the world where it grows wild, a rare herb (p. 33) (valuable to wizards and alchemists), covers the hill.
- 12 Atop the hill is a grove of ancient trees, surrounding a strange carved stone. (See also: [27](#))





I is for Intersection

d12



- 1 At the intersection stands a confusing signpost covered with wooden arrows. It points in strange directions and gives distances to places you've never heard of. One arrow points to an overgrown track that leads into the woods. "Not That Way" it taunts...
- 2 A snake-oil salesman has stopped his wagon at the crossroads. Colorful signage promise cures for every malady.
- 3 Strange tracks seem to originate in the intersection. They extend in the direction the heroes intend to travel.
- 4 The heroes find a leather satchel filled with tools, trinkets and other miscellanea (p. 37) that offer clues to its former owner. Hidden within a seam lies a key. What secrets can it unlock?
- 5 A strange golem, made of a lusterless, flimsy metal, stands at the crossroads. He has a large warhammer and seems frozen in mid-swing...
- 6 A man clad all in black stands at the crossroads. Dare you speak with him? †
- 7 You find an abandoned wagon. There are signs of a struggle and it is apparent that the victims were dragged off into the underbrush...
- 8 At the crossroads sits a small inn. Known for its ale and its talkative innkeeper. She knows rumors from far and wide. †
- 9 Sitting at a rickety table in the shade of a tree, an old crone tells the fortunes of travelers... †
- 10 A young woman and her father are having trouble with their mules. †
- 11 A wandering halfling, with a sack over his shoulder, approaches from the other direction. †
- 12 A knight stands at the crossroads. None shall pass... †

† See also: [Colorful NPCs](#) for more ideas!



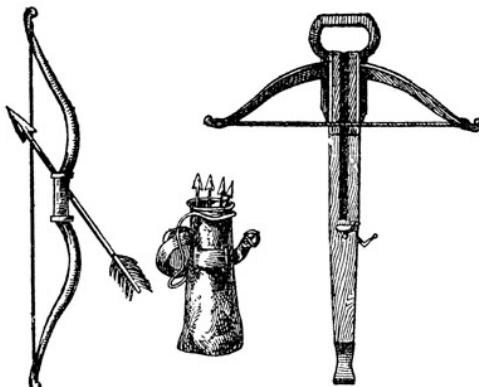
J is for Jousted

The heroes happen upon some kind of festival or celebration. Roll on the tables below to determine why everyone is here; what games can be played; if there are restrictions on the players; and what can be gained should a hero win the contests!



Cause for Celebration (d12)

1	Change of Season	7	Birthday, Wizard
2	Marriage, Noble	8	War or Battle is Over
3	Marriage, Rich Merchant	9	Religious Holiday
4	Birthday, Noble	10	Traveling Circus
5	Birthday, Rich Merchant	11	Theatrical Troupe
6	Birthday, Hobbit	12	Cunning Trap designed to lure children or other innocents to their doom (roll again)



Games and Challenges (d20, 1 to 4 times)

- 1 Jousting
- 2 Knife Throwing
- 3 Food Eating
- 4 Wrestling
- 5 Boxing
- 6 Footrace
- 7 Feats of Strength (tug of war, leg wrestling)
- 8 Feats of Mind (riddles, puzzles)
- 9 Feats of Agility (balance beam, log-rolling)
- 10 Feats of Endurance (marathon)
- 11 Swordsmanship
- 12 Archery
- 13 Games of Chance (dice, roulette)
- 14 Games of Skill (chess, bowling)
- 15 Man vs. Man
- 16 Man vs. Animal (bull riding, bear wrestling, hunting)
- 17 Man vs. Monster
- 18 Man vs. Many
- 19 Multiple events in a series (roll 1d4+2 and combine)
- 20 Prophetic Challenge (pull sword from stone, open mystic door, kiss statue to remove curse on princess)

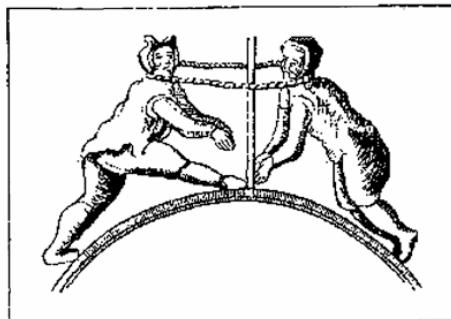
Restrictions, Limitations, Qualifications (d6)

1-4 No Restrictions; 5 Roll on Sub-table; 6 Roll twice and combine

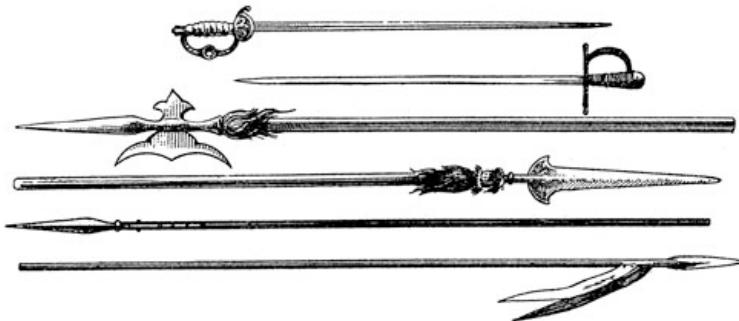
1	Dwarves Only	6	Non-humans Only
2	Elves Only	7	One Gender Only
3	Fighters Only	8	Priests Only
4	Halflings Only	9	Rogues Only
5	Humans Only	10	Wizards Only

Prizes (2d10)

- 2 Traveling Trophy
- 3 Trophy
- 4 Ribbon
- 5 Food, Candy
- 6 Food, Meats
- 7 Food, Fish
- 8 Food, Baked Goods
- 9 Food, Soup
- 10 Food
- 11 Coins, small sum
- 12 Coins, small sum and food
- 13 Coins, middling sum
- 14 Coins, middling sum and food
- 15 Coins, considerable sum
- 16 Coins, considerable sum and food
- 17 Potion †
- 18 Minor magic item †
- 19 Minor magic weapon or armor †
- 20 Special magic item of importance to campaign or prophecy †



† There are tables of weapons, magic items and magical effects in the "Extras" section (see [Bonus Tables](#))



Some of my favorite memories of my Queston campaign involve an annual tournament called the "Mythrilman" competition. Fighters, Paladins and Rangers (some Monks too) would compete in a series of three events. Each event testing a different element of their martial prowess. Melee, Missile and Team combat. The winner received a sum of gold, a trophy and bragging rights for a year.





*“Sons of vengeance, can you rescue me?
They got me tied up to a woe tree
They had me screamin’ and alone in the night
I’m beginning to see what’s wrong and what is right”*

-- Krokus “Screaming in the Night”

K is for Krokus - Random Trees



In my Queston Campaign, I have a couple of wondrous trees that the heroes have interacted with from time to time. One tree was found in the center of an ancient complex and grew fantastic crystalline apples. These apples, when consumed, healed the consumer fully and cured any disease or ailment. The shafter tree, found in the sylvan woodlands, had branches which were straight and true with angular leaves like fletchings on the tips. They could be harvested and quickly crafted into fine arrows.

Color (d6: 1-4 = roll once; 5 = roll twice; 6 = roll thrice; d20)

1	black	11	indigo
2	blue	12	orange
3	brass	13	pearlescent
4	bronze	14	pink
5	brown	15	purple
6	chrome	16	red
7	copper	17	silver
8	crystal	18	steel
9	gold	19	white
10	gray	20	yellow

Leaf Shape (d10)

1	Round
2	Diamond
3	Triangular
4	Hexagonal
5	Three-pointed
6	Five-pointed
7	Eight-pointed
8	Star
9	Crescent
10	Oval

Fruit Shape (d12)

1	cone	7	prism
2	cube	8	pyramid
3	cylinder	9	sphere
4	disc	10	teardrop
5	ellipsoid	11	torus
6	ovoid	12	tube

Addictive? (1 in 20 chance that the character will become addicted to the fruit and will crave it and yearn for it like a drug...)

Flavor (d30)

1	bitter	16	hot
2	bittersweet	17	musty
3	bland	18	nutty
4	buttery	19	painfully hot (d2 damage)
5	cabbage	20	peppery (save or sneezing fit)
6	cheesy	21	rotten (save or sick)
7	chickeny	22	salty
8	chocolate	23	savory
9	fishy	24	soothing
10	foul (save or sick)	25	sour
11	fruity	26	spicy
12	garlicky	27	sweet
13	ginger	28	tart
14	herby	29	vinegary
15	honey	30	zesty

Texture (d10)

1	creamy	6	mealy
2	crunchy	7	mushy
3	dry	8	pungent
4	grainy	9	rich
5	juicy	10	smooth

Special Powers/Effects (d6: 1-4 = roll once; 5 = roll twice; 6 = roll thrice; d20)

1	air	11	fire
2	bane	12	fortune
3	blessing	13	good
4	curse	14	karma
5	darkness	15	life
6	death	16	light
7	destiny	17	luck
8	earth	18	prophecy
9	evil	19	water
10	fate	20	woe

L is for Lake



d12

- 1 The lake is a swirling mass of dark murky water.
- 2 Every so often, a large bubble will emerge from the surface of the lake. The bubble will rise slowly into the air and then pop. When the bubble pops, something will emerge (d6) 1 - noxious gas, 2 - bird, 3 - the sound of one word, 4 - a monster, 5 - a shape made from smoke, 6 - a prophecy about the listener.
- 3 A legend states that anyone who swims in the lake will be cursed. Even touching the water is said to bring on ill health and misfortune.
- 4 The corpses of the drowned are strangely preserved at the bottom of the lake. They can be seen through the crystalline water, standing, gazing upward at the surface...
- 5 A family of intelligent beavers has built the nearby dam that formed the lake.
- 6 An evil vodyanoy lives in an underwater cave in the lake. He captures people at night, drowns them and turns them into undead slaves.
- 7 A giant silver carp lives in the lake. Legend states that if you catch him, he will grant you one wish.
- 8 The lake contains salt water and is connected to the sea via a series of underwater tunnels and caves.
- 9 Regardless of the time of year, the surface of the lake is always frozen over.
- 10 A reclusive monster lives in the lake. Some locals claim to have seen it, but descriptions of the monster are often different.
- 11 On one day of the year, all the water drains from the lake, exposing a strange ruin (p. 37) or underground cavern. Can it be explored before the water fills back up?
- 12 The lake has no bottom.





M is for Mountain

In the distance, atop a forbidding peak...

d12

- 1 Is a gate that leads into the Astral Plane.
- 2 Dwells Aurumalas, the gold dragon.
- 3 Sits the tomb of Malgathion the Reviled, a horrible lich.
- 4 Is the site where a star fell from the sky.
- 5 Is the enchanted beacon that must be lit every hundred years to prevent a perpetual darkness from covering the land.
- 6 Is the home of the hermit sage and wizard, Hayoken Pentacle, known expert in electrical invocations. See [Colorful NPCs](#)
- 7 Is a crystalline spire. When the sun rises in the morning, on a particular day of the year, a brilliant rainbow shoots across the sky. What impact does this have on magical spells?
- 8 A stairway ascends into the heavens.
- 9 Smoke and ash billow from a volcanic vent while lava begins to pour down the mountainside.
- 10 Sits the nest of the rare giant blue eagle.
- 11 Is the entrance to the legendary City of Onyx.
- 12 Is the place where titans dwell.

There are a number of mountains in Queston worth mentioning here. The first is Fyrmountain, an ensorcelled volcano (the Fyrking commands it!) and the location of Fyrkeep, capital of the benevolent Fyrkingdom. Far to the north is Kharsas, a living mountain (essentially a humungous earth elemental) and the legendary “Pit of Kharsas”. The Godspire is home to Dagoril, the dwarfin kingdom. Finally, Crystalmount, to the south, is the home of Gnoall, the Crystal Seer.



N is for Naiad (or other woodland spirit)

I introduced a brownie named Rhetoric into my Queston Campaign as the familiar of an elven female magic user named Myrrinne Moonbow. Rhetic was an invaluable member of the party. He often used his magical abilities to scout ahead and look for danger. On one occasion he was responsible for saving the entire party with a well-timed Confusion spell.

Entity (d20)

1	boggart (-2)	11	nixie
2	brownie (+3)	12	nymph
3	domovoi	13	pixie
4	dryad	14	rusalka (-3)
5	haltija	15	satyr
6	huldra	16	siren
7	kikimora (-1)	17	spriggan
8	leprechaun	18	sprite (+2)
9	naiad	19	sylph (+1)
10	nereid	20	vodyanoy

Motivation (2d6) Add modifier above

3 or less	Hinder Hero
4-5	Help Self
6-8	Mischief
9-10	Help Other
11 or more	Help Hero



Help Hero (d6)

1	Good Advice
2	Directions
3	Hint
4	Accurate Prophecy
5	Minor Magic (p. 51)
6	Healing

Help Self/Other (d6)

1	Ask for Help
2	Make promise for help
3	Use magic to force help
4	Offer bribe to help
5	Threaten with violence
6	Use deception

Mischief (d6)

1	Steal Item
2	Glamer or Illusion
3	Confuse
4	Charm
5	Trick
6	Switch items



O is for Obelisk

In Queston, it is an open secret (among adventurers) that memorials and other public monuments often contain fragments of secret information and clues about puzzles and conspiracies. An obelisk in the Empiracy, dedicated to the fallen hero Marduk Hawkeen, is known to contain the command words for a legendary staff of the magi. A statue in the Fyrkingdom, memorializing the archmage Mordryn has critical fragments of his most powerful spells engraved around its base. In the seaport city of Andor in Whair, a monument to the souls lost at sea holds clues to a lost treasure buried on a tiny atoll.

Type of Monument (d20)	Condition (2d6)	Commemorating (d6)
1-2 Building	2 Ruined	1 Event >
3-4 Religious structure	3 Falling into ruin	2 Victory in battle >
5-6 Cenotaph (empty tomb)	4 Long neglected	3 Famous individual >
7-9 Column(s)	5-9 Aging well	4 Famous battlefield
10 Grave stones	10 Well maintained	5 Reign of monarch
11 Mausoleum	11 New	6 Death of ruler
12-13 Monolith	12 Magically preserved	
14-16 Obelisk		
17-19 Statue		
20 Arch (p. 8)		
Event (d6)		
1 Conclusion of war	1 vs. Dragon	1 Noble
2 Coup d'état or revolution	2 vs. Humanoids	2 Knight or other warrior
3 Important discovery	3 vs. Rival nation	3 Wizard
4 Founding of settlement	4 vs. Forces of evil	4 Priest
5 Appear the vanity of ruler	5 vs. Wizard	5 Adventurer (p. 51)
6 Death of hero or martyr	6 vs. Giants	6 Normal man
Types of Secrets (d8)		
1 Command words	4 True name	6 Treasure map (p. 48)
2 Location of artifact	5 Location of Famous	7 Puzzle or riddle
3 Spell fragments	Dungeon	8 Red herring

Arrows “>” refer you to another sub-table

P is for Plants

Roll 1d6 - 1-2 = roll Color; 3-4 = roll Descriptor;
5-6 = roll Both

In Question, the names of plants are often suggestive of their magical or alchemical properties. After rolling, consider the possible uses of the plant as a spell component or potion ingredient.

Color (d20)

1	black
2	blue
3	brass
4	bronze
5	brown
6	chrome
7	copper
8	crystal
9	gold
10	gray
11	indigo
12	orange
13	pearlescent
14	pink
15	purple
16	red
17	silver
18	steel
19	white
20	yellow

Descriptor (d20)

1	axe
2	claw
3	dagger
4	dark
5	dragon
6	fang
7	fire
8	flail
9	hammer
10	ice
11	knife
12	light
13	night
14	scythe
15	spear
16	sun
17	sword
18	wand
19	whip
20	wind

Roll 1d6 - 1-2 = roll Part; 3-4 = roll Type; 5-6 = roll Both

Part (d12)

1	bark
2	bough
3	branch
4	bud
5	fruit
6	leaf

7	root
8	seed
9	stem
10	thorn
11	trunk
12	twig

Type (d8)

1	bramble
2	bush
3	flower
4	grass
5	hedge
6	plant
7	shrub
8	tree

Exempli Gratia:

Purple axe-leaf bush, Daggerfruit flower, Crystalbark tree

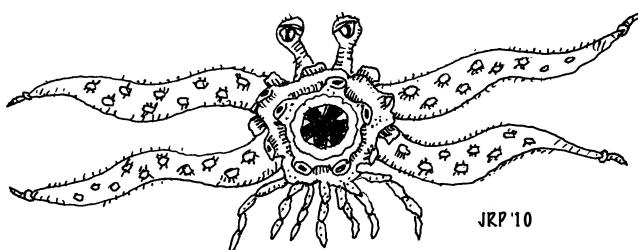


Q is for Quagmire

I use the word “Quagmire” to refer to all manner of unpleasant, swampy, wet places. The Muckpool is located in northern reaches of the Fyrkingdom. It is known for the flint and bog-iron citadels of the tiliads, who roam the soggy wastes on their lizard mounts. There is also Lonely Island with its dense jungles filled with giant insects and temples to forgotten gods. Finally, there is the Bonehome, a blasted mire filled with caustic pits, toxic gasses, and thermal sinks. It is home to a wraithlord named Jaxz who menaces all nearby with his fetid legions.

d10

- 1 The ground is soft and your feet sink in with every step. The going is slow because you must be careful not to lose your boots.
- 2 Everywhere you look are bubbling pools of stinking mud.
- 3 The insects are so thick that you can barely breathe. At least you won't be needing any breakfast - you've had your fill of flying pests this day...
- 4 Long vines, of many varied colors, hang down from the tree branches. Some seem to move of their own volition...
- 5 With every step, you run the danger of falling into a stagnant pool of water. You'll sink like a stone in that armor...
- 6 The mule has already fallen victim to quicksand and it took all your supplies with it.
- 7 Leeches!
- 8 Waist deep in water, you swear you feel something slithering around by your ankles...
- 9 What manner of creature is making those sounds (p. 54) in the canopy overhead? The foliage is too dense to see...
- 10 The water is contaminated with foul parasites and mosquitoes. Extended exposure may lead to disease...







C

B



R is for Ruins and Residences

Arrows “>” refer you to another sub-table

Type (d6)

Type (d6)	Condition (2d6)	Corruption (d8)
1 Structure >	2 Utterly ruined	1 Rats
2 Fortification >	3 Ramshackle	2 Slimes
3 Tower (p. 42)	4 Run down	3 Molds and Fungus
4 Village >	5-6 Wobbly	4 Humanoids
5 Town >	7-9 Dangerous	5 Undead (p. 52)
6 City or Large City >	10 Aged and worn	6 Insects or Arachnids
7 Objects >	11 Dilapidated	7 Tentacled horrors
8 Junk >	12 Usable	8 Worms

Structure (d8)

Structure (d8)	Fortification (d8)	Misc. Feature (d8)
1 House >	1 Keep	1 Fountain
2 Common Shop >	2 Stockade	2 Park
3 Temple >	3 Fort	3 Pond
4 Palace >	4 Citadel	4 Well
5 Uncommon Shop >	5 Compound	5 Statue
6 Rare Shop >	6 Blockhouse	6 Catacombs
7 Extrm. Rare Shop >	7 Barracks	7 Sewers
8 Misc. Feature >	8 Jail	8 Spring (p. 41)

House (2d6)

House (2d6)	Palace (d6)	Temple (d6)
2 Farmer	1 Decadent	1 Altar
3-5 Shack	2 Baroque	2 Shrine
6-8 Peasant	3 Gothic	3 Monastery
9-10 Merchant	4 Sprawling	4 Small chapel
11 Fmr. adventurer	5 Brooding	5 Modest temple
12 Petty noble	6 Gaudy	6 Elaborate cathedral

How to use the Population Factor tables -

First, decide how large a ruin or residence you would like to create. Set a population based on the guidelines below.

Village less than 1000 persons.

Town between 1000 and 10,000 persons - Will be known for a distinct shop, business or guild (e.g. *Silverton is a mining town*).

City between 10,000 and 30,000 persons.

Big City greater than 30,000 persons.

For every 200 citizens, give your self a factor of 1. This is your "Total Population Factor" or TPF.

So, if you are creating a town of 5,000 citizens, you would have a TPF of 25.

Now, spend your TPF in every category below to determine the types of shoppes, businesses, guilds and other structures that exist in your ruin or residence. You can pick and choose off the lists or you can roll randomly. If you end up with any extra TPF in any category, make one random roll of a d20 and see what happens.

Population factor cost: 1	Population factor cost: 3	Population factor cost: 5
Common	Uncommon	Rare
d20 1-8	9-13	14-16
d20	d20	d20
1-2 Baker	1-2 Armorer	1 Animal trainer
3 Barber	2 Brewer (makes beer)	2 Brothel
4-5 Blacksmith	3-4 Bowyer	3 Cabinet maker
6-7 Butcher	5 Brickmaker	4 Florist
8 Cobbler (makes shoes)	6 Carpenter	5 Glassblower
9 Fishmonger (sells fish)	7-8 Chandler (makes candles)	6 Gravedigger
10 Healer	9 Cooper (makes barrels)	7 Hatmaker
11-12 Miller	10-11 Fletcher	8-9 Herbalist
13 Ragman	12 Jeweler	10-11 Inn
14 Stable	13 Mason	12 Locksmith
15 Tailor	14 Sawyer (makes boards)	13 Plumber
16 Tanner or leatherworker	15-16 Silversmith	14 Pond
17-18 Tavern	17-18 Swordsmith	15 Ropemaker
19 Well	19 Weaver	16 Saddler
20 Woodcutter	20 Wheelwright	17 Scribe
		18 Sculptor
		19 Tailor
		20 Undertaker

This section on "Ruins and Residences" is my personal homage to the old Judge's Guild Ready Reference Sheets. Imitation is the sincerest form of flattery and I do love the crazy, beautiful ideas contained in those sheets. If you don't have a copy of the Ready Ref Sheets - seek them out. You'll see what I mean.

Population factor cost: 10	Population factor cost: 15	Population factor cost: 25
Very Rare	Extremely Rare	Unique
17-18	19	20
d12	d12	d8
1 Alchemist	1 Assassins Guild	1 Bookbinder (makes books)
2 Fountain	2 Fighters Guild	2 Bookseller
3 Glovemaker	3 Harnessmaker	3 Catacombs
4 Gunsmith	4 Merchant	4 Dwarfin Tinker
5 Hay Seller	5 Mining Guild (p. 55)	5 Illuminator (illustrates books)
6 Mercer (sells silk)	6 Secret Society	6 Magic Shoppe
7 Park	7 Shipping or Transport Guild	7 Sage
8 Spice Merchant	8 Spring (p. 41)	8 Sewers
9 Statue	9 Thieves Guild	
10 Watercarrier	10 Trade Guild	
11 Wigmaker	11 Wizards Guild	
12 Woodseller	12 Woodcarver	

Exempli Gratia: So, for my town of 5,000 people (TPF 25) - I could generate the following randomly:

25 Commons	8 Uncommon (with 1 random roll)	5 Rares	2 Very Rares (with 1 random roll)	1 Unique
Baker Barber Blacksmith (2) Butchers (3) Cobbler (2) Fishmonger (2) Healer Millers (2) Ragman Stable (2) Tailor Tanner Tavern (3) Well (2) Woodcutter	Armorer Brewer (2) Chandler Cooper Jeweler Mason Swordsmith	Cabinet Maker Herbalist Inn Scribe Undertaker	Park Spice Merchant I roll d20 (18) and then d12 (3) = Glovemaker	Illuminator

Objects (d8)

- 1 Wagon
- 2 Containers >
- 3 Weapons (p. 51)
- 4 Armor
- 5 Machines >
- 6 Tools >
- 7 Ladder
- 8 Door

Containers (d8)

- 1 Boxes
- 2 Barrels
- 3 Caskets
- 4 Urns
- 5 Sacks
- 6 Bottles
- 7 Jars
- 8 Pouches

Machines (d8)

- 1 Weaving loom
- 2 Oil press
- 3 Stamp mill
- 4 Windmill
- 5 Clockworks
- 6 Ropes and pulleys
- 7 Screwjack
- 8 Wheelbarrow

Tools (d6)

- 1 Eating utensils
- 2 Farming >
- 3 Cutting >
- 4 Measuring
- 5 Blacksmith >
- 6 Lockpicks

Farming (d6)

- 1 Hoe
- 2 Rake
- 3 Plow
- 4 Harness
- 5 Tiller
- 6 Oxbow

Cutting (d6)

- 1 Shovel
- 2 Pick
- 3 Adze
- 4 Axe
- 5 Hatchet
- 6 File

Blacksmith (d6)

- 1 Hammer
- 2 Anvil
- 3 Bellows
- 4 Forge
- 5 Tongs
- 6 Forms

Junk (d8)

- 1 Bones >
- 2 Clothing >
- 3 Raw materials >
- 4 Rocks
- 5 Burnt torches
- 6 Bits >

Bones (d6)

- 1 Human
- 2 Animal, small
- 3 Humanoid
- 4 Monstrous Beast
- 5 Animal, large
- 6 Skulls (roll again)

Clothing (d6)

- 1 Shirts
- 2 Boots
- 3 Breeches
- 4 Cloaks
- 5 Dresses
- 6 Hats

Raw Materials (d6)

- 1 Ore (p. 55)
- 2 Wooden boards
- 3 Leather
- 4 Scrap iron
- 5 Wire
- 6 Cloth remnants

Bits (d6)

- 1 Belt
- 2 Arrowhead
- 3 Hook
- 4 Wheel
- 5 Lens
- 6 Toy

Condition of Objects (2d6)

- 2 Barely Recognizable
- 3-5 Ruined
- 6-8 Usable, but fragile

- 9-11 Usable and repairable
- 12 Practically new



S is for Spring

Quantity (2d4)

2	Drips
3	d4 pints/week
4	d4 quarts/week
5	d4 gallons/week
6	d8 pints/day
7	d8 gallons/day
8	d10 gallons/hour

(1 pint = 1 dose)

Flavor (2d4)

2	Strong mineral flavor
3	Dirty
4	Sour
5	No flavor
6	Crisp, clean
7	Sweet
8	Addictive (save vs. spell or crave water from this spring)

Temperature (2d4)

2	Freezing cold (d2 damage)
3	Ice cold
4	Cool
5	Air temperature
6	Warm
7	Hot
8	Scalding hot (d2 damage)

Time until onset of effects (2d6)

2	d4 rounds
3	d4 turns
4	d4 hours
5-9	Immediately
10	d6 days
11	d6 weeks
12	when something specific happens

* (1 in 20 = Permanent)

Effects (2d10)

2	Poison (save or die)
3	Lower random attribute
4	Unholy Water
5	Skin turns a strange color
6	Lose sense of taste
7	Lose ability to speak
8†	Delusion of useful effect
9-13	No Effect

14†	Random useful effect
15	Preternatural luck
16	Extreme confidence
17	Proof vs. Poison
18	Holy Water
19	Raise random attribute
20	Heal all wounds

† See also the Freeform List of Powers and Curses (p. 52) for more inspiration

In Question, magical springs and fountains are something of a common occurrence. More often than not, if you are in a dungeon or tower and you come upon a pool of water (or water-like substance) it's probably magical. What will it do when you drink it? That is another matter entirely...



T is for Tower

Towers are always places of mystery and danger. One never knows what terrors or challenges will be found within. In Question, the Dark Towers loom over five miles high and contain entities bent on the destruction of mankind. The Towers of Rubicon offer challenges to those who seek power and influence. Tower Okular is the lair of Orbek Sinisphere, an eye tyrant and sorcerer (p. 43). Infandel is home to Udurym an evil lich whose network of spies bring him news from across the kingdoms, so he may best plan his malignant stratagems!

Construction Materials (d20)

1	Bones	8	Glass	14	Obsidian
2	Brass	9	Ice	15	Plaster
3	Bronze	10	Iron	16	Porcelain
4	Clay	11	Ivory	17	Rock
5	Copper	12	Living Wood	18	Skulls
6	Crystal	13	Mud	19	Stones
7	Flesh			20	Wood

Random Colors (d30)

1	black	11	espresso	21	orange
2	blue	12	gold	22	pink
3	bronze	13	green	23	purple
4	brown	14	grey	24	red
5	burgundy	15	indigo	25	sage
6	charcoal	16	ivory	26	silver
7	chrome	17	lilac	27	violet
8	colorless	18	magenta	28	white
9	copper	19	navy	29	yellow
10	cyan	20	olive	30	multicolor (roll 1d4+1 times; ignoring duplicate results)

Surface (d10)

- 1 Rough
- 2 Smooth
- 3 Glassy
- 4 Shiny
- 5 Textured
- 6 Embossed
- 7 Tiled
- 8 Swirls
- 9 Grooves
- 10 Spikes

Style (d12)

- 1 Hexagonal
- 2 Many turrets
- 3 Many windows
- 4 Multiple towers
- 5 No windows
- 6 Octagonal
- 7 Pentagonal
- 8 Pointy
- 9 Ramshackle
- 10 Round
- 11 Square
- 12 Mixed (roll twice)

Size (2d4)

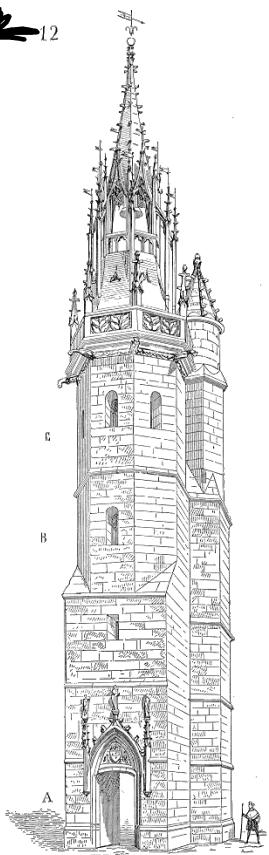
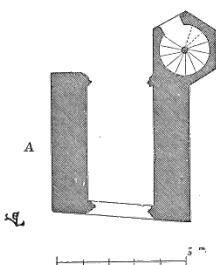
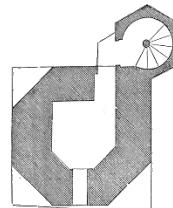
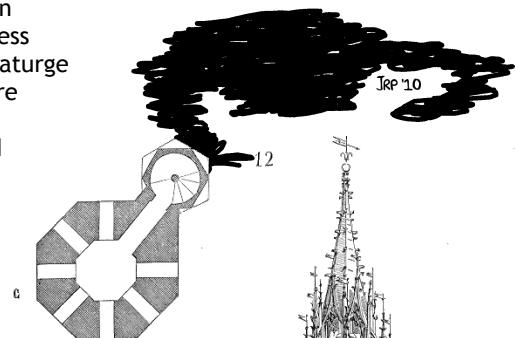
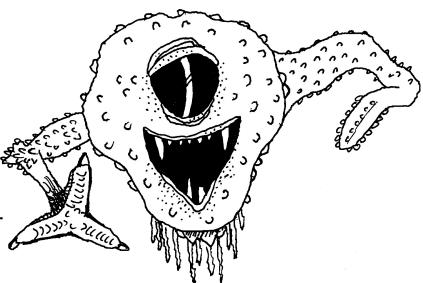
- 2-4 Small (2-5 levels)
- 5-6 Medium (5-10 levels)
- 7 Large (10-20 levels)
- 8 Colossal (20-50 levels)

Oddities (1 in 20 chance; d6)

- 1 Strange telescope
- 2 Cannon/death ray
- 3 Wind-powered apparatus
- 4 Lightning rods
- 5 Mysterious beacon
- 6 Golem servitors

Occupant (d20)

- 1 alchemist
- 2 alien or monstrous entity
- 3 channeler
- 4 cleric
- 5 druid
- 6 elementalist
- 7 enchanter
- 8 healer
- 9 invoker
- 10 lich
- 11 necromancer
- 12 priest
- 13 sage
- 14 sentinel
- 15 shaman
- 16 sorceress
- 17 thaumaturge
- 18 vampire
- 19 witch
- 20 wizard



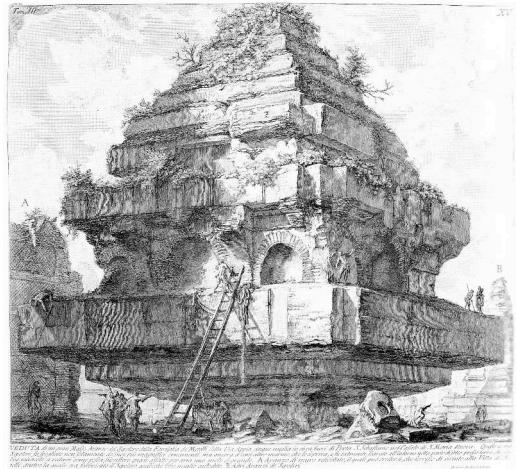




U is for Unbelievable

d10

- 1 A gigantic sword, made of strange golden metal, is thrust into the ground. The portion of the sword that protrudes from the ground, looms over one-hundred feet into the air.
- 2 A room filled with crystal spheres about a yard in diameter. Within each sphere is depicted a scene from a character's past. Each scene is animated, composed of image and sound. Only moments of strong emotional content are depicted. Is there a way to enter a scene? What would be the outcome?
- 3 A whirlpool in the ground, spinning slowly, pulling trees down into the earth.
- 4 A reverse gravity zone.
- 5 An egg the size of a house.
- 6 Hidden in a colossal chamber is an army of hundreds of clockwork mechanical men.
- 7 An enormous door with 1001 keyholes.
- 8 A shadow on the ground, but the object that casts the shadow is nowhere to be seen.
- 9 The heroes find a gigantic cylindrical structure composed of a strange metal. A depression, that appears to be a portal, is visible on the side of the structure. The portal is closed, but a box covered with glowing runes mounted beside it suggests that some magic might be used to gain entry.
- 10 A huge cavern containing a spider-city comprised of web bridges, suspended chambers, and ruled by a spider queen who spins adamantine webs.



V is for Valley



d12

- 1 The valley is home to prehistoric reptiles that hunger for human flesh.
- 2 At the bottom of the valley, shrouded in mists, is a strange pylon-shaped temple tended by intelligent amphibian-men.
- 3 This big valley is home to many ranchers who dwell in the shadows of its steep, mountainous walls. They subsist by raising heavily furred cattle. Their leader is a woman named Sandal Vine. See also: [Colorful NPCs](#)
- 4 The path into the valley is narrow and difficult to travel.
- 5 The valley can only be found by someone who has been there before. All others will get lost in the maze of trails and paths that lead to the place. (See also: [56](#))
- 6 A race of cyclopean giants dwell in the valley. They raise sheep with wool of pure silver.
- 7 A tribe of amazon women live reclusively in the valley. They mistrust outsiders, especially men, and will challenge them to feats of strength to test their valor. (See also: [22](#))
- 8 Legend states that the valley is the footprint of a god. (p. [55](#))
- 9 Long ago, the valley was the site of a fabulous dwarfin mountain kingdom, but it sank into the earth never to be seen again.
- 10 The valley is filled with dust, sand and bones. Nothing lives within its boundaries, not even insects.
- 11 High upon a cliff, this hanging valley is a graveyard where dragons go to die.
- 12 The valley, and the river (p. [49](#)) that runs through it, are the site of a massive gold rush. The sudden influx of prospectors has raised the ire of the indigenous population...

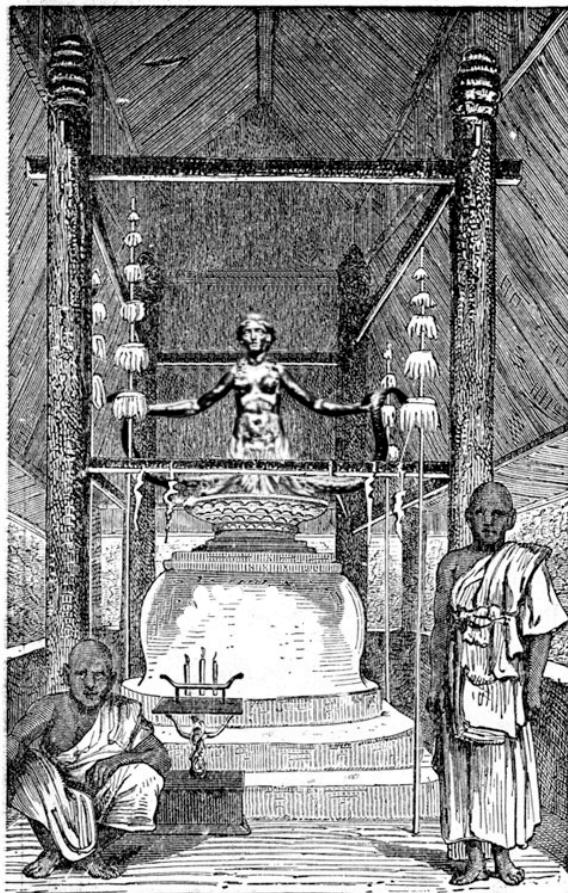




W is for Waterfall

d8

- 1 The waterfall is completely silent.
- 2 A river (p. 49) goddess uses the waterfall to test her worshippers. Only the pure and true can pass through its falling water. All others will be crushed by her wrath.
- 3 The falling water sounds like jingling coins as it crashes into the rocks below.
- 4 The waterfall has been frozen in place, trapping a green dragon within the ice.
- 5 Behind the veil of water is the entrance to (d6) 1 - a cavern, 2 - an ancient stronghold, 3 - the underworld, 4 - another dimension, 5 - the past, 6 - the dreams of a child.



- 6 When sunlight passes through the misty water, it casts images of the future, instead of a rainbow of color.
- 7 The waters fall from a tremendous height and plunge downward, through a gaping hole in the earth, to accumulate in a vast underground lake. (See also: 29)
- 8 The waterfall emerges from the mouth of a sculpture carved on a cliff. The sculpture resembles (d6)
 - 1 - a leering skull,
 - 2 - a smiling face,
 - 3 - a horned demon,
 - 4 - a fanged dragon,
 - 5 - an alien worm,
 - 6 - a tentacled horror.



X is for “X Marks the Spot”

Direction (d8)

Distance
(Roll two d8 - One for unit of measure, the other for multiples of units)

1	East	1	tens of steps
2	Southeast	2	hundreds of steps
3	South	3	tens of rods
4	Southwest	4	hundreds of rods
5	West	5	tens of paces
6	Northwest	6	hundreds of paces
7	North	7	miles
8	Northeast	8	leagues

A rod is 5.5 yards long

A league is the distance a man or horse can walk in an hour (about 3 miles)

Location (roll d20, 1d4+2 times)

1	Archway
2	Barrow
3	Chasm
4	Edifice
5	Graveyard
6	Hill
7	Intersection
8	Krokus (Trees)
9	Lake
10	Mountain
11	Obelisk
12	Plants
13	Quagmire
14	Ruin or Residence
15	Spring
16	Tower
17	Unbelievable
18	Waterfall
19	Yangtze (Rivers)
20	Ziggurat

Exempli Gratia:

Begin at (Location), go (Distance) towards the (Direction). Once there, go (Distance) toward the (Direction) until you arrive at the (Location). Etc.



Y is for Yangtze (Random Rivers)

d20

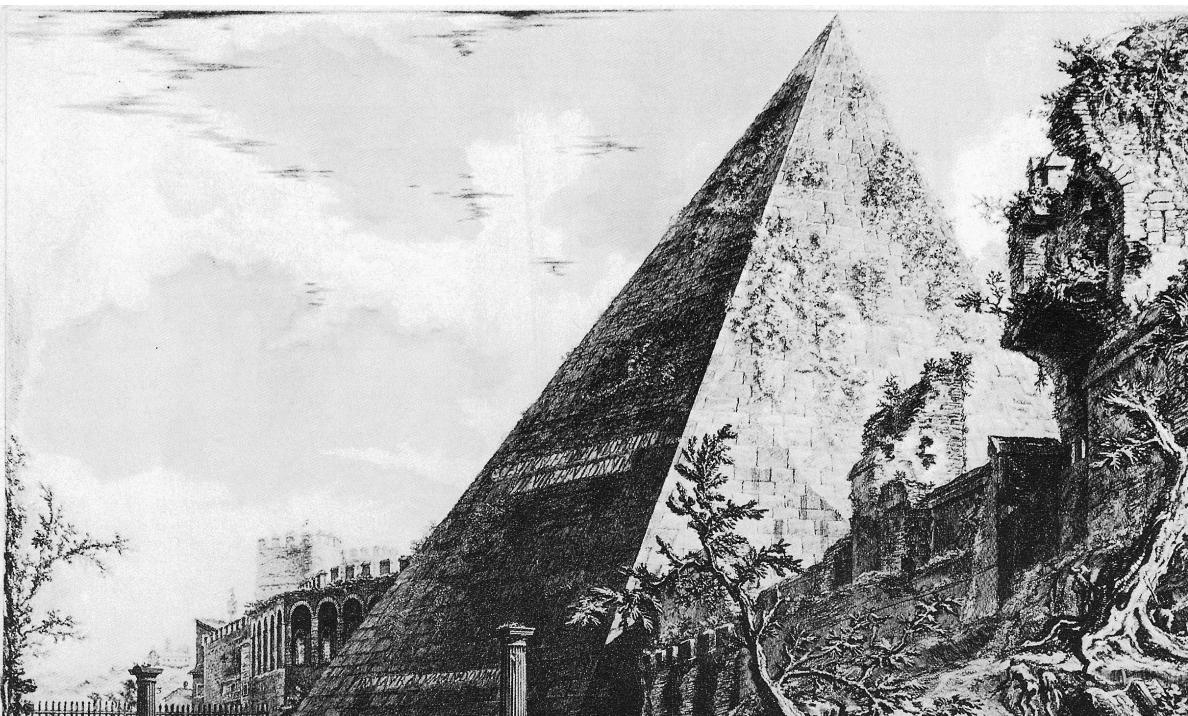
- 1 The river flows under and through a natural bridge. The environment beneath the bridge is tropical and is home to several strange creatures.
- 2 Shallow and slow moving, the surface of the river reflects like a mirror.
- 3 The bed of the river is dotted with strangely spherical rocks.
- 4 When crossing under the correct circumstances, the river is a portal to another plane.
- 5 At times of the year, the river reverses direction.
- 6 The river bottom is covered with gems, but a curse follows anyone who removes even one.
- 7 After a flood, strange artifacts of an ancient time can be found washed up on the banks of the river.
- 8 The river is home to a sacred water spirit. Offerings must be made before crossing. See also: [Gods and Goddesses](#)
- 9 The water is strangely warm and smells of brimstone.
- 10 Whirlpools appear and disappear at random between the sandy banks of the river.
- 11 A kindly old gnome operates a steam-powered ferry on the river.
- 12 Thousands of skulls can be seen mixed among the rocks in the river's bed.
- 13 With a roar, the river disappears underground.
- 14 The surface of the river is strangely smooth and quiet, hiding dangerous currents just below the surface.
- 15 The water in the river is strangely thick, like syrup. It is said, that if you are fast enough, you can run across the river without sinking.
- 16 A roaring river, dangerous to cross with canyon-like banks and jagged rocks among its rapids.
- 17 Bubbles of unknown vapor erupt from the surface of the river.
- 18 The river is nothing more than a trickle through a wide wash of sand and pebbles. During rainstorms, flash floods are known to rage through the area.
- 19 At certain times of the year, the river doesn't flow with water, but with another substance (like beer, oil, or magical potions).
- 20 Anyone who drowns in the river is raised as the restless dead.

Z is for Ziggurat



d10

- 1 Ancient and overgrown with vines, this pyramid has nearly vanished back into the jungle.
- 2 Made of gleaming white stone, this giant ziggurat is visible from miles away.
- 3 A perfect pyramid made from (or covered with) shining metal. Can an entrance be found?
- 4 When touched, the pyramid vibrates with an alien life-force. Sensitives will hear whispering voices in their mind, beckoning them to enter...
- 5 This pyramid has been worn by the ravages of time and repeated attempts at pillaging. Are there still treasures to be found within?
- 6 Ascending in multiple steps, this ziggurat offers several levels to be explored by those brave enough to enter...
- 7 The pyramid is unfinished. What caused the builders to stop? What would happen if it were completed?
- 8 The sides of the ziggurat are made from square stones, set in ledges. Stairways ascend to the top on each of the sides, arriving at a temple (p. 37) or other structure at the top.
- 9 The ziggurat is covered with colorful tiles and mosaics that tell a story (or perhaps contain a prophecy or magical spell).
- 10 Multiple pyramids, set in a line or other pattern, offer many places to explore.



Bonus Tables

Arrows “>” refer you to another sub-table

Adventurer Types (d4 then d10)

1-1	alchemist	3-1	monk
1-2	archer	3-2	necromancer
1-3	assassin	3-3	ninja
1-4	barbarian	3-4	paladin
1-5	bard	3-5	priest
1-6	beastlord	3-6	psionicist
1-7	berserker	3-7	ranger
1-8	cleric	3-8	ritualist
1-9	druid	3-9	rogue
1-10	elementalist	3-10	sage
2-1	enchanter	4-1	samurai
2-2	fighter	4-2	scout
2-3	geomancer	4-3	shaman
2-4	guide	4-4	sorcerer
2-5	healer	4-5	summoner
2-6	hunter	4-6	thief
2-7	illusionist	4-7	warlock
2-8	knight	4-8	warrior
2-9	mage	4-9	witch hunter
2-10	magician	4-10	wizard

Weapons (d20)

1	axe
2	bow/arrows
3	club
4	crossbow/bolts
5	dagger
6	dart/javelin
7	flail
8	gun/ammo
9	halberd
10	hammer
11	knife/knives
12	lance
13	longbow/arrows
14	mace
15	polearm
16	sling/stones
17	spear
18	staff
19	sword
20	wand

Magical Items (d20)

1	amulet
2	armor
3	boots
4	brooch
5	cloak
6	gem
7	girdle
8	gloves
9	helm
10	holy symbol
11	misc. magic >

Miscellaneous Magic (d20)

1	apparatus	11	cube
2	bag	12	dust
3	boat	13	earring
4	bottle	14	hat
5	bowl	15	jug
6	box	16	mask
7	broom	17	mirror
8	candle	18	purse
9	carpet	19	quill
10	chime	20	wig

When inventing magic items, don’t be afraid to roll multiple times and mash the powers together.

Exempli Gratia:

Dragon + Psychic = Dragon ESP!

Giant + Metal = Brass Golem!

Ice + Electric = Ice-nning Bolts!

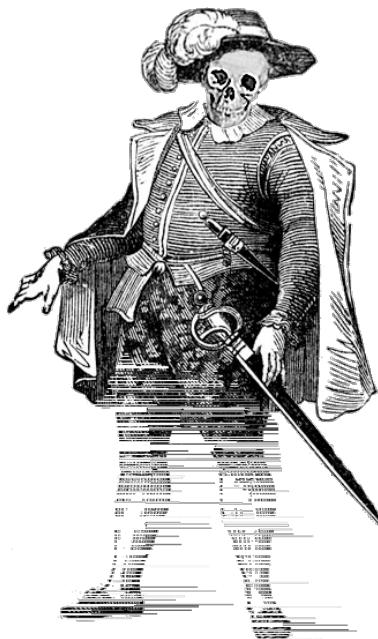
Freeform List of Powers (d4 then d10)

1 in 20 magic items will have a Curse of some kind

1-1	air	3-1	lightning	1	Mute
1-2	animal	3-2	metal	2	Bad Luck
1-3	balance	3-3	nature	3	Deaf
1-4	black	3-4	necrosis	4	Save penalty
1-5	clouds	3-5	night	5	Blind
1-6	corruption	3-6	poison	6	Attribute decrease
1-7	darkness	3-7	protection	7	Gender change
1-8	death	3-8	psychic	8	No sense of smell
1-9	displacement	3-9	shadow	9	Monster magnet
1-10	dragon	3-10	sky	10	Quest
2-1	earth	4-1	snow	11	Spell magnet
2-2	electric	4-2	spirit	12	Fumble fingers
2-3	elements	4-3	sun	13	No healing magic
2-4	fire	4-4	thunder	14	Delusion effect
2-5	giants	4-5	undead	15	Take damage
2-6	heat	4-6	water	16	No henchmen
2-7	holy	4-7	weather	17	Lose experience
2-8	ice	4-8	wind	18	Aging
2-9	life	4-9	winter	19	No beneficial magic
2-10	light	4-10	wood	20	Coveted by others

Undead (d20)

- 1 apparition
- 2 banshee
- 3 ghast
- 4 ghost
- 5 ghoul
- 6 lich
- 7 mummy
- 8 phantasm
- 9 phantom
- 10 poltergeist
- 11 shade
- 12 shadow
- 13 skeleton
- 14 spectre
- 15 spirit
- 16 vampire
- 17 wight
- 18 wraith
- 19 writhborn
- 20 zombie



Curses (d20)

Other Places (d20)

- 1 badlands
- 2 bog
- 3 canyon
- 4 cave
- 5 cliff
- 6 desert
- 7 forest
- 8 glacier
- 9 grove
- 10 gully
- 11 hideout
- 12 island
- 13 plains
- 14 plateau
- 15 ridge
- 16 swamp
- 17 underwater
- 18 vale
- 19 volcano
- 20 wasteland

Colorful NPCs

Roll d8 and d12 then cross-reference

	1 - Adornment	2 - Affect	3 - Eyes	4 - Nose
1	Piercing	Haughty	Narrow	Big
2	Tattoo	Shy	Beady	Small
3	Scar	Gruff	Large	Pointy
4	Branding	Effusive	Sad	Broken
5	Birthmark	Stingy	Droopy	Broad
6	Tooth	Squeaky clean	Curious	Warty
7	Medallion	Verbose	Bright	Red
8	Holy Symbol	Generous	Suspicious	Bulbous
9	Insignia	Outgoing	Blinks	Hooked
10	Cape	Friendly	One-eye	Upturned
11	Cloak	Taciturn	Shifty	Pierced
12	Hat	Grubby	Vacant	Missing

	5 - Face	6 - Hair	7 - Quirk	8 - Strange
1	Round	Bald	Talks to self	Skin color (p. 42)
2	Oval	Gray	Imaginary friend	Eye color (p. 42)
3	Triangular	Filthy	Twitchy	Hair color (p. 42)
4	Square	Mohawk	Fidgets	Horns or Undead
5	Strong jaw	Spiky	Nosy	Skin >
6	Weak jaw	Sparse	Phobia	Tail (odd = prehensile) >
7	Sallow	Extremely long	Bigot	Wings (odd = vestigial) >
8	Portly	Very short	Liar	Claws >
9	Acne	Patchy	Manic	Legs >
10	Dirty	Braided	Coward	Arms >
11	Friendly	Stringy	Braggart	Otherworldly eyes
12	Hatchet-like	Unruly	Death wish	Symbiotic attachment (odd = special power)

Arrows “>” refer you to another sub-table
 “Odd” means roll any die and look for an odd result.

Wings (d6)

- 1 Bird
- 2 Bat
- 3 Dragon
- 4 Fairy
- 5 Pterosaur
- 6 Insect

Tail (d8)

- 1 Cat
- 2 Dog
- 3 Dragon
- 4 Tentacle
- 5 Lizard
- 6 Skunk
- 7 Rat
- 8 Imp

Skin, Arms, Legs, Claws (d10)

- 1 Canine
- 2 Feline
- 3 Insect
- 4 Squid/Octopus
- 5 Reptile
- 6 Mechanical
- 7 Crustacean
- 8 Rotting or Undead
- 9 Demonic
- 10 Energy



Strange Sounds

d4 then d10

1-1	bang	2-1	clang	3-1	murmur	4-1	snap
1-2	bark	2-2	clank	3-2	mutter	4-2	squeak
1-3	bash	2-3	clapping	3-3	pop	4-3	strike
1-4	beep	2-4	click	3-4	rap	4-4	tap
1-5	blam	2-5	crack	3-5	rustle	4-5	thwack
1-6	blow	2-6	crackle	3-6	shatter	4-6	whack
1-7	break	2-7	crash	3-7	sigh	4-7	wham
1-8	bump	2-8	creak	3-8	slam	4-8	whisper
1-9	chatter	2-9	gong	3-9	slap	4-9	whistle
1-10	chittering	2-10	knock	3-10	smash	4-10	whop

Gods and Goddesses

Odd = God; Even = Goddess; Roll d4 then d10

1-1	Agriculture	2-1	Dusk	3-1	Moon	4-1	Thieves
1-2	Battle	2-2	Fertility	3-2	Mourning	4-2	Underworld
1-3	Chaos	2-3	Fire	3-3	Nature	4-3	Victory
1-4	Courage	2-4	Forest	3-4	Night	4-4	War
1-5	Creativity	2-5	Husbandry	3-5	River	4-5	Warriors
1-6	Dawn	2-6	Laughter	3-6	Sea	4-6	Wealth
1-7	Day	2-7	Law	3-7	Shepherds	4-7	Wind
1-8	Death	2-8	Love	3-8	Sky	4-8	Wine
1-9	Defense	2-9	Magic	3-9	Sleep	4-9	Wisdom
1-10	Dreams	2-10	Medicine	3-10	Sun	4-10	Youth

Mines

Type of Mine (d8)	Minerals (d12)	Gemstones (d20)	Quarry (d10)
1-5 minerals >	1 adamantium	1 agate	1 chalk
6 gemstones >	2 copper	2 alexandrite	2 granite
7-8 quarry >	3 electrum	3 amber	3 basalt
	4 gold	4 amethyst	4 marble
	5 iron	5 aquamarine	5 limestone
	6 lead	6 carnelian	6 sandstone
	7 mithril	7 citrine	7 slate
	8 nickel	8 crystal	8 coal
	9 platinum	9 diamond	9 clay
	10 salt	10 emerald	10 quartz
	11 silver	11 garnet	
	12 sulphur	12 jade	
		13 lapis lazuli	
		14 moonstone	
		15 onyx	
		16 opal	
		17 ruby	
		18 sapphire	
		19 topaz	
		20 turquoise	

L is for Labyrinth

d12

- 1 The labyrinth is made of hedges. These hedges are resistant to chopping and burning. Some may act as treants to defend themselves if attacked.
- 2 This maze is small, merely of a pattern of colored tiles upon the floor of a larger room. Once started, the hero must follow the path to its logical completion (she is magically compelled to finish). This could present an unwanted delay to the party or perhaps the hero is racing against time to solve the maze.
- 3 The maze changes and rearranges itself randomly based upon some of the characters actions (spellcasting, opening chests, resting, etc). To find the exit they must "undo" all changes made within the maze, returning the maze to the way they found it.
- 4 The labyrinth is made up of a series of interconnected "pocket dimensions".
- 5 Instead of a minotaur, this maze is inhabited by a more fearsome opponent such as a dragon or eye tyrant.
- 6 The labyrinth is located in a strange location - perhaps it is constructed of reefs at sea or of solid clouds in the sky.
- 7 A curse causes the heroes to shrink and be caught in a tiny maze where normal rats become giant foes.
- 8 The labyrinth is the home to a clever tribe of small humanoids. The heroes must negotiate its twists and turns on their hands and knees.
- 9 The labyrinth is a twisting, turning mass of tubular corridors like a bowl of hollow spaghetti.
- 10 Once within the maze the heroes begin to discover clues that suggest the very maze itself is ALIVE and they are within its innards!
- 11 The labyrinth is made up of a series of living beings. Each being wants a particular object or favor. The heroes will find themselves trapped in a "time loop" until each person is appeased in turn.
- 12 The maze is filled with mirrors or perhaps its walls are crystal clear. Alternately, the labyrinth is filled with impenetrable darkness. In any case, the heroes must "feel" their way through its passages unless some other method can be found...

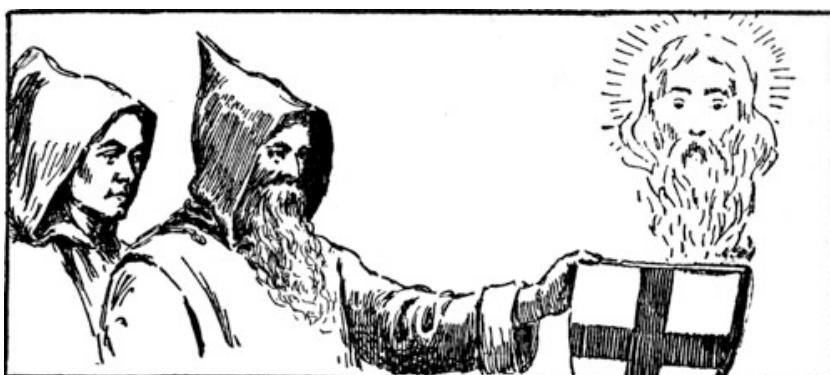
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<http://karenswhimsy.com/public-domain-images/> and “Open Clipart”

<http://www.openclipart.org/>

- 46 “I am the giant Skrymir” by Elmer Boyd Smith, 1902
- 8 Porta San Giovanni, Rome, Italy Drawing by Giusspe Vasi around 1750 (slightly modified by Jim Pacek with GIMP, 2010)
- 48 “Map of Treasure Island” by J. Hawkins, Charles E. Merrill Edition of “Treasure Island” by Robert Louis Stevenson, 1909
- 50 “Pyramid of Cestius” by Giovanni Battista Piranesi, 18th C.
- 45 “Remains of the Tomb of the Metelli” by Giovanni Battista Piranesi, 18th C.
- 31 “Rusalka” by Ivan Bilibin, 1934
- 47 “Temple of the River Goddess” by Jim Pacek, GIMP Mashup from public domain sources, 2010
- 34 “Tentacle Beast” by Jim Pacek, ballpoint pen, 2010
- 54 “The Flying Carpet” by Viktor Vasnetsov, 1880
- 29 “Vodyanoy” by Ivan Bilibin, 1934
- 52 “Wraith Dandy” by Jim Pacek, GIMP Mashup from public domain sources, 2010
- 30 A landscape by Ivan Bilibin, 1940



- 15 Etching by Giuseppe Vasi, with the erection of Montecitorio Obelisk in Rome in 1748.
- 16-17 Illustrations by Franklin Booth from “Flying Islands of the Night” written by James Whitcomb Riley, 1913
- 33 Illustration from Brockhaus and Efron Encyclopedic Dictionary (1890–1907)

43 This image comes from Dictionary of French Architecture from 11th to 16th Century (1856) by Eugène Viollet-le-Duc (1814-1879).

19 “Grave digger” by Viktor Vasnetsov, 1871

43 “Orbek Sinisphere” by Jim Pacek, ballpoint pen & GIMP, 2010

25 “Red Sun” by Ivan Bilibin, 1899

26 “The Tree of the Cannibals” by Edouard Riou from *Cinq semaines en ballon (suivi de voyage au centre de la terre)* (Five weeks in a balloon followed by a journey to the center of the earth), by Jules Verne, Paris, 1867

35 “Solovei the Brigand” by Ivan Bilibin

36 “View of the subterranean foundation of the mausoleum” by Giovanni Battista Piranesi, 18th C.

44 “The Third Gift - An Enormous Hammer” by Elmer Boyd Smith, 1902

58 “Mortikye the Necromancer and his Zombie Valet Fayro” by Jim Pacek, GIMP Mashup for GameStorm 2003 (Hey Norman H!), Characters concepts by Jim Dickenson



Sources of Inspiration (abbreviated)

“If I have seen further it is by standing on the shoulders of Giants.”
- Sir Issac Newton

One cannot have played these games as long as I have and not be influenced by those that have come before. I only hope that my book is as useful to someone, as these works have been to me.

“B1-In Search of the Unknown” by Mike Carr, TSR Hobbies
“Central Casting” series by Paul Jaquays, Task Force Games
“Dungeon Masters Guide” by Gary Gygax, TSR Hobbies
“Judge's Guild Ready Reference Sheets” by Bob Bledsaw, Judge's Guild
Kellri's Netbooks - check them out! Incredible! kellri.blogspot.com
“The Dungeon Alphabet” by Michael Curtis, Goodman Games
Michael, thanks for the encouragement!
“The Miscellaneum of Cinder” by Jeff Rients, Retro Stupid Productions
“Toolbox” by various authors, AEG

Here's a shout out to the players in my longest running campaign --

THE QUESTIANS (1983 - 1993)

Brian “Sondor Lawbender” Pieper
Dave “Chance” Bargman
Frank “Grumble Ghostspinner” Hildenbrandt
Greg “Auric Flintfingers, Joryn Gemseeker” Zale
Jeanne “Myrrinne Moonbow” Pacek
Jim “Sharky Dangerthorn, Bregor Swiftfilcher, Wylsam Everwind, Rhono Peacemaker” Dickenson
Leanne “Vayn Goldenrod” Pacek
Norman “Skanderbag the Unexpected, Valinor Bladesong, Melizzaar the Dark, Brandon Broadblade” Carrier
Peggy “Teera Straightarrow” Zale
Richie “Borg Trollheart” Cochenour
Russ “Calidor Darkblade” VanNess
Steve “Käag Reefbreaker, Hap Tomehunter” Harbauer