

UNTOLD ENCOUNTERS

OF THE RANDOM KIND



COMPATIBLE

**1000+ RANDOM ENCOUNTERS
FOR ANY TABLETOP RPG**



CREDITS

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UNTOLD ENCOUNTERS



Welcome to Untold Encounters, the ultimate random encounter generation resource for any fantasy themed roleplaying game.

This book is designed to both assist in the meticulous planning of your own elaborate adventures, and to quickly work out what happens when your players take an unexpected route away from your planned plot and into the unknown.

WHAT THIS BOOK IS

This book is a tool for roleplay Game Masters (GMs) to generate random encounters for their games and worlds.

We have provided 1000+ encounters, divided into three chapters for convenience. These cover Town, Wilderness and Dungeon themed encounters.

We give you the option of randomly rolling an encounter based on your adventure location, or you can select encounters that best fit your plan for the session.

You can also use the encounters in this book to plan an entire adventure! We show you how this can be done in each of the three main chapters!

WHAT THIS BOOK IS NOT

This book is not a roleplay game or system, it is designed to work with your existing and preferred system.

We provide a 5E compatible translation for the world's most popular roleplay system in addition to our own system agnostic terminology.

RUNNING SOLO GAMES?

If you're playing solo roleplaying games then you could also use these encounters to make sure your adventures are full of surprises.

HOW TO USE THIS BOOK

The core content of this book are the hundreds and hundreds of random encounters, and these are split into chapters covering the three main themes we've used to group the encounters.

- Town Encounters
- Wilderness Encounters
- Dungeon Encounters

We have further broken down these three main chapters into sections so you can select the area most likely to produce the kind of encounters which best fit your adventure.

Within each section there are tables for rolling to randomise your encounter (D100), and each chapter contains a comprehensive alphabetical list of all the encounters from the tables with a more detailed explanation.

So if you would like to randomise your encounters, simply select your main Chapter, then choose a section which best reflects the kind of encounters you are after. Just roll then refer to that section's table to find out which encounter you selected. You can then look up the encounter in the Chapter's alphabetical list for more information.

Of course you can also pick and choose any encounters which catch your eye! And hopefully our encounters here will inspire your own ideas as well.

TERMINOLOGY & MECHANICS

As there are a vast number of RPG systems, we have used a series of Keywords to assist you with assigning the appropriate stats and rules from your chosen system.

These are fully explained over the page and will enable you to translate our encounters into your preferred system.

COMPATIBILITY WITH 5E

We have included a comprehensive translation of our Keywords so you can translate our encounters easily into a 5E campaign.

Our adventures at the end of each chapter are written for 5E, and we offer additional 5E tips throughout.

EXAMPLE ADVENTURES

We have used the tables and encounters in this book to create some example adventures to illustrate how everything could work.

These are all written up and laid out with maps as two page 5E adventures populated with our encounters, which are ready to roll!

You'll find these adventures at the end of each main chapter.

FORMAT & CONVENTIONS

We have used the following title styles and text boxes to provide different types of key information:

TOWN ENCOUNTER TITLE

WILDERNESS ENCOUNTER TITLE

DUNGEON ENCOUNTER TITLE

Note: This style of text box will display some additional information of a noteworthy nature.

For example: This style of text box will show examples throughout the book.

5E: This style of text box will provide pointers throughout this book for translating our encounters for 5E games in addition to our standard system agnostic terminology.

A NOTE FROM THE AUTHORS

This book will help run your amazing games. You can use it to spice up your planned encounters, inspire your own encounters or even generate full adventures with unique encounters.

Many of the encounters included in this book are ones that have appeared in our own games over the years and it's our pleasure to share them with you.

We hope you enjoy running the encounters in this book as much as we enjoyed writing them!

Matt & Tam Henderson
Loke Battle Mats



MECHANICS

MECHANICS

We'd like to start this section by explaining how the elements used throughout this book are written to be generic, system agnostic, and useful for a wide range of game systems.

As there are a vast number of RPG systems out there with a wide range of rules and Character options, and within those systems may lie a wide gap between basic and advanced Characters, it's practically impossible to provide rules to suit everybody.

As a result, we do not provide rules for any particular RPG system, instead a series of keywords are used to assist with assigning appropriate stats and rules from your chosen system.

These keywords are grouped here as **Damage**, **Difficulty**, **Challenge**, **Enemy Type**, **Group Size** and **NPC Type**.

These keywords should be treated as a guideline and modified however you wish for your game.

Character or **Characters** is used throughout to refer to any player controlled Characters.

DAMAGE

Damage is a guide to help determine what amount of damage an enemy, trap, spell, environmental effect etc. may be able to cause to a Character.

Minor - Only small amounts of damage are likely from this source, a Character would probably be able to withstand a high amount of Minor damage. This type of damage should be an inconvenience.

Light - This is a common sustainable amount of damage that a Character could cope with a good number of times, not negligible but nothing to worry about unless it happens too often.

Major - A serious amount of damage, not enough to trouble a full health Character outright, but they would not want to suffer many of these. This type of damage should be significant and could have an impact on Characters.

Lethal - A potentially killing amount of damage. While not necessarily always a killing blow, this type of damage should carry the potential to put a Character out of action.

DIFFICULTY

Difficulty is used to indicate the chance of success at a task, for example skill or ability based tests like lockpicking, climbing, perception etc.

Simple - Very little chance to fail for a suitably trained Character.

Routine - A trained Character may fail this task but is more likely to succeed.

Difficult - These tasks are more likely to end in failure than success without some kind of assistance (magic, equipment, other Characters etc.).

Very Difficult - As a Difficult task but even harder.

Near Impossible - Should require exceptional effort or assistance to complete, the most difficult skill challenges available.

CHALLENGE

Challenge is a guide to indicate the abilities of an Enemy or NPC.

Easy - Weaker than a single Character, could cause Minor damage, Simple difficulty skills.

Standard - Almost equal to a single Character, Light damage possible, Routine difficulty skills.

Elite - Requires effort from multiple Characters. Major damage possible, Difficult skill difficulty.

Boss - Requires all Characters using special abilities, consumables etc., lethal damage possible, Very Difficult skill difficulty.

Overwhelming - Should not be dealt with head on, lethal damage possible, Near Impossible skill difficulty.

ENEMY TYPES

Enemy Types are the broadest level categorisation of the Enemies that Characters may encounter.

Beasts - Enemies with animal level intelligence and instincts.

Antagonists - Part of an town based group, would work together with other Antagonists.

Denizens - Part of a dungeon based community, would work together with other Denizens.

Monsters - Independent enemies that could also present a danger to Beasts, Antagonists, Denizens and other Monsters.

GROUP SIZES

Group size is used to determine how many of an Enemy or NPC is present in an encounter.

Many of the Group Sizes are based on the number of Characters to help balance encounters.

Lone - A single Enemy or NPC.

Pair - Two Enemies or NPCs.

Small - Half as many as the Characters (round up).

Equal - Equal in number to the Characters.

Large - Twice as many as the Characters.

Very Large - Three times as many as the Characters.

Horde - Five times as many as the Characters.

Beyond Count - For the purpose of the encounter there is no end to the number of Enemies or NPCs.

NPC TYPES

These Non-Player Character (NPC) Types are used to give a general feel of what skills and abilities an NPC may have.

Cleric - The NPC may wield divine magic of some form, e.g. Priest, Cleric, Shaman, Druid etc.

Commoner - The NPC is not associated with any particular class/archetype, e.g. Villager, Trader etc.

Performer - The NPC has performance based skills of some form, e.g. Bard, Singer, Actor, etc.

Ranger - The NPC is martial with survival and animal skills, e.g. Scout, Beastmaster, Ranger etc.

Rogue - The NPC excels at subterfuge based skills and criminality, e.g. Assassin, Thief, Trickster etc.

Scholar - The NPC has knowledge based skills, e.g. Loremaster, Artificer, Sage etc.

Warrior - The NPC excels at fighting based skills, e.g. Fighter, Barbarian, Knight etc.

Wizard - The NPC may wield arcane magic of some form, e.g. Mage, Sorcerer, Warlock etc.

If a * is shown alongside an NPC, then chose or randomly determine the NPC Type (a d8 can be used to choose between the 8 types).

Note: Some Enemies will also have an NPC type to further distinguish what abilities they may have.

5E MECHANICS

5E MECHANICS

We offer these guidelines to help use our keywords to run games using the fifth edition of the worlds most popular role playing game.

AVERAGE PARTY LEVEL

We will use the value of Average Party Level (APL) to help produce values based on the level of the Characters.

APL assumes there are four Characters in a party and is the average value of their levels.

DAMAGE

These guidelines translate the damage keywords to values for 5E.

Minor Damage

Damage = 1d2 (this doesn't scale with APL)

Light Damage

Damage = 1d4 x $\frac{1}{2}$ x APL round up

For Example: For APL of 11 this would be 6d4.

Major Damage

Damage = 1d4 x APL

For Example: For APL of 11 this would be 11d4.

Lethal Damage

Damage = 1d4 x $1\frac{1}{2}$ x APL round up

For Example: For APL of 11 this would be 17d4.

We suggest using larger dice types to reduce the dice pool size

For Example: 2d4 could become a 1d8, 3d4 could become a 1d12, 11d4 could become 4d10+1d4 etc.



DIFFICULTY

These guidelines translate the difficulty keywords to a rating for the 5E Difficulty Class (DC).

Simple

DC = 4 + $\frac{1}{4}$ of APL round up

For Example: For APL of 11 this would be a DC of 7.

Routine

DC = 9 + $\frac{1}{4}$ of APL round up

For Example: For APL of 11 this would be a DC of 12.

Difficult

DC = 14 + $\frac{1}{4}$ of APL round up

For Example: For APL of 11 this would be a DC of 17.

Very Difficult

DC = 19 + $\frac{1}{4}$ of APL round up

For Example: For APL of 11 this would be a DC of 22.

Near Impossible

DC = 25 + $\frac{1}{4}$ of APL round up

For Example: For APL of 11 this would be a DC of 28.

5E MECHANICS

CHALLENGE

These guidelines translate the challenge keywords to a rating for the 5E Challenge Rating (CR).

Easy

CR = $1/8 \times$ APL round nearest

For Example: For APL of 11 this would be CR up to 1.

Standard

CR = $1/4 \times$ APL round nearest

For Example: For APL of 11 this would be CR up to 3.

Elite

DC = APL or just below

For Example: For APL of 11 this would be CR up to 11.

Boss

DC = $1\frac{1}{8} \times$ APL round up

For Example: For APL of 11 this would be CR up to of 13.

Overwhelming

CR = $1\frac{1}{2} \times$ APL round up

Note: Overwhelming enemies might have much higher CR

For Example: For APL of 11 this would be CR up to 17.

Note: Fractions are used a lot here, so let's also put the decimal equivalents here to help:

$1/8 \times$ is the same as $\times 0.125$

$1/4 \times$ is the same as $\times 0.25$

$1/2 \times$ is the same as $\times 0.5$

$1\frac{1}{8} \times$ is the same as $\times 1.125$

$1\frac{1}{2}$ is the same as $\times 1.5$

ENEMY TYPES

The enemy types, beast, denizen and monster have no bearing on the actual Creature Types found in 5E.

Any creature type could be used as any of the three enemy keywords.

The enemy keywords are only there to provide some different interactions in the encounters.

GROUP SIZES

Group sizes need no translation to work for 5E.

Note: You may find you need to adjust enemy group sizes to fit the right CR balance, either by removing or adding enemies as needed. For example you may need 3 CR2 monsters but don't have an appropriate monster so use 2 CR3 monsters instead.

NPC TYPES

The NPC types are only a suggestion to help you pick the right sort of skill and abilities to give to an NPC.

The core 5E classes translate as follows

Bard - Performer NPC type

Barbarian - Warrior NPC type

Cleric - Cleric NPC type

Druid - Cleric or Wizard NPC type

Fighter - Warrior NPC type

Monk - Cleric or Warrior NPC type

Paladin - Cleric or Warrior NPC type

Ranger - Ranger NPC type

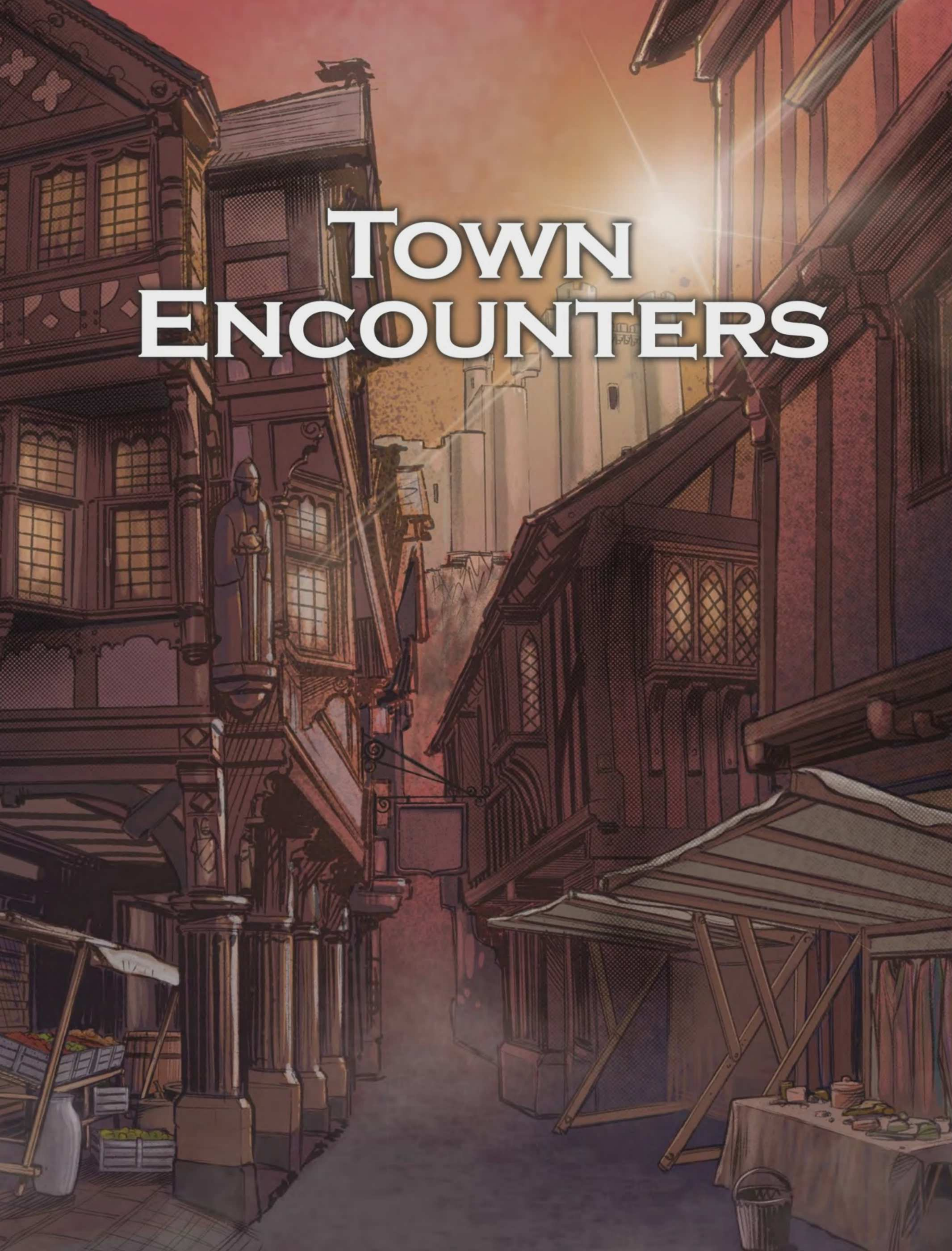
Rogue - Rogue NPC type

Sorcerer - Wizard NPC type

Warlock - Wizard NPC type

Wizard - Wizard NPC type

TOWN ENCOUNTERS



TOWN ENCOUNTERS

Any Town is a hub of activity, from legitimate trade through to shady dealings, and from the lowliest slum to the highest palace tower, there are stories to be told.

TOWN ENCOUNTERS

This chapter focuses on random encounters set in urban fantasy environments, from the humble village all the way up to the teeming capital cities of your fantasy worlds.

Contained within are rules, tables, details and guidelines for generating these town based encounters, covering a range of different themed town districts.

There is also a suggested framework for creating fully fledged adventures to embark upon whilst in town.

WHAT IS IN THIS CHAPTER?

In this chapter you will find:

- An overview on generating town encounters.
- A breakdown of each different town district.
- Random encounter tables for each town district.
- An A-Z list with full details and explanations for each town encounter.
- A guide to designing or randomly generating town adventures.
- Two short example adventures with 5E rules.

HOW TO USE THIS CHAPTER

We offer the option to select the district of town which best covers the type of encounter you want to put into your adventure. We also offer the option to randomly select the district of town the encounter(s) take place within.

Once you have selected your town district you can either roll to randomly select encounters from that district or, of course, you can select any encounter you would like to include!

We have provided a table of encounters for each district, and after the town district sections is an A-Z of all the town encounters with further information and pointers for running them for you to refer to once you have selected your encounter(s).

THE BIGGER PICTURE

We know your adventures may well have to fit into an overarching storyline as part of a larger campaign. We have been sure to offer a range of situations in these encounters which can be used in many scenarios, and can act as opportunities to direct your Characters to progress the plot.

So whether you only need a few encounters for your Characters as they pass through a backwater town, or if you need to generate a campaign full of urban adventure, you're in the right place!

TOWN ADVENTURES

We also offer a structure and tables for randomly creating town adventures to quickly help create heists, investigations, competitions, political intrigue and more for your Characters to deal with in town.

This section can be found at the end of this chapter after the Town Encounters A-Z.

HOW RANDOM!

There are a lot of random tables, please use these as fits your game, re-roll, pick and change as much as you like. This book is yours to use as you see fit.

TERMINOLOGY & MECHANICS

We offer a breakdown of the standard terminology we use throughout this chapter to enable you to translate these encounters easily into your adventure using your preferred system.

This can be found at the start of this book.



TOWN ENCOUNTERS

TOWN DISTRICTS

Town districts are where the actual town encounters are generated.

We've divided our encounters between ten distinct flavours of town district to help you select which table to roll on, these are:

- **Castle Ward:** Military and political heart of the town where the town and possibly wider region are ruled from.
- **Cemetery:** Parks, holy sites and burial grounds where things may go bump in the night.
- **Docks:** Bustling sea or riverside ports where the business of import and export take place.
- **Guild Quarter:** Centre of industry and learning, including factories, guild workshops and schools.
- **High Street:** Where the shops and market places can be found.
- **Lanes:** Home to the general populace, which could be cottages, terraced streets, suburbs or high rise blocks.
- **Noble Quarter:** Where the wealthy and well connected live and play.
- **Rural:** Villages or the outskirts of larger towns.
- **Slums:** The low cost area where the poor live.
- **Undercity:** Sewers and caves and the abandoned areas where only the desperate tread.

As well as having their own town district encounters table, each district comes with suggestions on what the look and feel of the area may be like, as well as suggesting some considerations unique to each district.

MIXED TOWN DISTRICTS

Feel free to roll on multiple town district encounter tables for areas of your town that don't neatly fit in to a single district.

For Example: If your merchant town had a port side trade lord palace, you could combine rolls between the Docks and Castle Ward town district encounter tables.

CHOOSING A TOWN DISTRICT

Simply choose or roll to determine which town district to use as the basis of your encounter generation:

D20 ROLL	TOWN DISTRICT
1 - 2	CASTLE WARD - A seat of power.
3 - 4	CEMETERY - A resting place for the dead.
5 - 6	DOCKS - Busy ports and connected streets.
7 - 8	GUILD QUARTER - A hive of industry.
9 - 10	HIGH STREET - The shopping areas.
11 - 12	LANES - Residential streets.
13 - 14	NOBLE QUARTER - Luxury houses.
15 - 16	RURAL - Town outskirts or villages.
17 - 18	SLUMS - The poorest neighbourhoods.
19 - 20	UNDERCITY - Sewers and forgotten places.

Each town district has a detailed summary and a dedicated encounter table, these can be found in the next section.

TOWN SIZE

The town district encounter tables will work for any size of settlement, from a village comprised of a single district to a sprawling metropolis with multiples of each district type.

The town districts are just ways for the town encounters to be organised by theme so there is nothing wrong with using a few tables when generating encounters for a single geographic location.

For Example: I need some encounters for a small fishing village that has a large church and graveyard so I might use the Cemetery and Docks town district encounter tables to provide appropriate results.

TOWN ENCOUNTERS

TOWN DIGNITARIES

Some encounters include NPCs who hold high office and positions of power in the town, which may conflict with named NPC's from your setting.

When you generate any encounter where this is the case, we suggest either replacing the generated encounter with your named NPC or just changing the encounter NPC to have a different role

For Example: Make the High Priest encounter actually just a senior priest.

WILDERNESS CROSSOVERS

For towns that are more heavily connected to the landscape they are set in, or with expansive parkland, we recommend mixing in encounters from the Wilderness Regions.

Simply roll on the appropriate wilderness region encounter table to add some wild flavour.

For Example: If you had a High Street district in a treetop town nestled amongst the boughs of giant trees in the heart of a forest, you may want to roll on both the High Street town district encounters table and the Forest wilderness region encounters table and combine or choose between the results to add a forest themed twist to the town encounter.

DUNGEON CROSSOVERS

The dungeon encounter tables are all arranged as specific encounter types and could easily be used to add even more options to your town based adventures. For large buildings we'd even suggest generating them fully using the Dungeon chapter.

For Example: Use the Doors table to generate more interesting doors for buildings, use the Interaction table to add even more NPC options, use the Enemy table to throw some hostiles at the Characters and you could even use the Traps section to create some urban defenses.

TOWNSFOLK

Also, don't forget that a district may well have a general population of townsfolk in the background that may not be a direct part of an encounter.

Each district will give some details on how well populated it's likely to be with [Easy Commoner NPC] townsfolk.

5E: For the most part these townsfolk are likely to just be Commoners, some of which would have proficiency with a type of Artisans Tools (e.g. Carpenter's Tools, Potter's Tools or Weaver's Tools).

TYPES OF TOWN

If your town has a strong theme, such as military fortress city, lawless pirate port, all magic society, steam-work automated metropolis or any other fantastical variation then you'll need to add that flavour to the encounters you generate.

5E: Let's say your town is a military stronghold where every able bodied citizen must be a trained soldier, use the Guard or Veteran stat lines instead of Commoner for the general townsfolk.

NON-HUMAN TOWNS

In fantasy settings your towns may be populated by all manner of non-human inhabitants. The town encounters here very rarely specify what species an NPC should be, so if your town is populated by a mix then we recommend randomising the species for NPC's as appropriate.

On the flip side, if an encounter mentions a certain race for an NPC that isn't present in your world, just swap it for the closest equivalent.

5E: If some or all of your townsfolk are non-human, then optionally add the appropriate racial traits to the NPC. For example, a Rock Gnome Commoner might have a speed of 25 feet, Darkvision, Gnome Cunning and the Tinker trait (note, adding racial traits doesn't alter their CR).



CASTLE WARD

CASTLE WARD DISTRICT

A castle ward district represents the centre of power and government within a town or city, and is often the most prestigious and affluent.

The district will often get its name from the fortified structures that offer protection to the elite who reside here.

This is where the ruler(s) has their court, where any government or local councils meets and where laws are made and enforced.

There is always going to be a lot of the main military groups for the region here, and they may well have their command and headquarters within the district.

This is the place to find officials about their business and to meet some of the most influential people of the town or city.

If there is a palace, citadel or similar this is the district where it will be located, although a castle isn't strictly necessary to include this type of district.

Although smaller towns may only have the one castle ward, large cities may well have multiple districts of this type where different factions and official groups are based.

POPULATION

Castle ward districts have a comparatively low population of residents, but are often well patrolled by the military and attract many visitors during the day on business or pleasure.

Officials have offices here to support the government and rulers, and these are well frequented and usually guarded.

Couriers and courtiers are often seen running through the streets at all hours, and ambassadors and their staff frequent the embassies here.

The town ruler(s) and their court reside here, and of course, the ruler has the finest abode. However, the quarters for the nobles may be disappointing in comparison.

It is expected that the administrative staff, and household servants, will reside close to their responsibilities and often live within the grounds in specially build servant wings.

5E: There would probably be a higher number of Knights and Nobles mixed in with the general Commoners that make up the townsfolk in this district.

CASTLE WARD

LAW & ORDER

As the seat of power for the town or city, the castle ward has a healthy watch presence and an even healthier military presence. It would be most foolish to cross the law in this district.

Guards will stand outside the most important doors, and the frequent patrols are dressed in smart livery to add to the smart look and feel of the district. It may be the case that the patrols here are selected for appearance rather than competence.

The military will have their headquarters nearby. It is unlikely the common soldiers will have barracks here, however the officers certainly will have at least an officer's club, if not apartments nearby. The military leaders will live and work here.

5E: You could add some Veterans and even the occasional Mage alongside the Guards of the watch in this prestigious district.

UTILITIES

This district would be clean, well maintained, spacious and with well lit areas at night.

There are only likely to be a select few shops, taverns and theatres, but they would be of the highest quality.

The Staff who populate the area will be supported by discrete services away from the elite retail outlets, and there will be extensive on site catering to support the court and councils.

CRIME

Crime here tends to include treason, influencing officials, espionage and bribery.

Common "street crime" such as shoplifting, pick pocketing etc is very low on account of the excellent lighting and frequent patrols.

Burglary here is considered very high risk/high reward and requires strong nerves and expertise.

There may be several conspiracies at any one time from factions seeking influence.

Punishment here is harsh, imaginative and immediate.

ARCHITECTURE

The buildings here are the finest the area has to offer. Sturdy and stone built, the fasciae are smart and feature many details, with gargoyles, carved features, coloured glazing, fine doors and shutters adorning the masonry.

The buildings offer a mixture of grand, finely furnished rooms, galleries, and quarters, combined with the "back stair" areas for staff and lesser officials.

The area will certainly feature discrete entrances and exits for staff to bring in supplies and dispose of waste away from the officials and court.

There will also be a mix of serious and functional military buildings, including those that house siege defence weapons.

CONSIDERATIONS & GM NOTES

The castle ward has a unique mix of the very top of the region's society and ruling class, as well as a discrete support staff. There is great risk to be found here, but also great rewards.

Diplomacy skills and the ability to blend in are crucial to success here, and any overt violence is going to attract an immediate response from the law.

CASTLE WARD ENCOUNTERS

The following pages contain the castle ward town district random encounter tables.

Use the following table to determine how many castle ward encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
----------	----------------------

1 - 12	1 x Castle Ward Encounter
--------	---------------------------

13 - 20	2 x Castle Ward Encounters
---------	----------------------------

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

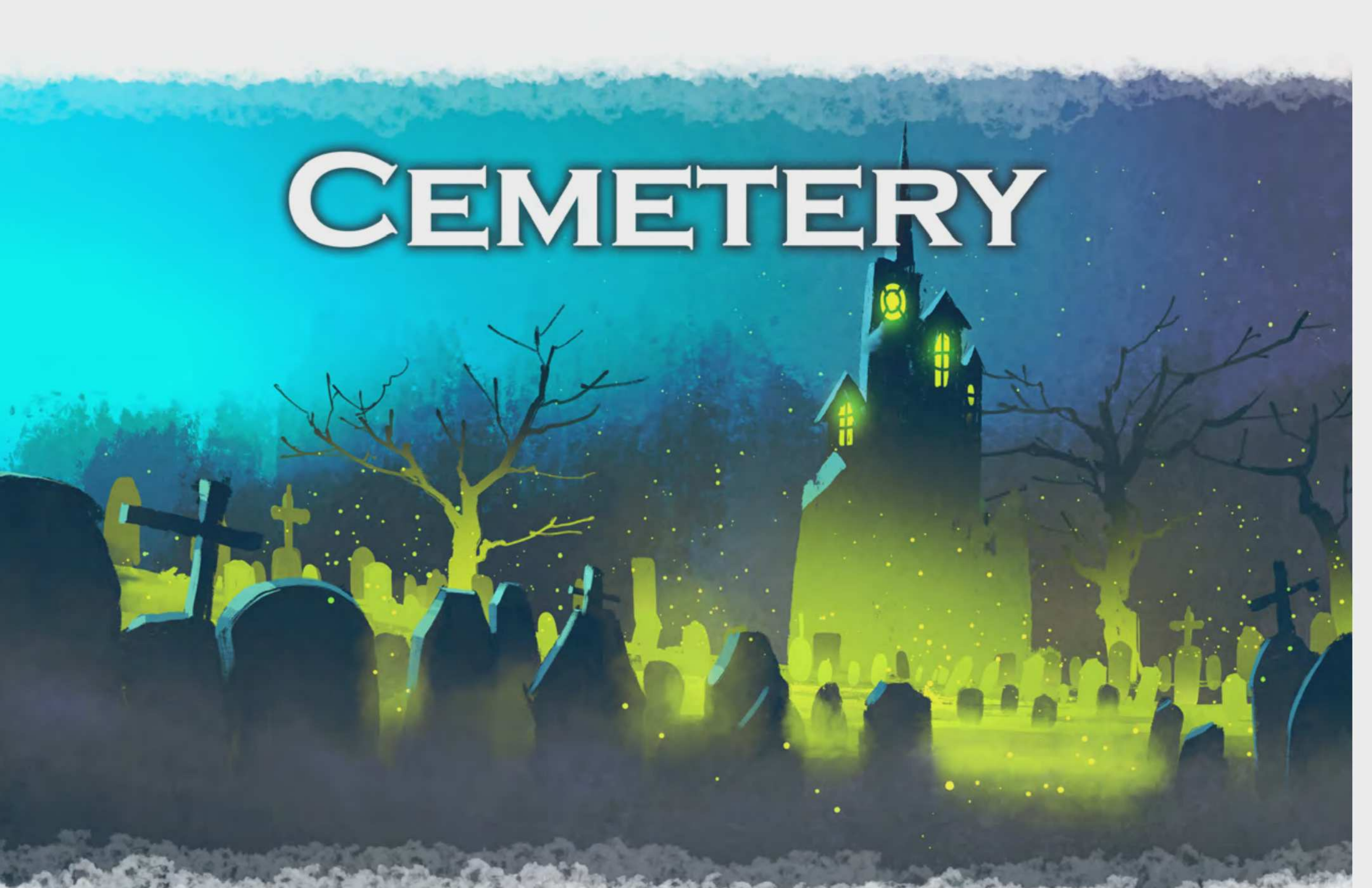
CASTLE WARD

ROLL (D100)	CASTLE WARD	DESCRIPTION
1	A MATTER OF CONFIDENCE	Well dressed confidence trickster has a fantastic deal.
2	ABANDONED CART	Empty and in the way.
3	BAD VIBES	You can feel it coming in the air tonight.
4	BANQUET CHEF	A very busy, angry chef.
5 - 6	BLADE IN THE DARK	Who did you upset this time?
7 - 8	BORED CHAMPION OF JUSTICE	An ageing warrior past their prime.
9 - 10	BUILDING SITE	Noisy inconsiderate builders making a nuisance.
11	CHERRY TREE	In full bloom.
12 - 13	CLEANERS	Sweeping up and bashing carpets in these parts.
14 - 15	COMPROMISED WATCHMAN	He works alone for a reason.
16 - 17	DISINHERITED NOBLE	A noble down on their luck has a cunning plan.
18 - 19	DRAY	Viewed as the most important delivery service.
20	EMPTY BARREL	Abandoned and clearly of no further use.
21 - 22	EXOTIC AMBASSADOR	From a distant land on a mission of trade.
23 - 24	GUARDS, GUARDS!	Some are more alert than others.
25	HACKNEY CARRIAGE	That is a very shiny horse.
26	HANGERS ON	Drawn to wealth and power like flies to...
27 - 28	HIGH JUDGE	Sat with a black cloth perched on their powdered wig.
29 - 30	HIGH PRIEST	The Church does not welcome all.
31 - 32	HILARIOUS JAPE	Rich, bored youths have glued a coin to the pavement.
33	JESTER	In demand and keen on cupcakes.
34 - 35	JURY	Setting the scene for a show trial.
36 - 37	LONE BARREL	Nothing obviously unusual.
38	LONG ARM OF THE LAW	A group of the respectable watch members on patrol.
39 - 40	LOOK TO THE SKIES	A person of note has arrived by air (airship, Pegasus etc).
41 - 42	MARTIAL LAW	The military are clearing the area due to an emergency.
43	MASTER OF CLOTH	At the very heart of courtly fashion trends.
44	MASTER OF COIN	Responsible for counting the taxes, rents and duties.
45	MASTER OF ESTATES	Responsible for buying & selling of property in the town.
46 - 47	MASTER OF HOUNDS	In charge of several large dog packs.
48 - 49	MASTER OF SCROLLS	Also known as the castle librarian.
50	MONKS	Devout, celibate and very boring company.

CASTLE WARD

ROLL (D100)	CASTLE WARD	DESCRIPTION
51	MOVE ALONG!	The watch are moving undesirables along.
52	MYSTERIOUS VISITOR	A cloaked, hooded and well guarded visitor is in town.
53	MYSTERY NOTE	A scrap of paper carried by the wind.
54 - 55	NUNS	In a certain light that cross looks to have been sharpened.
56 - 57	PALACE DOORS	Large and ornate.
58 - 59	PATH AHEAD IS BLOCKED	A group spreads out across the path ahead.
60 - 61	PATRONS WHO LUNCH	Coin, no profession and lots of spare time.
62	PILE OF BOXES & BARRELS	They make the place look untidy.
63 - 64	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
65	PRIZE POODLE	Fluffy, white and truly evil.
66 - 67	PUBLIC EXECUTION	At least its not your head on the block.
68	REGAL BANKER	Tall, thin and shrewd.
69	RESIDENTS ASSOCIATION	Upstanding citizens trying to improve the area.
70 - 71	RULE OF PEACE	It is forbidden to carry weapons in this part of town.
72 - 73	RUNNING MESSENGER	Still the quickest way to send a message.
74	SCHOLARLY BLACKMAILER	Lacks the social skills to be a hanger on or social climber.
75 - 76	SOCIAL CLIMBER	The smile isn't friendly.
77 - 78	SPY	A shady Character lurks in the shadows.
79 - 80	STRANGE BRICK	Slightly discoloured.
81 - 82	STRANGE STATUE	A stone angel on a plinth.
83 - 84	SUSPECT GRATE	This sewer cover has moved, is that slime?
85	SWASH AND BUCKLER	A professional duelist looking for a mark.
86 - 87	THAT'S BANNED!	Militant priests finding and burning banned books.
88 - 89	THE PETTY EMOTIONS OF MAN	An entity resides here, feeding on the churn of emotions.
90	THE RULER!	Everyone one keeps a respectable distance, or else!
91	THIRD EYE ON THE PRIZE	A diviner has set up a stall and will tell your future.
92	TOM CAT	The top cat of the district.
93	TOURISTS	Yes even here.
94 - 95	TOWN CRIER	Hear ye, hear ye!
96 - 97	TRAITOR	A Character not to be trusted.
98 - 99	USURPERS FOLLOWERS	These rebels are planning acts of terror against the town.
100	YOUR BIGGEST FAN	This young noble knows all about you and your exploits.

CEMETERY



CEMETERY DISTRICT

Any town or city where the funeral process includes burial or internment of the deceased will mean there will be cemetery districts.

For some settlements, the cemetery is a simple graveyard field with wooden grave markers, whilst for others the cemetery is a walled city within a city with a vast network of tombs and catacombs.

There will frequently be one or more churches and temples nearby to both host ceremonies for body internment, and often to also maintain the grounds.

In fantasy worlds where there is a very real threat of the dead coming back in some way, it's common to find well sealed tombs, high walls and strong gates around a cemetery district.

The lack of people in these districts also attracts those after some solitude or just trying to avoid any eyes on whatever business they are up to.

Cemeteries are frequently "Green Spaces" and have a pleasant amount of greenery, trees, and flowers.

Large cemetery districts can often be split into many sections based on different deities, noble houses or status within the city.

POPULATION

Cemetery districts have an almost zero population, well of the living anyway...

It is common to see mourners, burial parties, groundskeepers and priests here during the daylight hours.

Cemeteries are well frequented by local wildlife, especially in more built up urban areas.

Where the graves are old and/or ornate tourists may also visit.

LAW & ORDER

There are groundskeepers, acolytes, priests or similar that tend to the graves and maintain the cemetery.

These custodians will be resident on site and may be well versed in dealing with the lesser undead and some simple otherworldly issues.

By day there will be watch patrols to reassure the local population and reduce crimes against visitors and mourners.

By night, the watch may be less keen to patrol leaving the area more vulnerable.



UTILITIES

Cemetery districts have virtually no utilities, it's dark at night and there is not likely to be anywhere to buy anything.

In most towns the paths and streets are going to be well tended as a rule.

The neighbouring churches and temples may offer a range of services.

By day there may be local vendors here to cater for mourners and visitors. These will typically be travelling traders with no permanent structures that specialise in selling mementos, candles, floral arrangements, incense sticks and similar goods.

CRIME

Crime is especially frowned upon within cemetery districts as it'd be seen as disrespect for the departed, but there is often little law enforcement presence to ensure the peace, especially at night.

Crime tends to focus on stealing from the graves, either valuables buried with the deceased or valuables which are currently part of the deceased.

Some cities may have regular holy patrols of mace wielding acolytes or similar looking to make sure the dead stay at rest. These devout folk may take it upon themselves to deal with any criminals they find messing with the tombs and graves.

The general lack of eyes and ears make the cemetery district after dark a favourite location for illicit and clandestine meetings too.

ARCHITECTURE

The architecture will vary by the location of the cemetery. More rural areas may be little more than a fenced field with wooden markers and small stones.

City cemeteries, for the rich folk, will feature many paved paths, stones and statues to mark graves all surrounded by well kept gardens.

There will also be mausoleums, tombs, crypts, catacombs and family vaults.

The cemeteries for the poor will feature mass graves and unmarked plots, often on the outskirts of town.

CONSIDERATIONS & GM NOTES

The time of day may be very important for encounters in a cemetery.

Characters may wish to avoid standing on soft ground as there may be a surprise!

There will frequently be underground vaults and catacombs that range in size from a few rooms to vast networks of tunnels and halls.

Many choose to be buried with valuables. These can be either fineries such as jewellery or knowledge such as forbidden scrolls.

It's very likely that protective wards or symbols will be placed strategically around the tombs of important figures. These would be both to ensure nobody breaks into the tomb, and the tomb resident doesn't break out.

Finding the correct grave or tomb can be a challenge in itself, especially in old sprawling overgrown cemeteries.

The most powerful families may opt to maintain private tombs away from the main cemetery districts. These can still use this table, just change any out of place NPC's to be family members or similar.

If the Characters are the sort to frequently kill enemies within the town, then they may well find the new plots occupied by those dispatched opponents.

CEMETERY ENCOUNTERS

The following pages contain the Cemetery town district random encounter tables.

Use the following table to determine how many Cemetery encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 12	1 x Cemetery Encounter
13 - 20	2 x Cemetery Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

CEMETERY

ROLL (D100)	CEMETERY	DESCRIPTION
1	BATS	Not usually seen during the day.
2	BEES	Oh Honey.
3	BODY DISPOSAL	Dangerous criminals disposing of their victims.
4	CHAINS OF TORMENT	A groups of shackled ghosts are angry at the living.
5 - 6	CHILLING FOG	A dense blanket of cold fog descends.
7 - 8	CREEPING DEATH	A sign face down in the dirt, it reads 'Beware - Plague Pit'.
9 - 10	CROWS	Hated by the caretaker. And everyone else.
11	DESPERATE SCAVENGERS	Poor, destitute and looking for scraps to survive.
12 - 13	DETECTIVE WORK	A detective with a necromancer in tow.
14 - 15	DIG YOUR OWN	A criminal gang are making a victim dig their own grave.
16 - 17	EULOGY OF THE ARCANE	This headstone is covered in intricate arcane patterns.
18 - 19	FALLEN HERO	An adventuring party mourn one of their fallen number.
20	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
21 - 22	FLIES	A large number of flying insects swarm this cemetery.
23 - 24	GHOSTLY DIRGE	A song of intense melancholy echoes through the air.
25	GORY SCENE	Blood everywhere is never good.
26	GRASSY KNOLL	Great for hiding behind.
27 - 28	GRAVE LIGHTS	Dancing will-o'-the-wisps flit across the area.
29 - 30	GRAVEYARD TOUR	A popular tour of the oldest and most ornate gravestones.
31 - 32	GRIEVING LOVER	Swaddled in black, their wails carry on the wind.
33	HAY FEVER	Not every year is this bad!
34 - 35	IN A FLASH	Eerie green light flashes the area, making spirits visible.
36 - 37	INVASIVE SPECIES	This ornamental grass is pretty.
38	MAGPIES	Ooooh Shiny!
39 - 40	MUSHROOMS	Now was it the spotty ones which are poisonous?
41 - 42	MUTUALLY BENEFICIAL	Would the Characters know of a good supply of corpses?
43	NECROMANTIC BROWSING	A necromancer and henchmen collecting supplies.
44	NOVICE COVEN	A Group of witches and warlocks dabbling with dark arts.
45	OLD OAK TREE	Lightning killed it many a year ago.
46 - 47	OPEN CRYPT DOOR	The heavy stone door to a crypt slides open.
48 - 49	PET CEMETERY	Small graves, recently disturbed.
50	PICNIC	Some super happy locals find this the most peaceful spot.

CEMETERY

ROLL (D100)	CEMETERY	DESCRIPTION
51	POETIC VISIONS	This poet finds inspiration talking to the dead.
52	POLTERGEIST TANTRUM	An angry spirit begins throwing any small objects about.
53	POTTERS FIELD	Cheap plot don't have the best anti-undead wards.
54 - 55	PRIME REAL ESTATE	A noble wants to enlarge his gardens.
56 - 58	RATS!	A swarm of rats.
59 - 60	RELEASE ME!	A ghost pleads for the wards on their crypt to be removed.
61	ROOTS OF DECAY	The trees in the graveyard feed on the dead.
62	RUSTLING BUSHES	Is it the wind that is moving the branches?
63 - 64	SCAVENGING GHOULS	Feral near-human cannibals roam the dark corners here.
65	SHADOWY DANGER	Inky shadows in these crypts hide creatures of darkness.
66 - 67	SIX (ISH) FEET UNDER	Gravediggers are cutting corners.
68	SONG BIRDS	Small and used to people.
69	STARLINGS	An unusually large murmuration.
70 - 71	STRANGE STATUE	A stone angel on a plinth.
72 - 73	STREET BULLIES	Nothing better to do.
74	TALL GRASS	The locals are creating a wildlife garden.
75 - 76	THE CHILDREN OF THE NIGHT	A vampire out for a stroll in the chill night air.
77 - 78	THE PETTY EMOTIONS OF MAN	An entity resides here, feeding on the churn of emotions.
79 - 80	TOLLING BELL	A bell above a sealed tomb is ringing, pulled from within.
81 - 82	TRAVELING HUNTER	Pelts hang from them rather over dramatically.
83 - 84	TREASURES UNTOLD	The epitaph on a statue hints at vast hidden treasures.
85	TRICK, NOT TREAT	A local prankster loves scaring people at the graveyard.
86 - 87	UNDER A WOLF MOON	Werewolf time.
88 - 89	UNUSUAL SPORES	Strange giant alien fungi that look oddly familiar.
90	VAMPIRE HUNTER	An elderly avenging ranger equipped to hunt undead.
91	VISIT FROM DEATH	A deity of death visiting the mortal realm.
92	WARNING TO OTHERS	This criminal continues their sentence in death.
93	WATERSHIP DOWN	Something for the pot?
94 - 95	WELL	Water isn't the only thing down there!
96 - 97	WHAT'S IN THE BOX?	An intricate carved box resting on a plinth.
98 - 99	YOU ARE RETURNED	They are convinced you are their beloved reincarnated.
100	ZOMBIES!!!	Shambling and hungry for brains!



DOCKS

DOCKS DISTRICT

Docks districts are the working areas where import and export happen. This is usually where a town or city is situated on a coast or river and has a working dock side for merchant vessels to make port.

The docks districts are usually full of hustle and bustle as ships come and go, changing who and what is in the district frequently.

The movement of people, goods and coin tend to be a magnet for all of the more organised types of crime, especially smugglers.

This is also the most likely district for suspect individuals visiting town who may require a quick getaway. And as a result the likes of bandits and pirates may well be found in the dockside taverns.

In larger settlements, the docks will be extensive with mooring for several tall ships as well as smaller local water traffic. In smaller settlements, the docks can simply be a jetty used by the local fishermen and possible a river ferry.

Whilst the most common docks districts will be water side, they could also be where wagon convoys, camel trains or even actual trains unload and load.

POPULATION

Docks usually have the most varied and mixed population, combining the locals with travellers from far afield. With some travellers here to settle, some to trade and some simply passing through.

There is a vibrant and energised atmosphere, and something new seems to be happening all of the time.

Everyone on the docks is busy with either loading, unloading, trading, taking in the sights or just going from place to place.

Most docks would also support a fleet of fisherfolk and their families.

Ship crews on shore leave tend to frequent the local taverns, and traders and customs officials have offices and rooms here.

For larger docks there will be supporting warehouses which will be fully staffed with workers.

*5E: There would probably be some **Bandits/Pirates** and **Thugs** mixed in with the general **Commoners** that make up the townsfolk in this district. Some of these would represent the honest ship crews and some would be actual pirates and criminals.*



LAW & ORDER

There would be both a watch and an excise agent presence here, but they are often too few in number to keep an eye on everything happening in a busy docks district.

Customs officials will be present in larger docks, and responsible for collecting all applicable duties. They may be supported by an “enforcement arm”.

Local watch patrols may patrol here through the day to reassure legitimate traders and visitors. However, at night the area may be more raucous with crews on shore-leave frequenting the local taverns, and the dark streets may fill with smugglers and contraband.

UTILITIES

A few lanterns or braziers are lit in key areas, but docks districts are mostly dark at night.

These are busy working streets and not always the cleanest, although that doesn’t stop there being a wide range of stalls full of fresh imports and produce from the water.

There will be at least one dockside tavern to cater for the visitors and dockside workers, and usually boarding rooms for travellers.

The docks will have a vibrant market. Smaller docks will be mainly the local catch of the day with occasional exotics. Larger docks will have shiploads of goods passing through, with some perishables for sale straight off the ship!

CRIME

Yes! This will range from local pick pockets targeting visitors, traders and any food left unattended through to more organised smuggler gangs.

Customs tax evasion, on a range of scales, is rather frequent, some ships even having secret holds to help carry black market goods which are unloaded at night in the quieter docks.

Shore-side taverns can be very dangerous places. Fights are common, as is theft, kidnap and “proactive recruitment” for ships crews.

Some may even encounter pirates!

ARCHITECTURE

Mixed and practical. The docks themselves may be simple wooden jetties or multiple stone built docks for tall ships.

The streets will be worn by heavy use, probably dirty, and there will be a variety of interesting smells.

The buildings will be practical. Taverns, boarding houses and even warehouses are built by necessity into whatever space is available.

The style of buildings may be influenced by the tastes of settled travellers who have made this their home.

CONSIDERATIONS & GM NOTES

Docks are perfect for interesting trade deals, missing person investigations and tackling smugglers! There could be corrupt officials and established criminal activity here, easily hidden by the constant comings and goings.

Smaller rural docks may be used by gangs to land black market goods a little inland.

The local cuisine may prove exotic and hazardous!

If the town isn’t by the sea or on a trade river, the Docks encounters can be flavoured to wagon teams and trade caravans.

DOCKS ENCOUNTERS

The following pages contain the docks town district random encounter tables.

Use the following table to determine how many docks encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 12	1 x Docks Encounter
13 - 20	2 x Docks Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.



ROLL (D100)	DOCKS	DESCRIPTION
1	BAD VIBES	You can feel it coming in the air tonight.
2	BATTEN DOWN THE HATCHES	A sudden and strong storm hits the district.
3	BITTER COLD	There is an unnatural cold in this area.
4	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
5 - 6	BODY DISPOSAL	Dangerous criminals disposing of their victims.
7 - 8	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
9 - 10	CABIN BOY	A nimble addition to the crew.
11	CARPENTER	Very busy fixing holes in boats.
12 - 13	CHIMNEY SWEEP.	Older and larger than you would expect.
14 - 15	CRABS!	The crustaceans sort.
16 - 17	CUSTOMS OFFICIAL	Everyone has to pay.
18 - 19	DRINKING GAMES	A drunken group are challenging all to the 'Game'.
20	DRUNKEN SAILOR	What shall we do with them?
21 - 22	ENVOY	Brightly dressed and carrying a proposition.
23 - 24	FISHING JOLLY	A group have hired a boat for a days fishing.
25	FROM THE DEPTHS	Something has slithered from the deep dark sea water.
26	GHOST SHIP	Eerie lights in the fog and drowned men walking.
27 - 28	GORY SCENE	Blood everywhere is never good.
29 - 30	HARBOUR MASTER	Weather worn and tired.
31 - 32	IMPOVERISHED NOBLE	Oh how the great have fallen.
33	LOBSTER FOR THE POT	This over sized crustacean is on the rampage.
34 - 35	LOCAL PRIEST	There are many rumours around the local preacher.
36 - 37	LOOSE HORSE	Whoa there.
38	LOST CHILD	Well dressed and cared for and very upset.
39 - 40	MAN OVERBOARD	Someone falls in to the water, and cannot swim.
41 - 42	MESSAGE IN A BOTTLE	A sealed bottle with a letter inside floats in the harbour.
43	MUDDY PUDDLE	A watery pool of unknown depth.
44	MUDLARKS	Paupers searching the harbour silt for trinkets.
45	NERVOUS TRADER	He has travelled far to be here.
46 - 47	NICE NIGHT FOR A WALK	Except its not.
48 - 49	OPTIMISTIC FAVOR	Well they're almost old enough.
50	PALM READER	Can also read tea leaves but that costs extra.

DOCKS

ROLL (D100)	DOCKS	DESCRIPTION
51	PEASANTS	Poor, usually hungry and rather pungent.
52	PIRATE PARTY	Don't even think about saying Parley.....
53 - 54	PIRATE SHIP	Tall tales of a tall ship.
55 - 56	PRESS GANG	Volunteers needed.
57 - 58	RAIN	It's really coming down!
59 - 60	RELENTLESS BURNING SUN	It's unusually hot.
61	RETIRED SEA CAPTAIN	Leaning against the side of the building.
62	RISING MIST	Wasn't it sunny a moment ago?
63 - 64	SCRAPS	A delicacy for the local strays.
65	SEAGULLS	Unrepentantly responsible for making sure no one sleeps.
66 - 67	SET THE SAILS RIGHT	A group busy sewing ship sails.
68	SILK TRADER	Merchant desperate to rise in station.
69	SLIPPERY STONES	Slimy and damp.
70 - 71	SLUM LANDLORD	Poor digs for a few coins.
72 - 73	SMUGGLERS	Cheap Rum doesn't get itself into the Tavern Cellars.
74	SOMETHING FISHY	Suspect folk smell somewhat fishy.
75 - 76	STOCKS	Wooden and stained.
77 - 78	STRANGE BRICK	Slightly discoloured.
79 - 80	STRANGE GROUTING	Between the bricks looks odd.
81 - 82	STREET FOOD	Unidentifiable meat with strong local spices.
83 - 84	STREET PROPHET	Shouting makes it true.
85	SUSPICIOUS DOOR	Blocking entry to a rather drab building.
86 - 87	THE "COMPANY"	The oldest Profession is keen to make new friends.
88 - 89	THE DRAY	Viewed as the most important delivery service.
90	THOUGHTFUL FISHERMAN	Doesn't seem focused on the days catch.
91	TIDAL AREAS	The sea rises and falls.
92	TOURISTS	Yes even here.
93	TRAVELING APOTHECARY	Doctor or Quack?
94 - 95	TREASURE MAP	Clearly labelled but in an unknown language.
96 - 97	URBAN FOX	Larger than their rural cousins.
98 - 99	WATER PUMP	Absolutely will not make you sick, will it?
100	WINE TRADER	A Master of their craft.



GUILD QUARTER

GUILD QUARTER DISTRICTS

The guild quarter districts are where business and industry happen within a town or city, with workshops, schools, factories, forges and similar located here.

These areas are busy throughout the day, and often have very busy 'rush hour' moments when workforces arrive or leave for the day.

These districts are also hives of invention and learning, with colleges and universities to found on these streets.

They are the go-to part of a town or city to find both scholars and expert craftsmen.

Guilds can wield a lot of power within society, and this district is the base of operations for many of them.

This can lead to power struggles between guilds, and is a constant source of friction, and possibly pay for those looking for interesting work.

The guild quarter will attract the brightest and best who are looking to make a name for themselves.

The guilds will have a support industry of caterers and suppliers present in this area as well.

Depending on the technology of the town there will be simple small workshops all the way up to factories.

POPULATION

Guild quarter districts would have a lower population outside of the busy working hours, when they are packed with people.

Guild quarter workers will often be better educated than the average townsfolk, although they are usually no richer.

Some guild workers with longer hours may keep small lodgings here to be close to their work, and larger guilds will have residential quarters.

Schools and universities here will also have day scholars and boarders.

The smaller industries and trades here will also be "live in", mainly for efficiency. In smaller towns the work may be more cottage industry in style and the district is full of homes with workshops attached instead of having larger more factory style workplaces.

During nighttime hours the number of townsfolk on the streets will reduce greatly, with only round-the-clock workers still active alongside those that have drifted to the beer halls of the district.



GUILD QUARTER

LAW & ORDER

Alongside a small number of watch patrols, there would be forces provided by the larger guilds looking after law and order. Although sometimes a guild rivalry may seem more important to them than the law of the land.

Away from the more usual criminals, who are dealt with by the local watch, the guilds tend to regulate themselves, with varying levels of success and fairness.

A rather opaque code of conduct exists, with guilds cooperating or clashing almost constantly.

The atmosphere is rather cutthroat, and the guilds are rarely held to account if they go beyond the law to get ahead.

Anyone committing crimes that target the guilds directly will soon find that the resources that can be mustered against them make the average town watch look puny in comparison, as money can buy a lot of protection.

UTILITIES

These are busy but clean streets with a few shops and good quality services available, including decent lantern lit streets at night.

Catering services such as taverns and street traders have good daytime trade here, as do the many tradesmen who supply goods to the guilds and who usually keep local offices for this purpose.

There would be some larger beer hall style drinking establishments for off duty workers to relax in.

There is also a healthy demand for less legal goods which means some interesting trading establishments.

CRIME

The busy streets by day will attract street criminals such as pick pockets, dishonest traders, and shoplifters.

The guilds themselves, as you would expect, attract a more refined criminal.

Unscrupulous scholars, smugglers of antiquities and even assassins can find good rewards here.

ARCHITECTURE

Smart buildings on the wider streets. The guild houses will be large, ornate statements, reflecting the status of the guild and size of membership.

Indeed, guild one-upmanship may have led to an unofficial competition to build the grandest, tallest guild house, leading to some interesting extensions and added on towers and turrets!

There will be smaller, less showy streets to house poorer guilds and the support staff and services required.

The main streets will be wide and well paved to accommodate the crowds of residents, workers, scholars, and students who travel these routes daily.

CONSIDERATIONS & GM NOTES

The smart, wealthy guild houses may hide darker secrets created by fierce rivalries and the desire to get ahead.

The shops here may have more “interesting” items including magic and technological marvels.

The magic guilds and scholars especially may be more hazardous than normal thanks to ambitious experiments and inexperienced scholars learning their trade.

GUILD QUARTER ENCOUNTERS

The following pages contain the guild quarter town district random encounter tables.

Use the following table to determine how many guild quarter encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
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1 - 12	1 x Guild Quarter Encounter
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13 - 20	2 x Guild Quarter Encounters
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You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

GUILD QUARTER

ROLL (D100)	GUILD QUARTER	DESCRIPTION
1	ABANDONED CART	Empty and in the way.
2	ABANDONED CRATE	A lone wooden crate.
3	ADVENTURER GUILD RECRUITER	Local adventurers guild looking for fee paying members.
4	ALCHEMISTS ASSEMBLE!	A boarding house with a difference.
5 - 6	ARM WRESTLE	The smithy guild are testing their strength.
7 - 8	BAD VIBES	You can feel it coming in the air tonight.
9 - 10	BAR FLIES	Found in every Tavern everywhere.
11	BEHOLD, SCIENCE!	Some boffins with a lot of glass and brass work apparatus.
12 - 13	BLADE IN THE DARK	Who did you upset this time?
14 - 15	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
16 - 17	BROKEN DOOR	It hangs sadly from its hinges.
18 - 19	BUSKING BARD	Time for a lute solo.
20	CAPTURE IT ALIVE!	Exotic and dangerous beast has escaped the menagerie.
21 - 22	CHERRY TREE	In full bloom.
23 - 24	COMPROMISED WATCHMAN	He works alone for a reason.
25	CORPORATE ESPIONAGE	As ever, secrets are the most valuable commodity.
26	DANCING SHADOWS	That's some fancy footwork.
27 - 28	DELICIOUS ARCANE PASTRIES	A gastromancer selling spell and butter laden pastries.
29 - 30	DELIVERY BOYS	You were out when we called so we left your goods...
31 - 32	DRAIN COVER	Dark and unsurprisingly damp.
33	DRILL SQUAD	One Two, One Two.
34 - 35	ELDERLY GUILD MASTER	Kind, friendly and after something.
36 - 37	EMPTY BARREL	Abandoned and clearly of no further use.
38	ESTATE AGENT	If you look rich you're in.
39 - 40	FORK HANDLES	Local chandler and part time comedian with all the puns.
41 - 42	GUILD STRIKE	They are manning the picket line.
43	HACKNEY CARRIAGE	That is a very shiny horse.
44	HOLD THIS!	An interesting package.
45	LADDER	An Easy way up or down.
46 - 47	LATEST FASHION	Anyone who is anyone is wearing this latest ensemble.
48 - 49	LONE BARREL	Nothing obviously unusual.
50	LOST CHILD	Well dressed and cared for and very upset.

GUILD QUARTER

ROLL (D100)	GUILD QUARTER	DESCRIPTION
51	LOST VISITOR	Trying to look like they know where they are going.
52	LUNCH CART	Lunch on the go.
53 - 54	MASTER-CRAFTED BARGAINS	A new artisan is selling items at a steep discount.
55 - 56	MERCENARY TENDENCIES	A mercenary guild is throwing its weight around.
57 - 58	MONKS	Devout, celibate and very boring company.
59 - 60	MYSTERY NOTE	A scrap of paper carried by the wind.
61	MYSTERY PACKAGE	Neatly wrapped.
62	NERVOUS TRADER	He has travelled far to be here.
63 - 64	NEW GUILD IN TOWN	Flashing the funds!
65	NUNS	In a certain light that cross looks to have been sharpened.
66 - 67	OFFICE CATS	Access all areas.
68	PALM READER	Can also read tea leaves but that costs extra.
69	PARCHMENT AND INK VENDOR	Demand is out-writing supply.
70 - 71	PICKPOCKET	A professional lifter of coin purses.
72 - 73	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
74	POTION LAB EXPLOSION	From nowhere there came chaos.
75 - 76	PRIZE POODLE	Fluffy, white and truly evil.
77 - 78	RUN AWAY GOLEM	A towering automation is running amok.
79 - 80	RUNAWAY CART	Fully loaded and heading downhill.
81 - 82	RUNNING MESSENGER	Still the quickest way to send a message.
83 - 84	RUSH HOUR	Workshops and halls are closing, the street is packed.
85	SHARED OFFICE	Once a house this is a new enterprise for the town.
86 - 87	SMALLEST ROOM	So small its outside.
88 - 89	STABLES	Full during the day and mostly empty at night.
90	STRANGE DOOR	Odd that.
91	STREET SWEEPER	There is a reason it's nice round here.
92	THE DRAY	Viewed as the most important delivery service.
93	THIEVES GUILD MISSION	Many light fingers make light work.
94 - 95	UNEXPECTED MAGIC LESSON	A mage guild practice session accidentally lets spells fly.
96 - 97	WELL WORN SLABS	A path can be seen.
98 - 99	WINE CELLAR	They look not to have been touched for a while.
100	YOUTH OF TODAY	Annoying and in the way.



HIGH STREET

HIGH STREET DISTRICTS

High street districts are the beating heart of many towns, packed with shops, restaurants, taverns and more.

These streets are where Characters can sell their loot or pick up new gear, and are often not only the first place to visit but also a place to locate decent accommodation.

This is the district most likely to attract visitors to the town or city, and would have plenty of rooms, hostels, and hotels available for overnight stays. Even those who come for other reasons will often find themselves staying in the high street district.

Most high street districts would also have their own seedier underbelly, the establishments that are hidden from plain sight but that cater to less standard tastes.

Away from the welcoming wide main streets, there will doubtless be smaller twittens and alleyways housing the smaller shops which are either more “specialised” or less “legitimate”.

Larger cities are very likely to have multiple high street districts, often serving different economic bands of the population.

POPULATION

High Street districts have a very high daytime population, which will dwindle and become far more rowdy as night draws in.

By day the likes of tourists, guild members, residents and workers alike frequent this area. They browse the stores, pick up supplies or souvenirs, trade their wares or grab a bite to eat from a street vendor or restaurant.

The number of people is often too much for the infrastructure and crowds will often block the way.

Shopkeepers and staff will frequently live above the shops by night, and some industries could also produce their wares on site, such as bakers, tailors, smiths etc.

The taverns, theatres, restaurants and play houses in the district will draw in night-time visitors, who may also find certain shops tend to only open at night...

5E: Characters would usually find the full range of food, drink, lodgings, services, trade goods, mounts, tools, armour, weapons and other adventuring gear available in this type of district



LAW & ORDER

The town watch will frequently patrol the high street districts, but it would still often be easy to hide amongst the crowds. The law tends to focus on the wider main streets and often avoids the narrow twisting alleys and back streets.

The amount of commerce taking place also attracts all manner of criminals, especially pick pockets, burglars and con artists.

The sort of specialist traders, who mainly open at night, may attract black market goods and suspicious patrons.

Larger stores and entertainment venues may employ their own security to deter thieves or unruly patrons.

If there is a high military presence in a town, many troops on leave will pack select taverns.

UTILITIES

These are well maintained streets with good night time lighting and all manner of shops, restaurants, theatres, taverns, and any other place you'd be able to buy goods or services.

CRIME

Shop lifters and pick pockets are most common here, and the less experienced thieves are easy pickings for the watch. So much so that any established thieves will often flood an area with young aspiring pickpockets to keep the watch busy while the masters ply their trade.

Confidence tricksters of all kinds will pop up to entertain crowds and relive townsfolk of their cash, through games of chance or amazing deals on quality goods that often turn out not to be what was advertised

Black market goods, smuggling rings, money laundering and the opportunity to buy some ill-advised magic items can all be found here.

Criminal gangs will often clash over who gets to claim areas of the high street, especially as protection rackets often form a lucrative portion of their income.

ARCHITECTURE

The high street will feature wide roads that are clean and well paved, lined with large glass bay fronted shops to attract patrons. Cellars and back rooms will have been attached to store stock, and there will be rooms above to house staff.

Taverns with be clean and well patronised buildings, with large open and airy rooms to appeal to wealthy residents, shoppers, and tourists. The taverns found on the back streets are less polished and cater to local workers or the less desirable criminal elements.

There will be smaller alleyways away from the well-lit, clean areas. These will be used for deliveries and populated by smaller traders and those traders who wish to be less visible to passers-by.

CONSIDERATIONS & GM NOTES

There will be a shop here for everything, although some may be "invite only" and have a more exclusive patronage.

While the shops here are easily accessible, savvy shopkeepers may put up the prices for visitors who are not familiar with the local goods and prices.

At night, this area will become a rowdy environment as shops are shuttered up and the taverns go in to full swing.

HIGH STREET ENCOUNTERS

The following pages contain the high street town district random encounter tables.

Use the following table to determine how many high street encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 12	1 x High Street Encounter
13 - 20	2 x High Street Encounters

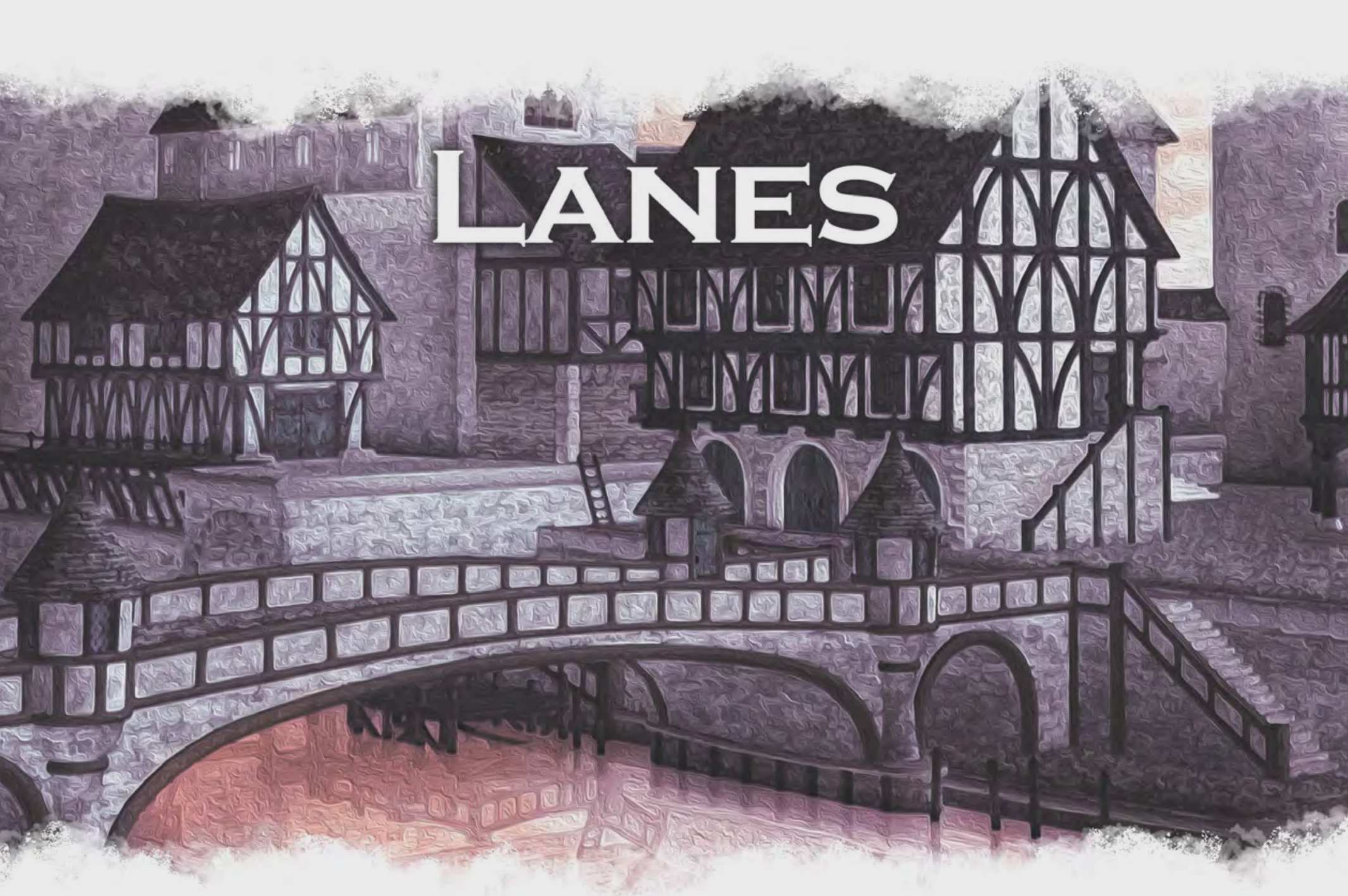
You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

HIGH STREET

ROLL (D100)	HIGH STREET	DESCRIPTION
1	A ROW BETWEEN FRIENDS	The coin was only resting in his purse!
2	ABANDONED CART	Empty and in the way.
3	ABANDONED CRATE	A lone wooden crate.
4	BAR FLIES	Found in every Tavern everywhere.
5 - 6	BIG DAY OUT	Well its nice weather for an outing.
7 - 8	BLACKSMITH APPRENTICE	On an errand.
9 - 10	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
11	BROKEN DOOR	It hangs sadly from its hinges.
12 - 13	BROKEN STEP	A crack runs through it.
14 - 15	BUILDING SITE FOREMAN	The urban expanse is expanding.
16 - 17	BUTCHER'S BOY	Looking for help on behalf of their master.
18 - 19	CHIMNEY SWEEP	Older and larger than you would expect.
20	CIRCUS COMES TO TOWN	Big wagons, exotic animals, acrobats, clowns and more....
21 - 22	COMPROMISED WATCHMAN	He works alone for a reason.
23 - 24	DELIVERY BOYS	You were out when we called so we left your goods...
25	DOG SHOW	It's hardly crufts but there is coin to be won!
26	DRAIN COVER	Dark and unsurprisingly damp.
27 - 28	DRINKING GAMES	A drunken group are challenging all to the 'Game'.
29 - 30	EMPTY BARREL	Abandoned and clearly of no further use.
31 - 32	ENVOY	Brightly dressed and carrying a proposition.
33	FENCED GOODS	Cheap is Cheap for a reason.
34 - 35	FLIMSY WOODEN DOOR	Poorly made and barely staying together.
36 - 37	FRUIT SHORTAGE	How do you like them apples?
38	HACKNEY CARRIAGE	That is a very shiny horse.
39 - 40	IMPOVERISHED NOBLE	Oh how the great have fallen.
41 - 42	IN FOR A PENNY...	A rather grimy coin.
43	LADDER	An Easy way up or down.
44	LONE BARREL	Nothing obviously unusual.
45	LOOSE HORSE	Whoa there.
46 - 47	MAGPIES	Ooooh Shiny!
48 - 49	MONKS	Devout, celibate and very boring company.
50	NERVOUS TRADER	He has travelled far to be here.

HIGH STREET

ROLL (D100)	HIGH STREET	DESCRIPTION
51	OLD SOFA	Looks well worn.
52	ON THE HUNT FOR CURIOS	A shopper with a difference.
53 - 54	PATH AHEAD IS BLOCKED	A group spreads out across the path ahead.
55 - 56	PATRONS WHO LUNCH	Coin, no profession and lots of spare time.
57 - 58	PERSONAL STYLIST	Employed by a local store and looking for clients.
59 - 60	PICKPOCKET	A professional lifter of coin purses.
61	PICKPOCKET URCHIN GANG	A mob of loud distracting children with sticky hands.
62	PILE OF BOXES & BARRELS	They make the place look untidy.
63 - 64	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
65	PRIVATE DETECTIVE	They may have many quirks but they get the job done.
66 - 67	PRIVATE SECURITY	These mercenary guards always seem to find crime.
68	PRIZE POODLE	Fluffy, white and truly evil.
69	RARE FURNITURE TRADER	Antiquing is more than a hobby!
70 - 71	REGAL BANKER	Tall, thin and shrewd.
72 - 73	REPAIR CREW	Practical and rowdy, this crew thinks with their fists.
74	SEAMSTRESS APPRENTICE	Trying to avert a fashion disaster.
75 - 76	SERVING YOUTH	Serves in the local tavern.
77 - 78	SHOP ASSISTANT	Very busy and keen for help.
79 - 80	SHOPPERS	Baskets hang from the crooks of arms.
81 - 82	SILK TRADER	Merchant desperate to rise in station.
83 - 84	SMALLEST ROOM	So small its outside.
85	STOCK TAKER	Unpopular but could be useful.
86 - 87	STRANGE MOULD	Green between paving stones and bricks.
88 - 89	STREET SWEEPER	There is a reason its nice round here.
90	SUSPICIOUS DOOR	Blocking entry to a rather drab building.
91	TAX COLLECTOR	The Brother of the Stock Taker.
92	THE LOCAL NOBILITY	Yah Yah Yah.
93	THE WELL	Water isn't the only thing down there!
94 - 95	TRADE ASSOCIATION	Buying power.
96 - 97	WELL WORN SLABS	A path can be seen.
98 - 99	WINDOW CLEANER	No smeary windows here.
100	WINE TRADER	A Master of their craft.



LANES DISTRICTS

Lanes districts are the mainstay of any town, and are where the average citizens have their homes.

These residential streets are packed with houses, small shops, simple restaurants, and local taverns.

Depending on the industrial level of a town, this will either be where most of the workers live, or there will be workshops within most homes where people work their craft.

Lanes districts are likely to house all age ranges as families live here, and are also often tight knit with any new visitors and strangers noticed, watched and commented on.

These districts could be full of tight packed multi-storied buildings on chaotic narrow streets, neat lines of terraced houses on carefully planned straight roads or even scattered cottages where smaller villages have merged as the town has grown.

There are more lanes districts in most prosperous cities than any other district type.

If there is a large population of similar residents, such as particular humanoid race, they may have their own distinct lanes district.

POPULATION

Lanes districts have a large population with a high density of housing for resident families.

Modest houses are most common, mostly housing one family per house. Larger buildings may have poorer families sharing smaller living spaces. The best houses belong to those lucky enough to have gained some wealth, but who are not in the same league as those who live in more noble districts.

The streets are busy by day, and all sorts of all ages live and play here together in close proximity.

There is frequently neighbourhood friction over a range of issues, no matter how trivial...

LAW & ORDER

Lanes district will have regular watch patrols, but are treated as low risk and low priority. The twitching curtains of the ever-vigilant neighbours makes up for any watch shortfall though.

There are often neighbourhood watch schemes and residents' associations. Some are there for show, others are full-blown vigilante squads eager to find criminals and deliver justice.



UTILITIES

The residents will generally keep the streets clean and there are small stores and taverns scattered throughout these districts.

Any such establishments are very “local” and can discourage strangers and travellers.

A few lanterns or braziers are lit in key areas, but lanes districts are mostly dark at night.

There would be way temples or small shrines scattered throughout the district to see to the spiritual needs of the people.

Some of these districts can be very large and it’s easy to get lost, especially as many streets look the same and there is little to no signage to help. Oddly there always seems to be a group of youths who could help, for a coin or two.

There will of course be door-to-door trades, deliveries, and some household industry here. Some more interesting traders can be seen in the darker hours using the back doors.

There are going to be a few scattered open public spaces like greens or squares which offer some fresh air and usually a pump or well as a water source.

CRIME

Depends on who you ask. Burglary is fairly common and often the biggest fear for residents, with anti-social behaviour as another common issue.

Some criminal gangs are well established, even liked, in these parts as they deal with noise issues and neighbourhood disputes very effectively.

It’s common for a criminal gang to establish itself as the local firm and use some of their ill-gotten gains to help the community in return for a loyal network of eyes and ears.

Some residents’ associations are extremely zealous in enforcing regulations and can cross the lines of legality to enforce their rules.

Almost all residents have been guilty of slandering their neighbours at some point, and most crime here is more domestic in nature within or between local families.

ARCHITECTURE

A mix of pleasant houses, some terraced blocks and some more haphazard houses on twisting streets built from need not design, and using all available plots.

Roads are a mix of planned, straight streets and winding alleys with chaotic buildings filling all available space to accommodate increasing populations.

The smarter areas with residents’ associations tend to have smarter streets and house fronts, often with matching architecture and paintwork.

CONSIDERATIONS & GM NOTES

Not all here is as it seems. Behind closed doors there is almost a different world of crime, neighbourhood disputes and even protection money.

The taverns and shops here are often converted houses and are small and cater almost exclusively for local residents.

There may be an opportunity here for strangers to influence or profit from neighbourhood rivalries and disputes. Especially if well informed Characters can provoke these conflicts.

If in doubt on which district to use for an encounter, use the lanes district, it’s the average town street.

LANES ENCOUNTERS

The following pages contain the lanes town district random encounter tables.

Use the following table to determine how many lanes encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 12	1 x Lanes Encounter
13 - 20	2 x Lanes Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

LANES

ROLL (D100)	LANES	DESCRIPTION
1	A MYSTERY	What's going on here then.
2	ABANDONED CART	Empty and in the way.
3	ABANDONED CRATE	A lone wooden crate.
4	ALCHEMISTS ASSEMBLE!	A boarding house with a difference.
5 - 6	BAR FLIES	Found in every Tavern everywhere.
7 - 8	BATH-TIME	What an exhibitionist!
9 - 10	BLADE IN THE DARK	Who did you upset this time?
11	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
12 - 13	BROKEN DOOR	It hangs sadly from its hinges.
14 - 15	BROKEN WINDOW	Wrong place wrong time.
16 - 17	BUILDING SITE FOREMAN	The urban expanse is expanding.
18 - 19	BUTCHER'S BOY	Looking for help on behalf of their master.
20	DANCING SHADOWS	That's some fancy footwork.
21 - 22	DELIVERY BOYS	You were out when we called so we left your goods...
23 - 24	DRAIN COVER	Dark and unsurprisingly damp.
25	DRAY	Viewed as the most important delivery service.
26	DRILL SQUAD	One Two, One Two.
27 - 28	ELDERLY RESIDENT	They love to meet new people.
29 - 30	ESTATE AGENT	If you look rich you're in.
31 - 32	FRUIT SHORTAGE	How do you like them apples?
33	GATHERING SUPPLIES	A shopper with a difference.
34 - 35	GORY SCENE	Blood Everywhere is never good.
36 - 37	IN FOR A PENNY...	A rather grimy coin.
38	LADDER	An easy way up or down.
39 - 40	LONE BARREL	Nothing obviously unusual.
41 - 42	LOOSE BRICKS	Without warning the masonry falls from above.
43	LOOSE HORSE	Whoa there.
44	LOST VISITOR	Desperate to look like they know where they are going.
45	MOVING DAY	A cart stands ready blocking the narrow street.
46 - 47	MUDDY PUDDLE	A watery pool of unknown depth.
48 - 49	NICE OLD LADY	Black really suits her!
50	OLD SOFA	Looks well worn.

LANES

ROLL (D100)	LANES	DESCRIPTION
51	OPTIMISTIC FAVOR	Well they're almost old enough.
52	PALM READER	Can also read tea leaves but that costs extra.
53	PICKPOCKET URCHIN GANG	A mob of loud distracting children with sticky hands.
54 - 55	PILE OF BOXES & BARRELS	They make the place look untidy.
56 - 57	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
58 - 59	POP UP CAFE	Cheaper than the High Street.
60 - 61	RECYCLING	Rag & Bone men.
62	ROOMS TO RENT	The rule list seems rather extensive.
63 - 64	SCANDALOUS GOSSIP	Source of tales why the neighbours are lowborn crooks.
65	SEAMSTRESS APPRENTICE	Trying to avert a fashion disaster.
66 - 67	SERVING YOUTH	Serves in the local tavern.
68	SHARED OFFICE	Once a house this is a new enterprise for the town.
69	SHOP ASSISTANT	Very busy and keen for help.
70 - 71	SLIPPERY STONES	Slimy and damp.
72 - 73	SMALLEST ROOM	So small its outside.
74	SNEAKY PEEK	Well it doesn't hurt to look does it?
75 - 76	STOCKS	Wooden and stained.
77 - 78	STRANGE BRICK	Slightly discoloured.
79 - 80	STRANGE DOOR	Odd that.
81 - 82	STRANGE MOULD	Green between paving stones and bricks.
83 - 84	STRANGE SUIT	That looks out of place.
85	STREET BULLIES	Nothing better to do.
86 - 87	STREET PARTY	This area has been taken over by a raucous street party.
88 - 89	STREET PROPHET	Shouting makes it true.
90	SUDDEN CRAMPS	Cheap food was a bad idea.
91	SUSPICIOUS DOOR	Blocking entry to a rather drab building.
92	THE LOCAL NOBILITY	Yah Yah Yah.
93	TOM CAT	The top cat of the district.
94 - 95	TOURISTS	Yes even here.
96 - 97	WELL WORN SLABS	A path can be seen.
98 - 99	WINE CELLAR	They look not to have been touched for a while.
100	YARD SALE	Just unwanted junk?

NOBLE QUARTER



NOBLE QUARTER DISTRICTS

Populated by those nobles who do not cram into the castle ward districts' exclusive court side lodgings, either a desire for more space or a lack of influence keeping them away from the ruling powers.

The wide streets, large houses, extensive gardens and general feeling of wealth and power mark these noble quarter districts as the home of the rich and elite of the town or city.

Powerful noble families, rich business owners, guild masters and the most successful professionals all have homes here.

Anyone looking out of place is likely to be noticed and told to 'move on' by some of the ever-present guards.

For those with the cash, connections, or skills these districts are full of both knowledge and treasure. They are also a very good place to find a high paying employer who may need the Characters skill sets.

This is a place to aspire to, where all of the houses are crippling expensive and very hard to come by.

Old families have their seats of power here, and "new money" can not always buy property.

POPULATION

Noble Quarter districts have a small resident population, but the much larger number of staff and visitors will make these districts busier.

The nobles are the old houses who do not live full time at the ruler's court. For those families who are permanently at court the extended family, and of course any children, still reside here in the family property. So links to the ruling power are strong.

Servants are numerous and housed in the smallest, out of the way rooms in these larger residences.

LAW & ORDER

The best equipped town watch and a large number of private guards make for a very well protected district, with little tolerance for any crime.

The patrols are numerous and regular throughout the day and night.

The residents also fund both personal household security and additional patrols for the district. These often include more elite guards and even some magic users.

NOBLE QUARTER

UTILITIES

Only the best is found in this district. Lanterns or magical lights illuminate the night, the streets are cleaned regularly, and the best food and drink can be bought for the highest prices.

Catering is mostly done in-house, and supplies are delivered and handled by the household staff.

There may be a select few shops and entertainment venues, but for the most part this district is a collection of private dwellings and the attached grounds.

There is usually at least one area of parkland in this type of district with well manicured lawns and terraces to allow the nobility to promenade in the latest fashions.

The homes in this district would have access to the best and most expensive utilities, so expect running water, central heating, flushing toilets and all manner of modern marvels.

CRIME

Of course, this area attracts a batter class of criminal and most crime is of the level where it crosses over in to business and politics.

Theft is rare thanks to the expensive and extensive security, however the potential rewards mean there is no lack of criminals willing to give it a go. They don't want to get caught though, as the punishment tends to be severe at best to act as a deterrent.

The families often see themselves as above the law, and as a result feel free to acquire whatever goods they wish regardless of legality. This attracts a certain breed of greedy, cutthroat yet seemingly agreeable criminal "fixers" who specialise in acquiring and delivering contraband wares.

Gambling is a favourite pastime for many here which may lead to high stakes loan shark agreements, and some gangs specialise in targeting gamblers.

Sometimes noble families fall on hard times and have to resort to less than legal means of re-establishing themselves. They often partner up with criminal elements who will benefit from the noble name and connections in return for financial backing. These deals don't often end well...

ARCHITECTURE

Grand but old fashioned. The latest trends have no place here. This is old money.

Houses are all about appearance. Grand entrances, impressive grounds with imposing gates and fences. The staff entrances and lodgings are out of sight and cramped.

The houses are very much in competition. The largest, most ornate gates. The most expensive wood for the front door. The rare flowers in the gardens. The antiquities placed in full view of the large front windows, visible to passers-by.

CONSIDERATIONS & GM NOTES

Not all the families are wealthy and instead strive to maintain the appearance of wealth; however beyond a receiving room the grand house is poorly furnished. The servants run this place and know everything that happens.

Many of the families have relatives at court and have influence over the rulers.

There is a desire to impress here, and there is a huge demand for the latest thing to impress the neighbours.

Wealth does not necessarily mean wise, and some family members can be quite gullible.

NOBLE QUARTER ENCOUNTERS

The following pages contain the noble quarter town district random encounter tables.

Use the following table to determine how many noble quarter encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
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1 - 12	1 x Noble Quarter Encounter
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13 - 20	2 x Noble Quarter Encounters
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You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

NOBLE QUARTER

ROLL (D100)	NOBLE QUARTER	DESCRIPTION
1	A POUND OF FLESH	A rather rotund noble waddles up the street.
2	ABANDONED CART	Empty and in the way.
3	ABANDONED CRATE	A lone wooden crate.
4	ART EXHIBITION	An eclectic collection is missing a statue.
5 - 6	BIRD WATCHING	An innocent hobby has caused quite a stir.
7 - 8	BLADE IN THE DARK	Who did you upset this time?
9 - 10	BUILDING SITE FOREMAN	The urban expanse is expanding.
11	COMINGS AND GOINGS	All the hustle and bustle covers the unusual activity.
12 - 13	COUNTING CULTISTS	Cultists popping up everywhere.
14 - 15	DELIVER THIS!	A letter of interest?
16 - 17	DELIVERY BOYS	You were out when we called so we left your goods...
18 - 19	DRAIN COVER	Dark and unsurprisingly damp.
20	EMPTY BARREL	Abandoned and clearly of no further use.
21 - 22	ENVOY	Brightly dressed and carrying a proposition.
23 - 24	FAMILY HEIRLOOM	They'd like help recovering the heirloom.
25	FOOTMEN	A matching set!
26	FORTUNATE WARD	Or maybe they are not so lucky.
27 - 28	GATHERING SUPPLIES	A shopper with a difference.
29 - 30	HACKNEY CARRIAGE	That is a very shiny horse.
31 - 32	HANGING BASKETS	Beautiful and dangerous.
33	HAY FEVER	Not every year is this bad!
34 - 35	IT MUST BE YOUR FAULT	They demand satisfaction.
36 - 37	JEWELRY DEALER	After a certain personal ornament.
38	JOIN THE NASONS	An elite club invites you to join.
39 - 40	LADDER	An easy way up or down.
41 - 42	LOOSE HORSE	Woah there.
43	LOST CHILD	Well dressed and cared for and very upset.
44	MEMBERS OF THE BOARD	It's a closed club.
45	MISSING	A servant has vanished.
46 - 47	MYSTERY NOTE	A scrap of paper carried by the wind.
48 - 49	NEW MONEY	The locals are suspicious and looking into them.
50	NOBILITY AT LARGE	Yah Yah Yah.

NOBLE QUARTER

ROLL (D100)	NOBLE QUARTER	DESCRIPTION
51	OLD LADY FEEDING THE BIRDS	A lone figure dressed in layers of old clothes.
52	OLD MONEY. OR LACK OF IT	Oh how the great have fallen.
53	OUTSIDE CATERING	A team of professional chefs and servers.
54 - 55	PAINTED WINDOW FRAMES.	The paint smells wet still.
56 - 58	PATH AHEAD IS BLOCKED	A group spreads out across the path ahead.
59 - 60	PIGEONS	Messy feathered critters.
61	PILE OF BOXES & BARRELS	They make the place look untidy.
62	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
63 - 64	PRESENTED AT COURT	It's that time of year again.
65	PRIVATE AUCTION HOUSE	Exclusive and invite only.
66 - 67	PRIVATE DETECTIVE	They may have many quirks but they get the job done.
68	RARE FURNITURE TRADER	Antiquing is more than a hobby!
69	RELEASE THE HOUNDS!	A rowdy pack of hounds.
70 - 71	RESIDENTS ASSOCIATION	Upstanding citizens trying to improve the area.
72 - 73	RIOT	Yes an actual riot.
74	RIVETING LOCAL "NEWS"	Not exactly challenging reporting.
75 - 76	SERVANTS ENTRANCE	Widely considered an insult to a party such as this.
77 - 78	SHINY KNOB	The light shining off it catches the eye.
79 - 80	SONG BIRDS	Small and used to people.
81 - 82	SOOTY HAND PRINT	Out of place.
83 - 84	STRANGE RINGS	A fashion of sorts.
85	STRANGE STATUE	A stone angel on a plinth.
86 - 87	STREET SWEEPER	There is a reason its nice round here.
88 - 89	THE BANKER	Tall, thin and shrewd.
90	TOURISTS	Yes even here.
91	TWO DOORBELLS	Better than one?
92	VIGILANTE	Two men and a bat.
93	WALKING TOUR	The best way to admire the architecture is on foot.
94 - 95	WET FOOT PRINTS	Where do they lead?
96 - 97	WISHING FOUNTAIN	Shiny coins sparkle in the bottom of the fountain.
98 - 99	WRONG SIDE OF THE WAGON TRACKS	Young love has led to poor decision making.
100	YOUNG NOBLE	Young, rich and no idea.

RURAL



RURAL DISTRICTS

Either small settlements in their own right, or the fringes of larger towns and cities. Rural districts are generally more spread out and surrounded by nature than other town districts.

On the edges of larger towns and cities it is common to find farmland running up to the city walls to feed the large urban population, and suburbs established close by.

Residents here would most likely find employment working the land in some way or another. Although there is always the chance those with more means have moved here for the greenery and space.

There will also be rural industries such as blacksmiths, carpenters etc. to support the local farms.

Being near to nature also means a rural district is closer to the wilderness, and you may get more deadly beasts and monsters that have wandered into the area than other districts have to deal with.

The coaching inns to be found in these districts are often both the last and first comfortable night for many travellers and adventurers.

POPULATION

Rural districts are moderately populated but spread over a wider area than the more crowded town districts. The locals tend to be close knit and well aware of everyone else's business.

Local hubs of the community, usually weekly markets, taverns, and churches are well supported opportunities to catch up on all that is going on.

LAW & ORDER

There is likely a local law officer and a militia that can be raised, as well as the occasional presence of more elite mounted road watch patrols.

The locals also will look out for each other's business, and farmers may employ extra security around harvest times to get the produce from field to market.

Rangers often work just beyond a rural district both to hunt and to offer security from beasts and monsters.

5E: Elite road patrols may well be mounted Veterans or even Knights, where as the rangers could be Scouts.



UTILITIES

There will usually be a tavern to cater for locals and travellers passing through.

Larger coaching inns would be found in rural districts that sit on major trade routes.

Travelling traders will tour the rural areas offering practical wares to the locals' sourced from the city.

Only the centre of a rural district is likely to be lit at night. Although the district is often clean, well-kept and with plenty of access to simple but quality fare at a reasonable price.

There will be weekly farmers markets and stalls for the local cottage industries to sell their wares.

CRIME

Rustling of farm animals is the usual and main crime concern of the locals. Petty crime including theft of rural equipment and other goods is also common, and dealt with locally.

More of a worry is the possibility of a wild beast, monster or raiding party attacking the district.

Bandits will visit rural districts to sell their plunder and to arrange smuggling routes into the town or city. They may also hand out coins to any letting them know when rich travellers come through this way.

The locals may be reluctant to pay taxes mainly spent in towns and cities, and may try to avoid paying, which can lead to confrontation with tax collectors.

ARCHITECTURE

Farm buildings and rural coaching inns are built from necessity and designed to do the job and little more.

Building materials are cheap and local, however construction is sound, but not always long lived if poorly maintained.

Houses are small and often single stories. Rural layouts are often unplanned, or simply a group of buildings next to the main road through the fields.

Away from the main trade routes, which are usually paved cobble or packed dirt roads, the rural roads are poorly constructed and worn.

CONSIDERATIONS & GM NOTES

The rural areas around towns and cities are where two worlds meet. The local farmers and residents generally live simpler lives.

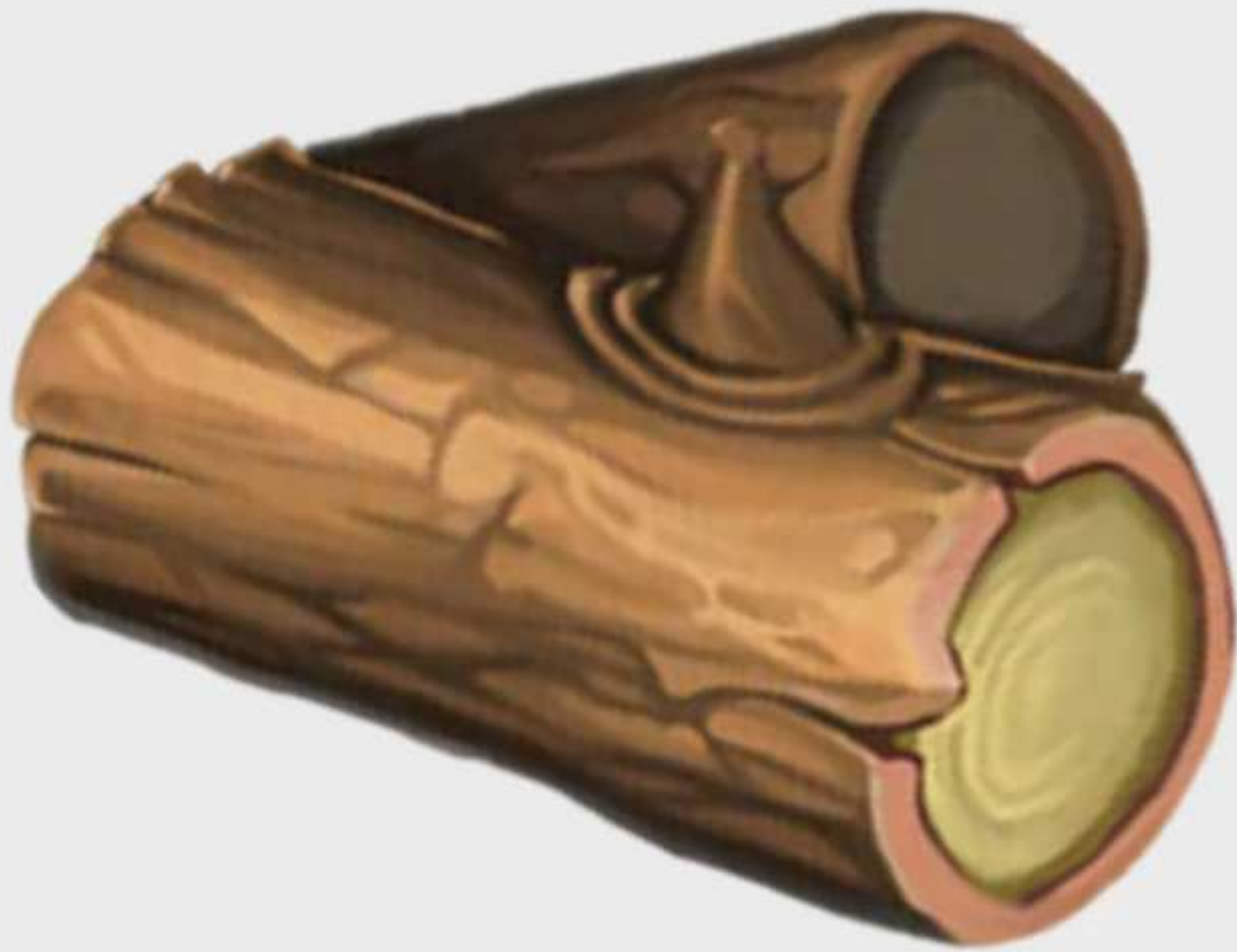
The rich city folk may travel through but rarely stay. Some may keep a rural house with grounds for sport and hunting. And to house unpopular relatives.

Travelling traders are common, serving multiple rural locations, and carrying news between them.

Goods here are more limited but cheaper.

There may be issues with some of the local wildlife.

It may help to roll a suitable wilderness region encounter to go alongside your rural district encounter(s) to represent what's happening just outside of town.



RURAL ENCOUNTERS

The following pages contain the rural town district random encounter tables.

Use the following table to determine how many rural encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 12	1 x Rural Encounter
13 - 20	2 x Rural Encounters

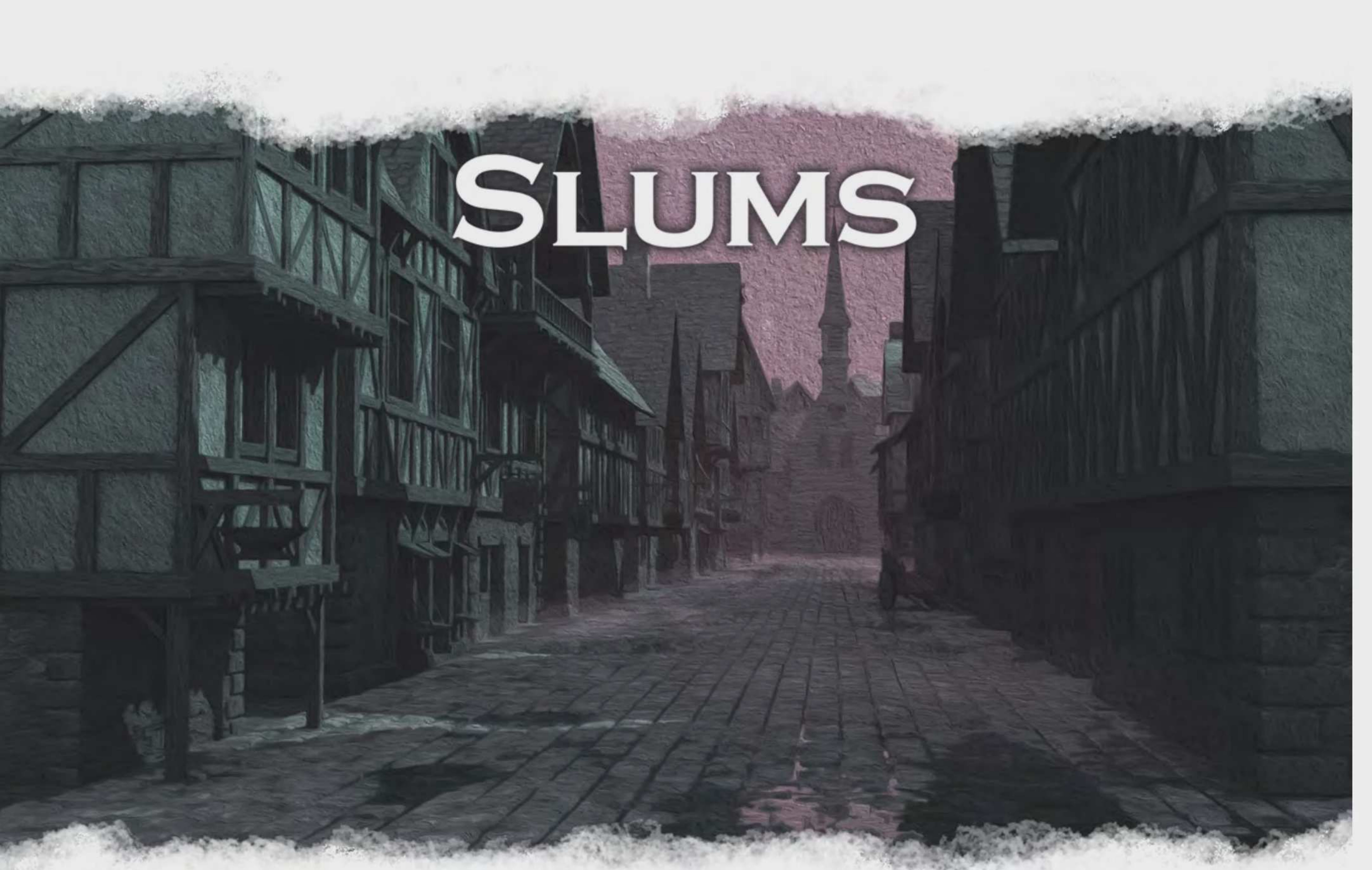
You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.



ROLL (D100)	RURAL	DESCRIPTION
1	A ROW BETWEEN FRIENDS	The coin was only resting in his purse!
2	BANDIT LEADER	He had to fight to get where he is today.
3	BANDITS ON THE ROAD	These cut throats are not to be underestimated.
4	BATS	Not usually seen during the day.
5 - 6	BEES	Oh Honey.
7 - 8	BITTER COLD	There is an unnatural cold in this area.
9 - 10	BOGGY CONDITIONS	It's been wet lately.
11	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
12 - 13	BROKEN FENCE	Poor maintenance or has something got out?
14 - 15	CHERRY TREE	In full bloom.
16 - 17	CIRCUS COMES TO TOWN	Big wagons, exotic animals, acrobats, clowns and more....
18 - 19	COLLAPSED BRANCH	A tree branch has come down.
20	CROWS	Hated by everyone.
21 - 22	DOG SHOW	Its hardly crufts but there is coin to be won!
23 - 24	DRAY	Viewed as the most important delivery service.
25	EAGLE	Soaring serenely on warm updrafts.
26	ELDERLY RESIDENT	They love to meet new people.
27 - 28	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
29 - 30	FIELD MICE	Aw cute!
31 - 32	FIRE!	It's getting hot in here!
33	FLEAS	Itchy and annoying.
34 - 35	GRASSY KNOLL	Great for hiding behind.
36 - 37	HAY FEVER	Not every year is this bad!
38	HERDS OF COWS	Don't scare them whatever you moo.
39 - 40	HIGHWAYMAN	Stand and Deliver.
41 - 42	INVASIVE SPECIES	This ornamental grass is pretty.
43	LOCAL LAND LABOURERS	Tanned, muscled and very, very local.
44	LOCAL PRIEST	There are many rumours around the local preacher.
45	MAGPIES	Ooooh Shiny!
46 - 47	MONKS	Devout, celibate and very boring company.
48 - 49	MUCK HEAP	Fertiliser for the fields in a large pungent heap.
50	MUSHROOMS	Now was it the spotty ones which are poisonous?



ROLL (D100)	RURAL	DESCRIPTION
51	NICE NIGHT FOR A WALK	Except its not.
52 - 53	NICE OLD LADY	Black really suits her!
54	NUNS	In a certain light that cross looks to have been sharpened.
55 - 56	OLD OAK TREE	Lightning killed it many a year ago.
57 - 58	OPTIMISTIC FAVOR	Well they're almost old enough.
59 - 60	PEASANTS	Poor, usually hungry and rather pungent.
61	POPULAR MONGREL	A dog of many talents.
62	PRIZE BULL	Big horns and big attitude.
63 - 64	RAIN	It's really coming down!
65	RAUCOUS DUCKS	Release the Quacken.
66 - 67	RUNNING MESSENGER	Still the quickest way to send a message.
68	RUSTLING BUSHES	Is it the wind that is moving the branches?
69	SCANDALOUS GOSSIP	Source of tales why the neighbours are lowborn crooks.
70 - 71	SHEEP	A small flock.
72 - 73	SONG BIRDS	Small and used to people.
74 - 75	STARLINGS	An unusually large murmuration.
76	STARVED HOUNDS	Desperate, fast and furious at their treatment.
77 - 78	STEADFAST FARMER	Owner of the muck heap, bull and cows. Hater of rabbits.
79 - 80	STINKING HERMIT	Smelly individual of indeterminate age and allegiance.
81 - 82	TALL GRASS	The locals are creating a wildlife garden.
83 - 84	THE BURNING SUN	It's unusually hot.
85	THE GOOSE	Thankfully there is only one.
86 - 87	THE LOCAL NOBILITY	Yah Yah Yah.
88 - 89	TOM CAT	The top cat of the district.
90	TORCHES AND PITCHFORKS	You need to know who your friends are if things get hot!
91	TRAVELLING APOTHECARY	Doctor or Quack?
92	TRAVELLING HUNTER	Pelts hang from them rather over dramatically.
93	UNEVEN PATH	It would be easy to turn an ankle here.
94 - 95	VILLAGE FETE	Is that a goat in the tunnel of love?
96 - 97	WATERSHIP DOWN	Something for the pot?
98 - 99	WELL	Water isn't the only thing down there!
100	WOLVES	Now why are they here?



SLUMS

SLUMS DISTRICTS

Almost forgotten by the rest of town, slums districts are where the poor of the town live atop each other in packed and squalid conditions.

The folk here strive to do the best for their families in the most challenging conditions.

Apart from the residents, these districts are only frequented by those looking to take advantage of the facilities found only in these out of the way areas.

The lack of a meaningful law enforcement presence, and money from the vice houses, will mean that powerful criminal gangs are prevalent and often plague these streets.

It's likely various vices find outlets here, from narcotic dens, gambling houses and brothels to underground combat arenas.

Poorer towns and cities may have multiple slums districts within their boundaries.

For some cities the slums district is actually more of a shanty town that has built up on the outskirts, this is even more likely if a town wall is in place.

This is not a place to linger, both because of the crime and the smell.

POPULATION

Slum districts are often densely populated, with the poor packed tightly in to ramshackle buildings.

The townsfolk here are a mix of those unfortunates who have not the coin or the prospects to move on, and those who thrive in this cutthroat environment.

The honest citizens rarely have reason to address the criminals (frankly organised criminals are more generous than the watch has ever been).

LAW & ORDER

The town watch tends to patrol in groups, very infrequently, but will often turn a blind eye to many petty crimes and seem more interested in ensuring that the slum dwellers stay in the slums.

As a result, there are often vigilante groups that form to keep the peace.

Both the patrols and the vigilante groups apply a very loose interpretation of the law. The watch patrols only act if the victim is a wealthier resident of elsewhere, the vigilantes tend to target any "unauthorised" criminal activities.

SLUMS

UTILITIES

Expect poor lighting, dirty streets, open sewage, stalls with poor fare, risky street food, dingy drinking dens and a lot of cheap labour available to hire.

There is little of material value to be traded here, although the criminal gangs will offer some freshly acquired goods for decent rates if they trust you.

Buildings tend to be residential with most trades doing business out in the streets.

Taverns are often impossible to distinguish from the surrounding buildings.

Some streets are barricaded to create makeshift urban forts that act as power bases for the gangs.

CRIME

The local criminals tend not to commit their petty crimes in their own neighbourhood. The exception of course is passers through and strangers, especially well-dressed ones, are fair game for thieves, pick pockets and dishonest traders.

Organised crime thrives here, with many eager recruits, closed mouths and locals who look the other way.

The majority of the population here are honest (if somewhat reluctant to address the organised crime), however they will often overlook the crimes of their neighbours, as long as they are not the victims.

ARCHITECTURE

Informal. Very poor materials, poor construction methods and lack of maintenance. It's every man for himself in terms of space, and this has led to a maze of paths and streets.

The roads are dirt, not maintained, poorly lit and filthy.

No money is spent here, and even the organised crime which resides here has no reason to improve the area outside of their own rooms.

Many houses have collapsed and been partially rebuilt, which in places has led to vast rookeries of makeshift buildings sprawling over multiple streets.

CONSIDERATIONS & GM NOTES

These districts don't follow a clear street plan and there are many hidden places, known only to the locals.

Anyone who looks out of place will stick out like a sore thumb and those flaunting wealth will draw the most attention.

Anyone looking to find criminals here that doesn't have the right connections will be met with a wall of silence, and occasionally a blade in the back.

The slums could be a real melting pot of every culture found in the town, all bought together by unfortunate circumstances not necessarily of their own doing.

Slums are good place to avoid the eyes of the law, although on the flip side you're far more likely to have dealings with criminal gangs.

Often the criminal underworld has it's own complex hierarchy, and there may be a thieves guild with a master that rules like an underworld king.

Disease and poor nutrition tend to provide a steady stream of bodies coming out of these districts, and corpse carts are often employed to clean up.

SLUMS ENCOUNTERS

The following pages contain the slums town district random encounter tables.

Use the following table to determine how many slums encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
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1 - 12	1 x Slums Encounter
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13 - 20	2 x Slums Encounters
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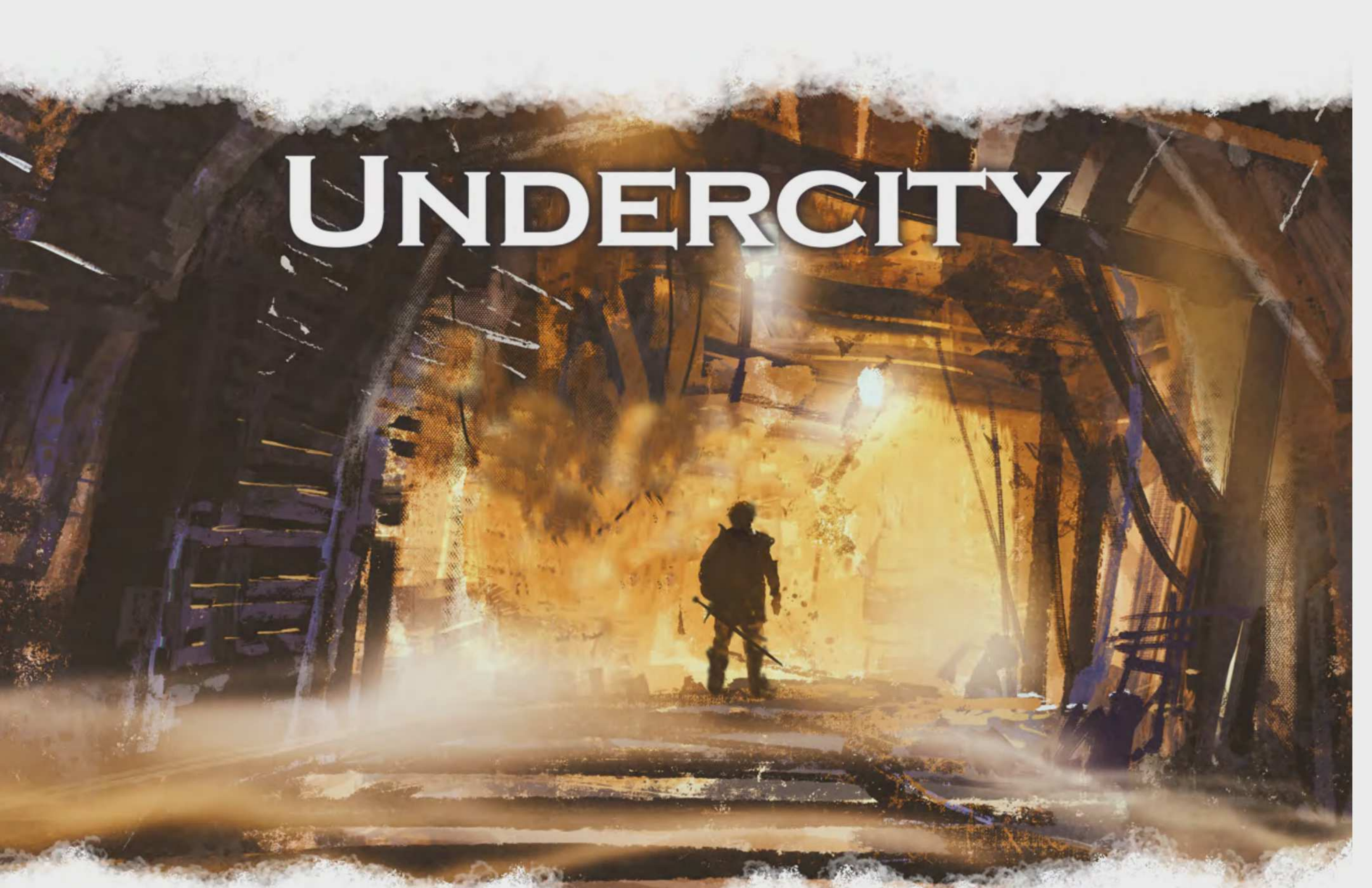
You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

SLUMS

ROLL (D100)	SLUMS	DESCRIPTION
1	A ROW BETWEEN FRIENDS	The coin was only resting in his purse!
2	ABANDONED CRATE	A lone wooden crate.
3	BAR FLIES	Found in every Tavern everywhere.
4	BARREL OF ROTTEN FRUIT	The blight has struck everywhere.
5 - 6	BARRELS AWAY	Crashing through the streets.
7 - 8	BITS & BOBS	Made from all those leftover dregs from the local tavern.
9 - 10	BLADE IN THE DARK	Who did you upset this time?
11	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
12 - 13	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
14 - 15	BRING OUT YOUR DEAD	Dirty cart used for collecting corpses stands in the street.
16 - 17	BROKEN DOOR	It hangs sadly from its hinges.
18 - 19	CULTISTS	Acolytes of a forbidden god looking for 'recruits'.
20	CUT PRICE GOODS	A local fence offloads goods for cheap.
21 - 22	DEVOTED PARENTS	They will do anything to cure their sick child.
23 - 24	DRILL SQUAD	One Two, One Two.
25	DRINKING GAMES	A drunken group are challenging all to the 'Game'.
26	ELDERLY RESIDENT	They love to meet new people.
27 - 28	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
29 - 30	FIRE!	It's getting hot in here!
31 - 32	FLEAS	Itchy and annoying.
33	FLOWER SELLER	Lame, blind and put upon by the street urchins.
34 - 35	GANG BATTLE	The local thugs are out to save face.
36 - 37	GIN	A cheap drink.
38	JUST PASSING THROUGH	A rider coming through the streets at speed.
39 - 40	LOCAL GRIFTERS	They'll be millionaires next year.
41 - 42	LOCAL PRIEST	There are many rumours around the local preacher.
43	LOST VISITOR	Desperate to look like they know where they are going.
44	MUSHROOMS	Now was it the spotty ones which are poisonous?
45	MYSTERY NOTE	A scrap of paper carried by the wind.
46 - 47	NEW CARPET	Out of place, how do they keep it that clean round here?
48 - 49	NICE OLD LADY	Black really suits her!
50	PEASANTS	Poor, usually hungry and rather pungent.

SLUMS

ROLL (D100)	SLUMS	DESCRIPTION
51	PICKPOCKET	A professional lifter of coin purses.
52	PICKPOCKET URCHIN GANG	A mob of loud distracting children with sticky hands.
53	POP UP CAFE	Cheaper than the High Street.
54 - 55	RATS!	A swarm of rats.
56 - 58	RECYCLING	Rag & Bone men.
59 - 60	RESIDENTS ASSOCIATION	Upstanding citizens trying to improve the area.
61	SENSE OF SMELL	Or Lack of it.
62	SLIPPERY STONES	Slimy and damp.
63 - 64	SLOP FROM ABOVE	There is no money to build privies here.
65	SLUM LANDLORD	Poor digs for few coins.
66 - 67	STRANGE BRICK	Slightly discoloured.
68	STRANGE GROUTING	Between the bricks looks odd.
69	STRANGE SUIT	That looks out of place.
70 - 71	STREET BULLIES	Nothing better to do.
72 - 73	STREET CHILDREN	Ever present and dirty.
74	STREET FOOD	Unidentifiable meat with strong local spices.
75 - 76	STREET PARTY	This area has been taken over by a raucous street party.
77 - 78	SUDDEN CRAMPS	Cheap food was a bad idea.
79 - 80	SUSPICIOUS RIVER	Well, more of a filthy trickle...
81 - 82	SWINE	A rather porky bunch.
83 - 84	TORCHES AND PITCHFORKS	You need to know who your friends are if things get hot!
85	TRAVELLING APOTHECARY	Doctor or Quack?
86 - 87	UGLIEST MAN IN TOWN	He hurts the eyes of onlookers.
88 - 89	UNEVEN PATH	It would be easy to turn an ankle here.
90	UNSCRUPULOUS TRADER	A walking caricature of a noble.
91	UP AND COMING	They plan to escape the slums.
92	URBAN FOX	Larger than their rural cousins.
93	VISITING MIDWIFE	A stern, austere woman.
94 - 95	WATER PUMP	Absolutely will not make you sick, will it?
96 - 97	WELL	Water isn't the only thing down there!
98 - 99	WOLVES	Now why are they here?
100	WOODEN FENCE	Looks like it won't take a knock.



UNDERCITY

UNDERCITY DISTRICTS

Undercity districts are the forgotten, forbidden and lowest parts of town, often quite literally underground. They are the ruined quarters, sewers, tunnels, long abandoned cellars and natural cave systems that are, at best, barely hospitable.

The law and populace in general are less likely to be present in these districts, and they often provide a safe haven or hidden routes for those wanting to stay unseen in the town.

Of course, the darkness and lack of frequent attention could also lead to more monstrous creatures finding a place to live and hunt in these districts.

These are also the districts most likely to contain long forgotten entrances into more sprawling dungeon complexes.

It's not uncommon for unique local ecosystems to evolve in these places, and even for tribal communities to form and eke out an existence in the shadows of the city.

These districts are the most dangerous part of any town or city.

POPULATION

Undercity districts are often sparsely populated, with only the most desperate and outcast usually finding refuge here. And often keen to stay out of the way.

With very few willing residents here, the populace is almost entirely those who do not want to be found, often having fallen foul of the factions in the town or city above.

The smugglers who use these districts as their own private highway may stay occasionally to guard their goods.

LAW & ORDER

The law tends to tread the streets and tunnels of undercity districts infrequently at best, a fact that many criminals are well aware of. Indeed, the law will only venture here with a very good reason.

The known entrances and exits from these districts tend to be sealed and guarded, however there is almost always more hidden routes to be found.

The organised criminals who use this place have their own code and rules which are strictly enforced.

UNDERCITY

UTILITIES

There are scant few utilities to be expected here, with no regular lighting, maintenance, or facilities.

The only traders here are the exceptionally shady ones who cannot set foot in the town.

Paths and walkways where available will be poorly maintained and not cleaned.

Corridors and tunnels are often poorly constructed and prone to collapse changing the available routes.

In working sewer systems, there will be a foul smelling flow of sewage through the system. In abandoned old systems expect more stagnant waste and debris.

CRIME

Smugglers and organised crime use the undercity to store and move goods and people at their leisure. It is not without its risks, but here the chance of encountering the city watch is slim to none.

More desperate groups of outlaws may also call the undercity home and live here.

Cults that need to practice their rituals out of site of the general populace may also find refuge here.

Disposal of bodies that aren't meant to found is a common practice in the undercity.

ARCHITECTURE

This area was never meant to be seen by anyone who mattered, thus the structures are functional only.

The lack of maintenance and haphazard repairs have not helped matters.

If the district is the ruins of a former district, caused by fire, war or natural disaster then they may still be occasional partial buildings mixed in with the rubble.

Some underground complexes may be connected to and considered part of an undercity district. Whether this is mines or the remains of an ancient empire.

The district may in fact have no actual buildings and instead consist of makeshift dwellings within natural cave systems.

CONSIDERATIONS & GM NOTES

There are many holes in the walls, floors and ceilings and any encounters could make use of multiple vertical and horizontal paths of movement.

The general disrepair here allows monsters, beasts and pests to roam freely and any travelling here are at risk of ambush.

There would usually be no light source unless the Characters have bought their own, which if they have will make them easy to see coming for those dwelling here.

There may be very interesting, very illegal things to be procured here, if you know the right people.

You are sure to find contraband goods stored here, however they are likely to be guarded well.

If there are races in the city that need to avoid the light of day, then the undercity offers a possible resting place.

The line between some parts of the undercity and a dungeon are very thin, and you could easily incorporate dungeon style encounters here.

UNDERCITY ENCOUNTERS

The following pages contain the undercity town district random encounter tables.

Use the following table to determine how many undercity encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 8	1 x Undercity Encounter
9 - 20	2 x Undercity Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Town Chapter for more information on the encounter.

UNDERCITY

ROLL (D100)	UNDERCITY	DESCRIPTION
1	A HELPING HAND	This citizen fell and broke an ankle.
2	A NASTY TRAP	A thin sharp wire set at neck height.
3	ANCIENT CHAMBER	This room is covered with the dust of aeons.
4	ARCANE CIRCLE	A faintly glowing circle of runes inscribed on the floor.
5 - 6	BODY DISPOSAL	Dangerous criminals disposing of their victims.
7 - 8	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
9 - 10	BREATHE SLOWLY!	The air here is bad.
11	BUBBLES SLOWLY RISING	You cannot see below the surface of the dark waters.
12 - 13	BUGS, I HATE BUGS	A living carpet of bugs.
14 - 15	CAVERN TUNNEL	A way in to a cave system.
16 - 17	CHOP SHOP	Illegal meat market with suspect cuts.
18 - 19	COLLAPSE!	Without warning the roof caves in.
20	CONTRABAND STORE ROOM	That shouldn't really be here.
21 - 22	CUT THROAT	An tall, thin Character with a stoop.
23 - 24	DESPERATE OUTCASTS	Forced below ground these feral folk are likely to attack.
25	EYES IN THE SHADOWS	From a dark area the party are watched.
26	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
27 - 28	FETID GAS	This gas smells green.
29 - 30	FLAME BURST	A gas release valve and sparks create a flame burst.
31 - 32	FORBIDDEN KNOWLEDGE	Wizards study hidden so outlawed research can continue.
33	GARBAGE GOLEM	This pile of rubbish is alive.
34 - 35	GARBAGE WORMS	Giant worms are a great way to deal with waste.
36 - 37	GORY SCENE	Blood everywhere is never good.
38	HIDDEN STASH	Someone has left weapons and armour here.
39 - 40	INVASION	A warband are infiltrating the town.
41 - 42	LONG DROP	A pit that has no visible bottom.
43	MAGIC WATER CLOSET	A nearby magic school teleport their waste here.
44	MISSING WATCH PATROL	They can't find their way out of here.
45	MOULDY SUPPLIES	Spoiled goods growing interesting things.
46 - 47	MYSTERY NOTE	A scrap of paper carried by the wind.
48 - 49	NARCOTIC DEN	Pungent smoke fills the air.
50	RATS!	A swarm of rats.

UNDERCITY

ROLL (D100)	UNDERCITY	DESCRIPTION
51	REBELS	Enemies of the ruler have a base here.
52	REFUGEES	No money, no friends, just surviving.
53	SEALED DOOR	A bolted shut heavy metal door seals off the unknown.
54 - 55	SECRET MEETING	Two star crossed lovers meeting in secret.
56 - 58	SECRET WATERING HOLE	The Cistern, a tavern under the city with a select clientele.
59 - 60	SEWER GANG	The lowest of the gangs in the city own this turf.
61	SEWER-GATOR	A bit like an enormous alligator. But in a sewer.
62	SHADOW CAT	A cat made of shadow sneaking about.
63 - 64	SILVERFISH!	Someone thought a carpet would look nice down here.
65	SLAVERS	Some slavers moving their living wares.
66 - 67	SLIME EVERYWHERE	This slime based creature feeds on the unwary.
68	SMUGGLERS RUN	A path clearly in constant use.
69	SNAKES	Surprisingly good swimmers.
70 - 71	SOMETHING LIES BENEATH	These simple flagstones laid on the earth are Moving!
72 - 73	SOMETHING WENT THAT WAY	Those bloody footprints lead down a dark corridor.
74 - 75	STICKY FLOOR	Horrid tar like goo covers the area.
76	STINKING HERMIT	Smelly individual of indeterminate age and alligence.
77 - 78	STRANGE BRICK	Slightly discoloured.
79 - 80	SUSPICIOUS CELLAR DOOR	Solid, aged hardwood with iron accessories. Built to last.
81 - 82	SUSPICIOUS POOL	You cannot see beneath the murky water's surface.
83 - 84	TENTACLES!	A number of tentacles go on a grabbing spree.
85	THE AIR IS FULL OF SPORES	Don't breathe.
86 - 87	TRAPPED	A few pressure plate crossbow traps.
88 - 89	TRIP HAZARD	A wire stretches across the hall.
90	UNDERCITY CLAN	A group of ratman or similar make a home here.
91	UNEVEN STEPS	These stairs are not well constructed.
92	UNUSUAL SPORES	Strange giant alien fungi that look oddly familiar.
93	VAMPIRIC LAIR	Full of pale monsters dressed rather drably.
94 - 95	WATCH OUT BELOW	A pipe opens and some filth is disgorged all about.
96 - 97	WATCH YOUR FOOTING!	The stones are very slippery!
98 - 99	WEEVELS!	They are extremely well fed.
100	ZOMBIES!!!	Shambling and hungry for brains!



TOWN ENCOUNTERS A-Z

From suspicious sewers to dockside smugglers, shady tavern keepers to upstanding members of the community, you can find much to add to your towns & taverns in these pages.

WELCOME TO THE ENCOUNTERS

The following pages contain all the encounters for the Town Chapter listed in alphabetical order.

Here we offer further details on the encounters and how to run them.

Each encounter we offer here can be found in the random tables in the town districts sections earlier in this chapter.

Should you wish to randomise your encounters you can simply refer to the random table in the relevant town district and roll a D100. You can then look your selected encounter up in the following A-Z list.

Of course, you can also choose whichever encounters you would like to use!

HOW MANY?

We offer over 400 encounters in this section which can occur in an urban fantasy setting, and suggest the town districts in which they would fit best.

Some of our encounters present great risks, others great rewards, whilst some are more left field...

Some may give exact detail on what the suggested outcome might be while many are open to your interpretation.

Use them as is or for inspiration and a starting point to build your own tailored encounters for your game.

We hope these encounters are as fun for you to run as they were for us to write!

TOWN ENCOUNTERS A-Z



CHANCE

Some encounters present options that have a chance of occurring, these have a percentage shown in brackets, e.g. (10%), simply use percentile dice to determine if the option is in the encounter.

CONFLICTING EFFECTS

Due to the random nature of the encounter tables you may end up with some conflicting effects taking place in the same location.

Either choose whichever suits your game most, apply them in the order rolled (with newer effects taking precedence over previous ones) or even mash them together to make a new hybrid combination of encounters.

ENCHANTED ITEMS

Where an encounter suggests an enchanted, mastercrafted or magical item is present, you will need to choose an appropriate item for the system and power level you are using.

FIND YOUR BALANCE

It's completely your decision on how much you choose to embrace the randomness!

When a set of random rolled encounters don't work well together, just re-roll or pick more appropriate encounters.

SYSTEM MECHANICS

We have used standard terminology throughout so you can translate these encounters into your chosen system in a way which is appropriate for your Characters.

You can find further details on this at the start of this book in the System Mechanics section. We have included some additional guidance for those of you running 5E games.

We encourage you to take these encounters and make them your own. We have written our encounters in such a way that, if needed, they can be used and adapted to progress your campaign's overarching plot. Or they can act as unexpected side quests!

Everything can be found in the pages that follow, from quick combat encounters to high profile social events.

GM TIPS

There is no right or wrong way to run these encounters. They are designed to be a mix of challenging, thought provoking, inspiration sparking, background flavour and, most of all, fun for all involved!



TOWN ENCOUNTERS A-Z

A HELPING HAND

Undercity

A citizen [Easy Commoner NPC] sat on the floor calls over the Characters. They have turned an ankle on the uneven ground and are very keen to get home, away from the dangers of this district. Characters may earn some coin but they must carry their new patient who wants to go home right now.

A MATTER OF CONFIDENCE

Castle Ward

If it sounds too good to be true it probably is, and this chatty individual [Elite Performer NPC] has a very good deal for only a modest amount of time and coin.



A MYSTERY

Lanes

A window at street level reveals a strange scene within. A table neatly set for a meal sits just the other side of the window. Food rots on the plates and a thick layer of dust covers everything.

The residents have not been seen recently and the house is securely locked, but the rent is still paid and the local watch have no interest, so the house stays untouched.

A concerned visiting relative notices the Characters and asks for help to solve the mystery.

A NASTY TRAP

Undercity

A thin razor sharp wire is set at neck height across a narrow passage way.

This will do serious [Major] injury to any Character of average height with an exposed neck or face caught out by this [Difficult] to spot trap.

A POUND OF FLESH

Noble Quarter

This portly noble [Standard Scholar NPC] looks very scared and nervous.

He will approach the Characters to ask for protection and will offer a valuable reward.

An old unpaid debt had reappeared and he is unable to settle it.

It appears he owes more than coin and a supernatural threat [Elite Monster] is stalking him at the behest of a diabolical master.

A ROW BETWEEN FRIENDS

High Street, Rural, Slums

Raised voices alert the Characters to a disagreement.

Two Friends, [Pair] of [Standard Commoner NPC] square up to each other and start shouting.

Something about a sale gone wrong, cheating and profiteering. Each accuses the other.

This draws the attention of all in the area as years of friendship are thrown to the side for all to see. It will quickly come to blows.

ABANDONED CART

Castle Ward, Guild Quarter, High Street, Lanes, Noble Quarter

Characters notice the empty wooden cart on the road. The locals citizens are talking in annoyed tones about how it shouldn't be left there taking up space.

It has signs that something heavy has recently been dragged off it, and there are small drag marks on the pathway.

This could just be an inconsiderate delivery or something more sinister, like a local gang has raided the wagon and dragged it's cargo to a nearby hideout.

ABANDONED CRATE

Guild Quarter, High Street, Lanes, Noble Quarter, Slums

It looks empty, but when locals try to move it even the strongest cannot shift it a single inch.

TOWN ENCOUNTERS A-Z

ADVENTURER'S GUILD RECRUITER

Guild Quarter

A brightly smiling individual [Standard Performer NPC] approaches the Characters.

They introduce themselves as the local rep for the Adventurer's Guild and ask if you wish to join as you are clearly "their sort".

Without pausing they whip out a folder and produce 'Adventurer Registration' forms, 'Local Operator Approval Certificates', 'Equipment Depreciation Tracking' charts, 'Public Damage Insurance' papers, 'Approved Quest Tendering Guidance' slips, flyers for the weekly "Looking for Party" networking meeting and a form for your free listing on the "Check-A-Blade" notice board.

The Characters wouldn't want to be unregulated, would they...

ALCHEMISTS ASSEMBLE!

Guild Quarter, Lanes

A [Large] group of alchemists [Standard Scholar NPC] have rented this house and spend their days pooling their knowledge and experimenting in wild and unusual ways.

The group are always eager for new, often strange ingredients, and are able to pay to source them.

They also have an eclectic offering of rather experimental potions on offer, very much on the 'down low' as they are in danger of being blacklisted by the guild if these activities come to light.



ANCIENT CHAMBER

Undercity

This chamber has clearly not been disturbed in decades. Thick dust covers everything and is undisturbed, giving little clue as to what lies beneath.

A careful [Routine] search will uncover a small valuable object, but will also disturb the spirit of those that once lived here, attracting a [Small] number of Ghosts [Standard Monsters].



ARCANE CIRCLE

Undercity

Lighting the area with a comforting glow, this arcane circle has clearly been made by a magician of incredible skill and knowledge. The air around it hums and crackles.

Nothing untoward will happen as long as nobody steps inside the circle.

If the circle is entered then there is a small (10%) chance a beneficial effect will take place, although it's much more likely (90%) to hurt and hinder in some way.

For example cause [Light] Damage and slow the Character for a day.

TOWN ENCOUNTERS A-Z

ARM WRESTLE

Guild Quarter

As the Characters pass by, a challenge rings out. These smithy guild members [Standard Commoner NPC] are testing their strength against each other with a friendly arm wrestling contest and they invite the strongest Characters to join them.

The years of hard labour in their occupation will make winning this challenge a [Difficult] task.

ART EXHIBITION

Noble Quarter

A sculptor [Elite Performer NPC] has set up a statue exhibition to attract noble clients. The sculptures are all expertly done, of very high quality and feature fashionable subjects. The exhibition is going well until one of the sculptures goes missing.

The Characters are approached to trace and recover the missing piece quickly.

There is a high chance (70%) that there is a magical twist to this investigation and a mage [Elite Wizard NPC] took a liking to one of the statues, animated it and took it home.

BAD VIBES

Castle Ward, Docks, Guild Quarter

There is nothing obviously wrong but Characters are suddenly all in bad moods. Short tempers and distrust creep in and any encounter with NPCs is likely to result in short words and quick fists.

This malaise will fade quickly after the Characters depart from this district.

BANDIT LEADER

Rural

This confident ruffian [Elite Rogue NPC] has years of fighting experience and knows every dirty trick in the book. He will always be accompanied by a group of Bandits [Equal] [Standard Warrior NPC] and gains an advantageous position if he sees the party approach. He smiles and stands ready to protect his profitable enterprise and unbeaten reputation.

BANDITS ON THE ROAD

Rural

A [Large] group of well armed and armoured bandits [Standard Rogue / Warrior] appear and quickly try to surround the Characters with a mix of melee and ranged tactics.

They are focused on intimidating the Characters out of coin so will the Characters fight or pay?

If a fight goes against them, the bandits will flee and harbour a grudge.

BANQUET CHEF

Castle Ward

This top chef [Elite Commoner NPC] wields a ladle in one hand and a frying pan in the other. Someone has put too much pepper in the soup and the resulting temper tantrum holds all accountable. Including any Character close to the Chef as they flail furiously at any and everyone within range.

The Chef cannot be reasoned with as they move at random around the area dealing [Light] damage to anyone or anything they land a hit on.

Characters may notice the frying pan appears to be very hot and would cause extra burn damage.

Being able to subdue the frenzied chef would be rewarded, however dispatching him with force would upset the local nobility, and likely lead to stern words and possible sentences from the watch.

BAR FLIES

Guild Quarter, High Street, Lanes, Slums

This [Equal] sized group of locals [Standard Commoner] are at the bar from opening until closing time, and always drink the same thing (usually reordering all at the same time). They are friendly but not forthcoming, and will notice and comment very loudly on anything which seems different, including the Characters.

Today the local ale, usually a favourite, has a new twang to it and they are not sure if they like it or not.

The more they consume however the quieter they get until an unusual silence surrounds them.

TOWN ENCOUNTERS A-Z

BARREL OF ROTTEN FRUIT

Slums

This fruit stinks and is rotten beyond saving. It seems to have rotted on the tree, and the year's harvest has been all but lost to this new blight. The town fears a famine is not far away.

Characters should exercise extreme caution if they handle the fruit as most believe the rot is magical or divine in origin.

BARRELS AWAY

Slums

Suddenly loose barrels are rolling chaotically down the street towards the Characters. Random and violent in their movement, it's [Difficult] to predict where they are going and they will inflict [Light] damage on anyone unable to dodge out of their path.

They may have been disturbed on purpose, the area they were standing in may reveal move clues [Routine] as to who set them loose.



BATH-TIME

Lanes

Unbothered by the easy view from the street outside this resident is taking a bath in full view of the window.

Passers by blush and avert their eyes, which mean they do not notice their neighbour, happily splashing in the bubbles, seems to have suddenly acquired a tail.

BATS

Cemetery, Rural

This [Horde] of nocturnal beasts [Easy Beast] are [Difficult] to spot at night and will simply flap past in search of food. They are considered a local delicacy and fetch a fair price at local markets. They only ever appear during the day if their dark lair is disturbed.

BATTEN DOWN THE HATCHES

Docks

Any Character in open ground [surrounded by a clear 5 feet on all sides with no cover] is caught suddenly in strong winds. The smaller Characters are lifted off their feet and carried to the left until they meet a building or other feature to try to hold on to [Routine]. Heavier Characters are pushed along the ground until they can find something to hold on to [Simple]. Characters near cover and able to hold on are drenched in the sudden downpour.

BEES

Cemetery, Rural

The honey produced by these wild [Beyond Count] [Easy Beast] little bees is rather prized locally. All attempts to keep them has failed and each little critter packs a mean sting. Their hives can be found on certain trees and even south facing rock faces and walls.

While their stings are not fatal, anyone attacked by a swarm risks [Light] damage and an assortment of swollen lumps.

The bees will protect their hives and honey but will otherwise find the Characters rather boring, unless of course they are brightly dressed.

BEHOLD, SCIENCE!

Guild Quarter

Slightly singed, these white robed masters [Standard Scholar NPC] are intensely focused on the steamy bubbling experiment before them.

Not without its risks, this latest line of thinking is still considered fairly "modern" by many of the other guilds. However a success here would be seen as a breakthrough which would elevate these experts into the mainstream.

If the Characters are unlucky (20%) they are close as the experiment explodes, releasing an abundance of brightly coloured foaming projectiles. These are [Difficult] to dodge. While anyone hit doesn't take any damage, they will find their clothes, hair, skin and equipment now resemble an explosion in a tie-dye factory.

TOWN ENCOUNTERS A-Z

BIG DAY OUT

High Street

Two adults [Standard Scholar NPC] appear from around a corner herding an [Equal] sized flock of small children [Easy Standard Commoner]. The children are oddly quiet when compared to their usual screaming overtired counterparts, and seem pale in the sun. The group moves quietly and seem ill at ease with their surroundings.

BIRD WATCHING

Noble Quarter

A local noble has an interest in ornithology and leaves food out in their gardens to attract local birds for them to sketch and paint.

They have now drawn and painted quite a collection and have held an exhibition to show off their works.

One picture in particular is causing quite a stir, as the bird pictured really should not exist, being a creature entirely out of legend.

BITS & BOBS

Slums

The rather tight local tavern keeper pours all the dregs from a days business into a moldy old barrel which they then sell to those less fortunate for a few coins (for a mug round the back).

Except this batch has something new added and its having a strange effect on the local drunks.

It's probable that the ever growing mold in the barrel has reacted to make the cheap dreg-brew in to a powerful hallucinogenic cocktail.

The local drunks are seeing some crazy things!

BITTER COLD

Docks, Rural

Characters breath starts to form freezing clouds before them, and icicles form on anyone who stays immobile for too long. Any folk in the district not equipped for cold will take [minor] damage at regular intervals until they can warm up.

This sudden cold would be a wild magical nature storm effect if the season isn't winter.

BLACKSMITH APPRENTICE

High Street

Strong and well muscled [Easy Warrior NPC], the young apprentice runs full pelt through the streets.

Something has been forgotten and they must procure it before a beating is inevitable.

It is an essential alchemical powder, a key component for crafting a nobles sworn blade, and it will not hold an edge without it.

The sword when complete will be a rare thing indeed, but if the powder isn't bought back to the smith in time the blade will be brittle and dull.

Helping the apprentice will be rewarded with some free repairs and goodwill from the smith.

BLADE IN THE DARK

Castle Ward, Guild Quarter, Lanes, Noble Quarter, Slums

Without warning a darkly clothed figure steps up to the tallest Character and stabs towards them with a long sharp knife. The Character may try to dodge or block the sudden [Very Difficult] attack but there is precious little time to do either.

The stab is expertly delivered and intentionally not deep, causing only a [Minor] injury and is clearly meant as a warning.

The figure then flees at a fast rate leaving Characters to wonder if this was a paid professional.

If the Character can act quickly enough to engage this [Elite Rogue NPC] then they will try to escape as soon as possible.

It's likely this is a 'stop meddling message' from an enemy the Characters have in the town.

BOARDED UP WINDOW

Docks, High Street, Lanes, Slums

The planks cover the window. There are cracks and a glimpse [Routine] may be caught of what lies beyond if a Character is close enough to peep through.

Although if the [Equal] sized group of well armed criminals [Standard Warrior NPC] spot someone watching their secret preparations for a heist, they may well have an interest in making sure the Characters 'ain't seen nothing'.

TOWN ENCOUNTERS A-Z

BODY DISPOSAL

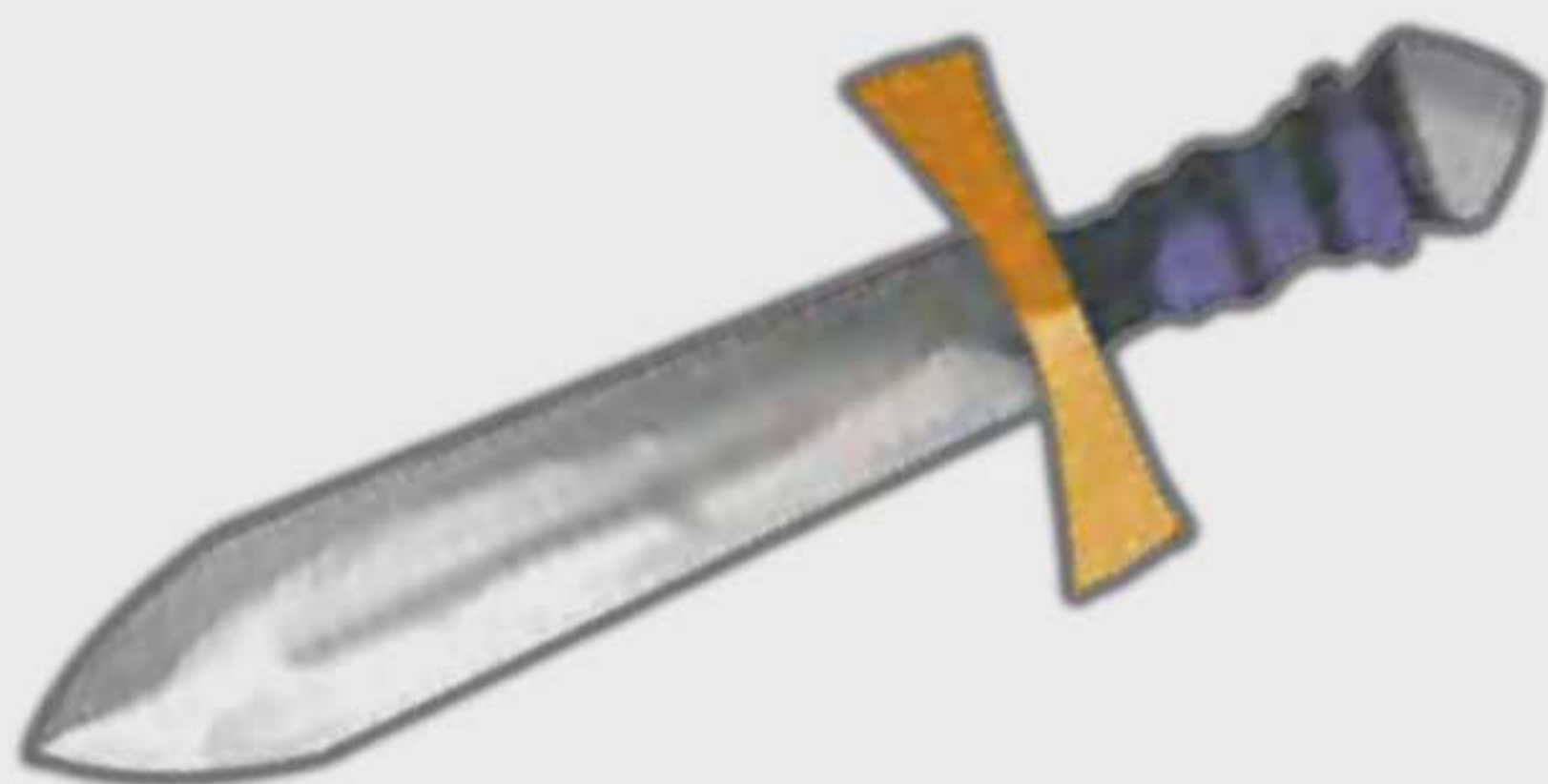
Cemetery, Docks, Undercity

This [Small] band of [Easy Rogue NPC] petty criminals are all local and know this district extremely well.

The area has many hidden victims of the local crime syndicate, which these novice crooks have joined up to.

They are hostile towards strangers and have plenty of bravado with the syndicates name behind them. They cannot be bribed or persuaded to reveal any information about their crew.

Characters may find it easy to defeat the criminals in combat, however they would be [Very Difficult] to intimidate to reveal any information, and should any of them escape during combat they will quickly bring more serious reinforcements back for the Characters.



BOGGY CONDITIONS

Rural

Prolonged heavy rain in this area has led to low lying areas becoming very boggy. Muddy water sits on the surface, unable to drain through the heavy Clay & loam soil.

This mud sticks to everything, doubling the size of boots in moments. Any Character walking on a road has to contend with the mud [reduced movement speed and agility] or risk the unknown ground next to the lane.

A [Large] number of snakes [Easy Beast] are very well suited by this turn of events and happily slither all about. They hunt an assortment of flies, frogs and worms in the water and near it.

Some areas look truly flooded, although Characters cannot see beneath the surface of the murky water. Occasionally bubbles rise to the surface and the snakes seem to avoid these deeper areas.



BORED CHAMPION OF JUSTICE

Castle Ward

This Champion [Elite Warrior NPC] has seen better days. Once a popular and lusted after figure, time and excess have taken their toll, and they now languish in the halls of any noble who will feed them in return for the same old tales of valour.

Despite their decline, they retain a warriors keen grip of tactics and can still swing a sword well enough.

They remain a figurehead of the Watch and can be found on warm dry days taking a stroll with the daily patrols. It is widely considered the exercise will be beneficial.

BOUNTY HUNTERS

Docks, Guild Quarter, Rural, Slums, Undercity

A [Small] group of [Elite Rogue NPC] Adversaries.

In the dim light they may mistake a Character for a bounty (unless of course the Character actually has a bounty, and there is no mistake...).

They can be bribed [Routine] but not easily persuaded [Difficult] of their error.

Characters will find them very capable opponents who do not fight fair.

BREATHE SLOWLY!

Undercity

There is a cage hanging from the wall. Inside lays a dead canary. This area has no fresh air supply, and the air that is here is bad.

Characters must quickly move to another area or risk running out of air.

Characters should be extremely wary of lighting a naked flame in this area.



TOWN ENCOUNTERS A-Z

BRING OUT YOUR DEAD

Slums

In these parts no one is paying for a private funeral. A few coins change hands then the dearly departed are loaded onto the cart and taken away to be disposed of in mass graves.

An unpleasant task that is needed to keep the poorer areas free of disease.

The cart driver/undertaker [Standard Cleric NPC] is a pleasant enough person, they are happy to chat (they consider themselves to be a people person and that it is their job to converse with the bereaved).

If a conversation flows with a Character, they may mention that strange stories are told by the gravediggers of late. It seems some residents are not waiting for their elderly relatives to die before they bury them, as there are signs people have crawled out of the graves.

BROKEN DOOR

Guild Quarter, High Street, Lanes, Slums

The splintered wood does not look rotten. This door was not easy to force and no one seems to have noticed or be concerned.

Noises come from the darkness within the building beyond.

A Torment Stalker [Elite Monster], a type of feral humanoid monster, mostly made of solid shadows not much larger than a man, has entered here and is feasting on the minds of the occupants.

The Torment Stalker has a powerful natural illusionary effect that makes it [Very Difficult] to notice, which is why no one seems to be paying attention to what is happening.

BROKEN FENCE

Rural

The fence seems to have collapsed on this pen.

The wood seems sound enough and the pen was built to contain a large animal. Whatever was in there is definitely not in there any more.

There is a chance (50%) that the [Elite beast] that was once penned here returns, and is hungry.

BROKEN STEP

High Street

The step is made of stone and looks solid.

Except a large crack runs through it. It must have been caused by a fault line in the stone because it would take something extraordinary to crack a stone like that.

It's [Very Difficult] to notice but the step is actually used as a secret message drop off point, where both message depositor and collector would need to be incredibly strong or have other means of lifting the broken step to access the message.

BROKEN WINDOW

Lanes

Without Warning an object comes flying through a window, smashing the glass and covering the street around the Characters with shards. Characters have little time to avoid the glass or the object and find it [Routine] to avoid [Minor] damage.

The object was a small statue of a dragon, now in multiple parts.

Raised voices are coming from the building, and comments are being made about the cost of glass windows and dragon statues.

BUBBLES SLOWLY RISING

Undercity

A deep sewer lies before the Characters. Large bubbles are slowly rising from below. The water is thick and black, and no Character can see the source of the bubbles.

It could just be gas rising from the silt (60%) or an [Elite Monster] ambush predator (40%).

BUGS, I HATE BUGS

Undercity

At first glance the wall and floor just look uneven, closer inspection reveals a carpet of [Beyond Count] invertebrates and insects. Mostly harmless yet still deeply unpleasant a [Pair] of poisonous predators [Standard Beast] are taking advantage of an easy meal and may not appreciate being disturbed.

TOWN ENCOUNTERS A-Z

BUILDING SITE

Castle Ward

The path is blocked by building equipment, benches and sawing. Tools are scattered all about and the [Large] squad of workmen [Standard Commoner NPC] shout loudly and constantly between each other and at passers by.

The work looks shoddy and the neighbours have had enough.

As the Characters try to pass the least agile Character finds it [Very Difficult] to avoid tripping on a carelessly placed tool.

If the tool is knocked the workmen turn on the Character, shouting, threatening and demanding recompense, although they are mainly bluster and will back down from a serious fight.



BUILDING SITE FOREMAN

High Street, Lanes, Noble Quarter

This well dressed, tall individual [Standard Scholar NPC] is the foreman here and is recruiting for the building team.

They have coin and some unusual problems to overcome which require some rather specialist skills.

It's probably a run of the mill sort of building issue; remove the dire rat infestation, exorcise the site ghost or remove the ancient altar with the glowing rune they've uncovered etc.

BUSKING BARD

Guild Quarter

A hat sits hopefully in front of a colourful figure [Standard Performer NPC], wearing the latest and most fashionable attire whilst strumming a many stringed instrument.

The songs are cheerful and rather forgettable, however the coins flow freely and he will not need to sing much longer to cover his supper.

BUTCHER'S BOY

High Street, Lanes

He approaches a Character and asks for their help.

The Butchers shop, never the cleanest, has been infested with cockroaches, which has attracted rats.

Stray cats have also moved in, but do not seem to be making much difference to the rat population.

The Butcher is at their wits end. Can the Characters help?

CABIN BOY

Docks

Despite their youth, this agile [Easy Rogue NPC] crew member is alone in this area having just come ashore from their ship.

Rather wide-eyed at the sights and sounds, this youth is rather impressionable and could easily fall into bad company.

CAPTURE IT ALIVE!

Guild Quarter

All teeth and claws and bad attitude this [Lone] creature [Elite Beast] is not a suitable pet. Captured in a far flung land and bought and kept by a noble as a novelty pet, this was a disaster waiting to happen. It is frankly miraculous the body count is not yet in double figures.

The rarity of the beast makes it extremely valuable if caught alive, although even if killed the hide will be worth good coin if not damaged.

CARPENTER

Docks

This [Elite Commoner NPC] Artisan is the go-to for the locals needing boat repairs.

While he lacks the skills to built sea going craft, he has a true gift for repairing holes and scrapes, and keeping all vessels in his care in good condition.

He is on very good terms (on the quiet like) with the watch and has a keen eye on all the comings and goings around the docks.



CAVERN TUNNEL

Undercity

These extensive and inter-joined cellars have a collapsed wall leading into a cave system.

Despite its accidental origin it seems to be often used, and a well trodden path is clear to see.

CHAINS OF TORMENT

Cemetery

The exorcism of this haunted tomb was attempted decades ago but was only partially successful.

The resident ghosts and ghouls are now shackled but not banished.

They are rather noisy, and despite being sealed in you can just about hear them on quiet nights.

The groundsman does not know the cause of the noise, but he will pay to have it removed as it gives everyone the creeps.



CHERRY TREE

Castle Ward, Guild Quarter, Rural

It is cherry blossom season, the petals cover this small tree and the sweet scent fills the air.

The locals seem almost inebriated by the sight and smell, and insects that settle on the flowers seem happy to stay there.

Characters find it very inviting and may be tempted to take a closer look, with it being [Routine] to resist the calming effect of the scent.

CHILLING FOG

Cemetery

The fog descends quickly and brings an unseasonal chill and low visibility to the entire district.

Any locals will head home to lock their doors and shutter their windows at the first signs of the fog rising.

Shadows seem to move within the fog, and the lack of visibility mean Characters have less time to react to the [Equal] group of ghoulish creatures [Standard Monster] that are using the cover of the shifting fog to hunt living prey.

TOWN ENCOUNTERS A-Z

CHIMNEY SWEEP

Docks, High Street

Angry and bitter about being sold into indentured servitude in their infancy, this unfortunate [Easy Rogue NPC] has now aged and grown, so soon they will be of little use to their master.

Fully aware of the danger of their predicament they are keen to find a new profession, and are very flexible about what that might be.

Characters may note that despite their inability to fit in tiny spaces the chimney sweep is still nimble, agile and an exceptional climber.

CHOP SHOP

Undercity

The flies hover everywhere in this area. This “butcher” [Standard Commoner NPC] provides cut price meat for the town’s less reputable establishments.

Mostly mutton passed off as beef, they are not above reducing the local stray dog population if mutton is hard to come by.

Recently they have found new cuts of a strange meat coming in from their usual wholesalers. It’s not quite sheep, or goat, but it seems to go down well enough, It may be a little more-ish.



CIRCUS COMES TO TOWN

High Street, Rural

This [Very Large] circus troupe of [Standard Performer NPC] and the [Small] group of stars [Elite Performer NPC] are here for a good time. Happy to test their skills in [Difficult] contests against Characters for gold, they have a range of shows every day to entertain the townsfolk.

Being worldly travellers they may [Routine] be able to exchange tales from other Towns and Cities they have visited.

Not all is as it seems though. The Tiger in particular looks oddly like a painted house cat, just bigger...

CLEANERS

Castle Ward

Busy keeping the castle clean and rodent free(ish) this [Equal] sized team of [Standard Commoner NPC] cleaners are at hard work attacking cobwebs, bashing carpets and generally sweeping up.

They are completely ignored by the local nobility, however they see and hear many things and you’d be amazed what drops out of some of the thicker rugs!

The shiftiest looking Character is approached by a cleaner who has found some small amulets of value, which for some reason were being thrown out.

They haven’t the contacts or knowledge to sell the goods so they ask for help to broker a deal.

COLLAPSE!

Undercity

Without warning the roof collapses, showering the area with loose rocks and dirt.

Characters have almost no time to react, and would find it [Very Difficult] to avoid [Light] injury from falling debris and becoming partially buried.

Most Characters would find themselves with dirt and debris up to their waists, smaller Characters would be in for an even worse time.

COLLAPSED BRANCH

Rural

The crack above the Characters heads comes from nowhere. Characters must avoid [Routine] the enormous branch as it crashes down in the middle of them. Once fallen the massive lump of fallen tree blocks the way and is [Routine] to scramble over.

The break looks oddly clean. Was this deliberate?

COMINGS AND GOINGS

Noble Quarter

It is [Difficult] hard to pick up, but one door in particular is unused all day but relentlessly well used in the evenings. The visitors only stay moments before exiting again and the inhabitants are never glimpsed.

TOWN ENCOUNTERS A-Z

COMPROMISED WATCHMAN

Castle Ward, Guild Quarter, High Street

Unusually for a watchman, this officer [Standard Rogue NPC] patrols alone.

Well known to be closely aligned with several local criminals and smugglers he is looked on with fear and distrust.

His crooked ways leave him comfortably off, and the smarter establishments grudgingly have to accommodate this undesirable client for fear of reprisals...

His superiors turn a blind eye as things on the surface remain quiet and well policed, however the dark underbelly of the area has grown unchecked, and it is only a matter of time before things get out of control.



CONTRABAND STORE ROOM

Undercity

In a dark corner, the Characters see neatly stacked boxes. Clean and sturdy, they are clearly marked as the property of a noble family who are very unlikely to warehouse their expensive goods down here.

It's likely whoever has left these boxes here has also left some traps or guards to make sure they stay here.

CORPORATE ESPIONAGE

Guild Quarter

This young guild member [Easy Commoner NPC] is a trusted scribe for a guild's new secret endeavour.

They have promptly written a copy of the notes from memory, which are for sale to the highest bidder.

The notes are only as good as the guild members memory, of course, and the guild would be furious if they found out.

The Characters may well be approached, either as potential buyers or hired to oversee the secret auction of the notes.

COUNTING CULTISTS

Noble Quarter

Recently some rather subtle cultists have managed to find employment in the houses of some of the richest nobles. They are busy converting the serving staff and trying to influence the nobles.

A watch officer [Standard Warrior NPC] reckons they are onto them and wants them weeded out ASAP.

They offer the party good coin to remove the problem or collect enough evidence for the watch to move in.

CRABS!

Docks

This [Horde] of little nippers [Easy Beast] can be found on the mud flats and in shallow waters.

Local children attempt to catch them with string and bacon rinds for fun (and the never ending crab stew at home).

These crabs will avoid people as a rule, the only exception being they can strip a corpse to bare bones in less than a week.

Lately they seem to have lost their appetite and are lethargic.

Have they eaten something which disagreed with them and has anyone seen that dodgy looking potion maker recently?

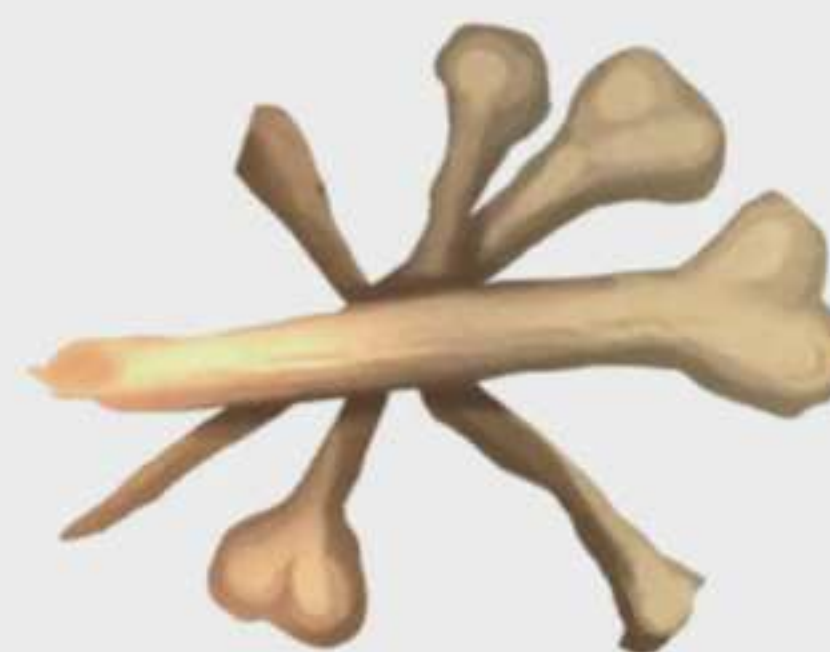
CREEPING DEATH

Cemetery

This wide and open mass grave is well away from the smarter tombs as it is used for plague victims.

The braver grave robbers and scavengers have been in and done their work, and the grave diggers will not go near it. The plague is a strange disease with unusual symptoms.

The mass grave has attracted unwelcome attention from local eaters of human flesh, and there will be a [large] number of ghouls [Standard Monster] or similar in this district.





TOWN ENCOUNTERS A-Z

CROWS

Cemetery, Rural

This dark [Beyond Count] murder reside in the tallest trees and lofty rooftops, breaking their silhouettes with their large, messy nests.

These [Easy Beast] vicious birds attack any nearby creature which is small or vulnerable en masse, focusing on their eyes for a chance to cause [Major] damage.

Any familiars or pets of smaller Characters may be targeted.

The locals tell old tales about the crows being agents of a sinister evil force and curse their presence here.

CULTISTS

Slums

An [Equal] sized group of hooded figures [Standard Wizard NPC] appear from the dark shadows. They ask if you are interested in finding out more about your true lord, master and new patron.

They are followed by a [Large] group of figures in less well made hoods [Easy Commoner NPC] who produce food and approach the street children with strange smiles and a far away look in their eyes.

The cultists are not hostile unless provoked or any Characters insist in asking too many awkward questions.

CUSTOMS OFFICIAL

Docks

This middle aged and rather greedy individual [Standard Scholar NPC] makes sure duties are paid on all goods coming through this area.

They expect a small gift in return for clearing goods and would turn a blind eye completely for the right price.

They have an intimate knowledge of every hidden locker on all the local ships, and they're well placed to catch any trader trying to sneak goods in without handing over the coin first.

The local thieves guilds and smugglers like having an official that knows how to do business and will spend some effort to make sure no harm comes to them.

CUT PRICE GOODS

Slums

Despite the haste of this sale and the lack of education of the seller, there are some valuable things to be had here at very good prices.

It's possible (30%) that some goods are stolen and either the law or the previous owner may come looking.

CUT THROAT

Undercity

This shadowy figure lurks with purpose. They are a well known underworld freelancer [Elite Rogue NPC], whose appearance does not fully divulge the wiry strength and speed of this cold blooded killer.

They are often found in this district, and their services can be purchased for a fair price. If a [Routine] conversation can reassure them that the Characters know how to handle freelance contracts on the wrong side of the law.

They may also be persuaded to reveal jobs completed for other employers with the right amount of rum and gold, although this is [Difficult].

DANCING SHADOWS

Guild Quarter, Lanes

As sunlight creeps between buildings and reflects off windows Characters may notice [Routine] that the shadows seem to dance a happy jig. There doesn't appear to be anything or anyone present to cast such shadows.

DELICIOUS ARCANE PASTRIES

Guild Quarter

A smart sign promises the ultimate comfort food for a few coins. This master baker [Standard Wizard NPC] has combined his skill in the kitchen with a keen interest in the arcane arts and found a niche in the market which sets him apart!

From Cure all Croissants to Expertise Bolstering Bagels and the daily special (today temptingly named Profitability Pie), there is a treat to suit everyone.

TOWN ENCOUNTERS A-Z

DELIVER THIS!

Noble Quarter

The noble has clearly mistaken the most brightly dressed Character for a messenger. They thrust forwards a letter and a coin with delivery instructions, turn on their heel and walk away.

The letter looks long and confidential.



DELIVERY BOYS

Guild Quarter, High Street, Lanes, Noble Quarter

This [Small] group of smartly dressed youths [Easy Commoner NPC] are in the employ of the traders and will deliver goods and regular supplies to those who are happy to pay for the convenience.

Anyone who observes [Routine] the regular deliveries will realise that when delivery recipients are out packages are often left at prearranged “safe” places.

This means they’re left on doorsteps, behind bins and thrown over garden walls.

DESPERATE OUTCASTS

Undercity

This [Horde] of criminals had been relocated to this run down and abandoned district in lieu of a prison sentence.

From petty criminals [Easy Rogue NPC] to hardened cut throats [Standard Warrior NPC], they have formed an ragtag community and will seek to protect what little they have.

They are poorly dressed and armed with whatever is lying around. Hostile to strangers, they will be very loyal allies if the Characters can help better their lot.

DESPERATE SCAVENGERS

Cemetery

From selling the graveside flowers to stripping the precious stones from the tombstones, this [Small] gang of scavengers [Easy Commoner NPC] have no choice but to stoop to these depths. They are chased off if caught, frequently arrested and lately their numbers seem to dwindle.

If Characters encounter them and are able to start a conversation, the scavengers know the district better than any others. They may tell tales of those in their group who are missing, and not all were taken by the watch in the dead of the night.

DETECTIVE WORK

Cemetery

An officer of the watch [Standard Warrior NPC] has bought a necromancer along to assist in getting ‘evidence’ to help solve some crimes.

This line of questioning is at best unusual. The necromancer [Standard Wizard NPC] is not used to being on the right side of the law, and is assisting the watch to repay some of their own minor missteps with the legal system.

Depending on their mood they may comply and produce a key witness to deliver a very interesting statement.

Or they could spread their skills a little wider...

DEVOTED PARENTS

Slums

The youngest of their large brood is ill, and the prognosis is dire. With no coin to buy the services of a physician, the parents have turned to more dubious underworld Characters in their desperation.

They have been set a very strange challenge in order to procure a tonic which may help.

The challenge happens to involve obtaining some item of value from the Characters and they will let nothing stand in their way.

They’ll attempt to plea and send their other children to work trying to find and make away with the item.

TOWN ENCOUNTERS A-Z

DIG YOUR OWN

Cemetery

In the dead of night the forlorn figure [Easy Commoner NPC] slowly digs. Their captors laugh and drink as the grave slowly deepens.

The soon to be victim looks fairly wealthy and keeps trying to buy their way out of this predicament but the [Equal] gang of [Standard Warrior NPC] rough looking thugs have other orders.

DISINHERITED NOBLE

Castle Ward

Characters are approached in the street by this noble [Standard Performer NPC] down on their luck.

They seek to turn around their fortunes by holding a prestigious party, and look for help convincing the great and good to attend.

They seek to acquire some curios to display, and aim to attract the brightest and best nobles, entertainers and caterers to make this the bash of the century.

They do not have much coin to pull this off, but they are prepared to give everything they have left to the Characters to help them. They are not concerned about working practices, only results.

DOG SHOW

High Street, Rural

This area has been commandeered for the annual dog show. Pampered pooches, powdered and preened for the big day, fill the air with the scent of perfume. There are classes for all sizes and breeds, even some agility events with courses set up to entertain the spectators.

The sizeable prizes on offer mean this event is taken extremely seriously by some. Equally it has attracted many chancers who will try their luck. Someone seems to have entered a goat, and as it is attacking any dog attempting the agility course it seems to have a good chance of placing.

If any Character is inclined they can enter a “canine” into this circus and try their luck for prizes too. Alternatively there is a book open and some long odds available.

DRAIN COVER

Guild Quarter, High Street, Lanes, Noble Quarter

Leading directly to the sewers below the drain is dark and rather smelly. Made of heavy iron it may be lifted, however locals may object as it is well known that rats in the sewer are always looking for a way out.

Although a distraught looking individual will offer what few coins they have for anyone who is willing to climb down and retrieve the ring they’ve dropped.



DRAY

Castle Ward, Docks, Guild Quarter, Lanes, Rural

A large wagon, stacked high with barrels, makes its way along the streets slowly. Pulled by a [Pair] of enormous shire horses [Standard Beast] and manned by a [Pair] of well muscled dray-men [Standard Warrior NPC] this service visits every tavern in the area weekly. While not the only source of ale locally, the biggest brewer in the kingdom has a strangely popular brew that many demand almost religiously (even though it is weaker and pricier than the alternatives).

The horses are evil tempered and large hoofed, any unsuspecting tourist who ventures too close will immediately regret it.

DRILL SQUAD

Guild Quarter, Lanes, Slums

A sergeant screams orders as a [Large] troop of young watch apprentices [Standard Warrior NPC] jogs in formation through the streets.

Despite being raised on these streets, the trainees now look at the residents with a cool aloof gaze. They clearly feel their position in life has improved since joining the watch.

They move quickly and neither make way nor stop for anybody.

TOWN ENCOUNTERS A-Z

DRINKING GAMES

Docks, High Street, Slums

The Game is “Toad in the Hole” and is played for Bragging Rights. And money.

Any Character who plays must select a “Toad” (actually a frog but no one seems to care) from the pot and swallow it whole. Characters may be lucky (70%) and not select the hallucinogenic frog in the mix.

Any Character who keeps the frog down [Difficult] “wins” a small pot donated by a local landlord (who has made a years wages selling tickets to watch fools eat frogs).



DRUNKEN SAILOR

Docks

A wobbly individual in a stripy top [Standard Warrior NPC] spoiling for a fight as the rum burns inside them. Yet to find their land legs, they are more than a little unstable but fully capable of landing a heavy blow should they get close enough.

If anyone were to start off a sea shanty, it would change the sailor from an aggressive drunk to a loud singing drunk.

EAGLE

Rural

This predator [Standard Beast] covers huge areas in search of easy prey.

Majestic and very rare, the locals proudly tell of a pair breeding locally, ensuring the safety of the species. The eggs in particular are extremely valuable to the right buyer, however this will mean the end of the species in this area.

The locals will be hostile to any threat to the eagle.

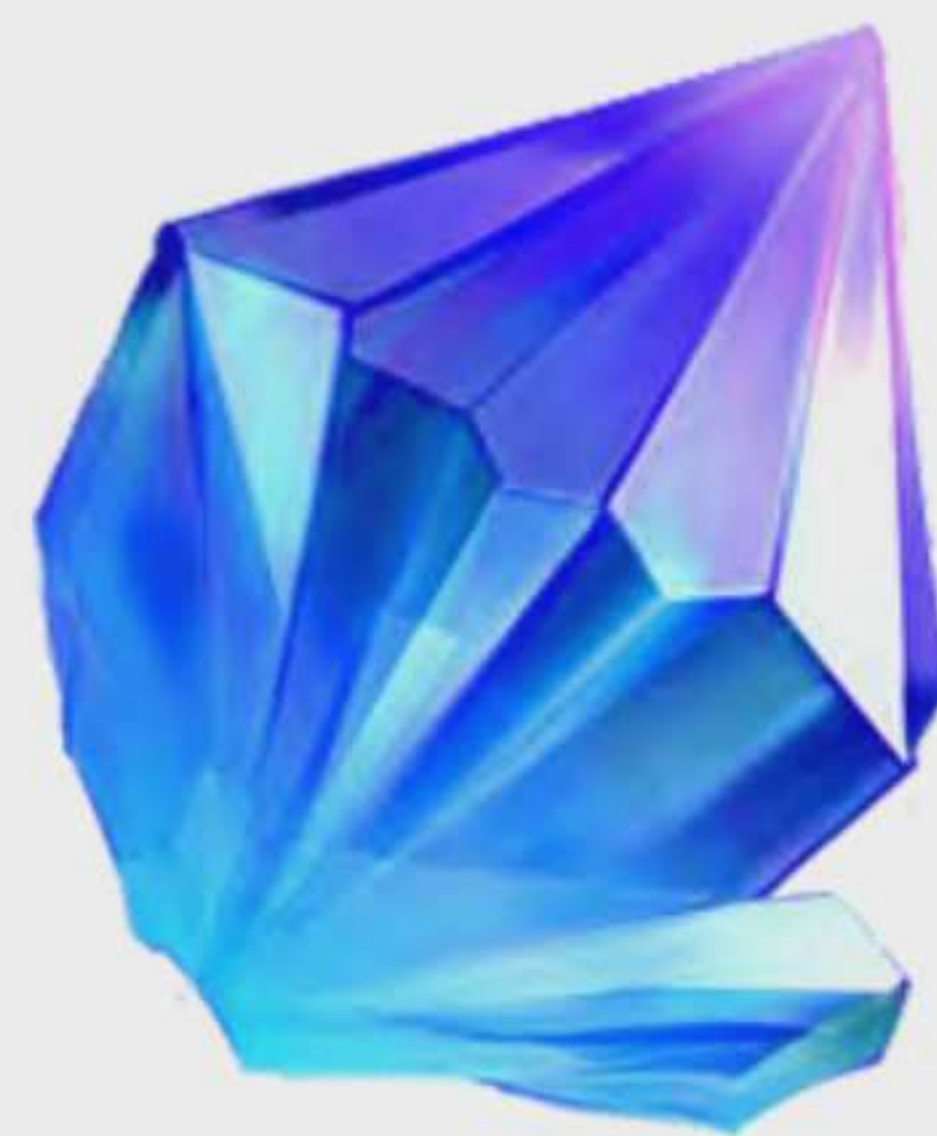
ELDERLY RESIDENT

Lanes, Rural, Slums

Very particular about who parks their cart where, this older resident [Easy Commoner] makes a point of knowing all their neighbours, and their business.

Newcomers to this area are met with excited curiosity, and a Character can find themselves in up to an hour long conversation very easily.

Outwardly friendly, this resident has retired from their previous profession. If they like the Character they may divulge what they used to do. If they dislike the Character they will make sure everyone here abouts locks their doors and windows tonight.



ELDERLY GUILD MASTER

Guild Quarter

They walk slowly but with purpose. Many here seem to know this guild master [Elite Wizard NPC] and nod respectfully as they pass. The guild master notices the Characters immediately, and looks them up and down with very perceptive eyes.

They smile kindly and introduce themselves. They like to welcome newcomers and ask if the party plan to remain in town for long.

The small talk will flow easily, however the friendly master’s questions do seem to be leading towards a more delicate subject.

If they are satisfied with the Characters’ answers they will mention that they need a job done very much on the quiet.

A rare and powerful gem was stolen from the guild and has been located in the sewers, doubtless in the local thieves hideout.

They will pay well for its safe return, with a bonus for discretion.

TOWN ENCOUNTERS A-Z



EMPTY BARREL

Castle Ward, Guild Quarter, High Street, Noble Quarter

Not unusual in itself except there are many, many scratch marks on the inside of the barrel.

This may be because a dangerous creature [Elite Beast] escaped whilst being smuggled in to the town, and could still be close by stalking fresh prey.

ENVOY

Docks, High Street, Noble Quarter

Carrying an invitation from a local noble, this envoy [Standard Performer NPC] has tracked you across town to extend an offer of hospitality.

There is an interesting matter currently afoot which their master would very much like to involve the Characters in.

ESTATE AGENT

Guild Quarter, Lanes

This rather materialistic trader will judge on coin and appearance. If they think Characters well born, educated or rich they will be all manners, otherwise they are curt at best.

They are the agent responsible for letting empty houses in this area.

If Characters make a good impression this agent may let a house on favourable terms.

They may also be able to secure viewings on a range of properties, including some already occupied which may be available soon, if they can convince the agent this is just what they are after.

A useful way to have a nose around without breaking in.

EULOGY OF THE ARCANE

Cemetery

The patterns glow very prettily on this gravestone in the fading light, and seem to dance before the eyes. The stone itself seems unusual in hue and shape, and is clearly different from those around it.

There also seems to be a comforting warmth emitting from the gravestone which is warm and tingly to the touch.

This is the final resting place of an important local magic user, and it's said they cast their last and most powerful spell on this headstone.

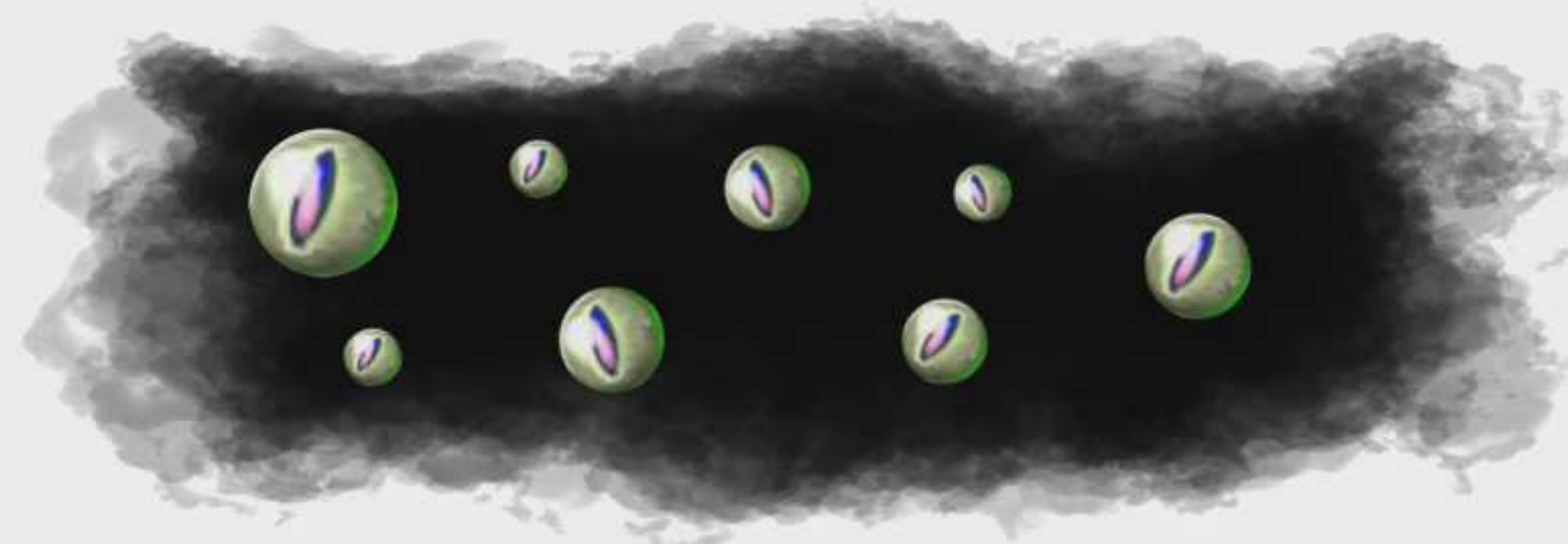
EXOTIC AMBASSADOR

Castle Ward

Brightly dressed and friendly, this ambassador [Elite Performer NPC] is happily negotiating a very beneficial trading arrangement with this country.

This will lead to new riches for all parties as the goods are cheap, taxable and sought after in these parts.

However any trade deal must include certain strange clauses. No one is really sure what they mean but it can't be that bad can it?



EYES IN THE SHADOWS

Undercity

The Characters have a sensation they are being watched as they feel eyes boring into their backs. The eyes seem to be located in every dark area.

The Characters should [Routine] just about be able to make out the glint of eyes in the darkness, but not what they belong to, (even if they could normally see in the dark).

This could either just be paranoid Characters or a disturbing ethereal elder entity [Elite Monster] with a multitude of ghost eyes that roams the dark corners of the town.

TOWN ENCOUNTERS A-Z

FALLEN HERO

Cemetery

The mood is black as this [Small] party of adventurers [Equal * NPC] stand silently with heads bowed.

Characters may have heard of their adventures as they are well known in these parts.

One of the mourners will approach the Characters and explain that they have not the stomach to finish the job which felled their friend, and tradition dictates they spend a week celebrating their fallen comrade's deeds, cementing their place in local legend.

They ask two things of your party. That you join them to celebrate the life of their fallen friend, and that you finish the job which killed them.

FAMILY HEIRLOOM

Noble Quarter

The party are approached by a noble who seeks a subtle word in private.

They ask for help recovering a family heirloom that was accidentally sold, and the noble has been refused the opportunity to buy it back.

They are happy to pay a premium but the trader will not entertain it.

They ask you to help persuade the trader to return the item, or acquire it by whatever means you see fit. No questions asked.

FENCED GOODS

High Street

A shifty looking figure approaches and offers a range of curios, fine jewellery and enticing rarities.

They even have an enchanted amulet for sale, although they are unlikely to mention it has but a scant few days left before the enchantment fades.

The price he asks is cheap, but if you buy anything you must ensure the goods are unnoticed [Routine] every time you pass a Watchman or Town Official.

Attempting to sell the goods in the same Town will lead to arrest.

FERAL DOG PACK

Cemetery, Rural, Slums, Undercity

Mongrels of mixed size and breeds make up this [Large] pack of hounds. They are territorial, hungry and very aggressive to any other beast or being in their locality.

They pass through the district quickly and will attack on sight.

Any single beast is an [Easy Beast] opponent, however they attach as a pack and become a [Difficult] challenge for their unfortunate target while they are at full strength.

Losing a few of their number or being confronted with fire, or similar, will quickly scatter the pack.

FETID GAS

Undercity

A billowing toxic cloud of sickly coloured gas fills the air as it expands relentlessly across this district at a steady pace.

It would be [Difficult] to remain conscious if the Characters could not escape the gas or find a way to keep the vapours away.

The gas may well be flammable, so setting it alight could remove it and replace it with burning air instead!

FIELD MICE

Rural

Not as cute as they seem this [Beyond Count] mischief of mice [Easy Beast] can destroy crops in hours. Considered a pest they are incredible hard to control and breed exponentially.

They spread disease, fleas and plague the locals, nibbling clothes, corn sacks and even the toes of the elderly and infirm.

Lately they seem to have developed a taste for flesh, and animal skeletons have been found stripped clean.

A local wise one tells tales of how these are no ordinary mice, but instead are scouts for the army of the rodent king, the feared 'Grey Mus'

TOWN ENCOUNTERS A-Z

FIRE!

Rural, Slums

The building nearest the strongest Character is suddenly alight! This fire may spread if its not dealt with quickly.

Regularly check to see (20%) if the fire has spread.

The fire could be fuelled by furnishings and wood in the buildings construction, or the flames could be magical in nature.

If the fire is not dealt with quickly then the area will also become full of smoke, reducing visibility and making it [Difficult] to breathe.



FISHING JOLLY

Docks

This [Equal] group of traders [Standard Commoner NPC] have hired a boat for a day trip.

The craft is not designed for the open water, although it is a solid vessel and should not run into any issues on a calm day, despite sitting low in the water.

The party sit on the boat deck enjoying mead in the early morning sun as the little sail boat prepares to make her way to the most popular fishing spot.

The group are good natured and are happily conversing with passers by and traders alike.

FLAME BURST

Undercity

The rats know what's coming and start charging back down the tunnel as air is sucked towards the oncoming flames.

Characters have very little time to react before the area they are in is subject to a [Major] damaging blast of fire.

FLEAS

Rural, Slums

These miniature Monsters can make life unbearable and are all too common in this district.

Too small to be addressed directly they can only be controlled by using certain potions, and the local tree oil which they find repellent.

Said tree oil is readily available, but at a vastly inflated price for 'outsiders' like the Characters.

FLIES

Cemetery

Focusing on one recently dug grave, this swarm of flies are very large and very black.

They grow frantic if disturbed. Their eggs and maggots can be seen in the turned soil in such numbers that they create small waves that move the ground.

This could just be a large collection of flies, or it could be (20%) a diabolical creature that takes form from the swarm and attacks [Elite Monster].

FLIMSY WOODEN DOOR

High Street

Surely nothing of value can lie behind this barely there door?

The rest of the traders here want this blemish on the high street removed, but the owner of this cluttered junk store [Standard Cleric NPC] refuses to change their ways.

They also seem to get the backing of some powerful figures from the local church.

FLOWER SELLER

Slums

With a small cart of flowers this blind [Standard Commoner NPC] picks their way carefully along.

They sell bunches for a few coins, and despite their lack of sight can usually find the best blooms in the area by smell and touch.

They are harassed by the street urchins and other traders, and operate on the outskirts of this area. They may be able to help locate rare ingredients.

TOWN ENCOUNTERS A-Z

FOOTMEN

Noble Quarter

This identically dressed [Equal] set of footmen [Standard Warrior NPC] are responsible not only for standing neatly lined up and looking the part, but also for any “fisticuffs” which may be required.

Powdered wigs and smart overcoats identify this group, who are in the employ of one of the richest households and like to consider themselves above the other serving types here.

Any visible injuries which spoil their appearance would mean trouble from their employers so they will carefully pick their fights.

FORBIDDEN KNOWLEDGE

Undercity

Some things are banned for a reason, and this dangerous research has long been illegal.

This study area is dark with jars of monstrous creatures pickled within. Something has clearly gone badly wrong as the pile of flesh and bones in the middle of the area writhes and is hoarse from screaming.



FORK HANDLES

Guild Quarter

Patrons of this chandler will have to smile and nod through a long, long list of hackneyed one liners for even the simplest purchase.

This is the only chandler [Standard Performer NPC] in the area so there is little choice, however some of the jokes of late have been at the expense of well known powerful figures, and noses are fast being put out of joint.

They may well try to convince the Characters that a particular noble is always flattered and friendly when their hair is mentioned. This is of course, not true...

FORTUNATE WARD

Noble Quarter

A young adult of low birth has been adopted by a powerful noble family as their ward.

They wear the finest clothes and are always accompanied by one of the older family members.

However they seem nervous and subdued. In a moment when they are briefly unattended they ask a Character to help them escape as they are held against their will and the family are not as respectable as they seem. Indeed there are dark spirits and strange events in the house where they are kept.

FROM THE DEPTHS

Docks

This [Lone] rather pungent slippery creature [Elite Monster] rises slowly from the water. And keeps rising.

Clearly from the depths of dark cold oceans, its inhuman eye clusters focus perfectly in the cool mist that surrounds it.

Tentacle like limbs flail in a [Major] damaging way towards any threat.

Its eye clusters burn red and hypnotic, and fix any Character nearby to the spot in a stupor that is [Difficult] to resist.

When injured it fires out a highly corrosive and flammable ink in all directions which burns skin and cloth [Major] but cannot burn through armour, only seep around the sides [Light].

The local fisher-folk will help in any battle, throwing harpoons from a distance, they will also claim to have got in any killing blow.

FRUIT SHORTAGE

High Street, Lanes

The weather this season has not suited the local fruit and there is a shortage come harvest time.

This means that previously cheap and commonly found fruit items suddenly are worth their weight in gold.

This leads to some vicious street fights over the fruit and organised crime gangs are paying attention.

TOWN ENCOUNTERS A-Z

GANG BATTLE

Slums

These two [Large] gangs of rival thugs [Standard Warrior NPC] are in the middle of a turf war that has just got ugly.

Tempers are high and gang members may randomly attack Characters in the heat of the moment, assuming the Characters are with the rival gang.

They are well armed and led by some of the toughest street fighters, with a [Lone] gang boss [Elite Warrior NPC] on each side.

The watch, while aware of the turf war, see the gangs killing each other as a win-win situation so are staying out of this one...

GARBAGE GOLEM

Undercity

As the Characters pass this heap of garbage they suddenly feel eyes watching them.

Two mismatched rotten eyeballs, in fact, that sit atop a large pile of refuse twitching and slowly blinking.

Moments later the garbage golem [Elite Monster] rises from its crouch and attacks the Characters.



GARBAGE WORMS

Undercity

The locals efforts at composting have gone awry. Now this [Large] pack of these huge maggots [Standard Beast] worm their way across this extensive garbage heap feeding on the scraps of the town.

They look ravenous and would prefer a nice fresh meaty alternative to the slops in the garbage.

They are able to travel easily through the waste heaps and burst out to attack.

GATHERING SUPPLIES

Lanes, Noble Quarter

This figure [Standard Wizard NPC] is looking for some very particular ingredients and is not keen on being noticed.

He has coin for the right items which are not easy to come by. Many are not available from the shops or, strictly speaking, entirely legal.

GHOST SHIP

Docks

A bank of fog drifts in to the docks and blankets all. Any fishermen make an exit at the first sign of the fog, muttering curse words as they go.

All of the sounds of a large ship at sea drift within the fog, sounding like a mighty galleon is docking.

If the Characters don't find their way indoors sharpish, then a [Large] number of monstrous undead figures [Standard Monster] in pirate garb lurch out from the fog towards them.

This does not seem to surprise the locals, who all seem to now be barricaded in the local Tavern continuing on as if nothing was happening (or at least nothing unusual). They will also offer tales of the gold that the captain of the ghost ship is said to have.

Anyone seeking out the captain of the ghost ship [Elite Monster] will surely find him, although he will not part with any gold without a fight.

GHOSTLY DIRGE

Cemetery

There seems to be no one else in this graveyard, but the mourning song sounds loud, clear and soul crushingly sad.

It would be [Difficult] to avoid feelings of sadness and melancholy listening to the song. And try as they may, Characters cannot make out any actual words, although there clearly should be some.

The multiple echoes makes the source of the song hard to pin point.

It's possible (20%) that a banshee like ghost [Elite Monster] will appear shortly after the song finishes.

TOWN ENCOUNTERS A-Z



GIN

Slums

While many varieties of this spirit have found favour in the noble circles (extravagantly flavoured and mixed with top end waters), this area's Gin will blind you if you drink more than a quarter of a bottle.

The Local Tavern won't touch the stuff, so its sold instead on street corners and dark alleys. Those who can afford nothing better find it a warming draught that puts hairs on your chest. Literally.

Heavy drinkers of it seem particularly fond of red meat and develop a keen sense of smell to counter their failing eyes.

GORY SCENE

Cemetery, Docks, Lanes, Undercity

There is a lot of blood in this area. It covers walls, the floor and has splattered up to 10 feet around.

Bloody footprints are seen to lead away.

There is nothing to suggest where this blood came from.

GRASSY KNOLL

Cemetery, Rural

A slightly raised grassy bank which slightly breaks the line of sight. Anyone standing beyond it would be visible from the waist up.

And while the Characters admire the knoll they are fired upon by an unknown assailant with a heavy crossbow from a distant vantage point.

GRAVE LIGHTS

Cemetery

Not unlike fireflies, these flying lights flit and fly all over, lighting up the cemetery.

The seem to hover over the newest gravestones in particular and their flickering light gets far more intense the closer they get to the fresh graves.

GRAVEYARD TOUR

Cemetery

The tour guide [Standard Scholar NPC] seems to have an excellent knowledge of all the graves, tombstones and tombs in this district.

This tour has been run weekly for as long as anyone can remember and only costs a couple of coins to join.

Interesting facts can be gleaned by those who know what they are listening for. The tour guide is dressed in old clothes which are decades out of fashion. At least.



GRIEVING LOVER

Cemetery

The figure [Standard Cleric NPC] clearly wants to be alone and undisturbed.

If disturbed in any way, they focus on the noisiest Character and begin screaming, wailing and will attack with the graveside flowers.

If the flowers land a hit they cause no damage, but release a strange pollen which causes extreme emotional reactions for anyone affected [Routine].



TOWN ENCOUNTERS A-Z

GUARDS GUARDS!

Castle Ward

A [Large] troop of guards [Standard Warrior NPC] patrol the area and guard certain doors in this district.

Their patrols follow set routes and times, the door guards can often get bored a few hours into a watch and some are more alert than others.

There are many rumours as to why the district is so well guarded, ranging from hidden treasures and paranoid nobility to it being due to a particularly savvy mercenary captain striking up a good contract.

GUILD STRIKE

Guild Quarter

This [Horde] of guild workers [Standard Commoner NPC] is on strike and they have set up a picket line. No one has yet crossed it.

They cry out for better pay and equipment. Neighbouring guilds watch on with interest. Members like the sound of better working terms and the guild masters like the idea of not having to pay for all that.

The strikers have been protesting for days and now the masters of the guild have lost patience and advertised for “temporary staff”. The pay offered is very good (much to the annoyance of the strikers).

However it would involve crossing the picket line and would probably lead the strike to fail. This would ensure no one in this guild, or likely any guild as they will follow the precedent set here, will get any improvement in their working conditions any time soon.

It just so happens that these tensions will be at the crucial riot or stand down phase as the Characters arrive.

HACKNEY CARRIAGE

Castle Ward, Guild Quarter, High Street, Noble Quarter

A smart gig pulled by a gleaming black horse and driven by a smartly dressed individual.

This carriage is the only way to travel for nobles, and their hire is not cheap. They are however clean, very fast and utterly discreet.

HANGERS ON

Castle Ward

This [Equal] group of [Standard Performer NPC] lackeys are basically tolerated to make the high born nobles look more popular.

They simper and smile as they agree with whatever is said, are very astute and know exactly who is in and out of favour. They act accordingly.

They are dismissive of anyone who they do not feel will benefit their own social standing, however if they sense an opportunity to gain favor through an association they will grab it and hang on.

Useful for nobility gossip if you are able to get them talking to you.

HANGING BASKETS

Noble Quarter

This area features several hanging baskets full of flowers that add a glorious array of colours and scents to the district.

They are, however, not very well attached and without warning one falls from above. Characters have a [Difficult] chance to dodge out of the way or suffer [Minor] damage and get covered in fine horticultural soil and flowers.

HARBOUR MASTER

Docks

The constant battle to get all traders and fishermen to moor boats considerately, not fight over the best berths and not to leave the place too messy has taken its toll.

This gnarled [Elite Ranger NPC] once was famed for their feats and richly rewarded by the town with the title of Harbour Master when they retired from the sea.

It turns out the title also came with a lot of duties to fulfil, so now they languish here dealing with petty squabbles and snooty officials who are seemingly never satisfied.

They secretly long to return to their previous life on the oceans, and hopefully never return to dry land and its’ never ending annoyances.

TOWN ENCOUNTERS A-Z

HAY FEVER

Cemetery, Noble Quarter, Rural

This year spring follows an oddly mild winter and accordingly the early fine weather results in a carpet of flowers, ferns and grasses covering the fields, verges and gardens.

Unusually a new purple flower has appeared. Locals assume it is simply a result of the mild winter, although it has a strange effect on the insects and several residents are experiencing severe hay fever and coughing.

HERD OF COWS

Rural

This [Large] herd of cattle [Standard Beast] are kept in this area for meat and milk.

Usually very placid, they will attack if scared by grouping together and stampeding at whatever threatened them. Loud noises, familiars and dogs will be seen as threatening.

The farmer will demand compensation for any injuries or deaths in the herd.

HIDDEN STASH

Undercity

The gleam of well maintained armour and weaponry is out of place here and catches the attention.

Quite why items of use and value are abandoned is unclear.

The armour and weapons are very distinctive in design and colour. They are also spotted with blood.

HIGH JUDGE

Castle Ward

Performing a public trial of some commoners accused of petty crimes, this judge [Standard Cleric NPC] does not bother to remove the black cloth from atop his wig as he always hands down the same sentence.

Many of the petty criminals do not merit a public execution so presumably these happen behind closed doors as the convicted are never seen again.

HIGH PRIEST

Castle Ward

This clergyman [Elite Cleric NPC] is a zealot through and through.

Hostile to any “unclean” or “unbelievers” he will take an instant dislike to the Characters and will make their life more difficult in a wide range of petty ways.

If directly antagonised by the Characters he will go from petty interference to full on efforts to thwart their plans at every step.

His immaculate white robes are oddly smooth and if attacked he seems immune to many types of damage.

He never removes his biretta, which a perceptive person would find it [Very Difficult] to notice seems to move unexpectedly by itself.



HIGHWAYMAN

Rural

A suave and somewhat dashing figure [Elite Rogue NPC] usually dressed in dark stylish travelling gear and astride a pitch black horse.

They can appear in moments in any area deserted of other NPCs as they do not like their work to be watched by those not directly involved.

Despite their reputation for supporting the poor in the district, the Highwayman is utterly ruthless and cold blooded.

They will only be satisfied with every item of value in a group and those unwilling to part with their valuables had better be handy in a fight.

They are a canny operator and would avoid anything like a fair fight whenever possible, and will only attack when they believe they have the upper hand.

TOWN ENCOUNTERS A-Z

HILARIOUS JAPE

Castle Ward

Giggling uncontrollably these youths watch as strangers bend and repeatedly try to pick up the coin stuck to the pavement, only to swear viciously at the [Equal] sized group of youths [Easy Commoner NPC] and move on.

The Characters are watching when a master wizard [Standard Wizard NPC] is caught out. Instead of swearing he mutters something and moves off.

The coin is still there glued to the pavement, but now the back of Characters eyes itch when they look at it.

The Youths who heard the spell are silent, white and look panicked.



HOLD THIS!

Guild Quarter

A figure [Standard Rouge NPC] runs through the passers-by looking back over their shoulder frequently.

As they pass the Characters they cry out "Think fast!" and throw a small yet heavy bag to the nearest Character. The figure then disappears into the crowd and is [Very Difficult] to catch or follow.

The Character is left holding a strange bag and wondering who the figure was running from.

IMPOVERISHED NOBLE

Docks, High Street

The last in an old family of standing in the area, they have wasted their fortune on gambling and poor investments. Now they walk the streets of this district aimlessly in the hope of an encounter of fortune.

In debt to every trader and tavern, the noble [Standard Performer NPC] is only days from debtors prison unless they come up with something quick.

Desperation can make for strange partnerships.

IN A FLASH

Cemetery

The sudden green flashes illuminate the residents who are not visible to the naked eye.

The spirits shimmer and their opaque outlines resemble exactly what they looked like in life.

Some of the ghosts were clearly very important, and some look very familiar, and they seem to want a word...

IN FOR A PENNY...

High Street, Lanes

A penny lies on the ground. Will it bring good luck?

Odds are (80%) the only luck is gaining a penny, but it could be lucky (10%) and grant some small boon.

On the flip side, there is a chance (10%) it could be cursed.

INVASION

Undercity

The Characters would find it [Routine] to become aware of a [Large] armed group [Standard Warrior NPC] approaching.

They are armoured and armed to the teeth and their kit bears the insignia of a faction hostile to this town.

They are led by a small sergeant [Elite Ranger NPC] who clearly has scouted this area, and who will have a good chance of noticing the Characters or their tracks.

This group are definitely up to no good and would not treat any witnesses to their activity kindly.

INVASIVE SPECIES

Cemetery, Rural

This tall, reedy grass has a pale blue tinge and shimmers hypnotically as it moves in the wind.

Brought as seeds by a traveller who liked it from his travels, this grass spreads very easily and has taken over large areas.

No creature will eat it and it makes a sinister hissing noise as stems rub in the breeze.

TOWN ENCOUNTERS A-Z

IT MUST BE YOUR FAULT

Noble Quarter

Without warning a glove slaps the cheek of the most charming Character.

The red faced noble [Standard Warrior NPC] demanding satisfaction is convinced that the Character has been cavorting with their unfaithful spouse.

They publicly challenge the Character to a duel on the spot.

JESTER

Castle Ward

Beloved by all due to their talent for visual performance, witty jokes and lively conversation, this jester [Elite Performer NPC] is a regular fixture at court and any fashionable gathering.

It is fortunate their performances are very physically taxing as they are rather fond of cupcakes.

Anyone able to acquire new and interesting sweet treats may be able to barter for all manner of court gossip.



JEWELLERY DEALER

Noble Quarter

This trader [Standard Scholar NPC] supplies artful pieces on demand to the noble houses.

The trader approaches the Characters for help procuring a particular piece.

It has been chosen purely for its gems and appearance, however it holds considerable dark power and the dealers information says it can be found in the undercity and may be guarded.

But it matches a noble patron's favourite horse's eyes so they simply must have it.

JOIN THE NASONS

Noble Quarter

The Characters reputation precedes them and the highest born Character is approached and greeted with a strange handshake.

They are invited to join the Nasons, a secretive collection of the local great and good who meet monthly for their mutual betterment. An old establishment shrouded in tradition, this rather exclusive club will not invite just anyone.

The highest born Character is invited to a meeting at the local "ledge" and it is suggested that an interesting proposition could be extended.

JURY

Castle Ward

A high profile case is coming to court between the ruler and an influential guild master.

Although the outcome is in no doubt, the ruler will prevail, there is no expense spared on the illusion of justice and a jury of citizens have been drafted in to preside and deliver the verdict.

The jurors are in no doubt as to what is expected of them, and the consequences of not listening.

Unfortunately for some Jury members, other less law abiding parties are also "reaching out" to try and forcibly influence the verdict.

They are badly in need of help and approach the Characters with their dilemma.

JUST PASSING THROUGH

Slums

The sound of hooves is muffled by the layer of filth covering the cobbles. The horse gallops along the middle of the street scattering people as it goes. Ridden furiously by a noble, this could end in injury if anyone is caught under the horse as it runs.

Characters may try and dodge [Routine] the horse or try to remove the rider [Difficult] and thus end the threat to these usually quiet streets.

The locals would be grateful if something was done as this rider often rides through this way and is considered a selfish menace.

TOWN ENCOUNTERS A-Z

LADDER

Guild Quarter, High Street, Lanes, Noble Quarter

A Ladder has been left leaning against a building. The locals all step around the ladder carefully.

Care should always be taken walking under a ladder. Bad luck may ensue. Or something or even someone could fall!

LATEST FASHION

Guild Quarter

Every season all the dandier members of society are sure to sport the “must have” item.

Right now its a rather elaborate hat involving lace embellished with a range of local gems or coloured glass to match the rest of the outfit.

This trend has generated a ferocious demand for unusual and colourful gems.

Also if the Characters aren't sporting large, lacy, gem studded hats then they will be mocked for being out of fashion.



LOBSTER FOR THE POT

Docks

Someone has forgotten to secure the days catch, and with his claws unbound this [Lone] dire crustacean [Easy beast] is on the rampage.

It will head towards the nearest water and attack anyone that gets in its way.

This dire lobster is a much larger than normal for a lobster and will be worth a fortune if it can be caught alive.

LOCAL GRIFTERS

Slums

To be found on every street in this district trying to sell cheap goods made out to resemble decent goods.

Supplies from these street sellers [Easy Rouge NPC] will wear out and break after a little use.

LOCAL LAND LABOURERS

Rural

Some things run in the family, and this [Large] group of farm workers [Standard Commoner NPC] are everything you would expect from generations that have never travelled beyond the village fields.

Armed with scythes and shovels, their lack of combat experience is countered by their willingness to take a really good swing.

Care should be taken when conversing as they have their own local dialect and readily misunderstand and misinterpret dialog. They are very easily offended and quick to the pitchforks and torches if they encounter something or someone they do not understand.

LOCAL PRIEST

Docks, Rural, Slums

The Priest [Standard Cleric NPC] preaches daily 'Hell-fire and Brimstone' to a [Small] devout following of the faithful [Easy Cleric NPC].

Although they should be mainly responsible for blessing marriages and holding funerals they seem very busy on other things of importance to their creed. As a result they have a poor relationship with the local community.

They seem to have a strange interpretation of the local religion, and even the local ladies who help with the flowers are quickly in and out with none of the usual gossip.

Also a few new additions to their congregation seem to have vanished and the locals are respectful but wary.

The priest will be friendly with the Characters unless they question his preaching in some way.



TOWN ENCOUNTERS A-Z

LONE BARREL

Castle Ward, Guild Quarter, High Street, Lanes

A barrel sits alone next to a building. No one seems to claim it and it had been there a few days. It is likely [Easy] no one would care if someone took it. It is bulging slightly and clearly not empty.

Is it simply full of a batch of soured ale (70%), a body belonging to a snitch (20%) or some explosives placed as part of a plot (10%).

LONG ARM OF THE LAW

Castle Ward

An [Equal] assortment of the smarter watch members patrols these streets [Standard Warrior NPC]. Mainly to send anyone who looks cheap and lower class back to the other side of town.

Their response to each Character will depend on appearance. And of course anyone who has been naughty may find a hostile reception with this patrol.

If the Watch decide a Character is “cut from superior silk” they will be extremely helpful with directions, recommendations and help to find anyone or anything the Character wants. And will of course overlook any small misdemeanours .

LONG DROP

Undercity

Pitch black with a cool breeze blowing up, the edges of this pit do not look to be firm ground.

LOOK TO THE SKIES

Castle Ward

A stylish entry by air has led to many sore necks as the locals stood aghast looking up at the unusual spectacle that looks to have landed somewhere within the palace. Everyone stopped what they were doing to stare and now talk is of nothing else.

This could be a pegasus, airship, flying carpet arrival or other fantastical flying transport.

It has served as a very effective distraction from everything else that was going on, so the local pickpockets [Standard Rogue NPC] get to work.

LOOSE BRICKS

Lanes

Suddenly bricks and mortar are falling across the path covering an area at least 10 foot across.

If Characters can avoid the bricks [Simple] they may spot [Routine] that a small opening has been revealed. Perhaps these bricks were disturbed and not merely neglected.

LOOSE HORSE

Docks, High Street, Lanes, Noble Quarter

This clearly valuable and high spirited war horse is galloping recklessly down the road, its iron shod hooves clattering on the cobbled street.

Passers-by have to throw themselves from it's path to avoid being crushed.

If it carries on like this for long someone will likely get trampled.

It wears a halter with a rope dragging alongside it that would be [Difficult] to grab.

LOST CHILD

Docks, Guild Quarter, Noble Quarter

This small child [Easy Commoner NPC] wails from next to the nearest building.

They are out of breath, either from the howling or possibly from running.

They seem to be more scared than you would expect, almost terrified.

LOST VISITOR

Guild Quarter, Lanes, Slums

You are stopped by a rather worried figure in merchant attire [Standard Commoner NPC].

They ask for directions to a house and if possible an escort to take them there.

Characters can either give directions (which may or may not be accurate) or escort them to their destination. There is coin for a job well done.

They seem oddly nervous and keep looking over their shoulder.

TOWN ENCOUNTERS A-Z



LUNCH CART

Guild Quarter

This cart appears daily with pies and pasties for the guild members at their work, where a neat and orderly queue forms to buy the baked goods.

There is an ongoing argument between the guilds and the cart owner, and the guilds and each other, about the routes of the cart. The larger, richer guilds are visited first and have the most choice for lunch, leaving the mostly cold fare for the smaller guilds.

MAGIC WATER CLOSET

Undercity

Smelly, slimy and still smoking, this detritus is oozing out a strange viscous liquid from the bottom of the heap. It is surrounded by dead rats and some oddly shimmering shapes.

A short time after arriving there is a popping sound and a sizeable pile of magically compressed faecal matter appears from nowhere. Those nearby would find it [difficult] not to be splattered by this unexpected arrival.

This is all a result of the wonderful 'mess free' toilet system a local magic school has installed that teleports the collected waste away at regular intervals.

An unfortunate side effect of teleporting the 'waste' is that it becomes a poisonous slightly corrosive mixture.

MAGPIES

Cemetery, High Street, Rural

This [Pair] of large birds [Easy Beast] flit about the Characters fascinated by any visible Jewellery. Should anything valuable be left unattended it will be snatched!

There is a veritable treasure trove in their nest!

MAN OVERBOARD

Docks

A Drunkard [Easy Commoner] has fallen into the murky waters and is disappearing below the surface.

Any attempted rescue [Routine] would leave the rescuer filthy, wet and cold.

As attention is fixed on the unfortunate a dark figure slips away through the crowd.

MARTIAL LAW

Castle Ward

A [Very Large] authoritarian company of soldiers [Standard Warrior NPC] are clearing this district.

They will not provide any explanation and all who protest are beaten and dragged out of the area.

Efficient and ruthless, these trained soldiers will not ask twice and fight in pairs if engaged.

MASTER OF CLOTH

Castle Ward

Elevated to their current lofty position due to skill and keen eye for style, this clothier to the castle nobility [Elite Commoner NPC] is actually low born.

Responsible for the fashions of the court and cutting silk more expensive than most dwellings hereabouts, this steady handed artisan happily creates masterpieces that are worn once and often discarded to storage.

They are always keen to hear of new materials and augmentations and are seeking an envoy to contact a new trader on the roads near the castle to procure the latest cloths.

MASTER OF COIN

Castle Ward

Usually sat behind the many locked doors and guards of the treasury, the master of coin [Elite Cleric NPC] is responsible for balancing the books.

They are accompanied by a [Small] group of select soldiers [Elite Warrior/Ranger NPC] who ensure their safety at all times.

TOWN ENCOUNTERS A-Z

MASTER OF ESTATES

Castle Ward

This [Elite Wizard NPC] is responsible for managing the crown's property portfolio and arranging collection of the rents.

Only they have the power to sell or buy property in the Town and they will only do business with nobles and those in favour with the rulers estates.

All others must pay rent.

MASTER OF HOUNDS

Castle Ward

Many in the court are keen hunters, and several [Large] packs of hounds [Standard Beast] are kept for this purpose. This [Elite Ranger NPC] has an affinity for the beasts and will happily advise on any issues concerning the local wildlife, or removal thereof.

Experienced and keen not to kill off too many of the upper class, the Master of Hounds is always on the look out for expert help removing some of the more dangerous monsters from the vicinity prior to a hunt.

MASTER OF SCROLLS

Castle Ward

This grumpy and learned individual [Elite scholar NPC] is very content with their lot in life. Surrounded by scrolls of all types, from fiction to historical diagrams to the latest books of incantations and combat tips they know everything about everything.

They will help visitors to find what they are after if, and only if, an educated conversation can be had with a Character they regard as an equal.

There is strictly no talking otherwise.

MASTER-CRAFTED BARGAINS

Guild Quarter

If it looks too good to be true it probably is.

Except these items are of a high standard and some truly powerful and rare items are offered at half the usual price.

There must be a catch.

MEMBERS OF THE BOARD

Noble Quarter

These nobles consider themselves hugely important. Elevated by the Ruler to positions of power running the area, they view themselves as successful and deserving of their elevated positions.

One board member, not the highest ranking but seen as a long time dependable, has recently come to the attention of the watch for their fondness of a rather exotic and highly illegal type of mead, which has powerful intoxicating effects on the drinker.

The board member has promised to refrain in return for the watch turning a blind eye to past "incidents".

The board member has approached the party to ask if they can secure a new supply and smuggle it into town without the watch knowing.

Payment is offered in coin but in these parts knowledge opens more doors than gold.



MERCENARY TENDENCIES

Guild Quarter

Strike first. Strike hardest. No mercy. The slogan has to be short or this lot will forget it.

Happy to hit first and ask questions later, this fighters guild is seeking to raise their standing by aggressive takeover tactics and have already successfully taken over and disbanded several smaller less well funded guilds.

They plan to continue their campaign for dominance by attracting all the choice apprentices and promising trainees with an expensive and extensive advertising campaign. And some violence, obviously.

One idea they've had is to send a [Large] group of their members [Standard Warrior NPC] to beat the pulp out of some notable adventurers, namely the Characters, preferably in a public place.

They aren't aiming to kill, just defeat and leave some choice bruises.

TOWN ENCOUNTERS A-Z

MESSAGE IN A BOTTLE

Docks

Bobbing along in the water is a stoppered bottle with a parchment inside.

Could it be a cry for help (40%), a treasure map (30%) or a curse upon the reader (30%)?

MISSING

Noble Quarter

You are approached by a neatly dressed servant [Easy Commoner NPC] in the employ of one of the better off noble houses.

They explain that a chamber servant has vanished and not been seen for days. They were considered to be of good Character, reliable, young and well liked, the remaining staff are very concerned by their sudden disappearance.

If Characters decide to help the server will reveal that the missing servant had been working late to clean the coal shed and lay the fires for the morning.

MISSING WATCH PATROL

Undercity

A [Small] group of less experienced watch members [Easy Warrior/Ranger NPC] are lost and disorientated and can't find the exit to this district.

The embarrassment of their situation has long since passed and they are tired, scared and very twitchy.

Likely to see everything and everyone as a threat, if not approached with care they will attack first and ask questions later.

Their inexperience may not be responsible for their predicament and the watch would reward anyone uncovering a plot against them.



MONKS

Castle Ward, Guild Quarter, High Street, Rural

The chanting of this [Large] gathering of holy men [Standard Cleric NPC] drones on tonelessly.

They spend the majority of each day chanting and reside in a very antisocial order.

However they do make the finest tonic wines on the continent, strange considering the seemingly limited resources they have. It certainly has a familiar tang.

They can often be found on the roads between taverns with their highly alcoholic wares.

If a Character wanted to find the monks they would simply stop and listen for the drone of the chanting.

MOULDY SUPPLIES

Undercity

These perishables have not been sealed in the damp air and mould has consumed the supplies.

The mould is of a strange type and its spores hang heavy in the air around the boxes. Characters should be extremely cautious of approaching too close.

MOVE ALONG!

Castle Ward

An [Equal] sized group of the watch have had reports of a suspicious group roaming the area, and the Characters are a clear match.

The watchmen [Standard Warrior NPC] will insist the Characters move on and not return any time soon.

They could be bribed [Routine] to look the other way but if trouble kicks off could blow on their whistles to call in a [Very Large] amount of reinforcements.

MOVING DAY

Lanes

The rooms visible from the street are all packed into boxes and furniture covered with sheets. Someone looks to be moving home.

You can see in the hall efforts have been made to paint over marks on the walls and the floor.

TOWN ENCOUNTERS A-Z

MUCK HEAP

Rural

The smell gives away that this is where the animal waste is stored to rot down before being spread onto the fields.

Keen gardeners from around the villages also visit to collect a little something to boost their flowers.

Unfortunately the smell in summer can attract some less desirable creatures, and on a particularly hot day a swarm of insects [Easy Beast] can emerge to harass those that get too close.

MUDDY PUDDLE

Docks, Lanes

You cannot see to the bottom and bubbles rise occasionally.

This puddle is small but awkwardly placed. Some foolish nobles throw their cloaks over the puddle so ladies can step over. The cloaks seem to get sucked in and sink rather quickly out of sight. The nobles seem embarrassed and move on quickly.

Alarmingly this is a very small puddle and it should not be that deep.

MUDLARKS

Docks

This [Equal] sized group of unfortunates [Easy Commoner NPC] comb the mud flats in search of lost valuables.

Those who choose to join them may find something of interest [Difficult], and as the search moves along the river the talk turns to local gossip with some juicy stories about the newest member of the watch.

MUSHROOMS

Cemetery, Rural, Slums

Appearing out of a section of rotten wood, these brightly coloured mushrooms have a strange smell and spores hover in the air around them.

Only the experienced should attempt to identify the value and uses for these fungi [Difficult] as while they can be a potent alchemy ingredient they can also be highly poisonous.

MUTUALLY BENEFICIAL

Cemetery

Undertakers hereabouts are all very respectable, with one notable exception.

This slick individual [Standard Rogue NPC] has the most grave slots available and is able to rapidly fill those places, and collect the stipend from the town for safely disposing each of the dead.

They would be interested in cutting a deal with the Characters. They'll pay a few coins for each body they receive and can offer a good service in disappearing select corpses.

MYSTERIOUS VISITOR

Castle Ward

Striding purposefully along the street this elegantly robed visitor [Elite Wizard NPC] has a [pair] or personal guards [Standard Warrior NPC] flanking them.

Their business here is unclear but on seeing the Characters they immediately approach and offer good coin to bolster their personal guard for an urgent, important and risky meeting they must attend.

MYSTERY NOTE

Castle Ward, Guild Quarter, Noble Quarter, Slums, Undercity

A piece of paper blows along with the wind, it would be [Routine] to catch it.

The note is tattered and reads "Running is pointless. We know everywhere you will hide. Just give it back and this will all be over. Your family will thank you".

MYSTERY PACKAGE

Guild Quarter

A neatly wrapped package sits by the door of the guild house.

It carries no address or name and has been neatly wrapped with string and brown paper. It has a foreign smell and a strange discolouration on one corner.

The porter seems nervous and asks if the Characters could check it out, make sure it's just a cake (50%), not a severed head (40%) or alchemical bomb (10%)



NARCOTIC DEN

Undercity

This den is home to dealers and addicts alike. They offer no greeting or conversation to strangers in their current state. The most conscious member of the den offers a pipe and holds out a hand for the coin.

The dope here is of a very poor quality and is definitely detrimental to your health.

The dealers, often as stoned as the clients, employ some local youths to run errands and remove sleeping clients whose time is up.

These errand boys see everything that happens here.

NECROMANTIC BROWSING

Cemetery

The Necromancer [Elite Wizard NPC] stands back as his [Equal] group of workers [Easy Warrior NPC] dig to stock up his raw material supply.

If disturbed they may attack, striking with the shovels at the instruction of their master.

Of course if they fall in a brawl they will be back on their feet in no time...

The Necromancer will only waste his own time and energy on the Characters if they pose a real threat however. He can be talked around by an equally educated Character, and may even be persuaded to lend advice on the local catacombs.

NERVOUS TRADER

Docks, Guild Quarter, High Street

Having journeyed from an exotic far flung land this richly dressed [Standard Performer NPC] Character seems nervous.

Their grasp of the local tongue is faultless and only lightly accented, but they do not seem to know their way around.

They are dressed in an interpretation of the local fashion constructed with fine silks and laces, which clearly have enormous value.

Characters may converse to determine what his business is and if it is legitimate, with it being [Very Difficult] to find out this is a forward agent for a dangerous foreign criminal group.

NEW CARPET

Slums

Almost shining through a dirty window a Character cannot help but notice a gleaming, clean, brightly coloured carpet in this run down filthy hovel.

The owner of the carpet is somehow even filthier than their surroundings.



TOWN ENCOUNTERS A-Z

NEW GUILD IN TOWN

Guild Quarter

A new guild has recently started operating, in the form of a new branch of a well established guild from a neighbouring realm, and they seek to quickly be the power in these parts.

They have taken the largest guild house, decorated it extravagantly and are offering high wages for very specific skill sets.

They are very quick and clever, undercutting and overbidding in order to have the upper hand in any negotiation.

The founding guild members are very friendly but secretive, and no one seems clear about exactly what it is that this guild does.

NEW MONEY

Noble Quarter

The residents have appointed a representative who approaches the Characters discreetly.

They point out a couple [Standard Performer NPC] who, while clearly wealthy, do not seem to share the same tastes and fashions as the other residents, favouring more flamboyant styles and colours.

The residents do not like their new neighbours and ask if you can help find out how they got their money.

They are convinced it is ill gotten gains and they would like to see the back of these brash newcomers.

NICE NIGHT FOR A WALK

Docks, Rural

You step out and take a refreshingly deep breath. Gazing up you see stars without number.

As in none. None at all. What's that all about?

It would be [Routine] to avoid becoming scared at the implications of the missing stars.

Of course anyone using the stars to navigate would be in real trouble, and astronomers will be out of business by the end of the week.

NICE OLD LADY

Lanes, Rural, Slums

This old lady [Standard Wizard NPC] is known for helping out at births and healing minor ailments.

Which is very good of her really.

Which means she usually has some helpful concoctions to hand.

Which also means she can often be found out and about looking for ingredients.

Which are never found too far from her little cottage and black cat.

NOBILITY AT LARGE

High Street, Lanes, Noble Quarter, Rural

Dressed in their finest, which is an overpriced approximation of the latest fashion, this [Small] gaggle of Braying Fops [Easy Warrior NPC] descend on the local tavern weekly when in residence.

The locals don fixed smiles and double their prices.

The nobles spend their time hunting, drinking and wasting their time and money in whatever activity is the fashion that season.

They are all horribly bored, armed with expensive weapons and engraved armour worn mainly for show. If not otherwise engaged, sometimes an individual noble can be persuaded to engage in a wager [Difficult] where they are as savvy and attentive as you would expect of a lifelong gambler.

NOVICE COVEN

Cemetery

Dressed in fancy black outfits, this [Equal] young coven [Easy Wizard NPC] are dabbling in the currently fashionable darker arts, and of course this has to be done in the cemetery.

Frankly this lot are an accident waiting to happen, and any adventuring party who want some practice slaughtering the undead need only hang around near this show and wait for the inevitable.

Savvy Characters may notice [Routine] that some of the novices look to come from noble roots and will probably pay handsomely to get themselves out of any sticky situations.

TOWN ENCOUNTERS A-Z

NUNS

Castle Ward, Guild Quarter, Rural

This [Large] holy order [Cleric Standard NPC] has had no new novices in many years, and this is a rare public sighting of their number.

They are close lipped, unfriendly and even the local priests seem to avoid them.

Despite their hostile appearance this order is extremely purist when it comes to interpreting the local religion, and God(s) help anyone who fiddles with it. Because no one else will if these ladies are on the righteous warpath.

Mother Superior [Elite Cleric NPC] is happily confident she is much better than any Character in her locality, regardless of experience and appearance.

OFFICE CATS

Guild Quarter

Bored guild members have been feeding strays and now this guild has adopted a number of cats.

Officially they are there to reduce the local mouse population, however these are pampered pets.

The cats have the run of the guild house and walk unchallenged through even the most restricted areas.

OLD LADY FEEDING THE BIRDS

Noble Quarter

Humming to herself, this [Standard Commoner NPC] elderly residents face is obscured by a head scarf.

The tune seems to hypnotise the birds around her.

It is not breadcrumbs she is scattering.



OLD MONEY. OR LACK OF IT

Noble Quarter

On the outside the house looks grand. A noble figure on the doorstep stands tall and proud and hails the Characters loudly.

Once invited inside the party immediately notice the lack of maintenance, the absence of any servants and the threadbare furnishings.

The noble explains that their traditionally safe investments have been failing for years, and now the situation is dire. They are risking the last of their coin, and most of the family silver, on a new investment but they do not trust their new contact.

They ask the Characters to look into this investment and the individual behind it.

OLD OAK TREE

Cemetery, Rural

Still standing tall and proud this dead blackened tree was hit by lightning decades ago.

Oddly it still stands, firmly rooted in the earth. Locals tell tall tales of how it still grows and new branches appear if a comet is seen in the night sky.

OLD SOFA

High Street, Lanes

The old sofa they are carrying has seen better days, it creaks and groans and the [Small] group of carriers [Standard Rogue NPC] sweat and swear. They look like they could use a sit down.

The sofa has a suspicious tear in the back which is [Routine] to notice. What would be discovered by ripping the backing off is the body they are moving hidden inside the furniture.

ON THE HUNT FOR CURIOS

High Street

This figure [Standard Wizard] is looking for some very particular and rare ingredients and is not keen on being noticed.

He has coin for the right items which are not easy to come by and many are not available from the shops, or any normal person.



TOWN ENCOUNTERS A-Z

OPEN CRYPT DOOR

Cemetery

A [Pair] of grave diggers [Standard Commoner NPC], who have seen all sorts, and are very hard to spook, take one look as the crypt door slowly opens, scream and run.

Characters can see no cause for the door opening, however a closer look in the crypt may reveal the answer in the form of an angry ghostly spirit [Elite Monster] with a hatred of the living.

OPTIMISTIC FAVOUR

Docks, Lanes, Rural

Hanging around near the tavern is an [Equal] sized group of youths [Easy Commoner NPC].

At the awkward age between child and adult, they are egging each other on to approach the youngest Character. The bravest steps up and proudly displays a collection of dirty coins. They ask if you can buy them the local ale as the tavern keeper will not serve them. If you do you could be implicated in whatever mischief ensues, if you refuse the insults will doubtless draw attention to your party.

Amongst this gang, whose bravado is increasing by the minute, you see a couple of the youths are better dressed than the others. They look happy to be included in this excitement and seem to have provided most of the coins.

OUTSIDE CATERING

Noble Quarter

This [Equal] sized catering team [Standard Commoner NPC] are brought in to cater for large gatherings and parties. They are the first choice for the local nobles.

One member of the team approaches the Characters and asks for help on that evenings job.

The chef fears trouble from the rowdy guests and rude employer, and would like to employ the Characters as servers who can step in if needed.

All the local great and good will be there and it is a rare opportunity to mingle unnoticed, as long as you don't mind wearing a serving uniform.

PAINTED WINDOW FRAMES

Noble Quarter

This house has recently had the window frames repainted. They look very smart and gleam as the heavy oil based paint slowly dries.

One window frame however has been painted but has finished a different colour and looks out of place.

The locals mutter and avoid the house, and could [Routine] be coaxed to explain that it's a 'Challenge' house set up by a thieves guild to test potential recruits.

Any who avoid the many traps inside and bring one of the tokens hidden within to the guild will prove their mettle.

PALACE DOORS

Castle Ward

Huge highly detailed ornate doors mark this as a building of importance.

The intricate carvings of mages and mythical creatures depicts the historic use of the rooms behind as a one time magic guild.

In recent years these doors are rarely used and none of the guild mages have been seen in some time.

The rumours abound of the terrible things that they may have summoned and how only the warded doors that keep the district safe have stopped anyone from entering.

PALM READER

Docks, Guild Quarter, Lanes

This shawled figure [Easy Performer NPC] offers locals and travellers alike reassurance of calm times and riches soon to be found.

Their standard patter is well known, and yet they are still visited regularly by even the most experienced of sailors and merchants.

The price for visitors is double that for the locals, and they avoid religious types.

Occasionally their eyes glaze over and they start to speak strange tongues.

TOWN ENCOUNTERS A-Z

PARCHMENT AND INK VENDOR

Guild Quarter

This cart is a weekly visitor to the district to fill the seemingly endless demands of the guilds for ink and parchment.

Lately ingredients are in short supply, and the guild masters are complaining about the watered down inks and exceptionally thin parchment.

Faded writing and ripped pages have already caused several near catastrophic misunderstandings.



PATH AHEAD IS BLOCKED

Castle Ward, High Street, Noble Quarter

An [Equal] group of well armed strangers [Standard Warrior NPC] spread out to block the path.

They are oddly quiet and grim faced and look to recognise the Characters.

They have some reason to want revenge on the Characters for either a real or perceived offence caused to them and their kin.

They are expecting blood to be spilled and will be [Very Difficult] to talk down.

PATRONS WHO LUNCH

Castle Ward, High Street

This [Pair] of rather bored locals [Standard Commoner NPC] spend most days shopping and lunching in the nicer taverns.

They are expert in few things, but do have a very good idea of what is new in the stores, and the local fashions and trends.

They will happily converse [Easy] about these subjects with any fashionably dressed Character.

PERSONAL STYLIST

High Street

Eye contact draws the Stylist [Standard performer NPC] in close.

They look the Characters up and down, sigh, then adopt a look somewhere between pity and contempt. "Fur and steel is so last season."

If a Character is feeling frivolous they can pay the stylist for a brightly coloured accessory and scarf to match. Or they could pay for a full make over...

As they are discussing colour choices the stylist can be persuaded [Routine] to share some scandalous gossip which may prove the downfall of a tavern keeper.

PEASANTS

Docks, Rural, Slums

This [Equal] group of less fortunate individuals [Easy Commoner NPC] drift across the district in search of odd jobs, food scraps and somewhere warm and dry to sleep.

They are all locally born and have no knowledge or experience of worth to anyone, expect occasionally those with less than pleasant jobs.

They are fiercely protective of these awful tasks as they provide their only meagre income.

PET CEMETERY

Cemetery

Some nobles have paid for plots for beloved pets over the years, but in recent weeks newly departed pets have been showing up back at their homes. Their graves are disturbed and empty.

The pets themselves seem exactly as they were and their owners, while bemused, generally are very glad to have them returned.

But now some of the older residents who have been underground for decades have started returning home, and they are not as cute and fluffy as they once were.

Something buried with a beloved pet is animating the dead here, with a [Large] number of zombie like creatures [Easy Monster] found around the district.

TOWN ENCOUNTERS A-Z

PICKPOCKET

Guild Quarter, High Street, Slums

This small thief [Standard Rogue NPC] is a runner not a fighter.

Unnoticed in a crowd and hard to spot outside one, this stealthy thief will attempt to lift any heavy purses from anyone in the district.

Characters must remain vigilant [Difficult] to avoid valuables vanishing into thin air.

If caught red handed the opponent will attempt to flee immediately and Characters will need to be fast [Difficult] to catch them.

If cornered the thief can be intimidated [Routine] to reveal details of an extraordinary object they lifted a few days ago.

The pickpocket is clearly not well off, dressed in clothes too small that have been altered and patched beyond recognition. Their shoes have holes in and they are in need of a bath.

PICKPOCKET URCHIN GANG

High Street, Lanes, Slums

A [Large] group of urchins [Easy Rogue NPC] are working this district, lifting coins from all over.

Characters will struggle [Difficult] to keep track of them all, however vigilant they remain.

Cornering a thief is also a real challenge [Difficult] however if one is caught another will offer to buy their freedom with a rare gem and some amazing gossip, honest...

PICNIC

Cemetery

The houses are small locally, many are shared occupancy and lack gardens. Consequently the locals often come to the peace and quiet of the cemetery for picnics and outdoor gatherings.

Usually respectful of mourners, this group chats happily and pass round bread and dips. The wine and beer flow freely and this [Equal] group [Standard Commoner NPC] lay contentedly on the grass and start to snooze paying no attention whatsoever to anything going on around them.

PIGEONS

Noble Quarter

The area has recently become infested with pigeons and they are really spoiling the look of the place.

The Characters are approached and asked to get rid of them by any means they see fit.

PILE OF BOXES & BARRELS

Castle Ward, High Street, Lanes, Noble Quarter

A pile of boxes and barrels jump out as looking out of place here.

They are much dirtier than their surroundings and no one seems to know where they came from.

They actually contain fresh samples for a local wizard [Standard Wizard NPC] dabbling in anatomical medical research, with a little bit of necromancy to 'liven' things up.

Packed in dirt within the boxes and barrels are dozens of animated limbs from all manner of creatures.

If unpacked they would make for a [Very Large] group of [Easy Monsters]



PIRATE PARTY

Docks

An [Equal] sized crew of well armed sailors [Standard Warrior NPC] are moving towards the Characters quickly with weapons drawn demanding coin.

These are treasure hunters and they see loot before them. They are used to soft merchant targets and no one here has ever stood up to them before.

The captain [Elite Warrior NPC] follows behind. He is a wily opponent only too happy to let his crew find out the Characters skills before joining in or calling a tactical retreat.

TOWN ENCOUNTERS A-Z

PIRATE SHIP

Docks

A ship, recently arrived and moored just beyond the outer harbour, is rumoured to be a pirate vessel acting as a merchant.

Any talk about the vessel is likely to catch the attention of some of the crew, who have mixed themselves in with the other sailors of the district.

If the pirates [Standard Warrior|Rogue NPC] believe the Characters mean them harm they will gather a [Large] group and arrange an ambush, ideally at sea if the Characters board a boat.

Alternatively, anyone looking to buy illicit goods or hire some pirates would also find them here.



POETIC VISIONS

Cemetery

This charismatic [Standard Performer NPC] is a well known poet and bard around these parts.

Their odes are sought after and they have found favour in noble circles leading to some very profitable endeavours.

They can also converse with the dearly departed.

The Characters find the poet engrossed in an animated conversation of which they are only able to hear half.

POLTERGEIST TANTRUM

Cemetery

Any flowers or trinkets left on graves do not stay there long. Commonly they will fly through the air and hit passing Characters in the back on the head, or simply hover of float past at suspenseful moments.

The poltergeist is angry but not vicious and will mainly seek to thwart Characters and distract them.

Occasionally if something sharp is available it will attempt a stab just to draw attention to itself.

POORLY BUILT STONE WALL

Castle Ward, Guild Quarter, High Street, Lanes, Noble Quarter

This wall is poorly built of cheap materials.

It stands out from the surrounding architecture and seems new. Passers by comment about its sudden appearance and how it cheapens the area.

Anyone investigating further {Routine} may find the wall has been raised to seal a tunnel in the ground that goes deep down into darkness.

POP UP CAFE

Lanes, Slums

A keen home baker has opened up their home as a small cafe serving breads and cakes.

The goods are well made and tasty, however this little bakery does not have access to the best ingredients and has to compromise for some recipes.

Some compromises work better than others and a few folk may not return after getting mild food poisoning on their last visit.

POPULAR MONGREL

Rural

Found hanging around the back of the shops, this plump little (probably) terrier [Easy Beast] is considered a fine rat catcher and liked by most villagers.

The village dog has a nose for food and vermin and loves chasing the Rabbits.

Can be tempted with food or a ball game.

POTION LAB EXPLOSION

Guild Quarter

Without warning a nearby building explodes in a large purple fireball, accompanied by an earsplitting bang which echoes round the street, shattering glass and knocking people to the ground.

Characters within 15 feet of the explosion are lucky [Routine] to escape untouched by the flames [Major Damage].

And both Characters near the flames and those further away could be also be deafened temporarily [Light Damage] by the blast wave.

TOWN ENCOUNTERS A-Z

POTTERS FIELD

Cemetery

This field has been used for centuries by those who cannot afford the luxuries of protective wards in death.

It has long been disturbed by grave eaters keen for an easy meal, and lately these ghoulish scavengers have been growing in number.

It seems likely there is now a nest under the potters field with a [Very Large] number of young grave eaters [Easy Monster] and their brood mother [Elite Monster].

No one local has the coin or expertise to resolve this problem, maybe the Characters can help?



PRESENTED AT COURT

Noble Quarter

Moving slowly through the streets is a group of the younger nobles. Having come of age this year they are to be presented at court to the local rulers.

Preened and all rather nervous they move slowly, escorted by the palace guards.

PRESS GANG

Docks

Too tight to drop a coin in your tankard, this [Equal] sized gang of brutes [Standard Warrior NPC] lurk outside taverns ready to cosh any unsuspecting Character, especially if they are nice and drunk.

Should they be spotted [Routine] they may fight if they think the Character would make a good addition to their crew.

PRIME REAL ESTATE

Cemetery

The local noble has long wanted to expand their grounds, but within the town walls space is at a premium.

They have used money and influence to have their application to buy the land and expand their garden heard, and the outcome is uncertain.

The noble is unwisely taking a confident approach and is taking down the boundary walls to one side of the graveyard. Of course they have no idea the strange scratches on the wall are the protective wards.

PRIVATE AUCTION HOUSE

Noble Quarter

Such is the demand for curios, exotic items and fashionable antiques that a small, exclusive auction house has popped up.

The clientele is elite and entry is invite only.

The Characters may apply to submit lots for the consideration of the local nobles, or attempt to gain entry to see what is on offer.

PRIVATE DETECTIVE

High Street, Noble Quarter

An up and coming trader has made a big fuss about bringing in an expensive foreign private detective [Elite Scholar NPC] to look into a seemingly mundane mystery.

The detective seems fixated on establishing impossible events, and assigning blame to any and everyone in the area with tenuous circumstantial evidence. So far he has summoned everyone together to reveal surprising parentage, affairs, thefts and long standing grudges. He has not solved the mystery he was employed to investigate, his bill is enormous and he has upset almost everybody. His strange quirks are now rubbing everyone up the wrong way and if he accuses any more nobility of randomly motivated petty feuds he is likely to end up face down in the sewers.

Has he uncovered any useful information? A Character can try and find out [Difficult].

TOWN ENCOUNTERS A-Z

PRIVATE SECURITY

High Street

Paid solely on results, this [Equal] band of mercenaries [Standard Warrior NPC] have a business plan which involves generating income by making trouble where there was none before.

Its amazing how many thieves there are all of a sudden that the local traders have to pay out to have removed from the street!

This dishonest bunch will cause trouble for any rogue Characters.

PRIZE BULL

Rural

This prize animal [Elite Beast] is the most valuable breeding bull in this area, and he knows it.

Unless you are a cow you will not be tolerated in his field. He will charge any Character who gets too close or happens to be wearing red.

The farmer has been meaning to put a ring in his nose for months now to make him easier to handle, however he keeps finding excuses.

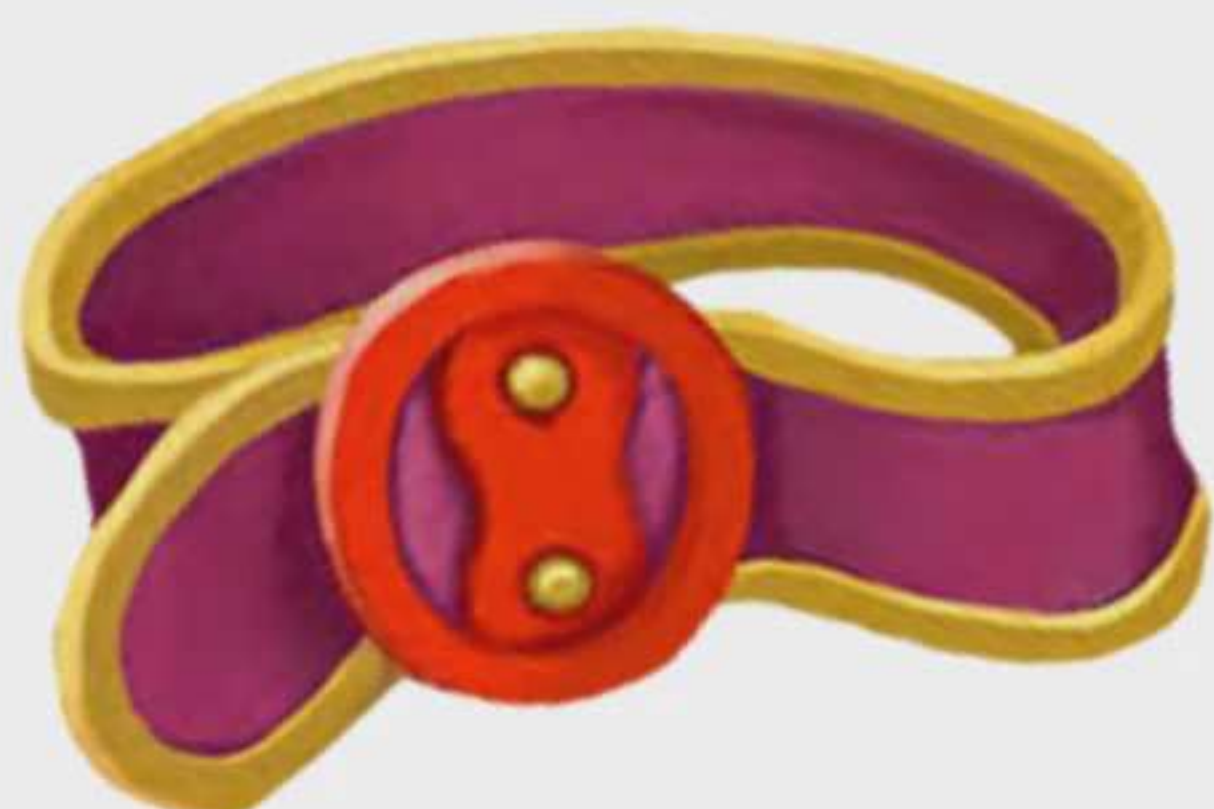
PRIZE POODLE

Castle Ward, Guild Quarter, High Street

The rather cute appearance of this large poodle [Standard Beast] does not convey the nature of this animal.

Territorial, grumpy and frankly vicious to everyone except the owner, anyone close will get bitten immediately and sustain [minor] injuries (unless they are wearing anything which would stop the bite).

The owner will be aggressive [Standard Commoner NPC] if challenged, however locals hate that dog as much as you clearly do and may be persuaded to turn a blind eye to violence.



PUBLIC EXECUTION

Castle Ward

Despite ongoing street protests, capital punishment has not been banned in this state.

Today's unfortunate is accused of treason (there has not been a trial to convict them, the accusation alone is enough). The details are vague and the guards look uncomfortable and nervous. The mood of the [Horde] of [Standard Commoner NPC] is dark as disquiet brews all around.

The block is set on a high stage and the executioner [Easy Commoner NPC] stands ready. He looks young and inexperienced and holds the axe as it were a shovel. This only antagonises an already volatile crowd whose anger is a low murmur growing louder by the moment.

Characters may notice [Routine] a [Large] amount of guards [Standard Warrior NPC] quietly arriving in the area as the execution grows nearer. They look to be in no mood to tolerate any civil unrest.

RAIN

Docks, Rural

The threatening clouds turn the sky black and the wind quickly picks up. Rain lashes down painfully, scratching any uncovered kin. So heavy is the rain that visibility is almost zero and the ground quickly becomes slippery and covered in puddles. Everyone is wet to the skin in moments.

As the wind picks up Characters may struggle to stay on their feet [Routine] unless they can reach cover.

The rain feels unnaturally cold, and Characters must warm and dry themselves before continuing or take [minor] damage.



RARE FURNITURE TRADER

High Street, Noble Quarter

This refined individual [Standard Cleric NPC] is on the hunt for specific items of furniture with a certain heritage and will pay good coin for pieces in immaculate condition.

Counting many of the noble houses as clients, they have over the years found many interesting items in drawers and cupboards as items pass through. They have some unique insights in to those noble families.

RATS!

Cemetery, Slums, Undercity

A swarm of vermin that is [Beyond Count] passes through this district.

You can hear them before you see them. The sound of tiny claws and squeaking gets louder as they approach. The swarm carpet the ground and walls as they travel, treat any section of the swarm as [Easy Beast] capable of [Minor] damage.

The swarm will pass by if they do not find any food. They may chew through barrels, shoes and bags as they pass searching for supplies.

RAUCOUS DUCKS

Rural

Not limited to loitering in ponds and puddles, this [Large] flock of feathered quackers [Easy Beast] wander freely in this district.

Focused on food, they are inattentive however and if surprised they create a very loud and prolonged noise, giving away sneaking Characters or breaking peoples concentration. Quack!

REBELS

Undercity

A strange variety of nobles and cut throats are gathered together, deep in conversation.

They have been planning a guerrilla campaign against the ruling parties for months and their plans approach a critical phase.

Discovery would mean death, and this [Large] group [Standard * NPC] will deal harshly with any newcomers who are uninvited and threaten to uncover their plot.

TOWN ENCOUNTERS A-Z

RECYCLING

Lanes, Slums

A cart stands outside a building, piled high with old scrap including rusty armour and weapons.

There are two brothers [Standard Performer NPC] who drive the cart daily to collect items of meagre value. They will buy any low value items for a few coins, and are happy to sell items before they go to be melted down.

Sometimes accused of helping themselves to any unattended metal items, from lead pipes to drain covers, they can sometimes acquire rather interesting things people are keen to get rid of quickly and quietly.

REFUGEES

Undercity

These refugees have been driven out of their homeland and moved on repeatedly until they settled here in the worst district in town, where no one bothers them.

Destitute and hungry they approach the Characters for food or coin.

Their fortunes have not always been thus, and Characters who help may [Easy] discover that in their previous life several of the refugees had very interesting professions.

REGAL BANKER

Castle Ward, High Street, Noble Quarter

Manager of the bank in this district, this stern figure [Cleric Standard NPC] knows everyone here and their business.

Happy to lend at a high interest rate, and quick to call in debts, this is possibly one of the most hated people in town.

To make sure debtors don't get out of hand, the banker is often accompanied by a cold eyed killer of a bodyguard [Elite Warrior NPC].



RELEASE ME!

Cemetery

Another victim of the botched exorcism all those years ago, this ghost [Standard Monster] has been stuck in their crypt, alone, for decades.

With the last of their sanity they beg for release to move on, and may get angry if the Characters cannot help them.



RELEASE THE HOUNDS!

Noble Quarter

A noble who feels his hounds need exercise has simply released them to roam the streets while his kennel handlers attempt to run them around a bit.

They are neither hungry nor particularly vicious but they are large and rather territorial [Standard beast]. And they don't know you.

A Character who is good with animals may try and tempt a hound to join your party's "pack", otherwise the dogs may take a dislike to the Characters if they are not animal lovers and attack.

Any injuries or losses from the prized pack will be badly received by their owner.

RELENTLESS BURNING SUN

Docks, Rural

The sun beats down as never before. It even looks hotter and closer than normal.

Any unshaded areas in this district bake in the unnaturally hot sun.

A haze blurs out people and buildings. Anyone who spends too much time in the sunshine, and who is not equipped for the heat, will take [minor] damage due to sunburn and exhaustion.

TOWN ENCOUNTERS A-Z

REPAIR CREW

High Street

The [Equal] sized repair crew [Standard Commoner NPC] have been agitated by tales of cheap rival crews moving in to the District. They do not hesitate to start a fight with strangers in town, fearful they are here to take their work.

While the crew are skilled builders they are only average fighters, equipped with work tools and they do not work as a unit.

Ironically the repair crew are the only crew for many miles with the skills needed to maintain this town's delicate architecture, and killing any of them could lead to a rapid decline in the Town's fortunes.

RESIDENTS ASSOCIATION

Castle Ward, Noble Quarter, Slums

These residents organise for everyone to pay a small contribution into a central fund. With it they attempt to maintain the roads in the area, and have even been known to help impoverished residents with major repairs. Usually only if neighbouring properties complain mind.

Lately the association have become very strict on their rules and imposing fines on residents who do not comply.

Some rules seem very strange. Why, for example, would everyone need to cover their windows on a Tuesday night?

RETIRED SEA CAPTAIN

Docks

This old sea dog [Elite Warrior NPC] is weather worn under their frayed ship captains hat. A thick long coat hangs to the knee despite the warmth in the air.

Now too old for the cruelties of the winter sea, they amassed a tight pension and live a very modest life.

They are always happy to tell tall tales of unnatural goings on or adversaries outwitted over a rum in the local Tavern.

They remain the most knowledgeable in the area on the local currents and rocks, and they are happy to sell this to newer ship crews unused to the area.

RIOT

Noble Quarter

Wealth inequality has suddenly come to a head after a tax and rent hike aimed at the poorer districts of town.

The less well off have invaded the streets of the Noble Quarter to vent their anger at their lot in life.

Characters can see the mob coming from quite some distance.

Nobles who see what's coming may offer Characters coin to protect person and property.

The mob is a [Horde] of townsfolk [Standard Commoner NPC], they are poorly prepared and armed with whatever they can pick up.

They will attack any Character who looks well off, and attempt to smash windows and burn down doors. However any serious violence used in retaliation will make them back off.

The majority of the crowd are young and idealistic, more interested in igniting a debate as opposed to igniting the rulers castle.

True to their name the Watch are watching from a safe distance. They may offer Characters coin in return for acting as "deputies" to disperse the mob.

Anyone caught rioting can expect harsh repercussions.

RISING MIST

Docks

A thick sickly mist forms quickly, lowering the temperature dramatically and expanding quickly to fill the district.

Any Character caught in the mist may [Routine] struggle to breathe and visibility is reduced to near zero.

A strange sense of foreboding settles all around.

Characters may sense [Routine] the mist is not empty.

If they succeed they are not surprised by the misshapen figures that form from the mist itself as an [Equal] amount of creatures [Standard Monster] that seem intent on dragging victims out to the cold waters of the harbour.

TOWN ENCOUNTERS A-Z

RIVETING LOCAL “NEWS”

Noble Quarter

This area sustains a very local newspaper that reports weekly on the social comings and goings, marriages, deaths and hosts an ever popular social climbing advice column.

The editor is rich, bored and very lazy. The young reporter [Standard performer NPC], keen to make his name in the industry, asks the party for help finding a scoop.

ROOMS TO RENT

Lanes

A sign in the window indicated rooms are for rent in this respectable looking dwelling.

The landlord who answers the door looks the Characters up and down and demands coin upfront, no sharing and explains the door is locked at 9pm and all are to be back by then or stay out.

The boarding house is home already to several young apprentices from respectable families. They have found enviable placements in the halls of power thanks to family connections, but not being noble born they will never rise high.

ROOTS OF DECAY

Cemetery

These old trees were once a beautiful towering variety. Unfortunately age saw them wither and death seemed inevitable. Until there was a very wet winter which brought the “juices” of the graveyard into the reach of the tree roots.

This had a very odd effect, and the trees now stand bare branched with roots deeply exploring the graves and tombs, entwined throughout the entire graveyard district.

The trees do not always wait for folk to die, any Character who stays still for any time will find tendrils of the roots starting to wrap around them.

While this is only a minor nuisance at first, leaving the roots to build up will lead to immobilisation and then constriction.

RULE OF PEACE

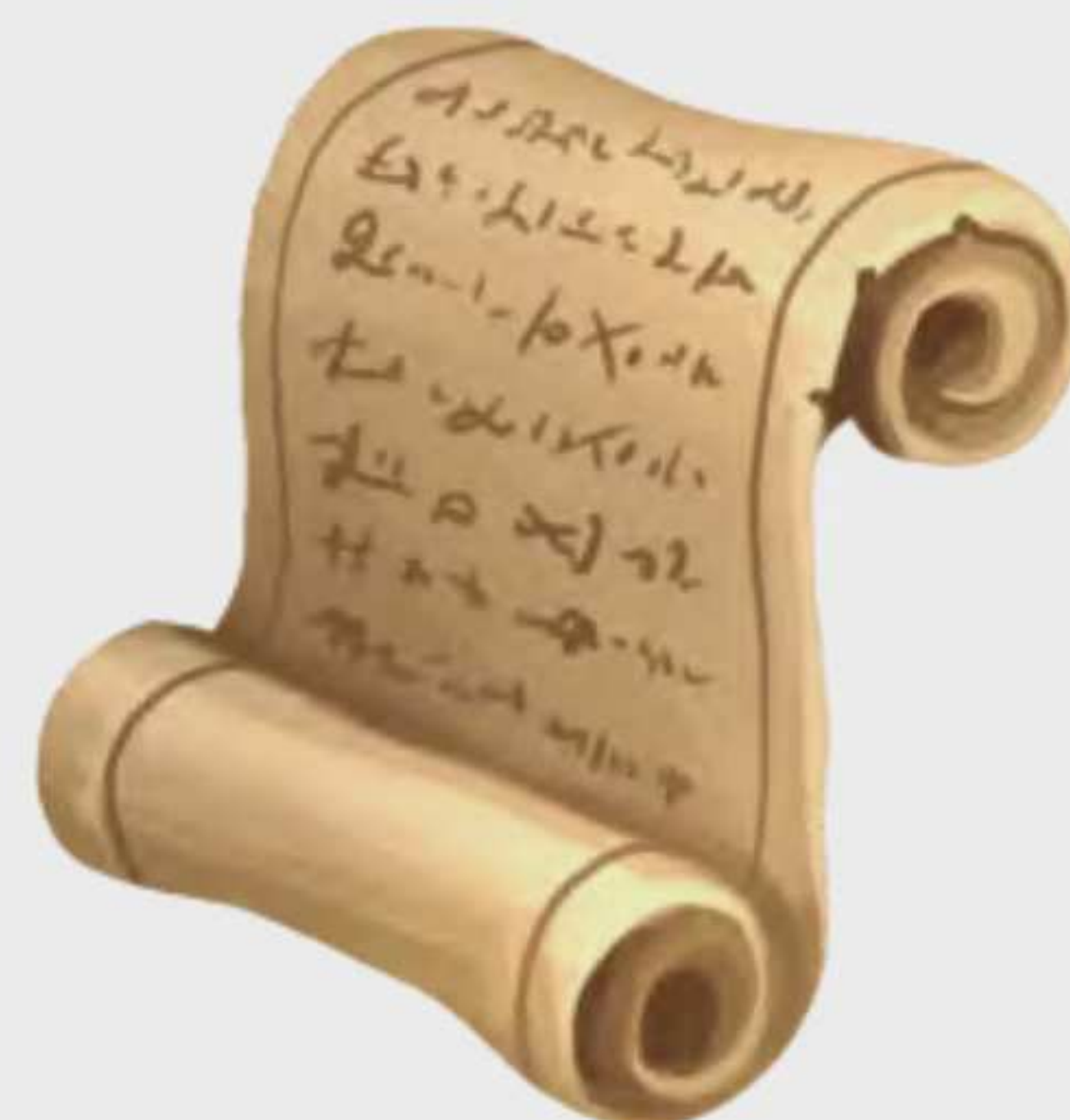
Castle Ward

All Characters must check their weapons in at a small building filled with weapon racks.

Every weapon is labelled and Characters receive a small ticket with a number to reclaim their goods when they leave.

Despite the neat administration of the weapon free zone, the weapon storage is not as well guarded or secure as it should be.

Everything is, of course left at the owners risk and there look to be items of considerable value on the racks.



RUNAWAY GOLEM

Guild Quarter

Suddenly a looming metal golem [Elite Monster] appears crashing down the street.

Locals flee and chunks of masonry shower down as it brushes buildings.

This out of control automaton will cause serious damage to people and property if someone doesn't stop it.

RUNAWAY CART

Guild Quarter

The harness has broken leaving the horse still walking up the hill. The fully loaded cart meanwhile is now heading down the hill at speed.

The driver jumps, leaving the cart to crash towards the crowded street and the Characters.

Whilst [Routine] to avoid the [Major] damage of the crash, it'd be [Very Difficult] to stop the cart or get the crowds moved to safety in time.

TOWN ENCOUNTERS A-Z

RUNNING MESSENGER

Castle Ward, Guild Quarter, Rural

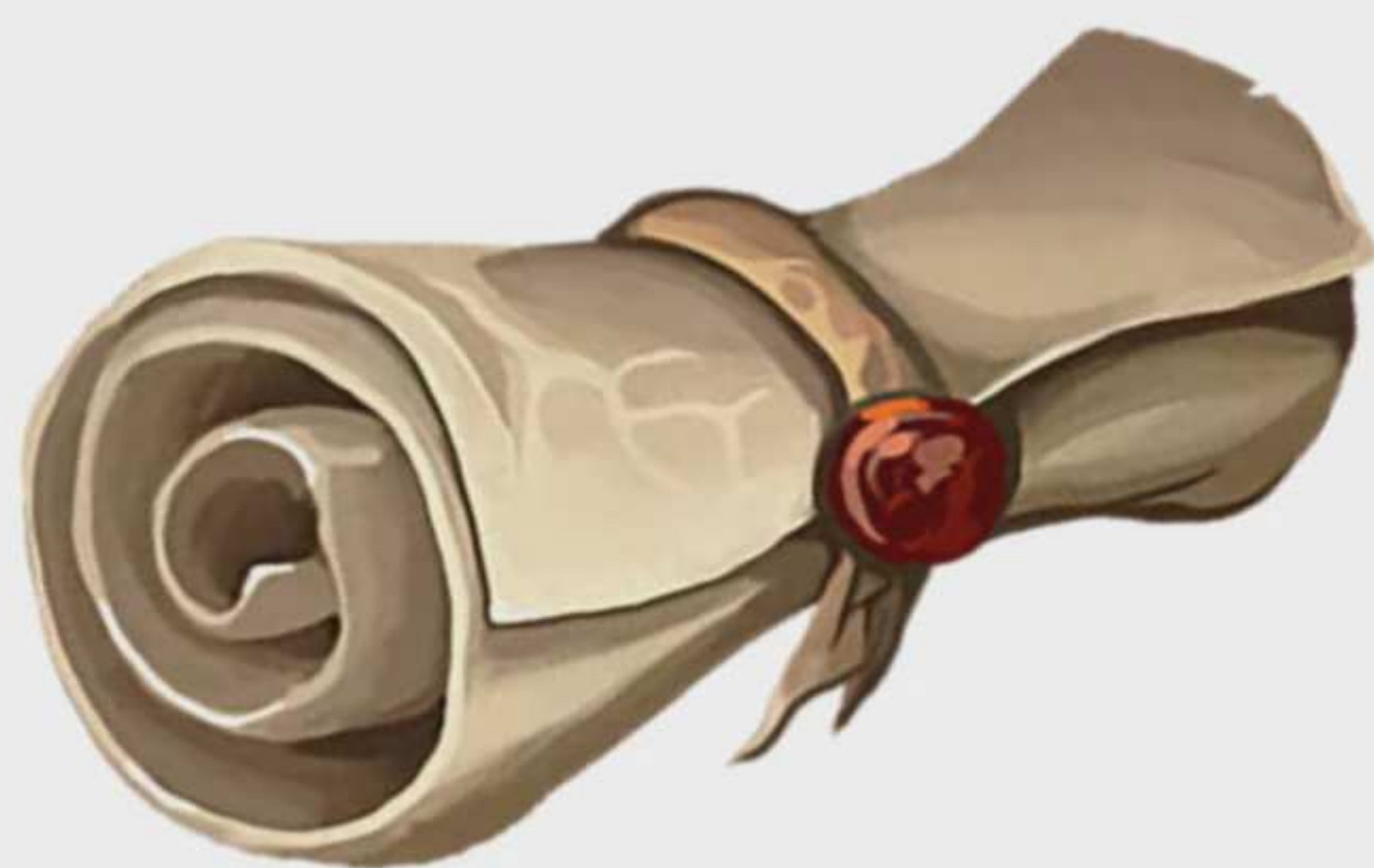
In this realm important messages are traditionally delivered by a well trained cadre of Runners [Standard Ranger NPC].

These messengers travel by foot and must brave the streets, squares, gardens and alleyways alone.

The runners wear distinctive bright blue uniforms which makes them really easy to spot.

Intercepting a messenger is a capital crime, such is the value placed on good communications.

A messenger is running through this district.



RUSH HOUR

Guild Quarter

The street is full with shoulder to shoulder crowds pushing and jostling as they pass each other.

It is very hard to keep track of any companions, the constant jostling means the brush of a pick pocket may go unnoticed and it takes ages to get anywhere.

Anyone being followed has a very good chance of losing themselves in the crowd regardless of whether they were aware of their 'tail'.

RUSTLING BUSHES

Cemetery, Rural

Dark leaved and oddly out of place here, this little collection of bushes are not like the other fauna.

Emitting a strange smell they move constantly even though the breeze is light.

These are actually dryad graves and are often visited by the small folk of the fae.

SCANDALOUS GOSSIP

Lanes, Rural

Standing with folded arms, the gossip [Standard Performer NPC] surveys the locality with a critical eye.

No conversation, passer-by or building escapes the critical observation. The gossip will talk at length of the shortcomings of all around them, from poorly maintained houses devaluing their own to perceived slights and insults to their good upstanding person.

So focused are they on raising their station by lowering everyone else's that they are completely unaware that one piece of information they hold is of critical importance to the future good fortune of the district. Possibly the Characters may be able to sort the wheat from the chaff of this long, boring conversation [Routine].

SCAVENGING GHOULS

Cemetery

This area is known to have a ghoulish problem. They are (mostly) contained by subtle wards on the walls and tombstones hereabouts, but every now and then, there is a minor scandal when one gets loose and wreaks havoc.

The Characters are approached by the groundsman to ask for help in reducing the local ghoulish population. He has a reasonable working budget.

The [Large] group of ghouls [Easy Monster] can be found in the catacombs and tunnels beneath this district or they could be tempted out with the right living bait.



TOWN ENCOUNTERS A-Z

SCHOLARLY BLACKMAILER

Castle Ward

This shady figure [Standard Scholar NPC] is a low ranking member of the castle's hierarchy.

But not for much longer. After coming across some information about one of the highest ranked nobles (which could cause them to fall from favour at court) they have discovered an art for blackmail.

The constant income from the embarrassed party has enabled them to live like a lord, and splashing the coin has worked wonders in raising their standing.

The dark secret, however, will cease to become valuable if widely known and it is right there for all to see, if only they knew what they were looking at.

The blackmailer will protect the secret at all costs.

SCRAPS

Docks

In this square the fish heads and guts have been dumped to be cleaned up by the local strays.

Strangely however neither the starving local animals or the ever greedy gulls will touch this offering.

Closer inspection reveals it is covered in [Beyond Count] small silver-worm like maggots [Easy Beast].

If any Character is injured they swarm to the wound.



SEAGULLS

Docks

This [Horde] of mewling winged horrors [Easy Beast] cover the rooftops hereabouts. Noisy, territorial and aggressive over any food.

This colony of nuisance birds stalk anyone who is eating, with any Character likely to be swooped, they will find it [Routine] to keep hold of their meal.

Any Character on a rooftop in this district has a very real chance (60%) of being swooped and attacked.

SEALED DOOR

Undercity

Characters cannot see through it, climb over it or go around it. The only way to discover what lies on the other side is to pass a [difficult] skill test to reveal a way to move the bolt from the wrong side.

Strange markings on the door could suggest what lies beyond, warn Characters about an unseen danger or point to an alternative entry method.

This could be a perfect transition to a dungeon area.

SEAMSTRESS APPRENTICE

High Street, Lanes

A young apprentice [Easy Commoner NPC] approaches the Characters, her mistress is seamstress to a very important family.

A gown is being made for an upcoming party and must have a specific local gem sewn into the skirts.

Do the Characters know how she can get hold of any?



SECRET MEETING

Undercity

There are many cleaner places to rendezvous, however these two have chosen to hook up down here. Both are over dressed and attracting attention.

This priest [Standard Cleric NPC] and mage [Standard Wizard NPC] are from opposing factions and this meeting would be frowned upon by their superiors.

SECRET WATERING HOLE

Undercity

The 'Cistern' is a small tavern hidden from the eyes of ordinary townsfolk.

This tavern is neutral ground for the various criminal gangs of the town and has a select clientele as a result.

Order is enforced when needed by the owner, a retired street fighter [Elite Warrior NPC].

TOWN ENCOUNTERS A-Z

SENSE OF SMELL

Slums

The local “atmosphere” is so pungent in the warm summer months that the locals in this district have completely lost their sense of smell.

Which means no one has noticed the new sweet aroma that hangs heavy in the street. Heavy enough to make outsiders eyes water.

SERVANTS ENTRANCE

Noble Quarter

The next time the Characters meet with a wealthy or noble contact, they are directed to use the servants entrance.

Clearly the resident considers the Characters to be staff or has a need for secrecy.

SERVING YOUTH

High Street, Lanes

Characters are approached by a server from the tavern they frequent asking if they have seen a man. They give an full description.

The man is a regular from the Tavern and has vanished.

Not only is this out of Character for the regular but they have neglected to pay their bill.

The server is very keen to find the missing man as the landlord of the tavern in question is, rather unfairly, holding them responsible for their tab as they served his last ale.

SET THE SAILS RIGHT

Docks

Their hands are hardened by pushing needles through the thick sails for days on end.

Both the sails and the sewers are somewhat weathered, however today the weather is warm and they sit happily chatting as they work.

Tantalising snippets of gossip and tall tales of the local seas can be overheard [Easy] by anyone close enough.

SEWER GANG

Undercity

This [Equal] sized motley group [Standard Warrior|Rogue NPC] of shady Characters know you are not supposed to be down here.

As soon as they see the Characters they spread out to block the way and advance using their knowledge of the area for tactical advantage.

SEWER-GATOR

Undercity

This [Elite Monster] is an ambush predator feeding on unwary travellers or inexperienced visitors to the Undercity.

It will attack from water or dark corners without warning, targeting the largest party member first (Unless Characters are very spread out, where it targets the closest).

Where possible the monster will drag victims under the water unless they can free themselves [difficult].

Character suffers [Major] damage if the monster can keep them underwater while it attacks. The hide of this beast is extremely valuable if it can be obtained undamaged.

SHADOW CAT

Undercity

A [Very Difficult] to spot small cat entirely made of shadows is trailing the Characters.

This is likely to be a wizard familiar or summoned creature, but why is it following the Characters for it's owner?

SHADOWY DANGER

Cemetery

The shadows are clear and pronounced even on dull grey days and in the fading light they move constantly, even when all about is still.

Characters should be extremely cautious of straying into any area out of the light as those shadows hide a [Large] group of entities [Standard Monster] that are hungry and specialise in ambushing the unwary.

TOWN ENCOUNTERS A-Z

SHARED OFFICE

Guild Quarter, Lanes

Someone has had the bright idea of converting a house into a shared space for trades and crafts.

Desks now fill the rooms and are home to a range of less established clerks, scholars and students who cannot afford their own premises.

Desk space is always available, although you have to pay upfront for parchment and ink.

Book keepers, clerks and even a small messenger company use this as their base, and security is not what it could be. Anyone so inclined could attempt [Routine] to befriend the workers and gain access to their paperwork.

SHEEP

Rural

Clearly much loved, this neatly sheared flock graze happily on the short grass.

Such attractive prey may attract some unwanted attention and there is a chance (30%) that an [Equal] sized pack of wolves [Standard Beasts] will arrive and tear in to the flock.



SHINY KNOB

Noble Quarter

A shiny handle shines out at the Characters from the middle of a wall. No door nearby. It gleams invitingly, just asking to be turned.

No other passers by seem to have noticed it.

It's actually a contraption that rings a bell and calls a horse drawn cab to the scene from a nearby rank, the driver now expects a paid job and will ask for a wasted time charge if the Characters don't want a cab ride.

SHOP ASSISTANT

High Street, Lanes

A figure [Easy Scholar NPC] bumps into a Character unexpectedly.

They are extremely apologetic and explain they are late to work in the store. It is very busy and many unexpected items are selling out quickly.

They ask if you could help the shop owner procure some stock.

SHOPPERS

High Street

This [Equal] sized gang of shoppers [Standard Commoner NPC] hang together and move efficiently from shop to shop.

They know all the local prices and haggle for any items that are dearer than they were last week.

SILK TRADER

Docks, High Street

The fine clothes hang over the fleshy form of this hulking merchant [Standard Performer NPC].

This profusely sweating person has a taste for the finer things in life and lives beyond their means.

They are always interested in cut price stock and any gossip which would afford them entry into the social elite they so covet.

SILVERFISH!

Undercity

As is inevitable the carpet on the damp floor is infested with silverfish, and rather dirty.

But the silverfish are the issue as they are strangely lively.

Any Character stepping onto the damp carpet is likely to gain several silvery visitors, possibly unnoticed [Routine], which will immediately start making themselves at home upon that person and there clothes.

This infestation will lead to sores, itching and a general discomfort as the insects crawl all over.

TOWN ENCOUNTERS A-Z

SIX (ISH) FEET UNDER

Cemetery

The gravediggers are lazy and poorly paid and as a result if no one is paying attention they will dig the graves shallow, or even stack multiple corpses in single graves.

This practice has attracted some unwanted attention and something has been digging up corpses at night for a little snack.

SLAVERS

Undercity

The clink of shackles echoes through the tunnels. This [Large] group of slaves are all young and healthy and clearly intended for heavy labour.

The [Equal] group of slavers [Standard Warrior NPC] are lazy and do not keep good watch.

There is, however, only one key on the belt of the dangerous looking slaver captain [Elite Warrior NPC].

SLIME EVERYWHERE

Undercity

This [Standard Monster] ooze monster appears and disappears seemingly at random.

While not openly aggressive the monster is unconcerned by Characters so long as they are not close, however it will attack if approached by spraying slime at any interlopers.

It is corrosive and harmful if it touches uncovered flesh and quickly burns through cloth, causing [Major] damage.

The slime plasma of this monster is highly prized by alchemists, but must be fresh. Transporting it requires a sealed sturdy vessel.

SLIPPERY STONES

Docks, lanes, Slums

The slight sheen on these paving stones give away their lethal secret. They are very slippery!

Any Character not able to keep their footing [Routine] is in for a painful and embarrassing slip [Light].

SLOP FROM ABOVE

Slums

An upper storey dweller flings open the shutters and projects the contents of the chamber pot into the street below.

Any Character unfortunate enough to be caught by the slurry, which is [Difficult] to dodge, will not be welcome in any reputable shops & taverns until the smell has been addressed.



SLUM LANDLORD

Docks, Slums

In the time honoured tradition of the area this landlord [Standard Commoner NPC] offers the most basic accommodation to locals and travellers alike in their flophouse.

However the straw on the floor is changed weekly and the rope strung between the walls, where patrons sleep slumped over in upright lines, is in fairly good condition so I suppose there are worse places to stop over.

No one reputable will be found here but lifelong friends can be made if Characters can handle the conditions.

SMALLEST ROOM

Guild Quarter, High Street, Lanes

The convenience here is located in a quiet corner behind the main building. Just follow your nose.

It is almost impossible to see what lies beneath the thin wooden board of the privy, but if a Character performed a [Difficult] investigation, they would find a stash of narcotic leaves in an oiled pouch.

They would also be covered in excrement for their troubles...

TOWN ENCOUNTERS A-Z

SMUGGLERS

Docks

This dodgy [Equal] sized collection of smugglers [Standard Rogue|Warrior NPC] will not hesitate to remove any threat to their lucrative trade.

Anyone who finds their secret paths and passages will be silenced either by threat or actual violence and the smugglers can count on help from Watch members they have bribed.

Certain Tavern Keepers who benefit from this black market will also be hostile to any threat to the smugglers.

SMUGGLERS RUN

Undercity

A well trodden path runs through these narrow, dark corridors.

It is well known that smugglers operate in these parts, and it is surely likely that the Characters have stumbled on one of their secret paths in and out of town.

Equally likely it is guarded by subtle traps or a [Pair] of smugglers [Standard Rogue|Warrior NPC].



SNAKES

Undercity

Very at home in the dark sewers and caves, this [Large] amount of slithering creatures [Easy Beast] happily reduce the local rat and mouse population.

It's rare that anyone is bitten by these snakes but they seem agitated right now, and the Characters will glimpse some disconcertingly large scales sliding under the surface of the water.

This is a truly giant snake [Elite Beast] that much prefers the taste of people to rats and mice.

SNEAKY PEEK

Lanes

As Characters pass a window at street level their eyes may be drawn to a bookcase within.

Sitting opposite the window in a smart, respectable looking home is an ordinary wooden bookcase filled with nondescript books and one rather larger than the rest which makes Character's eyes itch when they try to focus on it.

SOCIAL CLIMBER

Castle Ward

They [Standard Performer NPC] have got where they are through tactical friendships and destroying more than one family's reputation. They are cold, ruthless and utterly fixated on their rise through the ranks.

Upon becoming aware of the Characters they will likely either see them as a risky unknown or just a risk. They will seek to discredit them in the eyes of the powerful, and hopefully better themselves while they do it.

SOMETHING FISHY

Docks

What are presumably fisher-folk this [Pair] of [Standard Commoner NPC] are loitering. They do not look friendly and are nervously looking at the daily catch they would normally be encouraging townsfolk to buy.

If anyone were to rummage amongst the fish they would find a few small and well sealed parcels of contraband.

SOMETHING LIES BENEATH

Undercity

This cheap floor is bending upwards in the middle, and the little bump is getting noticeably higher by the moment.

It's either (40%) a vent of gas about to explode the floor causing [Minor] damage or (60%) a massive burrowing creature [Elite Monster] that will explode the floor and then try to consume the Characters.

TOWN ENCOUNTERS A-Z

SOMETHING WENT THAT WAY

Undercity

A trail of bloody footprints lead away down a dark corridor. They are still wet.

If the Characters follow the footprints they lead to the body of a senior town official who has been brutally attacked before staggering their last steps to fall here.

The murderer is watching from a hidden spot that is [Very Difficult] to notice, they are a talented killer [Elite Rogue NPC] that might decide to silence the Characters if they uncover evidence of their work.



SONG BIRDS

Cemetery, Noble Quarter, Rural

In recent years the expansion of the town has decreased the local song bird population down to a few robust species who rely on the locals for most of their food.

Resultingly the dawn chorus has quietened and has fewer songs.

Recently however all the birds of various species all seem to be singing the same song. Locals have taken to humming the tune as well.

SOOTY HAND-PRINT

Noble Quarter

In an immaculate street the sooty hand-print on this smart building stands out a mile.

Some whisper it's a 'Black Mark' from an infamous underworld cartel while others reckon it's a neighbour jealous of the paint job.

SPY

Castle Ward

A thin figure [Standard Rogue NPC] lurks suspiciously in the shadows in this area.

Attentive eyes catch every detail and interaction within sight as they take mental notes to report all goings on.

Characters who do not wish to appear on the report will have to confront the Spy.

If the Spy thinks a Character shares the same allegiance they will provide an incredibly detailed report of all suspicious and interesting events from the town in the last few days.

STABLES

Guild Quarter

For those who live far from the guild quarter and travel in daily, a new day stable has sprung up offering a place for horses while their masters are at work.

The prices are extortionate and this has led to "nag sharing" where the less well off members of the guild attempt to get 2 or even 3 on a horse to save on stabling and grain costs.

The horses here are of a reasonable quality, and some are rented by the day by the guilds as "pool horses" for use of guild members on guild business.

STARLINGS

Cemetery, Rural

This feathered flock come together to roost every evening in the trees and house eaves nearby.

As they flock together before roosting they form huge complex ever changing shapes in the dwindling light of the evening sky.

Recently though some of the shapes they form have looked sinister and lifelike. They have also begun to act aggressively to observers.

Any Character trying to interact with the birds will send them in to a frenzy, and they will attack.

Treat the murmuration as a [Horde] of [Easy Beast]. The sheer number of aggressive birds will be able to break windows and flimsy doors to attack Characters within.



TOWN ENCOUNTERS A-Z

STARVED HOUNDS

Rural

This [Small] pack of hounds [Standard Beast] are kept by a local noble for hunting, however they do not have a privileged life and have been cruelly starved.

Left to roam free, if they catch the scent of the Character they will attack as they are desperate to eat.

STEADFAST FARMER

Rural

The Farmer [Standard Commoner NPC] has never married despite their good nature and relative youth.

They lead a busy life and are often found roaming the roads and fields.

The farmer is a wealth of local gossip and, being well placed to notice strangers passing through, can be enticed [Routine] to share their thoughts on other travellers.

They are happy to trade goods for produce and usually have a huge range of little jobs they are happy to pay the right Character for help with.

STICKY FLOOR

Undercity

This coating does not seem naturally occurring, more smeared on by something which brushed past.

Characters should be extremely cautious of touching it, and may wish to investigate where it came from, just in case it's from a deep snail [Standard Monster] that has found it's way up from below.

STINKING HERMIT

Rural, Undercity

A reclusive [Elite Scholar NPC] resides in this district.

Swathed in many layers of filthy cloth with weather aged extremities, this belligerent loner wants nothing to do with anyone and may react badly if approached. They hold a precious item under their layers which they will protect at all costs.

STOCK TAKER

High Street

Annually it is law for shops and stall holders to conduct a stock take.

The tax collector pays keen attention to ensue no one is skimming the books. The stock taker is very unpopular [Standard Cleric NPC] as he reports discrepancies to the authorities.

The paperwork of traders must clearly and accurately track imports, exports and sales to discourage any shady dealings.

The Stock Taker records all in a large ledger which he carries with him at all times and holds an up to date list of all goods in the area.

There are an [Equal] number of guards [Standard Warrior NPC] who are tasked with making sure the ledger and Stock Taker remain safe.

STOCKS

Docks, Lanes

The stocks stand in a clear area near the centre of this district.

They currently house a petty criminal [Easy Rogue NPC] who is there for the day.

Enterprising traders have produced rotten fruit by the barrel to throw for a few coins, and while unpleasant and embarrassing this punishment is likely to have no long lasting effects.

While standing too close may result in some splatter, the inhabitant of the stocks would be very grateful if released early.

STRANGE BRICK

Castle Ward, Docks, Lanes, Slums, Undercity

This brick stands out as it seems dirtier than the surrounding bricks and strangely smooth as it weathered by the touch of many hands over many years.

Pressing the brick firmly will open up a nearby secret door that leads to a drinking den.

Long ago this would have been a well kept secret, but now almost every curious passer-by opens up the door.



STRANGE DOOR

Guild Quarter, Lanes

Characters may hear [Routine] the slight hum given off by this thick wooden door.

As the light of the day fades Characters may also notice [Routine] the door glows slightly.

This door may well be a mundane looking front for a portal that will teleport anyone passing through to a mystery location.

STRANGE GROUTING

Docks, Slums

Characters may notice [Routine] that some of the grouting on a nearby wall looks different to that around it. Somehow newer and cleaner. Has a doorway been bricked up?

STRANGE MOULD

High Street, Lanes

This strange green mould has found a home in the grout of this building and some of the paving stones hereabouts. It has an odd smell.

Caution is advised when touching or smelling this mould as it is poisonous.

STRANGE RINGS

Noble Quarter

Younger nobles are seen everywhere wearing odd rings. They seem to mean something to the wearer and they act like membership of a club with wearers winking at each other in the street as they pass.

The rings themselves seem valuable and the stones set in the gold are unusual and emit a slight magical glow.

STRANGE STATUE

Castle Ward, Cemetery, Noble Quarter

This statue of a celestial being is facing away from the Characters.

A noise distracts the Characters, when they turn back the statue has vanished.

Characters may realise [Routine] that the statue can move when no one is looking at it.

A [Difficult] encounter can be made easier if no one blinks as it restricts the movement of the statue.

Characters may perceive [Routine] that only one at a time need to maintain a visual on this slippery opponent.

If the statue [Elite Monster] is able to attack without being seen (or if a Character blinks) it will attack viciously.

TOWN ENCOUNTERS A-Z

STRANGE SUIT

Lanes, Slums

As Characters pass a window at street level they glimpse a suit of armour standing in a well lit small room. The room is poorly furnished and looks worn and ill maintained. The doors and windows are loose and flimsy and it would be easy to enter the house uninvited.

The suit of armour is clearly well made and well cared for. It is made from a rare and valuable alloy which is only worked by master smiths. Some knightly noble houses have one such suit which is passed down the generations due to the cost. Next to the suit of armour is a matching long sword.

If Characters enter the dwelling the suit of armour [Elite Monster] attacks.

While its sword swing is hampered by the size of the room it is exceptionally difficult to damage the animated armour.

If the Characters prevail they may decide whether to allow the suit to join the party as a guardian or find a way to “exorcise” the suit to wear or sell as usual.

STREET BULLIES

Cemetery, Lanes, Slums

An [Equal] sized gang of street thugs [Standard Warrior NPC] stop the Character without warning.

They loudly raise several petty grievances and start shouting and pushing. Passers by avert their eyes and move by quickly.

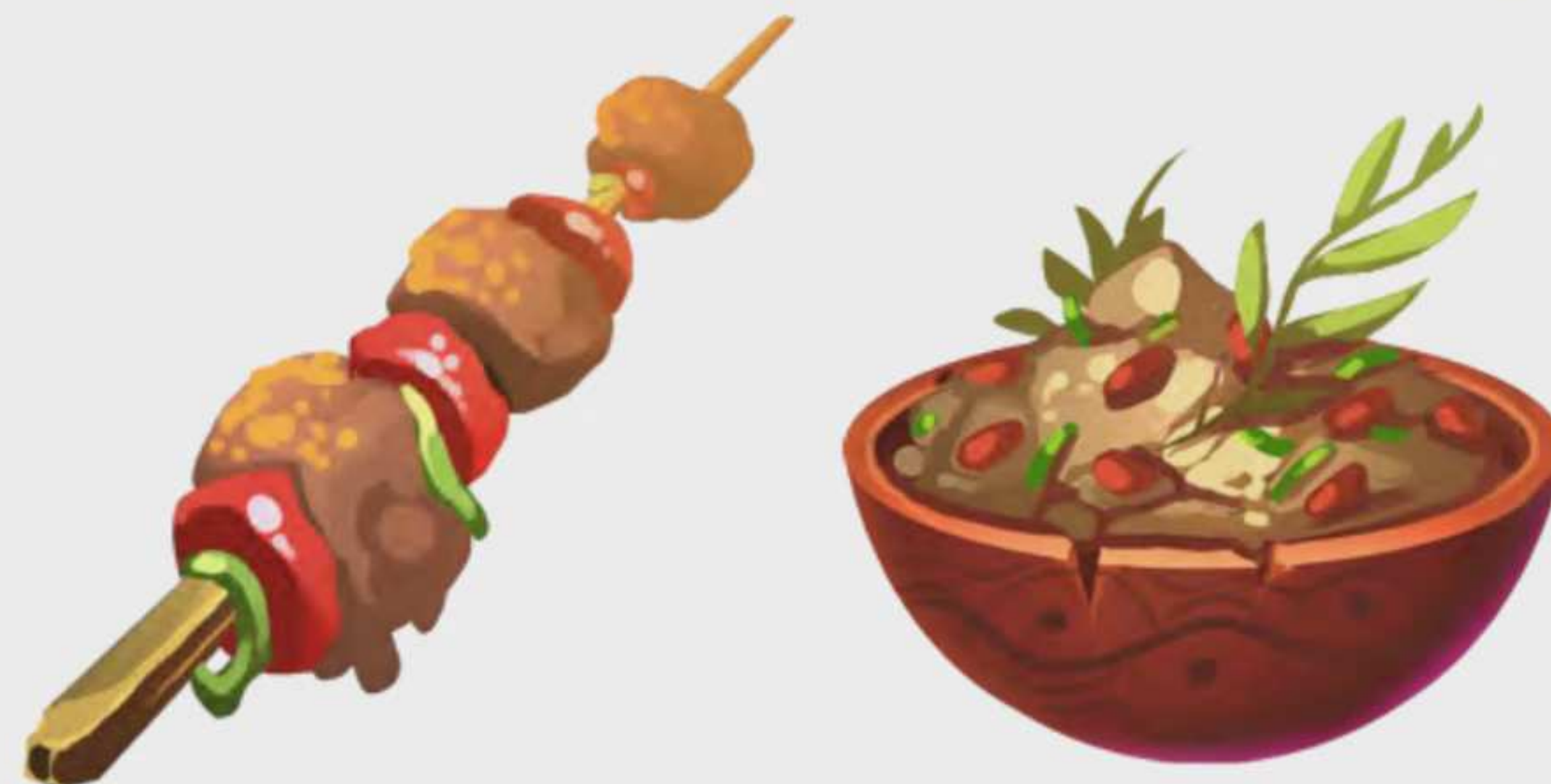
They mainly want to make a scene and look tough and aim to keep any violence to fists, but if weapons are drawn they are armed.

STREET CHILDREN

Slums

This [Large] gang of kids [Easy Commoner NPC] do not all have homes to go to and can be found playing, begging and selling matches on the streets of this district.

They are poorly dressed and uneducated, are happy to run errands for coin and are very good at keeping track of people.



STREET FOOD

Docks, Slums

Any Character who partakes will find the meal tasty and their spirits are raised.

Given the unusually strong mix of spices only a Character with a strong constitution will avoid the side effects and digestive protests.

STREET PARTY

Lanes, Slums

This [Very Large] assortment of drinkers fills the street ahead making passing through hard.

In order to pass Characters will find it [Difficult] to sneak past without triggering a drunken encounter, such as:

“What are you looking at” cry a [Small] group of drunk young merchants [Standard Commoner NPC]. Characters may intimidate [Routine] them to “leave it” or persuade them to forget the intrusion by buying them another drink [Routine].

“You spilled my drink” yells a stout off duty soldier [Standard Warrior NPC]. Unless Characters replace the alleged spilled drink he will throw fists.

“You look like a spy for the watch” accuses a [Small] group of darkly clad revellers [Standard Rogue NPC]. Characters may only persuade them otherwise with a round of drinks and a rowdy and very rude song, sung from atop a barrel, insulting the Watch.

Characters may be lucky enough not to be overheard by the Watch.

Any fighting by the Characters will immediately trigger all present to “kick off” and the watch will try to arrest you for inciting a riot.

TOWN ENCOUNTERS A-Z

STREET PROPHET

Docks, Lanes

Well the end of the world is very nigh. According to this dubious slightly manic prophet [Standard Performer NPC].

He makes eye contact and approaches.

Without asking he launches into a doom and gloom version of recent events and suggests this is leading to the end of all things.

Trying to converse with him leads to a slightly circular debate as everything comes back to the end is nigh, but he may drop in a surprising fact or two if a Character is listening closely.

STREET SWEEPER

Guild Quarter, High Street, Noble Quarter

The locals have all gone in together to fund a full time street sweeper [Standard Commoner NPC] to keep the streets in this area clean and inviting.

They are also responsible for tending flowers and greenery and washing doorsteps.

From dawn until dusk they are a constant figure, stooped with a broom attentively sweeping and staying out of the path of patrons.

They have cleaned up an increasing number of severed fingers in recent days and are worried about what it means.

SUDDEN CRAMPS

Lanes, Slums

The local cuisine has taken its toll and any Character with a delicate constitution who has eaten street food or dined at a less reputable establishment is suddenly incapacitated.

Any remaining Characters may try to find soothing herbal tonics for their colleagues (although symptoms will pass once nature has taken its course).

They may wish to remain vigilant should some try and take advantage of this unfortunate turn of events.

SUSPECT GRATE

Castle Ward

On a bright day in a dry street the crooked drain cover catches the Character's eye. It also seems to be glistening with smears of Something all over it.

Investigation may [Routine] reveal someone has recently gone down in to the sewers.

Anyone heading down will be ambushed by a [Pair] of black clad figures [Standard Rogue NPC] who don't want to be followed.

SUSPICIOUS CELLAR DOOR

Undercity

This door looks to be of a better construction than any others nearby. Solid, sturdy and well locked.

A coded message in cant says 'Guild Only'.

SUSPICIOUS DOOR

Docks, High Street, Lanes

The door is the most interesting thing about this slightly run down drab building.

It is reinforced by sturdy and new looking iron bars drilled into the old weathered oak with a bell pull next to the door.

This property has been recently taken over by a criminal gang to store goods.

A [Pair] of guards [Standard Warrior NPC] will answer a bell pull and tell the Characters some lies to make them go away.

SUSPICIOUS POOL

Undercity

The sewer has formed a large deep pool where the water swirls and is somehow unsettled.

A faint blue glow can be seen at the bottom of the pool.

Any Character interacting with the pool will discover it's actually a water elemental [Elite Monster] bound to a glowing blue crystal.

Its time trapped in the sewer make for a very dirty elemental that will have diseased attacks.



TOWN ENCOUNTERS A-Z

SUSPICIOUS RIVER

Slums

The smell gives it away, a thin river of effluent flowing along the side of the filthy path.

It is the colour of old blood and its source seems to be a squalid looking building a little up a hill.

Any investigation will reveal an [Equal] sized group of sick and dying slum dwellers [Easy Commoner NPC] and Characters would need to take precautions not to catch this particular 'leaking pox'.

SWASH AND BUCKLER

Castle Ward

Preened and prancing along looking rather impressed with themselves, this duelist [Elite Warrior NPC] has every faith in their abilities.

The rapier hanging at their side is a fine, well used weapon, and is meticulously cared for and of considerable value.

They are followed at a respectful distance by the bookmakers and a gaggle of interested townsfolk, ready to create an impromptu tourney atmosphere, with excellent betting facilities, at a moments notice.

The Duelist spies the Character with the most expensive sword and approaches.

They bow politely and "offer out" the Character. The winner gets to keep the weapons.

SWINE

Slums

A [Large] herd of pigs [Standard Beasts] is being herded through the streets.

These pink plodders have been helping out the local crime syndicate with body disposal and have developed a bit of a taste for the work.

They will take an optimistic bite out of any injured Character causing [Light] damage, but accept they have no chance with Characters on full health.

In unrelated news the bacon in these parts is famed for its salty twang.

TALL GRASS

Cemetery, Rural

An unkempt area of grass which has been allowed to grow long in order to encourage wild flowers and wildlife.

Unfortunately something slightly more unusual has taken advantage and a [Small] group of fey creatures such as brownies [Easy Monster] have moved in.

TAX COLLECTOR

High Street

A shop on the street is in the process of being ransacked, however as it's the tax collector [Standard Wizard NPC] and his [Large] mob of deputies [Standard Warrior NPC] doing the looting, everything is official and above board.

If the Characters have obvious signs of wealth, they may well catch the Tax Collector's eye and he'll start making inquiries into making sure they've paid the appropriate taxes on that loot they have.

TENTACLES!

Undercity

The monster itself remains elusive, but clearly it is close as tentacles emerge from water and holes in floor and walls, flailing about with purpose.

There are a [Large] number of tentacles and each is considered an [Easy Monster].

If two or more tentacles successfully attack a Character then they will begin dragging them below ground or underwater.

THAT'S BANNED!

Castle Ward

An [Equal] group of a militant priesthood [Standard Cleric|Warrior NPC] are on the hunt for banned texts and are planning on a good old fashioned book burning.

Lets hope there isn't a spell caster with a suspicious tome amongst the Characters...

TOWN ENCOUNTERS A-Z

THE “COMPANY”

Docks

Offering ‘personal services’ for every possible taste, this [Equal] troupe of [Standard Performers] are able to spot potential clients from streets away.

They offer the usual services for a few coins, and on quiet nights may be persuaded to trade gossip over the local ale.

They are very aware of who is coming and going in the area, however they risk a night in the cells if they cross the watch so they are reluctant to share any tales of their doings.



THE AIR IS FULL OF SPORES

Undercity

From a widespread patch of fungi, suddenly spores explode into the air around the Characters.

They immediately fill the area, and any Character who needs to breath will find it [Difficult] to avoid coughing uncontrollably.

Once Characters escape the spores they may find it essential to wash thoroughly as any pores left on the skin may begin to grow.

THE CHILDREN OF THE NIGHT

Cemetery

Smartly dressed and rather charismatic this striking vampiric noble [Elite Monster] offers a rather toothy smile as they pass the Characters.

They are very at ease in this setting and clearly are very aware that they would have the upper hand in any encounter given their ability to summon up a lot of undead help very quickly.

They aren't hostile unless provoked, and would find amusement in talking about all matters with the Characters.

THE GOOSE

Rural

This grumpy honker [Easy Beast] is not in the mood.

Wandering freely near water or corn fields, if it cannot find enough food it will accost passers by to provide grain or bread.

If neither are forthcoming the pecking will start and continue until the goose is fed.

On an unrelated note, roast goose goes very nicely with the local wine.



THE PETTY EMOTIONS OF MAN

Castle Ward, Cemetery

Rather unusually, this eldritch entity [Elite Monster] that feeds on negative emotions looks exactly like a nondescript town resident.

They've resided in a house empty for so long no one remembers who is supposed to live there and can come and go unnoticed.

Although they rarely need to leave the house as their surroundings are perfect for stirring discord and disquiet. They sit happily by the window twitching the curtain and feeding on the annoyance, anger and impatience they create.

A prolific letter writer, the entity is able to arrange building work at strange hours, deliveries to block nearby roads at busy times and carts to park outside neighbours houses for days with no explanation. Rubbish collections are cancelled mysteriously and hordes of youngsters repeatedly show up looking for the party advertised on the notice board.

In recent days, local residents and workers have all received letters offering to help them lose weight.

TOWN ENCOUNTERS A-Z

THE RULER!

Castle Ward

This [Overwhelming Scholar NPC] was not born to the title but acquired it with a bloodless coup many years ago. Few are alive from the time to recall it, and those that do are vague.

Shrewd, learned and incredibly greedy, this power hungry ruler did not stop their dubious pursuits when he gained a crown.

The air moves strangely around them, and they sometimes seem to be moving as if through water.

Colourful robes flow around a lightly built frame, and fingers shine with rings as they hold an ever present book open in his hand.

His [Large] personal guard [Elite Warrior NPC] are ever present and oddly silent, their captain [Elite Monster] never sleeps and maintains his endless vigil with dead eyes.

Characters may not approach the Ruler, his guards or their captain uninvited, they will be warned back once, and if they persist they will be attacked.

He has remained popular with the townsfolk by raising the fortunes of the town with a series of very favourable trade deals.

Lately however, cruelty and tyranny have increased and the townsfolk begin to grow uneasy and restless despite their comfortable lives.



THIEVES GUILD MISSION

Guild Quarter

This independent merchant guild is one of the shadier operations in these parts, and have long been disliked by the other guilds who regard them as just a bunch of crooks. Which to be fair they are, as this is the front for a thieves guild.

You are approached by a guild representative [Standard Rogue NPC] in broad daylight in a smart street. They offer good coin for helping complete a job quickly.

They aim to disrupt the local watch in order to buy their guild mates time without prying watch eyes to complete all their commissions in record time.

Each watch member has to report for duty in a strict uniform dress including hat, whistle and regulation boots. The thieves guild plan to ask Characters to steal key parts of the uniform so watch members will be delayed starting their shifts. They will pay by the item and can provide the names & addresses of watchmen.

THIRD EYE ON THE PRIZE

Castle Ward

A diviner [Standard Wizard NPC] has setup a stall here and is reading simple fortunes for a few silver coins.

For an extra fee they are willing to use 'deep magic' to glimpse a pivotal moment on a Characters future lifeline, although warn that the information gleaned this way may disturb.

THOUGHTFUL FISHERMAN

Docks

Dressed in oil soaked clothes and holding two large fish hooks, this rather intense figure [Standard Commoner NPC] is looking at you strangely.

All the other fishermen are hard at work either at sea or repairing their nets, not this one. They stand and stare, never looking away or blinking.

It's possible they have reason to hold a grudge against a Character, and while they don't have the abilities to stand against them, it doesn't stop them thinking about it.

TOWN ENCOUNTERS A-Z

TIDAL AREAS

Docks

Despite the harbour wall, this area can be prone to tidal flooding during storms and spring tides.

The locals, as usual, are well prepared with wooden boards which slot in front of doorways to prevent water ingress.

Anyone unprepared may find streets and areas cut off or find themselves having to wade through debris filled water.

The flood waters may also tempt an [Equal] amount of razor gill fish [Standard Beast] to swim along the flooded streets looking for something to bite.

TOLLING BELL

Cemetery

It is not the light breeze ringing the small bell contraption above a sealed grave, but the cord descending in to the tomb.

There are many bells here, as it is the fashion to have a bell operated from within a coffin to avoid any “mistakes”. However this is not a fresh grave and the bell rings inhumanly fast.

Characters may choose to dig a little deeper and discover what, or who, is up.

If they do they'll discover that the coffin has been smashed open by a giant burrowing carrion worm [Standard Monster] that is causing all the ringing as it feasts on the old corpse.

TOM CAT

Castle Ward, Lanes, Rural

Old, battle scarred and very ginger this old boy [Easy Beast] has long since given up hunting in favour of wooing treats and tidbits from the locals.

When not asleep in the sun he roams local streets, where he will lie temptingly at the feet of any passing traveller and roll onto his back purring.

Characters may stroke him if they can win his affection [Routine].

He is known to scent mark those he dislikes.

TORCHES AND PITCHFORKS

Rural, Slums

The [Horde] of Locals [Standard Commoner NPC] are up in arms and they don't want that sort of thing going on round here.

They feel the best way forwards is with a statue like construction made from a readily available flexible reed type wood which they plan to set fire to. With a suitable sacrifice inside to make their point. Someone has to go in and the Characters are strangers.

They start with the most brightly dressed Character.

Characters in turn can try to avoid a fiery fate by convincing the crowd they aren't right to sacrifice [Difficult] or pointing out another Character that definitely is right to sacrifice [Routine].

They could of course fight there way out of trouble, but killing townsfolk with so many witnesses will bring its own trouble.

If a Character ends up in the flammable statue, the other Characters can only watch as the mob lights the statue and toast the marshmallows thoughtfully provided.

Luckily the wood is wet and the part where the Character is does not burn well, collapsing and releasing them unhurt.



TOURISTS

Castle Ward, Docks, Lanes, Noble Quarter

Drawn by the tales of friends this [Equal] group [Standard Scholar|Cleric NPC] have come to see for themselves the historic merit and architectural interest in the area.

Standing out like a sore thumb and with full purses hanging from their belts its only a matter of time before trouble finds them.

They will likely pay for a walking tour of sites of interest, or protection should they be persuaded they need it.

TOWN ENCOUNTERS A-Z

TOWN CRIER

Castle Ward

Loud, portly, loud, red-faced and loud, this crier [Standard Performer NPC] is responsible for relaying the important announcements in these parts.

The bell they ring to catch the crowd's attention has some special properties, and when rung on official business it creates an unnatural silence as all who hear it fall quiet and listen, this is [Routine] to resist.

The Town Crier is a creature of habit and they usually call the news in the morning after breakfast. Today however they look slightly disconcerted and it is not their usual time to be on the streets.

The usual silence has fallen and passers by listen attentively for the announcement.



TRAITOR

Castle Ward

This [Standard Cleric NPC] looks much younger than their many years. Old enough to remember the coup which brought the current ruler to power, they have long since fallen from grace when caught selling state secrets to the highest bidder. They do not seem to have served any sentence for the crime, however.

While removed from the circles of power, and indeed any polite society, the traitor is not without friends. Characters may perceive [Routine] that these friends are bound by secrets not loyalty.

TRAPPED

Undercity

The paving stones do not look even, some being better worn and dirtier than others.

Those which do not seem to be well used hold an unpleasant surprise and any Character stepping on them will find out why no one else does.

Anyone touching the unused stones will receive a magical jolt that causes [Minor] damage.

TRAVELLING APOTHECARY

Docks, Rural, Slums

This rather round and jolly physician [Standard Performer NPC] is garishly dressed and always creates a stir when they are visiting.

Crowds gather to hear about the latest tonics and cures, and coin flows freely as these change hands.

In between these frivolous staged events the Apothecary's large impractical wagon can often be found stuck blocking narrow roads.

Locals seem convinced of the benefits of these potions, and strangely refuse to hear anyone question the apothecary's qualifications or merit and any prolonged questioning will result in hostile encounters.

TRAVELLING HUNTER

Cemetery, Rural

This old hunter [Elite Ranger NPC] has spent their life roaming the wilds and hunting strange creatures.

In their twilight years they have moved closer to civilisation, even though it offers fewer prizes.

Following a rumour, they are in this area tracking a beast [Elite Beast] worthy of their time which offers riches if bested, skinned and sold.

They seem oddly distracted, even in the warmth of civilisation they do not remove the pelts which hang from their shoulders and a strange stench follows them.



TREASURE MAP

Docks

Discarded on the floor is a scroll with a clear map of the town the Characters are currently in.

It is clearly labelled with a strange language and highly detailed markings.

None of them resemble X. Finding the clues on this map will prove interesting [Very Difficult] and at some point the maps owners may come looking.

TOWN ENCOUNTERS A-Z

TREASURES UNTOLD

Cemetery

In line with the customs of the time, some ancient lords were entombed with all their worldly possessions and servants in order to get a head start in the afterlife.

While most of these treasure troves have long since been looted there is talk that recent digging has revealed a new site.

The locals seem reluctant to go close as they've all heard the stories of terrible traps and curses that guard such tombs.



TRICK, NOT TREAT

Cemetery

As the Characters are passing through, a trickster [Easy Performer NPC] dressed as a zombie walks out from behind them with a big grin on expecting the usual screams.

If Characters are not quick enough [Routine] to spot the jape, they may hit first and ask questions later.

TRIP HAZARD

Undercity

Someone clearly wants to dissuade anyone from walking this way and has set a trip wire at just below knee height which would cause a nasty fall if a Character is moving at speed.

TWO DOORBELLS

Noble Quarter

This house has two bell pulls, one either side of the door. They are clearly meant for different sorts of visitors, but there is no sign to explain who should use which bell. It is clearly some sort of test.

This system keeps unwanted guests from discovering a secret cult temple within, as anything other than the correct bell rings will put those inside on alert.

UGLIEST MAN IN TOWN

Slums

Not just an unconventional face but what must surely be a wicked curse.

If you can stand to be anywhere near him he will bemoan the fact he was once gifted, handsome and well off.

This once striking minstrel [Standard Performer NPC] made a mockery of the wrong sorcerer once and, well, here he is.



UNDER A WOLF MOON

Cemetery

This happy [Equal] pack of urban werewolves [Standard Monster] are enjoying a full moon romp around the graveyard.

Frolicking in the bright moonlight they bask, roll and chase their tails.

If they notice the Characters of course things will take a confrontational turn as they try to keep the bestial urge to rend and tear flesh in check.

UNDERCITY CLAN

Undercity

This poorly appointed dwelling is home to a [Large] group of rat men, either actual ratman creatures [Easy Monster] or filthy humans in tattered hides [Standard Commoner NPC].

Over crowded, grumpy, dirty and yet oddly proud of their slum home. It is handily located to access all parts of town via less used tunnels.

TOWN ENCOUNTERS A-Z

UNEVEN PATH

Rural, Slums

Rocky and badly maintained this lane has numerous pot holes and small rocks sticking from the surface.

The surface is so bad it makes the terrain a hazard [Routine] and any Character rushing may injure themselves. The only way to negotiate it safely is at half speed.

As the worst point in the path an [Equal] group of robbers [Standard Warrior|Ranger NPC] let arrows fly from where they are hiding and [Difficult] to spot.

They hope to injure then rob the Characters.

UNEVEN STEPS

Undercity

Out of sight & out of mind no one cared about the very poor construction of these stairs. They are now prone to collapse.

Characters must tread carefully and slowly [Routine] or risk the whole staircase collapsing under them.



UNEXPECTED MAGIC LESSON

Guild Quarter

It's a warm day so it seemed a nice idea to hold the practical class for the local magic school outside.

Unfortunately "advanced orbing" has not proved straightforward and now orbs of all shapes, sizes and colours are flying everywhere.

The school tutor [Standard Wizard NPC] looks shiftier and quickly vanishes as everything goes south. They've gone to get help if questioned.

This leaves the [Equal] group of inexperienced mages [Easy Wizard NPC] to attempt to recover the situation.

Their attempts have mixed and unexpected results, although their orb cantrips are far more likely to have comedic effects and cause property damage than hurt people.

UNSCRUPULOUS TRADER

Slums

Top hat and fancy coat tails, this [Standard Commoner NPC] considers themselves above their neighbours.

They will claim to be the best, most successful trader in the district and will tout aggressively for the Characters business.

They are, however, not that good at business, not well connected, are prone to cutting corners and will happily tread on anyone. Patrons usually end up with a cheap knock off set of goods.

UNUSUAL SPORES

Cemetery, Undercity

These egg shaped fungi are really very large, upright and oval.

They are surrounded by a strange low lying mist made of tiny spores.

If the mist is disturbed then slowly the top of the fungi splits apart and opens, almost like a 4 petalled flower.

It is very tempting [Routine] to lean forwards to see what is inside for any Character that has been breathing in the spores.

Anyone too close to one of the opened fungi will be attacked by a [Difficult] to dodge pseudopod from within that will cause [Major] damage and try to implant spore in any victims.

UP AND COMING

Slums

This shrewd individual artist [Standard Performer NPC] has long been planning to better themselves.

A jack of all trades, master of none, they have been stealthily saving for years and quietly bettering their clientele.

Now they are on the verge of being able to escape their low born status in life.

They are very paranoid and have everything to lose if their delicate position is disturbed as there are those who would dearly love to see them fail.

TOWN ENCOUNTERS A-Z

URBAN FOX

Docks, Slums

As the towns expansion has invaded the countryside some of the more adaptable creatures have taken advantage.

This ginger [Easy Beast] bushy tailed beast has grown larger that their wild cousins on the scraps and easy pickings in the towns rubbish.

Found scavenging in this area they will try to see off intruders with a nasty nip if cornered.

USURPERS FOLLOWERS

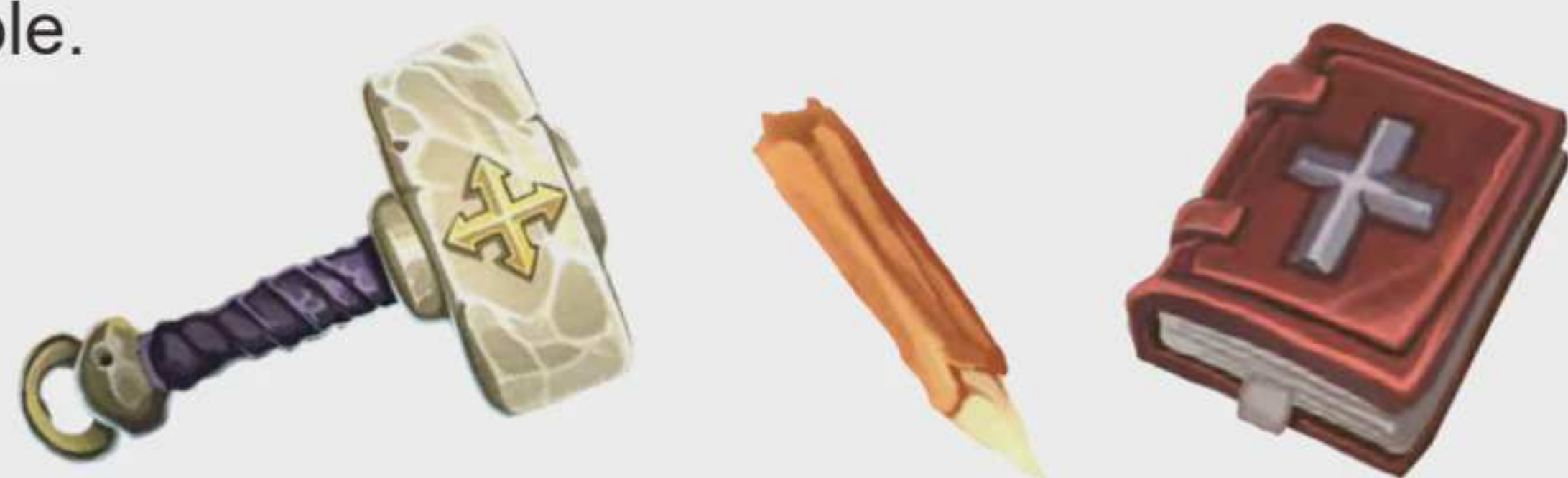
Castle Ward

This shady meeting of an [Equal] malcontent group [Standard Rogue|Warrior NPC] have had enough of the hard-line watch, compassion-less justice system, rising taxes and falling wages.

They have faith that a usurper would be a much fairer ruler and plan a big statement to get the attention of the local powers that be.

Their plans are crude and risky, and focus on burning down the local stables and adjoining barracks.

Characters may be approached to join this little rebellion, or by the watch to help weed out those responsible.



VAMPIRE HUNTER

Cemetery

This extremely elderly and frail avenger [Standard Ranger NPC] has a lifetime's experience of tracking and dispatching the undead.

Being rather eccentric they have failed to convince anyone else of the dangers posed by these supernatural threats, and have not been able to attract any apprentices.

Now past even their twilight years, they are desperate to pass on their burden before it is too late.

They have exceptional local knowledge and some very exciting equipment.

VAMPIRIC LAIR

Undercity

This district houses a lair with a [Large] assembly of very pale fanged folk [Standard Monster].

Characters will struggle to talk to these opponents as they view any non-vampires as either food or so vastly inferior they are not worth wasting breath on.

Characters may try [Very Difficult] to convince the vampires that they are of more value than lunch, or simply begin exterminating this nest.

These are young Vampires and not as deadly as their elder kin, although finishing them off completely may require specialist equipment. Which if the Characters don't have, doubtless there could be broken furniture or fallen branches nearby than can be quickly sharpened if Characters are able [Routine].



VIGILANTE

Noble Quarter

One of the richest nobles in town has become disillusioned with the watch and a perceived lack of results that leaves the town swimming in crime and vice.

Now, by night, they roam the streets wearing their black outfit and matching black cloak. They cover their hair and eyes to avoid being recognised as they seek to rid the streets of crime.

They are not a gifted fighter [Easy Warrior NPC] and usually take their butler [Standard Warrior NPC] to step in with a solid iron bound club if things get out of hand.

Lately the local criminals have been getting the upper hand and this vigilante would like to hire the Characters so the odds are swung in their favour.



VILLAGE FETE

Rural

Organised by the local Priest [Standard Cleric NPC] to raise funds for some reason, usually a leaking roof somewhere, this fete boasts bright bunting which has seen better days.

Locals have brought their jams, honey, mead and baked goods. Everyone has hit the mead first and is a bit tipsy.

The priest stands by the stocks trying to smile while the locals pelt the days wrong-doers with rotten vegetables which they are sold by the bucket load.

Keen for any break in mundane routines, all here are merry and tongues are loosened by the drink.

VISIT FROM DEATH

Cemetery

This dark shrouded figure is thin and very tall.

Characters cannot make out the face which is hidden in a large black hooded cloak.

The air is cooler near the figure and they look awfully familiar.

This is an avatar for a deity of death [Overwhelming Monster] and is unlikely to have interest in all but the most intriguing of mortals.



TOWN ENCOUNTERS A-Z

VISITING MIDWIFE

Slums

Provided by the local religious house to provide for the “unfortunate” women of the area, the midwife [Standard Wizard NPC] somehow knows all.

The local women are in fear of her, although safe births have increased since she took up the role.

Of late twins and triplets have been far more common, and the orphanages and foster houses are running out of space.

Some local may tell tales of how sometimes her medical bag is seen to move strangely as she leaves quickly with platitudes to “sort everything out”.

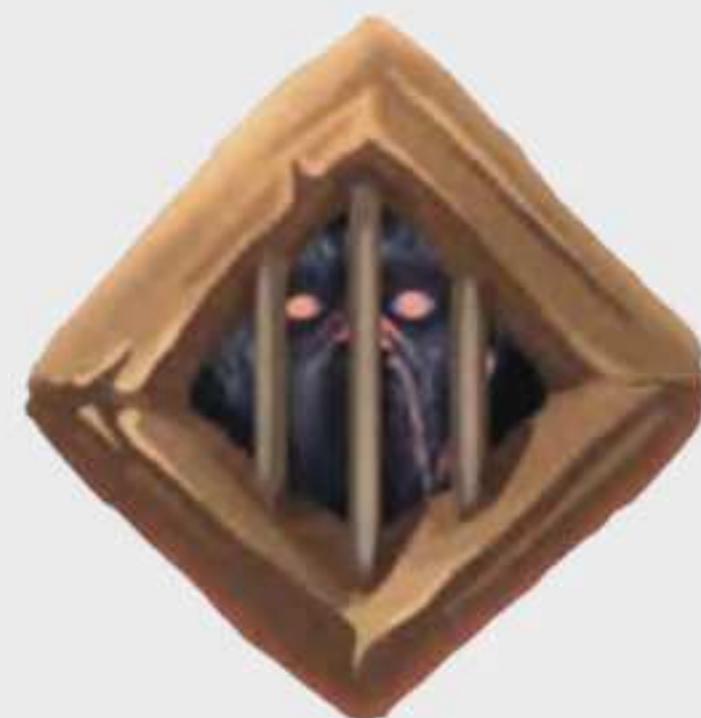
WALKING TOUR

Noble Quarter

The architects guild has organised a walking tour of interested patrons to tour the noble houses and explore their history and style.

Noble residents are delighted to be included in this prestigious event and there are many upset noble families whose properties have not been included.

During the tour an architect apprentice notices something very interesting in the design of one of the grander houses that includes ancient ritual sigils and asks the Characters to look into the property’s history and owners.



WARNING TO OTHERS

Cemetery

This upright coffin has sturdy metal banding all around, a hefty chain and padlock and a barred window where the head of a slowly twitching zombie can be seen.

There is a plaque stating that this criminal is to serve a beyond life sentence for crimes against the ruler.

The coffin can, of course, be opened from the outside if the lock is picked or forced, although it may anger the ruler to find out the sentence has been cut short.

WATCH OUT BELOW

Undercity

Without warning brown effluent suddenly spurts from a pipe above.

Characters will find it [Difficult] to avoid the wide spray of filth.

Some processing must have happened in another chamber because this stinking waste now has a very sticky glue like property and is [Very Difficult] to remove and will start to stick limbs together if a Character got particularly covered.

WATCH YOUR FOOTING!

Undercity

The constant damp has led to a slimy coating forming on the cold bricks and stone.

It is very slippery, [Routine] to stay standing on and would stain any clothing touching it.

WATER PUMP

Docks, Slums

This old pump is less than hygienic, and any Character who drinks from it would find it [Difficult] not to become sick.

Luckily this can be easily remedied with healing salts available everywhere locally for an above standard amount of coin. Lucky that...

WATERSHIP DOWN

Cemetery, Rural

A sunny bank criss-crossed with rabbit tunnels. The warren is interconnected underground but of course most tunnels are far too small for a Character to fit into.

The warren has grown huge and those burrowing bunnies have struck something rather interesting in the deepest tunnels.

Rabbits being rabbits, they have been doing what they do best and the warren is absolutely heaving with this fluffle of bunnies.

TOWN ENCOUNTERS A-Z

WEEVILS!

Undercity

This store room was home to ships biscuits and other hard baked goods.

Unfortunately they were not well packed, and a [Horde] of giant weevils [Easy Monster] have invaded!

These normally little beetles have gorged themselves and grown large beyond natural limits.

They have a surprising number of large sharp mandibles and are rather hungry.

WELL

Cemetery, High Street, Rural, Slums

The locals have been made ill by the water from this well.

Fever and pains consume any who drink this water.

A ladder carved into the inside of the well leads down into darkness.

WELL WORN SLABS

Guild Quarter, High Street, Lanes

Years of high footfall have led to the stones underfoot becoming smooth and worn, showing the path most people take.

Oddly the layout hereabouts seems to have changed as the worn path runs abruptly into the wall of a nearby building.

Is this just street layout changes or is there a secret door hereabouts?

WET FOOT PRINTS

Noble Quarter

It has been dry for days and yet here are wet foot-steps on the floor clearly leading straight from a wall.

This is the result of a noble with access to a type of potion that allows the imbibor to walk through walls with the only side affect that the water starts to seep out of your body whilst under the effect. So small doses and a handy water flask or two to avoid sudden dehydration are in order.

WHAT'S IN THE BOX?

Cemetery

The plinth is old and weathered, clearly centuries old and sat neatly on top is a stone box, carefully placed and lovingly carved.

The box, clearly out of place, seems strange and suspicious.

Characters may [Routine] recognise the carvings as referencing holy warding spells.

This box contains the focus for an anti-undead ward that helps the dead stay dead here.

WINDOW CLEANER

High Street

The constant street urchins rubbing their snotty noses and filthy hands on windows means this jolly window cleaner [Standard Commoner NPC] is never short of work.

They are usually found working before or after opening hours, but sometimes rival traders can “play dirty” and their services are required at short notice.

Characters may chat to the window cleaner and realise [Routine] that he has seen a lot of out of hours activity in this district.

WINE CELLAR

Guild Quarter, Lanes

Bending to examine a glint by their feet, a Character may [Easy] notice a window low to the path looking down into a wine cellar.

Bars cover the window and the glass is very dirty, however glimpses can be seen of row upon row of dusty looking wine bottles.

A couple of bottles look new and contain an oddly glowing blue vintage.



TOWN ENCOUNTERS A-Z

WINE TRADER

Docks, High Street

Young(ish) and wealthy thanks to selling cheap wine to the nobility for much coin, this trader [Standard Performer NPC] is more than happy to discuss and sample the latest imports.

They are friendly and talkative, and happy to chat scandal from the rich houses with perspective clients.

WISHING FOUNTAIN

Noble Quarter

This ornate fountain stands proudly in this exclusive area of town.

It has long been tradition to wish on a coin and cast it into the waters, and a carpet of copper, silver and even a flash of gold twinkles invitingly up at the Characters.

Removing coins from the fountain will of course cancel the wish and is strongly discouraged.

WOLVES

Rural, Slums

This female dire wolf [Elite Beast] and her [Small] amount of grown cubs [Standard Beast] appeared recently and don't seem to have moved on.

With howls that chill even the warm night air, they are held responsible for missing livestock and local dogs.

Hard to find if you are looking for them, they roam at night and will attack any weakened Character not on full health. Locals are bemused because there really shouldn't be wolves this close to town.

WOODEN FENCE

Slums

This little area has been fenced off, probably to contain some fowl or similar animals, however the area is currently empty.

The fencing is blocking a popular shortcut and the locals are complaining of a land grab.

The stocky belligerent tenant [Standard Warrior NPC] has been insisting the fence stays and is theirs, often using a club to make their point clear.

WRONG SIDE OF THE WAGON TRACKS

Noble Quarter

The party is approached by a smartly dressed Noble, who explains their only child and heir has eloped with a lowly guild apprentice and they have been tracked to an unseemly part of the town.

The noble feels the match is deeply unsuitable and asks you to return their offspring forthwith.

Good coin is offered and the pair should not be too hard to find.

YARD SALE

Lanes

A table sits outside on the side of the street and is filled with nondescript household items which look to have been well used.

An honesty jar sits on the table with a note reading "All coins go to the orphanage".

The jar is half full of copper coins.

The assortment on the table has been well searched through by the neighbours, however there may [Routine] be some curios and items of interest to an educated keen eye.



YOU ARE RETURNED

Cemetery

Embarrassingly this mourner screams and throws themselves at the feet of the oldest Character.

They cannot be convinced that the Character is not their beloved reincarnated, and they will not leave the Characters alone.

Passers by, at first aghast, are now starting to laugh and the spectacle is drawing attention.

TOWN ENCOUNTERS A-Z

YOUNG NOBLE

Noble Quarter

The Characters are approached by a richly dressed noble [Standard Commoner NPC] who displays absolutely no common sense.

Bored and seeking adventure they ask if you will accompany them on a hunting trip.

They have heard tale of a beast just outside town which they plan to hunt, kill and display as a trophy.

They have very firm ideas on how to tackle the beast, no suitable equipment and no experience, and could be described as a liability.

YOUR BIGGEST FAN

Castle Ward

The Characters would find it [Easy] to become aware of the person following them for a few minutes now.

After plucking up their courage, a small noble [Easy Performer NPC] steps up and introduces themselves as your biggest fan!

After getting all the Characters to sign a small book, this little noble asks if they can accompany you.

They will pay for your time and are very keen to be seen in your company.

YOUTH OF TODAY

Guild Quarter

An [Large] Group of young apprentices [Standard Commoner NPC] bumps in to the Characters as they go past without apology, being focused entirely on their own conversation.

They then meander across the pavement oblivious to all other foot traffic before stopping in the middle of the path where they continue to talk loudly.

They remain in place comparing their latest amulets so people have to step around this group into the road to pass.

ZOMBIES!!!

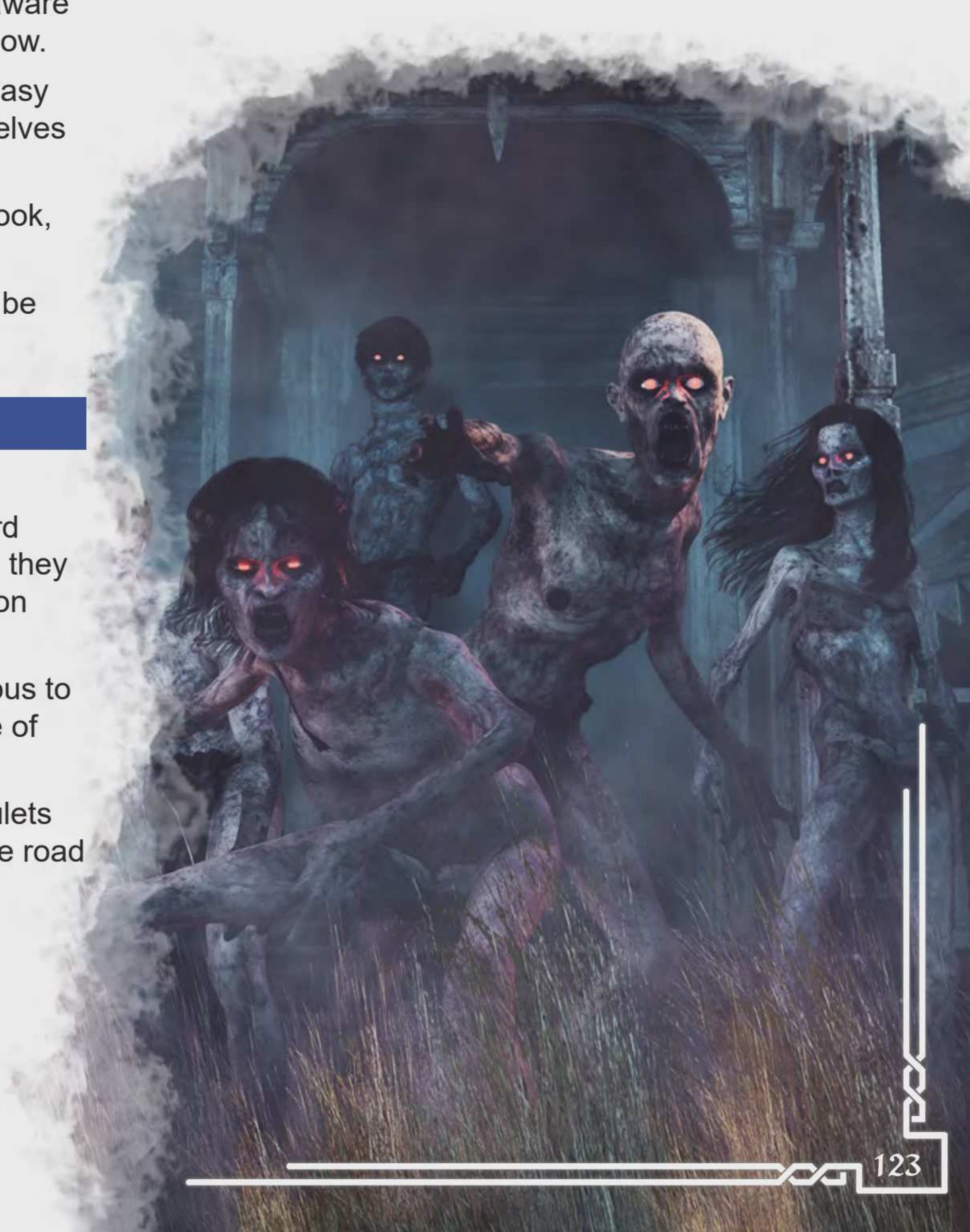
Cemetery, Undercity

Hungry for brains this [Large] group of shambling Monsters [Easy Monster] lurch slowly towards the most intelligent Character.

They will grab and try to claw and pull Characters to the ground where they could take large chunks out of them.

They particularly like noses for some reason. Noses and, of course, brains.

There may, of course, be no connection whatsoever with this outbreak and the large open leather tome that rests on a nearby gravestone, its bloodstained pages turning in the breeze.



TOWN ADVENTURES

TOWN ADVENTURES

Here we lay out a system for you to generate linked encounters with a theme and end goal in mind to add some structure to your town encounters.

This is system agnostic and can be adjusted to suit your game, levels and party.

We're going to define a town adventure as a number of stages that take place in one or more town districts.

ANTAGONISTS

For town adventures we add Antagonists to go alongside the random district encounters and add some more directed opposition to the Characters.

BALANCING ENCOUNTERS

It's very possible that combining Antagonists and the random rolled district encounter will create some overwhelming combinations for the Characters.

You can either adjust the results, have one encounter happen after the other or simply let the Characters learn that life isn't always fair and there is always the option to retreat and come back later...



PLAN IT OUT

We'd recommend fully generating a town adventure with these steps in advance instead of rolling as each stage is reached, that way you can look for inspiration to link the random results together in to a story line.

CHALLENGE TYPES

Not every result here specifies if the Antagonists will actually engage in direct combat and start attacking the Characters. They may try to oppose them in other ways, so feel free to play your Antagonists as fits you and your players style.

TOWN ADVENTURES

WHAT'S THE PLOT?

Whilst the random district encounter tables earlier in this book can be used for any number of stand alone quick town encounters, the following set of tables and the Town Adventure Stages section can be utilised to help build an outline for a town adventure.

ADVENTURE THEME

What theme does this town adventure have?

Roll on this table to get a suggested theme to use:

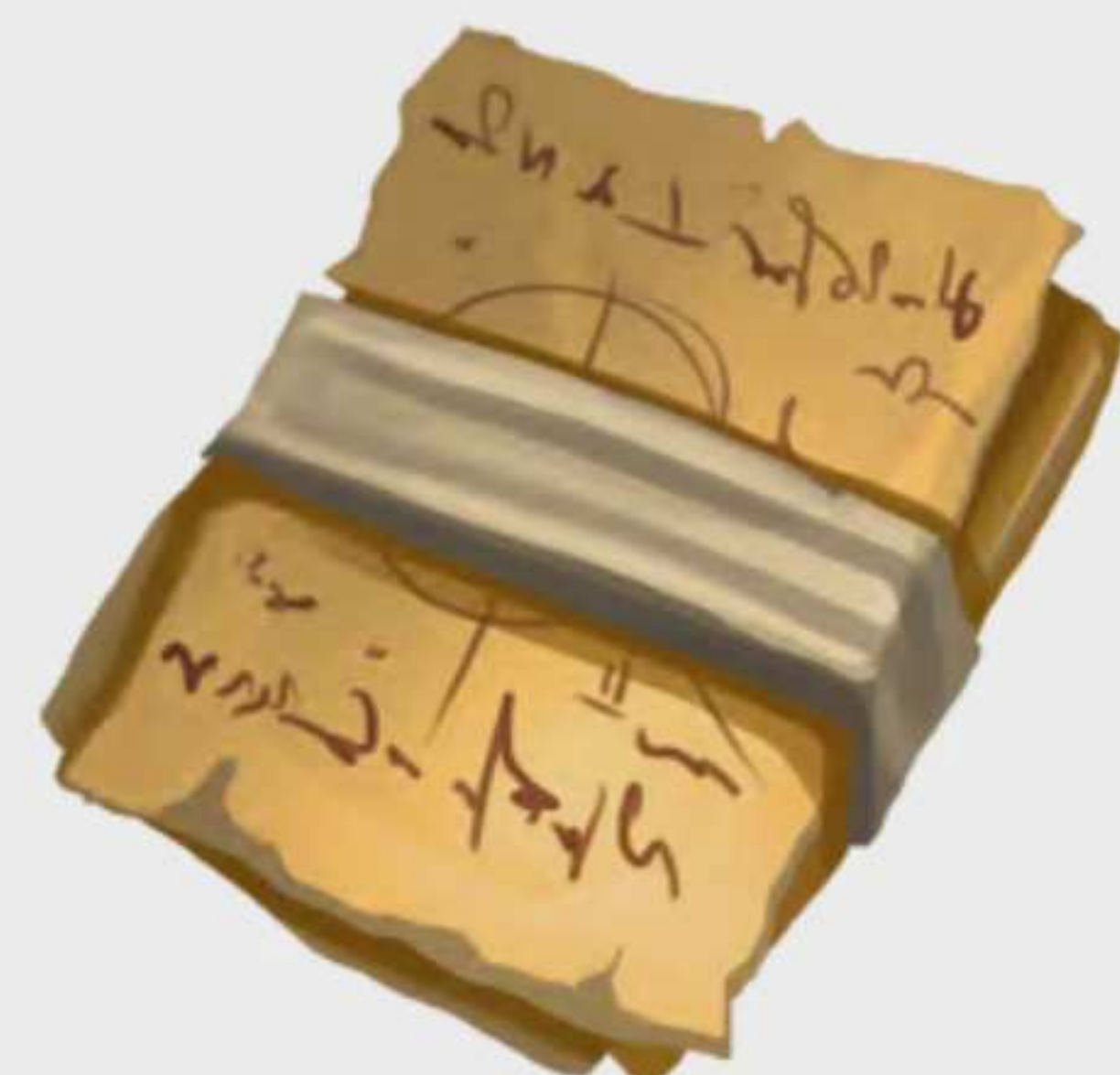
ROLL (D20)	ADVENTURE THEME
1 - 2	COMPETITION - There is a competition taking place in town and the Characters have entered.
3 - 4	CRIMINAL BUSINESS - The Characters could be on either side of the law dealing with a turf dispute or other large scale criminal activity.
5 - 6	DETECTIVES - A crime or mystery needs to be solved by the Characters.
7 - 8	HELP THOSE IN NEED - The needy could be poor, ill, cursed or just blackmailed. But can the Characters help?
9 - 10	HEIST - There is a well guarded item or items and the Characters have to plan for its acquisition.
11 - 12	MONSTER THREAT - A monster or monsters are terrorising the town, can the Characters track down and deal with the menace?
13 - 14	POLITICAL INTRIGUE - The Characters are drawn in to a tangled web of political intrigue.
15 - 16	REBELLION - The Characters are either working for or against a rebellion set on taking down the town authorities.
17 - 18	RESCUE - Somebody needs to be rescued from captivity, maybe the Characters themselves need to perform a prison break.
19 - 20	RIVALRY - The Characters are invited to join a side in a bitter rivalry, whether that be noble houses, guilds, schools or even just old fashioned family feuds.



ADVENTURE INSTIGATOR

Who is requesting the assistance of the Characters, either directly or indirectly? The Adventure Instigator is the person or group with a vested interest in the outcome of the adventure and may well be who is paying any rewards.

ROLL (D20)	ADVENTURE INSTIGATOR
1 - 2	CRIMINAL - Either a petty criminal or a representative of a criminal group.
3 - 4	GUILD - A representative of a guild.
5 - 6	LAW ENFORCEMENT - A member of the town watch or other law official.
7 - 8	MERCHANT - An independent trader of some form.
9 - 10	MILITARY - A member of the military that protects the town.
11 - 12	NOBILITY - Someone from the rich elite of the town.
13	MAGI - Either an independent magic user or one from a magic school in the town.
14 - 15	OFFICIAL - A town official acting in their appointed capacity.
16	OUTSIDE POWER - An entity not based in the town, such as another nation.
17 - 18	PRIEST - A member of a religious organisation based in the town.
19	SCHOLAR - An academic, most likely part of a centre of learning in the town like a college or university.
20	TOWNSFOLK - Someone representing the very folk that make up the main populace of the town who need help.



TOWN ADVENTURES

ANTAGONISTS

What opposition forces are there that will cause the Characters problems and work directly against them during this adventure?

ROLL (D20)	ANTAGONISTS
1 - 2	CHURCH - One of the main religious factions in the town.
3 - 5	CRIMINALS - An organised criminal group of some form such as a thieves guild or cartel.
6	CULTISTS - A shadowy society that operates unseen in the town and has members all over.
7	FOREIGN POWER - Agents from another town or nation with a vested interest.
8 - 9	GOVERNMENT - The town ruler themselves or other agents of the town with full official resources available.
10 - 11	GUILD - A tight knit organisation with money, resources and people available, or maybe a union group with many members.
12 - 13	LAW ENFORCEMENT - The town watch or constabulary or similar armed force with the rule of law on its side.
14 - 15	MERCENARIES - Not just hired muscle but also hired magic, stealth etc. that either have a paymaster or a reason to oppose the Characters themselves.
16	MONSTROUS - This could be a lone/group of overt monsters that need to be dealt with or it could be nefarious creatures working behind the scenes such as changelings, mind puppeteers or vampires.
17 - 18	NOBLE - An extended family and their retainers who have the wealth and connections to go alongside their myriad schemes.
19	REBELS - Outlaws working against the ruling faction of the town.
20	SCHOOL - An academic group such as a magic college with much knowledge and arcane ability.

COMPLICATIONS

Not all Adventures should be straight forwards, so here are some possible complications to spice things up for the Characters.

ROLL (D20)	TOWN COMPLICATIONS
1 - 2	BESIEGED - The town is under siege either by a conventional military or a more supernatural threat.
3 - 4	DIVINE MEDDLING - The God(s) or their agents have an interest in this adventure and will meddle to get the result they want.
5 - 6	DOUBLE CROSS - The Adventure Instigator is planning on double crossing the Characters.
7 - 8	FESTIVAL TIME - The town is in the middle of a great festival and the streets are packed with revelers.
9 - 10	MULTIPLE ANTAGONISTS - More than one group are opposed to the Characters. Roll again on the Antagonists table to see who. This new group could also be working against the other Antagonists or they could be in an alliance.
11 - 12	OCCUPIED - The town is under occupation or becomes occupied near the start of the adventure by an outside power. There are troops all around, curfews and frequent checkpoints.
13 - 14	PLAGUE - There is an illness rife within the communities of this town.
15 - 16	RIVAL GROUP - Another adventuring group are striving to complete the same goals as the Characters and they don't feel like sharing the task.
17 - 18	REVERSAL OF THEME - Halfway through the adventure the theme will change as the real plot is revealed. Roll a new Adventure Theme and switch part way through the adventure.
19 - 20	SECRET WAR - A shadow war between secretive factions is taking place throughout the town out of sight of the general populace.



TOWN ADVENTURES

ADVENTURE STAGES

Each town adventure stage is a mix of antagonist and random encounters taking place in a town district.

In each stage Antagonists work against the Characters while random encounters mix things up and add flavour.

At some point you will get to the 'End' stage which would be the finale of your adventure.

Either chose or use the following table to determine the number and type of Town Adventure Stages:

ROLL	STAGES
1	1 STAGE End
3 - 4	2 STAGES Normal, End
5 - 6	3 STAGES Easy, Normal, End
7 - 8	3 STAGES Normal, Hard, End
9 - 10	4 STAGES Easy, Normal, Normal, End
11 - 12	4 STAGES Easy, Normal, Hard, End
13 - 14	4 STAGES Normal, Hard, Hard, End
15 - 16	5 STAGES Easy, Normal, Easy, Hard, End
17 - 18	5 STAGES Easy, Normal, Hard, Hard, End
19 - 20	5 STAGES Normal, Hard, Hard, Hard, End

By all means create town adventures with more Town Adventure Stages and with a different mix of types than listed here.

Once you know how many and what type of Adventure Stages your town adventure will comprise of, you need to determine which district each stage will take place in.

Then roll up a mix of Antagonist encounters and random town district encounters.

DISTRICTS

A District is an area of the town where the current Adventure Stage will take place.

For each Adventure Stage roll to determine what type of district will provide the location:

DISTRICT	DESCRIPTION
1 - 2	CASTLE WARD - A seat of power and government in the town.
3 - 4	CEMETERY - A resting place for the dead.
5 - 6	DOCKS - Busy ports and connected streets.
7 - 8	GUILD QUARTER - A hive of industry.
9 - 10	HIGH STREET - The shopping areas.
11 - 12	LANES - Residential streets.
13 - 14	NOBLE QUARTER - Luxury houses for the rich.
15 - 16	RURAL - Town outskirts or villages.
17 - 18	SLUMS - The poorest neighbourhoods.
19 - 20	UNDERCITY - Forgotten places and the sewers beneath peoples feet.

Each district has it's own set of random encounter tables flavoured to it's theme earlier in this chapter.

ANTAGONISTS

The Antagonists will be an active force the Characters have to deal with to complete the adventure.

The previous 'What's the Plot' section has a table for determining what sort of Antagonist group is active in the adventure.

Each Adventure Stage type will have a table to determine in more detail what the Antagonists bring to each stage, from fresh recruits or hardened veterans to the adventure boss themselves.

You should also choose some default NPC types (Cleric, Ranger, Rogue, warrior, wizard etc.) that will apply to all Antagonists unless stated otherwise.

TOWN ADVENTURES

ADVENTURE STAGE - EASY

District Encounters - 1

Roll once on the corresponding town district encounter table for the district type this Adventure Stage is located in.

Antagonist Encounters

Roll once on the following table to determine what Antagonists to add to this Adventure Stage.

ROLL (D20)	EASY ANTAGONIST ENCOUNTERS
1 - 3	RECRUITS - An [Equal] amount of [Easy] Antagonists are in the District.
4 - 5	EASY AMBUSH - An [Equal] amount of [Easy] Antagonists have prepared an ambush and lie in wait for the Characters.
6 - 7	SHOOT AND RUN - A [Small] group of [Easy Ranger] Antagonists take shots at the Characters from range and then flee.
8 - 9	LIGHT FINGERS - A [Pair] of [Standard Rogue] Antagonists are aiming to steal some items from the Characters.
10 - 11	MAGICAL TESTS - A [Lone] caster [Standard Wizard or Cleric] Antagonist wants to gauge the magical talents of the Characters.
12 - 13	SET UP - An [Equal] group of loitering [Standard] Antagonists will cause a civil disturbance and blame the Characters.
14 - 15	SURPRISE MEETING - A [Small] group of [Standard] Antagonists are surprised to meet the Characters.
16 - 17	A WARNING - A [Large] group of [Standard] Antagonists are looking to find the Characters and warn them to stop, they will only fight if attacked.
18	MONSTER - An [Easy] Monster has been let loose to test the Characters.
19	BEAST HANDLER - A [Standard Ranger] Antagonist is in the District with a [Pair] of [Standard] Beasts.
20	ELITE WATCHER - An [Elite Ranger or Rogue] Antagonist is in the District keeping a stealthy eye on the Characters.

ADVENTURE STAGE - NORMAL

District Encounters - 1

Roll once on the corresponding town district encounter table for the district type this Adventure Stage is located in.

Antagonist Encounters

Roll once on the following table to determine what Antagonists to add to this Adventure Stage.

ROLL (D20)	NORMAL ANTAGONIST ENCOUNTERS
1 - 3	ANTAGONISTS - An [Equal] amount of [Standard] Antagonists are in the District.
4 - 5	AMBUSH - An [Equal] amount of [Standard] Antagonists have prepared an ambush and lie in wait for the Characters.
6 - 7	AGITATORS - A [Small] group of [Standard Performer] Antagonists will try to make the residents of this district act against the Characters, possibly by planting a stolen item.
8 - 9	A DARK ALLEY - A [Pair] of [Easy] Antagonists taunt the Characters and run to where an [Equal] number of [Standard Warrior] Antagonists lie in wait.
10 - 11	MONSTER TRAP - A [Standard] Monster has been trapped somewhere the Characters are likely to go.
12 - 13	COWARDS WAY - A [Pair] of [Standard Rogue] Antagonists will attempt to slip poison in food or drink to be consumed by the Characters
14 - 15	QUIET WORD - A [Pair] of [Elite] Antagonists will approach in a public place and threaten the Characters, only fighting if attacked.
16 - 17	UNSUBTLE APPROACH - A [Large] group of [Standard] Antagonists will attack the Characters after trying to surround them.
18	TRAFFIC ACCIDENT - A wagon and horses driven by a [Standard] Antagonist is aimed straight at the Characters.
19	GOT THE SCENT - An [Equal] pack of [Standard] Beasts have the Characters scent and have been starved before release.
20	ELITE HENCHMAN - An [Elite] Antagonist of rank is here with an [Equal] group of [Standard] Antagonists.

TOWN ADVENTURES

ADVENTURE STAGE - HARD

District Encounters - 2

Roll twice on the corresponding town district encounter table for the district type this Adventure Stage is located in.

Antagonist Encounters

Roll once on the following table to determine what Antagonists to add to this Adventure Stage.

ROLL (D20)	HARD ANTAGONIST ENCOUNTERS
1 - 3	MORE ANTAGONISTS - A [Very Large] amount of [Standard] Antagonists are in the District.
4 - 6	ELITE AMBUSH - A [Small] group of [Elite *] Antagonists have prepared a deadly ambush including traps and lie in wait for the Characters.
7 - 8	FALSE NARRATIVE - A [Pair] of [Elite Performer] Antagonists will aim to convince everyone hereabouts that the Characters are in the wrong, trying to incite a mob.
9 - 10	SNIPERS - A [Large] number of [Standard Ranger] Antagonists have taken up ranged positions ready to shoot the Characters.
11 - 12	UNLEASH THE BEAST - An [Elite] Beast runs amok attacking all but its [Pair] of [Standard Ranger] Antagonist handlers.
13 - 14	TEMPTING BAIT - Some form of item or person acts as bait to lure the Characters in to a trap that limits mobility, while a [Large] number of [Standard Wizard or Ranger] Antagonists wait to act.
15 - 16	UNDERHAND TACTICS - This [Small] pack of stealth experts [Elite Rogue] Antagonists will use every dirty trick possible.
17	BRING EVERYBODY! - A [Horde] of [Standard] Antagonists fill the District.
18	TAME MONSTER - This [Elite] Monster is friendly with the Antagonists and unfriendly to the Characters.
19	MAGIC SOLUTIONS - A [Lone] caster [Elite Wizard or Cleric] and a [Small] number of [Standard Warrior] Antagonists as guards.
20	ELITE FORCE - A [Pair] of champion [Elite] Antagonists lead a [Large] force of [Standard *] Antagonists.

ADVENTURE STAGE - END

District Encounters - 2

Roll twice on the corresponding town district encounter table for the district type this Adventure Stage is located in.

Antagonist Encounters

Roll once on the 'Hard Antagonist Encounters' table and once on the following Adventure Boss table.

ROLL (D20)	ADVENTURE BOSS
1 - 10	THE BOSS - A [Boss] Antagonist and an [Equal] amount of [Standard *] Antagonists.
11	ORATOR - This [Boss] Antagonist is also a [Performer] and loves to hear their own voice. They will try to charm and confuse the Characters.
12	MINION SHIELD - This [Boss] Antagonist always makes sure a [Horde] of [Easy] Antagonist underlings surround them.
13	DEADLY TACTICS - This [Boss] Antagonist is also a skilled [Rogue] and has traps and poison ready.
14	MAGIC ADEPT - This [Boss] Antagonist is also a skilled spell caster [Wizard or Cleric] and has prepared wards.
15	ELITE GUARDS - This [Boss] Antagonist always travels with a [Small] number of body guards [Elite Warrior] Antagonists.
16	DEATH FROM AFAR - This [Boss] Antagonist has a [Small] team of [Elite Ranger] Antagonist snipers that protect them from well placed vantage points.
17	THE CREW - This [Boss] Antagonist is part of a veteran team with an [Small] number of [Elite *] Antagonists.
18	GUARD BEASTS - This [Boss] Antagonist has a [Pair] of [Elite] beasts that obey them.
19	MONSTROUS PET - This [Boss] Antagonist has an [Elite] Monster as a loyal pet.
20	SECOND IN COMMAND - This is actually a deputy boss, roll again replacing the word [Boss] with [Elite]. Once this Deputy is defeated roll again on this table to determine the actual Boss.

WANTED

5E ADVENTURE FOR A PARTY OF 4 LEVEL 4 CHARACTERS

This was sold to you as an easy job, as far as man hunts go.

The individual in question, Travon 'Lucky' Mardyth, is the youngest cousin of the Bridgate Watch Captain.

They are not in any trouble, officially speaking, however some worrying rumours have reached the Captains ears.

Business deals gone wrong. Goods missing. Gambling debts not honoured. Very out of Character.

Now they have not returned from their latest trip to Oldwyn Town.

The Watch Captain does not want to be officially involved and has no jurisdiction in Oldwyn Town, so has paid you to round up their naughty relative and bring them, willingly or not, back home to explain themselves.

The trail is warm and you are instructed to start at their favourite high street tavern, 'The Three Pikes'.

GAME MASTER SYNOPSIS

Travon was a con-artist and shady merchant with a history of less than legal dealings.

His most recent schemes had gone awry after a ill-thought-out plan to sell fake gems to the wrong people.

The 'Sail Street Butchers' are the wrong people, and they soon discovered the gems were fake. Subsequently they are also trying to track him down.

Travon had decided to split and run, first going to dig up the stash of real gems from where they are hidden in the Garden of Melodies.

The Garden of Melodies is a cemetery, famed for its' resident song birds, that is tightly locked up at night to stop any problems with undead spilling into the city streets.

It was already dark when Travon got there, but it seemed worth the risk...

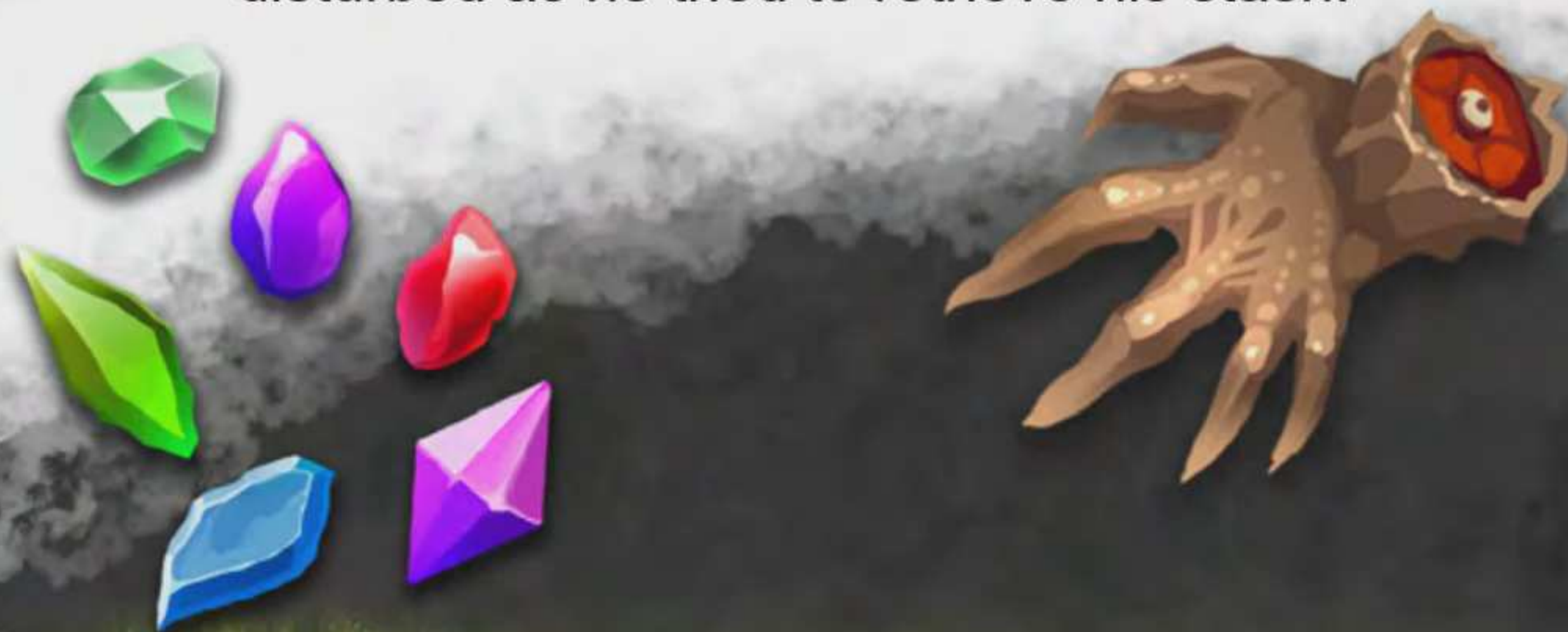
... It wasn't, Travon was slain by the Wraith he disturbed as he tried to retrieve his stash.

Bold entries refer to 5E monsters.

[Red] entries refer to Town encounters in this book.

[Blue] entries refer to Antagonist encounters from this book.

These allow us to show how we constructed this adventure.



1. THE THREE PIKES

It's late in the day and this tavern is heaving with customers, with the crowds spilling out into the streets.

*This High Street district has a **[Repair Crew]** and is an easy adventure stage with a **[Beast Handler]***

Many of the tavern staff and patrons know who Travon is, that he left about an hour ago in a bit of a panic, and that he was last seen heading down the Piltun Tunnel. A smooth talker with a pair of hounds was also asking about Travon.

Grinning Wes

The man with the hounds is Grinning Wes, a sly rogue (**Spy**) who specialises in finding folk. He's currently working for the 'Butchers' and is looking for Travon. He prefers to get information via persuasion and subterfuge, but if those fail his 2 hounds are big (**Wolf**) and he'll use them to cover a quick exit.

The Watch

Any overt violence on the streets around 'The Three Pikes' will result in a patrol of 6 Watchmen (**Guards**) led by a Sergeant (**Veteran**) arriving within 2d4 rounds. They prefer to arrest and lock up everyone first and then ask questions later.

Accessing the Tunnel

Following Travon's trail will lead to the Piltun Tunnel. To access the tunnel, the Characters will need to persuade the repair crew that have boarded up this entrance, to open it again. These 4 workmen (**Commoners**) were paid by Travon to block the way.

2. PILTURN TUNNEL

This 'Tunnel' is a long and thin series of natural tunnels and caves that riddle the base of Tower Hill.

This can be a dark and dangerous place for strangers.

*This Undercity district has a **[Chop Shop]** and is a normal adventure stage with **[Antagonists]***

There is a thriving 'chop shop' here where dubious meat cuts of suspect origin are sold to the more desperate townsfolk.

This is a base for the 'Sail Street Butchers' and there are 4 gang enforcers (**Thugs**) present. They will take an interest in the Characters and question why they are on 'Butcher' turf. If Travon's name comes up, they will insist the Characters go back the way they came, and don't mind forcing the point.

Piltun Tunnel exits out into the Slums of Greywall.

3. SLUMS OF GREYWALL

These ramshackle, rundown streets sit in the ever present shadow of the city wall and have the dubious bonus of bordering the cemetery district. It's a quiet night.

*This Slums district has **[Bits & Bobs]**, **[Peasants]** and is a normal adventure stage with a **[Tame Monster]***

The only folk out on the street tonight are 4 ragged locals (**Commoner**) gathered around an open topped barrel. They are drinking from the mouldy slop barrel at the back of a closed inn.

They are both a little drunk and a little mad from the suspect brew they are supping. They did, however, see Travon come past this way. Whether persuaded or coerced, the locals will point the Characters to where they saw him near the Garden of Melodies.

Travon's Ghost

Between here and the cemetery, the Characters will encounter the **Ghost** of Travon.

This ghost is angry and may well take it out on the Characters. He will also complain how unfair it all is that he didn't get to escape with the gems.

If the Characters were to shut the cemetery access gate with the Ghost still in the slums it would disappear instantly as the wards kicked back in.

The Characters may finish there, but they don't have the body and there was mention of gems.

4. GARDEN OF MELODIES

This cemetery has high walls and warded gates that are usually securely locked at night. However tonight this holy symbol covered access gate is wide open.

There are numerous aviary cages placed around that contain the gardens famous song birds.

*This Cemetery district has **[Song Birds]** and is an end adventure stage with **[Bring Everybody]** and **[The Boss]***

There are 20 restless **Zombies** shambling around the cemetery. If the song bird cages are opened the swarm of birds would distract the zombies for 2d6 rounds.

The tomb where the gems are hidden is haunted by a **Wraith**. The stash contains 3d6 50gp gems.

WHAT NEXT?

Decide what to tell the Bridgate Watch Captain about his cousin and what happened.

The 'Butchers' will still be looking for the gems.



SHORE LEAVE

5E ADVENTURE FOR A PARTY OF 4 LEVEL 4 CHARACTERS

Your ship has docked to resupply and trade in the picturesque little town of Marivia.

The captain and crew are well thought of in these parts, and you have a warm welcome.

As passengers you are not needed for the frantic hauling of boxes and barrels on and off the decks, so you have time to explore the town.

The captain guarantees the security of your luggage and asks that you return before dawn, but otherwise she only asks that you enjoy the port.

GAME MASTER SYNOPSIS

The Characters have a day of leisure to occupy whilst on a sea journey.

Unfortunately for the Characters, the captain of the ship is actually the pirate Bon Vossler, who turns a pretty penny selling passengers luggage and some times even the passengers themselves.

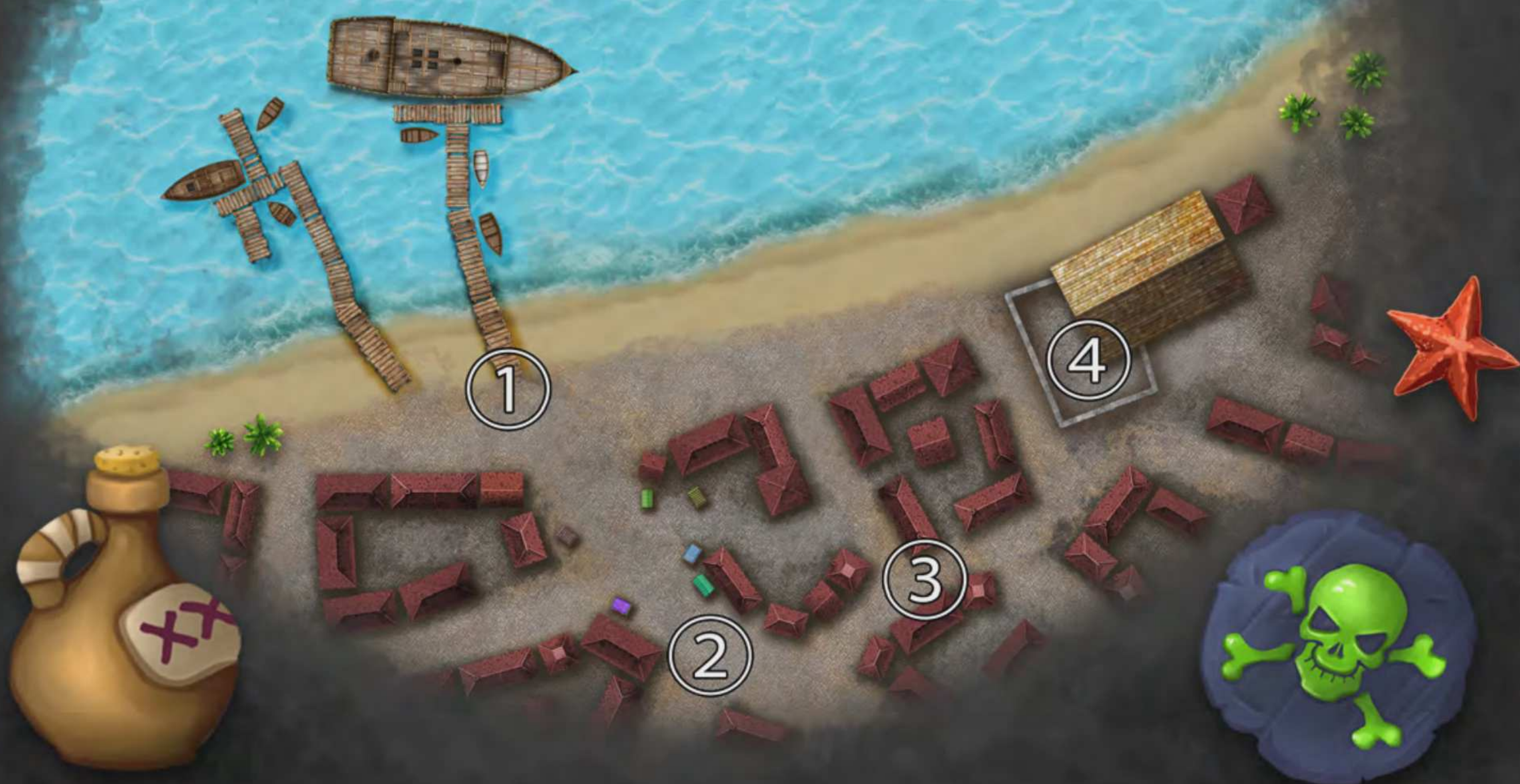
Her ship, the Queen Carmine, is currently sailing as an anonymous merchantman to avoid attention and has just docked in the small port of Marivia.

Bold entries refer to 5E monsters.

[Red] entries refer to Town encounters in this book.

[Blue] entries refer to Antagonist encounters from this book.

These allow us to show how we constructed this adventure.



1. MARIVIA DOCKSIDE

It's mid-afternoon, the sun is out and it's good to get dry land under your feet.

The dockside is busy with work, however there seems to be a commotion and much cheering near the edge of the docks.

This Docks Street district has a [\[Drinking Game\]](#) and is an easy adventure stage with an [\[Elite Watcher\]](#)

The noise is coming from a drinking game, "Toad in the Hole", played for bragging rights and a 40sp pot.

Any Character who plays must add 1sp to the pot, select a "Toad" from the barrel and swallow it whole.

Keeping the toad down to win the money pot requires a DC15 Constitution check.

There is a 30% chance the toad was poisonous, if so, the eater will suffer a short term madness.

Timbers Barlow (**Veteran**), is the First Mate of the Queen Carmine, and has followed the Characters at a discrete distance to keep an eye on them. Unless the Characters sneak away from or confront Timbers, he will follow them all the way to the warehouse and could get involved in any other encounter en route.

The main high street leads away from the dockside.

2. MERMAID'S WALK

This is the busy main high street in Marivia and is home to a range of shops, stalls and street food vendors.

This High Street district has [\[Shoppers\]](#) and is a normal adventure stage with [\[Cowards Way\]](#)

There are shops selling almost every type of typical goods here, alongside a few with more exotic fare.

The smell from some of the street food vendors is mouth watering, especially after ships rations.

The shopper here are friendly enough but will avoid any talk about the ships or crews that land here. Most of them know a lot of pirates visit town and don't want to get themselves in trouble.

Two of the sneakier crew (**Spy**) of the Queen Carmine, Blake and Lelia, are tailing the Characters. Waiting for a chance to introduce some 'Sleeping Noose' powder in to any food or drink the Character might partake of.

Sleeping Noose - This tasteless powder is undetectable once mixed with food or drink. Anyone eating or drinking such poisoned fare must make a DC12 Constitution saving throw or suffer 1d6 poison damage and have Disadvantage on actions for next 1d4 hours while they suffer painful cramps.

3. PANIC ON THE HIGH STREET

A crowd of townsfolk come running past you in a panic. They're running from the enormous crocodile emerging from a wagon in the road ahead.

This High Street district has a [\[Abandoned Cart\]](#) and is a hard adventure stage with [\[Unleash the Beast\]](#)

For laughs, a pair of the crew (**Thugs**) from the Queen Carmine have released their pet (**Giant Crocodile**) in to the street.

The beast will follow instructions from it's handlers.

They plan on letting it take a few bites and kill some people before stepping in to 'Bring it under control'

After any commotion has died down, and assuming the Characters help deal with the crocodile, an onlooker from the crowd will approach. They tell the Characters that the ship they came in on is a pirate ship and it's likely all the passengers goods are currently under auction in a warehouse by the docks.

4. WAREHOUSE AUCTION

This warehouse is an urban fortress with a high walled courtyard and solid gates. A pair of rough looking deckhands stand guard in front of the gate.

This Docks district has a [\[Suspicious Door\]](#) and is an end adventure stage with [\[Snipers\]](#) and an [\[Orator\]](#) boss.

The two guards (**Thugs**) will tell the Characters to "Sling their Hook" and block entry, if attacked they will try to raise the alarm by shouting.

Inside the Warehouse Bon Vossler along with 8 crew members (**Pirates**) are busy arranging all of the luggage from the ship for sale later, including anything left by the Characters.

If interrupted by the Characters she will address them while her crew move to advantageous positions to use their crossbows if needed.

Captain Bon Vossler (**Pirate Captain** with Persuasion +4, and a Scimitar of Speed) loves the sound of her own voice and will try to put on a show for the assembled crew by challenging a Character to a duel.

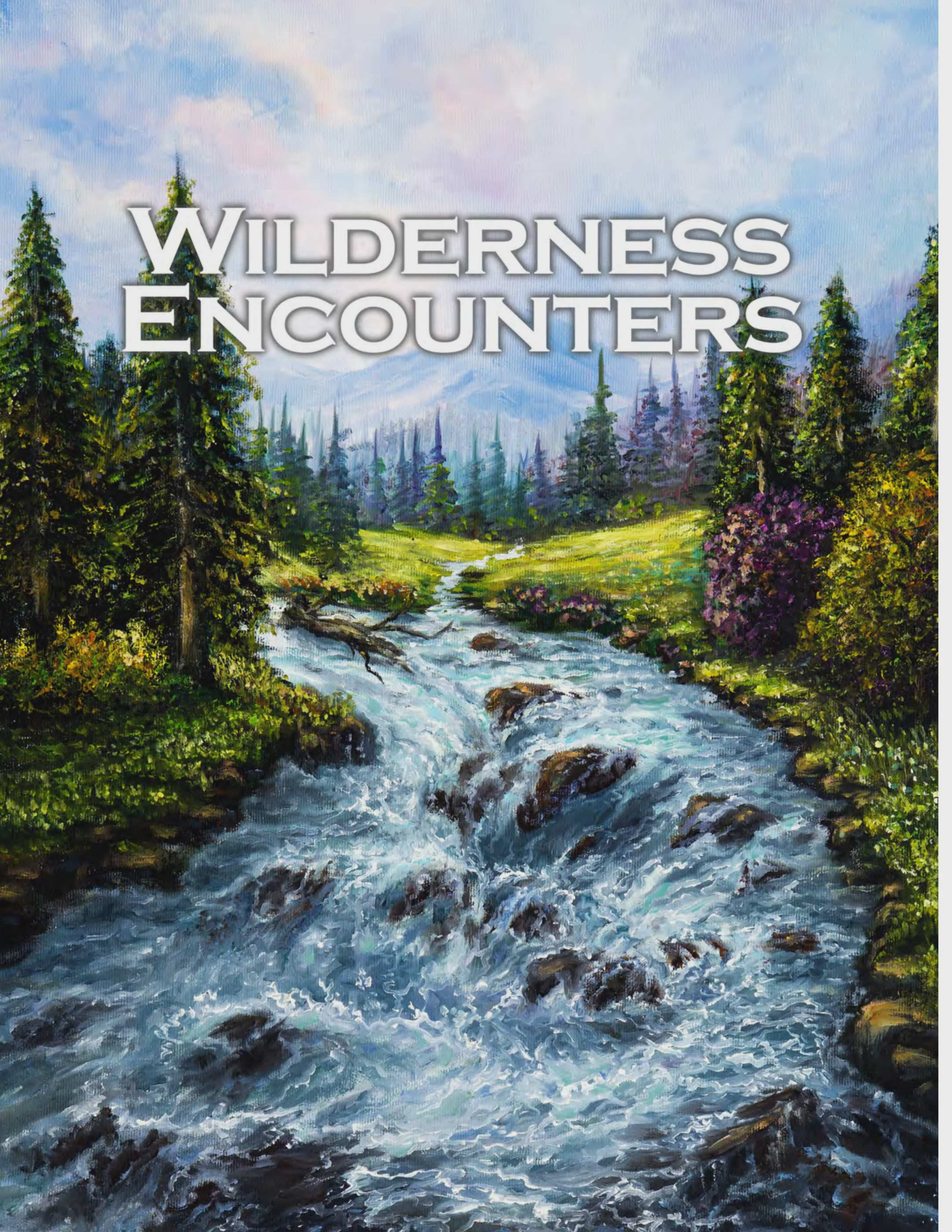
If reduced to half hit points she will try to persuade the Characters to join the crew as they've got the right stuff.

WHAT NEXT?

Find a new ship for the onward journey.

Maybe even join a pirate crew.

WILDERNESS ENCOUNTERS



WILDERNESS ENCOUNTERS

Epic adventures often require equally epic journeys.

WILDERNESS ENCOUNTERS

This Chapter focuses on random encounters set in outdoor wilderness environments. From open plains and lush forests all the way to arctic wastes and mountain peaks via sparse deserts, bleak swamps, crowded jungles and the open sea.

Contained within are rules, tables, details and guidelines for generating these wilderness based encounters, covering a range of different natural regions.

There is also a suggested framework for creating fully fledged wilderness travel adventures to get your Characters through the wilds.

WHAT IS IN THIS CHAPTER?

In this chapter you will find:

- An overview on generating wilderness encounters.
- A breakdown of each different wilderness region.
- Random encounter tables for each wilderness region.
- An A-Z list with full details and explanations for each wilderness encounter.
- A guide to designing or randomly generating wilderness adventures.
- Two short example adventures with 5E rules.

HOW TO USE THIS CHAPTER

We offer a selection of wilderness regions for you to select the best fit for the type of environment you need.

You can then roll to randomly select encounters from that region, or, of course, you can select any encounter you would like to include!

We have provided a table of encounters for each region, and after the wilderness region sections is an A-Z of all the wilderness encounters with further information and pointers for running them for you to refer to once you have selected your encounter(s).

THE BIGGER PICTURE

We know your wilderness travel may well have to fit into an overarching storyline as part of a larger campaign. We have been sure to offer a range of situations in these encounters which can be used in many scenarios and can act as opportunities to direct your Characters to progress the plot.

These encounters can be used to add some depth to the travel between town and adventure sites, or could be combined into wilderness adventures in their own right.

WILDERNESS ADVENTURES

We also offer a structure and tables for randomly creating wilderness travel adventures to quickly help create long hikes, exploration of the unknown, military scouting missions, races for survival and more.

This section can be found at the end of this chapter after the wilderness encounters A-Z.

HOW RANDOM!

There are a lot of random tables, please use these as fits your game, re-roll, pick and change as much as you like. This book is yours to use as you see fit.

TERMINOLOGY & MECHANICS

We offer a breakdown of the standard terminology we use throughout this chapter to enable you to translate these encounters easily into your adventure using your preferred system.

This can be found at the start of this book.



WILDERNESS ENCOUNTERS

WILDERNESS REGIONS

Wilderness regions are where the actual wilderness encounters are generated.

We've divided our encounters between seven distinct types of wilderness to help you select which table to roll on, these are:

- **Arctic:** Harsh frozen lands, locked in ice and snow.
- **Desert:** Baked rocky hills and seas of sand with little water or shade.
- **Forest:** Towering ancient woodlands with thick canopies and dense, overgrown forest floors.
- **Mountains:** Peaks, passes and steep hills that are a challenge to cross.
- **Plains:** Rolling grasslands and undulating hills, plains could be vast prairies or quaint countryside.
- **Sea & Shore:** Both the open sea and the lands that border it, covering both vast oceans, beaches and cliff sides.
- **Swamp & Jungle:** Regions with an abundance of plant matter and water, where there are rarely any straight paths to be taken.

As well as having their own wilderness region encounter table, each region comes with suggestions on what the look and feel of the area may be like, as well as some considerations unique to each region.

MIXED REGIONS

Feel free to roll on multiple wilderness region encounter tables for areas of your world that don't neatly fit in to a single region, or are borderlands between separate regions.

For Example: I have a region where the Characters will be travelling up a heavily forested valley to make their way through a high mountain pass. So I roll on both the Forest and Mountain encounter tables and combine or choose between the results.

CHOOSING A WILDERNESS REGION

It's likely that you can easily select which wilderness region is the best match for your requirement. But just in case, here's a handy table if you want a random result.

D8 ROLL	WILDERNESS REGION
1	ARCTIC - Frozen lands of ice and snow.
2	DESERT - Sand and sun.
3	FOREST - Trees everywhere.
4	MOUNTAINS - High and cold.
5	PLAINS - Grass and hills.
6	SEA & SHORE - Open sea and coastlines.
7	SWAMP & JUNGLE - Overgrown and wet.
8	WILDERNESS BOON - Items to be found.

Each wilderness region has a detailed summary and a dedicated encounter table, these can be found in the next section.

You'll notice that there is also an entry for 'Wilderness Boons', let's explain what these are...

WILDERNESS BOONS

Wilderness Boons are treasures, curios, supplies and other random items that could be found in any region.

They are generally, but not always, beneficial and helpful things that can range from interestingly shaped vegetables up to epic sentient enchanted weapons.

Like many of these encounters, you'll need to scale the value and power of any items found so they are in line with the game system and Character power level you are running.

Each wilderness region has a section where you can determine how many encounters to roll.

These include a chance for a Wilderness Boon to be rolled alongside the region encounters.

WILDERNESS ENCOUNTERS

TOWN CROSSOVERS

For areas of wilderness with a touch of civilisation you can combine town encounters with those suited to your wilderness region.

Simply roll on the appropriate town district encounter table to add some urban flavour.

For Example: I've decided that there is a series of small villages dotted throughout a great stinking morass of swampland. So I roll on both the swamp & jungle wilderness region encounter table and the rural town district encounter table and combine or choose which ones to use.

DUNGEON CROSSOVERS

The Dungeon encounter tables are all arranged as specific encounter types, and could easily be used to add even more options to your wilderness based adventures.

For the larger exploration sites such as lost overgrown ruins, ancient mountain strongholds or expansive cave systems we'd suggest generating them fully using the Dungeon chapter.

For Example: The traps encounters could be used for outdoor traps, intrigue could be used to add interesting and out of place items, and enemies could be used to add some opposing forces.

COMMON BEASTS

Alongside any beasts specifically mentioned in an encounter, it is probable that a region has wildlife that the Characters could seek out and interact with.

What frequency and which types of animals will vary widely based on region and season.

5E: These 'background' beasts should be CR0 creatures for the most part, such as a Baboon, Badger, Bat, Cat, Crab, Deer, Eagle, Frog, Goat, Hawk, Hyena, Jackal, Lizard, Owl, Quipper, Rat, Raven, Scorpion, Sea Horse, Spider, Vulture or Weasel.

ENCOUNTER FREQUENCY

For every day spent travelling the Wilderness roll a D20 to determine how many Encounters and Boons to generate using the table in your chosen region.

TRAVEL DISTANCE

It might help to measure your regions in terms of the number of days it takes to cross them.

5E: The travel pace rules indicate that a group can travel 24 miles at a normal pace on roads/plains or half, so 12 miles, in more difficult terrain.

TRACKING & FORAGING

Each region will offer some advice on standard conditions for tracking and foraging.

These are very much the average. Weather conditions, time of year, time of day and many more factors could change things.

5E: Characters with proficiency in Survival can both hunt and forage to sustain themselves without having to make any skill checks, although this would limit travel speed.

WILDERNESS SPECIALISTS

In many game systems there are types of Character who specialise in survival and travel in the wild.

Allow those Characters to shine when exploring and dealing with the perils of the wild here.

If the mechanics of your game system already cover this, great.

If not, you could reduce some difficulties presented in the encounters here.

5E: For example, the Natural Explorer class feature of the Ranger allows them to excel in select natural environments. So if your Characters include a Ranger they can benefit from faster travel, not getting lost, being more alert to danger, bountiful foraging and better tracking. Don't forget to make use of these.



ARCTIC

ARCTIC REGIONS

This desolate ice blasted land will challenge even the hardest adventurer. Stretching to every horizon is an ice-cold white expanse.

The characterless landscape and relentless winds can quickly start to play tricks on the mind. Are those distant howls getting closer or simply the endless wind?

The local animals and any people who call these harsh regions home are invisible and scarce.

There are unlikely to be any trade routes here and no major roads pass this way.

Preparation is the key to success here. Those who fail to stock up on enough supplies of food, fuel and warm clothing will soon find re-supply is a difficult endeavor at best.

Expertise and experience is needed to survive these lands, and Characters may find the land itself as dangerous as any dungeon crawl.

Navigating this barren landscape, avoiding unseen dangers and staying warm despite the environment will be challenging to say the least.

WEATHER

Cold, very cold.

Icy winds sweep across the landscape with little to slow them down, relentlessly stripping warmth from any living being out in the open and driving the already cold temperatures down even further.

There are frequent snow storms and blizzards throughout the seasons.

There is no rain, only occasional hail to break the monotony of snow.

VISIBILITY

Whilst the landscape is often flat and relatively featureless, Characters may easily become “snow blinded” by the glare of the sun on bright white snow. Intense snow storms are common, dropping visibility to near zero.

Even on overcast days the wind may whip the surface snow up, clouding the air.

The snow fields are not as flat as they first appear, and line of sight is broken by shallow snow hills which are hard to spot against the white backdrop.



GEOGRAPHY

Vast white plains with drifting snow and shallow hills. These have a soft top layer of snow on top of heavily compacted snow, under which if you dig down enough is solid permafrost.

Some large rock features break the snow fields in places. There are also icy glacial areas with deep crevasses, as well as stretches of frozen seas with chaotic waves of broken ground making navigation and travel even more difficult.

The borders of an arctic region are Characterised by cold rocky tundra and desolate expanses, and often connect directly to mountain or sea & shore regions.

TRAVEL

Without proper acclimatised transport like dog sleds or a magic mode of transport, travel through arctic regions is very difficult.

The terrain itself is full of challenges and hazards. Fresh snow takes a lot of effort to march through, ice fields are treacherous with deadly hidden crevasses and frozen sea ice is prone to drifting apart and plunging the unwary into the cold depths.

Travellers must also ensure they have enough supplies for their journey, which will often mean more than can be easily carried. Either hardy beasts of burden or hand pulled sleds are needed to carry the load. Specialist equipment such as snow shoes or skis can greatly increase the distance that can be covered in these regions.

TRACKING & FORAGING

Tracking is straightforward in calm conditions as tracks are easily visible. However the constant weather and winds mean tracks are quickly covered.

Characters will do well to note that the tracks they leave are just as visible until the weather covers them.

Foraging is very difficult as there are precious few plants and animals that call this white desert home.

On areas of sea ice the most effective means of hunting is to drill out an ice fishing hole.

CAMPING & REST

Great care must be taken to stay warm, and any attempt to rest and sleep without first setting up some form of shelter is a good way to become a frozen corpse! Even those who have sturdy tents will often find it a struggle to put them up if the winds are strong and snow is blowing all over.

Those suitably trained in arctic survival will be able to construct snow holes, or even igloos, to keep warm.

Fires are vital, but are difficult due to a lack of fuel. They must be small and carefully maintained.

Of course those with magical means of shelter and warmth will find resting in the cold so much easier.

CONSIDERATIONS & GM NOTES

Gear needs to be carefully maintained. You never know when a sword will jam frozen in its sheath or a brittle strap will snap sending armour plates falling.

Does your world have long nights or days in the arctic depending on the season? You can either have the Characters struggle to sleep in the perpetual sunlight, or have them perform their entire journey in eternal twilight.

ARCTIC ENCOUNTERS

The following pages contain the arctic wilderness region random encounter tables.

Use the following table to determine how many arctic encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 10	1 x Arctic Encounter
11 - 15	1 x Arctic Encounter 1 x Wilderness Boon Encounter
16 - 20	2 x Arctic Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

ARCTIC

ROLL (D100)	ARCTIC ENCOUNTERS	DESCRIPTION
1	ARCHAEOLOGIST	An explorer searching for ancient riches
2	ARTISTIC TOURIST	A noble here for bragging rights
3	ASTRONOMER	A mage travelling to the stars!
4	AURORA	Lights in the sky
5 - 6	AVALANCHE	Deadly and sudden!
7 - 8	BARREN WHITE WASTES	Tastes like chicken
9 - 10	BITING WINDS	Cold winds
11	BIZARRE SUNS	An extra sun rises in the sky
12 - 13	BLIZZARD	Snow fills the air, eyes and noses
14 - 15	CARVED HORNS ARCH	Huge horns arc up
16 - 17	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
18 - 19	CREVASSE	A deadly maze of paths and snow over a deep pit
20	EMPTY CHEST	An empty chest sits on a plinth
21 - 22	ENGINEERED TUNNEL	A clearly engineered tunnel heading into the darkness
23 - 24	EVANESCENT GAS	Rising quickly from the snow. Then gone.
25	EXPLORER	A fellow adventurer
26	FANTASTIC MUSIC	The wind sings
27 - 28	FLESH EATING SEALS	Ambush seals of the arctic
29 - 30	FRIENDLY SPIRITS	Just call them Casper
31 - 32	FROZEN BODIES	How did the bodies get here?
33	FROZEN CAVE	A cave in a wall of ice
34 - 35	GIANTS' GRAVEYARD	Massive bones litter the area
36 - 37	GLACIER	Slow moving glacier which hides many secrets
38	HAIL	Large hail stones damage as they fall
39 - 40	HARDY LOCALS	Hunters in the snow
41 - 42	HEAD SHOT	A skeleton with a dark secret and an arrow in the eye
43	HERD OF BISON	Huge cattle that live on the edge of the frozen tundra
44	HIDDEN DOOR	A well disguised and ornately decorated door
45	HORROR IN BLACK AND WHITE	Murderous penguins
46 - 47	HUNTING PACK	Large powerful hounds on the hunt
48 - 49	ICE FIELDS	A treacherous ice field to cross
50	ICE HOLE	A breathing hole

ARCTIC

ROLL (D100)	ARCTIC ENCOUNTERS	DESCRIPTION
51	LINES IN THE GROUND	Complex patterns
52	LONG DAYS	Day without end
53	LONG NIGHTS	Night without end
54 - 55	MAGE SCHOOL FIELD TRIP	The mage school teleports in!
56 - 58	MONSTERS FROM THE COLD	Look who thawed out!
59 - 60	MURDER SCENE	The body tells a story
61	NO SUCH THING AS A...	A fabled monster who does not exist
62	OUT OF PLACE	That should not be here
63 - 64	PILGRIM	On a godly quest
65	POLAR BEAR	A mother polar bear and cubs
66 - 67	QUESTING HEIR	Out to prove themselves
68	SACRIFICIAL PRIEST	A priest who likes a good sacrifice
69	SCOUTS	A question of information
70 - 71	SHARP TOOTHED TIGER	A surprising native
72 - 73	SHRINE TO WINTER	Offerings for old gods
74	SKINNED REMAINS	A warm carcass
75 - 76	SLEDGE DOGS	This pack will run and run
77 - 78	SLIPPERY ICE	A thin layer of lethally slippery ice covers everything
79 - 80	SNOW BETRAYAL	The ground disappears
81 - 82	SNOW FOX	This little dog is an opportunist
83 - 84	SNOW MELT	Not as clear as it looks
85	SNOW STORM	Stinging snow driven by wind
86 - 87	SNOWBLIND	Dazzling glare all around
88 - 89	SQUAT METAL TOWER	This small metal tower juts out of the ice
90	STRANGE FOOTPRINTS	Deep footprints in the soft path
91	THE PATCHWORK DOCTOR	A mix and match doctor
92	TRAPPED UNDER ICE	This frozen skeleton is still moving!
93	UNNATURAL MIGRATION	These flightless birds are out of place
94 - 95	WHALE OF A TIME	A recently deceased whale carcass
96 - 97	WINTER'S TEETH	Shards of ice make for a deadly storm
98 - 99	WOLF PACK	Starving and committed
100	YETI	A white haired humanoid monster



DESERT

DESERT REGIONS

A harsh, arid region where soaring daytime temperatures plummet over night, that offers a challenge for all who travel here.

The frequently changing and Characterless dunes stretch away to the horizon, offering nothing but repeated tiring ascents up loose hills of sand under a burning sun.

The sky shines a clear and cloudless blue throughout the day, fading to a rather steely grey at dawn and dusk.

The heat haze sits across the sands blurring the surface into an indistinct mess. Nothing will be visible easily unless it is strongly coloured.

The sands move eternally, ever shifting and dancing in the swirling dry winds that sting eyes and skin.

Much here has been lost and long buried by the dunes, but will it remain hidden or be uncovered by the moving sands?

Most deserts seem to be growing, the brutal winds stripping fertile soil from the surrounding lands, leaving an arid rocky landscape for the wind to start breaking down.

WEATHER

These regions are arid deserts and as a result are very dry and very hot.

No rain ever falls here with insufferably hot days and bitterly cold nights.

Dawn sees a thin layer of dew settle which is often the only water to be had here.

There is an ever present risk of sandstorms, brutally sharp sand grains driven through the air by strong winds.

VISIBILITY

On a calm day there is excellent visibility here at dawn and dusk although the dunes will obscure much.

Any wind, however, will quickly fill the air with sand and dust which drastically reduces visibility ranges.

Once the sun has risen and the full heat of the day begins, it usually produces a relentless heat haze. This makes things very difficult to see at a distance and will often produce shimmering mirages to further confuse things.

DESERT

GEOGRAPHY

Wide fields of sand in all directions with uneven sand dunes and infrequent rocky outcrops.

These sands are often bordered by very dry rocky terrain and are almost devoid of water with the scant chance of an oasis.

Any fertile soil has long since blown away with no vegetation to retain it, leaving only the dust and sand for as far as the eye can see.

Plants are few and far between, but can be found around desert rocks having evolved to survive on the morning dew.

TRAVEL

Dangerous and slow. The sand sucks energy from legs and anyone describing the desert as flat has never seen a dune.

Travel is best done between dusk and dawn when the temperatures are more agreeable.

An experienced dune treader will know to travel in single file to follow the footprints of the leader. Especially important to save energy while traversing the dunes.

Uncovered faces quickly lead to dry, dust filled mouths.

And only a fool forgets to shake the scorpions out of their boots before they put them back on.

TRACKING & FORAGING

Tracking is best done quickly as shifting sand will rapidly cover tracks, however it is impossible to move here without leaving a clear trail.

Foraging is difficult but possible with hardy plants and cacti providing a scant supply of food and water.

CAMPING & REST

In order to rest, respite from the sun or nighttime cold must be found. Most experienced desert travellers choose to camp during the day and travel at night.

It is generally impossible to remain sand free. It gets everywhere.

CONSIDERATIONS & GM NOTES

Despite the conditions there are trade routes to be found here. Although they leave no trace to the untrained eye! Trains of desert hardy creatures travel in long lines carrying supplies between settlements.

Water is the key to desert survival, next important is shade from the sun.

There are some reptiles which manage to survive here. Most of them are poisonous.

Characters that wear encumbering armour etc. will be especially affected by the heat.

Special care must be taken with mounts on the terrain.

Nights are particularly clear and the view of the stars is exceptional.

Combat on sand is very difficult and movement especially is limited.

Any camp fires will be visible for miles around due to the lack of cover.

DESERT ENCOUNTERS

The following pages contain the desert wilderness region random encounter tables.

Use the following table to determine how many desert encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 10	1 x Desert Encounter
11 - 15	1 x Desert Encounter 1 x Wilderness Boon Encounter
16 - 20	2 x Desert Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

DESERT

ROLL (D100)	DESERT ENCOUNTERS	DESCRIPTION
1	A LONE IRIS	A lone flower growing in an unusual place
2	ALL IS DUST	The bottles are dry!
3	ARCHAEOLOGIST	An explorer searching for ancient riches
4	ARTISTIC TOURIST	A noble here for bragging rights
5 - 6	ASTRONOMER	A mage travelling to the stars!
7 - 8	AUDIBLE BATS	The clicks and squeaks can be heard by the naked ear!
9 - 10	BIZARRE SUNS	An extra sun rises in the sky
11	BOUNTY HUNTER	Hunting the local prizes
12 - 13	BURIED IN THE SAND	The top of an ancient structure peeks out
14 - 15	CAMEL TRAIN	These desert camels are very grumpy!
16 - 17	CARVED HORNS ARCH	Huge horns arc up
18 - 19	CATACOMBS	Man made structures beneath the sands
20	CHARGED BY THE SUN	The monsters here are FAST
21 - 22	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
23 - 24	COLD NIGHTS	I hope you brought a blanket!
25	EMPTY CHEST	An empty chest sits on a plinth
26	EXPLORER	A fellow adventurer
27 - 28	FRIENDLY SPIRITS	Just call them Casper
29 - 30	GLOW BUGS	Pretty glowing bugs illuminate the path
31 - 32	HEAD SHOT	A skeleton with a dark secret and an arrow in the eye
33	HEAT STROKE	The heat can go to heads!
34 - 35	HERBALIST	Rich rewards for plants found here
36 - 37	HERMIT SEER	Alone and armed
38	HIDDEN DOOR	A well disguised and ornately decorated door
39 - 40	HOT WIND	The wind blows hot and dry
41 - 42	HUNTING PACK	Large powerful hounds on the hunt
43	LINES IN THE GROUND	Complex Patterns
44	MAGE SCHOOL FIELD TRIP	The mage school teleports in!
45	MASSACRE MARES	Horse hit & run
46 - 47	MIRAGE	The heat and endless sand take their toll!
48 - 49	MOVING SAND DUNE SEA	The sand blows
50	MURDER SCENE	The body tells a story

DESERT

ROLL (D100)	DESERT ENCOUNTERS	DESCRIPTION
51	NO CLOUDS IN THE SKY	The endless blue
52	NO SUCH THING AS A...	A fabled monster who does not exist
53	NOMADIC HUNTER	In search of better things
54 - 55	OASIS	Water, shelter and danger in equal measure
56 - 58	OBELISK	A weather worn, carved standing rock
59 - 60	ODD TRACKS	Strange lines in the sand
61	OUT OF PLACE	That should not be here
62	PILGRIM	On a godly quest
63 - 64	QUESTING HEIR	Out to prove themselves
65	QUICKSAND	This sand is treacherous!
66 - 67	RECENTLY DUG GRAVE	Mystery surrounds this recently dug grave
68	RUNIC GUARDIAN	A giant skeleton is waiting
69	SACRIFICIAL PRIEST	A priest who likes a good sacrifice
70 - 71	SALT PLAINS	A white expanse in the yellow sands
72 - 73	SAND EVERYWHERE	This fine sand is sharp and covers all
74	SAND WORM	Graboids move underfoot
75 - 76	SANDNADO!	Sand whipped up by the wind
77 - 78	SANDSTORM	The sand is in the wind
79 - 80	SCORPIONS IN BOOTS	These creatures are just looking for a comfy home
81 - 82	SCOUTS	A question of information
83 - 84	SHADY OUTCROP	A rocky outcrop breaks up the landscape
85	SHIMMERING CITY	Rising from the sands
86 - 87	SINKING PYRAMID	A buried pyramid may hold lost treasure
88 - 89	SKINNED REMAINS	A warm carcass
90	STRANGE FOOTPRINTS	Deep footprints in the soft path
91	THE LAMP	Oversized lamp in the sands
92	THE NOBLE HUNT	The hunt stops for no one
93	THE PATCHWORK DOCTOR	A mix and match doctor
94 - 95	THE SUN BEATS DOWN	The sun is strong here
96 - 97	TWO PATHS	But which to take?
98 - 99	UNNATURAL MIGRATION	These flightless birds are out of place
100	WHALE OF A TIME	A recently deceased whale carcass



FOREST

FOREST REGIONS

The trees stand proud in full leaf. The green canopy overlay forming a living ceiling of deep cover from the sky above.

These large trees must be hundreds of years old, and apart from the occasional rotten fallen branch they are in fine health.

Leaf matter and mushrooms line the forest floor, with patches of grass where the light breaks through the thick canopy.

There are paths that cross through the forest, but they are not well used. The main roads and trade routes go around the trees, where the going is clearer and faster.

This forest is home to a number beyond counting of small woodland animals and insects. The signs of which are found all around for those who know what to look for.

The forest provides shelter from the elements and offers travellers much by way of supplies.

Especially if you know which mushrooms can be eaten, and which should be avoided.

WEATHER

Outside of winter, the forest is often pleasant with the sun warming the canopy daily. However it only reaches the forest floor in patches, creating a pleasantly even and warm micro-climate.

The thick tree canopy provides shelter from rain (the forest floor is mostly dry) and breaks the wind so only an occasional breeze can be felt.

VISIBILITY

Poor. The tree trunks are thick and numerous, creating many hiding places and broken lines of sight.

The forest floor is also by no means clear, with brush, bramble, fallen branches and root systems all making for a dense blanket of cover.

This hides much of what can be seen between the trunks of the trees.

In addition, the tree canopy means the forest floor is completely hidden from above. So even being able to fly or look from a height won't help locate anything deep in the forest.

FOREST

GEOGRAPHY

Gentle undulating terrain which is covered by a thick forest of mature trees.

Fertile topsoil that not only supports the trees but many other plants and fungi as well.

Small streams are present, as well as some grassy clearings where the tree canopy allows.

There are also some large rock formations and cave systems present which have been claimed by the forest as it spread. Determined trees can get their roots to grow anywhere!

TRAVEL

There are few paths of any practical size, only some smaller trails used mostly by the local wildlife. It is easy to lose bearings amongst the dense trees with no clear sight of the sun or stars to navigate by.

The forest floor is ancient and likely very hard going. It is covered by branches, undergrowth and brambles, however the land is fairly flat and the climate pleasantly temperate. Experienced travellers will be able to make fair progress through this green world.

TRACKING & FORAGING

Tracks left in the dry forest floor, while not especially easy to find, will remain for a long time.

There is plenty of water to be found from springs and babbling brooks. Foraging will reveal plentiful supplies, however some of the local mushrooms are best avoided.

The forest creatures are generally considered to be rather tasty.

CAMPING & REST

The thick canopy provides ample cover from the elements and shelter from the wind.

Smoke from any fire will be very hard to see due to the trees and canopy.

However the trees provide easy cover for anything or anyone looking to approach a camp without being spotted.

CONSIDERATIONS & GM NOTES

The trees themselves are very old and there is always a risk of falling branches.

The paths and trails through the forest are mostly made by animals and as such tend to run between food sources and water.

The local mushrooms can have some interesting effects if eaten!

Dense canopy and heavy foliage allows for easy camouflage for enemies and ambush predators alike.

Wild woodland is especially littered with obstacles such as fallen trees, brambles, branches and much more.

Forest fires are an especially dangerous environment and can be quite common with fireball happy mages.

Tall trees allow enemies and ambushes to descend from above.

Dense forest can be especially dark at dawn and dusk, and full daylight can be very muted on the forest floor.

Some of the winding forest paths may not lead to water or food, but strange and fey places which are most unexpected.

FOREST ENCOUNTERS

The following pages contain the forest wilderness region random encounter tables.

Use the following table to determine how many forest encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 10	1 x Forest Encounter
11 - 15	1 x Forest Encounter 1 x Wilderness Boon Encounter
16 - 20	2 x Forest Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

FOREST

ROLL (D100)	FOREST ENCOUNTERS	DESCRIPTION
1	ARTISTIC TOURIST	A noble here for bragging rights
2	AUDIBLE BATS	The clicks and squeaks can be heard by the naked ear!
3	BARK DOOR	A small wooden door
4	BEARS	If you go down to the woods today
5 - 6	BEAST SETT	Large holes in the tree roots
7 - 8	BOULDER GUARDIAN	Subtle security
9 - 10	BRAMBLE MAZE	Thorns and fruit
11	CARNIVOROUS BUNNIES	Cute and deadly local rabbits
12 - 13	CARRION MOSS CARPET	Moss covering ground and tree trunks
14 - 15	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
16 - 17	CLOUD TREE	A far away tree
18 - 19	CREEPING BLOOMS	Beware the pretty flowers
20	DECAYED TREE	A dead tree with no leaves
21 - 22	DEFENDING TERRITORY	Grumpy attack beasts
23 - 24	DIRE CROWS	A suspicious murder
25	DOWN THE RABBIT HOLE	Follow the white rabbit
26	ENCHANTED IVY	Poisonous climbers
27 - 28	ENORMOUS TOADSTOOLS	These aren't tree trunks
29 - 30	EXPLORER	A fellow adventurer
31 - 32	FABLED TREEFOLK	Tree folk of the woods
33	FALLING LEAVES	Blowing in the wind
34 - 35	FOREST FIRE	Smoke then fire
36 - 37	FOREST LORD'S THRONE	Massive throne formed by the growth of many plants
38	FOREST TOADS	Toads which emerge when it rains
39 - 40	FORK IN THE PATH	Left or right?
41 - 42	FOXES	Foxes in the woods
43	FROM ACORNS	Strange seeds are appearing
44	GRASPING ROOTS	Trip hazard
45	HAWKS	Patrolling raptors
46 - 47	HERBALIST	Rich rewards for plants found here
48 - 49	HERMIT SEER	Alone and armed
50	HIDDEN DOOR	A well disguised and ornately decorated door

FOREST

ROLL (D100)	FOREST ENCOUNTERS	DESCRIPTION
51	HIGH HUMIDITY	It's hot and humid
52	HOLLOW TREE	This tree is hollow
53	HUNTING PACK	Large powerful hounds on the hunt
54 - 55	KITTEN UP A TREE!	Help needed with a feline rescue!
56 - 58	LIGHTNING STRIKES TWICE	Lightning strikes the same spot repeatedly
59 - 60	MAGE SCHOOL FIELD TRIP	The mage school teleports in!
61	MOTHREY	Attracted to the light
62	MURDER SCENE	The body tells a story
63 - 64	NO SUCH THING AS A...	A fabled monster who does not exist
65	PAIN MARTEN	A bit like a pine marten. But bigger teeth
66 - 67	PIXIE GLADE	This patch of forest is part of a fey realm
68	PLAGUE RATS	Rural plague bearers
69	RABID BEASTS	Ransacked by disease and vicious
70 - 71	RECENTLY DUG GRAVE	Mystery surrounds this recently dug grave
72 - 73	ROSE BRIAR DWELLING	A hermit's dwelling
74	ROTTEN BRANCH	A branch suddenly snaps
75 - 76	RUNIC GUARDIAN	A giant skeleton is waiting
77 - 78	SACRIFICIAL PRIEST	A priest who likes a good sacrifice
79 - 80	SPIDERS	Arachnophobia
81 - 82	STEAM TRUNK	A carved and decorated tree trunk
83 - 84	STRANGE FOOTPRINTS	Deep footprints in the soft path
85	THE NOBLE HUNT	The hunt stops for no one
86 - 87	THE PATCHWORK DOCTOR	A mix and match doctor
88 - 89	THIRSTY WOOD	Suspicious pools
90	TREE HOUSE	A small wooden structure in the boughs of a huge tree
91	TREE ROOT HIVES	Tree roots in the path
92	UP IN THE TREES!	Nests beyond number
93	VAMPIRE BATS	Flying blood suckers
94 - 95	WALKING TREES	This forest walks
96 - 97	WEIRD FUNGI	Found on all the trees in this forest
98 - 99	WOODLAND FEAST	Tables set for a banquet
100	WOODLAND FOLK	A strange people



MOUNTAINS

MOUNTAIN REGIONS

The white peaks tower up into the low-lying clouds above the forbidding rocky foothills.

Vegetation thins and rocks take over the landscape, rising steeply in layers as the mountains grow.

Deep crevasses and descents lie in wait to catch out inexperienced or unwary climbers. Snow sits on the highest peaks which are visible only when the clouds part.

Loose scree, unstable rocks, ice and even a risk of avalanche in the colder season after new snowfall are all hazards to any passing this way.

WEATHER

On the lower slopes the weather is damp and windy on the exposed ground. There is little cover apart from sheltered caves and crevasses to escape the wind.

On the higher reaches the cold, thin air moves as a relentless wind, freezing fingers and exposed skin.

The clouds sit over the peaks, covering everything with a cold damp and muffling noise. It is eerily quiet.

On a rare clear day under blue sky, the view from the top is almost worth the trouble to get there.

VISIBILITY

The lower rocky reaches do not offer much cover, neither do the sheer vertical rocks of the mid to upper reaches.

Low clouds and mist reduce visibility to zero, a regular occurrence the higher you go.

There are areas of good cover, crevasses link like hidden valleys in some areas.

GEOGRAPHY

This mountain range has been driven upwards over the span of ages. The topsoil has long since been stripped away by wind and water, leaving the hard rock behind to form impossible mountains.

Loose rock scree is present where the softer rocks have been broken down by the elements. There is very little vegetation here, mostly mosses and lichens which can be sustained by the frequent mists and low clouds. Some hardy shrubs manage to cling to the lower ranges.

The snow covered tips sit high above the cloud layer and the unbroken snow hides treacherous crevasses and ice.

MOUNTAINS

TRAVEL

Challenging if you cannot fly. The rocky slopes must be carefully traversed. Some trails have been left by local wildlife, which indicate the least slippery and steep routes.

Loose rocks, impossible steep cliffs, slippery climbs, narrow paths and at the peaks unstable deep snow, ice cliffs and crevasses are all here to slow progress or send the unwary on an unexpected, rapid and painful descent.

Going down is, generally speaking, harder than going up, or at least going down safely.

It is very challenging to travel here without the correct equipment and knowledge of how to use it. Even the well experienced and well equipped travellers can catch bad weather on the mountain side and suffer.

At height the air also thins and can slow progress even further, as most struggle to keep their energy levels up in the thin air.

The weather can make things much worse if a storm passes the peaks bringing high winds and plummeting temperatures.

TRACKING & FORAGING

Water is easy to come by in the form of snow and dew. Vegetation is scarce, even at the base of the mountains. On the higher slopes it is limited to moss and lichens.

The local wildlife is sparse and doubtless much nimbler and hard to catch on this terrain.

Tracks are near impossible to find and follow on the rock.

CAMPING & REST

Specialist equipment is a must for any camp beyond the middle rocky reaches. The exposed mountain sides require camps to be well secured to the face of the rock itself to avoid being blown away.

Fires can be challenging due to the lack of firewood and can be very visible for long distances.

On the upper peaks the cold requires additional kit which must of course be carried.

CONSIDERATIONS & GM NOTES

Ambush predators operate in these areas, and can traverse the mountain better than most Characters.

Vertical rock faces can be climbed, but this is risky and would require kit such as ropes and crampons.

The upper snowy reaches may be deep snow, or a thin covering over deadly slippery ice. Sledging and skiing to descend are possible but exceptionally risky.

Thin air can affect an encounter in numerous ways, none of them good for the Characters who would be at a disadvantage to any natives.

There is an ever-present threat of avalanche on the higher reaches, and on the lower reaches loose rock fields lead to the threat of rockfalls and landslides.

Hidden crevasses may be very well hidden, even covered with a fragile layer of ice and snow.

Safe routes to ascend the steep rock faces are hard to find for untrained mountaineers.

There may be caves in the rock face, and these are likely already claimed by native beasts.

The cold may be factored into the high peaks, as should thin air which may lower endurance and affect recovery.

MOUNTAIN ENCOUNTERS

The following pages contain the mountain wilderness region random encounter tables.

Use the following table to determine how many mountain encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
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1 - 10	1 x Mountain Encounter
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11 - 15	1 x Mountain Encounter 1 x Wilderness Boon Encounter
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16 - 20	2 x Mountain Encounters
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You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

MOUNTAINS

ROLL (D100)	MOUNTAIN ENCOUNTERS	DESCRIPTION
1	A LONE IRIS	A lone flower growing in an unusual place
2	ALTITUDE	The air is thin
3	ARCHAEOLOGIST	An explorer searching for ancient riches
4	ARTISTIC TOURIST	A noble here for bragging rights
5 - 6	ASTRONOMER	A mage travelling to the stars!
7 - 8	AVALANCHE	Deadly and sudden!
9 - 10	BITING WINDS	Cold winds
11	BOULDER GUARDIAN	Subtle security
12 - 13	CARNIVOROUS BUNNIES	Cute and deadly local rabbits
14 - 15	CHALLENGING SLOPE	Safety ropes may be required
16 - 17	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
18 - 19	CLOUD PIERCER	A peak so high it's in the clouds
20	CRACK!	The thin surface collapses!
21 - 22	CRASHED SHIP	Airship or out of place sailing ship?
23 - 24	DEFENDING TERRITORY	Grumpy attack beasts
25	DIRE CROWS	A Suspicious murder
26	EAGLES NEST	A large nest in an inaccessible place
27 - 28	EERIE SILENCE	Nothing to hear
29 - 30	EXPLORER	A fellow adventurer
31 - 32	EXPOSED LEVIATHAN BONES	Curiouser and curiouser
33	FATHOMLESS DROP	Treacherous and no end in sight
34 - 35	FRAYED ROPE BRIDGE	Old wooden bridge
36 - 37	FRIENDLY SPIRITS	Just call them Casper
38	HERBALIST	Rich rewards for plants found here
39 - 40	HERMIT SEER	Alone and armed
41 - 42	HIDDEN DOOR	A well disguised and ornately decorated door
43	ICE SPEARS	Large pointed icicles
44	LEVIATHAN	An enormous beast
45	LIGHTNING STRIKES TWICE	Lightning strikes the same spot repeatedly
46 - 47	MAGE SCHOOL FIELD TRIP	The mage school teleports in!
48 - 49	MOUNTAIN GOAT	Sure footed goat
50	MOUNTAIN LYNX	Invisible and deadly

MOUNTAINS

ROLL (D100)	MOUNTAIN ENCOUNTERS	DESCRIPTION
51	MURDER SCENE	The body tells a story
52	NO SUCH THING AS A...	A fabled monster who does not exist.
53	NOMADIC HUNTER	In search of better things
54 - 55	NOT A DROP TO DRINK	Check your water supplies!
56 - 58	OLD CLIMBING EQUIPMENT	Rusty pegs and clips in the rockface
59 - 60	PAIN MARTEN	A bit like a pine marten. But bigger teeth
61	PATCHY GRASS	Reedy and thin
62	PATROLLING RAPTORS	Soaring high
63 - 64	PEAK TO PEAK	Twin peaks
65	PILGRIM	On a godly quest
66 - 67	PLAGUE RATS	Rural plague bearers
68	QUESTING HEIR	Out to prove themselves
69	RABID BEASTS	Ransacked by disease and vicious
70 - 71	RECENTLY DUG GRAVE	Mystery surrounds this recently dug grave
72 - 73	REVERBERATING ROCKS	The right frequency can crack these rocks
74	ROCK SCAR CAVE	A dark entrance looms large
75 - 76	SACRIFICIAL PRIEST	A priest who likes a good sacrifice
77 - 78	SCREE	Loose rocks and stones lay on the bedrock
79 - 80	SLIPPERY ICE	A thin layer of lethally slippery ice covers everything
81 - 82	SNOW MELT	Not as clear as it looks
83 - 84	SNOW POCKETS	Oddly arranged snow
85	SNOW STORM	Stinging snow driven by wind
86 - 87	STEEP PATH	A steep ascent
88 - 89	STRANGE CONSTELLATIONS	The stars in the night sky are wrong
90	STRANGE FOOTPRINTS	Deep footprints in the soft path
91	THE NOBLE HUNT	The hunt stops for no one
92	THE PATCHWORK DOCTOR	A mix and match doctor
93	TRAVERSE	The only way across
94 - 95	TREACHEROUS GOING	Collapsed paths and ravines!
96 - 97	WHALE OF A TIME	A recently deceased whale carcass
98 - 99	YETI	A white haired humanoid monster
100	YODELLING	Giants enjoying the acoustics



PLAINS

PLAINS REGIONS

These green and pleasant lands sweep across gentle hills and dales to the horizon.

Covered with green grass, which has been grazed short in patches by herds passing through but which remains long and wild in most areas. The plains are broken by scatterings of solitary rocks, clumps of trees and small hills.

There are the few steep inclines near the edges of broad valleys, but the vista is generally flat.

A rather pleasant warm breeze dances with the various grasses underfoot, creating a pleasing rustling sound.

WEATHER

Temperate, with rain as a regular occurrence outside the height of summer. Clouds break the sunshine on a regular basis and the temperature is usually within the “pleasant” range.

With the exception being seasonal cold spells and the height of summer where it can become oppressively hot for a time.

VISIBILITY

Generally very good as anything breaking the green expanse is easily visible. The lack of sight blocking hills and trees allows a traveller to see uninterrupted for considerable distances.

The scant hills, gulley’s and vales do offer some cover from these lines of sight, but it can be hard to avoid detection unless you can drop below the height of the long grasses.

GEOGRAPHY

Gentle hills with few breaks. Occasional rocky outcrops and solitary trees.

Valleys formed long ago by several large streams and rivers cut through the landscape.

The soil is too poor to make good farmland, and the grasses and wildflowers which thrive on poor soil have done very well here with little interference.

Grazing herds have kept trees and shrubs to a minimum, limiting them to less accessible slopes around the steeper hills and the occasional canyons.



PLAINS

TRAVEL

The gentle hills, grassy terrain and firm ground make for easy travel and a good pace can be maintained on the plains.

There are occasional streams and rivers to ford, and some canyons where ancient waterways have cut through the plains.

For the most part, however, this is considered very easy going.

TRACKING & FORAGING

There is water available readily, foraging for edible plants, berries etc. is slightly more challenging unless you eat grass.

There are many herbivores which are easy to find here and hunting or trapping should reap rewards.

Tracks are left clear and easy to read in the earth here, although can sometimes be swallowed up by all of the grass cover.

CAMPING & REST

There is no shortage of good camp sites on dry ground with water nearby.

Little shelter is needed, and a very basic survival kit will suffice for most.

Campfires and smoke will be easily visible for a good distance and care should be taken to stop fires spreading, especially in the dry summer months.

Firewood can be hard to come by, but there is no shortage of dry grass.



CONSIDERATIONS & GM NOTES

Sometimes these grassy plains can resemble a green desert with no distinguishing features or animals visible for miles.

It is likely that major trade routes will pass near to the plains.

Local nomadic herders may move through with domesticated animals taking advantage of the good grazing.

Hidden hazards can include rabbit holes etc. hidden in the grass. Especially hazardous to mounts.

Areas of longer grass can hide many things!

Where streams have cut through the plains to form deep canyons there may be more challenging terrain to traverse.

Some rivers may be problematic to cross being deep and fast flowing.

The grass, being fast growing, may hide many old tracks, burrows and dens.

PLAINS ENCOUNTERS

The following pages contain the plains wilderness region random encounter tables.

Use the following table to determine how many plains encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 10	1 x Plains Encounter
11 - 15	1 x Plains Encounter 1 x Wilderness Boon Encounter
16 - 20	2 x Plains Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

PLAINS

ROLL (D100)	PLAINS ENCOUNTERS	DESCRIPTION
1	A DOG CALLED SASSY	A collie runs towards the party across the fields
2	A LONE IRIS	A lone flower growing in an unusual place
3	ANTS NEST	Little nippers
4	ARCHAEOLOGIST	An explorer searching for ancient riches
5 - 6	ASTRONOMER	A mage travelling to the stars!
7 - 8	AUDIBLE BATS	The clicks and squeaks can be heard by the naked ear!
9 - 10	BIZARRE SUNS	An extra sun rises in the sky
11	BOGGY GROUND	Marshy ground underfoot
12 - 13	BOULDER GUARDIAN	Subtle security
14 - 15	BOUNTY HUNTER	Hunting the local prizes
16 - 17	BRIDGE TROLL	Who's that trip trapping over my bridge?
18 - 19	BURIAL GROUNDS	The area is rife with barrows
20	BURROWING MONSTERS	Ambush predators hide below the surface
21 - 22	CARNIVOROUS BUNNIES	Cute and deadly local rabbits
23 - 24	CHARGING BEAST	Without warning a huge beast charges the party!
25	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
26	COLOSSAL MACHINE WRECK	Area filled with the wreckage of a giant vehicle
27 - 28	DEFENDING TERRITORY	Grumpy attack beasts
29 - 30	DIRE CROWS	A Suspicious murder
31 - 32	DOG PACKS	Hunting dog packs
33	EXPOSED LEVIATHAN BONES	Curiouser and curiouser
34 - 35	FIELDS WITHOUT END	Nothing but long grassy fields
36 - 37	FLEAS AND TICS	They're in the long grass
38	FLEECE?	The flocks must be protected
39 - 40	FLOWERS IN THE GRASS	Yellow flowers amongst the green
41 - 42	GRASS SNAKES	Green and slithery
43	GULLIES IN THE HILLSIDE	This hillside is far from flat
44	HAWKS	Patrolling raptors
45	HERBALIST	Rich rewards for plants found here
46 - 47	HERMIT SEER	Alone and armed
48 - 49	HIDDEN DOOR	A well disguised and ornately decorated door
50	HILLS & DOWNLAND	It's an uphill trek!

PLAINS

ROLL (D100)	PLAINS ENCOUNTERS	DESCRIPTION
51	HUNTING PACK	Large powerful hounds on the hunt
52	JOURNEY WITHOUT END	Road to nowhere
53	LEVIATHAN	An enormous beast
54 - 55	LIGHTNING STRIKES TWICE	Lightning strikes the same spot repeatedly
56 - 58	LOST IN THE LONG GRASS	Areas of long grass hide hunting monsters
59 - 60	MAD AS A MARCH HARE	All the wildlife is acting oddly
61	MASSACRE MARES	Horse hit & run
62	MIDGES	Bitey little beasts
63 - 64	MIGRATING HERDS	Huge herds roam these plains
65	MOLE HILLS	Or are they?
66 - 67	NO SUCH THING AS A...	A fabled monster who does not exist
68	NOMADIC HUNTER	In search of better things
69	OVERGROWN MINES	Not far underfoot
70 - 71	PAIN MARTEN	A bit like a pine marten. But bigger teeth
72 - 73	PLAGUE RATS	Rural plague bearers
74	POT HOLES	Hidden in the grass
75 - 76	RABID BEASTS	Ransacked by disease and vicious
77 - 78	RARE BEAST	A very rare beast
79 - 80	RECENTLY DUG GRAVE	Mystery surrounds this recently dug grave
81 - 82	ROSE BRIAR DWELLING	A hermit's dwelling
83 - 84	RUNIC GUARDIAN	A giant skeleton is waiting
85	SKELETAL TREES	The trees are bare and offer no shade or shelter
86 - 87	STRANGE FOOTPRINTS	Deep footprints in the soft path
88 - 89	THE HILLS HAVE EYES!	Eye eye!
90	THE LONG MAN	A design cut into the hills
91	THE NOBLE HUNT	The hunt stops for no one
92	THE PATCHWORK DOCTOR	A mix and match doctor
93	THE RAINS	The dry spell ends with a torrential downpour
94 - 95	TRAP DOOR SPIDER	An eight legged surprise
96 - 97	TRAVELLING MERCHANT	A trader on the plains
98 - 99	WATERING HOLE	A large muddy pool
100	WILD STALLIONS	A pair of magnificent horses



SEA & SHORE

Note: *This type of region covers both the land of the coast line and the waters of the open sea itself.*

SEA & SHORE REGIONS

The green hills end suddenly in steep drops. Stormy bays are cut into the cliffs, providing some relief from the constant crash of the tide against the rocks.

These sandy inlets provide an interesting and rare inter-tidal habitat which presents a unique set of challenges and opportunities.

There are rocky outcrops all along the coast, some visible and some just underwater. These present a real danger to ships which can easily be blown onto the sharp rocks and wrecked.

Areas of islands sit visible from the coast, offering sandy beaches and a seeming sanctuary from the harshness of life at sea.

The sea extends up past the plains and forests through to the frozen wastes, where ice flats form between the open sea and the frozen snowy lands.

The sea expanse is truly vast, tides and currents offer challenging conditions and are especially hard to navigate if the sun or stars are concealed by clouds.

WEATHER

At sea weather will tend to be of no mention unless there is no wind or a storm happens.

On land the weather will match the region with a tendency for more wind and rain driven in from the sea.

VISIBILITY

At sea it's possible to see the horizon in all directions unless large waves, heavy rain or sea fog are present.

Ships tend to be easy to spot but may be able to hide in cover, behind islands or even the curve of the earth.

On land the main difference for the shore is the mists and fogs that can drift in from the sea.

GEOGRAPHY

The shore may have beaches, cliffs, coves and inlets.

Coves and inlets combine rock, sand or ice cliffs with a flat expanse by the sea which may be sand or ice. Caves carved out by the sea are also very common on the coastline.

The open sea may feature hazards such as rocks, reefs and icebergs which threaten ships.

SEA & SHORE

TRAVEL

Travel along the coast will be the same as in the associated region.

The cliffs by the sea may be climbable in places, and impossible in others. Climbing gear may be needed.

Coves and inlets will make accessing the sea much easier.

Travelling at sea will usually require a vessel of some sort. It is very difficult to bring large ships close to the shore, so a combination of seafaring vessels and smaller boats may be needed.

At sea, travel in a ship requires knowledge, a skilled crew and the correct equipment, not to mention favourable winds. Of course passage can also be booked if the Characters don't have seafaring skills.

TRACKING & FORAGING

The coastline has ample resources and fresh water. Shoreline creatures are generally edible and seaweed is very healthy.

At sea, fresh water must be carried as there is none to be found. The sea spray will cover everything in salt so collecting rain will be very difficult.

Food is easy to come by, assuming a fishing kit is available of course.

CAMPING & REST

Camping or taking shelter in caves along the coast is easy and pleasant, assuming everyone knows about camping behind the high tide line.

At sea, of course, a ship or vessel is needed to rest.

CONSIDERATIONS & GM NOTES

Sea currents, freak waves, unexpected local creatures and strange mists are just some of the interesting challenges the sea can present.

Navigation is a key consideration and will require expertise to avoid getting lost on the blue expanse.

Coastlines are treacherous to sail near, with ship wrecking rocks stretching out to sea under the water.

The sandy bays and inlets are the few safe places to "dock", however the tides can prove challenging. The tides also create areas which are flooded twice daily.

The frozen coastlines feature ice plains between land and sea which may prove challenging.

Frozen coast – the ice plains can break up, reform and shift. This can prove interesting if ships are caught in the ice, or for on foot explorers trying to navigate out to a ship. It can also be used to add interest if the party are being hunted or chased.

Stormy coasts and cliffs – Navigating too close to the cliffs can be disastrous. The cliffs can only be climbed in some areas. There may be caves to explore.

Bays and inlets – The tides may reveal dangers and/or treasures. Ships can be beached if they approach and the tide turns. Caves can be hidden or revealed at certain times of tide.

Open sea – Fresh water is a must! Navigation requires a compass or similar, or a knowledge of the stars. A map would be useful!

There may be entire societies living below the waves in your world that affect sea travel.

SEA & SHORE ENCOUNTERS

The following pages contain the sea & shore wilderness region random encounter tables.

Use the following table to determine how many sea & shore encounters to generate.

Some encounters may need to be tailored to suit if your Characters are on land or sea.

D20 ROLL	NUMBER OF ENCOUNTERS
1 - 10	1 x Sea & Shore Encounter
11 - 15	1 x Sea & Shore Encounter 1 x Wilderness Boon Encounter
16 - 20	2 x Sea & Shore Encounters

You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

SEA & SHORE

ROLL (D100)	SEA & SHORE ENCOUNTERS	DESCRIPTION
1	ARCHAEOLOGIST	An explorer searching for ancient riches
2	ASTRONOMER	A mage travelling to the stars!
3	BEACH HAIR	It's the look
4	BIZARRE SUNS	An extra sun rises in the sky
5 - 6	BREAKING WAVES	Surf and spray
7 - 8	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
9 - 10	COLD WATERS	It'll be fine once you're in!
11	CRAB SWARM	Opportunistic omnivores
12 - 13	DEADLY STORM	Navigate the storm!
14 - 15	DOLDRUMS	Little or no wind and a foul mood
16 - 17	DOVE	A white dove flies past
18 - 19	DRIFT WOOD	Wood washed up on the shore
20	DRIFTING HULK	A tangled mass of wrecked hulls drift together
21 - 22	EGGS IN THE SAND	Strange large eggs on the beach
23 - 24	EXPLORER	A fellow adventurer
25	EYE OF THE STORM	Dead calm
26	FLOTSAM	A trail of floating debris
27 - 28	FLYING FISH	Fish that can swim above the water
29 - 30	FREAK WAVE	Appears from nowhere
31 - 32	GOREWHALES ON THE HUNT	Spear headed whales on the prowl
33	HOLES IN THE SAND	Worms and all
34 - 35	HUNGRY SEAWEED	A thick mass steams and snags
36 - 37	ICEBERG	Fast moving iceberg
38	INKY DEPTHS	Like floating on a sea of nothingness
39 - 40	JAWS	An enormous turtle...
41 - 42	JELLYFISH SWARM	The waters are teeming with jellyfish
43	KILLER WHALE	A whale with teeth
44	LIMPETS	Limpets cling to the rocks
45	MAELSTROM	Deadly currents
46 - 47	MAGE SCHOOL FIELD TRIP	The mage school teleports in!
48 - 49	MEG	A well known local shark
50	NO SAIL ZONE	A cult's conservation area

SEA & SHORE

ROLL (D100)	SEA & SHORE ENCOUNTERS	DESCRIPTION
51	NOTHING TO SEE	A heavy dark fog
52	OYSTERS	Seafood and precious stones
53	PEBBLES ON THE BEACH	Unstable beach
54 - 55	PLAGUE RATS ONBOARD!	Furry plague bearers
56 - 58	QUESTING HEIR	Out to prove themselves
59 - 60	RACE CHALLENGE	A yacht owner offers a challenge
61	RAISE THE BLACK FLAG	A fine galleon with a pirate crew
62	RED SKY AT NIGHT	No-one is delighted by the red sky
63 - 64	REEF GOLEM	Terrifying construct
65	ROCK POOL	Filled twice daily at high tide
66 - 67	RUNIC GUARDIAN	A giant skeleton is waiting
68	SACRIFICIAL PRIEST	A priest who likes a good sacrifice
69	SCENT ON THE WIND	An unnatural smell
70 - 71	SCOUTS	A question of information
72 - 73	SEA GULLS	Seagulls live and nest in these parts
74	SEA KING'S TREASURE	Sunken treasure chest
75 - 76	SEA SHELLS	Pretty and possibly lethal shells
77 - 78	SEA URCHINS	Red poisonous urchins
79 - 80	SEAWEED BOUNTY	Green and slimy
81 - 82	SHIP GOING DOWN	She cannot take it captain!
83 - 84	SHIP WRECK	There for the taking
85	SHIPS IN THE NIGHT	An ambush at sea!
86 - 87	SLIPPERY ROCKS	Seaweed and slime make this path treacherous
88 - 89	STONES AND SHELLS	The beach is made of shingle and shells
90	STORM ON THE HORIZON	It's getting dark
91	STRANGE CONSTELLATIONS	The stars in the night sky are wrong
92	STRANGE WAVES	The waves are hiding something
93	STRANGER DANGER	A deceased mystery
94 - 95	TENTACLES FROM BELOW	Tentacles grab from the depths
96 - 97	TIDAL CAVE	An interesting cave system
98 - 99	WHALE OF A TIME	A recently deceased whale carcass
100	WHIRLPOOLS	A whirlpool of surprises



SWAMP & JUNGLE

SWAMP & JUNGLE REGIONS

This type of region covers any terrain where there is a high amount of damp ground, pools of mostly shallow water and tree or plant cover; so rain forests, jungles, swamps, fens, bogs and similar.

A barely penetrable tangle of tree roots, vines and vegetation stretches ahead. The floor is very wet, roots and plants cover the ground and the going is heavy, with the soft ground often covered with stagnant standing water.

The high canopy above blocks most light, leaving a green tinged twilight feel below. Vines hang from above and drape down as a wet tangle before hitting the floor or sinking in to one of the ever present pools.

Occasionally the trees break to reveal open areas of muddy morass.

Wet boggy conditions leave most of the ground unassailable and unable to support weight. Some small trails follow the safe routes through the region. The standing waters are murky and there is no telling how deep some of the pools are.

Vegetation crowds all available space and tangles those trails that look passable.

WEATHER

Wet, hot and humid for jungles. The almost daily rain keeps the ground saturated and boggy. Low clouds sit on the jungle tree canopy, soaking the leaves and causing a constant dripping effect for the forest floor below.

Wet, cold and damp for swamps, with frequent rain and low lying fog that can make finding safe passage even more difficult.

VISIBILITY

In jungles, the thick tree cover, combined with hanging vines and dense undergrowth, make for an ambush predator's dream.

The humidity, constant dripping and frequent rain all combine to even further reduce long range visibility.

In swamps, the low lying cloud and heavy rain can be problematic, however there is more chance for open ground where visibility ranges are improved.

Both terrains have much water close to solid ground and the cover of water borne vegetation makes for perfect stealth conditions for amphibious ambushers.

SWAMP & JUNGLE

GEOGRAPHY

Jungles are often full of sweeping hills and valleys covered with dense plant growth. The slopes offer respite from the boggy ground of the valley floors, but are steep and dense with plant life.

Swamps are almost entirely flat, with few scant hills to break the monotony.

TRAVEL

Incredibly soft going underfoot, combined with dense, tangled undergrowth, makes for slow going.

Anyone attempting to swing through the vines may find it harder than expected to avoid becoming tangled in all the other vines.

In open swampy areas the vegetation again is dense, the pools and softest areas are impassable.

Firm trails are needed to travel through, or a flat bottomed boat.

Those who call these regions home may even have adapted to stilt walking to traverse the waters.

TRACKING & FORAGING

There is an abundance of food and water to be found here, even for inexperienced travellers. Of course some foods to be found here should not be eaten, or may have interesting effects.

Hunting is challenging due to the excellent cover, trapping may be more practical.

CAMPING & REST

Everything here is wet, starting a fire to cook and dry equipment may be more challenging than expected.

Camping on the ground would be inadvisable given the wet conditions, with rain and water coming constantly from above as well. Hammocks with a shelter are what experienced explorers prefer.

Stored provisions need to be very well treated to avoid spoiling in the humidity, especially given the swarms of insect life keen to feed on anything they find.

CONSIDERATIONS & GM NOTES

It is impossible to keep insects and creepy crawlies out of kit and clothes.

Everything bites, in particular anyone dipping in to the water may find that leeches anaesthetise where they bite so as not to be noticed.

Characters may suffer ill effects if they do not care for their feet and remain wet over long periods of time or on long journeys.

The canopy high overhead may hide many dangers which can quickly descend to the floor.

The thick vegetation in more tropical reaches may have different characteristics to what the Characters are used to.

The constant damp and humidity will cause issues for any Character wearing complex armour, or any Character unable to keep their clothes and kit dry.

Metal weapons and kit will need extra attention to avoid rusting.

Native beasts and monsters will have a much easier time moving around this terrain than any interlopers.

SWAMP & JUNGLE ENCOUNTERS

The following pages contain the swamp & jungle wilderness region random encounter tables.

Use the following table to determine how many swamp & jungle encounters to generate.

D20 ROLL	NUMBER OF ENCOUNTERS
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1 - 10	1 x Swamp & Jungle Encounter
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11 - 15	1 x Swamp & Jungle Encounter 1 x Wilderness Boon Encounter
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16 - 20	2 x Swamp & Jungle Encounters
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You can use the tables to roll random encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on the encounter.

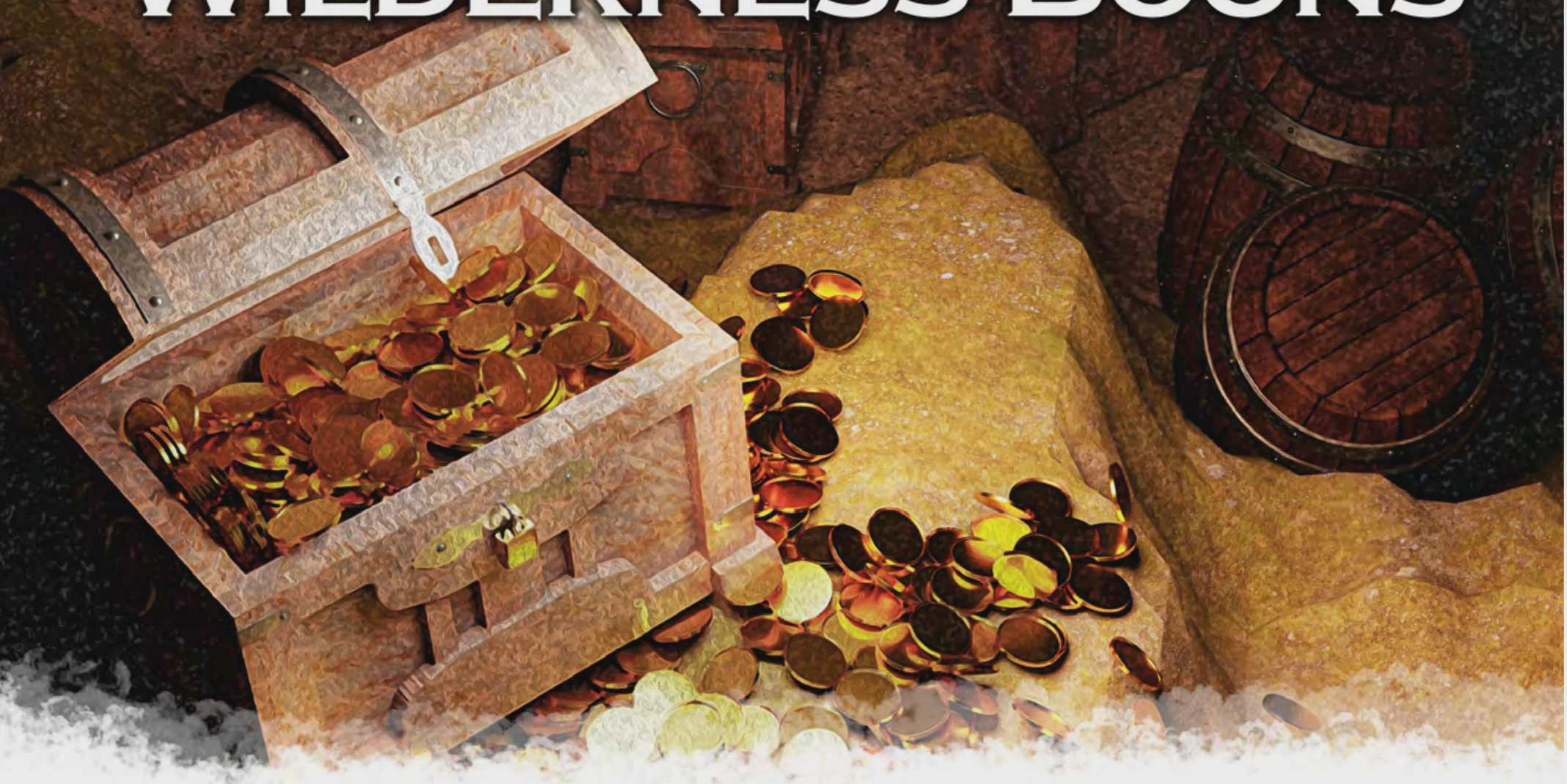
SWAMP & JUNGLE

ROLL (D100)	SWAMP & JUNGLE ENCOUNTERS	DESCRIPTION
1	A LONE IRIS	A lone flower growing in an unusual place
2	ABANDONED MINE ENTRANCE	Possible riches, certain danger
3	AMBUSH PREDATOR	An ambush predator just below the water surface
4	ANCIENT TEMPLE	Peril and treasure in this ziggurat
5 - 6	ARCHAEOLOGIST	An explorer searching for ancient riches
7 - 8	ARTISTIC TOURIST	A noble here for bragging rights
9 - 10	AUDIBLE BATS	The clicks and squeaks can be heard by the naked ear!
11	BIZARRE SUNS	An extra sun rises in the sky
12 - 13	BLACK POOLS	Dark pools of water
14 - 15	BURROWING MONSTERS	Ambush predators hide below the surface
16 - 17	CAPTURE NETS	Hunters have rigged the area with net traps
18 - 19	CLOUD FORMATIONS	Fluffy cotton wool clouds in the sky
20	CLUMPS OF REEDS	Reeds rise in clumps from the mud and water
21 - 22	CONSTRUCTOR SNAKE	A large snake
23 - 24	DEAD BIRDS	Little feathered bodies litter the ground
25	DEAD COPSE	This dead wood was once green and lush
26	EXPLORER	A fellow adventurer
27 - 28	EYES IN THE DARK	Green cats eyes shine out
29 - 30	FABLED TREEFOLK	Tree folk of the woods
31 - 32	FERRY TRIP	A small boat tied to ropes which span the waterway
33	FINAL SLUMBER	Monster that emits sleep gas
34 - 35	FISHING MONSTER	Angler fish style monster after prey
36 - 37	FULGENT MUD	This mud is glowing
38	GAS BUBBLES RISING	Suspicious bubbles plop to the surface
39 - 40	GLOW BUGS	Pretty glowing bugs illuminate the path
41 - 42	GRASPING ROOTS	Trip hazard
43	HANGING VINES	Vines hang from the tree canopy above
44	HEARTLESS OLD TREE	A huge, dead, hollow tree
45	HEAVY GOING	Mud, mud and more mud
46 - 47	HERBALIST	Rich rewards for plants found here
48 - 49	HIDDEN DOOR	A well disguised and ornately decorated door
50	HUGE ANTS	The ant colony is on the move

SWAMP & JUNGLE

ROLL (D100)	SWAMP & JUNGLE ENCOUNTERS	DESCRIPTION
51	HUNTING PACK	Large powerful hounds on the hunt
52	LEECHES	Blood loving little and not so little leeches
53	LIGHTNING STRIKES TWICE	Lightning strikes the same spot repeatedly
54 - 55	MAGE SCHOOL FIELD TRIP	The mage school teleports in!
56 - 58	MISSING INSECTS	A large predator lies in wait
59 - 60	MURDER SCENE	The body tells a story
61	NATURE RECLAIMS	A village reclaimed by the jungle
62	NO SUCH THING AS A...	A fabled monster who does not exist
63 - 64	NOXIOUS FUMES	You can smell this swamp with your eyes
65	OVERZEALOUS CONSERVATION	Keen to keep the Characters out!
66 - 67	PAIN MARTEN	A bit like a pine marten. But bigger teeth
68	PECULIAR STATUES	Statues half hidden in water
69	POUNCED UPON	A skilled ambush hunter
70 - 71	RECENTLY DUG GRAVE	Mystery surrounds this recently dug grave
72 - 73	RIVER CURRENTS	A slow lazy river runs here
74	ROSE BRIAR DWELLING	A hermit's dwelling
75 - 76	SACRIFICIAL PRIEST	A priest who likes a good sacrifice
77 - 78	SINKING FEELING	Characters sink in the mud
79 - 80	SNAKES IN THE WATER	Huge venomous snakes swim in these waters
81 - 82	STINK FLOWERS	A strong rotting smell fills the air
83 - 84	STRANGE CONSTELLATIONS	The stars in the night sky are wrong
85	STRANGE FOOTPRINTS	Deep footprints in the soft path
86 - 87	TERRIFICALLY LARGE FLOWERS	Beautiful flowers with a dark motive
88 - 89	THICK CANOPY	The light is blocked from above
90	TRAILS IN EVERY DIRECTION	Which path to take?
91	TREE ZOMBIE	An unfortunate burial choice
92	TWISTING PATH	The path is thin and snakes around pools of the swamp
93	WALKING TREES	This forest walks
94 - 95	WATERS RISING	This area floods
96 - 97	WET FEET	The damp seeps in!
98 - 99	WHALE OF A TIME	A recently deceased whale carcass
100	WOODLAND FOLK	A strange people

WILDERNESS BOONS



WILDERNESS BOONS

Our wilderness boons are a mixture of valuables, curios and of course coin which may reward the Characters.

Each region has a chance to generate a wilderness boon encounter, so these boons could be found in any climate.

These are all items that for some reason can be found in wild places. Though sometimes they will be markedly out of place.

This will include survival gear, supply caches and even maps to help with wilderness travel itself.

Some boons can be natural and literally lying there for the picking. Or, in the case of some ores or gems, ripe for the pickaxe.

The biggest challenge presented by some boons found here will be getting them back to civilisation to sell.

VALUE

Most treasure won't have a convenient price tag attached. This means it's down to the appraisal abilities of the Characters to separate the valuable items from the cheap rubbish. This is all the more important during a wilderness journey as nobody wants to cart heavy worthless junk around.

In the case of artwork like paintings or sculptures this can be subjective. And finding the right buyer is an important consideration.

WEIGHT & ENCUMBRANCE

Finding treasure in the wilderness is one thing, carrying it safely to somewhere it can be traded for cash is another matter.

We'd suggest not tracking things in too much detail until it's sacks of loot that need managing.

Hopefully the Characters have wagons or pack animals that can take on the extra load some treasure items present.

Too much loot would slow the travel pace of the Characters down.

WILDERNESS BOONS

MAGIC BOONS

Where an item is magical in some way the general powers will be described, but system specific details are not given.

5E: Along with just assigning bonuses (+1, +2 etc.) to attack, armour class, saving throws, ability checks, skill checks or similar, adding uses of existing spells or assigning advantage or disadvantage to actions can help flavour the items found in wilderness boons.

Of course you could just swap in a close approximation magic item from the many available in 5E.

There are also items that would be epic artifacts in some worlds, that may be carried by every adventurer in another world and may not even exist in yet another world.

You can tailor and adjust as fits your game setting and power level.

For Example: There is a sentient magical sword as an option in one wilderness boon, and sentient items do not exist in my setting; so instead I decide that the sword has some arcane writing upon it that gives the wielder a split personality instead.



CONSIDERATIONS & GM NOTES

Whilst many Wilderness Boons are straightforward, there are some that offer a challenge as well as a reward, or have strings attached!

It is up to you how beneficial these are to your adventure and how they fit with the overall balance of your game.

The value and power level of any items rolled on these tables is ultimately for you to decide as the GM.

Some boons are valuable objects that are difficult to transport in some way. You should reward the Characters if they manage to get these heavy, awkward or fragile items to a buyer in one piece.

Sometimes it might be more prudent to hide or bury treasure and return for it later.

If any items were found on altars or shrines in wild places, the original owners would not be happy if they find out they've been taken.

If marching by foot, it's worth noting that gold is a very heavy metal.

A weighed down group would leave more obvious tracks. Tracks that experienced bandits would be able to read as well laden targets.

Outside of larger towns it may be difficult to sell valuable items. This is especially true where barter is the main currency.

WILDERNESS BOON ENCOUNTERS

The following pages contain the wilderness boon random encounter tables.

Every region has a chance to add a wilderness boon roll to it's own encounter, you can however choose to be kind and roll a wilderness boon directly.

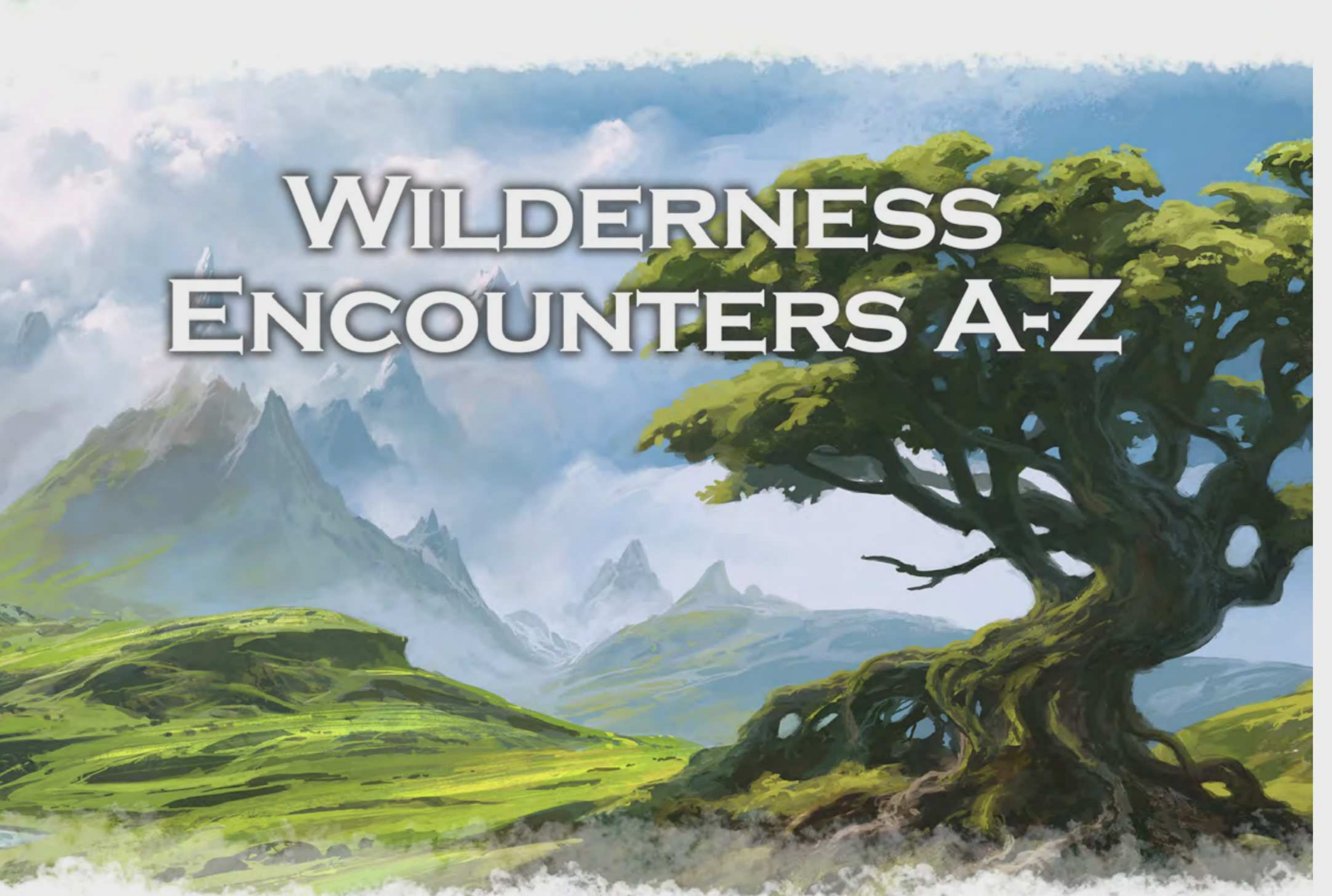
You can use the table to roll random wilderness boon encounters, and then refer to the alphabetical list at the end of the Wilderness Chapter for more information on each encounter.

WILDERNESS BOONS

ROLL (D100)	WILDERNESS BOONS	DESCRIPTION
1	ADVENTURING KIT	A handy bag filled with kit
2	ALCHEMICAL INGREDIENTS	Ingredients for potions
3	ALL SEASONS BEDROLL	The latest in adventure camping
4	APPAREL STASH	Exotic fashion and armour
5 - 6	ARROWS	Beautiful arrows
7 - 8	BOOK OF THE EYE	Magical book
9 - 10	BUNCH OF FLOWERS	A pretty collection
11	CONCEALED CONTRABAND	A smuggler's stash
12 - 13	CURSED VIOLIN	An expensive instrument
14 - 15	DELICIOUS HERBS	An exotic herbal mixture
16 - 17	DETAILED MAP	A treasure map
18 - 19	EGGS	Unusual, purple and speckled
20	EXOTIC FLORAL ARRANGEMENTS	Fashionable flowers
21 - 22	FIREWOOD	A box of firewood
23 - 24	FLORAL HEADDRESS	Adds to any Character's appearance
25	FULL DINING SET	A valuable stash
26	GLITTERING ROCKFACE	This rock is speckled with diamonds
27 - 28	GOLD PILE	Gold
29 - 30	GOLDEN KEYS	A large set of ornate gold keys
31 - 32	GRAND PIANO	A piano of huge value
33	GUANO	Valuable and smelly
34 - 35	GUARDED CHEST	A small box with two guards
36 - 37	HAMMER OF JUSTICE	Enchanted and humming
38	HEALING BALM	A foul smelling green ointment
39 - 40	HIKING BOOTS	Soft, hard wearing leather boots
41 - 42	HORN OF BATTLE	A well crafted battle horn
43	LEATHER	A stash of cured leather
44	LONE TENT	A tent already erected
45	LOTIONS AND POTIONS	A mixture of magical potions
46 - 47	MAPS AND CHARTS	A bag of papers
48 - 49	MASTER HUNTER ARROWS	Finely crafted arrows
50	MILITARY RECIPE BOOK	An army marches on its stomach

WILDERNESS BOONS

ROLL (D100)	WILDERNESS BOONS	DESCRIPTION
51	NECKLACE	A dainty necklace
52	NICE SHOES	Court shoes
53	ORNATE PURSE	A small purse
54 - 55	PAINTS	A set of paint pots
56 - 58	POISON TROVE	A poison for any occasion
59 - 60	POTION INGREDIENTS	A mix of rare herbs and plants
61	PRISTINE SCROLL	A paper scroll with magical instructions
62	PUREST GREEN	More valuable than you may think
63 - 64	RIDDLE STONE	A riddle
65	RING ADORNED HAND	Various sized rings
66 - 67	RING OF THE LOST	A magical ring
68	SALVAGE ONSHORE	Washed up treasures
69	SCARCE FRUITS	Powerful, delicious and delicate
70 - 71	SHIELD OF ENCOURAGEMENT	A sentient shield
72 - 73	SILK WORMS	A jar of worms
74 - 75	SIMMERING STEW POT	Warm and filling meal
76	SMALL STASH	A small stash of goodies
77 - 78	STASH OF UNKNOWN COINS	A small stash of gold coins
79 - 80	STONE CURRENCY	Valuable carved stones
81 - 82	SUMMONER'S BLUEPRINTS	A paper scroll with magical instructions
83 - 84	SWORD OF HEROES	A talking magical sword
85	TOOLS OF ENCHANTMENT	A small bag of interesting tools
86 - 87	TRADER'S CACHE	A trader's stash
88 - 89	TREE GEMS	Sparkling emeralds as big as acorns
90	TURNIP	Shaped like a thingie
91	UNCOMMON MUSHROOMS	Rare mushrooms with many uses
92	UNUSUAL DELICACY	Valuable arachnids
93	VALUABLE CRYSTALS	Beautiful crystals in a range of colours
94 - 95	WAR HORSE	An armoured and combat trained horse
96 - 97	WATER FLASK	Drinking water
98 - 99	WEAPON STASH	A hidden pile of weapons
100	WEIGHTY TOME	A metal covered locked book



WILDERNESS ENCOUNTERS A-Z

From suspicious ritual sites to highly unusual natural phenomenon, unexpected beasts to buried treasures, hidden paths and unsettling discoveries. You can find much to add to your wilderness in these pages.

WELCOME TO THE ENCOUNTERS

The following pages contain all the encounters for the Wilderness Chapter listed in alphabetical order.

Here we offer further details on the encounters and how to run them.

Each encounter we offer here can be found in the random tables in the wilderness regions sections earlier in this chapter.

Should you wish to randomise your encounters you can simply refer to the random table in the relevant wilderness region and roll a D100. You can then look your selected encounter up in the following A-Z list.

Of course you can also choose whichever encounters you would like to use!

HOW MANY?

We offer over 350 encounters in this section which can occur in a wilderness setting, and suggest the region(s) in which they would fit best.

Some of our encounters present great risks, others great rewards, whilst some are more left field...

Some may give exact detail on what the suggested outcome might be while many are open to your interpretation.

Use them as is or for inspiration and a starting point to build your own tailored encounters for your game.

We hope these encounters are as fun for you to run as they were for us to write!

WILDERNESS ENCOUNTERS A-Z



CHANCE

Some encounters present options that have a chance of occurring, these have a percentage shown in brackets, e.g. (10%), simply use percentile dice to determine if the option is in the encounter.

CONFLICTING TEXT

Due to the random nature of the encounter tables you may end up with some conflicting effects taking place in the same location.

Either choose whichever suits your game most, apply them in the order rolled, with newer effects taking precedence over previous ones, or even mash them together to make a new hybrid combination of encounters.

ENCHANTED ITEMS

Where an encounter suggests an enchanted, mastercrafted or magical item is present, you will need to choose an appropriate item for the system and power level you are using.

FIND YOUR BALANCE

It's completely your decision on how much you choose to embrace the randomness!

When a set of random rolled encounters don't work well together, just re-roll or pick more appropriate encounters.

SYSTEM MECHANICS

We have used standard terminology throughout so you can translate these encounters into your chosen system in a way which is appropriate for your Characters.

You can find further details on this at the start of this book in the System Mechanics section. We have included some additional guidance for those of you running 5E games.

We encourage you to take these encounters and make them your own. We have written our encounters in such a way that, if needed, they can be used and adapted to progress your campaign's overarching plot. Or they can act as unexpected side quests!

Everything can be found in the pages that follow, from quick combat encounters to uncovering ancient sites that would be a full adventure in their own right.

GM TIPS

There is no right or wrong way to run these encounters. They are designed to be a mix of challenging, thought provoking, inspiration sparking, background flavour and, most of all, fun for all involved!



WILDERNESS ENCOUNTERS A-Z

A DOG CALLED SASSY

Plains

This long nosed fluffy collie dog approaches the Characters.

The dog appears well fed, well groomed, and has both a collar and a small tag, marking it as domesticated.

Wagging their tail, they bark repeatedly and rhythmically whilst trying to get someone to follow them.

If any Character can understand animals, or if they follow the dog, they will discover a farmer [Standard Commoner NPC] trapped down a nearby well.

A LONE IRIS

Desert, Mountain, Plains, Swamp & Jungle

It could not have got here by itself. This exotic plant is not native to this area and looks to have been planted with great care.

A small box, perfectly sized for letters, is hidden nearby and is [Routine] to find.

This area is close to the border between two fiefdoms that have little time for each other, but each aging noble has an heir of similar age.

Could the Characters discover a valuable secret here?

ABANDONED MINE ENTRANCE

Swamp & Jungle

Standing out in this untouched and overgrown natural environment is a square mine entrance, reinforced with wooden beams.

The tunnel descends into darkness. There seem to be rusted tracks on the floor suggesting carts were used, so a fairly large operation once ran here.

It looks to have been abandoned for years though, and nature has been slowly reclaiming the ground and eating away at the support beams.

There may well be some kit or loot worth venturing in to collect, but the structure is less than sound and it's likely (60%) that a [Large] group of giant toads [Standard Beast] have made a home here and will react badly to intruders.

ADVENTURING KIT

Wilderness Boon

An extremely useful adventure kit in a sturdy leather pack, featuring a hammer, axe, knife, lamp oil, whetstone, tinderbox, pan, rope, climbing pick, a few days rations and appropriate clothing for the environment.

There is even a chance (20%) that a healing potion would be part of the kit.



ALCHEMICAL INGREDIENTS

Wilderness Boon

A sealed pouch filled with dried herbs, spices and fungi Ingredients.

The pouch contains enough ingredients to brew up a sizeable batch of fortifying tea, if a Character has the know how [Routine].

The tea can be used to greatly improve any bonuses the Characters gain from resting.

ALL IS DUST

Desert

The Characters have run out of almost all of their water, with just a few drops left at most.

Even the most carefully rationed water supplies seem to now just be a fine dust in their containers.

They may decide to proceed and hope for a water source or change in terrain, turn and retrace their steps or try to uncover the source of their missing water.

The water loss may just be bad planning, a leak in a vital barrel or it could even (30%) be a dust elemental [Elite Monster] that has displaced the water.

WILDERNESS ENCOUNTERS A-Z

ALL SEASONS BEDROLL

Wilderness Boon

This finely crafted bedroll has multiple layers that include a thick water resistant oiled outer skin, a warm fleece and a light cotton inner.

The result is a bedroll that can be adjusted so the sleeper is not too hot and not too cold.

ALTITUDE

Mountain

High in these challenging peaks the thin air offers little and saps energy and breath from adventurers.

Movement, stamina and concentration are all decreased unless Characters can acclimatise.

Of course any local creatures would not suffer the same problems.

AMBUSH PREDATOR

Swamp & Jungle

Without warning this huge [Elite Beast] covered in heavy scales and bristling with teeth erupts from where it was hiding in a pool of black water, and tries to grab the nearest Character.

If successful it will attempt to drag them to the bottom of the dank waters.

ANCIENT TEMPLE

Swamp & Jungle

This vine covered ziggurat rises from the sodden plant littered floor.

It clearly belongs to an ancient civilisation, but there are clues that are [Difficult] for a keen eyed Character to notice, suggesting that the ancient magics once worshiped here still reside.

There is an opening on the summit that drops down into the unknown.

Treat this temple as a small dungeon populated with giant rats, zombies of long dead priests and possessed monkeys.

There is magical treasure to be had, but its ancient power is unpredictable and liable to do more harm than good...

ANTS NEST

Plains

Dug out underground, this huge sprawling nest houses millions of red ants with powerful mandibles which can deliver a nasty nip.

Almost completely invisible and [Difficult] to spot, any Character who walks over a section of the nest will be quickly covered by these feisty little beasts defending their nest and queen.

Treat the ant swarms as [Easy Beasts]. However unless fire or similar is deployed it's [Very Difficult] to actually kill enough to make them stop, and the best course of action is to get out of the area of the nest.

APPAREL STASH

Wilderness Boon

A neatly arranged pile of expensive well made clothes of the latest fashions, better suited to court events than wilderness travel.

The owner is nowhere to be seen and could have had a teleport mishap, shape-shifted, gone mad and disrobed or is simply relaxing in a nearby pool.

ARCHAEOLOGIST

Arctic, Desert, Mountain, Plains, Sea & Shore, Swamp & Jungle

This archaeologist [Standard Scholar NPC] is well known in their home city, being an authority on ancient civilisations. They lecture on the subject in court.

They have a reputation for identifying the seat of truly ancient civilisations and thoroughly looting them for personal profit.

They'll approach the Characters and tell of a nearby site that is in a monster infested area, and will offer a share of any loot.

The site could be a small ruin guarded by a [Pair] of Chimera like [Elite Monsters], or it could even be a whole lost city full of loot, traps, monsters and ancient secrets to uncover (generate a Dungeon).

ARROWS

Wilderness Boon

Crafted by a talented fletcher, this brace of a dozen long arrows will fly straight and true.



WILDERNESS ENCOUNTERS A-Z

ARTISTIC TOURIST

Arctic, Desert, Forest, Mountain, Swamp & Jungle

This noble [Standard Scholar NPC] is a keen and talented artist. They are travelling in these parts to capture the raw natural beauty.

Travelling with sketchpad and water colours, they will be deeply engrossed in a sketch when met by the Characters.

They may pay the Characters to accompany them to the best viewing points, or may be persuaded to draw the Characters.

Their noble upbringing heavily influences their portrait work though, so any high born Character is almost guaranteed a flattering portrait where as anyone else will get a picture with any flaws highlighted.

Of course the noble is very well equipped. As well as their artistic supplies they have “top end” survival gear and travelling clothes.

They are not travelling light and have a pair of mules to carry their glamping kit.

ASTRONOMER

Arctic, Desert, Mountain, Plains, Sea & Shore

This mage [Elite Wizard NPC] teleports around the wilderness, searching for the best unbroken view of the stars to assist in their work.

They are tracking several interesting comets and asteroids, as well as mapping the stars from several specific points.

They are happy to meet the Characters, this being lonely work, and even more happy to share tales of their work and predictions based on the stars.

They'll inquire as to the birth month of the eldest Character.

On finding out, they spend much time pouring over charts and graphs, frantically taking notes. They then proudly announce that they predict that Character will find the colour blue lucky this week, although they should take care of any big investments and save their gold until the moon has waxed (or similar vague advice).

The advice is actually sound and should grant a minor benefit to the Character if they follow it.

AUDIBLE BATS

Desert, Forest, Plains, Swamp & Jungle

Bats, known to hunt by an inaudible sonar, are suddenly very audible to all around them and the air is full of clicking echoes.

The bats seem unconcerned and are still able to navigate and hunt perfectly well.

These bats are actually from a type bred to deliver coded messages for a shadowy cult that have escaped into the wild.

It would be a [Very Difficult] task for a Character unfamiliar with the coded messages to decipher them, but if they did it would be akin to finding a trove of messages sent by the cult.

AURORA

Arctic

These beautiful blue-green lights dance in the sky on the northern horizon. They float closer and closer to the ground, hovering tantalizingly almost close enough to touch.

If the Characters are unlucky (20%) then they are about to encounter a [Small] group of Aurora Wraiths.

An Aurora Wraith is a [Standard Monster] with a freezing touch that is [Difficult] to damage by non-magical means.

However they are vulnerable to very bright lights.

AVALANCHE

Arctic, Mountain

This region has had heavy snowfall recently and is now susceptible to avalanches.

Any loud noises could trigger the snow to run down the hills like water, demolishing all in its path.

The phenomenon is bewitching to watch from a distance, and terrifying up close.

It would be [Routine] for a loud noise or any actions which disturb the snow to trigger an avalanche.

An avalanche covers a large area and would be [Near Impossible] to outrun.

WILDERNESS ENCOUNTERS A-Z

BARK DOOR

Forest

In the trunk of this large tree there is a tiny wooden door barely a foot in height, well concealed and with a tiny doorbell next to it.

If any Character is versed in fae lore it would be [Routine] to know that if a gift is left before ringing the bell then the fae folk of the forest may answer and give greetings and advice.

However, ringing the bell with no gift in place will annoy the fae folk instead, and almost guarantee some tricks will be played on the Characters as they travel or camp in the forest.

BARREN WHITE WASTES

Arctic

There is nothing to hunt here, no vegetation to attract animals, no animals to attract predators and nothing with which to replenish supplies.

As a harbinger of a possible grim future the Characters come across a frozen corpse, missing limbs and covered in suspicious looking bite marks.

The corpse looks to be wearing clothing deemed fairly modern and does not appear to have been here long.

They are likely (60%) to have a [Pair] of insane and desperate cannibals [Standard Warrior NPC] try to ambush them in the near future.

BEACH HAIR

Sea & Shore

The mix of salt and minerals in the water of this region have a dramatic effect on hair, beards and fur.

It acts like a very strong hair setting agent when either combed into hair or sprayed on by rough surf.

The firm hold provided by the salt water can lead to some outrageous hair styles and any Character with any styling skills would find it [Routine] to use the effect to enhance appearances.

However, without some styling assistance any Characters with particularly long hair, beards or fur coats will start to look very unkempt as spikes of hair will form in a haphazard manner.

BEARS

Forest

These bears are not so much having a picnic as finishing eating the recent corpse of an unlucky traveller.

The [Small] group of bears [Standard Beast] don't like being disturbed and seem to have picked up a taste for flesh. They round on the Characters and attack!

BEAST SETT

Forest

Under the roots of this big fir tree, huge holes act as the entrance to a twisting maze of tunnels.

There are a [Large] number of Dire Badgers [Standard Beast] who call this place home. Whilst they usually prefer to stay away from people, they will not thank anyone getting too close and will fiercely defend the sett.

The sett runs deep and could well connect to caves and old mines in this area.

BITING WINDS

Arctic, Mountain

This unrelenting biting wind cuts through cloth and gaps in clothing to sting the skin below.

Any Character dressed appropriately will find it [Routine] to cope with the effects of the cold

Those not fully equipped, or unused to these conditions, will start to suffer with exposed hands and feet particularly affected.

BIZARRE SUNS

Arctic, Desert, Plains, Sea & Shore, Swamp & Jungle

Navigating by the sun just got a lot harder as now there are two suns visible in the sky.

This also means that without shade the brightness of the twin suns makes it [Difficult] to see properly, and any Character sensitive to sunlight is in for a bad time.

Hopefully this is just an illusion, freak atmospheric event, trick of the light or weird reflection.

Otherwise a new sun has appeared, which cannot be good news for the world as a whole and would lead to a new era of rapidly rising temperatures.

WILDERNESS ENCOUNTERS A-Z

BLACK POOLS

Swamp & Jungle

This region has a [Very Large] number of jet black water pools that are almost impossible to see through.

Characters will have no idea how deep they are, or if anything is lurking beneath the surface waiting to ambush.

The pools are actually nests for Stygian Ink Maws, amphibian ambush predators [Standard Beast] who extrude a potent black ink that turns the pools they wallow in into the colour of the void.

BLIZZARD

Arctic

The snowflakes that have been drifting in the air are now falling with a purpose.

Getting heavier by the minute, these large flakes settle thickly onto the snow fields.

The air is so thick with falling squalls of snow that visibility is reduced to near zero and tracks, paths and footprints become quickly hidden.

It will be [Near Impossible] to see and navigate in the blizzard and unless the Characters can take cover, make a shelter or otherwise negate the cold they will take [Light] damage.

Any cover must be robust as a large weight of snow will quickly settle atop it. A shelter collapse would leave Characters buried and in dire straits.

BOGGY GROUND

Plains

This deep green area is not grass but an extensive field of moss covered bogs.

As the Characters enter the area they will find the ground sinks slowly beneath them and oozes out a foul brackish water and gagging stench.

The ground makes movement slow right down, and it would be [Routine] to avoid falling in to the boggy ground.

Also any Character not wearing high watertight boots is going to get very wet feet if they have to walk on this ground.

BOOK OF THE EYE

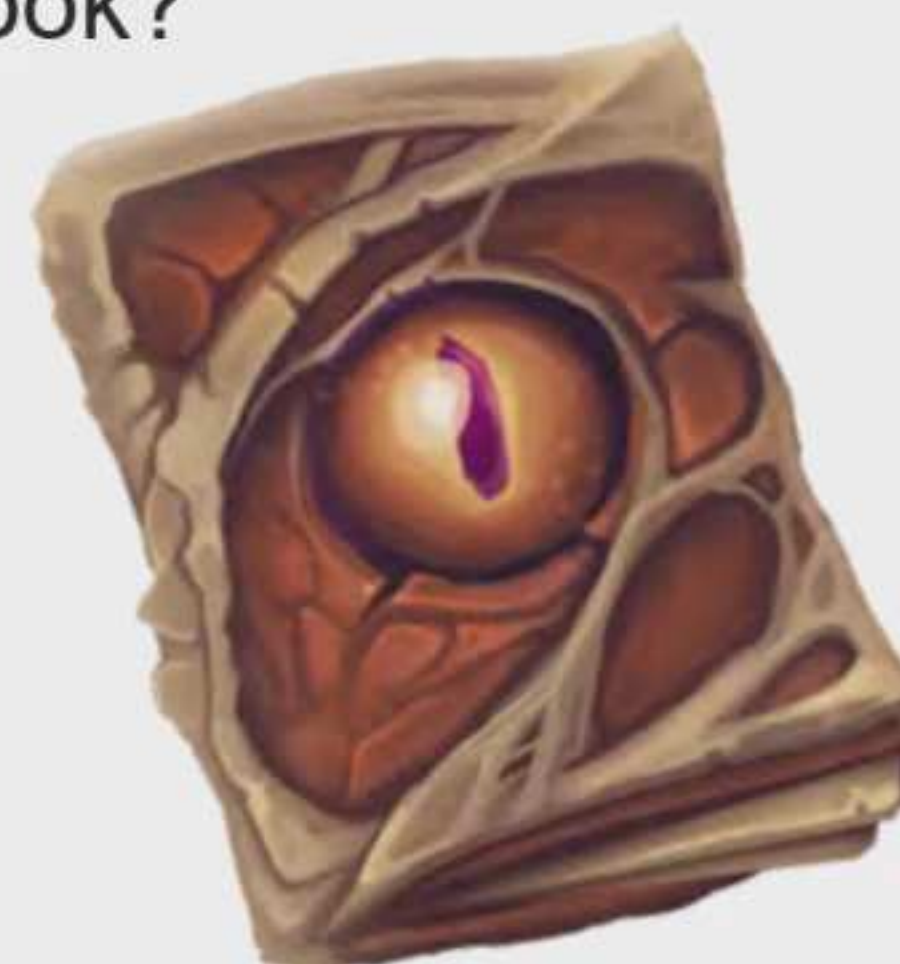
Wilderness Boon

The leather cover of this worn book features a reptile eye which looks suspiciously at the Characters.

This grim tome is one of a pair of books that allow for long distance communication. Any text written in one book appears within the twinned volume and vice versa, as long as the writing is in an infernal script.

It's also possible to activate the eye to scry and report on whatever is in the surroundings of the book if the correct activation incantation is known.

The biggest question of course is who holds the twin volume of this book?



BOULDER GUARDIAN

Forest, Mountain, Plains

This seemingly innocent pile of rocks suddenly comes to life and forms into a formidable Stone Golem [Elite Monster].

The Stone Golem is a slow opponent, but packs a punch and is resistant to most attacks.

These Golems, animated by powerful magical influences, are usually used as subtle and effective guardians for hidden entrances where actual guards would give away the location.

BOUNTY HUNTER

Plains, Desert

This group of travellers is a well known bounty hunter [Elite Performer NPC] and their [Equal] entourage of eager fans and followers [Easy Warrior NPC].

The bounty hunter is loud, brash and good at making friends with their many impressive tales of villains caught and wrongs righted.

However, they are much better at telling tall tales of their deeds than they are at actually catching anyone.

WILDERNESS ENCOUNTERS A-Z

BRAMBLE MAZE

Forest

This path through the forest ends abruptly in a thick blackberry laden wall of brambles. Disconcertingly, retracing steps will also lead to a bramble wall; the Characters are trapped within a maze...

A close look within the brambles will [Routine] spot bones and skulls entwined amongst the thorny plant interior.

The brambles themselves are alive and slowly moving to try and trap, then devour the Characters.

They try to achieve this by keeping the Characters lost and travelling within the maze, then when they stop to rest the plants encroach and try to entangle the tired and sleeping Characters.

It would be [Very Difficult] and time consuming to find an exit from the maze.

It's possible to hack and fight your way out, with each individual section of the maze counting as a [Standard Monster] and there being a [Large] or [Very Large] number to get through.

The maze, and of course the forest around it, are also vulnerable to fire.

BREAKING WAVES

Sea & Shore

High winds have made for large waves in this area that break against the shore or ship.

Characters must take [Routine] care to avoid being knocked off balance when waves hit, and will find that visibility is reduced by the salt spray in the air.

BRIDGE TROLL

Plains

Characters hear a gruff voice challenge them as they cross this bridge.

The owner of the voice is unhappy with the noisy foot traffic above on the bridge they call home, and steps out to block the exit.

It emerges to be a [Lone] Bridge Troll [Elite Monster] which will refuse to let anyone cross unless a large goat can be found at short notice.

BUNCH OF FLOWERS

Wilderness Boon

A hand-picked bunch of flowers carefully chosen to reflect the Character's traits, there is a simple hand written note saying "thank you" but no sign of who left them here.

BURIAL GROUNDS

Plains

This area is rife with barrows and stacked stone cairns marking burial sites.

A [Very Large] group of Skeletal Warriors [Easy Monster] roam the land by night led by a fearsome Tomb King [Elite Monster].

Of course, any Characters breaking into the tombs and barrows may also meet the local guardians in the day time.

BURIED IN THE SAND

Desert

Uncovered by the endlessly shifting sands, the uppermost parts of an ancient structure have been revealed unexpectedly.

Characters who investigate may find a way in and discover that, although sand has not filled the interior, a [Horde] of Dune Scorpions [Easy Beast] now call this ruin home.

BURROWING MONSTERS

Plains, Swamp & Jungle

This is the hunting ground for an [Equal] sized pack of Red Ridged Fang Eels [Easy Monster].

These creatures travel just beneath the surface and burst out without waring to ambush prey.

They have a poisonous bite, creating a wound that festers, so despite their relatively small size they can hunt impressive prey!

Characters who are not heavily armoured will be targeted.

Any bites deal only [Minor] damage initially, but continue to wound the Character, increasing over time, until proper help can be found.

WILDERNESS ENCOUNTERS A-Z

CAMEL TRAIN

Desert

These creatures, equipped with humps filled with water reserves and large feet to move across sand, are used as beasts of burden to transport goods and people across the dunes.

They walk in single file and you can hear the grumbling for many miles around.

This caravan consists of a [Small] number of nomadic merchants [Standard Performer NPC] and their [Large] group of caravan guards [Standard Warrior NPC]. They may present trading opportunities and some very interesting information on the area for the Characters.

CAPTURE NETS

Swamp & Jungle

This whole area has been rigged with primitive hunting traps; concealed or submerged nets, tripwires and camouflaged deadfalls are scattered all around.

The traps are [Routine] to notice, but any Character moving faster than a slow, careful pace will find it [Difficult] to avoid falling victim to a trap.

It's likely that making a lot of noise in the area or setting of a few traps will attract a [Large] hunting party [Standard Ranger NPC] looking to see what they've caught. These hunters may or may not be friendly...

CARNIVOROUS BUNNIES

Forest, Mountain, Plains

Unlike normal bunnies these have a taste for flesh.

Untrained eyes would find it [Very Difficult] to spot the difference between these and normal rabbits, so Characters may wander in to attack range.

This [Equal] sized fluffle of Horrific Rabbits [Easy Monster] strike with a powerful leap, jumping to attack exposed necks with vicious teeth for a [Major] amount of damage.

Characters can always avoid the encounter entirely, or disengage, by shouting "run away" and running away.

It's highly likely these rabbits are part of a devilish joke.

CARRION MOSS CARPET

Forest

This strange thick moss covers everything in this area, engulfing trees, plants and any trails in a smothering deep blood red mossy blanket.

The moss is somewhat wet and bloody liquid pools when the moss is depressed.

The moss is soft underfoot and on average is around one foot deep. Larger and heavier Characters may begin to sink into it alarmingly.

Characters may realise the moss is carnivorous and is slowly digesting all animals and insects it touches.

It is [Difficult] to travel through the moss and any Character without suitable protection will receive [Light] damage from repeated contact.

CARVED HORNS ARCH

Arctic, Desert

Two enormous horns, resembling giant twisted tusks, rise to form an archway.

There seems to be a well worn path which heads under the arch.

There are strange engravings on the horns, and Characters should be extremely cautious if approaching this magical archway as it is set in a place of power.

This is likely a long dormant gateway to an infernal realm, let's hope nobody tries to re-open it...

CATACOMBS

Desert

The sands here are not empty, just below the shallow surface lies a series of ancient catacombs.

They are used today by traders and smugglers for storing goods and escaping the heat of the day.

These tunnels are famously maze-like and many who venture too far in are never seen again.

The rumour is that Sand Ghouls [Easy Monster] hide amongst the deepest reaches of the catacombs.

The Characters may find a recent collapse has opened a new entrance no-one else has found yet!

WILDERNESS ENCOUNTERS A-Z

CHALLENGING SLOPE

Mountain

The treacherous terrain and poor footing, combined with very close ravines, is likely to require the Characters to proceed in a line while roped together.

Traversing this area would be a [Routine] task for a trained climber.

Of course it is possible that any Character falling could set off a chain reaction and take the other Characters with them!

CHARGED BY THE SUN

Desert

Approaching at a rapid pace under a noon-day sun are a [Pair] of Lurid Sunsaurs [Elite Beast]. These giant mottled lizard-like creatures are after fresh meat.

At night these diurnal predators are docile, tired and of little threat, however when the sun rises they become frenzied hunters and a scourge of the sands.

Any Character able to put these creatures in the shade will be able to calm them down.

CHARGING BEAST

Plains

A herd of large grazing animals call this area home.

Alarmed by the intrusion of the Characters into its territory, the huge horned Booming Auroch Bull [Elite Beast], panics and charges the brightest dressed Character (red as a preference).

The [Horde] of Lesser Aurochs [Easy Beast], startled by the bull, are very likely to begin a stampede if the [Very Difficult] task of calming them is unsuccessful.

Of course any Characters with wrangling experience would find it [Routine] to control the herd.



CLOUD FORMATIONS

Desert, Forest, Mountain, Plains, Sea & Shore, Swamp & Jungle

The clouds look soft and fluffy, Characters imagine they would be soft to the touch and comfortable to sit on. The clouds, while numerous, leave plenty of cheerful blue sky to cheer the Characters. So far so idyllic.

As is traditional, everyone may take a moment to look at the different cloud shapes and play “spot the cloud” where someone calls out what a cloud looks like and the others must point to the cloud in question.

All is going very cheerfully until a Character spots a cloud which is shaped exactly like a face, looking right at them.

The cloud face winks.

CLOUD PIERCER

Mountain

Whether a very high mountain or a low cloud, the result is the same. The Characters are now inside a thick billowing fog with visibility often down to a few feet.

This in itself makes travel far more difficult, but the real danger is in the near silent advance of a [Small] pack of Sky Talons [Standard Monsters].

These monsters resemble large feathered cats with elongated fangs and talons for feet that are almost fully transparent and [Very Difficult] to see with the naked eye.

CLOUD TREE

Forest

This is the tallest tree in the forest, grown beyond the limits of nature and so high that its upper branches reach the lowest clouds.

Oddly, the Characters didn’t see this tree from afar, it only seems to have appeared now they are much closer to it.

If observed, the clouds seem to move strangely, each staying over the tree for a day or so before moving on.

Any Characters able to climb or fly to the top will discover a fey town that interconnects to other realms via pathways in the clouds.

WILDERNESS ENCOUNTERS A-Z

CLUMPS OF REEDS

Swamp & Jungle

Thin, dark reeds grow here in hairlike clumps where the mud and water allows.

Whilst these look like patches of more stable ground, they are in fact the backs of a [large] knot of Giant Brawny Anuras [Standard Beast].

These oversized toad beasts have a poisonous spit attack that can [Routine] paralyze targets for a short time.

They also don't like being trodden on!

It would be a [Difficult] task to notice the clumps for what they are.



COLD NIGHTS

Desert

Characters may already have realised that nights in this desert are extremely cold. If not they find out very quickly during the first night!

With nothing to hold the heat, and clear skies above, the temperature plummets rapidly. Any Characters not equipped for the cold will suffer [Minor] damage.

Huddling around a fire would negate this, but could attract attention from far and wide across the area.

COLD WATERS

Sea & Shore

The water here is barely above freezing and sloshes slowly like blood, somehow thicker than normal.

Any Character entering the cold water will suffer [Light] damage and would find it [Routine] to avoid cold water shock that would briefly incapacitate them.

Anyone staying in the water would continue to receive regular [Light] damage until they exit the water or freeze to death.

COLOSSAL MACHINE WRECK

Plains

Giant cogs, springs and a broken wheel the size of a barn stick out from the plain amongst a slew of mechanical debris of all types.

There is probably some good salvage to be had, which would explain the [Equal] group of scavengers [Standard Rogue NPC] led by a scruffy warlock [Standard Wizard NPC] rummaging through the wreckage.

They have laid claim to this salvage and don't feel like sharing. If the Characters leave them alone they would return the favour.

CONCEALED CONTRABAND

Wilderness Boon

A large crate sealed & wrapped in heavy oiled cloth. It looks like it was hidden with purpose.

Inside is a trove of less than legal goods, narcotics and alcohol.

The trove is split into nondescript bottles and boxes, and some fine crystal vessels clearly meant for the richer clientele.

CONSTRUCTOR SNAKE

Swamp & Jungle

Whilst travelling in this area, the lead Character would find it [Very Difficult] to spot the huge Grand Constrictor [Elite beast] masquerading as a fat tree root.

Right up until they brush against it, at which point it attacks with the advantage of surprise.

It will try to curl around the Character's neck and start to squeeze.

If successful, it will be [Difficult] to hit the snake without also damaging the target of its constriction.

The snake may already have a suspiciously large bump in its mid section which the Characters may want to investigate if they slay the beast.

It could turn out to be someone they knew, or maybe some loot.

It may also be a mythical beast of some form, or even a writhing mass of smaller snakes.



WILDERNESS ENCOUNTERS A-Z

CRAB SWARM

Sea & Shore

Yearly the crabs have to migrate to the coast, into the water and across the ocean. If encountered on land they are an annoyance, getting underfoot as they carpet the terrain.

In the water however, they are a dangerous [Beyond Count] swarm of [Easy Beast], able to swim and hunt by dragging prey to the sea floor where they overwhelm them.

Any Character in shallow waters is likely to experience an attack.

CRACK!

Mountain

The ground underfoot turns out to be a thin combination of ice, snow and rock stretching above a black abyss.

Without warning it starts to give way under the weight of the Characters!

It will be [Difficult] for the Characters to safely navigate the cracking ice back to firmer safer ground, however this could be made easier by throwing any heavy gear in to the already formed gaps between the ice.

CRASHED SHIP

Mountain

A curved wooden hull sits at a jaunty angle on this mountain ledge.

It could have been an airship that crashed or an out of place sailing ship, however it is now home to an evil tempered Air Elemental [Elite Monster] that is tied to the crashed ship by binding wards.

The elemental was enslaved to the ship and used to provide favourable winds.

It is not particularly happy with its lot in life, and doesn't much care who is responsible.

The Characters may garner some favor with it if they were to free it, or they could just end up with an angry air elemental that can follow them anywhere.

CREEPING BLOOMS

Forest

This area is home to a [Beyond Count] number of Creeping Blooms [Easy Monster]. These unnatural looking plants stand taller than a man, with a crop of vine like tendrils beneath a large tasteless flower.

Whilst mobile and carnivorous, the plants are incredibly slow moving. A Character would have to get very close to be subjected to an attack where the plant quickly lashes out with its tendrils.

They are [Routine] to avoid, however they are everywhere and it would be a foolish group that set up camp here!

CREVASSE

Arctic

A deep crevasse cuts across this area and gives rise to an eerie whistle as the wind picks its way through the depths.

The crevasse is covered with a thin layer of snow and ice in many areas, and fully collapsed in others, creating a treacherous maze of small unstable paths across the area.

Characters should take extreme care when travelling through this area. They will find it [Difficult] to avoid slipping and sliding, which could trigger a further collapse of the thin ice.

It is [Very Difficult] to see which areas are the least stable, but if a Character manages to find a safe route then this journey would be [Routine].

CURSED VIOLIN

Wilderness Boon

This valuable looking beautifully crafted instrument is carefully wrapped in heavy velvet and sealed in a case to protect it from the elements.

The violin is indeed a mastercraft instrument capable of playing truly emotional music and giving bonuses to any performance it's used for. However it is also cursed.

For a week after playing the violin, the performer will find all shoes in existence are suddenly very uncomfortable.

WILDERNESS ENCOUNTERS A-Z

DEAD BIRDS

Swamp & Jungle

Lying all about are dozens of feathered bodies belonging to a local songbird species.

They seem to have just dropped dead and fallen from the trees, they show no blood or visible marks of injury. Although a thorough check [Difficult] could ascertain that they died from fright, and all their eardrums have burst.

If the Characters spend too long in the area they may meet the [Lone] Drowned Howler [Elite Monster] responsible.

This undead creature is the angry spirit of a drowned maid, and has an unearthly scream that can cause [Major] damage to all who hear it.

DEAD COPSE

Swamp & Jungle

The dank waters have invaded and claimed this wooded area causing all the trees to drown, leaving only their broken, twisted and skeletal remains.

The vast root systems of this former forest are now a tangled underwater trip hazard and home to a [Large] number of Murder Vines [Standard Beast] that will try to entangle and drown any trespassers.

Any vessels that rely on oars or poles will soon find them stuck in either the roots or a Murder Vine.



DEADLY STORM

Sea & Shore

The waves rise higher than the mast, the rain lashes sideways and the salt spray covers everything.

All Characters who are on board are soaked through and must attempt the [Difficult] task of navigating the storm and keeping the ship afloat.

The Characters must steer the ship, man the rigging and navigate the huge waves as the storm tries to sink them!

The ship will try to run with the wind, although too much sail could break the mast in these winds.

The ship must travel forwards with enough momentum to traverse the huge waves. If she is caught sideways, or fails to make it over the peak, the waves will capsize her.

DECAYED TREE

Forest

The bare branches of this tree have no leaves or other sign of life, however there are many simple trinkets formed from woven twigs tied throughout.

When the sun shines through at a certain angle, the dead branches and trinkets form a strange shadow.

This is an altar to an ancient forest god, and any holy magic cast near to the tree will have its effect twisted and reversed until it becomes a harmful spell.

DEFENDING TERRITORY

Forest, Mountain, Plains

Notorious for their evil demeanour, this [Large] group of stealthy Iron Maw Stalkers [Standard Beast] hate intruders in their territory.

These nocturnal jackal creatures emerge at night to rid the area of the cuter and less vicious wildlife.

They will attack the Characters if they rest in the area, stalking from their den to attack with little warning.

They will also attack in the day if the Characters wake them by straying too close to the den.

If attacking after being woken in their den they will enter a rage, but they cannot see well in daylight so that's something.

WILDERNESS ENCOUNTERS A-Z

DELICIOUS HERBS

Wilderness Boon

Any suitably trained Character will [Simple] notice this collection of plants combine into a sauce that will make even a meal of warm mud delicious.

DETAILED MAP

Wilderness Boon

Inside a wax sealed scroll tube is a fresh looking map. The area detailed in the map is not familiar to the Characters, but it uses two distinctive landmarks and is highly detailed.

There is a clear X. Now all the Characters need to do is find the landmarks.



DIRE CROWS

Forest, Mountains, Plains

A loud cawing murder, consisting of a [Horde] of Dire Crows [Easy Beast], is winging its way towards the Characters.

There is little time to prepare before the crows attack. They will target the tallest Characters first, and any with uncovered faces, going for the eyes.

DOG PACKS

Plains

These wild dogs [Easy Beast] are smaller than wolves but hunt in a [Horde] large pack.

Led by the top male and female dogs [Standard Beast] they hunt this area for young, old or injured prey. Often following and harassing them over long distances.

Any Character not on full health may attract unwanted attention, and this pack will make best use of their large numbers.

DOLDRUMS

Sea & Shore

The water is still, the air is still, the sun is relentless and the ship is going nowhere.

It would be [Simple] for Characters to avoid turning to a foul mood, however any hired crew may not be so lucky and will be increasingly agitated the longer the ship stays still.

DOVE

Sea & Shore

The Characters see a white dove flying alongside them.

It has something in its beak. They may wonder if it has been sent from a ship much further out to sea to find land, and return with a twig to share the good news.

As the dove flies past, the Characters notice it is holding not a twig but a severed finger.

It is not clear if the dove's owners will consider this good or bad news.

The Characters may follow the slow flying dove to find out!

DOWN THE RABBIT HOLE

Forest

The most noticeable feature in this area of the forest is a large burrow between the roots of an old oak tree. Characters glimpse a flash of white fur vanishing down it in a rush, as if the wearer had just ran into the hole.

The hole is only two foot high and looks to go deep into the earth.

Any Character following the tunnel will eventually meet an [Equal] group of Sentient Woodland Animals [Standard Commoner Beast] and a Gnome Druid [Standard Cleric NPC] busy preparing for a dinner party.

Despite their unusual surroundings, there is fine fare and an extensive set up including a full fine china dinner service and silver serving tools.



WILDERNESS ENCOUNTERS A-Z

DRIFT WOOD

Sea & Shore

This drift wood is very strange and certainly not from any local species of tree given it's odd purplish hue.

The length of this six foot slab of iron hard wood is covered in intricate and very small carvings of amazing detail.

It would be [Routine] to study these carvings, and get some insight in to the fanatical island cult that carved them.

It would then be [Difficult] not to go slightly insane for a while as a result of the eldritch knowledge uncovered.

DRIFTING HULK

Sea & Shore

A tangled mass of wrecked hulls drift together forming a makeshift man-made island.

The 'island' is called jetsam and has a [Large] population of cast away sailors [Standard Warrior NPC] who call the lashed together wrecks home.

They are angry and resentful at being left here following an unsuccessful mutiny, which failed mainly due to a complete lack of cooperation. But no shortage of bloodthirstyness.

The sailors will try to beg passage from the Characters and would be up for another go at taking over a ship if the opportunity presented itself.

EAGLES NEST

Mountain

A barely visible collection of moss and sticks marks a nest where a giant eagle raises chicks.

The harsh terrain means fewer predators for them, consequently the parent has to roam huge distances for food and the nest is often left unguarded.

With a giant eagle chick worth a lot of coin to the right buyer, the climb to the eerie may be well rewarded.

Although if the Giant Eagle [Elite Beast] was to discover anyone stealing from its nest it would make them regret that decision.

EERIE SILENCE

Mountain

The peaks in this area are suddenly silent. Not even the noise of the wind is to be heard.

Something is preventing noise here, and Characters will soon notice they also are silenced and unable to talk or make noise of any kind.

An [Equal] group of Rock Orc [Easy Monster] hunters take advantage of this to ambush unwary travellers.

EGGS

Wilderness Boon

This clutch of a dozen vivid and brightly coloured eggs are valuable when sold, delicious when eaten or could be incubated to see what little beasts hatch out.

EGGS IN THE SAND

Sea & Shore

There is a deep furrow in this patch of beach heading inland as if something has dragged itself along.

Following the trail will lead to a newly dug hole, almost nest-like, that has been partially refilled with sand and an [Equal] amount of large, human sized purple eggs can be seen pulsating within.

If disturbed, or the Characters spend long here, these will each hatch to each reveal a Sea Leviathan Young [Standard Monster].

While new to this world and a fraction of their potential adult size, these acid spitting, armour plated demon turtles are still deadly.

EMPTY CHEST

Arctic, Desert

This small highly ornate chest sits atop a plinth of rock, protected by a dome two foot in diameter.

Any attempt to move or break the dome will make it explode in a shower of sharp glass shards capable of [Light] damage.

The chest itself is empty and overly heavy for it's small size. When a key phrase is intoned (found inlaid inside the lid) the dome regenerates to protect the chest.

WILDERNESS ENCOUNTERS A-Z

ENCHANTED IVY

Forest

The trees here are smothered in a thick, fast growing ivy which suffocates life, leaving this area of forest heavily overgrown.

It is slow going here as dense curtains of ivy need to be cut to make any progress. This is made all the more [Difficult] as the ivy grows as quickly as it is cut.

ENGINEERED TUNNEL

Arctic

This tunnel does not look natural, being almost perfectly round and heading down at a steep angle.

If they choose to explore, Characters will need ropes to descend as the sides are steep and slippery, descending quickly into darkness, a [Difficult] climb.

Once down in the dark, the Characters will discover the remains of an ancient and alien city.

ENORMOUS TOADSTOOLS

Forest

A low mist hangs obscuring the tree canopy, leaving only the outline of the trunks visible.

As the Characters get closer to these trunks it would be [Simple] to see these are actually huge toadstools not trees, and the mist is actually their spores.

Any Character not able to filter out the spores will take [Minor] damage from violent coughing fits caused by inhaling the spore cloud.

EVANESCENT GAS

Arctic

A light green, vibrant gas suddenly rises from the snow all around the Characters! Almost as soon as it starts it has gone. Despite it's brief existence the gas is a potent sleep toxin that is [Difficult] to resist.

This gas is actually produced once a day by a large green crystal that is buried under a shallow layer of snow.

A [Large] pack of Ice Weasels [Easy Beasts] often come here just after the gas releases to see if there are any easy pickings to feast on.

EXOTIC FLORAL ARRANGEMENTS

Wilderness Boon

Growing in a patch of soil here is a glorious bloom of exotic flowers which are both rare and valuable.

They will need to be transported carefully and cared for expertly to keep them alive to sell.

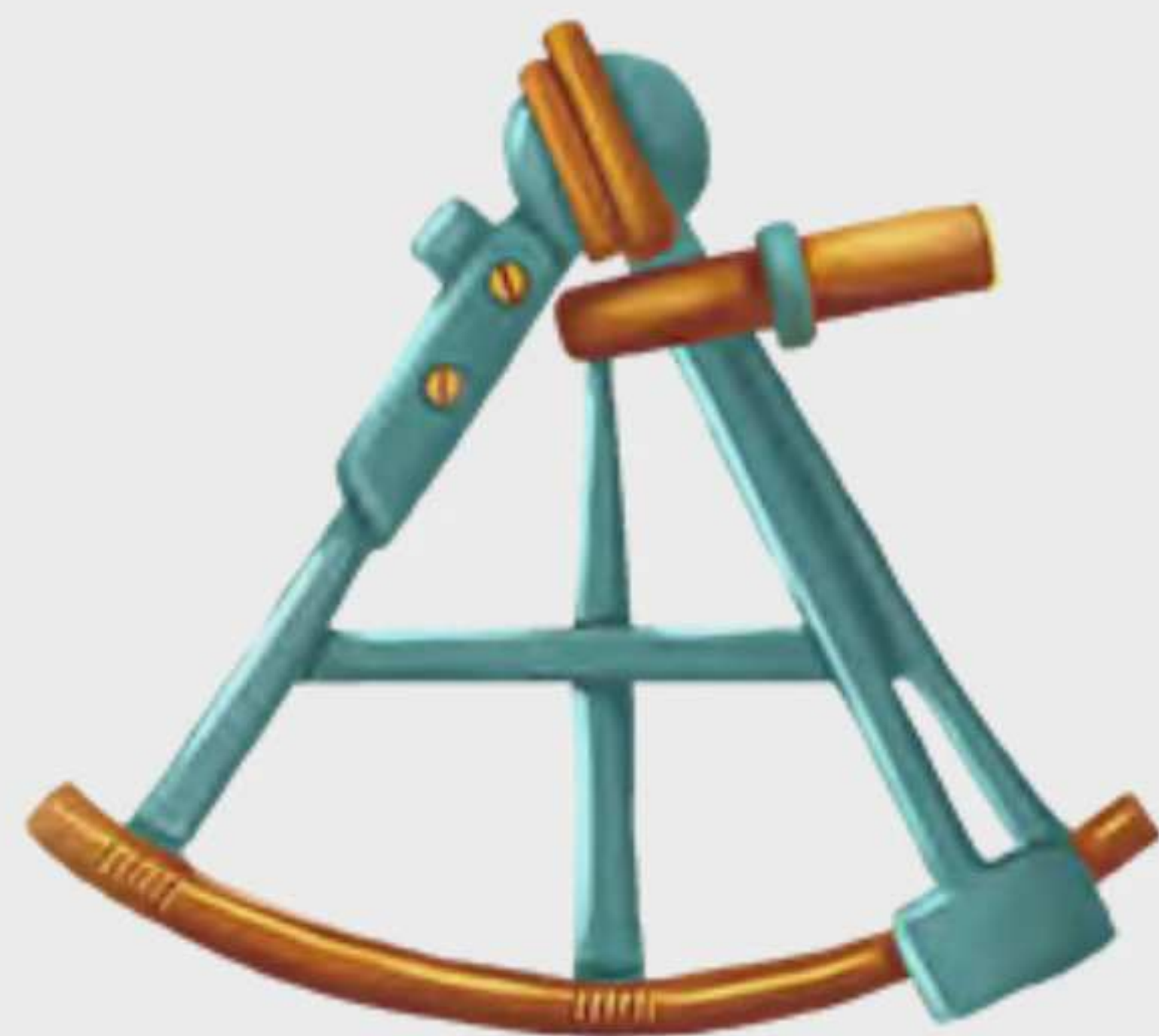
EXPLORER

Arctic, Desert, Forest, Mountain, Sea & Shore, Swamp & Jungle

This highborn explorer [Elite Ranger NPC] is famous in their home country, regaling the nobility with tall tales of exploits and discoveries.

They always return with tales of adventure and an exotic gift for the ruler back home.

Can the Characters help with either of these? They will be richly rewarded and potentially pave the way to a warm welcome at said ruler's court should they ever pass by.



EXPOSED LEVIATHAN BONES

Mountain, Plains

A recent earth movement has revealed huge ancient bones buried in the ground.

There seem to be several different animals here from different species. Characters can explore further to find out more, as the skeletons do not seem to be obviously related to any animal known in the world today.

There may be value here to the right scholar to study them, or as an alchemical ingredient. Or curiosity may lead the Characters to dig deeper to attempt to find out more of this fossilised story!

WILDERNESS ENCOUNTERS A-Z

EYE OF THE STORM

Sea & Shore

The angry seas suddenly calm, the huge waves relax back into the waters, the wind drops and an eerie calm descends.

The Kraken, having waited patiently for the Characters to enter the storm's eye, raises a [Large] number of tentacles that each count as individual opponents [Elite Monster].

The Kraken's attack will only last during the lull in the storm, after which it'll sink back into the depths with any victims it managed to capture.

EYES IN THE DARK

Swamp & Jungle

Once darkness falls in this area (and the Characters may be set up to camp for the night) they would find it [Routine] to spot the reflective eyes of the gathering number of Ghost Cats [Standard Beast] that are starting to surround them.

These pale big cats are pride hunters, and won't attack until there is a [Large] group of them gathered.

They could be scared away if attacked before they are at full numbers, and particularly do not like bright lights or loud noises.

They are especially adept at ambush pounces, and Characters can expect to be attacked without warning from behind.

FABLED TREEFOLK

Forest, Swamp & Jungle

The Characters will quickly realise that the reputation for peace and thoughtfulness attributed to this [Pair] of Ancient Treemen [Elite Monster] is completely made up.

While slow, these tree beings land crushingly heavy blows to any Character not quick enough to dodge the multiple flailing limbs.

The Treemen prefer not to move, but they can do so slowly.

They are angry and want any intruders out of their forest!

FALLING LEAVES

Forest

Unusually for this time of year the trees are shedding their leaves, almost in response to the passing by of the Characters.

As the dead leaves blow in the wind they seem to form into sinister looking shapes that briefly resemble claws and teeth before falling apart and forming again.

Whilst these wind born leaf constructs cause no physical damage, any Character caught by a leafy tooth or claw will feel a sharp unnatural pain that causes [Light] psychic damage.

Characters will need to either flee, burn down the leaves or dispel the foul magic behind this phenomenon.

FANTASTIC MUSIC

Arctic

The endless wind seems to sing a happy song as it whistles past the Characters.

It raises spirits and fortifies tired, cold legs and heads, giving the Characters the same benefits as having a good rest.

FATHOMLESS DROP

Mountain

This area of the mountain has a deep, dark chasm to one side, which is visible from the higher slopes that many of the scree fields feed directly into.

Any Character travelling this way should take extra care to traverse these slopes, as a fall down the chasm could spell doom as it has no visible bottom.

The loose rocks near the sides of the chasm are particularly deadly and make for [Difficult] conditions.





FERRY TRIP

Swamp & Jungle

A large open patch of fetid water in this area blocks movement forward, however a small raft attached to a rope stretching to the other side offers a way to navigate across.

This route across will save hours as the dry path has to wind all the way around the edge of the deep waters.

The suitable nature of this crossing for robbing travelers has not been lost on an [Equal] group of outlaws [Standard Ranger NPC].

They will lay in wait until the ferry reaches the midway point before making themselves and their crossbows known.

FIELDS WITHOUT END

Plains

There are no paths or landmarks here, the long green grasses extend to the horizon in all directions. The only features are very slightly different shades of green.

On an overcast day or night it is [Difficult] not to get lost.

FINAL SLUMBER

Swamp & Jungle

This area of brackish water pools is eerily quiet and seems devoid of wildlife.

This is actually the hunting ground for a [Lone] Slumber Worm [Elite Monster] and is avoided by the local animals.

These monstrous giant worm-like creatures can grow up to twenty feet and they exude a toxin into the air that sends its victims to sleep.

The favourite tactic of a Slumber Worm is to emit it's toxin gas from hiding and then push any sleeping victims into the pools to drown.

They are not much to look at.

FIREWOOD

Wilderness Boon

Carefully stored stash of seasoned bone dry firewood which will burn without smoke.

Logs of various sizes sit with kindling and stones to create a safe, warm, lasting campfire.

WILDERNESS ENCOUNTERS A-Z

FISHING MONSTER

Swamp & Jungle

Sat on a pulpy stump near the centre of this muddy pond is a glittering gem that glows a soft yellow.

This is actually the lure for the Angler Devilfish [Elite Monster] that will close its massive maw on anyone trying to grab the fake jewel that is on the tip of the monster's tongue.

FLEAS AND TICS

Plains

The long grass here is infested with fleas and tics.

Any Character who walks through this long grass will find it [Difficult] to avoid picking up these little pests.

The tics will be just an itchy irritant for most Characters, but an unlucky few may be left with a local disease.

FLEECED?

Plains

The grasslands in this area are often used by traveling shepherds to graze their flocks. The flocks attract predators, and the shepherds usually travel with their own trained dogs for protection.

This year a [Very Large] pack of Spike Hounds [Standard Beast] have been terrorising the flocks, and have no fear of the shepherds or their hounds.

The shepherds would be keen for some assistance.

FLESH EATING SEALS

Arctic

While traditionally high calorie prey for any arctic predator, this [Equal] pack of seals are not what they seem. They are actually Hook Mimics [Standard Monster] pretending to be prey animals.

These shape-shifting abominations look like demonic multi-limbed insects covered in vicious hooks in their true form, but right now they look like cute and tasty seals.

They will wait until any Character gets close enough to fire out hooked limbs and gnash with razor teeth before they attack.

FLORAL HEADDRESS

Wilderness Boon

This crown of fresh picked flowers allows the wearer to speak and charm animals, with one of the twelve blooms withering after the ability is used until none remain and the headdress crumbles to nothing.

FLOTSAM

Sea & Shore

This area of sea has an abundance of flotsam, creating a blanket of debris across the surface of the water.

The sheer amount of wreckage makes travel [Difficult] especially as there are some traps hidden here that could rip holes in hulls or entangle rudders.

FLOWERS IN THE GRASS

Plains

A small orange-yellow flower seems to be everywhere in this area, covering almost all other plant life in a saffron coloured blanket.

This common flower, known as rattler, is parasitic on grass and is spreading unchecked, killing the grass.

The flower is mildly poisonous to people and creatures alike, although it has some very useful alchemical properties, it makes travel [Difficult] as extra time is needed to ensure mounts and travellers do not fall ill from excess contact with the flowers.

FLYING FISH

Sea & Shore

This [Horde] of Raptor Fish [Easy Beast] can "fly" by leaping from the water. These flying fish have many sharp spines and hooked teeth which can be a significant hazard.

FOREST FIRE

Forest

Where there's smoke, there's fire. In this case the forest is on fire!

Characters will find it [Routine] to retreat away from the fire, more [Difficult] to advance avoiding the fire and [Near Impossible] to get the fire under control.

WILDERNESS ENCOUNTERS A-Z

FOREST LORD'S THRONE

Forest

In a clearing surrounded by thick undergrowth sits a massive throne formed by the growth of many tree branches and vines.

This throne is where the Forest Lord [Overwhelming Monster] holds court over the denizens of this area. They are not likely to be present when the throne is found but are aware of any intrusion to their glade, and will be watching through the eyes of the woodland creatures.

The forest lord can take the form of any oversized animal, often settling on a human form with a crown of antlers if dealing with people.

They are neutral to most but will favour any nature allies and be openly hostile to those who damage the forest.

FOREST TOADS

Forest

This [Beyond Count] knot of slippery hoppers [Easy Beast] spend dry spells in the ground, happily emerging when it's wet to make a dent in the local insect and snail populations.

Unlike normal toads, however, these are all very brightly coloured reds, yellows and oranges. Their backs shine unnaturally even in the dappled light of the forest floor.

They do not seem to have any predators here, hence are actually very friendly and inquisitive, but Characters should be extremely cautious about touching them as the toxins on their skin can cause madness and hallucinations.

FORK IN THE PATH

Forest

The single well marked and direct path through this area suddenly divides.

Each new path is equal in size and both look well trodden, and there is no sign post.

Confusingly everyone thought this path was straight and well mapped with no junctions...

FOXES

Forest

A happy family of foxes plays in the clearing, fighting over the last meat on some bones. Bones that look suspiciously human like.

As the Characters approach one of the foxes will pick up a severed hand that still has a bright silver ring on a finger and flee with its family into the forest taking the hand and valuable ring with it.

The rest of the remains have no loot of note and a [Routine] inspection will find a snake bite to be the likely cause of death.

FRAYED ROPE BRIDGE

Mountain

Held together with hemp and hope, this rotten flimsy construction sits atop a long drop. Good Luck!

Without repair it would be [Very Difficult] to get across without incident.

FREAK WAVE

Sea & Shore

Without warning a huge wave suddenly breaks over where the Characters are standing.

Characters will find it [Routine] to keep their feet, although anyone knocked over by the wave will find themselves dragged out to sea.

FRIENDLY SPIRITS

Arctic, Desert, Mountain

A [Small] group of ghostly figures approach the Characters.

These are the spirits of adventurers who have fallen in this challenging terrain.

They are friendly, keen to advise on how they fell and want to see the Characters prevail here.

They cluster round, all speaking at once in their excitement.

It's worth noting that the advice is given by those who failed, in some cases REALLY BADLY, so Characters may want to pick and choose what advice they follow...



WILDERNESS ENCOUNTERS A-Z

FROM ACORNS

Forest

Amongst the trees here many strange seeds can be found scattered across the forest floor. Not unlike acorns in appearance, it would be [Routine] to realise they are not from any of the native species of trees hereabouts.

A closer inspection is [Difficult] but could reveal that these are not seeds but actually Hazard Moth cocoons, and the inhabitants may hatch at any time!

These moths are not a danger in themselves but the fact that their cocoons explode, sending sharp fragments of chitinous casing flying through the air as they emerge, makes for a truly hazardous environment.

It would be [Difficult] to avoid the [Light] damage caused by these exploding cocoons. Although if a way could be found to delay the emergence these would make handy natural grenades.

FROZEN BODIES

Arctic

It is hard to tell how long this pair of bodies have lain here as the cold dry conditions have almost petrified the remains. The clothes on the two bodies look strange, more suited to the tropics and not at all to these conditions.

Each wears a necklace of intricate silver with an owl motif. One also has an iron scroll tube, inside of which is a scroll filled with arcane text.

This is a teleportation spell that is meant to teleport anyone wearing one of the owl necklaces where they want to go. However it is flawed and will instead teleport the wearers to this remote arctic wilderness.

FROZEN CAVE

Arctic

While this dark cave offers some respite from the biting winds, its ice walls offer no warmth. Indeed they seem to suck the warmth from any who seek shelter here.

Whilst Characters stay within the cave there are affected even worse by the cold conditions and likely to suffer at least [Light] damage.

FULGENT MUD

Swamp & Jungle

The heavy iron coloured clouds and a low mist turn everything in this area a shade of dark and dimly dull grey.

This poor light makes the [Equal] number of mud patches that seem to glow brightly with a red hue all the more noticeable.

These patches are a couple of feet across, and seem to indicate that something buried in the ground is glowing bright enough to be seen through the thick mud.

If any Characters decide to investigate by digging down they will find a mesmerising fist sized red gem is causing each glow.

They are seemingly filled with shifting stars that emit a painfully bright red glow and are burning to the touch, causing [Light] damage when handled.

Other than the bright light and radiated heat the stones do nothing more, unless they are all collected together in close proximity.

Then they will start to vibrate violently before a few minutes later they are all consumed in a massive explosion.

FULL DINING SET

Wilderness Boon

This pile of rags looks to be hiding something and is full of bumps and lumps.

When searched, it emerges to be silver lined engraved plates and goblets encrusted with tiny jewels.

They bear a family crest not known to the Characters unless they pass a [Difficult] history check to identify a disgraced noble house removed from the records for practicing diabolical acts.

Mixed in with the engraved metal plates and dishes are fine china gravy boats and cake stands, all decorated with gold leaf.

Gold lipped wine goblets and decanters sit atop the set. Along with a full banquet cutlery set.

The whole set is valuable but also very fragile. And heavy.

WILDERNESS ENCOUNTERS A-Z

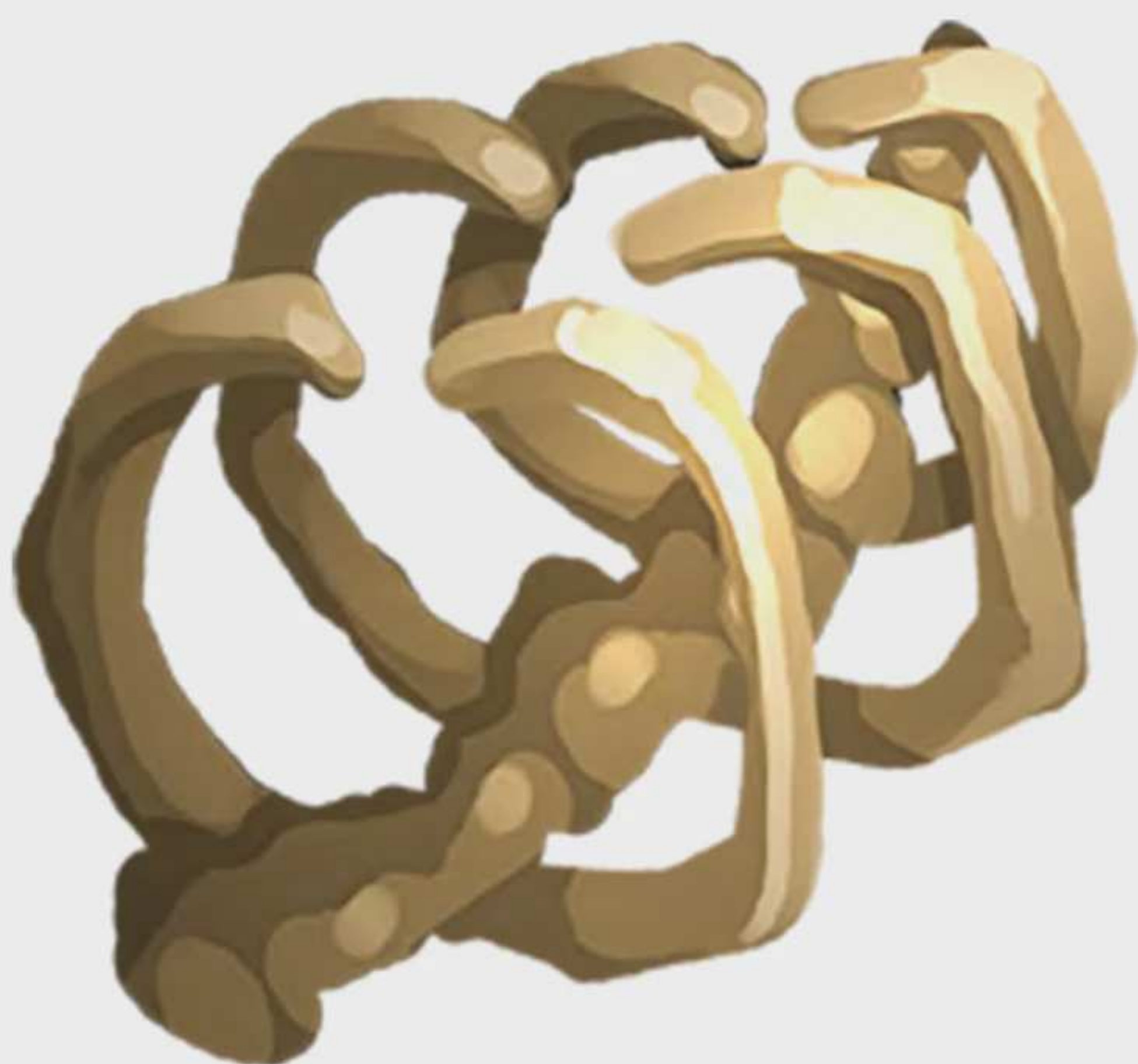
GAS BUBBLES RISING

Swamp & Jungle

The bubbles rise very slowly and pop on the surface of the water every few seconds.

They seem concentrated in one area, and Characters would find it [Difficult] to tell from a distance if this is naturally occurring or caused by something hazardous with big teeth.

On closer inspection they will find it is the latter, as a [Lone] Terror Gator [Elite Beast] rises to meet them as they approach.



GIANTS' GRAVEYARD

Arctic

There are huge humanoid skeletons littering the floor of this valley in the ice and snow of this area. The skeletons are three or four times the size of a normal person and are well worn by the weather.

Delicate piles of stone, laid out into spiral patterns, seem to mark each set of bones and act as grave markers. The Characters would find it [Routine] to notice that this sacred area seems to have no other footprints and that local animals and hunters must stay away.

Disturbing the marker stones or the bones will summon an [Equal] number of ghostly Grave Guardians [Standard Monster]. These are spirits that reside within an animated swirling cloud of rocks that rise from the spiral markers.

GLACIER

Arctic

This glacier is huge and covers this entire area. It must be crossed somehow if any travel further this way is to be made.

Crossing this churning, constantly shifting landscape is [Difficult], as paths separate and patches of ground disappear regularly, leaving gaping holes down into the icy abyss below.

Amongst the ever present creaks, cracks and other sounds of the moving ice towers, a strangely mechanical buzz can also be heard.

There are also glimpses of metal and machinery to be seen deep down under the ice.

Is the glacier dragging some ancient machinery along with it or is the machinery moving the glacier?

GLITTERING ROCKFACE

Wilderness Boon

This rockface glitters from the dozens of tiny diamonds scattered across its surface. There is a good amount of the gems to be mined, but it may be a time consuming task to free them from the rockface.

GLOW BUGS

Desert, Swamp & Jungle

These juicy little insects glow in the dark and form almost a lit path through the area leading to a circle. The bugs lighting this circle are mostly blue, but strangely seem to turn red and dim if any Character gets too close.

The light and colour is created by a clever combination of chemicals mixing in the insect's abdomen. This is also a defense mechanism, if a predator is not deterred by the red colour change then a corrosive acid is sprayed out causing [Light] damage.

Tonight the bugs seem to be dancing and making some intricate patterns in the air.

The patterns grow increasingly complex and the bugs pause as if expecting a response from the Characters. If they do not get the correct response, which would be [very Difficult] to guess, the entire swarm turns a deep, angry red.

WILDERNESS ENCOUNTERS A-Z

GOLD PILE

Wilderness Boon

A neatly arranged pile of small gold bars glints in the sun.

There are a dozen gold ingots in the pile, which must be worth a small fortune.

Whilst unguarded these bars have a spell cast upon them that makes them weigh many times their normal weight and even a strong Character would find it [Difficult] to lift a single bar.

GOLDEN KEYS

Wilderness Boon

This pair of heavy gold covered elaborate and oversized foot long keys have a value in themselves as objects, even if just melted down.

But if the Characters can find the lock(s) that a huge gold key opens then that must be worth more, although the risk of course increases...

GOREWHALES ON THE HUNT

Sea & Shore

This [Small] pack of Gorewhales [Elite Beast] roam through this area on the hunt and protecting their territory.

Gorewhales are akin to giant armour plated bull seals, with a single long and vicious looking horn that can grow up to six feet long from the very front of their skull.

These predators hunt as a pack with an aim to impale prey on their long, sharp horns and can also jump out of the water to attack those on board ships.

GRAND PIANO

Wilderness Boon

This surely got here by magical means as it is very large, heavy and in the middle of the wilderness with no sign of weather damage.

It is of a very rare wood and made by a master crafter, its value to the right buyer cannot be underestimated.

But of course the Characters must find a way to transport it safely back to civilisation first.

GRASPING ROOTS

Forest, Swamp & Jungle

The ground in this area is thick with exposed tree roots that seem to move and undulate when trodden on.

Characters will find it [Routine] not to trip on the sudden bumps and shifting roots, but should anyone fall the roots suddenly become more active as they reach out grabbing at the fallen and trying to pin them down.



GRASS SNAKES

Plains

These shy reclusive snakes feed on mice and insects in the grasses here. They are an emerald green with rather pretty diamond shaped heads which give the impression of intelligence.

They are not aggressive and will flee if they sense a Character close by, thus are [Difficult] to approach without being noticed.

This [Small] number of Emerald Wizard Snakes [Easy Wizard NPC] are actually awakened familiars who used to serve a great wizard before his demise in a duel with a rival. They can use a few basic spells and even speak some arcane languages.

GUANO

Wilderness Boon

These pungent bat droppings are by all accounts a very valuable resource for alchemical purposes. Although without some form of air-tight container they're going to add a certain scent to whoever carries them.



WILDERNESS ENCOUNTERS A-Z

GUARDED CHEST

Wilderness Boon

There is a [Pair] of guardsmen [Standard Warrior NPC] in travel worn uniforms carrying a small dull box, trudging their way across the area.

These are tax collectors, given the unenviable duty of collecting taxes from the remotest of regions. They will draw weapons and either warn the Characters off or try to charge them a trekking tax.

The box itself has a small amount of coins, some small trinkets and a sheaf of tax collectors notes on who to collect from.

GULLIES IN THE HILLSIDE

Plains

These grassy hills have been eroded by rain over many years, the shallow rooted grass does little to stabilise the soft earth and rocks beneath. Resultantly there are many deep gullies cut into the hillside.

The undulating land offers many ideal spots for ambushes, a fact not lost on the [Large] gang of Bandits [Standard Warrior NPC] that operate here under the leadership of an outlawed Ranger [Elite Ranger NPC] who knows how to use the land well.

HAIL

Arctic

In this frozen area there is no rainfall, only hail the size of, and with the impact of, a sling bullet.

Those unable to shield themselves from the hail will take [Light] damage regularly whilst in the hail storm.

HAMMER OF JUSTICE

Wilderness Boon

Laying on the ground here is a large and magnificent looking war-hammer covered in neatly engraved runes.

This is a very powerful magical weapon with its own sentient intelligence and personality, which is very much anti violence unless convinced of the opponents guilt. If convinced, it'll employ it's full powers to smash the guilty.

HANGING VINES

Swamp & Jungle

The tree canopy in this area is low and full of hanging vines that make any progress dependent on [Routine] hacking a clear path.

To make things worse there are a [Very Large] number of Sleep Vines [Easy Monster] that use the hanging vines to hide themselves.

These long sinuous snake-like creatures look almost exactly like a vine until they attack and are [Very Difficult] to spot.

They get their name from the toxins they secrete that have a powerful and [Difficult] to resist sleep effect.

HARDY LOCALS

Arctic

An [Equal] sized unfriendly group of hardy looking hunters [Standard Ranger NPC] native to this icy region are passing by the Characters.

These locals are used to the harshest of conditions here and will not be sympathetic to those who are not.

They won't offer to share their meager supplies without extreme persuasion.

If they believe the Characters are 'over supplied' they may try to intimidate or trick the Characters into sharing.

HAWKS

Plains, Forest

The Characters would find it [Routine] to realise that the [Pair] of Star Hawks [Easy Beast] flying high above them have been following them for some time.

These elegant silver raptors are fast, maneuverable, very intelligent, and frequently used as familiars or awakened spies.

With enormously wide wings they are fondly known locally as "flying barn doors". Their wingspan means they can glide effortlessly for days over huge distances.

Who is watching the Characters?

WILDERNESS ENCOUNTERS A-Z

HEAD SHOT

Arctic, Desert

The white skeleton has been stripped bare by animal scavengers so only the clean white bones remain, with the skull sporting the end of an arrow sticking out of it.

The mastercrafted ironwood shaft is still firmly lodged, but a [Routine] amount of effort will pull it free to reveal the barbed silver arrowhead with runes engraved all over it.

This enchanted arrow had been specially made for a legendary adventurer to slay their ArchDemon nemesis [Overwhelming Monster], whose remains now lie in front of the Characters.

If the arrow is not re-inserted into the skull then in a matter of days the ArchDemon will regenerate fully and become a menace to the world once more.

HEALING BALM

Wilderness Boon

A sealed jar filled with a pungent emerald green ointment bearing a label with a healing sigil.

This balm will heal wounds as effectively as any holy magic although it leaves dark green scars that glow faintly in the dark.

HEARTLESS OLD TREE

Swamp & Jungle

This huge tree appears long dead.

Rising out of the damp ground its large hollowed trunk almost looks to have features, with branches for arms and exposed roots for feet.

Known as the old man of the knot, this landmark is avoided by any who know this area well.

This tree is actually an ancient treeman [Elite Monster] who tried to prolong his life via the aid of a necromancer.

This did not go well and has left the tree animated and angry at any living thing that gets too close.

Its roots extend out as far as the tree is tall, and can surprise unwary Characters.

HEAT STROKE

Desert

This environment is not just hot, it's supernaturally hot, with temperatures that start to rise up to the limits of most Characters endurance.

Anyone who tries to do any physical exertion in these conditions will find it [Very Difficult] to avoid becoming disoriented before passing out from heat stroke.

HEAVY GOING

Swamp & Jungle

The constant damp conditions have produced a very heavy, sticky mud which clings to everything, coating the Characters and their equipment in a heavy sodden layer of glue like earth.

It makes movement, even on paths, slow going and tiring, the Characters will find it [Difficult] not to become fatigued especially if they engage in combat or similar strenuous activities.

HERBALIST

Desert, Forest, Mountain, Plains, Swamp & Jungle

This young herbalist [Easy Scholar NPC] is in search of rare ingredients which are only found in this area.

They fetch a huge price, so any help the Characters can offer will be well rewarded, however the herbalist is not a natural explorer and will require the Characters constant help throughout their search.

Only the herbalist can identify the required plants so they must accompany the Characters on the search.

HERD OF BISON

Arctic

This [Very Large] herd of huge cows live on the edges of the frozen wilderness; enormous thanks to their thick coats, they travel huge distances to find what little food there is under the snow.

Like most cows, they are no real threat unless spooked, then they will charge and attack with hooves and horns [Standard Beast].

Any attempt to hunt them will trigger a stampede, however their hides make the best winter coats.

WILDERNESS ENCOUNTERS A-Z

HERMIT SEER

Desert, Forest, Mountain, Plains

Densely packed small stones, piled high, surround this little hovel making it hard to see.

As Characters approach the Seer of Endings [Standard Wizard NPC] emerges, having foreseen this encounter and the Characters' destiny in quite some detail.

They will single out one Character and advise the rest that they must stop them before they bring about the end times.

If they cannot persuade the Characters to deal with one of their own then the seer will use their own destructive magic to see to it themselves!

HIDDEN DOOR

Arctic, Desert, Forest, Mountain, Plains, Swamp & Jungle

Behind a screen of camouflage that is [Routine] to find lies a sturdy door built into a slight raised area in the terrain.

The door is locked and has faded arcane symbols painted on its surface.

Does this door lead to a secure cache, a wizard's private study or the entrance to a full size dungeon?

HIGH HUMIDITY

Forest

The ground in this area seems to be steaming slightly, making the air very hot and humid.

Any heavy clothing quickly becomes unbearable and mosquitoes and midges become problematic as they bite skin and scalp.

HIKING BOOTS

Wilderness Boon

Wrapped in an oiled cloth and stashed away from the worst weather is a good pair of comfortable, warm, dry boots.

These are sure to mean dry, warm feet and no blisters.

And absolutely no soles so thin you can tell where you are by the feel of the ground alone.

HILLS & DOWNLAND

Plains

The map clearly shows flat plains, but this area is in fact downlands, made up of many steep hills that must be ascended and descended repeatedly to make progress.

While picturesque, these grassy hills are numerous and quite the endurance trek, and Characters would find it [Routine] to avoid becoming fatigued.

HOLES IN THE SAND

Sea & Shore

The low tide has revealed many small holes in the sand where burrowing creatures make their tunnels and wait for the sea to return with the tide.

One of the holes, however, is worryingly large and an oversized and angry Colossal Burrower Worm [Elite Monster] seems to be emerging.

HOLLOW TREE

Forest

This tree, huge old and still green with leaves, has a hollow trunk with a high opening to show the inner trunk within.

This ideal hiding spot contains the nest of a Raptor Bear [Elite Monster] and a [Small] number of young [Easy Beast].

These dangerous forest predators are a curious mix of a large bear with the beak and talons of an oversized bird of prey.

HORN OF BATTLE

Wilderness Boon

This well crafted battle horn lies amongst the debris of combat with a broken standard, shattered shields and snapped spears littered all around.

It looks to have been crafted from the horn of a mythical beast.

This magical horn will boost the courage of all allies who hear it, although sometimes it's better to retreat and fight another day instead of bravely standing to the last.



WILDERNESS ENCOUNTERS A-Z

HORROR IN BLACK AND WHITE

Arctic

A [Very Large] flock of Wicked Penguins [Easy Beast] begin to waddle comically towards the Characters, who will find it [Difficult] to spot something amiss before they engage.

When in range these twisted creatures attack, sliding across the snow on their bellies to quickly get close enough for sharp beaks to reach the Characters' ankles.

These monstrosities are the result of a diabolical sorcerer's warped sense of humour, and rely on their slightly comedic appearance to get the jump on their prey.

HOT WIND

Desert

The wind seems to strip moisture from all it touches. It causes skin to dry and crack, and even covered mouths to dry.

The Characters must consume twice the amount of water rations that they normally would while these winds keep blowing.

HUGE ANTS

Swamp & Jungle

This area is directly in the migration path for a [Beyond Count] swarm of Giant Ants [Easy Beast].

They travel in a convoy and will attack and gather up anyone in their path alive and transport them as food for their larvae.

HUNGRY SEAWEED

Sea & Shore

A thick mass of seaweed has built up around the vessel. And as well as snagging rudders and oars it seems to be steaming.

It would be [Routine] to realise that the seaweed is reacting with the hull and producing some form of acid that is slowly trying to eat through the side of the ship.

Someone is going to get the fun job of swimming through acid heavy water removing masses of seaweed.

HUNTING PACK

Arctic, Desert, Forest, Plains, Swamp & Jungle

This [Equal] sized pack of Nemesis Hounds [Standard Monster] have been given the Characters scent by someone and they are hunting down their prey.

These magically crafted dogs are superb hunters, and never tire or stop once orders are given by their creator.

The Characters must have annoyed the wrong person!

ICE FIELDS

Arctic

The annual melt has left this terrain of frozen ice a treacherous combination of flowing rivers under the surface and thin, slippery wet ice which cracks and moves without warning.

Characters may slip easily, or be caught by a suddenly unstable path which cracks, sending them down to the icy waters below. Travel here is [Difficult].

ICE HOLE

Arctic

This perfectly round hole in the ice is suspiciously calm, the liquid of the water's surface has not yet frozen over. Any Character stopping for a closer look will discover the Carnivorous White Whale [Elite Monster] which keeps the hole open for breathing and ambush hunting purposes.

ICE SPEARS

Mountain

Above the Characters' heads there is a snow and rock outcrop. Hanging down from it are dozens of icicles, pointed, deadly sharp and tinged with a peculiar green hue.

These are actually a [Large] group of Frost Needlers [Easy Beast] that are waiting to drop down onto unsuspecting prey.

These odd beasts are somewhat like small pale green octopi, who hollow out and crawl inside needle like icicles and hunt by dislodging the ice to fall and impale any unfortunate below.

WILDERNESS ENCOUNTERS A-Z

ICEBERG

Sea & Shore

This titanic iceberg may be rather unexpected if these seas are far from an arctic region, but here it is.

The iceberg moves faster than a normal ship and is travelling away from the colder regions. It is large enough for the Characters to “board”, if they can get close to it of course.

Once on board they will find a hollowed out catacomb of ice tunnels, some of which are flooded with sea water and patrolled by a [Pair] of Ice Golems [Elite Monster]. All this is created by the Frost Mage [Elite Wizard NPC] who calls this Iceberg home.

INKY DEPTHS

Sea & Shore

Like floating on a sea of nothingness, the waters in this area are quite still and an almost completely opaque deep black.

Along with the unsettling sea, there are sinister whispers that carry with the breeze that have no obvious source. The Characters will start to see shadows move and hear voices speaking softly to them.

The Characters will find it [Routine] to find the resolve and bravery to ignore these events but those of a weak mind may find their sanity challenged.

JAWS

Sea & Shore

The most powerful jaws in the sea here belong to this Leviathan Turtle [Overwhelming Beast] who is capable of splitting a ship’s hull in one huge snapping bite.

Fortunately this armoured giant of the sea is usually peaceful and only tends to lash out in self defense.

Let’s hope the Characters don’t spook it...

JELLYFISH SWARM

Sea & Shore

Like a thousand glowing lanterns under the surface of the water, this bloom of Striker Jellyfish [Easy Beast] is [Beyond Count] and seems to fill the depths.

These aren’t aggressive creatures but anyone entering these waters will find it [Very Difficult] not to be stung by the trailing tendrils of these jellyfish and take [Light] damage.

WILDERNESS ENCOUNTERS A-Z

JOURNEY WITHOUT END

Plains

The hills and grasslands stretch to the horizon with no features, it is all starting to look the same. The Characters feel they have passed this way many times.

The lack of landmarks combined with heavy cloud cover and a local phenomenon that sends compasses spinning has made navigation [Very Difficult]. The Characters may be going in circles.

KILLER WHALE

Sea & Shore

Hunting has yielded poor results for this [Equal] size pod of Killer Whales [Elite Beast] and they are now broadening their prey to anything that might be edible.

They will worry boats for days on end until the exhausted crew eventually fall to their charges. They can also beach themselves so a Character in shallow water, or even near the surf, can be ambushed.

KITTEN UP A TREE!

Forest

Up a tall tree, a small kitten sits meowing to the Characters. It has a neat collar on and looks well fed.

This innocent little feline is actually the pet of a Forest Giant [Elite Monster] who placed their kitty here for safety and they'll be back looking for it soon.

LEATHER

Wilderness Boon

A bundle of leather ideal for clothing or armour is stored here, already cured and ready to go.

LEECHES

Swamp & Jungle

The water and plants here are rife with leeches. It would be [Difficult] to avoid taking [Light] damage from travelling through this area, as the little blood suckers are very good at finding some flesh to attach to.

As well as the normal leeches, there are the massive Lion Leeches [Standard Beast] that will swarm in [Very Large] groups if any blood is spilled here.

LEVIATHAN

Mountain, Plains

A huge Thunder Lizard [Overwhelming Beast], not unlike those which used to roam in ages past, seems to be walking happily through this area.

It appears to be a herbivore and is not concerned in the least by the Characters. What is it, what is it doing here and are there more creatures from its time close by?



LIGHTNING STRIKES TWICE

Forest, Mountain, Plains, Swamp & Jungle

There is no storm, yet lightning rips through the sky. The bolts all snake towards the ground and strike the same spot. If the Characters investigate they will find a round charred area surrounding a bronze helm, attached to a rather charred body.

Could this be a sacrifice to the storm gods or an experiment gone wrong? Whatever it is, the lightning continues to regularly strike the helm.

Whether mystical or arcane in nature, this is a helm of spell power that will increase the amount of magic a caster could control. With the slight flaw that about 1% of the time it will summon a massive lightning storm directed at the wearer's head.

The storm will abate when the helm is removed from the head or the head is turned to ash.

WILDERNESS ENCOUNTERS A-Z

LIMPETS

Sea & Shore

These vibrant red, domed shells adorn the rocks here. They cling tightly until the tide reaches them when they loosen, and then seem to all migrate towards a patch of sea where they swarm and circle.

If any Character is able to swim down they would find a small sealed chest that is leaking red liquid into the surrounding waters. Inside is a large amulet of a heart shaped ruby, this Amulet of Poison makes any food-stuff that gets in close proximity poisonous.

The limpets, usually a local delicacy, are ruined as the effects of the amulet have made them poisonous, and anyone eating one would take [Major] damage.

LINES IN THE GROUND

Arctic, Desert

There are regular lines of discoloured ground at a variety of angles in this area. Characters will find it [Very Difficult] to ascertain what pattern these lines are making without some form of aerial view. In which case they would see the lines form a vast, complex circle that looks uncannily like an enormous summoning circle. They are getting very close to the centre.

If the Characters don't see the pattern, or take steps to investigate, they will walk straight into an ancient summoning circle and accidentally summon an [Equal] sized group of Mirror Horrors [Elite Monster].

These summoned Horrors, each initially appearing as a formless blob of reflective material (like a molten mirror) quickly take on the shape and abilities of the Characters. They will then attack.

These should be played as evil(er) copies of the Characters with a weakness to sonic attacks which would shatter them like glass fragments before melting back into the ground.

LONE TENT

Wilderness Boon

This well made canvas tent, including a carrying bag, sits alone and ready to use, or pack up and carry for portable shelter.

The inside is empty and there is no owner to be found.

LONG DAYS

Arctic

It's been daylight for a long time now, well past when night should have fallen.

The Characters will find it [Difficult] to rest properly in these conditions, and this can affect sneaking, stamina and concentration.

Wounds recover slower and abilities regenerate slower as no one can sleep properly in this constant daylight.

This could be a short phenomenon or the onset of a long arctic summer where the sun never fully sets.

LONG NIGHTS

Arctic

During the winter, the sun slowly sinks below the horizon and does not reappear for weeks. The temperature plummets and Characters may suffer the effects of extreme cold.

Spirits may drop in these dark, cold conditions as day and night become one, and any monsters who normally come out at night may roam as they please.

Fear of the Dark - Most attacks that take place are now surprise attacks.

LOST IN THE LONG GRASS

Plains

The grasses here can grow higher than a traveller, making navigation a [Difficult] task.

This offers plenty of cover for the [Equal] sized packs of Spine Boars [Standard Beast] that roam here between the grass blades.

LOTIONS AND POTIONS

Wilderness Boon

There is a wooden tray here with a set of one dozen various shapes and sizes of jars containing potions, rubs and ointments of various colours.

Some glow in the dark.

None are labelled, some may be magic, some may be poisonous.

WILDERNESS ENCOUNTERS A-Z

MAD AS A MARCH HARE

Plains

For those Characters with hunting experience it would be [Routine] to discover the signs of some strange hunting activity in this area, where normally docile herbivore species seem to have been hunting, killing and feasting on others of their kind.

This is due to a rage virus infecting many animals here, in fact a [Very Large] drove of infected Bull Hares [Easy Beast] have the Characters scent and will be fearless in their attempts to feed.



MAELSTROM

Sea & Shore

These once placid waters begin to heave and shift as powerful currents drag from below, making any travel a [Difficult] endeavour. Any who don't immediately turn back to calmer seas risk being dragged down into the growing whirlpool and crushed.

MAGE SCHOOL FIELD TRIP

Arctic, Desert, Forest, Mountain, Sea & Shore, Swamp & Jungle

This [Equal] sized group of mages [Easy Wizard NPC] along with their wise looking teacher [Standard Wizard NPC] appear from nowhere with a pop in the air.

Today the apprentices are learning weather manipulation, and their master has teleported them here where the conditions are more extreme and there are less people to get hurt when things go wrong.

The apprentices start firing magic in all directions, some get distracted by the local flora and others realise they are really poorly dressed for the conditions and try a magical solution with varied results.

MAPS AND CHARTS

Wilderness Boon

A highly detailed map and chart set covering this, and neighbouring areas. Included the easiest walking paths, places to camp and known monster nests.

MASSACRE MARES

Desert, Plains

This is the hunting ground for an [Equal] sized herd of Massacre Mares [Standard Monster] who will chase any intruders before initiating repeated hit and run attacks. These infernal steeds have spikes along their spines, great clawed feet and razor sharp teeth.

MASTER HUNTER ARROWS

Wilderness Boon

Wrapped in a protective oil cloth, these two dozen hunting arrows are finely crafted from top quality materials and are the best a fletcher can offer.

MEG

Sea & Shore

Seen as a good luck charm, Meg lives in these waters mainly because the fisherfolk feed her.

She is larger than average, indeed she's a Giant Shark [Elite Beast] and despite her friendly reputation you would not want to meet her in the water. She will approach a boat for food and if it is not forthcoming she will "encourage" the Characters to share or become a snack.

MIDGES

Plains

The air is thick with these nasty little critters. They thrive in the warm, humid conditions created by the many pools of standing water in this area.

Whilst mainly an unpleasant distraction, they will harass and bite any Character they can, and are [Difficult] to keep away without nets, smoke clouds or similar.

Too small to cause actual damage, instead the swarming insect bites will reduce the effects of rest and healing whilst travelling this way.

WILDERNESS ENCOUNTERS A-Z

MIGRATING HERDS

Plains

The grass here grows quickly and these Speckled Antelopes [Easy Beast] move in huge herds that are [Beyond Count], quickly following the sweetest grasses as they grow.

All of this prey on the move has attracted a [Pair] of Green Panthers [Elite Beast]. These apex feline predators may attack slower moving targets if the antelope prove too swift.

MILITARY RECIPE BOOK

Wilderness Boon

Found neatly packaged inside a large stew pot along with basic utensils and a pouch of simple seasonings, this compact book is full of practical fortitude improving recipes using local ingredients that clearly show what is edible in this area.

MIRAGE

Desert

The heat haze on the horizon can play games with the Characters' minds after a long length of time spent in these punishing conditions.

From the haze rises an oasis offering shelter, water and a proper long rest opportunity!

But however quickly the Characters approach it the oasis never gets any nearer. If Characters realise this they may have to decide if it is a trick of the desert or if someone is tempting them in this direction.

MISSING INSECTS

Swamp & Jungle

The usual constant movements of hundreds of insects has vanished and Characters will have a [Difficult] job to notice its missing.

If they do notice they will be alert and not surprised when the Terror-Eater [Standard Monster] attacks.

Terror-Eaters are a kind of huge anteater that normally feast on giant insect species, although they are known to attack travellers too.

The local insects have either been polished off as an appetizer or are wisely lying low.

MOLE HILLS

Plains

Breaking through the grass are these strange earthy mounds. Usually caused by cute little moles pushing earth from their underground tunnels, these ones however seem much larger as the Characters get closer.

This is the site of a tunnel system that is home to an [Equal] sized colony of Mammoth Yellow Worms [Standard Monster], who burrow through the soft earth and cause earth tremors before trying to pull victims underground.

MONSTERS FROM THE COLD

Arctic

Frozen for centuries, this [Small] group of Demonic Horrors [Elite Monster] have thawed and now walk free. Driven by hunger, strange ancient magics and a belief they are still participating in an infernal war of conquest now long ended, they are a threat to all.

MOTHREY

Forest

As dusk falls a [Large] number of Mothrey [Easy Monster] begin to fly through the canopy.

These large beautiful silvery creatures are giant moths a couple of feet in length and fly on translucent wings that seem to sparkle and pulse in the darkening light.

These are not aggressive creatures, but they are attracted to light and have a charged electrical field around them capable of causing [Light] damage.

MOUNTAIN GOAT

Mountain

This little goat seems able to move effortlessly across even sheer cliffs.

A small bell on a trinket chain hangs from its left horn, glowing a bright magical blue. Anyone attempting to follow it is in for a [Very Difficult] challenge.

It can be lured easily enough. Goats, after all, will eat anything.

WILDERNESS ENCOUNTERS A-Z

MOUNTAIN LYNX

Mountain

This [Pair] of Lynx [Standard Beast] are ambush predators and [Very Difficult] to notice before they strike. Driven by hunger and opportunity, they will attack the rear most Character in the party from behind, waiting until the Characters are spread out to strike.

MOVING SAND DUNE SEA

Desert

The relentless winds constantly move the sand dunes. The landscape changes almost daily, with dunes vanishing and appearing overnight on windy days.

This, coupled with no visible landmarks, makes it impossible for Characters to map the area with any accuracy. Along with the risks of becoming lost, the location of any treasure must be explored immediately for fear of never being able to locate it again, and taken on the spot. A dilemma if the treasure is large and the party need to move quickly or quietly.

MURDER SCENE

Arctic, Desert, Forest, Mountain, Swamp & Jungle

This corpse is still warm. A dagger stands proudly out of the eye socket of this richly dressed individual.

They still wear excessive jewellery and an expensive sword. There are two sets of tracks approaching from the east and one leaving to the North.

The body is clearly someone of importance, however they are not dressed for the conditions at all! Other clues on the body include a handwritten note simply saying to meet in the usual place and a receipt from the Mages Guild of the nearest city.

NATURE RECLAIMS

Swamp & Jungle

The buildings stand derelict, trees growing through walls and roofs. The vegetation is so thick that it is hard to see there was ever a settlement here. Except this should be a thriving village full of life.

If the Characters investigate the [Horde] of Drowned Dead [Easy Monster] that are hidden around the ruins may explain what happened to the villagers.

NECKLACE

Wilderness Boon

Glinting in the dirt is this delicate chain holding a large gem mounted within a gold surround with intricate carvings of an elegant noble.

While valuable in it's own right the original owner would likely pay more to have their custom-made jewelry returned.



NICE SHOES

Wilderness Boon

Wrapped in expensive cloth within a sturdy but gaudy shoe box are a pair of very delicate silk shoes of the highest fashion and value. Not "outdoor shoes".

NO CLOUDS IN THE SKY

Desert

There are no clouds to be found here anywhere, despite the constant winds. The deep blue sky stretches away endlessly, and after dark the full galaxy of stars is visible with no interruptions or light pollution.

This exceptionally clear view of the night sky may reveal to a curious Character some previously unseen stars that seem to form a well known symbol of evil.



NO SAIL ZONE

Sea & Shore

These waters are protected from fishing and diving for pearls by a zealous collection of “conservationists”, who claim any intrusion into this area will upset the local “balance”. Their eyes are rather fixed, none of them are blinking and there seems to be a lack of any marine life in the area.

This [Very Large] collection of Cultists [Easy Warrior NPC] are led by an Arch Priest [Elite Cleric NPC] and whilst they don’t want to fight they will use any means necessary to stop intruders from finding out about the sunken temple they have found.

NO SUCH THING AS A...

Arctic, Desert, Forest, Mountain, Plains, Swamp & Jungle

A feared monster of legend roams these parts with terrible arms ending in terrible claws and terrible fangs in its terrible maws.

While many stories tell the tale of this [Lone] monster [Overwhelming Monster], no two stories agree on all of the details. Although a student of folklore would find it [Difficult] to pick out the common theme that the monster has a deep seated phobia of mice.

NOMADIC HUNTER

Desert, Mountain, Plains

This wandering hunter [Elite Ranger NPC] appears as the Characters approach, being very well blended into the terrain and [Difficult] to spot.

They greet the Characters warmly and begin to exchange small talk. They are very interested in any unusual happenings or rare beasts as selling them dead or alive provides a healthy income. They live fairly well by eating the unsuspecting local wildlife.

NOT A DROP TO DRINK

Mountain

This mountainous terrain is oddly devoid of any moisture, no streams flow, no snow has gathered and the low clouds seem to always miss this area.

Let’s hope the Characters have plenty of water with them as there is no chance to resupply here.

NOTHING TO SEE

Sea & Shore

Heavy, dark fog covers everything in this area and whilst nothing sinister lurks in this cloud-bank it does make it [Very Difficult] to navigate.



WILDERNESS ENCOUNTERS A-Z

NOXIOUS FUMES

Swamp & Jungle

The usual earthy plant smells have given way in this area to something far more foul that smells like sulfur and makes throats and eyes burn with pain.

If Characters cover their faces they will find it [Routine] not be overcome by coughing and lose vision to watering eyes.

OASIS

Desert

This idyllic oasis beckons in the endless sand dunes, an island of green and shade.

This large watering hole has crystal clear water and is surrounded by trees bearing fruit, it offers everything an adventure party could need.

It almost seems too good to be true!

Should any Character eat the fruit or drink the water they will find it [Difficult] not to become drowsy and easy prey for the [Lone] Dream Stalker [Elite Monster] that lurks here.

OBELISK

Desert

A single weather worn column of stone juts up from the desert sands, its surface covered in carvings.

The language is ancient, but those that can decipher it will learn some valuable information on nearby adventure sites.

ODD TRACKS

Desert

There are several strange trails, quickly being eroded by the blowing wind.

The straight lines actually run horizontally compared to the direction of travel, and any Character who manages the [Difficult] task of realising these are giant snake tracks will not be surprised when the [Pair] of Giant Sand Vipers [Elite Beast] attack!

These snakes can hide under the sand, and are almost exactly the same colour. They have a poisonous bite and a nasty temperament.

OLD CLIMBING EQUIPMENT

Mountain

You are not the first to travel this way. Characters may notice crampons and carabiner clips already in the rock face that look like they continue all the way up.

They are old and weathered but may still be serviceable. The party may check in turn if the old equipment holds as they ascend the climb.

ORNATE PURSE

Wilderness Boon

An ornate purse made from metal scales and sealed with a twisted silver wire that is crammed with high value coins from a far off land. And a single large, well cut sapphire.

OUT OF PLACE

Desert, Arctic

A tree grows here. Its green leaves glorious in the sun. Characters may turn, observe the bleak landscape devoid of any life before returning their gaze to this healthy, green leaved tree.

This is the final resting place of a heroic druid and this everliving tree sprouted where they fell.

There is still some potent magic here and any attempt to chop or burn the impressive tree will wake the spirit of the Druid in the form of a Nature Wraith [Elite Monster].

OVERGROWN MINES

Plains

This area has long been mined for precious metals.

With little oversight and a focus on coin, the resulting mine shafts run dangerously close to the surface. As a result there are sinkholes covering the ground, often overgrown and [Difficult] to see.

Characters would find it [Routine] to navigate this area safely if they spotted the sinkholes or [Difficult] if they didn't see them. Falling down one of these deep holes would cause a [Major] injury.

The mines, if accessible by these dangerous holes, are an adventure in themselves!

WILDERNESS ENCOUNTERS A-Z

OVERZEALOUS CONSERVATION

Swamp & Jungle

This [Large] group of educated conservationists [Standard Scholar NPC] are here to preserve the local flora and fauna. They are overly zealous and refuse to allow the Characters to pass as they will “upset the natural balance”. Characters can go round the long way, be persuasive, or force their way through.

If they go past the scholars they will disturb the resting place of a Plant Titan [Overwhelming Monster] that is slumbering here. This gigantic mass of plant matter will attack any who disturb it with tentacle-like vines the size of tree trunks, although it will not give chase to any who flee.



OYSTERS

Sea & Shore

Traditionally in these parts oyster pearls are harvested by free diving. Characters may make a [Routine] check to see if they can hold their breath long enough to make it to the oyster beds and try their luck at finding pearls.

PAIN MARTEN

Forest, Mountain, Plains, Swamp & Jungle

This small nocturnal weasel like mammal is a rarity in these parts, and is highly valued for its coat and some interesting alchemical properties. Particularly concerning magical detection.

The Characters will find it [Very Difficult] to spot a [Small] gang of Pain Martens [Easy Beast] sneaking into their camp at night and seeking out any magic users while they sleep. The first the target Characters know of the attack is a furry warmth wrapping around their neck, which is not unpleasant until the biting starts.

PAINTS

Wilderness Boon

A neat wooden crate sits here full of small pots containing mixed paints, alongside fine sable brushes and sets of pigments to blend.

This artist's kit is carefully crafted and contains the best ingredients and tools.

PATCHY GRASS

Mountain

From between the rocks this thin and reedy grass grows.

It is the only greenery in this harsh landscape and those able to make the [Difficult] task of realising the grass grows in an unnatural pattern may be able to ascertain that this is some form of ancient druidic ritual circle.

This small area is protected from the cold and winds of the mountain by old magic and would make a safe refuge for a rest.

PATROLLING RAPTORS

Mountain

This [Pair] of Hunting Hawks [Easy Beast] are small compared to most of the local raptors, exceptionally fast and very maneuverable.

It would be [Difficult] for the Characters to realise that these birds are hunting them and looking to pick off smaller Characters or familiars.

They will be able to attack with advantage if they are diving from above.

PEAK TO PEAK

Mountain

The mountain ascent is confused with many peaks and ravines. Having reached a vantage point on the mountain, Characters get a good look across a ravine and will find it [Routine] to realise that they are on the wrong mountain.

They will have to spend a considerable amount of time retracing their steps.



PEBBLES ON THE BEACH

Sea & Shore

The Sea has driven the pebbles on the beach into dunes with shelves and steep drops. Any Character walking on them will find it [Routine] not to start a pebble avalanche which would carry them sliding prone down the beach.

PECULIAR STATUES

Swamp & Jungle

The way forward is blocked by a large patch of still water, with two parallel lines of oddly shaped stepping stones offering a way across.

A [Routine] inspection will reveal these stones are the tops of statue heads sunk into the water, with a few more complete statues visible on the far bank in the shallows.

The statues have the look of an ancient design, and are covered in many years of plant growth, although none are crumbling with age.

This [Large] group of animated Stone Guardians [Standard Monster] were placed here long ago to protect a tomb that now sits in ruins below the water. Their ranked formation now makes a convenient set of stepping stones, convenient that is until a Character gets too close to the middle of the crossing and they animate to defend the now sunken tomb.

PILGRIM

Arctic, Desert, Mountain

A tired looking traveller trudging through this area with a large stone strapped to their back is actually a Pilgrim [Standard Cleric NPC] journeying to a holy shrine.

They are simply dressed in a hooded robe and carry a large smooth stone which they treat with utmost care and respect.

They do not seem fully equipped to deal with the elements and challenges here.

Their religion has decided their most holy site is in the most perilous inhospitable location known to them, and that a true pilgrim would carry a 'stone of faith' to place at the shrine.

It is widely, and correctly, suspected that the religion's elders use this as an efficient way of dealing with challengers within their order. There is no way to progress in the order if the pilgrimage is refused, even though the chance of death is exceptionally high.

This pilgrim will approach the Characters for help reaching their destination, although they will accept no help carrying the stone.

If they return with proof of their success they could quickly be promoted in the order, and they will look kindly on any who helped their ascension.

WILDERNESS ENCOUNTERS A-Z

PIXIE GLADE

Forest

This area of forest is rife with mushrooms, flowers and abundant wildlife. As the Characters travel onwards the forest grows even more bright and vibrant, and it would be [Routine] to realise that a patch of a fey realm has crossed over with this woodland.

There is a [Horde] of Fairies and Pixies [Standard * NPC] who live here that may choose to interact with the Characters, although beware of the small print in any dealings with the fey folk...

PLAGUE RATS

Forest, Mountain, Plains

This area contains the site of a recent battle, and is strewn with decaying corpses long since looted of valuables and is now home to a [Beyond Count] infestation of Plague Rats. These unhealthy vermin [Easy Beast] live on the carrion and carry a potent strain of disease.

They will only attack the Characters if provoked or disturbed, and it is [Routine] to avoid them while moving across this area.

Setting up camp here is a bad idea as the rats would swarm any camp shortly after it is set up.

PLAGUE RATS ONBOARD!

Sea & Shore

It becomes clear that the ship the Characters are travelling on has a rat problem, in fact a [Horde] of Plague Rats [Easy Beast] call the dark corners of the hold and bilge home.

They will only attack the Characters if provoked or disturbed, but they will soon consume and ruin any ships stores if left to their own devices.

POISON TROVE

Wilderness Boon

This small, well made greenhouse is a poisoner's dream! A treasure trove of poisonous plants. Some of the resulting poisons are fast, some slow, some curable and some with comical effects.

POLAR BEAR

Arctic

This [Lone] Great Polar Bear [Elite Beast] is about to emerge from the den where she has been hibernating just below the surface of the snow. And she's hungry.

A trio of very young cubs [Easy beast] would also be in the den.

POT HOLES

Plains

The long grass in this area conceals a multitude of small holes, most of which are just the right size to twist an ankle.

Any movement beyond slow and careful runs a risk of tripping in this terrain, and melee combat would be [Difficult].

POTION INGREDIENTS

Wilderness Boon

This sturdy satchel contains a bunch of rare herbs, a mixture of fresh and dried alchemical ingredients useful for many common concoctions, alongside a set of measuring cups and flasks.

POUNCED UPON

Swamp & Jungle

This [Small] pack of Shadow Stalkers [Standard Monster] are stalking the Characters through the tree canopy of this area.

These monstrous big cats are partially made of solid shadows and are supernaturally stealthy and [Very Difficult] to spot before they pounce, usually trying to bring down the Character at the rear of the group first.

PRISTINE SCROLL

Wilderness Boon

The brilliant white scroll has the main prayer of a major deity elaborately illuminated across its surface, it seems near indestructible and seems to repel dirt. Once per day when read it will bestow a minor blessing on the reader.

WILDERNESS ENCOUNTERS A-Z

PUREST GREEN

Wilderness Boon

There are a dozen nuggets of a bright green metallic ore here, and whilst not actual gold these shiny chunks of 'green' could be valuable to artisans looking for unusual materials.

Or to anyone who doesn't know what gold is meant to look like.

QUESTING HEIR

Arctic, Desert, Mountain, Sea & Shore

This youth [Standard Warrior NPC] is striving to prove themselves.

Their people are a hardened hunter and warrior culture who eek out an existence in this very unforgiving land.

Traditionally the next generation spends a time living and travelling alone to perfect their hunting and survival skills.

This heir to the clan leader is looking for more of a challenge than is normally offered here, and asks if the Characters can recommend a beast for them to hunt.

They may accompany the party if their paths lead the same way and the local warrior clan will be much more friendly if this youth is returned, ideally safe and full of heroic stories.

QUICKSAND

Desert

The sand in this area seems somehow light and does not hold the weight of the Characters, who will begin to sink into the sand as if it were a thick liquid.

It is a [Routine] task to free a Character from the quicksand but larger Characters, those wearing heavy armour and any mounts sink much faster and could be [Difficult] or even [Very Difficult] to rescue.

Characters must identify where the sand is safe to walk on and where it is not, the difference is very subtle and [Difficult] to spot.

Struggling and indeed any movement if trapped will not help matters.

RABID BEASTS

Forest, Mountain, Plains

Whilst not normally aggressive, this [Large] pack of feral Foxes [Easy Beast] are rabid, very aggressive and will attack without fear.

These small canines shouldn't be too much trouble for the Characters, however even a small bite has a high chance (70%) of transmitting the rabid disease that these foxes are afflicted with.

RACE CHALLENGE

Sea & Shore

A well rigged slender yacht approaches and signals that they'd like a friendly competition to show who has the best ship and skill at sea.

The yacht crew are well trained and experts at what they do which makes winning this challenge [Very Difficult].

RAISE THE BLACK FLAG

Sea & Shore

This sizable ship is making no effort to hide, with the flags flying proudly from the mast clearly identifying this as a pirate vessel. It closes effortlessly on the Characters.

The [Very Large] crew of pirates [Standard Warrior NPC] are profit driven and have, perhaps unwisely, picked the Characters as potentially a soft target.

Their Captain [Elite Warrior NPC] can be negotiated with and would prefer all of the loot with none of the effort, but they wouldn't shy away from a bloody battle if that's what it takes.

RARE BEAST

Plains

This fierce and scarce [Lone] Opal Predator Lizard [Elite Beast], once common, has seen its numbers fall in recent decades.

Now there are very few and they are incredibly valuable. Both for their hides and also as attractions for nobles, some of whom tour the area to spot them, others who tour the area to hunt them.

Both pay very well for the privilege.

WILDERNESS ENCOUNTERS A-Z

RECENTLY DUG GRAVE

Desert, Forest, Mountain, Plains, Swamp & Jungle

This grave has been carefully dug (deep to deter predators) and looks to be tended still. In these inhospitable parts this is no small task.

A small bunch of flowers sits atop the grave of daffodils, striped carnations, marigolds and begonia. Some flowers are fresh, and the remains of previous bunches sit atop the grave and look a few days older.

As Characters investigate the ghost [Easy Monster] of the grave's resident appears.

They are not hostile and explain they cannot rest until justice is served, but seem unable to give details.

This poor unfortunate was a sorcerer that was murdered by a romantic rival [Elite Wizard NPC] who visits the grave regularly to replace the ritual flowers that both stop the ghost from finding rest and cloud its memory.

RED SKY AT NIGHT

Sea & Shore

The evening sky loses its warm orange glow and as the last light fades it is replaced by an ominous red aura.

The local sailors mutter about a blood moon and start to arm themselves as legends say this is a portent for imminent doom.

They may be right too, as this could well be a brief rift between the material world (50%) and a more infernal realm that a [Small] number of flying Blood Raptor Demons [Elite Monster] have slipped through.

REEF GOLEM

Sea & Shore

This seemingly innocent pile of coral encrusted rocks near the surface of the sea suddenly comes to life and forms into a huge Reef Golem [Overwhelming Monster].

The Reef Golem is large enough to rip planks from a ships hull, snap masts or drag smaller ships below the waves, but it is a slow moving construct and nimble opponents could escape its grasp.

REVERBERATING ROCKS

Mountain

The rocks in this canyon-like area are covered in obsidian outcrops that resemble blades of black glass thrusting out of the mountain side. The ground is also littered with smashed obsidian that forms a glass like sand that crunches loudly underfoot.

The danger here is that any sharp loud sound can reverberate and echo around this canyon, amplifying in volume. This will make some of the outcrops shear off and rain down chunks of sharp rock that would cause [Major] damage to anyone not able to make a [Routine] jump out of the way.

It would be [Difficult] to cross this area without making a sound and triggering the falling rocks.

RIDDLE STONE

Wilderness Boon

This smooth plate like stone has multiple concentric rings of fine symbols carved on to one side. Every day a different combination of symbols will glow faintly.

It is [Difficult] to decipher what the symbol combination means each day, but every time it is an object of some form such as a weapon, tool, clothing or even food, and if an object of that type is left resting on the stone overnight it will gain minor magical abilities for the following day.

RING ADORNED HAND

Wilderness Boon

Placed on the floor here is a desiccated old severed hand, gnarled with age and grey with time. The set of four rings placed one per finger all shine and look brand new.

These rings, in various styles and each holding a different gem, will adjust to fit most Characters.

Once worn, they will be [Near Impossible] to remove and give the wearer the ability to clench that fist and create a protective disc of force that acts like an invisible shield.

The only downside is that if this shield is ever used to defend electrical energy it actually amplifies the damage and delivers it to the wearer.

WILDERNESS ENCOUNTERS A-Z

RING OF THE LOST

Wilderness Boon

This is a ring of power, it glows slightly and emits an effect on the wearer that grants them protection equal to wearing a heavy suit of armour. It also has a subtle effect on compass readings, and not for the better...



RIVER CURRENTS

Swamp & Jungle

This slow moving wide river runs through the trunks of these trees in this swampy area.

It ebbs and flows gently, and any creature or Character wishing to cross and not get wet must take to the canopy where the trees join overhead (and hope the branches are sturdy enough to take their weight).

The waters are teeming with life such as carnivorous fish, small crocodiles, snakes and leeches that thrive and sustain themselves on anything or anyone who falls in. So any Characters swimming across would suffer regular [Light] damage from the wildlife.

ROCK POOL

Sea & Shore

This Rock Pool is larger than most. Usually containing a pretty mix of seaweed, sand and small fish and crabs, this one appears to have something a little more exotic stranded by the retreating tide.

An emerald haired merfolk scout [Standard Ranger NPC] is stranded here and will offer to trade information on the area in exchange for help getting back in the water.

ROCK SCAR CAVE

Mountain

The cave entrance is tall and thin, little more than a vertical crack in the rocks. Something has been hard at work widening the base and the rocks have claw-like marks on them. Loose stones have been removed as well, and lay scattered deeply across the approach. It is clear this cave is not empty.

This lair is home to a Great Sinuous Wyvern [Elite Monster] that would not react well to being disturbed.

The Wyvern roams this area by night looking for prey, so this is also not a good place to set up camp...

ROSE BRIAR DWELLING

Forest, Plains, Swamp & Jungle

This small stone cottage dwelling is surrounded by thick walls of thorny rose bushes with deep red flowers.

The Hermetic Druid [Elite Cleric NPC] who calls this place home does not like visitors and has not spoken to people in some time. They will be blunt and rude. If needed they can animate the thorny plant here to defend themselves.

Inside the cottage they are working on preparations to grow a giant seed that will one day grow to be a God Tree and will do anything to protect this treasure from harm.

ROTTEN BRANCH

Forest

A sudden snapping sound is the only warning. Seconds later this large rotten branch falls amongst the Characters; any of whom fail the [Routine] task of getting out of the way will take [Major] damage and be pinned underneath the rotting mass of wood.





RUNIC GUARDIAN

Desert, Forest, , Plains, Sea & Shore

The skeleton of a giant humanoid lies within a pool of thick black tar here with runes etched into the bones.

This [Lone] Runic Guardian [Elite Monster] is a forgotten relic from an ancient high magic war, and will activate if the Characters get too close. When it rises it sparks flames to life and sets the tar aflame adding to the danger of its attacks.

SACRIFICIAL PRIEST

Arctic, Desert, Forest, Mountain, Sea & Shore, Swamp & Jungle

A well worn path leads to a clear area where hyssop grows around the foot of a large flat boulder with suspicious dark stains on the top, and a scattering of carved bones littering its base.

In these wild parts religion tends to be a perilous business. The one that uses this altar in particular seems to value regular sacrifices, and the Cult Priest [Elite Cleric NPC] likes the look of one of the Characters as an appeasing offering to their grim and bloodthirsty gods.

To help 'persuade' the Character to give up their life the Priest will call upon an [Equal] group of Zealot Thugs [Standard Warrior NPC].

SALT PLAINS

Desert

This area of the desert is a salt plain, where the sea water of an ancient ocean has long evaporated, leaving behind it a thick white layer on the sand.

This looks like white fondant icing when compared to the yellow surrounds.

The salt has hardened and holds no tracks or marks and in some places the hard salt dome sits far above the sand which has shifted below.

This has left the risk of a perilous, [Major] damage fall should the crust crack.

Any Character crossing the salt plains must battle increased thirst as well as the [Routine] risk of falling through the salt layer.

SALVAGE ONSHORE

Wilderness Boon

These crates bear the markings of a powerful mercantile guild and contain a valuable mix of trade goods such as fabrics, tools and spices.

They are sitting happily together in a neat pile.

WILDERNESS ENCOUNTERS A-Z

SAND EVERYWHERE

Desert

The sand in this area is extremely fine, and works its way into clothes, bags, shoes and the workings of any mechanical items.

It is at best a distraction and annoyance with the Characters having to get used to sandy rations and the discomfort of an abrasive layer of sand everywhere.

At worst it can actually cause [Minor] damage as skin is rubbed raw.

SAND WORM

Desert

These enormous Grey Sand Worms [Elite Monster] are famous for all the wrong reasons, and feared by travellers in this desert area.

Moving under the surface of the sand effortlessly (they seem almost to swim like eels through it) they hunt anything that moves on the surface.

The only warning of their approach is a last minute rustling like sound before they attack.

The Characters may [Routine] realise these worms sense the tremors of foot steps and hunt based on these vibrations.

If the Characters fail the [Difficult] task of masking their presence a [Pair] of worms erupt from the sand potentially swallowing up some unfortunate souls.

SANDNADO!

Desert

Strong winds build up as the Characters travel through this area in a way that would be [Difficult] to notice as unnaturally surrounding the Characters.

These winds will start to circle as if sentient. The loose dry sand is whipped through the air at high speed and will cut exposed skin and sting eyes for [Light] damage.

Characters must escape this unexpected sandnado!

If Characters are unlucky (30%) there may be scorpions circling in the sandnado which sting as they pass and rip with their claws making [Major] damage possible.

SANDSTORM

Desert

The day grows dark unusually early. Driven hard by the wind, a vast wall of sand approaches from the horizon.

The Characters will [Simple] see the mountainous front of the sandstorm approaching well before they are plunged into darkness and visibility drops to zero.

Outside of magical means, the only option is likely to be finding or setting up some shelter, and then digging out after the storm passes and discovering the landscape of the desert has rearranged itself.



SCARCE FRUITS

Wilderness Boon

This delicate fruit is delicious to eat and has benefits to constitution and healing. Very valuable if sold to an alchemist or similar but difficult to transport, they bruise easier than peaches!

SCENT ON THE WIND

Sea & Shore

The smell of salt on the air is replaced by something much sweeter, as the breeze catches it the Characters should be able to follow it to find the source.

If they do so they will find it's a Colossal Spice Squid [Overwhelming Beast] using the smell to attract whales to hunt.

The squid may assume the Characters are also prey and begin the attack by firing corrosive ink all over, which could itself corrode and sink a delicate vessel.

After firing the ink the squid then begins to explore the decks with its hungry tentacles.

WILDERNESS ENCOUNTERS A-Z

SCORPIONS IN BOOTS

Desert

Every adventurer knows that taking your boots off is the civilised thing to do before turning in for a nights sleep.

Characters would also do well to remember to shake their boots out before putting them back on again unless they would like a poisonous sting in the sole of the foot.

Of course, instead this encounter could be with legendary bandit 'Scorpion in Boots' an anthropomorphic scorpion with a nifty pair of boots...

SCOUTS

Arctic, Desert, Sea & Shore

This [Equal] sized scouting party for the nearest political power is mapping the area ahead of any potential military action.

These Scouts [Standard Ranger NPC] are keen to share notes and will pay for any maps or information of note the Characters can offer them.

They may also have notes to share if the price is right.

SCREE

Mountain

The treacherous scree that seems to cover most of this area is unstable underfoot, as the piles of small stones laying over rocks and compacted earth move very freely.

Characters would find it [Routine] to avoid sudden movement or loss of concentration, as that would result in a slip which will send them falling amidst a rock slide that would cause [Major] damage.

SEA GULLS

Sea & Shore

The [Horde] of seagulls here are of a breed called Bale Gulls [Easy Beast] and are large hook-beaked fliers with a taste for fish and a bad reputation.

These grumpy, noisy, territorial birds will also scavenge where they can. They do not always wait for someone to die before they attempt a nibble.

SEA KING'S TREASURE

Sea & Shore

Shining brightly in the crystal clear waters here is a fabulous looking ornate pearl and gold chest.

It is [Very Difficult] to accurately guess the depth of the water where this stunning chest is submerged, and most underestimate just how deep it is.

The chest is bait for non-aquatic species. Anyone trying to retrieve it will find an [Equal] number of Malevolent Merfolk [Standard Monster] waiting for them, and only too happy to stab them with tridents.

Although the chest is a fake it's still covered in gold and pearls so there is loot to be had if any can get to it.

SEA SHELLS

Sea & Shore

This stretch of beach has a [Small] number of huge nautilus style shells, each the size of a horse.

Such tempting vessels have attracted Hermit Horrors [Standard Monster] and these infernal crab demons are using the shells for both camouflage and armour.

SEA URCHINS

Sea & Shore

Clinging to rocks around the water line, these red slimy urchins have little red fringes of tentacles atop fleshy red bodies.

Each is armed with a powerful sting and Characters should be extremely cautious as it would be [Difficult] to enter the water without coming into contact with multiple urchins and suffering [Minor] damage from their poisonous stings.

They look rather pretty as they wave with the gentle currents.

SEAWEED BOUNTY

Sea & Shore

Considered a local delicacy when fried, this abundant weed covers the rocks hereabouts. It is very good for the constitution, if you don't mind the smell.

WILDERNESS ENCOUNTERS A-Z

SHADY OUTCROP

Desert

This rocky outcrop provides some welcome shade beneath an overhang that offers a respite from the burning sun.

There are two dangers here. First almost every crack and crevice is home to a small snake or lizard, and it'd be [Routine] to avoid getting nipped by a venomous beast for [Light] damage

Secondly, should Characters linger here long a [Pair] of Sand Serpents [Elite Beasts] will arrive to aggressively claim the shade for themselves. These large lizards are as grumpy as they are armoured and spikey.

SHARP TOOTHED TIGER

Arctic

This apex arctic predator has pale blue stripes on its pure white fur, along with huge saber-like incisor teeth.

The Arctic Tiger [Elite Beast] is [Very Difficult] to spot in the snow, and will carefully stalk any lone Characters, waiting for the perfect moment to attack its prey.



SHIELD OF ENCOURAGEMENT

Wilderness Boon

This magic shield shouts words of encouragement to your opponent, voicing that their next blow may do better than the last one. It is however deeply sarcastic.

This may have no effect on some attackers but others are either distracted by the torrent of abuse or may even go into a rage.

SHIMMERING CITY

Desert

As the Characters draw near it is clear that this is no mirage. An expanse of sandstone structures can be clearly seen. An organised ancient settlement, clearly not naturally formed.

Abandoned and of a strange architectural design which is not familiar, this area surely is of huge architectural interest.

It may still hold wonders given its inaccessible location and how strangely no one seems aware it exists.

Or maybe no one has lived to tell the tale.

SHIP GOING DOWN

Sea & Shore

Either a nearby friendly vessel, or the Characters own ship, hits a jagged hidden submerged rock that splits a large hole in the hull, and immediately she starts to sink!

Characters will either have to perform [Very Difficult] extraordinary and rapid repairs or head to the water in an escape craft.

Anyone in the water near a sinking ship will face a number of hazards that make it [Routine] not to be dragged under by rigging or similar.

SHIP WRECK

Sea & Shore

High seas the previous night have driven a ship onto the rocks. The vessel now lies on its side at low tide with the hull ripped open.

The valuable cargo is visible, but there appear to be teeth and claw marks on the wood. Maybe it wasn't the rocks which sunk her after all.

Maybe they needed a bigger boat.

If the Characters investigate they will have to deal with the [Pair] of Barnacle Trolls [Elite Monster] who have already claimed this prize.

These trolls are covered in barnacles that provide them a level of armour protection, they also regenerate health quickly when they are in salt water.



WILDERNESS ENCOUNTERS A-Z

SHIPS IN THE NIGHT

Sea & Shore

This cloudy night is both starless and moonless, making it [Very Difficult] to see anything in the dark.

Those with good hearing would find it [Routine] to hear the sounds of water slapping on mystery hulls as another ship launches its boats to approach stealthily.

They are crewed by a [Very Large] party of Pirates [Standard Warrior NPC] who are attempting to surprise the Characters, take them captive and rob them!

SHRINE TO WINTER

Arctic

This rough hewn stone shrine stands out as an almost black block amongst the white background of this area.

Offerings of meat, dried flowers and skins still sit atop the altar. It looks to be tended daily by someone who cannot be too far away.

The Characters may wonder which particular god is being worshiped, as it'd be [Simple] to notice some of the bones and the meat look humanoid...

The [Large] group of Beastmen [Standard Warrior NPC] led by their Shaman [Elite Cleric NPC] who live in this area treat the altar as a holy site.

SILK WORMS

Wilderness Boon

This large glass gallon jar has a number of silkworms spinning happily inside. In the right hands these will earn a good sum of money although they need to be carefully looked after in the meantime.

SIMMERING STEW POT

Wilderness Boon

This cauldron sits on a fire now reduced to embers, but still contains a hot and delicious stew.

There are no other signs of a campsite here, just the cooking stew.

If eaten the stew will tackle any hunger and warm the Characters from the inside out.

SINKING FEELING

Swamp & Jungle

The thin layer of water here is only an inch deep and the mud below is thick and clogging.

Any Character not managing the [Routine] effort to avoid the muddy patches in this area will quickly find themselves sinking in to the knee deep mud, and becoming slowed or stuck.

Despite the muggy warmth, and the heat of any exertions trying to escape, the mud and water will sap heat from any Character trapped.

The mud also has a repulsive smell, which lingers on boots and clothes.

SINKING PYRAMID

Desert

A small pyramid, barely two stories in height, stands alone amongst the dunes.

If the Characters investigate they'll find it [Routine] to realise that this is actually just the tip of a much larger pyramid buried in the sand.

Delving into the buried structure will reveal a maze of tunnels. In keeping with the desert surroundings these are home to multiple sand acid traps and an [Equal] number of Jackyl Guardians [Standard Monster].

Deep within the pyramid is a tomb vault filled with valuables, although as soon as the treasure is touched the pyramid will begin to slowly sink, leaving a race against time to escape.

SKELETAL TREES

Plains

This lone skeletal tree, rising from the endless plains, offers no shade or shelter. Its bare limbs barely cast thin shadows on the grass, and its dead trunk whitens where the bark has been stripped off.

It is also a poor landmark, as oddly, what appears to be the exact same tree can be seen in the distance to both the left and right across the grasslands.

This could be the remains of an old empire's border, with these magically grown trees marking their land.

WILDERNESS ENCOUNTERS A-Z

SKINNED REMAINS

Arctic, Desert

Something has been at work here. This creature has been efficiently killed and skinned. The carcass has not been stripped, instead left for the local scavengers. There is a trail leading away.

If the Characters follow the trail they will find a [Pair] of Savage Ogres [Standard Monster] arguing over the new pelt they have recently acquired.

SLEDGE DOGS

Arctic

This [Equal] sized pack of starving sledge dogs [Standard Beast] are running wild.

Presumably their expedition ended badly and the dogs still wear the torn remains of a harness.

Now this pack are ravenous, and although they are domesticated and used to humans they may attack out of desperation.

They are easily pacified if fed and could be very useful if tamed.

SLIPPERY ICE

Arctic, Mountain

The footing here is treacherous, and Characters will find it [Routine] to avoid slipping and sliding whilst moving.

The ice also covers many more vertical surfaces with rocks covered in patches of black ice making climbing [Very Difficult].

SLIPPERY ROCKS

Sea & Shore

The ground in this area is covered in a thick layer of slimy seaweed which makes any movement treacherous. Any Character moving faster than a walking pace will find it [Difficult] not to slip and fall.

WILDERNESS ENCOUNTERS A-Z

SMALL STASH

Wilderness Boon

A well worn travel pack is tucked away from the elements. Inside are travel clothes, a few dirty coins and some dried herbs.

SNAKES IN THE WATER

Swamp & Jungle

The clear waters of this area teem with life, including a [Beyond Count] number of small venomous snakes [Easy beast] hunting the warm waters for small prey.

These snakes are unlikely to attack the Characters unless agitated. However there are an [Equal] number of much larger snakes [Standard Beast] attracted by the Characters movement that will use the smaller snakes to cover their approach, and they will attack.

SNOW BETRAYAL

Arctic

A slight slope in this area gets suddenly steeper until the ground slopes violently and disappears underfoot.

The Characters will find it [Very Difficult] not to be swept along down the hill with the snow and rocks surrounding them, causing [Minor] damage and leaving them prone and half buried.

SNOW FOX

Arctic

The white snow foxes that live in this area can become invisible in this terrain and are [Very Difficult] to spot without magical help.

While of no threat to the Characters, they will scavenge any food left unattended and could easily make off with unsecured rations.

SNOW MELT

Arctic, Mountain

Ice cold water flows in rivers which cut through the ice and snow. The water is not empty or drinkable, the thaw having released strange small parasites into the waters that cause [Light] damage to any drinking or spending too much time in the water.

SNOW POCKETS

Mountain

Un-melted snow sits in shadowy spots between the rocks and it would be [Routine] to notice a bottle sat within one pile of snow in the shade.

This potion flask holds an explosive mix that is only stable at low temperatures, as soon as it gets warm enough it explodes, causing [Major] Damage.



SNOW STORM

Arctic, Mountain

The air is briefly still and calm before a sudden wall of shifting wind-borne snow rushes towards the Characters driven by strong winds.

The winds in this storm are fierce, and all but the strongest of Characters would find it [Very Difficult] to make headway against the winds.

Those unable to take shelter risk [Light] damage from the storm, and the low visibility and high winds make a fall a real risk.

SNOWBLIND

Arctic

Dazzling glare all around from the sun reflecting off of the snowy landscape make it [Difficult] to see any distance in this area.

The [Pair] of elemental Ice Creepers [Standard Monster] that hunt here take advantage of how difficult their crystalline bodies are to see in these conditions.

WILDERNESS ENCOUNTERS A-Z

SPIDERS

Forest

The canopy of this area of forest is home to a [Very Large] colony of Giant Bark Spiders [Easy Monster] who will aggressively defend the lair of their Queen [Elite Monster]

These spiders are large, mottled brown, hairy and while they are not web spinners they can flick dart like bristles at enemies.

The Queen has pulsating egg sacs hanging from a fat abdomen and may unleash more eight legged monstrosities into the forest soon.

She is a very protective mother.

SQUAT METAL TOWER

Arctic

A short metal tower covered in rivets with a guard rail around the top juts up from the ice here.

If the Characters approach they will be hailed by a Gnome in heavy furs [Standard Scholar NPC].

He explains that his experimental sub-nautical-machine has become trapped in the ice, and he'd very much like some assistance in getting free.

The tower is actually the conning tower of the trapped clockwork and magic submersible.

STASH OF UNKNOWN COINS

Wilderness Boon

A large clay urn has split open where it lays half buried here, spilling out a pile of strange looking coins.

These coins are made from a semi-precious metal and bear markings that would be [Very Difficult] for a scholar to identify as belonging to a long dead empire.

STEAM TRUNK

Forest

Someone has decorated this tree trunk and carved ornate cogs into the bark. In this light it almost glows and the cogs seem to move if no one is looking.

The tree itself seems healthy although a strange haze surrounds it, rising slowly from its leaves.

STEEP PATH

Mountain

This path was once steps carved into the rock face. The years have worn it down to a smooth, treacherously steep, thin path.

It is the only way through this area that doesn't involve climbing, and is barely wide enough for a single person at a time with frequent steep drops off to the side.

It's unfortunate that a [Lone] Armoured Bull Ogre [Elite Monster] is travelling the same path in the opposite direction, and doesn't want to be the one to retrace their steps to let the other pass.

STINK FLOWERS

Swamp & Jungle

These flowers smell of rancid rotting meat. Characters may assume this is intentional to attract the flies they need to pollinate them. However closer inspection reveals there are decomposing bodies deep in the flowers. They look to be a mix of animal and humanoid parts.

If the Characters linger, then a [large] group of Reeking Dead [Easy Monster] zombie like creatures, animated by vines, attack.

STONE CURRENCY

Wilderness Boon

The two dozen carved stones found here are all about the size of a clenched fist, have a similar disc shape, and are decorated with a variety of odd markings.

These are ancient coins from a race of giants that once ruled here, and whilst heavy, would fetch a good price if sold to a place of learning with an interest in history.

STONES AND SHELLS

Sea & Shore

This beach is formed by a strange combination of pebble stones (as you would expect) and a huge number of blue shells.

The shells still have their inhabitants, a type of hermit crab, and on a full moon the beach has been known to get up and walk off.

WILDERNESS ENCOUNTERS A-Z

STORM ON THE HORIZON

Sea & Shore

Unexpectedly, the light of the day starts to fade. A tall black cloud of dense fog appears on the horizon and quickly approaches the Characters.

It'd be [Routine] to evade the storm, but that would involve backtracking along the route already travelled. However conditions in the storm would make staying afloat [Difficult] if the Characters continue onwards.

STRANGE CONSTELLATIONS

Mountain, Sea & Shore, Swamp & Jungle

On this clear night the stars seem to have changed. This does not seem the right night sky for this world.

Is this a message from the gods, or a madness inducing glimpse of massive eldritch powers at work?

STRANGE FOOTPRINTS

Arctic, Desert, Forest, Mountain, Plains, Swamp & Jungle

These footprints, clearly visible ahead of the Characters, are very unusual with an alarming combination of toes and claws that seem to change regularly.

These odd tracks belong to a shapeshifter [Elite Beast/Monster/NPC] who has lost control of their powers and is now an ever morphing mix of monsters and beasts. Whilst in some forms they may be reasoned with and seek help, other forms may be outright hostile.

STRANGE WAVES

Sea & Shore

The waves in this area are becoming more regular and oddly uniform, with the tips turning from white water into a smooth green blue and there is no spray.

This is because the Aquamancer [Elite Wizard Monster] leading the [Equal] party of Mer-Creatures [Standard Monster] swimming under the boat has weaved their magic to clear the water surface so they can attack with deadly accurate spear throws.

The first the Characters know of the attack is likely to be when the first spears break from the water, unless they manage the [Difficult] task of spotting them beneath the surface.

STRANGER DANGER

Sea & Shore

A corpse with an arrow protruding from its back bobs afloat in the water, with what looks like a message tube tied to the arrow shaft.

If the message tube is opened it will trigger a magical explosion and launch a flare high into the air. The explosion can cause [Major] damage to those within ten foot who fail the [Difficult] task of diving away in time.

This type of trapped corpse is a common tactic of Arcane Pirate crews to disable and mark targets.

SUMMONER'S BLUEPRINTS

Wilderness Boon

Within this wax sealed scroll case are a set of unusual magical ritual designs by a talented magician. Notes suggest it may summon a powerful yet loyal and bound demon to assist the summoner. May.





WILDERNESS ENCOUNTERS A-Z

SWORD OF HEROES

Wilderness Boon

A valuable magical sword, which happens to also be sentient.

It can talk as well, and has a habit of narrating whatever is taking place around it in a booming heroic voice. It gets particularly excited when describing any fight it's involved in, offering a loud ongoing commentary of events with uncontrolled excitement and enthusiasm.

The sword can see and hear to a range of 30 feet in all light conditions and its voice is magically produced and [Near Impossible] to silence.

TENTACLES FROM BELOW

Sea & Shore

This shallow area of sea is home to a gargantuan monstrosity from ancient times that is a writhing tentacle mass the size of a small town.

Whilst this creature cannot effectively be fought or killed itself, it will probe out with a [Large] amount of tentacles that are each a threat [Standard Monster] to any passing this way.

Those who try to stay in this area will find there is no end to the number of tentacles that can form and attack.

Retreat is the better part of valour here!

TERRIFICALLY LARGE FLOWERS

Swamp & Jungle

Huge exotic flowers which attract people with their colourful display and hypnotic scent that is [Routine] to resist. Anyone lingering around the flowers will find it [Difficult] not to be lulled to sleep in the soft embrace of the petals.

The flower will grow an exact replica of the sleeper over the course of a few hours, and send this out into the world while the victim remains in perpetual sleep.

The replacement will make a gift of a small flower to whoever it meets next, this flower will rapidly grow...

Destroying the flowers will wake any victims trapped sleeping in the petals.

THE HILLS HAVE EYES!

Plains

The hills here have many hidden caves that are home to a [Very Large] clan of Goblins [Easy Monster] that use the vantage point of the hills to watch the plains. They will ride out on wolf mounts to raid and harass interlopers to their lands.

THE LAMP

Desert

Standing, glinting in the sand, is this large, heavy lamp of the style commonly associated with genie summoning.

This is a trap set by a cunning [Large] group of bandits [Standard Rogue NPC] led by a sly conjurer [Elite Wizard NPC].

The lamp radiates magic and will release a stunning blast of light and sound once touched. This is when the bandits jump out from their hiding places and try to get two attackers, each holding knives, to each Character before demanding their valuables.

THE LONG MAN

Plains

These hills are chalkland, Long ago a design was cut through the grass to the white rock below to show a huge man which can be seen for miles around. He is surrounded by strange symbols and is posed with a pointing spear.

It would be [Difficult] to decipher the symbols and discover the chalk carving points the way to a hidden shrine, and include clues on how to enter.

THE NOBLE HUNT

Desert, Forest, Mountain, Plains

High born and wearing yellow carnations in their caps, this [Small] group of keen hunters [Standard Warrior NPC] ride after a [Large] pack of hounds [Standard Beast] through this area.

They do not often stop for anyone and their hounds are prone to harassing smaller Characters and companion animals.

WILDERNESS ENCOUNTERS A-Z

THE PATCHWORK DOCTOR

Arctic, Desert, Forest, Mountain, Plains

This [Lone] traveller in a large coat and wide brimmed hat is a weather worn “medic” with a long and infamous history, who has fled the authorities.

His experiments with reattaching body parts on himself have made him more construct than man [Standard Monster] with mismatched hands and one leg seemingly shorter than the other.

He will offer medical assistance to the Characters, particularly on the Character nearest to his height. This is the sort of medical ‘assistance’ that might involve two bone saws.

THE RAINS

Plains

The annual dry spell has ended with a dramatic storm, followed by a less dramatic storm, followed by seemingly endless rain.

Any Character, however well equipped, will be unable to stay dry in these conditions without the aid of magic.

This affects morale and Characters become tired and concentration levels drop as thoughts turn to chaffing clothes and wet feet.





WILDERNESS ENCOUNTERS A-Z

THE SUN BEATS DOWN

Desert

There is no cloud cover and no shade, there is nothing but the relentless heat of the sun and the burning sands.

Water rations will be depleted quickly and all Characters risk sunburn in the extreme heat.

THICK CANOPY

Swamp & Jungle

The trees have grown up in search of light, and their branches now form a thick canopy which sinks all below into a deep shade.

Visibility is reduced and these shadows have become home to a [Pair] of Pale Slime Ogres [Elite Monster].

These foul monsters are ogres that have bonded with sentient parasitic slimes that make them more deadly. They are highly resistant to most types of damage, the exception being bright sunlight, which will hurt them and make them flee for cover.

THIRSTY WOOD

Forest

The great trees in this forest have large pools of water that form in the nooks between their mighty roots.

These forest ponds should be a great habitat for wildlife but only seem to be home to vast number of frogs and toads.

The lack of other wildlife is caused by the presence in this area of a Leviathan Toad [Overwhelming Monster] that has either killed, or scared away, all but it's smaller kin.

TIDAL CAVE

Sea & Shore

Accessible only at low tide, this cave has a washed sandy floor, and is lit by skylights in the cave roof which is open to the cliffs above.

These large winding caves are home to much local wildlife, as well as an [Equal] group of smugglers [Standard Rogue NPC] who would prefer that the Characters never saw them or the crates of contraband they are moving....

TOOLS OF ENCHANTMENT

Wilderness Boon

A small buried leather bag contains a set of fine tools used for enchanting objects.

They would sell for a decent amount of coin, although they are clearly labelled with the owner's name so there may be a way to find favour with an item enchanter by returning them.

TRADER'S CACHE

Wilderness Boon

A travelling trader has hidden a stash of stock here after losing a pack animal & having to lighten their load.

This full set of saddlebags contains a haul of saleable mundane merchandise.

TRAILS IN EVERY DIRECTION

Swamp & Jungle

The trees are thick here, and multiple waterways cut off many routes of travel making for a natural maze.

What doesn't help is the clear path the Characters have been following so far now branches off in a dozen different directions, making navigation [Difficult].

TRAP DOOR SPIDER

Plains

A perfectly round lid of woven grass is hidden expertly, concealing a shallow pit and the Giant Trap Door Spider [Standard Monster] waiting within.

It is [Very Difficult] to spot the trap, and when its inhabitant senses footsteps the trap door flies open and the enormous, venomous spider attacks.

TRAPPED UNDER ICE

Arctic

The Ice sheet here is beautifully clear, allowing an excellent view of the extraordinary monster skeleton encased within. The Ice cannot be frozen all the way to the earth, as the skeleton occasionally moves.

If for, some reason, the Characters find a way to free this Skeletal Juggernaut [Overwhelming Monster] from its icy tomb then that's on them...

WILDERNESS ENCOUNTERS A-Z

TRAVELLING MERCHANT

Plains

A well packed mule is being led here by a stocky merchant [Elite Warrior NPC].

Friendly, clever and well stocked, this merchant is a retired adventurer who now specialises in trading with adventuring parties in the wild, and as a result is likely to have some useful items available.

He is handy with a greatsword, and travels alone along mostly well trodden paths. He has the area very well mapped and has several hidden locations for storing excess stock.

Any Character able to get hold of his maps would know where all the caches are, as well as every known path in the area.

TRAVERSE

Mountain

The Characters must cross a near vertical mountain face to advance in this area.

There are few hand and foot holds making this a [Difficult] climb that would take many hours to complete.

The mountain goats pass this way daily and make it look like a walk in the park.

TREACHEROUS GOING

Mountain

The paths here are barely there, most have collapsed in many places and where they travel near a ravine large parts have slipped into the abyss already.

The Characters must take extreme care in this area and it would be [Routine] to avoid triggering collapses if moving carefully, however this becomes [Difficult] if move vigorous activities like combat take place.

TREE GEMS

Wilderness Boon

The impressive, emerald-like growths on this tree are actually patches of resin seeping out from the trunk.

They have set rock hard and could be used for costume jewelry or to fool inexperienced traders.

TREE HOUSE

Forest

A wooden, sturdy house, which looks to be watertight, sits in this huge tree. A rope ladder has been rolled up, suggesting the inhabitant is in.

If persuaded to let down the ladder, the Forest Warden [Elite Ranger NPC] that lives here and looks after this area of forest for a nearby political power would trade any information he has for tales from the Characters over a steaming kettle of tea.

TREE ROOT HIVES

Forest

The roots of some enormous long dead trees zig zag across the ground throughout this forest, with the current trees growing from the gaps.

These old roots are peppered with thousands of holes, each not much more than an inch in diameter, making the whole area full of trip hazards.

These are also hives for a colony of Harm Mites. These nocturnal spider like creatures swarm this area at night, and any Characters here when that happens would need to fend off a [very Large] number of Harm Mite Swarms [Easy Beast].



WILDERNESS ENCOUNTERS A-Z

TREE ZOMBIE

Swamp & Jungle

The trees here are gnarled and twisted. A [Simple] inspection will also reveal that they have human corpses embedded amongst the trunks and branches.

There are a [Large] amount of these Zombie Corpse Trees [Standard Monster] that will begin to move towards the Characters and try to drag them to trees not yet bonded with a corpse to make new Zombie Corpse Trees.

This is the unfortunate result of a local tribe trusting a wandering priest to bless their burial ground.

TURNIP

Wilderness Boon

The vegetables placed on this crude altar all have one thing in common. They all have at least a passing resemblance to anatomical features, including, in pride of place, a turnip that looks just like a...

TWISTING PATH

Swamp & Jungle

Whilst not the most direct route through the area, this narrow path snakes its way through the terrain avoiding the worst of the wet and overgrown patches.

The trail makes for easier travel here, but it's also a popular ambush spot for the [Equal] group of Head Hunting Lizardmen [Standard Monster] that call this place home.

TWO PATHS

Desert

The sands have shifted and revealed a road that isn't on the maps for this area, leaving the Characters looking at a fork in the road they were not expecting...

UNCOMMON MUSHROOMS

Wilderness Boon

These small vibrant fungi are a popular ingredient for alchemists from a local divination cult, and have hallucinogenic properties. Those imbibing these mushrooms often claim to have seen the future.

UNNATURAL MIGRATION

Arctic, Desert

This [Horde] of Crested Striders [Standard Beast] are out of place here.

These giant flightless birds are normally found in lush grasslands and they are ill-adapted to the environment of this area.

Their appearance makes little sense, but what is obvious is that this is a potential bounty of fresh meat, although it does come with large talons.

These birds are also famously grumpy. And rather faster than they look.

UNUSUAL DELICACY

Wilderness Boon

In these parts fried spider is a much prized local delicacy. These chunky black beasts live in burrows and have little defense to being dug up. And subsequently deep fried.

Assuming the digger is OK with handling large hairy angry spiders, once captured they fetch a good price.

UP IN THE TREES!

Forest

This area is home to a [Large] tribe of Bark Fiends [Easy Monster], who don't react well to trespassers walking under their trees.

These diminutive goblin folk have bark-like skin that makes them [Difficult] to see when stationary. Especially in a tree.

They prefer to scare off enemies by dropping sharp rocks from the high trees, but will become frenzied if anyone were to climb up to their treetop lairs.

VALUABLE CRYSTALS

Wilderness Boon

Clusters of crystals that vary in hue by the full range of the rainbow are found here.

Whilst abundant here, these fetch a good price in more populated areas for their pleasing aesthetics.

WILDERNESS ENCOUNTERS A-Z

VAMPIRE BATS

Forest

Normally the reputation of vampire bats is exaggerated, and they're no more evil than any other ordinary animal. Not these bats however, these are truly evil and once served a diabolical lord. They are more intelligent than their wild cousins and have nothing but bad things planned for anyone they meet.

This [Large] cloud of Evil Vampire Bats [Standard Beast] takes to the sky at night in search of victims.

Preferably sleeping victims.

WALKING TREES

Forest, Swamp & Jungle

In their constant quest for light, water and nutrients these trees have evolved to be more proactive than your usual spruces.

Although not sentient these trees seem to walk the landscape, dragging up huge leg-like masses of branches and roots and taking lurching steps forward until they find a good spot to take root again.

Whilst they aren't aiming to crush anyone underfoot, the trees are also not trying to avoid crushing anyone underfoot...

WAR HORSE

Wilderness Boon

A battle trained horse, in full barding and tack is before the Characters grazing happily with no one else in sight.

The horse is large, probably used to being corn fed, very well looked after, and used to people.

The previous owner may have picked an unwise fight with a wizard that made them 'disappear'.

WATER FLASK

Wilderness Boon

A large bladder of pure, clean delicious drinking water. This is liquid yummy.

This full flask somehow stays cool and refreshing. It is about a days water, give or take.

WATERING HOLE

Plains

All paths in this dry Savannah plain lead to this large watering hole, an expansive pool of rather murky water, with treacherous muddy banks caused by the constant churning of animals coming to drink here.

If the Characters approach they will find it [Very Difficult] not to attract the [Equal] amount of Enraged Hippos [Elite Beast], who lurk below the surface of the water ready to erupt out to attack intruders.

The mud makes movement and dodging attacks [Very Difficult] around the watering hole.

WATERS RISING

Swamp & Jungle

This area was barely damp a few hours ago, but is now a foot deep in murky water, which is rising rapidly and showing no signs of slowing down.

As the water rises and the Characters decide how to progress a [Large] number of Razorfish [Easy Beast] find them and will attack anyone in the water.

A few hours after the rising waters started they will begin to recede again; maybe this was a one-off event or this could be a daily occurrence here.

WEAPON STASH

Wilderness Boon

Well hidden and [Difficult] to find is this stash of weapons, armour and ammunition.

Left here by a military force many years ago, this well stored cache has good quality equipment that is easily recognisable as belonging to a particular army.

WEIGHTY TOME

Wilderness Boon

This weighty metal book has a pair of locks keeping it closed. It is oddly warm to the touch and seems strangely unaffected by the weather considering it is just lying on the floor out in the open.

This blessed holy book details all of the important rituals for a religion of light and law, the locks will open when the book is picked up by one it deems worthy.



WILDERNESS ENCOUNTERS A-Z

WEIRD FUNGI

Forest

Strange green and orange fungi grows very noticeably on the trunks of the trees in this area. It Forms large, elaborate, almost sculpture-like shapes.

It's going to be [Difficult] to move here without disturbing the fungi, which will then release clouds of dangerous spores.

These spores are like an ominous green poisonous cloud, and cause [Minor] damage if inhaled.

They also have the curious side effect of re-animating any creature that dies within the spore cloud, as can be evidenced by the [Large] number of Fungal Zombies [Easy Monster] that will attack the Characters shortly after the spores are released.

These will be a mix of fungally animated humanoids and forest animals.

The Characters may find some success here if they kill it with fire.

WET FEET

Swamp & Jungle

It's [Very Difficult] to stay dry due to the conditions in this area, and before long the damp has worked its way through clothes, boots, socks and weapon holders.

Everything is wet, weapons are slippery, books are starting to twist out of shape, bows start to warp and clothes are heavy.

Characters are more affected by cold, may become exhausted or ill, and are more prone to fumble held items.

WHALE OF A TIME

Arctic, Desert, Mountain, Sea & Shore, Swamp & Jungle

Depending on the terrain this whale may have perished completely naturally or be so out of place it may as well have crashed from the sky onto the ground.

Characters may explore to see if it has swallowed anything or anyone of interest, and try to deduce the circumstances of its passing.

The corpse looks fresh and the mouth is open and large enough to walk straight in...

WHIRLPOOLS

Sea & Shore

The open waters in this area suddenly spring to life with a [Large] amount of small whirlpools, each not much bigger than a man and churning the water violently.

As if sentient they quickly snake towards the Characters, where the Drowner Sprites [Easy Monster] that are responsible for the whirlpools will try to pull Characters under the water and drown them.

WILD STALLIONS

Plains

A pair of magnificent horses can be seen galloping across the plains in the distance.

These are magnificent animals [Elite Beast] and would be worth a considerable sum if they could be captured and wrangled back to civilisation, and if tamed they would make for quality warhorses.

WINTERS TEETH

Arctic

This land is no stranger to hail, but this is something far more sinister.

Spear like shards of solid ice rain down from the sky, threatening to impale those caught by the onslaught.

This storm is brief but it would be [Difficult] to avoid [Major] damage from this hail of ice javelins.

WOLF PACK

Arctic

Their thick winter coats hide how thin this [Equal] sized pack of White Winter Wolves [Standard Beasts] truly are.

Surviving in this harsh area is not an easy job, and this pack travels huge distances to find food.

Having caught the scent of the Characters they will stalk and then attack.

They cannot be scared off, there is no other food here for them and it is life and death.

WILDERNESS ENCOUNTERS A-Z

WOODLAND FEAST

Forest

The Characters will come across a forest clearing with a dozen large tables all set out for a banquet, with fresh and hot fare laid out in abundance. There is nobody to be seen in attendance.

This is a fey banquet and any Characters partaking of the food and drink will fall in to a deep slumber and awake in a fey realm.

If the fey are not interested in bringing the Characters in to their realm they may instead steal an item from each Character.

WOODLAND FOLK

Forest, Swamp & Jungle

The lavender scent hangs in the air around this settlement of organic tree structures, which have been trained to grow together over many years.

This village is home to a [Very Large] tribe of Wood Goblins [Easy Warrior NPC] led by their Shaman [Elite Cleric NPC].

The tribe do not take kindly to outsiders and will be hostile unless the Characters have a very good reason to be in this area.

YETI

Arctic, Mountain

Thick skin and heavy white fur protects this Storm Yeti [Elite Monster] from the dense cloud of snow squalls that conceal it.

Large, fiercely territorial and seemingly a combination of humanoid giant and polar bear, the Storm Yeti is expertly camouflaged within it's personal snow storm and is [Difficult] to spot before it ambushes its targets.

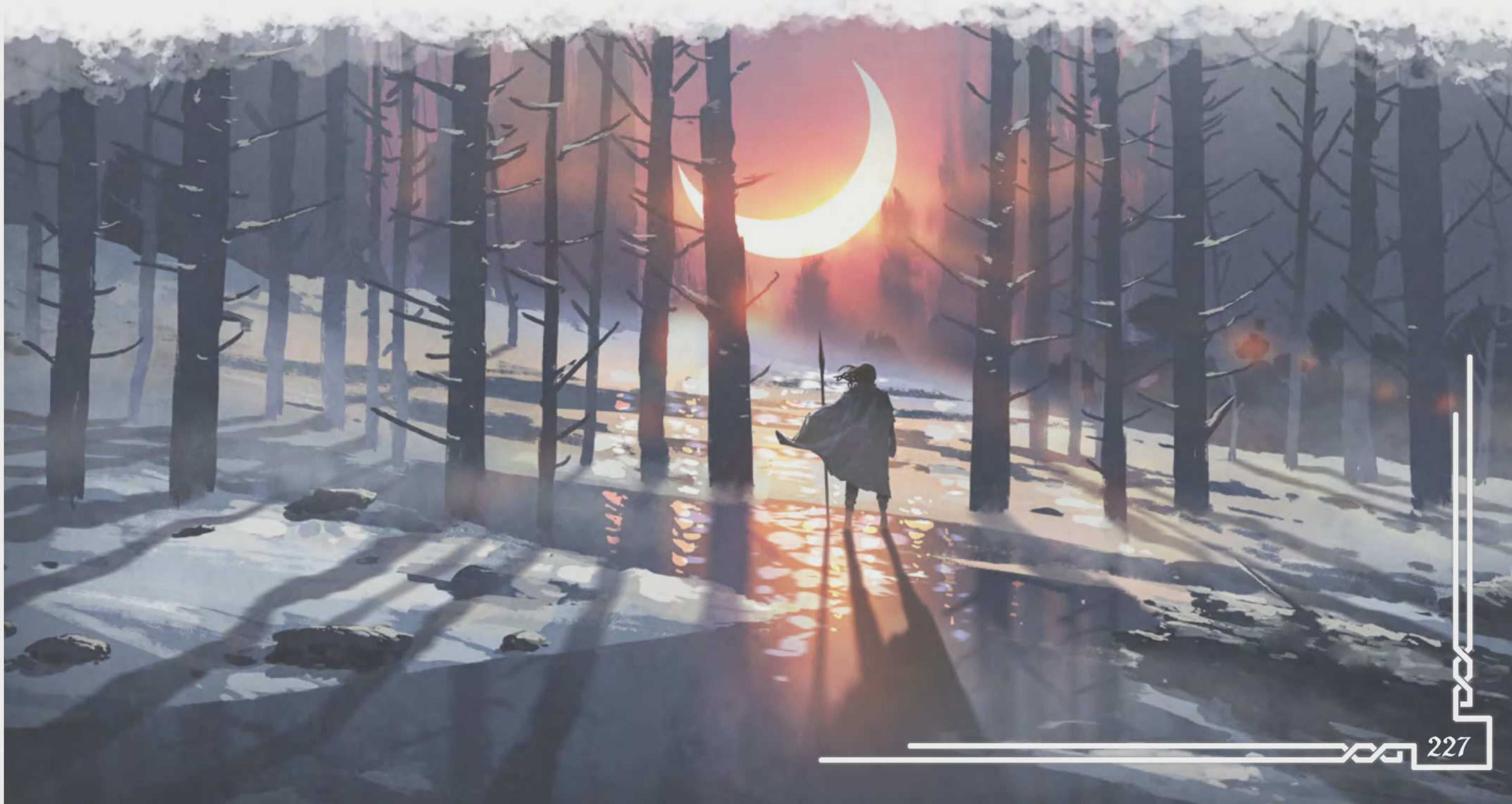
YODELING

Mountain

Towards the end of the area the Characters are currently traversing a [Small] group of Mountain Giants [Elite Monster] are enjoying the acoustics of the mountains and practicing their yodeling skills.

Other than the questionable quality of some of the singing, the main problem here is that the yodeling is so powerful that a number of rock slides are being triggered.

Unless something can be done about the singing, travel in this area is [Difficult] with a real risk of [Major] damage from falling rocks.





WILDERNESS ADVENTURES

A TASTE OF WILD ADVENTURE

If you want to simply add a bit of flavour to a trip without turning a journey in to a full on adventure, then you can just roll once on the appropriate wilderness region encounter table(s) and have your Characters interact with the encounters generated during their journey.

MAGICAL TRAVEL

These wilderness travel adventure rules are for the Characters that walk or ride on epic journeys through breathtaking landscapes whilst braving all weathers.

If your Characters can just fly or teleport everywhere then wilderness travel isn't really for them. Unless of course you surprise them with a journey where flight or teleportation won't work and they have to walk...

PLAN IT OUT

We'd recommend fully generating all of the steps for your wilderness adventure before starting, that way you can look for inspiration to link the random results together into a story line.

WILDERNESS ADVENTURES

Adventuring in the wilderness will often take the form of travel and exploration, with the Characters taking on a journey of multiple days, weeks or even months.

The travel to a dungeon becomes an epic affair by adding a full set of encounters for the outward and return journey.

But there are many possible reasons to make a full adventure happen without ever setting foot in a town or dungeon. We've provided a table full of ideas called Wilderness Adventure Themes on the next page.

JUST LIKE A DUNGEON

To make the journey an adventure we suggest you approach it as you would a dungeon adventure. However instead of going room to room in a dungeon your Characters go day to day through different wild areas.

Map out the route or routes that the Characters may travel and place encounters on them in the same way you'd place encounters in dungeon rooms. All that is different is the time taken between 'rooms' and the narrative description is of travelling all day, not of walking down a corridor.



WILDERNESS ADVENTURES

REST AND RECHARGING

In game systems where the Characters' powers can recharge each day, and they may only interact with one or two wilderness encounters during a days travel, you may find the encounters are less of a challenge.

Now you could just increase the challenge of these encounters. However we'd recommend instead that you adjust the recharge and recovery options of your game system to pace wilderness travel like a dungeon crawl. So there may be a half dozen encounters the Characters need to manage with their resources before they can recover to full strength.

5E: A simple modification to the rest times can make a wilderness trek as challenging as a dungeon. Simply make a eight hour rest in a campsite required for a Short Rest and require a full twenty four hour day spent resting required for a Long Rest.

Any adjusted rest rules should be returned to normal as soon as the Characters reach civilisation or are able to set up a more established camp.

This will encourage visits to settlements or inns where available, and will make the setting up of a base camp before exploring a dungeon site a vital step.

SURVIVAL AND FANTASY

The play style of your setting and access to magic to solve mundane travel problems will dictate how much to focus on the hardships of overland travel in wild regions.

Whilst we don't recommend managing resource tracking for food, water, firewood etc. (unless of course you're running a system that focuses on survival elements) we believe it should still be a consideration.

Things like reducing rest benefits if a tent or fire is unavailable, and requiring hunting/foraging to supplement rations on a long trip can add flavour. Especially for the more extreme hot or cold regions.

5E: A simple way to track supplies is to require a Survival skill check for the group each day. Starting at DC 5 and increasing by +1 DC per day, if this check is failed supplies are exhausted. Reset the DC if the group is re-supplied.

WILDERNESS ADVENTURE THEMES

What theme does this wilderness adventure have?

Roll on this table to get a suggested theme to use:

ROLL (D12)	WILDERNESS ADVENTURE THEME
1	CLAIM - Either the Characters come into possession of a deed, granting them ownership of some remote land or they are tasked with clearing the dangers from an area for someone else to settle.
2	CONSERVATION - The wilderness must be protected from a threat such as a monstrous horde burning all in their path, or an overzealous lumber guild.
3	DELIVERY - A precious, maybe even delicate or perishable, item must be delivered safely to a remote location through the wilds.
4	ESCORT DUTY - An important dignitary or possibly a dangerous criminal needs to be taken to an isolated location, but must be kept away from the roads and well used paths.
5	EXPLORATION - The region needs to be mapped for a new road and also to find any natural resources.
6	HUNT - There is a fearsome monster or group of beasts terrorising the region. Can the Characters track down and stop the menace.
7	LOST GROUP - The last group to travel through this wilderness never reached their destination. Can the Characters find them?
8	RACE - There is a prize and prestige to be had in winning this epic race through the danger filled wilderness. The other teams might do anything to win.
9	RECOVERY - An enemy force has taken something and escaped in to the wilds. They must be tracked and the item/person recovered, even if the journey takes the Characters deep behind enemy lines.
10	SURVIVAL - The Characters find themselves in the wild by accident without time to prepare. They must survive as they seek a way to safety. Maybe a shipwreck or a teleport gone astray...
11	TOURIST - A wealthy individual wants to experience all the wilderness has to offer, whilst the Characters ensure their safety of course.
12	TRADE CARAVAN - The Characters must help guide and protect a trade convey of some form, like a wagon or mule caravan, reach new markets and establish a new trade route.

WILDERNESS ADVENTURES

COMPLICATIONS

Not all Adventures should be straight forward so here are some possible complications to spice things up.

ROLL (D20)	COMPLICATIONS
1	AGAINST THE CLOCK - The adventure has a time limit and either failure or something worse happens if the Characters can't complete things in time.
2	AMBUSH - There is either a [Small] group of [Elite Monster] or a [Very Large] group of Standard NPC] that have setup an ambush along the route of the adventure. Ideally somewhere it makes things difficult for the Characters.
3 - 4	ANTAGONISTS - There is an active force working against the Characters every step of the way. Add Antagonist encounters as per the Town Adventures section.
5	DISASTER - A natural disaster takes place during the journey such as an earthquake, tsunami, volcanic eruption, flood etc.
6	ENDLESS - Whilst not necessarily truly endless, it will feel like it as this adventure must cover a much further distance than originally thought.
7 - 8	EPIC QUEST - There are many tasks to be completed and sites to be visited on this journey. Add at least one Dungeon adventure per weeks travel in addition to any generated.
9 - 10	EXTREME WEATHER - During the entire adventure the weather is extreme for the region, and not in a good way. Just making progress is more difficult and the conditions should make camping a hardship.
11	FALSE INFORMATION - The information that sent you on this adventure is incorrect, either by accident or on purpose. It's likely that the theme of this adventure is not what is actually happening. Either roll another theme for the true reason or just make the adventure theme the opposite of what the Characters believe.

ROLL (D20)	COMPLICATIONS
12	HUNTED - Something or someone starts hunting the Characters during the adventure. This should be a [Boss] level [Beast] or [Monster] or could even be an NPC. Whoever the hunter, they will know the terrain and try to wear the Characters down over the course of the journey.
13	MISLED - Either as an act of malice or incompetence the location of the adventure objective is wrong, the Characters may find themselves in the wrong place and having to seek out the correct location.
14 - 15	OBSTACLE - Some form of substantial obstacle might cause a major detour. This could be anything that causes a major obstacle to travel such as a crevasse, wide river, magical barrier, tall cliffs, raging fires, fortified border wall etc.
16	OTHER WORLDS - There are paths on this journey that pass through the boundaries of the mortal world. These may lead the Characters in to more fey or shadowy lands on their journeys.
17 - 18	SUPPLY ISSUES - Poor planning, bad luck or sabotage means that a few days out from civilisation the Characters supplies run out with food spoiled, water leaked and hunting gear broken.
19	SWITCH DESTINATION - When the Characters are getting close to the target of their journey they find information that reveals they need to go somewhere else. Generate another adventure journey for them to now embark upon.
20	WAR - The regions the Characters must travel through are occupied by a hostile military force who are active against the Characters land(s) or faction(s). Add an Enemy encounter from the Dungeon encounters table to each day of the journey to represent these forces.



WILDERNESS ADVENTURES

ADVENTURE STAGES

Each wilderness adventure stage is a set of random encounters taking place during a days travel in a wilderness region.

At some point you will get to the 'Destination' stage which would be the finale of your adventure.

Either chose or use the following table to determine the number of wilderness Adventure Stages:

ROLL (D20)	STAGES
1	2 STAGE 1 day of Travel, Destination
2	3 STAGES 2 days of Travel, Destination
3 - 7	4 STAGES 3 days of Travel, Destination
8 - 11	5 STAGES 4 days of Travel, Destination
12 - 13	6 STAGES 5 days of Travel, Destination
14 - 15	7 STAGES 6 days of Travel, Destination
16 - 17	8 STAGES 7 days of Travel, Destination
18 - 19	9 STAGES 8 days of Travel, Destination
20	10 STAGES 9 days of Travel, Destination

By all means create wilderness adventures with more adventure stages.

Once you know how many Adventure Stages your wilderness adventure will comprise of, you need to determine which region each stage will take place in. Then roll for random encounters for each stage based on the region.

DESTINATION

Once the destination region has been reached the journey is over.

Depending on the adventure theme this may also include a fight. It could also be the start of a dungeon or town adventure.

Note: Don't forget that the return journey may be just as long and peril filled as the way out.

ADVENTURE REGIONS

Each adventure stage will take place in a region.

This will determine which encounter tables to use when generating your random encounters.

It's likely you know what type of wilderness regions to use based on the map of your world.

But if you'd like to roll, this table lists each of the wilderness regions.

ROLL (D20)	WILDERNESS REGION
1 - 2	ARCTIC - Frozen lands of ice and snow
3 - 5	DESERT - Sand and sun.
6 - 8	FOREST - Trees everywhere.
9 - 11	MOUNTAINS - High and cold.
12 - 14	PLAINS - Grass and hills.
15 - 17	SEA & SHORE - Open sea and coastlines.
18 - 20	SWAMP & JUNGLE - Overgrown and wet.

Each region has it's own set of random encounter tables flavoured to it's theme.

If you end up with some odd combinations, either swap regions around to make more sense for real world geography, or even better have fantasy explanations as to why the desert borders the arctic region.

For Example: I've got a series of adventure stages that will see my adventure go through a jungle region, into an arctic region then back to a jungle.

I've decided that this is the result of an ancient battle between warring titans, the arctic region is in fact where an ice elemental titan fell in ages past. Ever since the land has never felt the touch of warmth.

BEER RUN

5E ADVENTURE JOURNEY FOR A PARTY OF 4 LEVEL 2 CHARACTERS

Wildeley Old Tap is the most renowned ale in these parts, and is much sought after. It is brewed locally, but travels well.

Enrillian inherited the brewery some years ago, and has made few changes. The ale is, after all, its trademark and you can't improve on perfection.

The wilderness isn't always safe, and Enrillian rarely risks long journeys.

But the festival of Bo is calling, and profits won't make themselves, so the mule train is readied for action.

DUNGEON MASTER SYNOPSIS

The Characters have been hired to escort the brewer Enrillian and her packed mule train.

They are transporting beer from her small brewery in Wildeley to Oldwyn Town, a four day journey.

In five days the 'Festival of Bo' begins and her super strength ale will fetch a premium.

The mule train consists of 10 **Mules** each carrying a pair of 15 gallon kegs full of ale attached to a pack saddle.

Enrillian is a **Commoner** with proficiency in Artisan's Tools (Brewer), equipped with padded armour and a greatclub.

For extra protection, Enrillian has her faithful defender, Pudding, a chocolate coloured **Mastiff**.

Bold entries refer to 5E monsters.

[Red] entries refer to Wilderness encounters in this book.

These allow us to show how we constructed this adventure.



DAY 1. WILDELEY MEADOWS

*The fields and meadows surrounding Wildeley are green and pleasant.
Near the end of the day you should reach the edge of the Greenwall Forest.*

This plains region has [Dog Packs]

A pack of feral dogs roam this region and will harass the mules unless actively driven off or dealt with in some way.

The pack consists of 18 dogs (use **Jackal**) and 2 top dogs (use **Wolf**). If the top dogs are killed the pack will disperse and flee.

Note that Pudding will need to be kept under control or he will agitate the pack and might cause an attack.

DAY 2. GREENWALL FOREST

The trees in this part of the Greenwall Forest are ancient and tall. You have two days of travel to make it through this vast woodland.

This forest region has a [Rotten Branch]

At some point during the morning there is a loud crack and a massive branch crashes down amongst the Characters. Have every player and yourself roll 1d20, whoever rolled lowest is under the falling branch, if it was you it's a mule. If there is a tie for lowest roll, then all those tied are under the falling branch!

Anyone under the falling branch must make a DC10 Dexterity saving throw. Take 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one. They are then trapped under the branch.

A DC15 Athletics check is required to lift the branch and free anyone trapped.

DAY 3. GREENWALL FOREST

The trail you have been following through the forest splits into two identical looking paths during this days journey, which is odd as it's meant to be a single track...

This forest region has a [Fork in the Path]

The Characters can make one Survival and one Nature check between the party, they have DC15 for each check to try and ascertain the right path.

If they fail both, the wrong path is taken. A days travel is lost and the Characters would need to perform a Forced March to regain lost time, or run late.

DAY 4. WESTFIELD HILLS

*With the forest behind you, all that is left is to lead the mule train through the shallow gullies of the Westfield Hills.
You should reach Oldwyn Town before the sun sets.*

This plains region has [Gullies in the Hillside]

The Keane Gang, a group of 8 **Bandits**, led by Henril Keane, hide amongst these low hills and prey on passing travellers.

Henril is a **Thug** who knows this land like the back of his hand. He has seen the mule train heading this way.

They will wait, crossbows ready, on the high ground of a bottleneck gully, ready to surprise the Characters.

Henril will reveal himself and demand the mules and their precious cargo are handed over.

The gang will use force if necessary to get their way, although they will flee if half of them, or Henril, are killed.

If the mules and beer are given to the gang they will travel a few miles away to a secluded camp and begin to drink. The gang would have disadvantage on all attack rolls while drunk on the extra strong ale.

If the Characters were to wait until nightfall the whole gang would have passed out and be sleeping soundly.

Shortly after the Characters have dealt with the gang in the Westfield Hills they arrive at Oldwyn Town.

OLDWYN TOWN

You've made it, time to sell some beer!

Collect reward. Enrillian will be able to pay out a total of 400sp to the Characters to divide amongst themselves, this is dropped by 20sp for every keg that was lost (or emptied).

If the journey took more than four days the reward is halved as the ale doesn't have time to settle before the festival and sells for much less.

If Enrillian is killed on route, the beer is worth 4sp per gallon if it arrived within four days or 2sp per gallon after that. Although there may be questions asked about how the Characters happen to be selling the Wildeley brew.

WHAT NEXT?

There's a festival on in town, party time?

Are there adventures to be had in Oldwyn Town?

Does Enrillian need an escort back to Wildeley?



PARCHED

5E ADVENTURE JOURNEY FOR A PARTY OF 4 LEVEL 4 CHARACTERS

Everything was going so well. Until suddenly it wasn't.

The sea has insulted you twice today, once by wrecking the ship and then again by remaining determinedly undrinkable.

There is nothing to stay for, and ahead the sand cooks under the sun. It will be a long journey with poor preparations as almost nothing could be saved from the wreck.

Now time and tide wait for no man, as the sun beats down relentlessly.

DUNGEON MASTER SYNOPSIS

Their ship was wrecked in a storm, and now the Characters are stuck on the edge of a desert with low supplies of water.

To survive they must make their way to the nearest settlement, Xanthos, which is five days away.

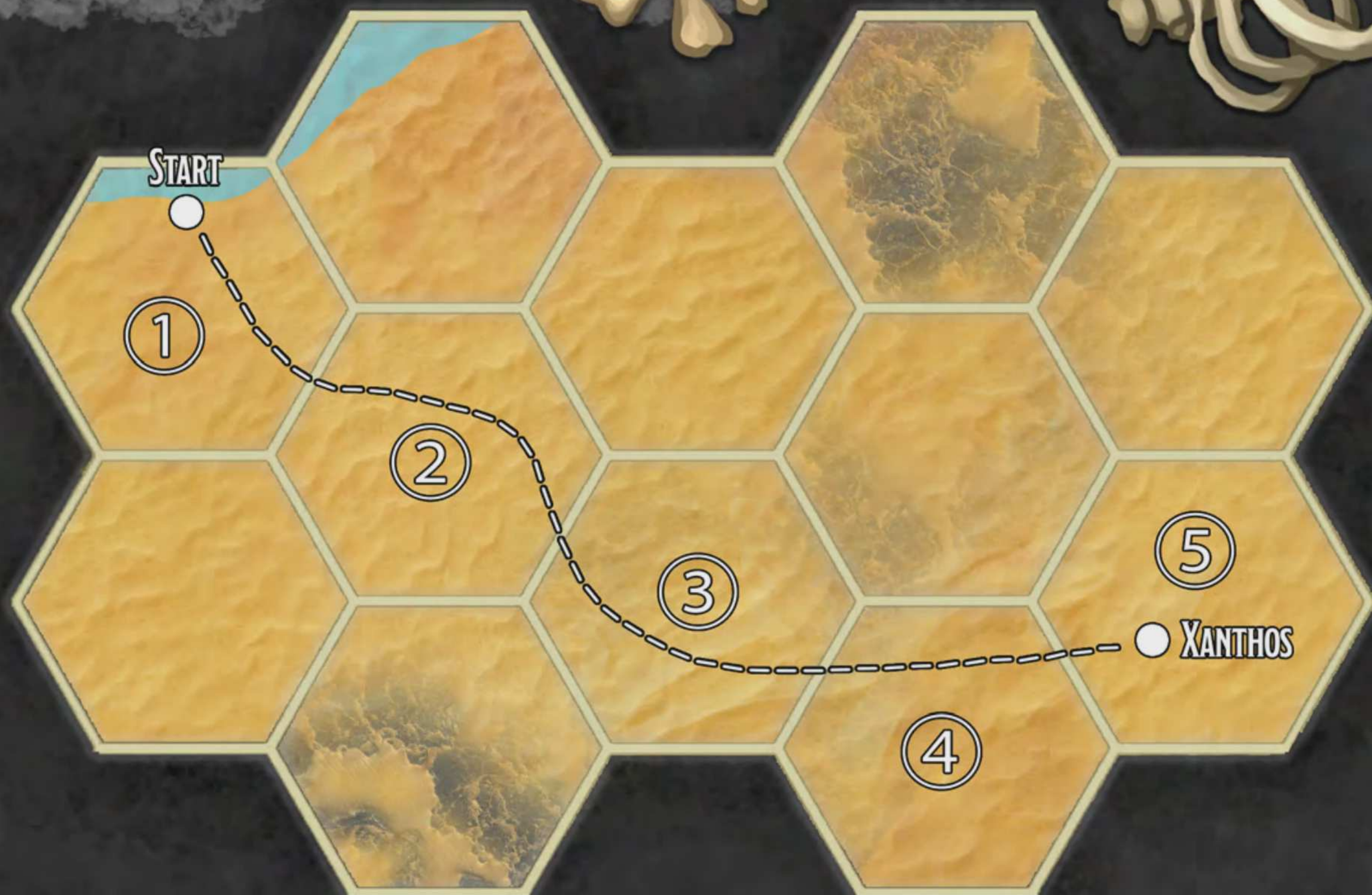
There are a dozen water skins left between the Characters, which combined have 8 gallons of water.

5E: A Character needs 2 gallons of water per day in the desert. A Character drinking just 1 gallon per day must pass a DC15 Constitution saving throw or suffer one level of exhaustion at the end of the day. Characters drinking less than one gallon or water per day automatically suffer one level of exhaustion at the end of the day

Bold entries refer to 5E monsters.

[Red] entries refer to Wilderness encounters in this book.

These allow us to show how we constructed this adventure.



DAY 1. DUNE SEA

*Only a few broken planks remain washed ashore from the wreck of the ship.
It's incredibly hot and you have 12 water skins between you.
Hopefully that's enough to make it to Xanthos...*

Desert region with *[Buried in the Sand]* and *[Concealed Contraband]*

Partway through this days travel, the Characters will spot the uppermost parts of an ancient structure jutting from the sand with a way inside visible.

Inside there are 20 **Scorpions** sheltering that would attack any interlopers.

As well as the shade available there is a well sealed urn visible in the ruin. This urn is full of 'Nights Kiss' a tar like narcotic that is smoked via special pipes. The urn is 30lbs and the narcotics are worth 300gp.

DAY 2. DEEP DUNE SEA

Another day, more sun, more desert, less water!

This desert region has *[Massacre Mares]*

A pack of 4 Massacre Mares are loose in this region and will attack the Characters during the hottest part of the day.

These infernal steeds have spikes along their spines, great clawed feet and razor sharp teeth (use **Tiger** with type changed to Aberration).

DAY 3. KYZYL SANDS

If anything this day is even hotter than before. But, unless it's a mirage, that looks like a tiny speck of greenery on the horizon.

This desert region has *[Hot Wind]*

The wind is hot, dry and relentless on this day, doubling the water requirements to avoid exhaustion.

DAY 4. THE DREAMING OASIS

This idyllic oasis beckons in the endless sand dunes, an island of green and shade. This large watering hole has crystal clear water and is surrounded by trees bearing fruit.

This desert region has an *[Oasis]*

This oasis offers everything the Characters could need. It almost seems too good to be true!

Should any Character drink the water or eat the fruit they will discover it has a tiring effect.

Slumber Fruit and Water

Any Character eating or drinking the produce here must make a DC15 Constitution saving throw to avoid becoming exceptionally drowsy and gaining a level of exhaustion.

The reason for this effect is a curse placed on the Oasis by the **Lamia** that lies hidden nearby.

This evil creature enjoys playing cruel tricks on those weakened under the harsh desert conditions, and will try to make the Characters suffer as much as possible. For days if it can manage it.

It would usually start any conflict by casting Geas on the most powerful looking Character and try to gain a defender.

DAY 5. AKERS BASIN

The winds pick up and start to whip the sand into great plumes that race across this arid basin of land.

This desert region has *[Sandnado!]*

The last stretch of desert before reaching Xanthos is a veritable tornado alley.

At some point during the day a 'Sandnado' will cross paths with the Characters, whipping up sharp rocks as it goes.

Whilst in the Sandnado, every Character will take 1d8 slashing damage each round until they have passed two DC12 Athletics checks to battle through the wind and sand.

A Character may stay in the Sandnado after making their own checks if they wish. They can then make checks on behalf of other Characters to help pull them free.

XANTHOS

You've made it, Xanthos may be a small desert village, but it has a working deep water well.

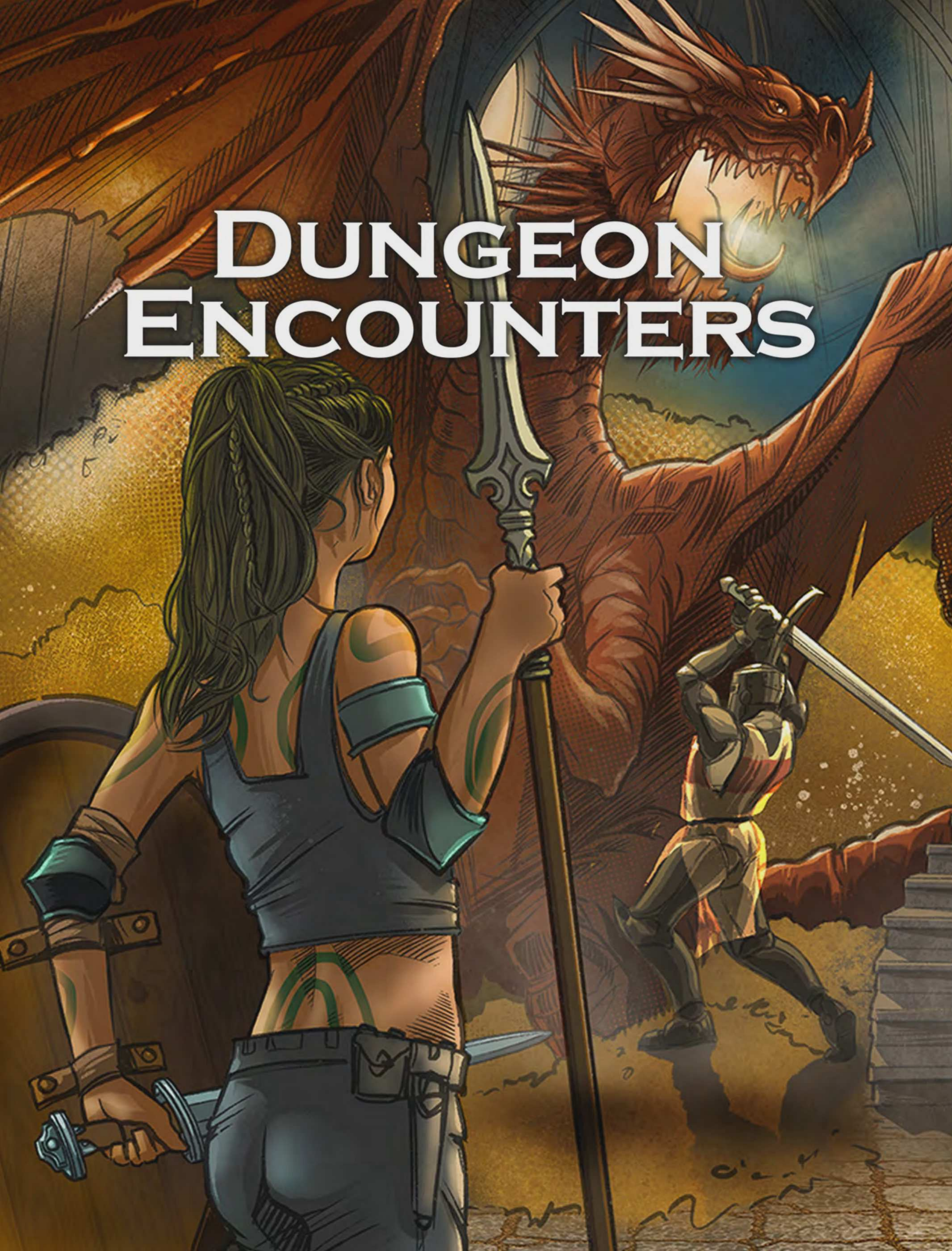
The villagers here are surprised to see anyone come in from the desert and offer food, water and somewhere to rest.

WHAT NEXT?

Drink fresh water and sit in the shade!

Xanthos will have camels available and links to a main trade route.

DUNGEON ENCOUNTERS





DUNGEON ENCOUNTERS

A dungeon can be many things to many people.

One denizens home is a dungeoneer's adventure after all!

DUNGEON ENCOUNTERS

This chapter focuses on random encounters set in dungeon environments. The term dungeon is used to reference any closed environment where a series of encounters are present and interconnected. From single rooms, tombs, castles, temples, ancient ruins, cave systems all the way up to mega dungeons.

Contained within are rules, tables, details and guidelines for generating these dungeon based encounters, covering a range of different encounter types.

There is also a suggested framework for creating complete dungeon adventures to delve into.

WHAT IS IN THIS CHAPTER?

In this chapter you will find:

- An overview on generating dungeon encounters.
- A method for building a dungeon structure.
- A breakdown of each different dungeon encounter type.
- Random encounter tables for each dungeon encounter type.
- An A-Z list with full details and explanations for each dungeon encounter.
- A section on adding traps to your dungeon.
- A guide to designing or randomly generating a dungeon adventure.
- Two short example adventures with 5E rules.

HOW TO USE THIS CHAPTER

First we provide a method for generating or selecting the rough structure your dungeon will take. We cover size, type and number of encounters to generate.

Once you have structured your dungeon, you can roll to randomly select the encounters to fill the dungeon.

Of course, you can also choose and select which encounters you would like to include!

DUNGEON ENCOUNTER TYPES

There are so many possible dungeon archetypes that instead of grouping encounters by dungeon type we have grouped the encounters by encounter type.

There are separate tables for Dungeon Boons, Dungeon Doors, Enemies, Environmental, Interaction, Intrigue and Trap encounter types.

THE BIGGER PICTURE

We know your adventures may well have to fit into an overarching storyline as part of a larger campaign. We have been sure to offer a range of situations in these encounters which can be used in many scenarios, and can act as opportunities to direct your Characters to progress your plot. You can add more details to an existing dungeon or, if you need to generate a campaign full of dungeon crawling detail, you can use our guide to roll up a whole dungeon!

DUNGEON ADVENTURES

We also offer a structure and tables for randomly creating dungeon adventures to quickly help create small or sprawling dungeons to adventure through.

This section can be found at the end of this chapter after the Dungeon Encounters A-Z and Traps.

HOW RANDOM!

There are a lot of random tables, please use these as fits your game, re-roll, pick and change as much as you like. This book is yours to use as you see fit.

TERMINOLOGY & MECHANICS

We offer a breakdown of the standard terminology we use throughout this chapter to enable you to translate these encounters easily into your adventure using your preferred system.

This can be found at the start of this book.

DUNGEON ENCOUNTERS

DUNGEON ENCOUNTER TYPES

These are the different types of encounters that can be generated for your dungeon.

We've divided our encounters between seven distinct types to help you select which table to roll on, these are:

- **Dungeon Boons:** Loot, curios and generally, but not always, beneficial things.
- **Dungeon Doors:** A special type of encounter for populating doorways.
- **Enemies:** Hostile forces of some form.
- **Environmental:** Hazards or changes to the dungeon environment.
- **Interaction:** A possible interaction with an NPC.
- **Intrigue:** Clues, oddities and similar.
- **Traps:** Traps to catch and injure the unwary.

Each encounter type has its own dedicated encounter table. All of the encounters from those tables can be found alphabetically arranged in the Dungeon Encounters A-Z section.

The one exception is traps which are listed separately.

TRAPS

The Traps encounter type has its very own dedicated sub chapter! This can be found after the Dungeon Encounters A-Z.

Here you'll find full details for trap triggers and trap effects that will help you add a whole range of devious and deadly traps to your dungeons.

DUNGEON DENIZENS

We include a special group of enemies in our dungeons, called denizens.

These represent those that live, work, guard, occupy, haunt or simply belong in the dungeon.

Denizens will work with other denizens and know the dungeon like they live there.

BUILDING THE DUNGEON

The following section will detail how to build and structure a dungeon, providing a framework to hold a set of random encounters in place and add some story and theme to things.

This will include the option to create dungeon back stories, decide who occupies the dungeon and apply variations to the way encounters are generated.

CLUES

In the Dungeon Chapter encounters may use "Clues" as an abstract way to track useful information, or items that Characters could find in your dungeon.

There are a number of ways these can be used depending on your adventure. Some encounters describe how to gather Clues within the encounter, others describe how Clues could be spent.

The Clues could relate to information or items needed to progress, for example the key to a door, or the cypher for a code.

For Example: Some doors require 1 or more Clues to open them. So you could say that a Clue found examining the 'Ghostly Battle Scene' was a hidden key which opens the 'Heavy Door' (locked with a mechanical lock). Or equally the Clue gained from questioning the 'Turncoat Denizen' could be the answer to the 'Puzzle Door'.

You can also personalise your Clues to progress your wider adventure or exchange them for dungeon boons to reward the Characters.

Note: Clues are a great way to make sure your Characters need to visit out of the way areas in the dungeon. Go collect all four pieces of the amulet to open the great door to the vault for example.

WANDERING MONSTERS

Is your dungeon of the active sort where creatures may be wandering the halls? Then you could use the enemy encounter type table to quickly generate any wandering monster style encounters.

DUNGEON ENCOUNTERS

THE FRONT DOOR

How are the Characters going to get themselves into the dungeon to begin with?

Will they crack the code to enter the long forgotten tomb? Fight past the guards and through the front door? Abseil down the cliffs of doom to access a cave mouth? Dive underwater to find the secret hatch or even just walk through the open gate?

If you want to randomise it, use the dungeon doors encounter table to generate a front door.

WILDERNESS CROSSOVERS

For dungeons in the wild you can combine wilderness encounters with your dungeon.

Simply roll on the appropriate wilderness region encounter table to add some wild flavour once per dungeon area.

For Example: My dungeon is a sand blasted pyramid half buried in the dune sea, so I'll roll on the desert wilderness region encounter table to add an extra encounter to each dungeon area.

TOWN CROSSOVERS

For dungeons in urban environments, you can combine town encounters with your dungeon.

Simply roll on the appropriate town district encounter table to add some urban flavour once per dungeon area.

For Example: My dungeon branches off from the ancient and crumbling sewer system of a city. So I'll roll on the undercity town district encounter table to add an extra encounter to each dungeon area.

ADVENTURING SUPPLIES

Food, water, lantern oil and ammunition are all supplies you might require for a dungeon delve.

In larger dungeons it might be beneficial to track these supplies in some way, as the Characters may run out.

RESTING IN A DUNGEON

Depending on the size of a dungeon you may or may not find the Characters want to rest in the dungeon itself to heal and recharge abilities.

The amount you make this possible should depend on the system you're playing, but often a dungeon won't be a safe place to catch a night's sleep...

5E: We've tried to balance these encounters on the assumption of 4-6 encounters per adventuring day with 2 short rests and 1 long rest.

GENERATING ENCOUNTERS

Whilst we offer a way to build a simple dungeon layout and add encounters within a structured framework, you don't have to generate a whole dungeon to make use of these encounters.

If you just want a random encounter, roll away.

You can either choose the type of encounter you would like or roll on this handy table.

ROLL (D20)	ENCOUNTER TYPE
1 - 2	DUNGEON BOON
3 - 4	DUNGEON DOOR
5 - 10	ENEMY
11 - 12	ENVIRONMENTAL
13 - 14	INTERACTION
15 - 16	INTRIGUE
17 - 20	TRAP

You can use the random tables for each of these encounter types to roll a random encounter, and then refer to the alphabetical list of encounters for more information.

Remember, traps have their own dedicated section after the dungeon encounters A-Z.



BUILDING THE DUNGEON

BUILDING THE DUNGEON

The term dungeon can apply to a vast range of possible sites.

Whilst the classic dungeon may be a collection of subterranean rooms and interlinking corridors, a cave system could be a dungeon, an evil barons castle could be a dungeon, the treetop stronghold of an outlaw crew could be a dungeon, even the insides of a leviathan creature that has swallowed the Characters could be run as a dungeon.

In short, we're going to classify a dungeon as a closed location where a series of encounters are grouped together. Usually this will be a built structure of some form.

You can use the encounter tables and encounters from this Dungeon Chapter on their own to create random encounters however you see fit.

We'll also offer a system to structure and build a dungeon that'll help you set everything up in a logical and hopefully idea generating way.

Let's build a dungeon!

DUNGEON DEFINITIONS

To help build the dungeon we're going to use the following terms to describe the different elements.

- **Dungeon** - Dungeon is used to describe the whole of the dungeon, and is made up of one or more dungeon areas.
- **Dungeon Area** - A dungeon area is a distinct portion of the dungeon and contains two or more encounter zones.
- **Encounter Zone** - An encounter zone is a section within a dungeon area where an encounter may be generated.

So we define a dungeon as a collection of dungeon areas, with each dungeon area having multiple encounter zones.

DUNGEON ADVENTURES

There is a section at the end of this chapter that offers a way to combine this dungeon building process with dungeon adventures by adding plot, adventure stages and a boss to the dungeon.

BUILDING THE DUNGEON

THEME AND STORY

Before we start laying out the dungeon itself, let's work out the location and back story to see how that might influence us.

Of course if you already have a story in mind, skip ahead to the 'Who Lives Here?' Section.

LOCATION

Where the dungeon is located may have an impact on how you theme and flavour the dungeon, including how it might appear physically down to who might live there.

ROLL (D20)	DUNGEON LOCATION
1 - 5	WILDERNESS RUINS - The dungeon is a few days travel from civilised lands in a temperate but remote wilderness.
6 - 8	CLOSE TO TOWN - The dungeon is a short travel distance from a settled community.
9 - 10	DEEP UNDERGROUND - The dungeon is part of a larger underground landscape.
11 - 12	URBAN - The dungeon is accessed directly from within an urban environment.
13	FREEZING WASTES - The dungeon is found in an extremely cold climate.
14	BURNING SANDS - The dungeon is found in an extremely hot climate.
15	JUNGLE DEPTHS - The dungeon is found deep within a lush jungle.
16	MOVING CITY - The dungeon is part of a moving environment, such as on the back of a vast creature or on huge wheeled tracks.
17	FLYING - The dungeon is part of a floating landmass and is very high up in the air.
18	SINKING - The dungeon is slowly sinking, either in to a swamp, the ocean or even a sea of sand or lava.
19	DREAM WORLD - The dungeon can only be accessed via sleep rituals and it's not clear if whatever happens inside is real.
20	POCKET REALITY - The dungeon exists inside it's own magic realm, such as the inside of a crystal ball.

BACK STORY

The history of the dungeon can help further build its story and add some personality that can help when describing its look and feel.

This table contains some very broad and general ideas to help inspire and feed a back story for the dungeon.

ROLL (D20)	DUNGEON BACK STORY
1 - 4	ANCIENT RUINS - This place has fallen into ruin since the collapse of an ancient civilisation.
5 - 6	RECENT RUINS - This used to be a thriving settlement until war, plague or natural disaster left it deserted.
7 - 8	HIDEOUT - The dungeon was build by a secret or criminal organisation.
9	OCCUPIED FORTRESS - This one time bastion defending civilised lands has fallen to Denizen or Monstrous forces.
10	DENIZEN SETTLEMENT - This dungeon is home to a full settlement of Denizens
11	CATACOMBS - A purpose build tomb and temple complex.
12	GATEWAY - The dungeon is a known place of magical power with a gateway to beyond rumoured to be at it's heart.
13	REVEALED SECRET - This dungeon was unknown until recent activity uncovered it, maybe a branch of a mine or a sewer expansion revealed it's chambers.
14	CURSED - An old curse led to this place becoming abandoned.
15	FOLLY - The dungeon is the vain construct of the nobility, magic users or other group.
16	RITUAL CONSTRUCT - The dungeon's very layout is all part of some great ritual.
17	CAVERNS - The dungeon is a natural cave system that has long attracted dwellers of all kinds.
18	TOO DEEP - The dungeon goes down a long way underground and breached a dangerous underground realm.
19	ALIEN CONSTRUCTION - The dungeon is of a material and construction not known to this world.
20	PRISON - The dungeon is a purpose built prison, either for many or a select few epic prisoners.

BUILDING THE DUNGEON

DUNGEON VARIATIONS

Not all dungeons are alike. They range from the old maze like halls that have filled with wandering monsters over time, to highly organised and planned dungeons.

Here are some suggested variations you could use with accompanying ways to vary how Encounters are generated within each.

ROLL (D20)	DUNGEON VARIATION
1	BELLY OF THE BEAST - The dungeon is actually the digestive system of some titanic monster. Only generate enemy encounters and the environmental encounters 'Acid Pool' or 'Acid Spray'.
2	COLLECTORS VAULT - The dungeon has a high amount of curios on display. Replace environmental encounters with intrigue encounters and add a boon encounter to each encounter zone.
3	DEATHTRAP - The dungeon is full of traps - Replace any interaction encounters with trap encounters and add a trap encounter to all intrigue and boon encounters.
4	FORTRESS - The dungeon is an active military stronghold, with guards, alarms and regular reinforcements. Denizens are friendly with all beasts and monsters. Replace any trap encounters with an enemy encounter, treat all doors as locked and add a 'Denizen Patrol' to each dungeon area.
5	FUN-HOUSE - A very active dungeon - roll twice for each encounter zone and combine the results!
6	GATEKEEPERS - The dungeon has a number of massive gates, each defended by a guardian. For each dungeon area add a boss lair before the dungeon exit.
7	GAUNTLET ARENA - The dungeon is actually a contest area. Replace any intrigue encounters with a trap, and replace any interaction encounters with an enemy encounter.
8	LABYRINTH - The dungeon was build to confuse and make anyone exploring it become lost. Ensure the layout is maze like and add a trap encounter to each dungeon area.
9	LAIR - The dungeon is home to a terrifying monster, the boss for this dungeon is an [Overwhelming] monster.

Note: Some of the mixes of location, backstory and variation may seem a little incompatible at first. We find it's best to treat these as imagination prompts.

For Example: So, I've rolled 'Urban', 'Hideout' and 'Belly of the Beast' which seems an odd mix. This could be a dungeon adventure where the Characters must enter a giant worm, currently wreaking havoc in the city after an evil cult found a way to pilot the worm from the inside.

ROLL (D20)	DUNGEON VARIATION
10	LIBRARY - The dungeon is currently or was once a library. Add the 'Book Shelf' encounter to each dungeon area.
11	MENAGERIE - The dungeon has no denizens, but more beasts. Replace denizen keyword with beast keyword in encounters.
12	NATURAL - The dungeon is either inside a giant plant or is massively overgrown. Replace any environmental encounters with an enemy encounter using the beast keyword. Add the 'Aggressive Flora' encounter to each dungeon area.
13	NEVER ENDING - The dungeon continues without end. Don't determine dungeon size, just create a new dungeon area each time a dungeon area is exited.
14	OPEN AIR RUINS - The dungeon has no roof; walls can be climbed and weather may be a factor.
15	POPULAR LOCATION - For whatever reason this dungeon is a popular destination, add an interaction encounter to each dungeon area.
16	PORTAL WAYS - The dungeon is only accessible via magic portals, with each dungeon area exit replaced with a 'One Way Portal' or 'Magic Portal'.
17	SHIFTING LAYOUT - The dungeon changes layout at regular intervals. Rearrange the map after every two or four encounters with rooms and corridors rotating or shifting places.
18	SUMMONER'S PLAYGROUND - The dungeon is controlled by a powerful being for their own entertainment. Replace the denizen keyword with the monster keyword. Monsters and beasts are friendly with each other.
19	UNSTABLE ENVIRONMENT - The dungeon is prone to environmental effects, roll an extra environmental encounter for each dungeon area.
20	WAR CAMP - The dungeon has organised enemies encamped within. The denizens are friendly with most beasts and monsters.

BUILDING THE DUNGEON

WHO LIVES HERE?

Next we determine who might call the dungeon home by choosing some beasts, denizens and monsters.

The encounters presented later in this chapter will refer to the **Challenge** and **Enemy Type** of any enemies encountered, so it's useful to have your enemy composition noted down in advance.

With enemy composition simply being a list of creatures that match up to the enemy and challenge types.

These notes could be as simple as a couple of names in a list, or could be a collection including full stat blocks.

For smaller dungeons a couple of enemies in each challenge type is plenty, although the larger the dungeon the more you'll want to pick from.

When choosing which creatures to include in the dungeon please bear in mind the way they may be presented in encounters and interact with each other.

ENEMY TYPES

These are the three types of enemies we use:

- **Beasts** are generally going to be neutral with an animal like nature. They are more of an environmental hazard, unless of course they're hungry or protecting their home.
- **Denizens** are the organised populace of the dungeon. They will work together and often know how the dungeon works.
- **Monsters** are usually independent and could provide a hazard for beasts or denizens. Monsters are also generally going to be the most dangerous creatures in most cases.

Note: There is nothing to stop you adding monsters as denizens if you want that monster to act like a denizen for example.

BEASTS

Enemies with animal level intelligence and instincts.

These could be native animals that live in the dungeon, predators that hunt there or creatures bought in to the dungeon by others.

Beasts will behave as per their instincts by default, they won't necessarily be hostile to the Characters unless provoked.

Some beasts should be noted down for each of the Challenge types:

Easy Beasts - Should be a nuisance, unless in great enough numbers to overwhelm Characters.

For Example: I've chosen Dire Rats, Blood Bats, Grave Crows and Rot-Snakes for my easy beasts.

Standard Beasts - A possible threat to a lone Character and the average sort of beast to encounter.

For Example: Wolves, Hunting Spiders, Giant Bats and Gloom Hounds will be my standard beasts.

Elite Beasts - A challenge for a single Character, these beasts should require a group effort.

For Example: Giant Spiders, Bone Wolves and Carrion Worms are the elite beasts in my dungeon.

Overwhelming Beasts - These beasts are beyond the Characters normally. Usually one overwhelming beast is enough as they are rarely generated.

For Example: In my dungeon I've decided the overwhelming beast will be a Giant Plague Worm.

Note: Beast enemies don't necessarily have to be actual animals. They can include any creature that will follow it's own whims and prefer to attack only if attacked or threatened. Or if the Characters happen to look tasty.

BUILDING THE DUNGEON

DENIZENS

Part of a group of enemies who would work together with other denizens.

The denizens are either a community that call the dungeon home, a work force based there or a collection of similarly motivated creatures.

This could be a goblinoid tribe, feral barbarian clan, outlaw gang, lizardfolk community or even a collection of undead with a common desire to kill the living.

Some encounters will apply an NPC type to denizens to further flavour them.

You should compile a list of compatible denizens for each challenge type except overwhelming.

Easy Denizens - Lower ability troops or the common folk of the dungeon.

For Example: Zombies, Skeletons, Crawlers and wisps will be the easy denizens in my dungeon.

Standard Denizens - The rank and file, average denizens.

For Example: The standard denizens in my dungeon are Grave Guard, Maggot Knights, Ghouls and Ghosts.

Elite Denizens - Leaders, specialists, special and higher ability denizens.

For Example: Zombie Ogres, Revenants, Miasmic Horrors and Specters make up the elite denizens in my dungeon.

5E: For 5E we can use Challenge Rating (CR) and Average Party Level (APL) to help choose enemies:*

Easy Enemies should each have CR up to 1/3 APL

Standard Enemies should each have CR up to 1/4 APL

Elite Enemies should each have a CR just below APL

Overwhelming Enemies should each have CR above APL

These are rough guidelines, in general monsters should have slightly higher CR and at high APL Easy/Standard enemies will need higher CR.

** Assuming a party with four members.*

MONSTERS

Independent enemies that could also present a danger to beasts, denizens and other monsters.

Monsters are often found in smaller numbers than other enemies, they should be a bit more dangerous to reflect that.

You should note down some monsters for each of the challenge types:

Easy Monsters - Even an easy monster might be a threat to a single Character, but a group should have no problems dealing with one.

For Example: Easy monsters in my dungeon are Howling Dead, Poltergeists and Shadows.

Standard Monsters - A definite threat to a few Characters.

For Example: Banshees, Rot Hulks and Void Shadows are the standard monsters in my dungeon.

Elite Monsters - A challenge for all of the Characters working as a group.

For Example: Wraiths, Enraged Mummies and Death Knights are my elite monsters.

Overwhelming Monsters - These monsters are far beyond the Characters abilities, usually one overwhelming monster is enough as they are rarely generated.

For Example: In my dungeon I've decided the overwhelming monster is a Glowing Carrion Dragon.

SAMPLE 5E ENEMY LISTS

The next page has four sample enemy lists to give you a feel for how to make your own.

5E: These lists all use 5E monster entries and will say what party level they are balanced for.

BUILDING THE DUNGEON

WOLF RIDERS

Enemy list for four 2nd level Characters

This set of enemies are a hobgoblin led wolf riding clan with their feral allies and beasts in a forest cave.

BEASTS

Easy: Bat, Rat, Spider, Stirge
Standard: Boar, Giant Badger
Elite: Brown Bear, Giant Spider
Overwhelming: Owlbear

DENIZENS

Easy: Mastiff, Tribal Warrior
Standard: Goblin, Wolf
Elite: Hobgoblin, Worg

MONSTERS

Easy: Blood Hawk, Giant Rat,
Standard: Dretch, Giant Wolf Spider
Elite: Cockatrice, Darkmantle
Overwhelming: Ettin

HYENA CULT

Enemy list for four 4th level Characters

This set of enemies are a cult of fanatical demonic hyena worshipers with conspirators in an arid setting.

BEASTS

Easy: Axe Beak, Poisonous Snake
Standard: Crocodile, Lion
Elite: Giant Scorpion, Hell Hound
Overwhelming: Giant Crocodile

DENIZENS

Easy: Cultist, Hyena, Thug
Standard: Giant Hyena, Gnoll
Elite: Cult Fanatic, Veteran

MONSTERS

Easy: Dust Mephit, Shadow
Standard: Ghoul, Harpy
Elite: Chuul, Manticore
Overwhelming: Wyvern

ALLIANCE OF EVIL

Enemy list for four 8th level Characters

This set of enemies are a warband under the control of an evil mage cabal in a primal wasteland.

BEASTS

Easy: Dire Wolf, Giant Vulture, Tiger
Standard: Rhinoceros, Sabre-Toothed Tiger
Elite: Mammoth
Overwhelming: Roc

DENIZENS

Easy: Duergar, Harpy
Standard: Berserker, Ogre
Elite: Invisible Stalker, Mage, Shield Guardian

MONSTERS

Easy: Death Dog, Hippogriff
Standard: Ankheg, Black Dragon Wyrmling
Elite: Young Black Dragon, Stone Giant
Overwhelming: Adult Black Dragon

DEVILISH FOOTHOLD

Enemy list for four 12th level Characters

This set of enemies are an incursion of infernal foes seeking a foothold in the caverns under the world.

BEASTS

Easy: Ankheg, Grick
Standard: Basilisk, Nightmare
Elite: Aboleth, Stone Golem
Overwhelming: Purple Worm

DENIZENS

Easy: Cult Fanatic, Imp
Standard: Barbed Devil, Bearded Devil, Hell Hound
Elite: Erinyes, Horned Devil

MONSTERS

Easy: Basilisk, Gargoyle, Phase Spider
Standard: Black Pudding, Bulette
Elite: Behir, Remorhaz
Overwhelming: Marilith

BUILDING THE DUNGEON

DUNGEON SIZE

The first step to generating your dungeon is to either decide or randomly determine its size by finding out what number of dungeon areas its comprised of.

ROLL (D20)	DUNGEON AREAS
1	1
2 - 5	2
6 - 12	3
13 - 14	4
15	5
16	6
17	7
18	8
19	9
20	10

Note: By all means use more than 10 dungeon areas to create your dungeon, but be warned those are going to be some mega sized dungeons!

We've tried to balance things so a single dungeon area has 4-6 encounters on average.

DUNGEON AREAS

Each dungeon area is a relatively contained space for encounters, with defined entrance/exit locations.

There's no set size on how big a dungeon area is. It could be a couple of halls, a warren of rooms, a cave system or any other space.

You can map out your dungeon by collecting these dungeon areas together and showing which connect to each other.

Note: Whilst dungeon areas could indeed be physically isolated from each other, their main purpose is to group encounters together and make things more manageable for the GM.

For Example: A three floor ruined keep could have one dungeon area representing each floor. Or if the same ruined keep was a vast danger filled location, maybe each floor could have four dungeon areas each.

MAPPING OUT THE DUNGEON

A map is always a very handy way to keep track and visualise how a dungeon is laid out. Plus everyone loves dungeon maps!

This map can just be a simple flowchart or as complex and detailed a piece of art as you wish.

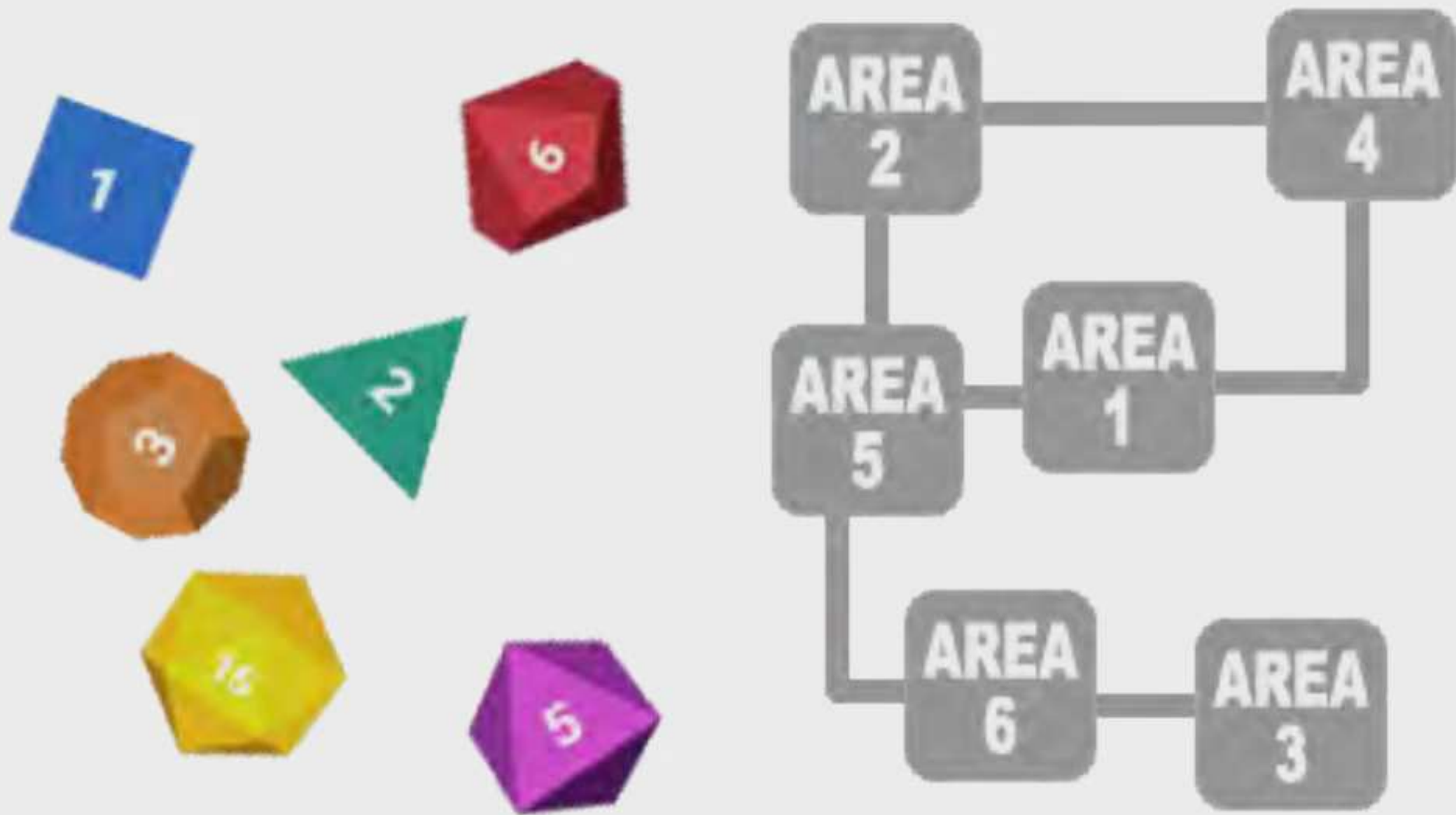
To make a map simply connect your dungeon areas together in a pattern and choose which are connected.

Note: If you've already got a map in mind for the dungeon and are just looking to fill it with encounters, simply divide it in to dungeon areas.

RANDOM DUNGEON LAYOUT

For a really quick and simple layout method, gather up a different dice type or colour for each dungeon area you have and roll them together.

The placement shows where the areas are in relation to each other. Then you can go ahead and join them up as you see fit!



ENTRANCES & EXITS

There is going to be at least one way into a dungeon area, and either the same way back out or other exits.

You can use the dungeon doors encounter table to help determine what each of the entrances and exits look like.

Each dungeon area should have a door encounter generated for each exit.

BUILDING THE DUNGEON

ENCOUNTER ZONES

Encounter zones are where the actual encounters are generated. Each dungeon area will have two or more encounter zones.

Each encounter zone should be a distinct element in the dungeon area, the most common example being a room. Although corridors, caves, tunnels, pits, stairs and even sections of larger rooms or spaces could all be encounter zones.

When you know how many dungeon areas there are in your dungeon it's time to fill them with encounter zones.

NUMBER OF ENCOUNTER ZONES

Roll 2D6 for each dungeon area to determine how many encounter zones it has.

Note: You can always just pick a number that seems right, or change the type or number of dice used if you want a more or less active dungeon area.

PLACE ENCOUNTER ZONES

For a simple dungeon area layout just place a room per encounter zone somewhere in the area, linked together by corridors and interconnecting doors.

Note: The random layout method for dungeon areas on the previous page can also be used for encounter zones.

Note: If you already have a map, just divide the encounter zones between the rooms and other spaces.

GENERATE ENCOUNTERS

Once the number of encounter zones is known, an encounter can be generated for each.

The first encounter zone to be rolled should use the **First Encounter Zone** table. Any other encounter zones then use the **Subsequent Encounter Zones** table.

Note: If the random generation doesn't give a result you like, re-roll or change things so they fit your dungeon.

FIRST ENCOUNTER ZONE

For the first Encounter Zone in a dungeon area use this table to see what encounter type to generate.

ROLL (D20)	FIRST ENCOUNTER TYPE
1 - 3	TRAP
4 - 6	ENVIRONMENTAL
7 - 14	ENEMY
15 - 17	INTERACTION
18 - 19	INTRIGUE
20	DUNGEON BOON

SUBSEQUENT ENCOUNTER ZONES

For all encounter zones after the first use this table.

There is a chance for no encounter. If a dungeon area ends up with just one encounter after you have rolled all your dungeon zones then keep rolling until at least two encounters are present.

ROLL (D20)	SUBSEQUENT ENCOUNTER TYPE
1 - 5	NO ENCOUNTER
6 - 7	TRAP
8 - 9	ENVIRONMENTAL
10 - 14	ENEMY
15 - 16	INTERACTION
17 - 18	INTRIGUE
19 - 20	DUNGEON BOON

DOORS

Dungeon doors are not included on the encounter zone tables. Doors are a special type of encounter and are optional unless the doorway is an exit.

You may choose to roll on the dungeon door table for any doorway within a dungeon area. Roll once on the simple door table to determine what the average door is like.

ENCOUNTER TYPES

The seven unique dungeon encounter types each have their own full sized table in the next section. Except traps which have a dedicated section after the dungeon encounters A-Z.

DUNGEON BOONS

DUNGEON BOONS

A great motivator for entering dungeons and facing the many possible dangers within, is loot.

Sweet, precious loot.

With great risk comes great reward. But all that glitters is not gold.

Our dungeon boons are a mixture of valuables, curios and of course coin which could reward the Characters.

Some boons are as simple as gold, easily sellable valuables and crafting supplies.

Some are more “interesting” and require a little more thought to benefit from the find.

And some are going to be far more trouble than they’re worth.

Our dungeon boons are unique and designed to integrate into your adventure.

They can be a straightforward way to buffer the Characters’ coin purses, or they can be used to progress your main plot line or begin an unexpected diversion from “the mission”.

CLUES

Some of our boons will give the Characters “Clues”. We use “Clues” as an abstract way to track useful information or items that the Characters could find in the dungeon.

There are a number of ways these can be used depending on your adventure.

Some encounters describe how to gather clues within the encounter, others describe how clues could be spent.

The Clues could relate to information or items needed to progress, for example the key to a door, or the cypher for a code.

Clues can also form part of the plot of the dungeon adventures you can generate with this chapter.

MAGIC ITEMS

If a boon says an enchanted item is present, you’ll need to choose an appropriate power item from your rules system. We’ll usually give a description of an item’s powers to help with this.



VALUE

Most treasure won't have a convenient price tag attached. This means it's down to the appraisal abilities of the Characters to separate the valuable items from the cheap rubbish.

In the case of artwork like paintings or sculptures this can be subjective. And finding the right buyer is an important consideration.

WEIGHT & ENCUMBRANCE

Finding treasure is one thing, carrying it safely back to somewhere it can be traded for cash is another matter.

We'd suggest not tracking things in too much detail until it's sacks of loot that need managing.

For those particularly impressive hauls of loot, the Characters may be better off sending for carts or pack mules to get the treasure back to town.

PRECIOUS KNOWLEDGE

Sometimes information is the most valuable resource in its own right. It's also usually lightweight compared to gold!

This could be books, scrolls or even just secrets found while dungeon delving.

OWNERSHIP

For every treasure uncovered, there is usually two or more people who will claim ownership.

Let's assume the Characters have bought back all of the valuable loot from the dungeon to the nearest town to start selling it. They may find a delegation from the noble family that lay claim to the land it was found on asking for their treasure, or at least their cut.

There may also be a tax levied on selling treasure by the country or city where the sale takes place.

For more tribal or clan based societies, an offering to the leader from the loot is probably a good idea.

CONSIDERATIONS & GM NOTES

Many of our boons offer a challenge as well as a reward, or have strings attached!

It is up to you how beneficial these are to your Characters to fit with the overall balance of your game.

Some of our boons are lying there ready for the taking. Some may be in the possession of something unfriendly, or under guard.

Some boons are valuable objects that are difficult to transport in some way. You should reward the Characters if they manage to get these heavy, awkward or fragile items to a buyer in one piece.

There are some very high value boons, such as the 'Vast Hoard' that might have too much value. Change these as you see fit, although that particular boon probably has a large scaly owner.

There may be enemies or NPCs in the dungeon who would have had opportunity to find these boons first. If it makes sense have someone already carrying a boon item or claiming it as their own.

There may be bandits who specialise in waiting outside of dungeons for treasure laden adventurers. They especially like weak, wounded and rich adventurers.

RANDOM BOON INSTRUCTIONS

Use the dungeon boon table to generate random boons for your dungeon. You can roll randomly or choose your favourite!

The items in the dungeon boon table are listed alphabetically in the dungeon encounters A-Z section at the end of this chapter with more information on each boon and how to use them in the adventure.

FIND YOUR BALANCE

It's completely your decision on how much you embrace the randomness! If a boon just doesn't work for your adventure, you can either re-roll or pick a more appropriate boon.

DUNGEON BOONS

ROLL (D100)	DUNGEON BOONS	DESCRIPTION
1	ALCHEMIST STATION	Intricate collection of jars used to brew potions.
2	ARCANE BOOKSHELF	Old dusty tomes of knowledge.
3 - 8	ARMOUR STAND	Well maintained armour on a stand.
9	ARMoured DENIZEN	A Denizen is already wearing this quality armour.
10	ARTIST STUDIO	An easel, canvas, paints and even a part finished artwork.
11	BATTLE HORN	Huge silver inlaid battle horn.
12	BEJEWELLED COLLAR	A valuable collar, worn by a vicious looking Beast.
13	BLOOD MONEY	A good pile of loot, but with added bite.
14	BOOZE	Cask, bottles and barrels of the good stuff.
15 - 16	BUNCH OF KEYS	A collection of assorted keys.
17	BURIAL GOODS	These items were probably to be taken to the afterlife.
18	CARVED BOX	With coins inside, but the box is worth more.
19	CLOAKROOM	A large collection of Denizen outfits.
20 - 23	COIN STASH	A pile of coins.
24	CURSED EYES	Large unusual gems acting as a statue's eyes.
25	DRUG STASH	Sealed bags of contraband substances.
26	EGGS	Beast or Monster eggs can fetch a good price.
27	ENCHANTED ITEM	A useful magical item.
28 - 29	FILTHY STASH	There are coins for sure, but in amongst a vile refuse pile.
30	FIREWORK CRATES	These boxes say 'Danger'.
31	FRESH BAKED PIES	Just baked with a delicious smell, but baked by who?
32	FULL CRYSTAL DINING SET	Perfect for a grand feast.
33	GAME BOARD AND PIECES	The board and pieces of this game are precious metals.
34 - 35	GEM	A single shiny gem stone.
36	GEM STASH	A bunch of different sparkling gem stones.
37 - 38	GRAND FURNISHINGS	This area has expensive furniture and fittings.
39 - 40	GUARDED TREASURE	It's valuable, so there are Denizen Guards.
41 - 42	HANDY KEY	A large impressive looking key.
43	HEIRLOOM	A gilt vase with a family crest.
44 - 46	HIDDEN COIN POUCH	A pouch of coins hidden out of sight.
47	INFORMATION SCROLLS	These may hold vital information on the dungeon.
48	INGOTS	Valuable but very heavy blocks of metal.

DUNGEON BOONS

ROLL (D100)	DUNGEON BOONS	DESCRIPTION
49 - 50	JEWELRY	A handful of jewelry items.
51	JEWELLED MASK	Silver face mask with gems and a devilish appearance.
52 - 53	LARGE LOOT SACK	A large sack with various coins and trinkets.
54 - 55	LARGE TREASURE CHEST	Large, iron bound, locked and full of treasure.
56 - 58	MAGIC SCROLL	A spell written upon a scroll.
59 - 60	MARKED LOOT	This loot bears an organisations mark.
61	MECHANICAL ODDITY	Well made portable clockwork device of unknown use.
62 - 63	MINOR ENCHANTED ITEM	This radiates a faint magical aura.
64	MYTH BOX	Stone box with mysterious symbols carved all around it.
65	NOBLE CLOTHES	Pressed and folded clothes of the highest fashion.
66 - 67	OIL BARRELS	Collection of highly flammable red painted barrels of oil.
68	ON DISPLAY	A glass display cabinet of curios.
69	POISON GARDEN	These plant pots contain some deadly specimens.
70 - 71	POTION RACK	A trio of potions.
72	POWER AT A PRICE	A magic weapon with a mind of it's own.
73 - 74	RANGERS CACHE	Survival gear, ammunition and food.
75	RESTRICTED KNOWLEDGE	A book wrapped in lock and chain.
76	ROYAL BANNER	A ripped war flag from a local nation.
77 - 79	SECURE ROOM	A safe place to rest and recover.
80 - 82	SMALL LOOT SACK	A small grubby sack that clinks when moved.
83 - 85	SMALL TREASURE CHEST	A modest chest of treasure.
86 - 88	STORE ROOM	A room or area full of sundry supplies.
89	TARNISHED CROWN	In need of a good clean and polish, but still a crown.
90	TATTERED MAP	Maybe a treasure map or secret door details.
91	THE SHINY THING	A gold gem encrusted scepter and the Monster holding it.
92 - 93	TOOLS	Practical tools that may come in handy.
94	TRAP NOTES	Details on nearby traps.
95	TRAP KIT	A packed and stored trap ready to deploy.
96	TRAPPED CHEST	A regular chest, but with a surprise.
97	VAST HOARD	A huge amount of treasure, these are rarely unguarded.
98	WEAPON EMPLACEMENT	A ballista or similar weapon emplacement.
99 - 100	WEAPON STAND	A rack of useful weapons.



DUNGEON DOORS

DUNGEON DOORS

By its very nature a dungeon will have a lot of rooms, corridors, foyers, halls, cellars and, consequently, doors and doorways to negotiate.

Of course, a locked door can be a challenge, however we have put together a collection of interesting, imagination sparking and, in some cases, fiendish doors for you.

This wide-ranging selection offers not only a great opportunity to randomise the doors in your dungeon, but also some more unexpected ways to travel through a doorway!

Some of our doors are not what they first appear...

...Others, unfortunately, are exactly what they appear to be.

ARE DOORS REALLY ENCOUNTERS?

Not every door is going to be a full on encounter, but as some could be and many present in the list are, we've included them as an encounter type.

Although as mentioned in building a dungeon, doors don't count towards the total number of encounters.

CLUES

Some of our doors offer the option of using "Clues" to progress. These door encounters will mention what amount of clues are required and what the effect will be. They do not, however, mention what those clues are or where to find them.

If you've generated some other encounters that offer clues, then great. Those are the clues needed to interact with the door, such as keys or pass phrases etc.

If the only way to progress from the dungeon area is via a clue locked door and no clues are present, then feel free to add the appropriate clues to the dungeon area.

Maybe throw in an extra Enemy or Trap to balance things out. Or just make them have to pick the lock, smash their way through or find another way round.

TRAPPED DOORS

If a door encounter just says the door is trapped without detailing exactly how it's trapped then you should generate a trap using the trap section in this chapter (just after the dungeon encounters A-Z section).

DUNGEON DOORS

SIMPLE DOORS

The full dungeon doors table is full of interesting variant, ornate, mysterious and magic doors.

If you just need to determine what type of simple door is present, this small table only includes the most mundane doors from the main table.

ROLL (D8)	SIMPLE DOOR TABLE
1 - 4	DOOR
5	HEAVY DOOR
6	LIGHTWEIGHT DOOR
7	NO DOOR
8	SCREEN DOOR

BREAKING DOWN DOORS

Most doors can be forced open or broken down, with many of the door encounters including an amount of damage required.

5E: An average wooden door would have an AC of 15 and 18 HP (Wooden Medium Object), you could also use the AC of 15 to set a strength check to shoulder barge the door open. And don't forget, if your Characters carry a Portable Ram and work in pairs to break down doors, they can get advantage and a +4 bonus to that strength check.

HINGES AND OPENING DIRECTION

Door hinges in fortifications will always be on the inside, the doors will open inwards towards the defenders. This protects the hinges from tampering efforts, makes it easier for any defenders to push doors closed against intruders and allows for effective barricading of the door, or the use of a bar to lock from the inside.

For prisons the hinges would be placed on the opposite side from where any prisoners are to be held.

For most rooms, hinged doors are most likely to open inwards (80%) with a few exceptions (20%).

CONSIDERATIONS & GM NOTES

In old dungeons, moving metal parts like some door handles and hinges will be rusted. They will be either difficult to move or make excess noise when opened.

A good way to see how regularly used an area of dungeon is would be to check for oiled door hinges, cleared ground where the doors open or the less rusted handles.

Do the Characters pay attention to closing doors as they move through a dungeon? Would the denizens be able to track them down after finding a series of open doors?

Secret doors can be found on the intrigue encounter type table.

Forcing open, breaking down or simply smashing doors is going to make a lot of noise. You'll also not be able to close that door effectively again.

Many doors in dungeons are not a perfect fit for the frames they are in. It may well be possible to sneak a glance under or around a closed door. Regardless, odours and any light from the other side of a door are often perceptible.

If there are larger creatures in a dungeon then smaller doorways may limit where they can reach. The doorways may already be broken and enlarged to allow them to roam freely.

RANDOM DOOR INSTRUCTIONS

Use the dungeon doors table to generate random doors. You can roll randomly or choose your favourite!

The doors in the dungeon doors table are listed alphabetically in the dungeon encounters A-Z section at the end of this chapter with more information on the doors and how to use them in the adventure.

FIND YOUR BALANCE

It is completely your decision on how much you embrace the randomness! If a door just doesn't work for your adventure, you can either re-roll or pick a more appropriate door.

DUNGEON DOORS

ROLL (D100)	DUNGEON DOORS	DESCRIPTION
1	ALARMED DOOR	An alarm alerts Denizens when this door opens.
2	AUTOMATIC DOOR	A door that opens by itself.
3	BARRICADED DOOR	A makeshift barricade blocks this doorway.
4	BLACKEST GATE	This pitch black door radiates fear.
5	BLADED DOOR	Forged from twisted blades of metal.
6	BLESSED THRESHOLD	A holy aura protects this entrance.
7	BRAMBLE BRIAR'S	A dense collection of tangled thorny branches.
8 - 10	CAGE DOOR	Sturdy metal bars form this classic prison door.
11	CLOCKWORK VAULT DOOR	An almost impenetrable barrier without the keys.
12	COMBINATION LOCK DOOR	Solid reinforced door with a combination lock.
13	CURTAIN OF FLAME	This sheet of fire stands in place of a door.
14 - 20	DOOR	A standard wooden door.
21	DOOR OF THE ELDERS	Ancient, alien and inscrutable.
22	DOOR OF THE WORD	A command word is required for this magic door.
23	DREAM PORTAL	A wave of tiredness washes over any crossing through.
24	ELECTRIFIED DOOR	Metal door with a shocking surprise.
25	EXPLODING DOOR	The door that opens with a bang.
26	FEY DOOR	Tiny door, made for little folk.
27	FLAME BURSTS	Regular bursts of flame block the way.
28	FOLLY GATE	Impressive magic door that does nothing special.
29	GILT DOOR	A work of engraved art in door form.
30	GLASS DOOR	Solid panes of glass make up this door.
31	GRIM WARNING	The corpse pinned to the door bears a warning.
32 - 33	GUARD DOOR	Heavy door with window hatch and Denizen guard.
34 - 36	HEAVY DOOR	Heavy construction makes for a solid barrier.
37	ICE DOOR	Huge block of ice filling the doorway.
38	ILLUSIONARY DOOR	This door isn't really there.
39	IRIS DOOR	A slicing iris aperture mechanism.
40	KING'S THRESHOLD	Imposing door that only opens for the crown.
41 - 44	LIGHTWEIGHT DOOR	A flimsy or makeshift door.
45	LIVING DOOR	An organic valve built in to the walls.
46	MIGHTY IRON DOOR	Solid iron and build to last.

DUNGEON DOORS

ROLL (D100)	DUNGEON DOORS	DESCRIPTION
47	MIRROR DOOR	Two way mirror letting room occupants see outside.
48	MIST VEIL	Billowing hallucinogenic gas obscures the doorway.
49	MYSTICAL PORTAL	A shimmering portal formed from magical energies.
50 - 60	NO DOOR	No door here, at best a curtain hangs in place.
61 - 62	NOTE OF CAUTION	A normal door with a message nailed to it.
63	ONE WAY PORTAL	Magical portal that only allows travel through one way.
64 - 65	PORTCULLIS	Heavy metal gate that descends from above.
66	POISONED DOOR	Best opened with thick gloves.
67	RAINBOW PORTAL	This normal looking door has a light show when opened.
68	REVOLVING DOOR	Spinning door that limits entry to one at a time.
69	RIDDLE DOOR	The enchanted face asks for a riddle to be solved to open.
70 - 72	ROTTEN DOOR	Moldy, stinking and possibly plague ridden.
73	ROUND DOOR	Like a normal door, just round.
74	SAND DOOR	Magic shape forming sand is used as a door.
75	SCREEN DOOR	Paper and wood constructed screen door.
76	SERPENT DOOR	The snake shaped handle has bite.
77	SHADOW EGRESS	Unholy rituals guard this entranceway.
78	SIREN DOOR	Ear splitting shrieks accompany the opening of this door.
79	SLAM DOOR	Pressure plate activated and spring loaded door bash.
80 - 81	SLIDING DOOR	A heavy door that seamlessly slides back in to the wall.
82	SPEAR BARS	Formed by the shafts of a dozen retractable spears.
83	SPELL DOOR	A spell or spell combination is required to unlock.
84	SPIKED DOOR	Heavy door covered in vicious spikes.
85 - 86	STONE SLAB	A hefty slab of stone moves smoothly into place.
87	STUCK DOOR	Heavy door that has been jammed shut.
88	THE SUN DOOR	A door that requires the brightest light to open.
89	TOLL DOOR	Solid metal door with a coin operated lock.
90 - 96	TRAPPED DOOR	A standard door hiding a trap.
97	TROPHY GATE	This gate is adorned with battle trophies.
98	UNWELCOME MAT	A pit trap hiding before the door.
99	VAMPIRIC DOOR	Blood activated and always hungry.
100	WARDED DOOR	Powerful spells guard this door.

ENEMY



ENEMIES

These are the wild beasts, dangerous monsters and evil foes that inhabit the dungeon. They are what stand between the Characters and their adventure goals.

We have used “Enemy” to include monsters, beasts, denizens and more. As the name suggests, enemy encounters will almost always be a hostile interaction that has every chance of ending in combat.

To help you insert enemies into your adventure we have used standard terminology to indicate the number and difficulty of enemies. The details for these keywords can be found at the start of the first chapter of this book.

These are the main combat possible encounters, ranging from small numbers of easy to dispatch foes up to meetings with beasts where the best option is to flee and return when the threat has moved on.

Some of our enemies are (seemingly) mindless beasts, some intelligent and coordinated.

Of course, you can take the encounters we offer here and make them your own! First and foremost, everything should fit into your adventure.

DUNGEON STRUCTURE

As detailed in the building the dungeon section you will need to decide what beasts, monsters and denizens are possible to encounter within your dungeon.

The enemy encounters will each detail what level of challenge each enemy should be to help you assign an appropriate choice.

BEASTS

Beasts are enemies with animal level intelligence that act on their instincts.

These beasts could be wild animals that have found a place to live in the dungeon, they could also be livestock or working animals for the denizens.

In general beasts will attack if they see the Characters as prey, if they are cornered or if trained to attack.

For Example: A beast encounter could be group of giant spiders who come to investigate when their webs are disturbed. Another beast encounter could be a pack of wolves used by the goblin denizens on their raids.



DENIZENS

Denizens are the occupants of the dungeon who live or work there.

There may be a boss or bosses in the dungeon who lead the denizens in some way.

Not every dungeon needs denizens, some may just be filled with individual creatures, none of whom are friendly with any others.

The main thing that sets denizens apart from beasts and monsters is that they will work together with other denizens in the dungeon.

Note: Any type of creature could be a denizen, we only separate denizens, beasts and monsters for the purpose of allegiances in the dungeon. So your denizens can be beasts or monsters for sure.

MONSTERS

Monsters are the more dangerous and unique enemies to be found in the dungeon and will often be some of the most challenging.

For whatever reason they do not get on with the denizens, and would just as likely attack them as the Characters if given the chance. As a result, it's best to make sure that your dungeon layout has a little separation in place. Use either doors, bridges or just size and distance to keep the different monsters and denizens apart, otherwise they'd already have fought.

FIND YOUR BALANCE

It is completely your decision on how much you embrace the randomness! If an enemy encounter just doesn't work for your adventure, you can either re-roll or pick a more appropriate encounter.

These encounters add combat opponents that the Characters may have to face. It's important to know that random chance may create scenarios where the Characters are unlikely to emerge victorious. It's up to you as the GM to either tweak the encounters as needed or throw the Characters up against the odds to see how they do!

CONSIDERATIONS & GM NOTES

Try to imagine how the enemies would approach the encounter with the Characters. Do they know it's about to happen or is it a surprise interruption to their normal daily activities? How would they normally go about a combat engagement, what tactics would they use?

Characters often know of the resistances and vulnerabilities of many enemies, but do any enemies know of the Characters weaknesses?

Many enemies are not planning on fighting to the death and will flee or attempt surrender before they are slain. Of course some enemies do not have normal mortal desires and will fight to the very last regardless, such as undead or animated constructs.

Unless noted otherwise in an encounter, beasts and monsters are independent in their actions. They may be just as hostile and dangerous to other beasts, monsters and the denizens of the dungeon as they are to the Characters.

Enemies that have been here a while or live in the dungeon will know the terrain well. They will know the location of traps, where dangerous creatures roam and will use all of this knowledge to their advantage.

Denizens and monsters may have their own individual goals that could be exploited by the Characters.

For Example: Maybe a bandit in the crew hiding out in the ruined castle wants the bandit captain gone, but doesn't have enough support to face them alone.

Maybe the ogres blocking the way in the tunnel ahead are more interested in a good meal than fighting.

RANDOM ENEMY INSTRUCTIONS

Use the enemies table to generate random enemy encounters. You can roll randomly or choose your favourite!

The encounters in the enemies tables are listed alphabetically in the dungeon encounters A-Z section at the end of this chapter with more information on the enemy and how to use them in your adventure.

ENEMY

ROLL (D100)	ENEMY	DESCRIPTION
1	ABOMINATION	A terrifying combination of other Beasts and Monsters.
2	AMBUSH	Denizens have prepared a surprise.
3	ASSASSINS	Deadly Denizen specialists at killing.
4	BARRICADES	Makeshift barriers with guards.
5 - 9	BEAST GROUP	A group of Beasts.
10	BEAST MASTER	These Beasts are well trained and with their master.
11	BEATERS	Noisy Denizens trying to flush out their prey.
12	BESTIAL AMBUSH	Beasts spring an ambush.
13	BOOSTED MONSTER	Not just a Monster, but a boosted Monster.
14	CELEBRATION FEAST	Denizens having a feast.
15	CHAMPION	A Denizen champion and friends.
16 - 22	DENIZEN GROUP	Standard group of Denizens.
23 - 24	DENIZEN PATROL	A group of Denizens actively patrolling an area.
25	DREAD BEAST	This apex Beast is probably best avoided.
26	DUNGEON INSPECTOR	It's an important job, and this Denizen is doing it.
27	ELDER MONSTER	A Monster of legend, maybe the most deadly thing in here.
28	ELITE WAR-BAND	Best of the best from the Denizen ranks.
29	ENFORCERS	Fierce Denizens that strike fear in to their fellows.
30	ESCAPED BEAST	A frantic Beast looking for a way to escape.
31	EXPLODING BEASTS	Beasts rigged to explode.
32	FROM ABOVE	An attack from high ground or even flying opponents.
33	FROM THE SHADOWS	Monsters emerge from the darkness itself.
34	FUNERAL	These Denizens are mourning a fallen comrade.
35	GUARD BEAST	A dangerous and vigilant Beast stands guard.
36 - 40	GUARDS	Denizens guarding the area.
41	HORDE OF BEASTS	Not the most dangerous Beasts, but so many of them.
42	HORDE OF DENIZENS	This is a lot of Denizens in one place.
43	HUNTING PACKS	Groups of beasts try to split up and hunt the Characters.
44	INJURED BEAST	A Beast lying out of the way trying to recover.
45 - 48	LARGE BEAST GROUP	Something has attracted all of these beasts.
49 - 55	LARGE DENIZEN GROUP	This area of the Dungeon looks occupied.
56 - 57	LARGE WAR-BAND	A large well equipped and well prepared group.



ROLL (D100)	ENEMY	DESCRIPTION
58	LONE BEAST	This Beast stays here on its own.
59	LONE DENIZEN	A lone Denizen not expecting company.
60	LONE GUARD	A single Denizen stands Guard.
61 - 64	LONE MONSTER	This sole Monster wanders these halls.
65	MONSTROUS AMBUSH	A stealthy Monster tries to surprise the Characters.
66	MOTHER AND YOUNG	A Beast brood mother and young.
67	OFFICIAL AND ESCORT	An important Denizen and their escorts.
68 - 69	PAIR OF BEASTS	A pair of beasts roam here.
70	PAIR OF BOOSTED BEASTS	Who boosted these Beasts, it's made them more deadly.
71 - 72	PAIR OF DENIZENS	Just two Denizens going about their business.
73 - 74	PAIR OF MONSTERS	Not one, but two Monsters call this place home.
75	PRISONER ESCORT	These Denizens are escorting prisoners to their fate.
76	REPAIR TEAM	Denizens busy repairing a damaged section of Dungeon.
77	RESTING MONSTER	Resting after the last battle.
78	SLEEPING BEASTS	Large Beasts asleep amongst noisy looking debris.
79	SLEEPING QUARTERS	A lot of Denizens have their beds here.
80 - 81	SMALL BEAST GROUP	A small group of Beasts.
82 - 83	SMALL DENIZEN GROUP	Just the local Denizens that live here.
84 - 85	SMALL MONSTER GROUP	A group of Monsters frequent this place.
86 - 87	SMALL WAR-BAND	A small well equipped and well prepared group.
88	SNIPERS	Denizen marksmen fire from cover.
89	STARVED BEASTS	These Beasts are hungry, very hungry.
90	SUMMONED MONSTROSITY	A magically summoned Monster, doing someones bidding.
91	SWARM - INSECTS	Crawling, chattering bodies without number.
92	SWARM - VERMIN	A near endless swarm of vermin.
93	TRAINING GROUP	These Denizens may be new recruits.
94	TRAP CREW	Denizen engineers busy resetting traps.
95	TRAPPED MONSTER	This Monster has got itself stuck in a trap.
96	TRAVELING CAPTAIN	A high ranking Denizen just passing through.
97	VERY LARGE BEAST GROUP	This must be their home lair.
98 - 99	VERY LARGE DENIZEN GROUP	A well populated section of Dungeon.
100	WARHORNS	A vast number of Denizens are on their way, soon...

ENVIRONMENTAL



ENVIRONMENTAL

While a dungeon is usually a series of rooms, halls, corridors and similar, there is still a lot that can quickly change to affect encounters or generate them!

These environmental encounters are here to mix things up a little by adding extra complications, challenges or even just some set dressing and flavour.

We include all manner of things in the environmental encounter type, such as static hazards, extremes of temperature, supernatural zones, plant growth and much more.

By offering a range of environmental factors which can aid or challenge a party, we hope to provide a way to adjust a dungeon with some random effects. Hopefully these help spark some ideas on how to run other encounters in the same dungeon area!

Some of our encounters require skill or ability style checks to avoid or endure. Some may deal damage or simply make things more difficult.

We use the same standard terminology and system agnostic mechanics to describe these effects and challenges, so you can translate this into your preferred system.

VISION AND LIGHT

Being able to see is a benefit to any adventure. However many dungeons will have poor or no light available.

Characters may have to bring their own lanterns. Being careful to not run out of oil or break them during any action.

There are also possible environmental effects that can reduce or even remove visibility.

*5E: For effects that remove vision, like dense fog, the **Blinded** condition could be applied.*

*Characters with **Blindsight**, **Darkvision** and **Truesight** may well have advantages in different conditions.*

AMBIANCE

The general ambiance of the dungeon could include temperature, humidity or a range of special effects.

If the dungeon is open to the elements then weather could play a major role.

Some environmental encounters could introduce extremes of temperature or similar to spice things up.

ENVIRONMENTAL

SOUND

Sight may often be the primary sense used when exploring a dungeon. However hearing should not be overlooked.

A good hearing check could reveal all manner of information about the dungeon area the Characters are in.

There are also possible environmental effects that can reduce or even remove hearing.

5E: For effects that remove hearing, like 'Silence', the Deafened condition could be applied.

MOVEMENT

Often environmental encounters change how movement might work in the dungeon.

Usually they will say if movement speed is reduced or if it becomes challenging in some way that risks failure.

*5E: The **Difficult Terrain** rule (half movement speed) could apply to broken ground, thick roots, deep mud etc. Often Athletics or Acrobatics skill checks would be used for more complex movement based encounters.*

USING MAGIC EFFECTS

If the system you are running has magical effects for spells and similar, then these can make for a great pool of 'effects' to apply rules to the environment.

*5E: Some existing spell effects that could be used for environmental encounters include: **Antimagic Field**, **Cloudkill**, **Darkness**, **Earthquake**, **Entangle**, **Faerie Fire**, **Fear**, **Fog Cloud**, **Forbiddance**, **Grease**, **Guards and Wards**, **Gust of Wind**, **Hallow**, **Hallucinatory Terrain**, **Insect Plague**, **Magic Circle**, **Reverse Gravity**, **Silence**, **Sleet Storm**, **Sleep**, **Slow**, **Spike Growth**, **Stinking Cloud**, **Symbol**, **Web** and **Zone of Truth** to name a few!*

When using spells for environmental effects you'll need to adjust any damage or DC number to suit the level of play.

CONSIDERATIONS & GM NOTES

Environmental encounters often affect a full dungeon area, not just an encounter zone. So the other encounters that are generated in the same dungeon area will also have to deal with the effects of that environmental encounter.

Even if there is no dramatic environmental effect active in your dungeon, we find adding some interactive elements of some form can always help an encounter. Furniture or debris to jump on or knock over, lanterns to smash spreading flaming oil, shelves full of handy throw-able sized bottles, and who doesn't love a good chandelier to swing from?

Just adding some simple environmental descriptions can really help with the immersion, personality and feel of a dungeon. Mention the dripping ceiling, the orange smelling moss that clings to every wall, the echoes that the Characters' every step makes, the mouldy bones that crunch under foot or any other little details you can imagine.

*5E: When in doubt the easiest way to apply rules for terrain is to use **Disadvantage** if the environment is difficult to operate within, or grant **Advantage** to enemies if the environment favours them.*

ENVIRONMENTAL INSTRUCTIONS

Use the environmental table to generate random environmental encounters. You can roll randomly or choose your favourite!

The encounters in the environmental tables are listed alphabetically in the encounters section at the end of this chapter with more information on the environmental encounter and how to use them in the adventure.

FIND YOUR BALANCE

It is completely your decision on how much you embrace the randomness! If an environmental encounter just does not work for your adventure, you can either re-roll or pick a more appropriate encounter.

ENVIRONMENTAL

ROLL (D100)	ENVIRONMENTAL	DESCRIPTION
1	ACID POOL	A pool of deadly acid.
2	ACID SPRAY	A fine mist of corrosive acid.
3	AGGRESSIVE FLORA	The plants in this area are on the attack.
4	BAUBLE OF THE GODS	A crystal ball that shows you in the Dungeon.
5 - 6	BITTER COLD	It's dangerously cold here.
7 - 8	BROKEN FLOOR	The floor has many broken sections and trip hazards.
9 - 10	BUGS	A carpet of crawling insects covers the floor and walls,
11	BURIED ALIVE	A mass of loose earth falls and may bury Characters.
12 - 13	CALMING LIGHT	The torch light here has a calming effect.
14 - 15	CHARGED CHAMBERS	Electricity arcs from all over.
16 - 17	CHRONOMANCY BUBBLE	A time loop is a distinct possibility.
18 - 19	COLLAPSING CEILING	Rocks fall at random from different parts of the ceiling.
20	DARKNESS	It's not just dark, but supernaturally dark.
21 - 22	ECHOES	Every noise is increased tenfold and echoed around.
23 - 24	EYE OF THE STORM	It's quiet here, but it may be much busier in the next area.
25	FAKE SURROUNDINGS	This section of dungeon is actually stage dressing.
26	FARM SECTION	Potted crops and livestock are kept here.
27 - 28	FIRE	This area is on fire.
29 - 30	FLOODED SECTIONS	Sections of the floor are submerged.
31 - 32	FOG	A thick fog fills these halls reducing visibility.
33	FUNGUS SPORES	Fungi here can release clouds of choking spores.
34 - 35	GHOST BATTLE	Spectral replay of an ancient battle.
36 - 37	GRAVITY SHIFT	Up is down, down is up.
38	HEALING WIND	A refreshing magical breeze blows through.
39 - 40	HIVE	Many small tunnels are burrowed in to the walls and floor.
41 - 42	HOLY GROUND	Evil beings will find it painful to enter here.
43	HOT HOUSE	This area is uncomfortably hot.
44	ICE FLOOR	The floor is slick with ice in patches.
45	INCREASED GRAVITY	The gravity change makes most actions take more effort.
46 - 47	INDUSTRIAL ZONE	Dangerous active machinery abounds.
48 - 49	LAVA CREVASSE	A rent in the floor with bubbling lava.
50	LEECH VINES	These dangling vines have a taste for blood.

ENVIRONMENTAL

ROLL (D100)	ENVIRONMENTAL	DESCRIPTION
51	LOW CEILINGS	At about four foot, these ceiling may be inconvenient.
52	LOW OXYGEN	It's hard to breathe here.
53	MENAGERIE	Cages hold all manner of Beasts.
54 - 55	MIGHTY WINDS	High winds blow through knocking things down.
56 - 58	MURDER SCENE	An important dignitary lies dead, murdered.
59 - 60	NULL MAGIC ZONE	It's very difficult to make magic work here.
61	OIL SLICK	Oil has been liberally spread around here.
62	OUT OF BODY EXPERIENCES	Characters may feel like they are out of their own bodies.
63 - 64	PHEROMONE SACK	This tar sealed leather sack has an interesting mix inside.
65	PIT	A hole in the ground, possibly with spikes or worse.
66 - 67	PLANE SHIFT	A close proximity to another plane of existence.
68	PLAY REHEARSAL	Actors dressed as Denizens rehearse here.
69	POISON GAS CLOUD	A miasma of poison hangs in the air.
70 - 71	PUTRID STENCH	This area stinks, it's going to be hard not to vomit.
72 - 73	QUICKSAND	Not the solid floor it looks like.
74	RAINING BLOOD	Blood falls like rain from the ceiling or sky.
75 - 76	REPAIR SCAFFOLD	The walls and ceiling are staying in place with its support.
77 - 78	RISING WATER	This area is slowly filling with water.
79 - 80	RITUAL OF PEACE	Powerful magic stops harm being caused here.
81 - 82	RUBBLE PILES	Scattered piles of rubble provide cover or a hazard.
83 - 84	SILENCE	No sounds are made here.
85	SLAUGHTER HOUSE	Meat hooks and carcasses fill this area.
86 - 87	SMOKE	Thick clouds of smoke fill the air.
88 - 89	SPIDER WEBS	These giant webs must have come from giant spiders.
90	STROBING LIGHT	Flashing magical lights strobe constantly here.
91	SUNSPIKE BEAM	A laser like beam of light crosses the way.
92	SUSPICIOUSLY QUIET	Nothing seems to be happening, or is something waiting...
93	THE FEAR	A creeping dread enters the mind.
94 - 95	TOMB	Tombs to the long dead.
96 - 97	UNLUCKY	An aura of bad luck has hold here.
98 - 99	UPPER CLASS HALLS	This area is where important Denizens call home.
100	WEAKENED REALITY	The chance of unworldly incursions is increased.

INTERACTION



INTERACTION

There are allies to be met, enemies to negotiate with and strangers to help or hinder.

Interaction encounters are all about the Characters having the opportunity to interact with non-player Characters (NPC).

These NPC's aren't necessarily all going to be hostile. Interaction encounters will almost always start with a chance to talk before any possible hostilities kick off!

That's not to say interaction encounters can't lead to combat, as many of them can. Combat will usually start because the Characters said the wrong things or didn't agree with what the NPC was trying to do.

There will be chances to gain allies of varying usefulness to help the Characters on their adventure.

Characters may converse with more neutral parties who may or may not assist in some way, and they may even find the opportunity to rescue those in distress (or leave them alone).

CLUES

Some of our interaction encounters will give the Characters "Clues".

This is most often in the form of knowledge held by the NPC, with the Characters needing to convince them to share the information.

Sometimes of course it might be an item, in which case light fingers may also work alongside diplomacy.

NPC LEVELS

So you're running a high level game and the interaction encounter is a vermin catcher. If scaled to the level of your game they could be catching lions or tigers as the [Easy] beasts in your dungeon.

You can just lower the relative level of NPCs so commoners and similar stay low level.

Alternatively, keep them at the higher level and have an epic lion hunter collecting pelts as the NPC the Characters encounter.



NPC MOTIVATION & PERSONALITY

Some encounters will explicitly give the main motivations and describe the personality of the NPC, and maybe the reason they are in a dungeon. However this will not always be the case. You'll need to decide on their motivation and personality, either chose or roll twice on this handy table:

ROLL (D20)	MOTIVATION	PERSONALITY
1	ALTRUISM	ABUSIVE
2	AMBITION	ANXIOUS
3	BUSINESS	ARROGANT
4	COLLECTOR	BIGOT
5	DUTY	BRAVE
6	ENVY	CHEERFUL
7	FAMILY	CREATIVE
8	HATE	CRUEL
9	HEROISM	DERANGED
10	HUNGER	DISHONEST
11	IDEALIST	FAIR
12	IMMORTALITY	HONEST
13	KNOWLEDGE	HONOURABLE
14	LOVE	IDEALIST
15	POWER	INDIFFERENT
16	REVENGE	LOYAL
17	SURVIVAL	NOSEY
18	THRILL SEEKER	RECKLESS
19	WEALTH	SOLEMN
20	ZEALOT	TOLERANT

This is a small sampling of motivations and personalities, by all means create your own for the NPC.

NPC WEAPONS & GEAR

Every NPC would have the minimum basic gear associated with their profession unless the encounter specifies otherwise. For interaction encounters that have an [Elite] or [Overwhelming] challenge level, those NPC's should be equipped to a similar level as the Characters. This should include having minor magic items and disposables like bombs or potions if appropriate.

NPC WEALTH

Whilst many folk are unlikely to bring their coin pouch on a dungeon delve, most NPC's will have some items of minor value alongside their practical gear, such as jewelery.

CONSIDERATIONS & GM NOTES

As every dungeon is different you may find some of the interaction encounters don't make much sense. Either re-roll, choose a more appropriate encounter or tailor the NPC to fit the dungeon. Every NPC is a possible source of gossip and rumour about the Characters. Any particularly noteworthy moments an NPC sees or hears could well be heard repeated in a tavern at some time in the future. This assumes that the NPC made it out of the dungeon. Quite often the political or faction connections that an NPC has are worth more than simple treasure based rewards. Although the Characters will need to make sure they impress and gain the trust of these NPC's to be able to capitalise on such links.

INTERACTION INSTRUCTIONS

Use the interaction table to generate random interaction encounters. You can roll randomly or choose your favourite! The encounters in the interaction table are listed alphabetically in the encounters A-Z section at the end of this chapter with more information on the encounter and how to run them in the adventure.

FIND YOUR BALANCE

It is completely your decision on how much you embrace the randomness! If an interaction just does not work for your adventure, you can either re roll or pick a more appropriate interaction.



INTERACTION

ROLL (D100)	INTERACTION	DESCRIPTION
1 - 2	A MIGHTY QUEST	It's their quest and they are the hero, not the Characters.
3 - 4	A WORTHY FOE	A great warrior looking for a final challenge.
5 - 6	ARCH MAGE	A powerful mage about their own business.
7 - 8	ARCHAEOLOGIST	Investigating the Dungeon for historical significance.
9 - 10	ASSASSIN	On a mission, but who might be the target?
11 - 12	AUDIENCE	A collection of Denizens watching what happens.
13 - 14	BOUNTY HUNTER	They have a bounty to collect.
15 - 16	CAPTURED COMMON FOLK	Commoners, held prisoner.
17 - 18	CARTEL REPRESENTATIVES	Shady criminals with an innocent reason to be here...
19	CLOCKWORK SERVANTS	Still trying to keep the place neat and tidy.
20	DEMI GOD	A being of vast power walking in mortal form.
21	DEVILISH BARGAIN	A charming stranger with a proposition.
22 - 23	DISGUISED SURVIVOR	Their friends are dead but they survived in disguise.
24	DOPPELGANGER	One of the Characters may meet themselves.
25 - 26	DRUID	Protecting the wildlife and Beasts.
27	ECHOES OF THE FUTURE	A brief glimpse of future events.
28 - 29	ENGINEERS	A group of contractors busy at work.
30 - 31	ENVOY	A representative from the Denizens, here to talk.
32 - 33	FIRE AND PITCHFORKS	A mob of villagers here to take care of things.
34 - 35	FORTUNE TELLER	They knew you'd be coming and have portents to tell.
36 - 37	FROM A DISTANT LAND	An exotic stranger.
38 - 39	FURIOUS HERO	They've not had the best day...
40 - 41	GATHERING PARTY	An alchemist and their crew, collecting supplies.
42	GUARDIAN	An honour bound guard who must do their duty.
43 - 44	HALF-DENIZEN	Seeking an answer to their heritage.
45	HEIR APPARENT	A young noble out to gather fame and glory.
46 - 47	HERBALIST	A hermit gathering potent herbs.
48	KIND OLD MAN	A kindly old man, who seems out of place in a Dungeon.
49	LORE MASTER	They've been asked to dispense wisdom.
50 - 51	LOST APPRENTICE	Their master is a powerful mage, they are not.
52	LOST CHILD MONSTER	A young Monster, with family nearby.
53 - 54	MARKET OPPORTUNITIES	Enterprising pair out to make money from the Dungeon.



ROLL (D100)	INTERACTION	DESCRIPTION
55 - 56	MESSENGER	Captured and held here, the message must be delivered.
57	MONSTER WHISPERER	They understand and can reason with Monsters.
58	MONSTROUS SCHOLAR	A wise and thoughtful Monster.
59 - 60	NECROMANCER	A Dungeon seems like a good place to collect 'Supplies'.
61 - 62	NEGOTIATOR	From civilized lands to discuss terms with the Denizens.
63	PARTY TIME	A group having a social engagement with some Denizens.
64	PLAYER OF GAMES	A powerful being that is just here to play.
65	PUPPET MONSTER	A Monster under the control of a wizard.
66 - 67	QUESTING KNIGHT	Covered in steel and on a quest for their beloved.
68	REVENGE	The Dungeon has taken from them, it's their turn now.
69	RIVAL ADVENTURING PARTY	Another group of adventurers who claim to be here first.
70 - 71	SONG OF AGES	A singer writing their opus, about the Dungeon.
72	THE WRONG GROUP	Group of enforcers think the Characters are lawbreakers.
73 - 74	THE ARTIST	True inspiration can only come from experience.
75 - 76	THE CURSED PRIEST	Cursed and misshapen, hiding in the Dungeon.
77 - 78	THE ENEMY OF MY ENEMY	These Denizens aren't from this Dungeon.
79	THE QUESTIONER	Specialist torturer hired to work in the Dungeon.
80	THROES OF MADNESS	This Denizen is mad and acting different to normal.
81 - 82	TOURIST	They thought it'd be a good place to have a look around.
83	TRAITOR	They've left society and decided to join the Denizens.
84	TRAPPERS	This group may or may not be trading furs with Denizens.
85	TRICKSTER	This Denizen likes to play tricks on intruders.
86	TURNCOAT DENIZEN	A Denizen that would like to join the Characters.
87 - 88	UNSEEN EYES	A scout has been asked to keep an eye on things.
89	VERMIN CATCHER	Each vermin they catch is worth a penny.
90	VILLAGE HERO	The solid, upstanding hero of the village.
91 - 92	WITCH FINDER	They've heard witches live here and have come for them.
93	WIZARD CONCLAVE	A group of wizards going about wizardly business.
94 - 95	WOUNDED REARGUARD	The last soldier from their group, injured but alive.
96 - 97	WRITER	Writing the next epic, maybe the Characters will be in it?
98	YOU SHALL NOT PASS	A mighty warrior under a powerful geas.
99 - 100	ZEALOTS	Their lost temple is within the Dungeon.

INTRIGUE



INTRIGUE

Dungeons can be full of all manner of strange and unexpected artifacts and secrets waiting to be uncovered.

Our intrigue encounters offer a wide range of both mundane and more interesting things which may be found or happen in a dungeon.

These intrigues can be beneficial, profitable, dangerous, or informative. Some of them offer rewards, others just risk or unexpected effects!

Intrigue encounters can range from discarded notes, twisted old statues and secret doors all the way to ghostly apparitions.

Whilst most intrigue encounters don't directly offer any conflict, some of them have a chance that a guard or owner is present.

Some intrigue encounters will give full details on what they are and how they work. Others may be more open to your interpretation.

Intrigue encounters will generally give the Characters something static to interact with.

CLUES

Intrigue encounters are one of the most likely ways to obtain Clues in the dungeon.

These Clues are used as a way to abstract the interaction between some elements of the dungeon.

Clues can be keys, portal activating amulets, knowledge on where to find levers and all manner of other things.

There will be encounters that require a number of Clues to be spent to activate an effect. Such as opening a door.

Some Clues may be accessed by senses other than sight.

At the end of this chapter there are some rules for generating dungeon adventures. Parts of those adventures may call for more Clues than the random encounters have produced.

In such a case, assign clues to intrigue encounters that don't currently have them, or even add some more intrigue encounters.

INTRIGUE

INTRIGUE ITEM VALUES

Whilst dungeon boons are the main treasure source for the dungeon, some intrigue items may also hold value.

These will mostly be specialist items when it comes to selling them though, and quite often they'll require some interesting transportation solution to get them out of the dungeon safely.

MAGICAL INTRIGUE ITEMS

A few Intrigue items are magical in nature, such as the 'Magic Mirror' or 'Runic Stone'. These have descriptions of their powers and effects included in the dungeon encounters A-Z section.

You may have some items in your game system that could also be used to give rules and abilities to these items.



CONSIDERATIONS & GM NOTES

Intrigue encounters are a great tool for putting extra plot details in to a dungeon. Why is that intrigue item there, who or what bought it to the dungeon, and why?

Denizens could be aware of some intrigue encounters in the same dungeon area. For example if a 'Grim Throne' was present, it'd be likely the toughest of the denizens in the area would think of it as their throne.

There are multiple extra exits from a dungeon area that can be rolled on the Intrigue table, such as stairs and trapdoors. These could lead out to entirely new dungeon areas, expanding the dungeon in new directions.

Some intrigue encounters are just set dressing and have no extra rules attached. These can be presented to the Characters as red herrings or distractions if you like. Alternatively, you could actually make these more mundane intrigue encounters have more significance.

RANDOM INTRIGUE INSTRUCTIONS

Use the intrigue table to generate random Intrigue encounters. You can roll randomly or choose your favourite!

The encounters in the intrigue table are listed alphabetically in the encounters A-Z section at the end of this chapter with more information on the intrigue encounter and how to use them in the adventure.

FIND YOUR BALANCE

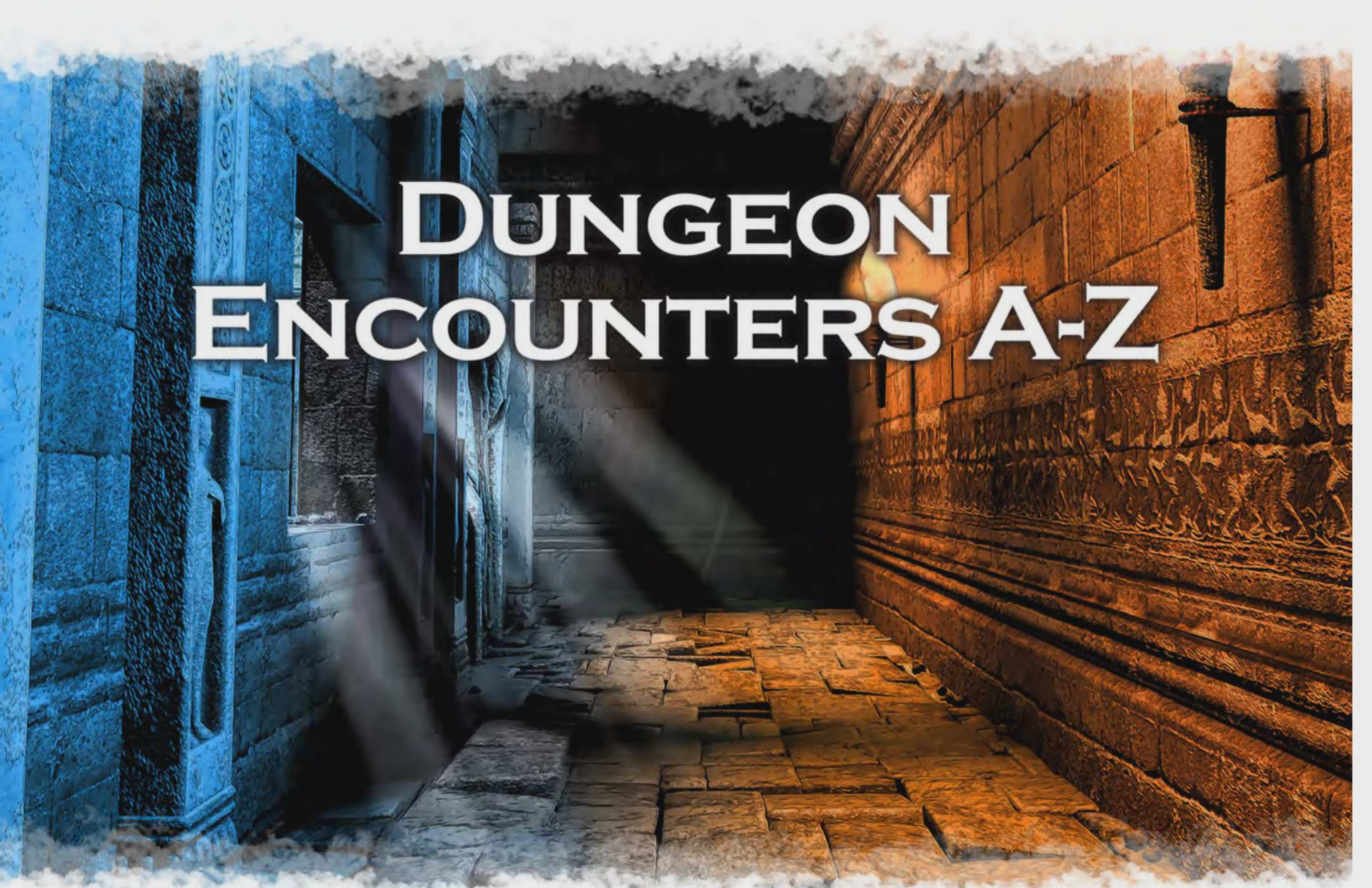
It's completely your decision on how much you embrace the randomness! If an intrigue encounter just don't work for your adventure, you can either re-roll or pick a more appropriate intrigue encounter.

INTRIGUE

ROLL (D100)	INTRIGUE	DESCRIPTION
1	ALCHEMICAL NOTES	These notes could help create potions.
2	AN OFFERING	A small plate with meager possessions left on top.
3	ANCIENT CARVINGS	These appear as old as the Dungeon itself.
4	ANCIENT MANUSCRIPT	Crumbling paper with strange markings.
5 - 6	APPARITION	A ghostly visage with a cryptic warning.
7 - 8	BLASTED REMAINS	These bodies have been blasted and burnt.
9 - 10	BLOOD TRAIL	A trail of fresh blood.
11	BONEYARD	Piles of bones strewn all around.
12 - 13	BOOK SHELF	A shelf of dusty old books.
14 - 15	BUBBLING CAULDRON	A large cauldron with unknown liquid bubbling away.
16 - 17	BUTCHERS SLAB	A solid table with butchers tools and meat still on it.
18 - 19	CARVED COLUMN	A pillar from floor to ceiling with intricate writing all around.
20	CHALK TRAIL	A trail of symbols written in chalk.
21 - 22	CLEAR TRACKS	A clear set of tracks showing what has passed this way.
23 - 24	CORPSE	A fallen Dungeon delver.
25	CORPSE PILE	Bodies heaped together in a grim pile.
26	DENIZEN ORDERS	Hastily written notes dropped by a Denizen.
27 - 28	DROPPED WEAPON	An out of place elegant fencing blade lies here.
29 - 30	FOOD STORE	A nearby nook is used as a pantry, full of fresh food.
31 - 32	GRAVE	A hastily dug, shallow, open and unoccupied grave.
33	GRIM THRONE	A throne made from giant bones.
34 - 35	GRISLY TROPHY	Unholy symbols adorn this pile of skulls.
36 - 37	IDOL	Twisted shapes carved in stone as a tribute to dark gods.
38	IT'S IN MY MIND	Scrawled writing is everywhere, saying 'it's in my mind'.
39 - 40	KITCHENS	This looks like a working kitchen area.
41 - 42	LEVER	It's not obvious what this lever does, but it's here.
43	MAGIC MIRROR	A spotless mirror standing six foot high in an ornate frame.
44	MAGIC PORTAL	A glowing portal the size of a door.
45	MAP TABLE	A large table with an intricate map laid out on top.
46 - 47	MESSENGER BAG	A satchel stuffed with sealed scrolls.
48 - 49	MUSIC	Ethereal music plays in the air.
50	MYSTERY BOX	A crate with a large '?' painted on each side.

INTRIGUE

ROLL (D100)	INTRIGUE	DESCRIPTION
51	NEUTRAL GROUND	An area where Denizens will avoid violence.
52	ORRERY	A complex clockwork orrery spins slowly.
53	PETRIFIED MONSTER	A Monster turned to solid stone.
54 - 55	RARE FUNGI	Rare mushrooms with potent effects.
56 - 58	RITUAL SETUP	A circle marked out and candles set up.
59 - 60	RUBBISH DUMP	Stinking garbage pile which may hold secrets.
61	RUNIC STONE	A standing stone covered in carved runes.
62	RUST PILES	Piles of rust in shapes that could have been weapons.
63 - 64	SECRET DOOR	A section of wall that can be swung open.
65	SHOE PILE	A pile of left shoes, could it be an offering to the fey?
66 - 67	SLEEPING AREA	Beds or just bedrolls show this is a sleeping area.
68	SMITHY	A working forge, fully equipped.
69	SPECIMEN JARS	Large glass jars with 'things' inside.
70 - 71	SPIRAL STAIRCASE	A spiral staircase offers access to another floor.
72 - 73	STAIRCASE	A staircase leading further into the Dungeon.
74 - 75	STATUE	A worn and defaced statue.
76	SEALED HATCH	A locked trapdoor is built into the floor here.
77 - 78	SUSPECT STATUE	This statue looks brand new and highly polished.
79 - 80	TAPESTRY	Large wall covering tapestry depicting myths and legends.
81 - 82	TELEPORT RUNES	These glowing runes teleport people between each other.
83 - 84	TEMPLE	An area setup for worship of the Denizens gods.
85	THE SIGHT LOCK	A magically locked safe.
86 - 87	TORTURE CHAMBER	Grisly tools of a grim trade that have seen much use.
88 - 89	TOTEM	A hefty wooden pole with animal head carvings.
90	TROPHY ROOM	Mounted across the walls are battle spoils.
91	UNHOLY ALTAR	A slab of black glass that radiates evil.
92	UNUSUAL TRACKS	Something monstrous has come this way.
93	WALL CARVINGS	Complex carvings have been etched on to each wall.
94 - 95	WARNING MESSAGE	Scrawled in the dirt is a warning.
96 - 97	WEAPON PILE	A jumble of weapons thrown in a pile.
98 - 99	WELL	A stone well, with a rope heading down in to the dark.
100	WRITING DESK	A well used and neatly organised writing desk.



DUNGEON ENCOUNTERS A-Z

From the dark labyrinthine corridors of antiquity to the sprawling fortresses at the heart of an evil empire, there a plethora of encounters here to keep even the most hardened dungeon crawlers busy for some time!

WELCOME TO THE ENCOUNTERS

The following pages contain all the encounters for the Dungeon Chapter listed in alphabetical order.

Here we offer further details on our encounters and how to run them.

Each encounter we offer here can be found in the different random tables in the dungeon encounter type sections earlier in this chapter.

Should you wish to randomise your encounters, you can simply refer to the random table in the relevant dungeon encounter type and roll a D100. You can then look your selected encounter up in the following A-Z list.

Of course you can also choose whichever encounters you would like to use!

HOW MANY?

We offer over 350 encounters in this section which can occur in a dungeon style setting.

Some of our encounters present great risks, others great rewards, whilst some are more left field...

Some may give exact detail on what the suggested outcome might be, while many are open to your interpretation.

Use them as is, or for inspiration and a starting point to build your own tailored encounters for your game.

We hope these encounters are as fun for you to run as they were for us to write!

DUNGEON ENCOUNTERS A-Z

CHANCE

Some encounters present options that have a chance of occurring, these have a percentage shown in brackets, e.g. (10%), simply use percentile dice to determine if the option is in the encounter.

CONFLICTING EFFECTS

Due to the random nature of the encounter tables you may end up with some conflicting effects taking place in the same location.

Either choose whichever suits your game most, apply them in the order rolled, with newer effects taking precedence over previous ones, or even mash them together to make a new hybrid combination of encounters.

CLUES

Clues are an abstract way to track useful information that the Characters could find in the dungeon, and act as a currency to help solve some encounters.

Some encounters will describe how it's possible to gather Clues within the encounter, while others may describe how Clues could be spent.

Adventures generated via the tables near the end of this chapter may use Clues to progress between different stages of the plot.

Whilst these are simply referred to as Clues in this book, we'd encourage you to elaborate on these and use them as a tool to flesh out your dungeon.

For Example: In the dungeon I have generated there are some 'Information Scrolls' to be found that give 1 Clue, and there is a 'Bladed Door' that requires 1 Clue to know the location of the handle. I've decided that these 'Information Scrolls' are notes on the 'Bladed Door' that explain how to open it safely.

ENCHANTED ITEMS

Where an encounter suggests an enchanted, mastercrafted or magical item is present, you will need to choose an appropriate item for the system and power level you are using.

FIND YOUR BALANCE

It's completely your decision on how much you choose to embrace the randomness!

When a set of random rolled Encounters just don't work well together, just re-roll or pick more appropriate Encounters.

SYSTEM MECHANICS

We have used standard terminology throughout so you can translate our encounters into your chosen system in a way which is appropriate for your Characters.

You can find further details on this at the start of this book in the System Mechanics section. We have included some additional guidance for those of you running 5E games.

We encourage you to take these encounters and make them your own. We have written our encounters in such a way that, if needed, they can be used and adapted to progress your campaign's overarching plot. Or they can act as unexpected side quests!

Everything can be found in the pages that follow, from quick combat encounters to difficult puzzles, loot and negotiations.

GM TIPS

There is no right or wrong way to run these encounters. They are designed to be a mix of challenging, thought provoking, inspiration sparking, background flavour and, most of all, fun for all involved!

DUNGEON ENCOUNTERS A-Z

A MIGHTY QUEST

Interaction

Standing beside the newly fallen corpse of an [Elite] monster is a mighty Champion [Elite Warrior NPC] who is on a quest in this location.

The Hero/Heroine may allow the party to assist them, but they have a massive ego.

Alongside demanding the pick of any loot they would look unfavourably on any Character upstaging them and could leave the group or even turn on the Characters if provoked.

If they accompany the Characters out of the dungeon they would also claim almost all credit for any achievements.

A WORTHY FOE

Interaction

A grizzled old swordsmaster [Elite Warrior NPC] is roaming the dungeon to find an opponent worthy of their blade or even find their final glorious battle.

They will be friendly enough with the Characters, but may challenge melee based fighters to a duel.

ABOMINATION

Enemy

A hideous creature comprised of multiple monsters and beasts fused together.

Treat this as an [Elite Beast] and an [Elite Monster] combined as a single entity.

The abomination is capable of [Lethal] damage.

ACID POOL

Environmental Details

A large pool of acid has formed on the floor here and is highly corrosive.

This ten foot wide pool will cause [Major] damage to any who fall in.

There is a high (75%) chance that items of equipment, weapons and armour will be damaged and quickly destroyed by the acid as well if they come in to contact with the pool.

ACID SPRAY

Environmental

Hidden nozzles spray a fine mist of highly corrosive acid in this encounter zone from the walls, ceiling and floor.

Unfortunately this will cause equipment damage to any item it comes in to contact with, and any naked or under protected skin.

The acid causes vicious burn [Minor] damage with a chance [10%] of causing blinding wounds if it gets in to the eyes of victims.

These burn wounds will be difficult and lengthy to heal.

AGGRESSIVE FLORA

Environmental

The abundant creeper plants that are scattered across this dungeon area are hostile towards all non-plant life.

They will only be able to hinder mobile targets via tripping vines etc.

However, if someone is immobilized or chooses to rest here then the plant life will slowly envelop them and try to constrict them.

ALARMED DOOR

Door

This Heavy Door has a clockwork alarm system of alarmingly loud bells rigged to sound when it is opened.

The alarm is [Difficult] to spot and [Difficult] to silence once started.

A [Large] group of [Standard] denizens will come to investigate within a few minutes of the alarm starting.

ALCHEMICAL NOTES

Intrigue

A small undecorated wooden crate with numerous dirty empty glass vials also contains a sheaf of papers.

These are alchemist notes on potion creation and are worth 1 Clue.

DUNGEON ENCOUNTERS A-Z

ALCHEMIST STATION

Dungeon Boon

The apparatus on this table could be used to brew up potions.

There is a (40%) chance that some experimental potions are here that have been brewed already.

It's possible, but [Difficult] to gather 1 Clue here.

AMBUSH

Enemy

An [Equal] group of [Standard] denizens are well hidden around this encounter zone and are ready to spring an ambush.

They are [Difficult] to spot in their hiding places.

AN OFFERING

Intrigue

A dented silver coated plate has had all manner of meager trinkets placed upon it.

This looks like an offering to the effigy painted crudely on the wall here.

ANCIENT CARVINGS

Intrigue

These carvings appear as old as the dungeon itself, if not even older. They are [Difficult] to interpret but worth 1 Clue.



ANCIENT MANUSCRIPT

Intrigue

This paper is only just holding itself away from turning to dust.

If the paper could be saved somehow, the ancient symbols inscribed upon it could provide useful insights about the dungeon worth 1 Clue.

APPARITION

Intrigue

A ghostly vision of a fallen resident from the old days of this place.

They have a warning, but a Character would need to know the ancient language to understand.

If understood, 1 Clue is gained.

ARCANE BOOKSHELF

Dungeon Boon

A lot of these books are old, dusty and may crumble when picked up.

Some books, however, still look as good as new. Mainly those with arcane symbols adorning the spine.

Those able to read the obscure text could gather 1 Clue.

ARCH MAGE

Interaction

This imposing Arch Mage [Elite Wizard NPC] has reason to believe a rare tome of ancient magical practice is to be found in this dungeon.

They could be persuaded to let the Characters find it and then pay them a reward.

ARCHAEOLOGIST

Interaction

This experienced academic [Elite Scholar NPC] and their [Small] team of assistants [Standard Commoner NPC] are busy finding and sorting items of historical importance.

Depending how deep in to the dungeon they are, assistance with the local occupants may be very welcome as they may have traveled out of their depth.

They have gathered information worth 1 Clue they may use to bargain with the Characters.

ARMOUR STAND

Dungeon Boon

A stand with at least one full set of well maintained armour hanging from it.

DUNGEON ENCOUNTERS A-Z

ARMoured DENIZEN

Dungeon Boon

This looks like a mastercraft or enchanted suit of armour, however it's being worn by a denizen.

This [Elite Warrior] denizen won't give up this prize easily and it'll take a careful hand not to damage the armour getting it from the current wearer.

ARTIST STUDIO

Dungeon Boon

An easel, canvas, paints and even a part finished artwork have been left here.

Could this be a denizen with an artistic eye or has an artist ventured in to the dungeon?

Characters may notice [Routine] a message hidden in the painting, those able to decipher it can gather 1 Clue.

ASSASSIN

Interaction

This well equipped traveller [Elite Rogue NPC] is an assassin currently seeking their target.

The target is likely (90%) to be a denizen or other NPC in the dungeon, although there is a small chance (10%) that a Character is the target.

ASSASSINS

Enemy

This [Pair] of [Elite Rogue] denizens have targeted the Characters and are using their assassin skills to hunt them down.

If they are using stealth or disguise they are [Very Difficult] to spot.

They would also have poisoned attacks capable of [Lethal] damage.

AUDIENCE

Interaction

A [Very Large] group of [Standard] denizens are watching from a relatively safe vantage point.

For some reason they're just watching and will try to retreat if attacked.

AUTOMATIC DOOR

Door

Through mechanical or magical means this heavy door slowly opens whenever a person comes within ten foot of it.

It closes again when no one remains within the ten foot area.

BARRICADED DOOR

Door

A ramshackle barricade has been erected against this simple wooden door to stop it opening.

There is a chance (30%) of the barricade being placed to keep something trapped within, such as a [Lone] angry [Standard] monster.

DUNGEON ENCOUNTERS A-Z

BARRICADES

Enemy

A series of makeshift barricades block the way around this encounter zone, they are manned by a [Large] group of [Standard] denizens.

These denizens are very likely to have ranged capabilities to take advantage of the barricades.

They have been constructed, as is traditional, with spikes facing outwards to make charging and climbing more hazardous.

BATTLE HORN

Dungeon Boon

This huge horn must have belonged to a giant beast before being fashioned into a table sized battle horn, with intricate inlaid silver knot-work decorating its surface.

If someone had the lungs to blow this horn it would be heard throughout the dungeon; in which case it's very likely (80%) to attract an enemy encounter.

BAUBLE OF THE GODS

Environmental

A crystal ball is found in this encounter zone, that if peered in to shows a gods eye view of this dungeon area.

This would allow anyone looking in to the mists of the ball to see movements throughout the dungeon area.

BEAST GROUP

Enemy

An [Equal] size group of [Standard] beasts are found in this encounter zone.

BEAST MASTER

Enemy

An [Elite Ranger] denizen who commands an [Equal] size group of [Standard] beasts.

These beasts will be friendly to denizens as long as the Beastmaster commands them.

BEATERS

Enemy

A [Very Large] group of [Easy] denizens are approaching from just beyond the dungeon area, they are making a lot of noise in an attempt to flush out any intruders and make efforts to sound like a more threatening group than they may be.

BEJEWELLED COLLAR

Dungeon Boon

A fine worked leather collar with six rubies mounted in silver studs.

The collar is currently being worn by an [Elite] beast.

BESTIAL AMBUSH

Enemy

A [Pair] of [Elite] beasts have stalked the Characters and are [Very Difficult] to spot before they launch a surprise attack.

BITTER COLD

Environmental

This dungeon area has an unnatural cold emanating throughout.

The Characters breath is exhaled in freezing clouds and ice begins to form on anyone who stays immobile. Any exposed skin touching ice cold metal objects is likely to stick and require careful freeing up.

Anyone not equipped for extreme cold will take regular [Minor] damage until they can warm up.

BLACKEST GATE

Door

The angles of this utterly black door are uncomfortable to look at, and cause headaches if studied for too long resulting in [Light] psychic damage.

A palpable aura of fear can be felt within ten foot of the door and it would be [Very Difficult] for a Character to muster the courage to open the door.

This door is very resistant to both physical and magical damage, although spending a Clue would allow a weakness to be found.

DUNGEON ENCOUNTERS A-Z

BLADED DOOR

Door

There isn't a single piece of this imposing door that doesn't end in a razor sharp blade; made from mangled and fused slivers of metal, it isn't clear where a handle would be found.

It would be a [Difficult] task to locate the handle mechanism and there would be plenty of opportunities to receive [Light] damage from the door's sharp edges. Spending 1 Clue would reveal the handle.

BLASTED REMAINS

Intrigue

Very little of this group of bodies is left to identify them, but what is apparent is that they were blasted and burnt by a fierce force.

BLESSED THRESHOLD

Door

Instead of a door there is a bright white slab of stone in the door way below a glowing wall of golden light.

The slab has holy symbols dedicated to a benevolent deity carved across its surface.

The golden aura will feel calming and reassuring for appropriately aligned Characters and can be passed through without issue. It may even restore [Light] amounts of health.

The aura has the opposite effect on those with evil tendencies and will make them feel uncomfortable and cause [Light] damage to them if they pass through.

BLOOD MONEY

Dungeon Boon

This large pile of gold coins are clean and shiny as if freshly minted, but they are not quite what they seem.

The coins are actually dormant scarab like creatures that are [Difficult] to tell apart from a gold coin.

If handled they with unroll and attempt to bite whoever touched them, possibly causing [Light] damage.

Whilst not actually made from gold, the carapace of these beetles is a sought after alchemical ingredient.

BLOOD TRAIL

Intrigue

A trail of fresh blood, which if a [Routine] tracking effort is made will lead to it's owner(s).

This is either (50%) an Interaction encounter roll to or (50%) an enemy encounter roll.

BONEYARD

Intrigue

This entire dungeon area is strewn with bones, both old and new from all manner of creatures.

BOOK SHELF

Intrigue

There are intact bookshelves throughout this encounter zone full of dusty old tomes.

There is a slim (20%) chance of a book here containing useful information (1 Clue).

BOOSTED MONSTER

Enemy

This [Standard] monster has been magically or alchemically enhanced and has more health, causes more damage and is quicker than before.

BOOZE

Dungeon Boon

A collection of barrels, bottles, kegs, pitchers and more are carefully stored here.

There is a mix of various ales, wines and spirits, with enough to supply a reasonable celebration or two.

It's also possible (20%) that some rare and valuable vintages are to be found here too.

BOUNTY HUNTER

Interaction

A rugged bounty hunter [Elite Ranger NPC] bristling with weapons has tracked their quarry in to the dungeon.

The bounty is likely (90%) to be a denizen or other NPC in the dungeon, although there is a small chance (10%) that a Character is the bounty.

DUNGEON ENCOUNTERS A-Z

BRAMBLE BRIAR'S

Door

This doorway is hard to discern behind a wall of tangled thorn studded branches.

The branches are alive and will attempt to snare and entangle any Character who touches them. The thorns can cause [Minor] damage to anyone who gets ensnared.

The branches open for anyone carrying a particular druidic oil that emits a strong odour. It's quite likely (75%) that this oil may be found somewhere within this dungeon area, spending 1 Clue will reveal this.

BROKEN FLOOR

Environmental

The floor here is very poorly maintained and broken in many places.

This means there is an increased chance of slipping or tripping when moving around this dungeon area.

It would also increase the difficulty of any sneaking style actions.

BUBBLING CAULDRON

Intrigue

A cauldron big enough to fit a couple of full grown people inside is bubbling away over a fire.

BUGS

Environmental Details

A moving carpet of glistening bugs of all shapes and sizes covers the floor, walls and ceiling of this encounter zone.

Whilst they aren't inherently dangerous it'd still require a [Simple] test of some form to get through due to the sheer number of bugs.

BUNCH OF KEYS

Dungeon Boon

A collection of keys on a large iron ring.

These could help with the more mundane locked doors in this dungeon area.

BURIAL GOODS

Dungeon Boon

A grave, sarcophagus, or just a wrapped corpse is on the floor. Grave goods surround the remains for them to use in the afterlife.

Some jewelery, armour and weapons are likely but you'll have to snap the dusty old bones to get them.

For a Character with some knowledge of history it would be [Routine] to gather 1 Clue here.

BURIED ALIVE

Environmental

The ceiling in this encounter zone collapses, dropping a vast blanket of loose dirt on top of the Characters.

It is [Difficult] to avoid the initial fall, and anyone caught by it will suffer [Light] damage.

Those buried will have a [Difficult] time digging their way out.

BUTCHER'S SLAB

Intrigue

A large wooden slab of a table with various chunks of 'meat' strewn across the top.

There is also an oversized meat cleaver that has a chance (20%) of belonging to the [Elite Warrior] denizen butcher who is added to this dungeon area.

CAGE DOOR

Door

Sturdy metal bars and a hefty key operated lock make this classic prison door a formidable barrier.

The Cage Door has a chance (75%) of being locked and that lock is [Difficult] to pick without the correct key.

CALMING LIGHT

Environmental

The torches or lanterns throughout this dungeon area emit a calming blue light that quells the beasts that may be found here.

All beasts found here are peaceful unless attacked or the lights go out.

DUNGEON ENCOUNTERS A-Z

CAPTURED COMMON FOLK

Interaction

There is a dingy cell, with filth encrusted walls and the repulsive stench of too many bodies living in a space with no fresh air or toilet facilities.

Half a dozen common folk [Easy Commoner NPC] are held captive here. There is a mix of frail male and female adults, who are all in poor health both physically and mentally.

They know some useful information on their cruel captors worth 1 Clue and would generally be begging for help.

There may be someone here of importance (10%).

CARTEL REPRESENTATIVES

Interaction

An [Equal] group of shady looking individuals [Standard Rogue NPC] are loitering here.

They are actually representatives from a criminal organisation and have business to discuss with some denizens.

They'll most likely try to deceive the Characters and try to use them to their advantage.

CARVED BOX

Dungeon Boon

There are a small number of coins in this intricately carved small wooden trinket box.

The box itself is made from rare woods and expertly carved, making it far more valuable than the coins found inside.

CARVED COLUMN

Intrigue

This stone column has a spiraling script engraved all around it.

If translated from the ancient language it's written in this will indicate the details of a trap in this dungeon area.

The script is accompanied by a pictorial explanation just in case the Characters don't understand the script.

CELEBRATION FEAST

Enemy

This dungeon area has a [Very Large] group of [Easy] denizens, a [Large] group of [Standard] denizens and a [Pair] of [Elite] denizens.

All of these denizens are busy with a celebration of some form, with abundant food and drink for all.

There is a lot of noise coming from the feast and it would be [Routine] to go around and avoid it.

The denizens may well also be inebriated and easier to trick than normal.

CHALK TRAIL

Intrigue

A series of useful symbols left by a previous adventurer, this could be to find a boon (60%) or a fake trail left leading to a trap (40%).



CHAMPION

Enemy

This [Elite Warrior] denizen leads a [Small] group of [Standard] denizens and is very well equipped and prepared for meeting the Characters.

If appropriate the Champion will challenge a single Character to a duel.

CHARGED CHAMBERS

Environmental

This encounter zone is rife with electrical activity as arcs form and sparks dance all around.

There is a chance (20%) of getting struck by electricity as a Character moves around this encounter zone, taking [Light] damage each time they are struck.

If a Character has a lot of metal on them, full plate armour for example, then the chance of getting struck increases (up to 80%) as a result.

DUNGEON ENCOUNTERS A-Z

CHRONOMANCY BUBBLE

Environmental

This dungeon area has a broken bubble of time.

After the Characters are given the description for the area, and have had time to look around and interact with at least one encounter, have them restart the area and have to redo the encounter(s).

The may use any knowledge of the first time through to help them during the second time through.

If you want to go full groundhog day, repeat until a certain event happens.

CLEAR TRACKS

Intrigue

A clear set of tracks that would be [Routine] to investigate and determine the beasts and denizens that occupy and move around this dungeon area.

CLOAKROOM

Dungeon Boon

This encounter zone is a cloakroom for the denizens and contains a wide range of their clothes, hats and footwear.

It would be [Routine] to make disguises from the items here.



CLOCKWORK SERVANTS

Interaction

A [Small] group of humanoid automata [Standard Commoner NPC] powered by clockwork style technology.

These servants have low level intelligence and are very keen on keeping the place neat and tidy.

CLOCKWORK VAULT DOOR

Door

An almost impossible door to open without the correct keys and codes, which could be found for 3 Clues.

It's constructed of magically treated stone and steel and locked by a [Near Impossible] to pick clockwork tumbler system.

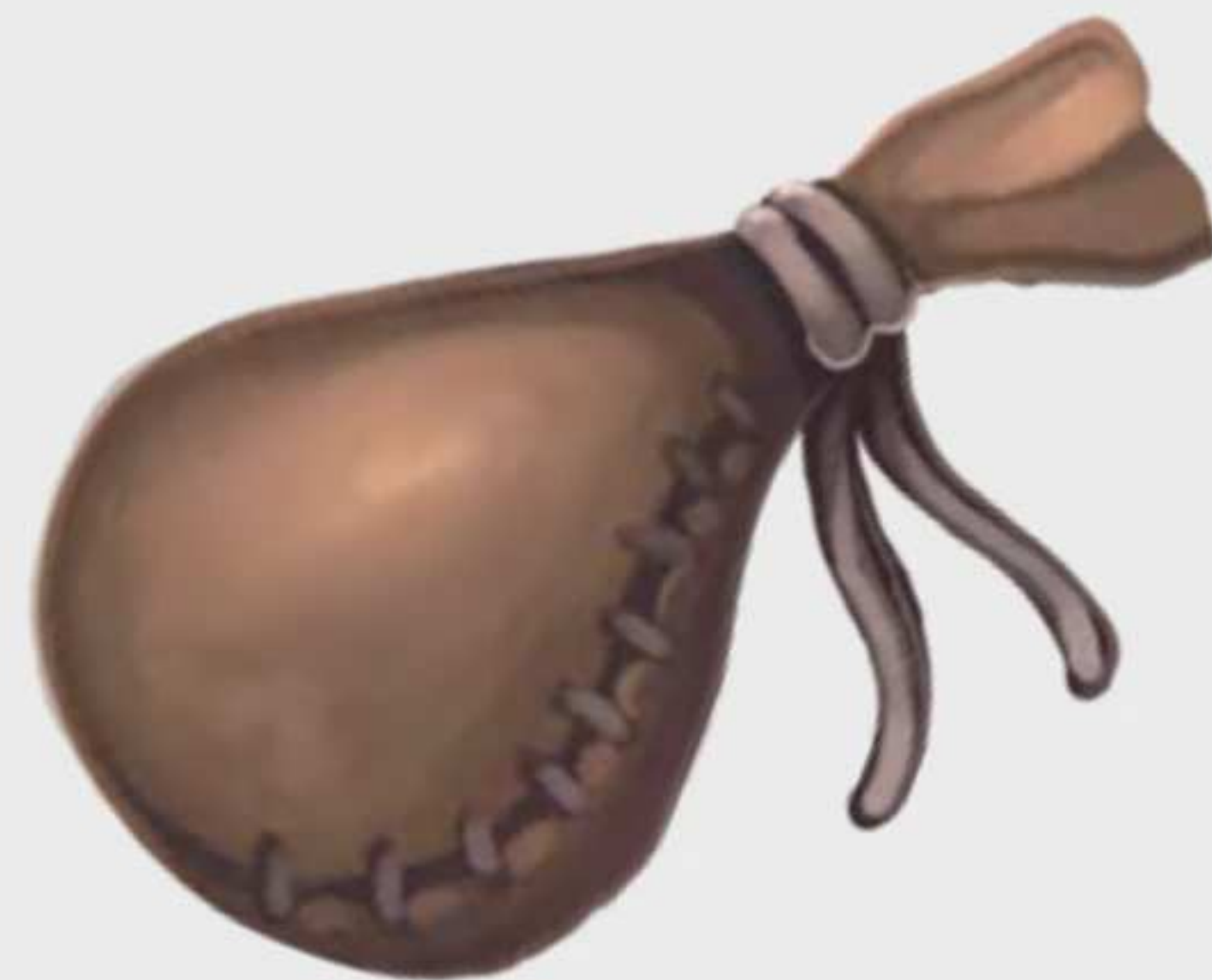
Spells have a 50% chance of reflecting back on the caster if aimed at this door.

Add a Boon encounter to any room secured by this type of door and some extra treasure of some form.

COIN STASH

Dungeon Boon

Hidden well enough that it would be [Difficult] to spot, this stash contains a fair amount of coins.



COLLAPSING CEILING

Environmental

This entire dungeon area is falling apart with chunks of the stone tiled ceiling falling away.

At frequent intervals there is a chance (5%) for each Character or NPC they are hit by falling stonework unless able to perform a [Difficult] dodge.

Falling stones cause [Major] Damage.

Any attacks with area of effect or targeting the ceiling may also (70%) bring tiles down on anyone below.

COMBINATION LOCK DOOR

Door

Reinforced and iron bound, this door is locked via a series of number dials.

Without the code it would be a [Very Difficult] task to crack the combination. The code would cost 1 Clue.

DUNGEON ENCOUNTERS A-Z

CORPSE

Intrigue

The corpse of an unfortunate dungeon delver lies here.

They have some useful tools left on their body, but all weapons and more interesting items, including the ears of this person, have been removed.

CORPSE PILE

Intrigue

The bodies in this encounter zone are piled five deep and make for an unpleasant obstacle.

No items of worth have been left on these bodies.



CURSED EYES

Dungeon Boon

These three large bright green gems seem to have a soft luminescence, and are set into the eye sockets of a statue representing a twisted insect like creature.

When in close proximity the gems have an aura that extends to ten foot, within that area healing becomes [Very Difficult] whether by magical or natural means.

CURTAIN OF FLAME

Door

Instead of a door this doorway has a sheet of intense flame.

This is either magically produced, or via jets in the door frame.

Anyone passing through without negating the flames somehow would receive [Major] damage and risk setting their gear on fire.

DARKNESS

Environmental

An unnatural inky blackness covers this entire dungeon area making it [Very Difficult] to perform any activity that requires sight.

Lanterns and magical light sources will have limited effect here, only producing a ten foot radius of dim light.

Characters with natural low light vision will be limited to ten foot visual range in the darkness.

It's very likely (70%) that any enemies found here have adapted to the dark.

DEMI GOD

Interaction

A manifestation of a deity in mortal form [Overwhelming Priest NPC] has taken an interest in the dungeon and is looking around.

They're amazingly fickle and just as likely to help the Characters or not on a whim.

They have no real interest in anything beyond their own amusement.

DENIZEN GROUP

Enemy

An [Equal] size group of [Standard] denizens are resident in this encounter zone.

DENIZEN ORDERS

Intrigue

This scrap of parchment is written in a denizens hand and looks to have been dropped.

The information will have details on what denizens are present in this dungeon.

DENIZEN PATROL

Enemy

This [Large] group of [Standard] denizens are patrolling this dungeon area.

They start in the encounter zone and from there will head towards the most distant edge of the dungeon area before looping back again.



DEVILISH BARGAIN

Interaction

A bright eyed stranger with a charming grin [Overwhelming Wizard NPC] is actually a devilish creature in human form.

They are trying to ensnare mortal souls with devilish contracts and will be trying to convince the Characters to sign up to a dungeon delving deal they have that looks to good to be true.

If their true nature is discovered they will only fight if they are unable to simply escape.

DISGUISED SURVIVOR

Interaction

An adventurer [Standard Rogue NPC] whose own party have all been slain in the dungeon. To survive they have crafted a disguise from fallen denizens and are currently attempting not to give themselves away.

There are a [Small] group of [Standard] denizens alongside the survivor in this encounter zone.

The survivor knows information worth 1 Clue.

DOOR

Door

A simple wooden door with a handle operated latch. This type of door could take [Light] damage before being broken.

There is a 10% chance that the door is locked with a [Simple] mechanical lock.

DOOR OF THE ELDERS

Door

This door could be older than the Characters races and appears ancient, alien and inscrutable.

The door opens by phasing out of this reality following psionic commands long lost to time.

It's possible to open it for a short time as the door senses the desire of those trying to open it, however this psionic activated door was not meant for the Characters minds so they may suffer [Major] mental damage as a result. Spending 1 Clue may lessen this.

It is indestructible for all intents and purposes.

DUNGEON ENCOUNTERS A-Z

DOOR OF THE WORD

Door

Solid and impenetrable this magic door requires a command word to open.

There is chance (30%) that runic carvings on the door give a hint as to the word required.

Otherwise the word will have to be obtained by spending 1 Clue.

DOPPELGANGER

Interaction

This is no stranger but an exact copy of one of the Characters.

They should be introduced in such a way that it's not easy to tell which is which.

This doppelganger takes on the Characters form either as a purely defensive measure (60%) or there is a chance (40%) that they intend to kill the other copy and take over their life.

DREAD BEAST

Enemy

This [Overwhelming] beast is a scourge to this dungeon area and is avoided by the denizens and monsters alike.

There should be a way for the Characters to avoid this beast if they choose to do so.

DREAM PORTAL

Door

A lightweight but sturdy unlocked door covered in painted panels showing fantastical animals running amongst a cloudscape.

A powerful sleep effect takes hold of anyone passing through and they would have a [Difficult] time staying awake.

Those removed from the immediate area of the door can be brought back awake, or will wake unaided after a few hours. Anyone stuck in the doorway will have a [Very Difficult] time waking.

This effect is tied to this location, not the door itself and destroying the door does not negate the effect.

DROPPED WEAPON

Intrigue

An elegant mastercraft fencing blade lies snapped on the floor.

DRUG STASH

Dungeon Boon

This pair of large sacks have been carefully oiled and sealed against the elements.

Within is a substantial amount of contraband narcotics.

DRUID

Interaction

This elder druid [Elite Priest NPC] has taken it upon themselves to safeguard the animals and plants within this dungeon.

They will be friendly with and protect any beasts they meet.

If the Characters have been killing beasts and destroying plants the druid will be very angry with them.

DUNGEON INSPECTOR

Enemy

This [Elite Wizard] denizen is inspecting the dungeon and has a map and journal that details what they have found so far.

They will avoid these falling in to the Characters hands as much as they are able, they are worth 2 Clues if acquired.

They have an escort formed of an [Equal] sized group of [Standard] denizens.

ECHOES

Environmental

This dungeon area has fantastic acoustics and noise travels well and very far.

This will make listening for other movement easier but would also make any stealth more difficult.

Any Character that uses sound based abilities or spells would find them more effective here.

DUNGEON ENCOUNTERS A-Z

ECHOES OF THE FUTURE

Interaction

The Characters see themselves as ghostly figures enacting some pivotal future event.

This would likely include something major like the death of some Characters or a betrayal. The future vision could even offer some cryptic warnings or vague predictions.

Whether this is just a glimpse of one possible future or a fabricated apparition it still grants 1 Clue.

EGGS

Dungeon Boon

A dozen of either beast or monster eggs found in an unoccupied nest.

These eggs could fetch a good price if they get back to civilisation in one piece.

If the nest is disturbed the next beast or monster encounter would feature enraged parents.

ELDER MONSTER

Enemy

A monster of legend may call this dungeon area home or could just be passing through this way.

This [Overwhelming] monster is best avoided if possible, although think of the glory.

There should be a way for the Characters to avoid this Monster if they choose to do so.

ELECTRIFIED DOOR

Door

A solid metal door with a large pull bar in the centre.

The door itself is electrified and will cause [Light] damage to anyone touching it.

The air around the door crackles with static and hair will stand on end if it is approached.

The pull bar is very highly charged, and will cause [Major] damage if touched.

It's possible, though [Very Difficult], to find the nearby switch to deactivate the door, although spending 1 Clue will also reveal this.

ELITE WAR-BAND

Enemy

This [Small] size group of [Elite] denizens form a war-band patrolling this dungeon area.

The war-band of denizens are well armoured and equipped for multiple situations. They would have magical support within the war-band, as well as consumables like potions.

ENCHANTED ITEM

Dungeon Boon

There is a magically enhanced item to be found here.

This could be a weapon, armour piece, ammunition, tools etc.

There is a high (70%) chance that this item is being carried and used by a denizen in this dungeon area.

ENFORCERS

Enemy

This [Small] group of [Elite Warrior] denizens are hated and feared by their fellows as they enforce the rules amongst the denizens.

It's possible other denizens may avoid helping if these Enforcers are attacked.

ENGINEERS

Interaction

An [Equal] sized group of dungeon contractors [Standard Commoner NPC] are busy repairing the dungeon infrastructure in this rather run down and ramshackle encounter zone.

They'll either have been forced to work (60%) or are paid to be here (40%). Either way there will be a constant grumble and the sound of air being drawn through teeth disapprovingly.

If they're here under threat by the denizens they would welcome freedom.

If they're here under pay then they'd prefer the Characters leave them to get on with the work, however they may welcome support if they plan on putting the price up mid job.

They have with them tools and equipment which is both heavy and useful.

DUNGEON ENCOUNTERS A-Z

ENVOY

Interaction

A [Lone] well presented [Elite Performer] denizen approaches making it known they offer no harm.

They have a proposition for the Characters.

This could be a simple message to leave, or they could try to set the Characters up for a trap or ambush after offering an alliance or truce.

ESCAPED BEAST

Enemy

A large beast has managed to get loose from wherever it was secured. This creature is only trying to exit this dungeon area and won't target anyone, but it will attack if its way is blocked. The beast is non-sentient and classed as an [Elite] beast.

EXPLODING BEASTS

Enemy

By means of magic, alchemy or just gunpowder, this [Equal] size group of [Easy] beasts are rigged to explode.

When they receive damage or reach a Character in melee they explode causing [Major] damage to anyone in a five foot radius.

EXPLODING DOOR

Door

A normal looking door that has been rigged via magic, alchemy or gunpowder to explode when the handle is turned.

The explosion destroys the door and causes [Major] damage to the one turning the handle and [Light] damage to anyone within twenty feet.

This trap is [Very Difficult] to spot and [Very Difficult] to disarm.



EYE OF THE STORM

Environmental

It's quiet here, nothing stirs, and the Characters may find a brief respite, for now...

This dungeon area has no Enemy, Interaction or Trap encounters. Instead, for each Enemy, Interaction or Trap encounter skipped add it to the next dungeon area.

FAKE SURROUNDINGS

Environmental

On closer inspection the walls and fixtures in this dungeon area aren't actually real, they appear to be made of paper, glue, thin wood and paint.

All walls and doors are easily destroyed by [Minor] damage and there is no need to roll door encounters here.

The unanswered question is why has someone mocked up a fake section of dungeon?

FARM SECTION

Environmental

The denizens must use this dungeon area for food production, there are plant crops in pots on every spare bit of surface and livestock animals are scattered throughout.

This makes for a lot of cluttered space and extra noise which would make any stealth easier.

FEY DOOR

Door

This door was not made for the average person, it's barely one and a half feet in height and only one foot wide.

The door is otherwise well maintained and perfectly functional, just very small.

FILTHY STASH

Dungeon Boon

A reasonable amount of coins have been hidden within a reeking midden heap.

It'll be a [Simple] but dirty job to collect them.



FIRE

Environmental

This encounter zone is on fire, which may spread if action is not taken.

Regularly check to see (20%) if the fire has spread. If it spreads add a Smoke environmental encounter and increase the area occupied by the fire.

The fire could be fueled naturally by furnishings or wooden paneling etc. or if the dungeon is pure stone then the fire would have a magical or alchemical source.

FIRE AND PITCHFORKS

Interaction

A [Very Large] group of villagers [Easy Commoner NPC] have entered the dungeon armed with burning torches, farm implements and determination to clear out all evil.

FIREWORK CRATES

Dungeon Boon

Three crates covered in skulls with danger written all over them.

These crates contain two dozen fireworks each of varying size, effect and colour.

FLAME BURSTS

Door

For reasons known only to the architects of this place there are a series of timed flame bursts that fill this door way.

It's a [Routine] task to get the timings worked out and a [Difficult] task to step through at the right time.

Failing to time it right, or find another way to negate the flames while passing through, will result in [Major] damage and may set fire to any clothing, wooden weapons or carried gear.

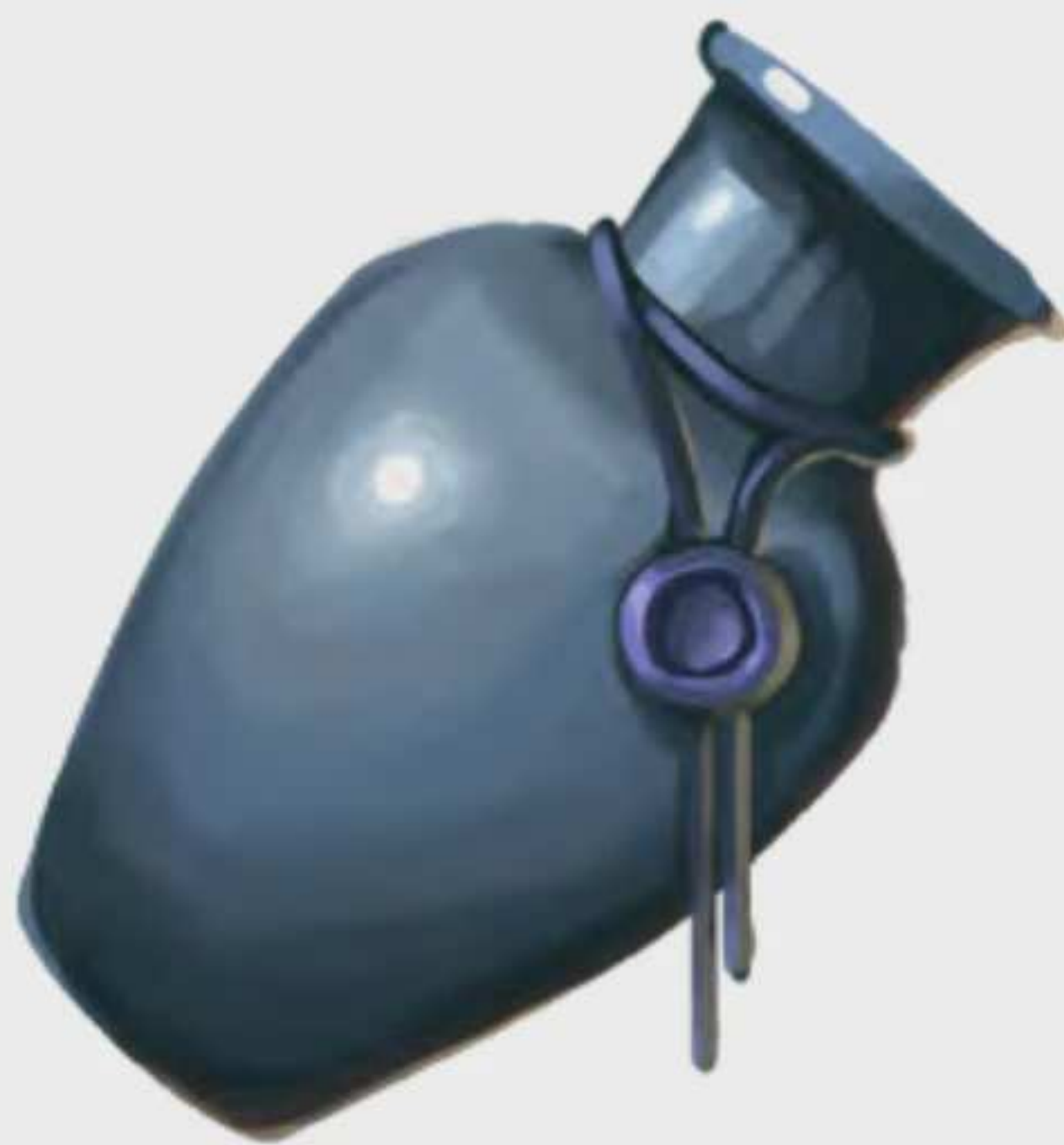
DUNGEON ENCOUNTERS A-Z

FLOODED SECTIONS

Environmental

Sections of the floor in this dungeon area are submerged under water.

Characters would have decreased movement speed and a [Routine] task to avoid tripping on submerged debris when moving through a flooded area.



FOG

Environmental

A thick blanket of fog covers the ground and reduces visibility in this dungeon area.

Characters cannot see the foot of ground closest to the floor and visual range is also reduced to twenty feet.

Is there something hiding in the fog?

FOLLY GATE

Door

This impressive gateway has been built to inspire awe and radiates a strong sense of magic that is hard to pinpoint.

It also appears to have intricate mechanisms that look like possible trap triggers.

The door itself is all for show, and the magic aura does nothing but supply a strong sense of magic.

It's a [Difficult] task to check that the mechanisms are also just for show and nothing is trapped.

FOOD STORE

Intrigue

A nook in the wall of this encounter zone has been used as a larder, with fresh foodstuffs inside.

FORTUNE TELLER

Interaction

For a mere few pieces of silver, the fortune teller [Standard Priest NPC] will read the fortunes of all the Characters, granting 1 Clue.

They will tell of how they saw the Characters in a vision and knew to wait here for them. Which could be true, or could just be the line they use on anyone they meet.

FRESH BAKED PIES

Dungeon Boon

A handy ledge in this encounter zone has a row of half a dozen freshly baked pies sat cooling upon it.

These could be the handiwork of a denizen baker or there is even a chance (10%) they are poisoned pies, left to catch unwary adventurers.

FROM A DISTANT LAND

Interaction

This stranger [Standard * NPC] is a traveler from a distant and exotic land and quite likely a member of an unusual species.

They are seeking adventure and have traveled far to find it.

FROM ABOVE

Enemy

This group of an [Equal] amount of [Standard] denizens launch an attack from up on high.

Either this could be an attack from a higher gallery of the dungeon, or they could even be flying opponents.

FROM THE SHADOWS

Enemy

A [Pair] of [Elite] Monsters attack from the darkness, forming out of the shadows themselves.

These monsters appear as shadow versions of themselves and would be susceptible to magical light attacks.

DUNGEON ENCOUNTERS A-Z

FULL CRYSTAL DINING SET

Dungeon Boon

This large set of fine crystal glass dinnerware is worth a large sum of money, but is fragile to carry around a dungeon.

The intricate carving of crests etched on this set could be interpreted [Difficult] to give 1 Clue.

FUNERAL

Enemy

A [Large] group of [Standard] denizens are mourning a fallen comrade (maybe even killed by the Characters earlier in the dungeon).

They are preoccupied and might be easily avoided, but if disturbed they will fight with anger and resolve to avenge their fallen.

FUNGUS SPORES

Environmental

There are mushrooms throughout this dungeon area that emit a pale glow and will explode in a cloud of spores if disturbed.

If the mushrooms are interacted with in any way they will emit a cloud of choking and blinding spores into a ten foot square area.

Those in the cloud may suffer [Light] damage and temporary sight loss.

FURIOUS HERO

Interaction

This adventurer [Standard * NPC] has had a bad day, they have lost precious items and run through all of their consumables like potions.

They ran in to a series of traps and now have to give up on their dungeon delve, which they are not happy about. At all.

They have knowledge on the next Trap in the dungeon and could be persuaded to assist the Characters, although it would be a [Difficult] ask.

On a brighter note if they are going in opposing directions the Characters may find that all the traps in their path have already been set off.

GAME BOARD AND PIECES

Dungeon Boon

This chess like game set has components made from precious materials.

The sturdy and weighty pieces are expertly carved from precious stones, metals and even woods. The overall effect is very pleasing.

GATHERING PARTY

Interaction

This rather nervous alchemist [Standard Scholar NPC] is busy searching for ingredients while their [Small] team of guards [Standard Warrior NPC] keep watch.

They would be willing to pay for any interesting ingredients the Characters could find, directing them to visit their workshop after they have finished in the dungeon.

GEM

Dungeon Boon

A single gem is [Difficult] to spot within a crack in the wall.

GEM STASH

Dungeon Boon

It would be [Very Difficult] to find this stash of a dozen mixed gem stones.

GHOST BATTLE

Environmental

This dungeon area was the site of a mass battle at some point in the dungeon's past.

This battle is replayed by spectral warriors at frequent intervals.

These specters are insubstantial and cannot interact with the current reality.

It is however a potentially fear inducing event to witness.

Those who study the ghostly scenes may find they [Standard] can gain 1 Clue.

DUNGEON ENCOUNTERS A-Z

GILT DOOR

Door

This lacquered exotic wooden door has silver filled patterns engraved all across it.

Scraping out the silver will yield some minor treasure, but if the Characters find a way to take the whole door with them it would be far more valuable to an art collector.

The silver patterns are very intricate and may have some deeper meaning (1 clue)

GLASS DOOR

Door

This metal framed door consists of large glass panels that make it possible to see through to the other side.

While not too delicate, it's still made of glass and could smash if struck hard.

There is a chance (30%) this door is locked with a [Simple] mechanical lock.

GRAND FURNISHINGS

Dungeon Boon

This encounter zone is resplendent with heavy, carved, richly upholstered and well polished furniture.

The furniture could fetch a good price but would be awkward to transport.

GRAVE

Intrigue

A hastily dug shallow, open and unoccupied grave lies on the floor here.

GRAVITY SHIFT

Environmental

This encounter area has a patch of reversed gravity, where the ceiling becomes the floor and the floor the ceiling.

GRIM THRONE

Intrigue

This throne appears to have been constructed from the bones of giants.

GRIM WARNING

Door

This spiked heavy wooden door has the corpse of a recently killed victim pinned to the front as a warning to others.

GRISLY TROPHY

Intrigue

A pile of skulls is capped by an unholy symbol.

GUARD BEAST

Enemy

This [Lone] [Elite] beast has been placed on guard here.

There is a chance (30%) it's chained or limited to the encounter zone in some way.

GUARD DOOR

Door

A heavy barred door with a shuttered window hatch, a [Standard] denizen is stationed the other side and controls access via the locking bar.

The guard is likely to have a decent ranged weapon to hand that can fire through the hatch.

GUARDED TREASURE

Dungeon Boon

This chest containing a reasonable amount of valuable trinkets and coins is guarded by a [Small] group of [Standard] denizens.

These denizens are well trained and alert, keeping an efficient active watch around this entire encounter zone.

GUARDIAN

Interaction

This veteran holy fighter [Elite Warrior NPC] is honour bound to guard a holy spring that flows in to a fountain in this dungeon area.

The guardian will be peaceful but insist nobody may touch the fountain and will attack if anyone tries to drink the water.

DUNGEON ENCOUNTERS A-Z

GUARDS

Enemy

This [Small] group of [Standard] denizens are standing guard in this encounter zone.

They will be vigilant and [Difficult] to sneak up upon.

HALF-DENIZEN

Interaction

This adventurous individual [Standard Rogue NPC] is half-denizen and has entered the dungeon to seek answers to their heritage.

HANDY KEY

Dungeon Boon

This large and ornate silver plated key looks important.

This key will work on an important door somewhere within the Dungeon.

This key also grants 1 Clue.



HEALING WIND

Environmental

A gust of fresh and revitalising air breezes through this dungeon area restoring [Light] damage and generally leaving Characters feeling refreshed.

HEAVY DOOR

Door

A heavy wooden door with metal bands and a sturdy handle operated latch.

This type of door could take [Major] damage before being broken.

There is a 10% chance that the door is locked with a [Routine] mechanical lock.

HEIR APPARENT

Interaction

This young noble [Standard Warrior NPC] is seeking to gather fame and glory for their family name.

They are high-born and their family would pay well to make sure they stay safe, if aware of the risks they were taking.

However, it's worth noting that they are very entitled and [Difficult] for any non-noble Characters to converse with.

They are equipped with the very best weapons and armour that money in these parts can buy.

While they are not without skill, they are not an expert fighter or hunter yet.

HEIRLOOM

Dungeon Boon

This small gilt vase has a family crest upon it and is surprisingly clean and dust free.

The vase has some value, it also has the ashes of a long dead aristocrat within.

A mechanism within the crest is [Difficult] to activate but would reveal an expensive looking signet ring in a secret compartment.

This magnificent ring is important somehow and is worth 1 Clue.

HERBALIST

Interaction

A hermit [Standard Priest NPC] with expert knowledge of herbalism is foraging for local specific herbs found only in these parts.

The hermit has had dealings with the denizens here, and has safe passage. They could be persuaded to offer some information (1 Clue) but it would be [Difficult]

HIDDEN COIN POUCH

Dungeon Boon

This well worn leather pouch is [Routine] to spot and contains a few dozen coins.

DUNGEON ENCOUNTERS A-Z

HIVE

Environmental

This dungeon area is riddled with small tunnels that form a hive for a local type of beast.

Excess noise could awaken the hive, if so replace an Encounter in this dungeon area with a [Beyond Count] group of [Easy] beasts.

These beasts will not give chase beyond the hive area, so will not pursue beyond this dungeon area.

HOLY GROUND

Environmental

This encounter zone has a powerful holy aura and will deter evil beings from setting foot within, actually causing [Minor] damage if they do.

HORDE OF BEASTS

Enemy

A [Horde] of [Easy] beasts fills this dungeon area.

HORDE OF DENIZENS

Enemy

This dungeon area has [Easy] denizens all around the place, in total there is a [Horde] sized group of them.

HOT HOUSE

Environmental

This dungeon area has an unnatural heat emanating throughout.

The Characters will be prone to sweating and overheating.

Anyone not equipped for the heat will risk taking [Minor] damage due to overheating, dehydration and exhaustion.



HUNTING PACKS

Enemy

Several predators are hunting the Characters; this will consist of two [Equal] sized groups of [Standard] beasts each led by a stronger [Elite] pack leader.

The two packs will try to surround the Characters from a distance and will gang up and attack any lone Character.

If the pack leader is killed or disabled, then the members of that pack may flee or try to join the other pack.

ICE DOOR

Door

This entrance way is blocked by a slab of ice around five feet thick that extends all around the door frame and nearby wall sections.

There is an unnatural chill near the door.

ICE FLOOR

Environmental

The floor is slick with hazardous almost invisible clear sheets of ice.

It is [Very Difficult] to maneuver in this dungeon area unless a Character has spiked boots or similar.

IDOL

Intrigue

This five foot high statue is made of twisted shapes carved in to the stone as a tribute to some long forgotten dark gods.

Studying the statue in detail will cause [Light] psychic damage and grant 1 Clue.

ILLUSIONARY DOOR

Door

The impressive door of intricately carved panels in this doorway isn't actually there.

Anyone trying to touch it will unexpectedly put their hand straight through.

The illusion blocks line of sight but not movement and is [Difficult] to dispel.

DUNGEON ENCOUNTERS A-Z

INCREASED GRAVITY

Environmental

There is an aura of increased gravity in effect in this dungeon area.

This would slow movement, reduce the range of projectile attacks and more quickly tire out anyone exerting themselves.

INDUSTRIAL ZONE

Environmental

This dungeon area is home to old but still functional machinery.

This means there are moving parts, swinging chains, furnaces, electric surges, mechanical saws and all manner of other hazardous machinery to be found.

Add a Trap effect to each encounter zone in this dungeon area, this effect is triggered at regular intervals and represents the machinery at work.

INFORMATION SCROLLS

Dungeon Boon

These scrolls appear to be notes on the dungeon, either from denizens or previous adventurers.

These can be read to gather 1 Clue.

INGOTS

Dungeon Boon

Valuable but very heavy ingots of a desirable but not precious metal are stacked here.

INJURED BEAST

Enemy

This [Lone][Standard] Beast is injured and trying to hide in this encounter zone to recover.

IRIS DOOR

Door

The heavyweight slicing iris aperture mechanism that seals this portal is operated by a pair of levers, with one each side of the door.

Anything caught in the closing door is liable to take [Major] damage.

IT'S IN MY MIND

Intrigue

Every wall in this encounter zone has the same message scratched over and over again in to its surface. All it says is 'It's in my Mind'

JEWELRY

Dungeon Boon

There are half a dozen items of valuable jewelry scattered around this encounter zone.

Much of it is broken and could fetch a better price if repaired.

JEWELLED MASK

Dungeon Boon

This silver plated face mask resembles a classical devil and has fifteen small rubies mixed amongst its decorative flourishes.

If worn the mask feels unnaturally cool but doesn't immediately appear to have any other effects.

KIND OLD MAN

Interaction

A kind and harmless old timer [Easy Commoner NPC] with memory problems is lost here and has no idea how they got here.

KING'S THRESHOLD

Door

Covered in heraldry and crests of a royal house, this heavyweight door is magically locked and will only open for someone wearing a crown.

In theory it should be the crown of this particular royal line but the magic is old and any suitable head gear may work. It's possible to gain this knowledge by spending 1 Clue.

KITCHENS

Intrigue

This encounter area is used as a working kitchen. There are ample supplies of food and drink to be found here of types suitable for the denizens.

DUNGEON ENCOUNTERS A-Z

LARGE BEAST GROUP

Enemy

A [Large] group of [Standard] beasts roam this dungeon area.

LARGE DENIZEN GROUP

Enemy

A [Large] group of [Standard] denizens call this dungeon area home.

LARGE LOOT SACK

Dungeon Boon

A large sack containing a good amount of coin and valuable trinkets.

LARGE TREASURE CHEST

Dungeon Boon

A large solid looking chest that contains plenty of coins, gems and valuable trinkets.

There is a chance (50%) that the chest is locked.

LARGE WAR-BAND

Enemy

This [Large] group of [Standard] denizens form a war-band patrolling this dungeon area.

The war-band of denizens are well armoured and equipped for multiple situations. They would have magical support within the war-band as well as consumables like potions.

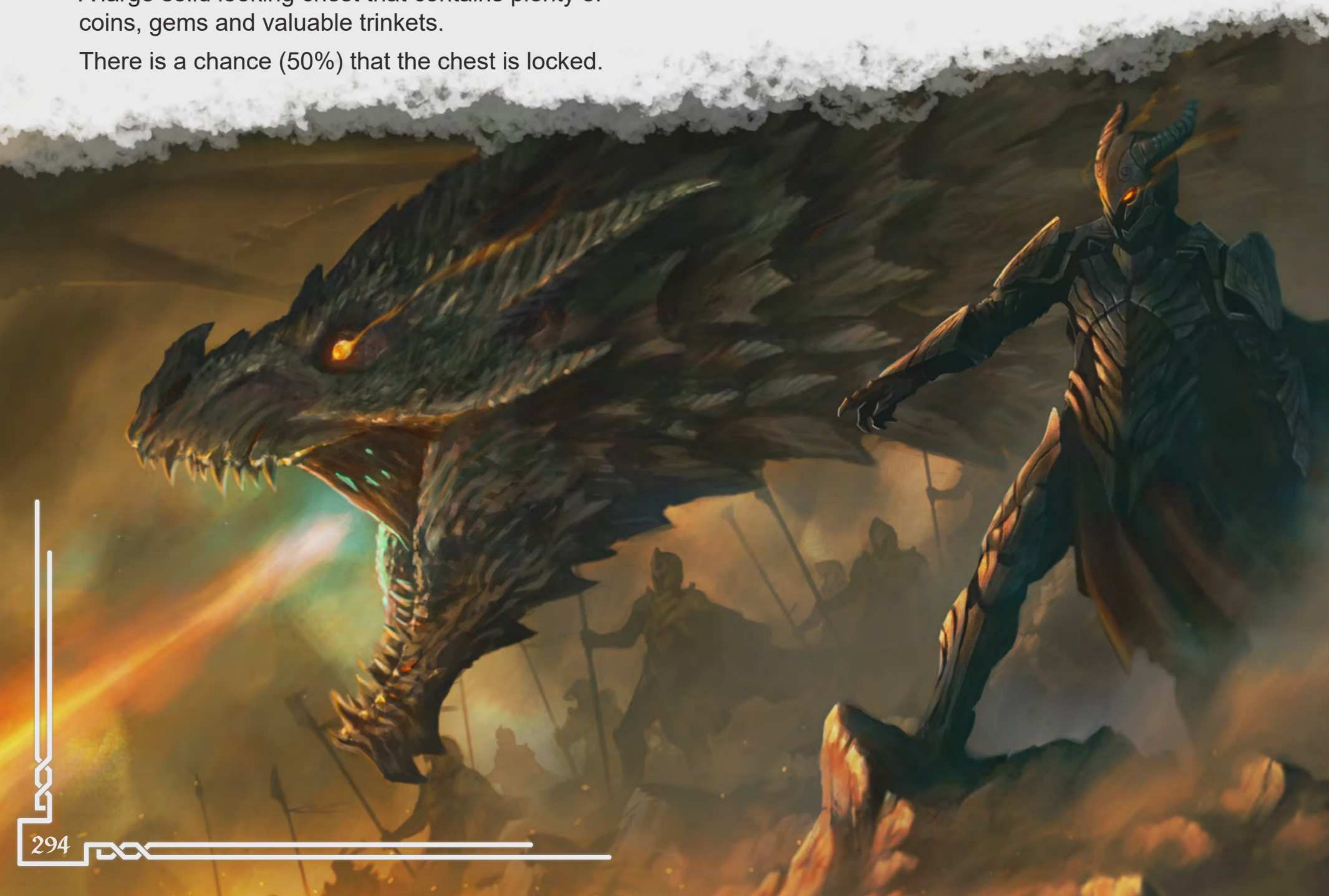
LAVA CREVASSE

Environmental Details

This encounter zone has a long tear in the floor of the dungeon with deep sides and lava at the bottom.

Any Character falling down would risk [Lethal] damage.

The blistering heat rising would also affect Characters crossing the crevasse.



DUNGEON ENCOUNTERS A-Z

LEECH VINES

Environmental

Long black plant tendrils hang down from the ceiling in this encounter zone.

These vines will attach themselves to the uncovered flesh of any Character that doesn't make a [Routine] test to avoid them.

Anyone with vines attached will take [Minor] damage until they are removed.

Cutting through the vines will release any blood they have leeches so far, splattering anyone cutting their way through and making the ground underfoot slick with blood.

LEVER

Intrigue

It's not obvious what this lever does, but it's here.

Maybe (40%) it'll open a nearby door, or (20%) set off an alarm, or (20%) activate a trap or even (20%) have no effect.

LIGHTWEIGHT DOOR

Door

A very light internal door with thin sheets of wood or cured hide set in a wooden frame with a simple lever operated latch.

This type of door could only take [Minor] damage before being broken.

LIVING DOOR

Door

It's best not to ask why this was placed here, but merged in to the stone is what can only be described as a mass of fleshy matter.

The most obvious feature is an unappealing 'valve' style section where a door might otherwise be.

If a [Lethal] amount of damage is caused to the mass it will sag and open, as well as flood the entire dungeon area in a tsunami of fragments of bone, flesh, blood and gore.

It's possible, but unpleasant to squeeze through this puckered sphincter without having to cause damage.

LONE BEAST

Enemy

This encounter zone is home to this [Lone] [Elite] beast.

LONE DENIZEN

Enemy

Spending time on their own, this [Lone] [Standard] denizen is not expecting company.

LONE GUARD

Enemy

A [Lone] [Elite] denizen has been placed on guard here. They are vigilant and [Difficult] to sneak up upon.

LONE MONSTER

Enemy

This [Lone] [Elite] monster has chosen this encounter zone to call home.

LORE MASTER

Interaction

This wise old lore master [Elite Commoner NPC] had been invited in to the dungeon to adjudicate a dispute between denizens. With their work complete they are now heading home.

They will retain a neutral position and while they have some insight in to the denizens it will be [Difficult] to get them to divulge, but worth 1 Clue.

LOST APPRENTICE

Interaction

A young assistant [Easy Wizard NPC] to a local wizard or magic college is sneaking around this dungeon area.

They had been searching for reagents and managed to sneak in to the dungeon, but now find themselves lost and hiding to stay alive.

They may be reluctant to accept help for fear of losing face, or they may be intelligent enough to grasp the seriousness of their predicament.

DUNGEON ENCOUNTERS A-Z

LOST CHILD MONSTER

Interaction

A young [Standard] monster that is lost or trapped in this encounter zone.

Replace another encounter in this dungeon area with a [Small] group of [Standard] monsters of the same type, which are the family.

If the party safely return the child monster to its family then they may act as short term allies or simply let them pass peacefully.

If the party harms the child then the family will attack with ferocity.

LOW CEILINGS

Environmental Details

This dungeon area has clearly been created by a shorter race as the ceilings are just four foot high.

LOW OXYGEN

Environmental

The air in this dungeon area is thin and stale. The stuffy air makes the spaces seem smaller than they are.

This makes it [Difficult] for the Characters to exert themselves and may lead to [Minor] damage if they do.

MAGIC MIRROR

Intrigue

This spotless mirror stands six foot high in an ornate metal frame radiating a distinct aura of magic.

The mirror has divination abilities and will show possible futures based on carefully worded questions.

There is a chance (30%) the mirror will try to deceive the questioner in to destroying the mirror.

The mirror can be used to gain 1 Clue.

MAGIC PORTAL

Intrigue

A magic portal flickers in a free standing door frame.

The portal works just like an exit door for this dungeon area.

MAGIC SCROLL

Dungeon Boon

Inside a sealed case is a scroll containing the details for a magic spell.

MAP TABLE

Intrigue

This large table has an overland map detailing the lands all around the dungeon.

The map shows plans to assault targets outside the dungeon.

MARKED LOOT

Dungeon Boon

There is good size stash of coins and small portable valuables in boxes here. All of the boxes bear a set of markings clearly stating that this is the property of an organisation of importance and influence that is capable of reprisals.

Maybe this is a thieves guild stash, a military payroll cache or it could belong to an inquisitorial branch of a church.

Why this loot is in the dungeon could be insightful and grants 1 Clue.

MARKET OPPORTUNITIES

Interaction

This [Pair] of merchants [Standard Commoner NPC] have a cunning plan for making money from the dungeon, and they'd love to tell the Characters all about it.

MECHANICAL ODDITY

Dungeon Boon

This device is the size of a backpack and made of brass, polished wood and a lot of clockwork.

There are multiple keys, dials and other controls placed around the device.

It's not clear what this is for, maybe it interacts with some other mechanism found in the dungeon?

If the [Very Difficult] task of figuring the devices' purpose out is complete, it'd grant 2 Clues.

DUNGEON ENCOUNTERS A-Z

MENAGERIE

Environmental

Every unoccupied room in this dungeon area is a holding cell for a [Standard] beast or [Easy] monster with a solid steel cage door keeping them inside.

In addition add an effect that opens all of these cage doors to any trap in this dungeon area.

MESSENGER

Interaction

An official message carrier [Standard Ranger NPC] for a local power has been captured by the denizens of the dungeon.

They are weak and restrained in chains and don't know when their captors will return.

They do have an important message that must be delivered though and will ask the Characters for help.



MESSENGER BAG

Intrigue

This well made leather satchel bears the badge of a civilised political force.

It contains a set of sealed scrolls with messages for the denizens of the dungeon to discuss trade and alliance details, and is worth 1 Clue.

MIGHTY IRON DOOR

Door

A solid iron door operated from the other side.

A bell pull can be found in the frame next to the door and can be used to get the attention of the [Pair] of [Elite] denizens that operate this door.

It's possible though [Very Difficult] to slip the bolt securing the door from the outside.

MIGHTY WINDS

Environmental

Either via natural vent openings somewhere in the dungeon or magical means there is a regular breeze in this dungeon area that can build up to extreme forces.

Ranged weapons may suffer, communication can be difficult and occasionally the wind is strong enough to knock people down.

MINOR ENCHANTED ITEM

Dungeon Boon

There is a magically enhanced item to be found here, with slight magical effects.

This could be a weapon, armour piece, ammunition, tools etc.

There is a high (70%) chance that this item is being carried and used by a denizen in this dungeon area.

MIRROR DOOR

Door

A highly polished circular glass mirrored window dominates this door.

The mirror is two way and allows the occupants of the room to see who approaches their door.

The door itself is standard construction and is locked with a [Difficult] mechanical lock.

MIST VEIL

Door

The twenty foot diameter billowing gas cloud centered on this door is full of thick opaque vapours.

The mists dance with colours and patterns, and have hallucinogenic properties.

Anyone breathing in the gas will have a [Difficult] time discerning reality around them correctly.

They may (60%) see things that aren't real or mis-identify the things that are.

The patterns in the mist are beautiful and ever evolving. They may (20%) also distract Characters.

DUNGEON ENCOUNTERS A-Z

MONSTER WHISPERER

Interaction

This wild loner [Elite Ranger NPC] has befriended a [Standard] monster and treats it as their loyal companion.

Whilst not immediately hostile, they don't much like strangers and will protect their companion at all costs.

MONSTROUS AMBUSH

Enemy

A [Small] group of [Standard] monsters have an ambush prepared in this dungeon area.

They will be attempting to hide in advantageous positions to perform a surprise attack.

MONSTROUS SCHOLAR

Interaction

This [Standard] monster is of a different mindset to the rest of its kin, with the gathering of knowledge its primary pursuit.

This monster is more interested in gaining knowledge from the Characters than attacking them, and would give out 1 Clue if engaged in scholarly talk.

MOTHER AND YOUNG

Enemy

This [Lone] [Elite] beast is the mother to the [Large] group of [Easy] beasts also found in this encounter zone.

The mother will be very protective of the young.

MURDER SCENE

Environmental

This encounter zone has a murder scene, with the body of an important personage from outside the dungeon lying dead here.

They would be out of place, and it's likely they were lured here and killed by someone from outside the dungeon.

There is 1 Clue to be gained from investigating the scene. In addition a good reward might be available for solving this by spending 2 Clues.

MUSIC

Intrigue

Ghostly music floats in the air throughout this dungeon area with no obvious source.

Anyone able to perform the [Difficult] task of deciphering the lyrics would gather 1 Clue.

MYSTERY BOX

Intrigue

A crate with a large '?' painted on each of the sides.

What's in the box?

Well, possibly (60%) it's a medium sized pile of coins or (40%) an exploding trap causing [Major] damage.

MYSTICAL PORTAL

Door

Instead of a door a glowing portal sits here.

This portal teleports anyone entering in to a random part of this dungeon area.

MYTH BOX

Dungeon Boon

This one foot square stone box has mysterious symbols carved all around that have a tribal style.

Any magical item placed in the box is completely undetectable as magical while it's inside, and for a short period of time after it is removed.

NECROMANCER

Interaction

An enterprising necromancer [Elite Wizard NPC] has so far collected a [Large] group of Zombies [Easy Monster] from the dungeon and is currently heading out with their 'supplies'.

They would prefer to avoid any conflict if possible, but have a lot of zombies and their own magic if they need to force any issues.

They may also be interested in any additional "spare parts" the Characters may have on them.

No questions asked of course.

DUNGEON ENCOUNTERS A-Z

NEGOTIATOR

Interaction

A brave negotiator [Standard Performer NPC] from a local power has entered the dungeon under a banner of peace to seek an audience with a denizen representative.

They bring word of terms the outside world would like to discuss.

The negotiator may be having difficulty reaching the representative they need to confer with.

NEUTRAL GROUND

Intrigue

Whether by simple pact or more mystical reasons this area has been declared a neutral area.

Denizens will not start violent action here.

Note that this is either by choice or out of respect and doesn't affect their ability to fight if attacked or provoked in some other way.

NO DOOR

Door

This opening is unbarred and there is no door or obstruction here.

If line of sight should be blocked then a simple curtain of leather or cloth hangs in place.

NOBLE CLOTHES

Dungeon Boon

A few complete sets of high quality and high fashion clothes, shoes and hats.

These outfits are pressed, folded and well looked after.

NOTE OF CAUTION

Door

This normal unlocked door has a note nailed to the front, this is a warning from previous dungeon delver.

The note will give information the author discovered in the dungeon, worth 1 Clue.

NULL MAGIC ZONE

Environmental

Whether by ritual or freak natural phenomenon this encounter zone has an effect that nullifies magic within its area.

It is [Near Impossible] to get spells or magic items to work here.



OFFICIAL AND ESCORT

Enemy

This [Lone] [Elite Priest] denizen is an important official amongst the denizens, and carries an item of cultural importance as a badge of office.

A [Pair] of [Elite] denizens accompany the official as an escort.

OIL BARRELS

Dungeon Boon

Half a dozen large barrels that have been painted red are stacked here.

These barrels contain highly flammable oil, are heavy and at least one barrel is prone to break if it's moved.

OIL SLICK

Environmental

Something has leaked a large amount of oil here where it has formed a thin layer across the floor of the encounter zone.

Moving through this area has an increased chance of slipping and falling, also any fire touching the oil will set off an immediate blast, capable of causing [Major] damage and setting fire to flammables or anyone within the oil slick.

DUNGEON ENCOUNTERS A-Z

ON DISPLAY

Dungeon Boon

A well polished glass display case cabinet that appears to be full of curious items, like dried ears, finger bones, arrow heads, scraps of cloth showing heraldry etc.

These could well be trophies taken from those who tried to take on the dungeon before, and there could be clues to help the Characters.

The curios are [Routine] to examine for 1 Clue.

ONE WAY PORTAL

Door

A shimmering magical portal blocks this doorway, anyone touching the portal will pass through it.

However the portal does not allow travel back the other way and will feel like a solid wall for any who try.

The portal is [Difficult] to dismiss as a spell.

If this door leaves all Characters trapped in a dead end, add a secret door or similar if required.

ORRERY

Intrigue

An ornate clockwork orrery depicting planets, planes and celestial bodies slowly rotates here.

The orrery is 5 foot across and built in to a large marble slab.

It's also powered by arcane electricity and will shock anyone touching it for [Light] damage.

OUT OF BODY EXPERIENCES

Environmental

A strange phenomenon in this dungeon area makes it feel like your body is not your own.

Ask your players to swap Characters for a period of time to represent this.

PAIR OF BEASTS

Enemy

A [Pair] of [Standard] beasts can be found in this encounter zone.

PAIR OF BOOSTED BEASTS

Enemy

This [Pair] of [Elite] beasts have been magically or alchemically enhanced and have more health, cause more damage and are quicker than before.

PAIR OF DENIZENS

Enemy

A [Pair] of [Standard] denizens are spending time in this encounter zone.

PAIR OF MONSTERS

Enemy

A [Pair] of [Standard] monsters can be found in this encounter zone.

PARTY TIME

Interaction

A [Large] group of [Standard] denizens are celebrating some event or occasion with a [Small] group of outsiders [Standard * NPC].

They will all initially assume the Characters are more party guests.

If 1 Clue is spent the Characters could even appear as genuine guests.

PETRIFIED MONSTER

Intrigue

An [Elite] monster is frozen in place, turned to stone in an attacking pose.

PEROMONE SACK

Environmental

This large sack has been sealed in tar and wax.

If opened it sprays out a payload of pheromone laden liquid over anyone within five foot.

The smell of this liquid drives beasts in to a frenzy and they will target anyone covered in the smell as a priority.

It has a very pungent smell and any Character unfortunate enough to be scent marked will be unable to remove the scent for at least a day.



PIT

Environmental

A hole in the ground, possibly with some more surprises; use the Trap effect for Pit to determine what this pit is like.

PLANE SHIFT

Environmental

This dungeon area is in close proximity to another plane of existence, be that Elemental, Celestial, Diabolical, Fey, Death or some other reality.

The effect would be mostly superficial with a difference to temperature, light, odour, odd flora growth etc.

In addition any monster enemies generated for this dungeon area should be adjusted as if they have come from the other plane.

PLAY REHEARSAL

Environmental

A [Small] group of [Standard Performer NPC] actors dressed as denizens are rehearsing a play here.

They are [Routine] to notice as actors not denizens.

Watching their play all the way through grants 1 Clue as the story is about the dungeon.

PLAYER OF GAMES

Interaction

This flamboyantly dressed individual [Overwhelming Wizard NPC] is the avatar for a neutral deity that represents chance.

They will offer games and challenges to the Characters with the possible reward of a blessing from the god(ess) of chance.

POISON GARDEN

Dungeon Boon

A collection of plant pots in this encounter zone are home to a well cultivated collection of rare plants.

The one thing the plants have in common is that they are all used in the production of poisons.

POISON GAS CLOUD

Environmental

This encounter zone has a patch of [Very Difficult] to see, almost invisible poisonous gas that will cause [Major] damage to any Character breathing it in.

The gas cloud has a distinct smell making it [Routine] to notice if using smell.

DUNGEON ENCOUNTERS A-Z

POISONED DOOR

Door

The handle of this normal door is designed to depress when touched exposing the opener to a poison coated needle which causes [Major] damage.

This is a [Difficult] trap to spot although armoured gloves may save a Character from harm.

PORTCULLIS

Door

Heavy metal gate that descends from above, causing [Major] damage to anything beneath it.

The gate is operated by a lever on the other side.

There is a chance (30%) of a [Standard] denizen present and manning the lever.

POTION RACK

Dungeon Boon

A sturdy shelf unit that safely houses three glass decanters.

Three potions could be extracted from this unit.

POWER AT A PRICE

Dungeon Boon

This enchanted weapon has a basic sentience granted by either the magic required to craft it or via a trapped entity bound to the weapon.

The weapon will have it's own ideas on what it wants to be used for and will try to influence a Character wielding it.

PRISONER ESCORT

Enemy

This [Equal] sized group of [Standard] denizens are escorting captives, roll an Interaction encounter to determine the nature of the captives.

The captives may outnumber their captors, they are kept in order by linked locked chains with the key being held by the leading denizen.

That key has immense value to the prisoners.

PUPPET MONSTER

Interaction

A [Easy] monster that tries to avoid combat is actually under the control of a powerful wizard.

The wizard has sent the creature in to dungeon to scout it out.

Maybe this wizard is looking for a dungeon to take over for themselves?

PUTRID STENCH

Environmental

An absolutely foul stench fills the air of this encounter zone. It would be [Difficult] to resist the urge to vomit if a Character can't find a way to keep the fetid vapours away.

QUESTING KNIGHT

Interaction

To prove themselves worthy of their beloved's hand, this knight [Standard Warrior NPC] has decided to slay the greatest foe the dungeon has to offer in single combat.

They would allow the Character to join them on the condition that the foe is theirs to slay alone.

QUICKSAND

Environmental

Patches of the floor of this dungeon area appear to be covered in sand, however it's quicksand.

The quicksand would be [Difficult] to escape from if a Character gets stuck in it, with this difficulty increasing for bulky items like heavy plate armour.

RAINBOW PORTAL

Door

What appears to be a normal door will explode in colour sprays when opened.

These will either (40%) be a magical fireworks spray of blinding colours or (60%) a pressure fed spray of coloured dyes that stain everyone within ten foot with patches of random colour.

DUNGEON ENCOUNTERS A-Z

RAINING BLOOD

Environmental

Blood is dripping like rain from the ceiling in this encounter zone.

Whilst there is no immediate hazard from this freak occurrence, it's obviously supernatural and unpleasant.

RANGERS CACHE

Dungeon Boon

Some rangers have passed this way before you and have hidden a [Difficult] to spot cache of ammunition, food and other survival gear.

Those able to read the rangers symbols left here could gain 1 Clue too.

RARE FUNGI

Intrigue

The dozen large mushrooms growing in this dungeon area are a rare and potent type.

However they can be unpredictable; when eaten they may (60%) induce a berserk state or (35%) heal [Major] damage.

The worst side effect (5%) is they act as a [Lethal] dose of poison.

REPAIR SCAFFOLD

Environmental

There are support struts placed all around this dungeon area keeping the ceiling in place

If any struts are tampered with apply the Collapsing Ceiling Environmental effect to a ten foot square area around each affected strut.

REPAIR TEAM

Enemy

This [Large] group of [Standard] denizens are equipped with maintenance gear and tools, and are just repairing a broken section of dungeon.

Treat this dungeon area as having the Collapsing Ceiling Environment effect if the repair crew are stopped from fixing it.

RESTING MONSTER

Enemy

This [Elite] monster is at rest after a previous battle, the remains of which are plain to see with bodies and weapons scattered around this encounter zone.

The monster will not initiate any combat unless provoked or Characters start searching the remains.

Searching the remains would reveal 1 Clue.

RESTRICTED KNOWLEDGE

Dungeon Boon

A heavy tome that has been encased in lock and chains.

Someone does not want the contents of this book to be read.

Amongst any other effects it's possible to get 2 Clues from reading the book.

REVENGE

Interaction

This [Small] group of adventurers [Standard * NPC] have lost a number of companions already to this dungeon and its denizens on a previous expedition.

They've returned and are out for revenge, whatever the cost.

While they could assist the Characters, their drive for revenge will make them reckless and [Difficult] to work with.

There is even a chance for conflict if they believe the Characters are stopping them from their revenge.

REVOLVING DOOR

Door

Made of a metal frame and heavy wooden panels, this revolving door system limits access to one person at a time.

It's also a [Simple] task to wedge the door and stop it from revolving, however it cannot be passed while jammed.

The door only revolves in one direction, and it is not possible to see through to other side before revolving the door.

DUNGEON ENCOUNTERS A-Z

RIDDLE DOOR

Door

An enchanted face will loudly address anyone coming near this solid metal door and challenge them to a riddle contest.

The prize is entry to what lays beyond, if the face wins then it settles into a smug grin and doesn't animate again for an hour.

It's possible to know the answer of the riddle for 1 Clue.

RISING WATER

Environmental

A steady flow of water is entering this dungeon area from multiple locations.

After a short period of time apply the Flooded Sections Environment effect.

This would be getting deeper and deeper, until after a long period of time the dungeon area will be underwater.

RITUAL OF PEACE

Environmental

A powerful ritual affects this encounter zone rendering it [Near Impossible] to cause harm to another if both within the ritual area.

This could be either mental calming or via magical barriers that flash in to existence to stop damaging acts.

RITUAL SETUP

Intrigue

This encounter zone has been prepared for a ritual, magic circles drawn, candles placed, braziers lit etc.

RIVAL ADVENTURING PARTY

Interaction

This [Equal] size group consists of a mix of archetypes [Standard * NPC] and is a rival adventuring party.

While not openly hostile, they will insist that they were here first and ask the Characters to leave and find somewhere else to adventure.

ROTTEN DOOR

Door

Every section of this door is made from moldy, stinking and possibly plague ridden organic components. Caution is advised if handling these rotted remains.

ROUND DOOR

Door

Just like a normal door except perfectly round and set a foot above ground level.

There is a 40% chance this door is locked via a [Routine] mechanical lock.

ROYAL BANNER

Dungeon Boon

Lost during a pivotal battle, this is an item of historical importance.

This war-torn banner would belong to a local nation that would be most interested in its return.

RUBBISH DUMP

Intrigue

Some useful items or information (1 Clue) may be mixed in with the trash and refuse found here. Although the smell is hideous, and the chance of getting crushed by falling junk will make this a [Difficult] task.

RUBBLE PILES

Environmental

Scattered piles of solid stone rubble covered in etched carvings provide plenty of cover throughout this dungeon area, although the accompanying loose stones could be a trip hazard. If the [Near Impossible] task of re-assembling the carved tablets that got turned into this rubble is achieved, it's worth 2 Clues.

RUNIC STONE

Intrigue

A runic stone set in to the floor of this encounter zone hums faintly with arcane power.

This arcane ley line focusing stone will help magic users recharge some magical power.

DUNGEON ENCOUNTERS A-Z

RUST PILES

Intrigue

This dungeon area has numerous piles of rust on the ground in the shape of weapons and armour.

They are so fragile they will collapse if touched and in some places seem to have left a rusty colour on the stone floor.

SAND DOOR

Door

This door is actually a Sand Elemental [Standard Monster] that has been trapped and forced in to servitude.

Its locked door form just appears as a solid wall of sandstone, which melts away across the walls when 'opened' by a denizen approaching it.

The elemental will go in to a frenzy against any denizens if freed from its imprisonment somehow.

SCREEN DOOR

Door

An exceptionally lightweight paper and wood construction sliding door.

SEALED HATCH

Intrigue

A heavy wooden trapdoor with a [Difficult] lock could lead to a new area.

Treat as an exit door from this dungeon area.

SECRET DOOR

Intrigue

It's going to be [Difficult] to spot, but there is a section of wall here that hinges open like a door.

SECURE ROOM

Dungeon Boon

There is a clean, warm and safe room here with a good solid door that can be locked from the inside.

This could be a good place to rest.

SERPENT DOOR

Door

This heavy door has a [Very Difficult] lock and an ornate snake shaped handle.

The snake handle is an animated metal creature and will bite anyone trying to grasp it for [Lethal] damage.

While inanimate, the handle is highly resistant to damage, when animated it's equivalent to an [Easy] Monster.

SHADOW EGRESS

Door

Evil looking symbols surround this portal of inky darkness.

Anyone with good tendencies will feel fear creeping in to their mind while near to the portal and will actual take [Light] damage if they touch it.

The portal will allow anyone to pass through but will cause those with good tendencies [Major] damage in the process.

Anyone with evil tendencies is unaffected by the portal.

SHOE PILE

Intrigue

A pile of three dozen or more unpaired shoes are placed in this encounter zone.

These are an offering to some Fey creatures that have power here.

Any Character not leaving a shoe offering will find themselves very unlucky until they can leave this dungeon area, or deal with the [Near impossible] task of trying to catch the Fey causing them problems.

The fey prefer left shoes.

SILENCE

Environmental

This encounter zone has a field of supernatural silence, with no noise possible in this zone.

It is so quiet is almost makes your ears pop!

DUNGEON ENCOUNTERS A-Z

SIREN DOOR

Door

A normal door that emits an ear splitting scream when touched.

The scream causes [Light] sonic damage to all within twenty feet.

The scream will continue as long as the door is being touched.

This comes from a spirit bound to the door that is [Difficult] to banish.

SLAM DOOR

Door

This door has a powerful coiled spring opening mechanism. The first Character to stand on the concealed pressure plate before the door will have to be quick to avoid being slammed in the face by the rapid opening of the door.

The pressure plate is [Difficult] to spot and the door is [Very Difficult] to avoid if standing on the pressure plate when it activates.

The impact of the door causes [Light] damage and a Character would have a [Difficult] time to avoid being knocked over.

The door takes around 5 seconds to return to closed after the pressure plate is no longer depressed.



DUNGEON ENCOUNTERS A-Z

SLAUGHTER HOUSE

Environmental

This dungeon area looks to be used by denizens to slaughter and store meats.

There are multiple hazards here, dangling meat hooks, hanging carcasses and a floor littered in chunks of viscera.

SLEEPING AREA

Intrigue

Whether it's beds, sleeping mats or just piles of straw, this encounter zone is used as a sleeping area by denizens.

There is a slim (10%) chance that a [Small] group of [Standard] denizens are at rest here.

SLEEPING BEASTS

Enemy

A [Pair] of [Elite] beasts are resting here surrounded by the debris from a previous battle.

The encounter zone floor is covered in bones and broken armour and [Difficult] to traverse without making a loud beast waking noise.

SLEEPING QUARTERS

Enemy

A [Very Large] group of denizens are currently at rest in this dungeon area.

SLIDING DOOR

Door

Just like normal door except this one slides smoothly into a gap in the wall.

SMALL BEAST GROUP

Enemy

A [Small] size group of [Standard] beasts.

SMALL DENIZEN GROUP

Enemy

A [Small] group of [Standard] denizens can be found in this encounter zone.

SMALL LOOT SACK

Dungeon Boon

Small grubby sack with a handful of coins and polished rocks.

The sack itself is in poor repair and is unsuitable for carrying anything due to large holes and frays.

SMALL MONSTER GROUP

Enemy

A [Small] group of [Easy] monsters are waiting in this encounter zone.

SMALL TREASURE CHEST

Dungeon Boon

Small and portable, this sturdy little chest has a moderate amount of coin and valuable trinkets held within.

SMALL WAR-BAND

Enemy

This [Small] group of [Standard] denizens form a war-band patrolling this dungeon area.

The war-band of denizens are well armoured and equipped for multiple situations.

They would have magical support within the war-band as well as consumables like potions.

SMITHY

Intrigue

This encounter zone is home to a fully equipped forge, with all the tools necessary to repair or create weapons and armour.

There are also some items of armour and weapons to be taken too.

The smith is an [Elite Warrior] denizen who has a (30%) chance of being present.

SMOKE

Environmental

Dense smoke fills this dungeon area making sight and breathing [Difficult] for everyone.

DUNGEON ENCOUNTERS A-Z

SNIPERS

Enemy

This [Pair] of [Elite Ranger] denizens both have ranged attack capabilities, and have placed themselves well to take long range shots at the Characters.

SONG OF AGES

Interaction

A famous bard [Elite Performer NPC] has ventured in to the dungeon to be inspired as part of the song writing process.

They are composing an epic, maybe the Characters will be included?

The bard has brought a large and rather impractical instrument with them. They may reward the Characters with more than song if they prevent any harm coming to the bard and his instrument.

SPEAR BARS

Door

A dozen retractable metal spears shoot out from the walls to seal this door way, causing [Major] damage to anyone caught in their path.

Use the Trap Triggers table to determine the method by which this door is activated to open/close.

This door has a (70%) chance of starting in an open state, ready to close when triggered.

SPECIMEN JARS

Intrigue

This encounter zone has glass jars scattered about, these are of varying sizes, from small jars up to one big enough for a human body to fit inside.

Most jars contain some creature submerged in murky liquid.

These unfortunate animals are for the most part dissected with organs carefully removed and labeled in smaller jars, however some of the larger jars contain intact specimens.

A [Difficult] examination may show some are even still alive.

SPELL DOOR

Door

This arcane symbol adorned metal door requires a spell of opening to activate and open.

Designed to stop non-magical sorts from accessing beyond, it may even require a combination of spells to open.

The exact details could be discerned by spending 1 Clue.

SPIDER WEBS

Environmental

This dungeon area is covered in a thick mass of giant spider webs.

The webs are [Difficult] to move around and have a chance (20%) of immobilising anyone trying to move through them as they become tangled in the sticky stands.

Webs this large must also have been created by very large spiders...

There may be a large number of spider eggs present.

SPIKED DOOR

Door

Heavy, reinforced and covered in spikes, some with dried blood crusted on them.

There is a 50% chance that this door is locked by a [Difficult] mechanical lock.

SPIRAL STAIRCASE

Intrigue

A spiral staircase offers access to another dungeon area or two.

Treat as an exit door for this dungeon area that could lead to one or two other dungeon areas.

STAIRCASE

Intrigue

A staircase that leads to another dungeon area.

Treat as an exit door for this dungeon area.

DUNGEON ENCOUNTERS A-Z

STARVED BEASTS

Enemy

This [Small] group of [Elite] beasts have been purposefully starved.

They are enraged and will be desperate to feed.

STATUE

Intrigue

It's hard to tell what this statue once depicted as it's been heavily vandalised and defaced.

STONE SLAB

Door

Ingenious counterweights and expert stone craft allow this solid wall of stone to glide smoothly in to place as a door.

STORE ROOM

Dungeon Boon

This encounter zone is used as a store room and has all manner of sundry items such as food, water and tools.

There will be a lot of crates and barrels stacked around the place to hold the stores.

STROBING LIGHT

Environmental Details

This dungeon area is lit with magical light orbs, however they are currently strobing making for [Difficult] sight based checks.

STUCK DOOR

Door

This Heavy Door has been jammed shut on purpose and is [Difficult] to force open.

This door is often found in flooded or damp dungeon areas where the wood of the frame may have expanded.

Equally if the surrounding masonry is unstable a stuck door may indicate a structural issue and precede a ceiling collapse.

SUMMONED MONSTROSITY

Enemy

This [Lone] [Elite] monster appears in a flash of light and sudden smell of ozone.

Someone or something has summoned this monstrosity to do their bidding, starting with a close range surprise attack on the Characters.

SUNSPIKE BEAM

Environmental

Entering via a portal in this encounter zone is a solid laser like beam of pure light.

This beam will travel in a straight line from its entry point until it hits another wall.

Anyone coming in to contact with the light will take [Major] damage.

It's possible to redirect the beam using mirrors or similar.

SUSPECT STATUE

Intrigue

This statue of a mighty looking denizen appears to be new, highly polished and well maintained.

SUSPICIOUSLY QUIET

Environmental

There seems to be little activity in this dungeon area, or is something just biding it's time?

Allow some exploration before making the encounters in the dungeon area active.

SWARM - INSECTS

Enemy

A swarm of insects that is [Beyond Count] passes through this dungeon area.

The insects will fill the air as they travel past, treat any section of the swarm as [Easy] beasts.

The swarm will finish moving through after a short amount of time.

The swarm will be easy to track and [Simple] to spot coming due to the deafening buzzing.

DUNGEON ENCOUNTERS A-Z

SWARM - VERMIN

Enemy

A swarm of vermin that is [Beyond Count] passes through this dungeon area.

The vermin will carpet the ground as they travel past, treat any section of the swarm as [Easy] beasts.

The swarm will finish moving through after a short amount of time.

TAPESTRY

Intrigue

Many of the walls of this dungeon area are covered in sweeping tapestries showing stories of legend.

These floor to ceiling coverings could make for great hiding places for enemies or NPC encounters in this dungeon area. They could also be deciphered, which is [Difficult] for 1 Clue.

TARNISHED CROWN

Dungeon Boon

This well worn crown looks like it was once a thing of beauty and importance.

All of the mountings that may once have held gems are empty but the crown is still made from precious metals.

TATTERED MAP

Dungeon Boon

This tattered map could well be a treasure map or a map of secret passages within the dungeon.

The map grants 1 Clue.

TELEPORT RUNES

Intrigue

Two glowing runes on the floor in this area form a short range teleport relay, any creature stepping on one will reappear at the other.

This could be a bad news if the destination rune is already occupied, in which case both creatures take [Major] damage and may be knocked down.

Randomly determine both runes location in this dungeon area.

TEMPLE

Intrigue

This encounter zone is setup to whatever god(s) the denizens may worship.

Add an [Elite Priest] denizen to any denizens encountered in this dungeon area.

THE ARTIST

Interaction

This extravagant artist [Standard Performer NPC] believes that true inspiration must come from experience and they must experience all the dungeon has to offer in order to create a masterpiece.

If the Characters could keep them safe through the dungeon they would happily share the profit from their masterpiece once complete and sold.

THE CURSED PRIEST

Interaction

A priest/priestess [Standard Priest NPC] that has been the victim of a cruel curse, their appearance has become bestial and any attempts to talk come out as evil growls.

They are likely to be roaming this dungeon to escape persecution or could be looking for a way to lift the curse.

THE ENEMY OF MY ENEMY

Interaction

This [Equal] group of [Standard] denizens are not from this dungeon, there are in fact rivals from another place.

They could be convinced to help the Characters if it meant hurting this dungeon's denizens.

They are very imaginative about the damage they would like to inflict on their rivals.

THE FEAR

Environmental

A creeping feeling of dread is [Routine] to ignore but is a constant companion in this dungeon area.

DUNGEON ENCOUNTERS A-Z

THE QUESTIONER

Interaction

This sinister looking individual [Elite Wizard NPC] is actually a renowned torturer for hire.

Their current employment has them working with the denizens of the dungeon.

They will try to flee at the first sign of trouble and will reappear later to assist denizens in capturing the Characters.

THE SHINY THING

Dungeon Boon

An exquisite gold, gem encrusted scepter that looks to be worth plenty, the only problem is the [Elite] monster that's taken a liking to it and is currently holding it.

THE SIGHT LOCK

Intrigue

A locked safe built into the wall with ancient text that translates to 'Unseen Opening' is near impossible to open.

Unless the eyes of various wall carvings around the room are prevented from having line of sight on the safe.

Covering the eyes, filling the area with smoke or darkness will all work. Spending 1 Clue will reveal this information.

The safe will contain an amulet with minor enchantment and a good amount of coins.



DUNGEON ENCOUNTERS A-Z

THE SUN DOOR

Door

Bright yellow paintings of sun rays adorn this magically sealed metal door.

The door has a darkness activated magical seal that will unlock when bright enough light is shone on the door.

As soon as it returns to a darker state the door will reseal itself.

Spending 1 Clue will reveal how the mechanism here works.

There are several mirrors in the dungeon area which can be used to magnify the local non-magical light sources.

THE WRONG GROUP

Interaction

A [Large] group of enforcers [Standard Warrior NPC] working for a local power have tracked the Characters down and want them to return to civilisation with them and answer for their crimes.

Only thing is, they have the wrong group and have mistaken the Characters for some other group.

They will be [Difficult] to convince otherwise.

They are amply equipped for a manhunt and subsequent prisoner transfer, but they are not familiar with this dungeon area.

THROES OF MADNESS

Interaction

This [Elite Wizard] denizen was once a leader amongst it's own kind, but has suffered from some terrible prolonged madness and been cast out mercilessly.

They see things that aren't there and talk of mad things from worlds beyond.

They wouldn't see the Characters as their enemies unless attacked.

It'd be [Very Difficult] to get coherent information out of them, but they once knew the inner workings of the denizens here and could grant 1 Clue.

TOLL DOOR

Door

This iron revolving door is of exceptionally strong construction and has a coin operated locking mechanism built in to the wall beside the door.

Each section of the revolving door is sized for one person and a coin is required each time the door makes a turn.

Tricking the mechanism is [Difficult] and breaking in to the coin store is [Very Difficult].

TOMB

Environmental

This dungeon area is dedicated to the dead with graves and sarcophagi placed throughout.

These may be well ordered with tombs of importance raised up, or a mismatched and poorly maintained collection of graves barely scraped into the hard floor.

TOOLS

Dungeon Boon

A set of practical artisan tools have been carefully treated, wrapped up and then left here.

TORTURE CHAMBER

Intrigue

This encounter zone has all of the trappings of a fully functional torture chamber with grisly machines and well worn tools to hand.

There is a chance (30%) that the Torturer, an [Elite Rogue] denizen, will be busy at work here.

TOTEM

Intrigue

Made from a solid trunk of wood with animal heads carved all over its surface.

This totem has shamanic power and will calm beasts in this encounter zone.

Some of the animals on the totem may be beasts of legend.

DUNGEON ENCOUNTERS A-Z

TOURIST

Interaction

This wealthy wanderer [Standard Scholar NPC] is from a neutral faction or race that has dealings with the denizens.

They are in the dungeon to look at the sights and catch glimpses of the beasts and monsters from a safe distance.

They would take an interest in the Characters as they'd not expected to glimpse a real adventuring party!

Their guide, an [Elite Warrior] denizen is tasked with keeping them safe.

TRAINING GROUP

Enemy

A [Lone] [Elite Scholar] denizen is acting as training instructor to a [Large] group of [Easy] denizens.

TRAITOR

Interaction

This person will claim to be adventuring here, but they [Standard Warrior NPC] have actually joined forces with the denizens.

They will try to join the Characters and betray them to the first suitable group of denizens.

TRAP CREW

Enemy

An [Equal] size group of [Standard] denizens are busy resetting a trap in this area.

Add a Trap to this encounter zone. This is not active unless the denizens have the time to complete their work.

TRAP NOTES

Dungeon Boon

A set of papers contain notes on any traps in this dungeon area, including triggers and effects.

There is a (10%) chance these are fake and intended to lure Characters in to another, real trap.

TRAP KIT

Dungeon Boon

A disassembled and packaged up trap is stored in a crate here.

There are setup and assembly notes in the crate.

Roll a trap to see what type this is.

TRAPPED CHEST

Dungeon Boon

A solid iron banded chest with some valuable treasure, valuable enough in fact to warrant a trap.

Roll a trap effect for this Interference Trigger trap.

TRAPPED DOOR

Door

A locked Heavy Door which is trapped in some way.

Roll a Trap Trigger and Effect and apply it to the door.

TRAPPED MONSTER

Enemy

This [Lone] [Standard] monster is stuck in a large bear trap style device.

TRAPPERS

Interaction

A [Small] group of trappers [Standard Ranger NPC] that are in the dungeon after trading furs and meat to some of the denizens.

As this trade is likely illegal, the trappers will lie about their reason for being here and will use force to keep their secret as a last resort.

TRAVELING CAPTAIN

Enemy

A captain of the denizens is traveling through this dungeon area. They are considered a veteran and have excellent knowledge of the dungeon terrain and related tactics.

The captain is a [Lone] [Elite Warrior] denizen who is accompanied by a [Small] group of [Elite *] denizens.

DUNGEON ENCOUNTERS A-Z

TRICKSTER

Interaction

This [Elite Rogue] denizen enjoys toying with and tricking interlopers in the dungeon.

They will have set up a trap and will mock, taunt and generally try to get some Characters to activate the trap.

Generate a trap in this dungeon area if one isn't already present.

TROPHY GATE

Door

This Heavy Door is covered in battle trophies, flags, banners, broken weapons and shrunken heads.

Add an [Elite Warrior] denizen to the next enemy encounter to represent the doors keeper.

TROPHY ROOM

Intrigue

The walls of this encounter zone are covered in trophies from battles.

There is a story to be told here worth 1 clue as the story of the battles fought and won may have importance beyond the dungeon.

TURNCOAT DENIZEN

Interaction

This [Standard] denizen has been outcast and has decided to leave it's own kind and now wants to join the Characters.

It has information worth 1 Clue to use as a bargaining chip.

UNHOLY ALTAR

Intrigue

A slab of almost pure black glass that seems to drain the very light from this encounter zone.

This radiates evil and any Character with good tendencies will feel fear creeping into their mind near to the altar and will actually take [Light] damage if they touch it.

UNLUCKY

Environmental

A patch of pure bad luck infects this encounter zone.

This will increase the chance for fumbles or mistakes on actions performed by both the Characters and any enemies.



UNSEEN EYES

Interaction

A scout [Standard Rogue NPC] for a local authority is keeping a watch on this area and is keeping a stealthy eye on what the Characters are doing and compiling a report.

UNUSUAL TRACKS

Intrigue

A clear set of unusual tracks that would be [Routine] to investigate and determine the monsters that occupy and move around this dungeon area.

UNWELCOME MAT

Door

A classic ten foot drop pit is hidden beneath this oversized welcome mat.

This cunning trap is [Simple] to spot.

UPPER CLASS HALLS

Environmental

This dungeon area has Grand Furnishings and is frequented by important denizens.

Add a [Lone] [Elite *] denizen to any other denizen encounters for this dungeon area.

DUNGEON ENCOUNTERS A-Z

VAMPIRIC DOOR

Door

This ornate gothic brass and steel door has a glass vial visible in the centre of a surgical looking piece of clockwork machinery.

The glass vial appears to have traces of blood within.

The lock on this door only opens when the mechanism has used its needles to pierce and extract enough blood to fill a vial, this is equivalent to [Minor] damage.

Once filled the vial will rotate out of sight and the door will open.

Trying to circumvent the machinery is [Very Difficult].

Why this lock collects blood and what it does with it is currently a mystery.

Holy items and symbols may have interesting effects on this door.

VAST HOARD

Dungeon Boon

A vast pile of treasure fills this encounter area, with coins, chests, gems and fine items scattered throughout.

This sort of treasure pile usually (90%) has an owner or guardian in the form of an [Overwhelming] monster.

It'll also take magic or a train of pack animals to shift it all out of the dungeon.

VERMIN CATCHER

Interaction

This filthy and ragged hunter [Standard Rogue NPC] is skulking around trapping and killing vermin from the dungeon as there is a reward per vermin they can prove to have slain.

The vermin are the [Easy] beasts found here.

VERY LARGE BEAST GROUP

Enemy

This [Very Large] group of [Easy] beasts occupy this dungeon area.

VERY LARGE DENIZEN GROUP

Enemy

This [Very Large] group of [Easy] denizens occupy this dungeon area.

This group are likely to be going about their daily activities unless warned about the Characters arrival.

VILLAGE HERO

Interaction

They have their bravery and the best kit the village could muster to send the local hero [Standard Warrior NPC] into the dungeon to see if they can remove the threat to the village.

WALL CARVINGS

Intrigue

Complex geometric patterns have been carved in to the walls all about this encounter zone.

The carvings are actually carefully placed wards to amplify defensive magic cast here.

WARDED DOOR

Door

This normal door has been reinforced by magical shielding and is resistant to magical effects.

When weakened the ward will blast out offensive spells to all nearby.

The wards are [very Difficult] to dispel.

A few amulets are known to exist which allow entry past this type of warded door, and one could be found for 1 Clue.

WARHORNS

Enemy

A [Horde] sized group of [Standard] denizens are heading towards this dungeon area and being very loud about it, with warhorns, drums, screaming or whatever is suitable.

They are looking for intruders in their home but the Characters will have time to prepare or hide as it will take time for them to get here.

DUNGEON ENCOUNTERS A-Z

WARNING MESSAGE

Intrigue

Scrawled into the dirt is a warning, this will describe another nearby encounter.

WEAKENED REALITY

Environmental

The barriers between the real world and another more unpleasant reality are weakened in this dungeon area.

Any powerful magic use or other spike in mystical energy will attract a [Pair] of horrific creatures that count as [Elite] monsters.

These creatures could be tentacled horrors, devils, demons or similar beings.

WEAPON EMPLACEMENT

Dungeon Boon

A defensive emplacement with a large weapon like a ballista or cannon mounted on a frame behind gabions and sand bags.

If there are Denizens in this dungeon area they may already be manning this weapon (40%).

WEAPON PILE

Intrigue

A large pile of discarded weapons that must contain dozens of swords, spears, axes and more. Most of these weapons would need repair to be of use.

WEAPON STAND

Dungeon Boon

A rack of weapons in a well used stand.

There are a dozen or more weapons here with a good range of different types.

DUNGEON ENCOUNTERS A-Z

WELL

Intrigue

A stone well with a rope heading down in to the darkness.

This could be a dead end (60%) or be an exit to another dungeon area (40%).

WITCH FINDER

Interaction

A bastion of faith and hunter of witchcraft in all it's forms, this holy warrior [Elite Priest NPC] is seeking out evils to destroy.

Whilst they may ally with the Characters for a time they are puritan in nature and take a very dim view of any ungodly magic.

WIZARD CONCLAVE

Interaction

This [Small] group of magic users [Standard Wizard NPC] have warded and protected this encounter zone so they can proceed with a ritual spell.

Whilst not hostile they will want to work in peace and are focused on completing their ritual before leaving the dungeon.

WOUNDED REARGUARD

Interaction

The only surviving member of a military squad that ventured in to this dungeon but had to retreat, this soldier [Standard Warrior NPC] was acting as part of a rearguard action.

Found amongst a few of their fallen comrades, they are slumped against a wall with incapacitating but not immediately fatal wounds.

WRITER

Interaction

This young enthusiastic writer [Standard Scholar NPC] has been following the Characters from a distance and is keeping detailed notes on their actions.

This is all for the book they are writing about adventuring parties.

WRITING DESK

Intrigue

A well used and neatly organised writing desk. There are useful pieces of information (1 Clue) to be found here, although they have been written in a [Very Difficult] cypher.



YOU SHALL NOT PASS

Interaction

This towering fighter [Elite Warrior NPC] is well armoured and equipped and will refuse to let anyone pass beyond this encounter zone.

They are the victim of a powerful geas and are compelled to guard the way. It would be [Very Difficult] to break the geas.

It's possible, 1 Clue would let the Characters know of the geas and how to break it.

ZEALOTS

Interaction

This [Equal] group of zealots [Standard Priest NPC] believe their lost temple is within the dungeon.

They have gathered weapons and armoured themselves and are here to reclaim the temple.

They will take a dim view of any actions taken by the Characters that is against their beliefs or seems like it may damage the temple.



TRAPS

TRAPS

A dungeon wouldn't feel complete without the risk of traps!

Traps give players something to think about, and can make any seemingly welcoming open rooms suddenly deeply suspicious!

We offer multiple options for different trap triggers, and a range of the negative effects a triggered trap might apply.

We have broken our traps down into three sections – Trap Triggers, Trap Effects and Trap Area-of-Effect.

- The **Trap Trigger** determines if and how the trap may get activated.
- The **Trap Effect** then details what happens when the trap is triggered.
- The **Trap Area-of-Effect** will detail just how wide-spread or focused the trap effect might be.

We use standard terminology to allow you to translate our traps and their effects into your adventure with your preferred system.

TRAP TRIGGERS

Most traps have a single trigger, but some may have many more.

You can use the trap complexity table to randomise how many triggers a trap has.

These multiple trigger traps may be setup to catch a Character avoiding the first trigger, for example an easily spotted tripwire with a well hidden pressure plate placed a step beyond.

To determine the location of a trap within an encounter zone you could randomly roll or just choose a spot.

Random selection methods may vary depending on your map style, but rolling some dice for X and Y axis is a nice simple method that takes advantage of the grids on many RPG maps.

If just choosing, first see if there is a naturally suitable spot and then decide if that's too obvious and place it somewhere more likely to be activated.

Factors such as light levels, floor condition and wall composition may all be factors which determine where a trap can best be hidden.

TRAPS

TRAP EFFECTS

These are what happens when a trap is triggered.

These effects can range from sudden drops, slicing blades, rolling boulders, bursts of flame, gas clouds or poison darts all the way through to magic lightning fields.

Most traps have a single effect, but some may have many more.

So there is always the option to shoot targets full of darts then drop them in to pit, and maybe even then fill the pit with acid.

You can use the trap complexity table to randomise how many effects a trap has.

TRAP AREA-OF-EFFECT

Once you know the effect(s) of the trap you can randomise how big those effects are. Just use the trap area-of-effect table to determine this.

TRAP MAINTENANCE

Some traps are simple affairs that require no maintenance, such as a pit.

Others however may rust or degrade over time and may misfire or fail to go off.

REPEAT TRAPS

Traps may have limited uses, such as dart traps that will eventually run out of darts, or rolling boulders that will need to put back at the top of their run.

If you'd like to randomise the number of uses, just roll 1d6, on an odd number it's a single use trap, on an even number that is the amount of uses (6 could be unlimited).

DISARMING TRAPS

Some traps can be disarmed, and almost all traps can be neutralised in some way.

If you have Characters who specialise in dealing with traps, let them shine in this role, as long as they don't get unlucky with their dice rolls...

CONSIDERATIONS & GM NOTES

Truly cruel trap makers will often use a simple trap to hide the real danger of a much more dangerous trap. Often this will mean the 'safe' spot to stand aside from the first trap is itself trapped.

Often denizens will know of the location of a trap and might try to use that tactically during a conflict. Having said that they may always be areas the denizens never normally go and they could be just as surprised by a trap as the Characters.

A well maintained dungeon would have denizens responsible for looking after and resetting the traps.

Try to think like the trap makers, were they made by ancient and advanced civilisations to guard treasure through the ages? Have they been put together by goblins more used to setting hunting traps? Have they been placed by a high order of mages with access to many powerful spells?

Try to avoid traps that would destroy what they are protecting, unless of course the trap is part of a 'if I can't have it, nobody can' strategy.

RANDOM TRAP INSTRUCTIONS

First roll on the trap complexity table to determine how many triggers and effects the trap has.

Second, use the trap trigger table to determine how the trap is triggered.

You can roll randomly or choose your favourite!

Then you can use the Trap Effects to determine what happens when the trap is triggered.

The trap area-of-effect table will determine how big an area the effect will occupy.

The trap triggers and effects in the trap tables are listed in this section with more information on the trap triggers and effects and how to use them in your adventure.

It's completely your decision on how much you embrace the randomness! If a trap or trigger just doesn't work for your adventure, you can either re-roll or pick a more appropriate trap or trigger.

TRAPS

Traps are comprised of three elements, Triggers, Effects and Trap Area-of-Effect.

Traps will have one or more Triggers and one or more Effects defined to describe how they work.

TRAP COMPLEXITY

Choose or roll for the complexity of the trap, this will determine the number of Triggers and Effects.

ROLL (D100)	TRAP TRIGGERS	TRAP EFFECTS
1 - 54	1	1
55 - 64	2	1
65 - 69	3	1
70 - 80	1	2
81 - 85	2	2
86 - 94	2	3
95 - 100	3	3

TRAP TRIGGERS

ROLL (D100)	TRAP TRIGGERS	DESCRIPTION
1 - 15	BAIT	Activated when a trigger item is touched or moved (e.g. Moving an idol)
16 - 30	INTERFERENCE	Activated when a mechanism is interfered with (e.g. Lock)
31 - 40	LIVING	The trap relies on a living element to activate (e.g. animal or elemental that reacts to Characters)
41 - 50	MAGIC	Magical sensors activate the trap.
51 - 65	MANUAL	An operator nearby activates the trap, usually at an opportune moment.
66 - 85	PRESSURE	Weight on an area activates the trap.
86 - 100	TRIPWIRE	A line or other element is disturbed to activate the trap.

TRAP AREA OF EFFECT

Some traps may require that the area they effect is known, use this table guide to determine the area while making it fit with the space on the map.

ROLL (D100)	TRAP AREA OF EFFECT	DESCRIPTION
1 - 20	PERSONAL	The Trap only effects the Character that triggered it.
21 - 60	SMALL AREA	The Trap effects an area of up to 10 feet in range from its origin.
61 - 90	LARGE AREA	The Trap effects an area of up to 20 feet in range from its origin.
91 - 100	VERY WIDE AREA	The Trap effects an area of up to 40 feet in range from its origin.

TRAPS

ROLL (D100)	TRAP EFFECTS	DESCRIPTION
1 - 3	ALARM	A loud alarm rings out, alerting enemies.
4 - 7	ARROW STORM	A mass of arrows are fired out.
8 - 10	BEAR TRAP	Steel trap jaws snap shut.
11 - 13	BOMB	An explosion is triggered.
14 - 16	BUG SWARM	A swarm of biting bugs are released.
17 - 20	CAGE	A cage is dropped on the target(s).
21 - 23	CHASING TRAP	An object like a boulder is released to chase down targets.
24 - 26	COMBUSTIBLE GAS	A cloud of combustible gas is released and then lit.
27 - 30	CONCEALED PIT	Classic hole in the ground, with or without extra surprises.
31 - 33	CONSTRICING	The walls are closing in, possibly with spikes too.
34 - 36	ELEMENTAL FORCES	Bound elementals attack.
37 - 39	ENCHANTED TREASURE	Animated objects attack.
40 - 42	FLAME BLAST	A blast of fire aimed at the target(s).
43 - 45	FLOODGATE	Liquid is released, flooding the area.
46 - 48	IMPALING SPEARS	Stabbing spears spring out.
49 - 51	LIGHTNING FIELD	Arcs of lightning fill the area.
52 - 54	LOCKDOWN	Doors slam shut, locking the area down.
55 - 57	MAGICAL HOLD	Magical forces seek to hold targets still.
58 - 60	MIND STORM	A barrage of mind attacks take place.
61 - 63	MONSTER SURPRISE	A monster is released.
64 - 66	NECROMANCERS GIFT	The dead rise to attack.
67 - 69	POISON DARTS	Poison coated darts fly forth.
70 - 72	POISON GAS CLOUD	Deadly gas hisses out.
73 - 75	RIGGED STONE FALL	Stones are dropped down on the target(s).
76 - 78	SLICING PENDULUMS	Giant blades sweeping through like clockwork.
79 - 82	SNARE	A snare that may leave target(s) dangling upside down.
83 - 85	SONIC BLAST	A damaging blast of noise.
86 - 88	SPINNING BLADES	Slicing blades spin out.
89 - 91	SPRING SPIKE GRATE	A cage door of spikes is swung out of the wall.
92 - 94	STAIR SLIDE	The stairs become a super fun happy slide.
95 - 97	STICKY LEVER	A lever with adhesive properties.
98 - 100	UP IS DOWN	Gravity reverses for the target(s).

TRAPS

TRAP TRIGGERS

The first component of a trap is the Trigger, which determines how the trap gets activated.

BAIT

The trap is activated by tempting a Character to interact with the trigger, such as taking a statue from a plinth, pressing the big red button etc.

INTERFERENCE

The trap is activated when some other element in the environment is interacted with, like trying to pick a lock.

LIVING

Some animal, plant or other creature in the area will trigger the trap via its natural reaction to people entering the trap area.

This sort of trap may well have the trap effect come from the plant/animal itself, for example a Living Trigger Acid Spray Trap may simply be some clinging vines that spray acid if disturbed.

MAGIC

This trap is triggered by magical sensors that either release the trap effects as spells that are [Very Difficult] to dispel, or that trigger actual mechanical traps.

The magical sensors could be looking for any number of events to cause a trigger, such as motion sensing, life detecting, heat sense or even detecting magic.

MANUAL

The trap is activated by a denizen of the dungeon who is monitoring via either a hidden viewing port, listening point or even via magical scrying means. This sort of trigger will wait for the perfect moment to either get the most victims or will target key figures like healers or wizards.

PRESSURE

This covers any form of trigger activated by placing weight in an area to mechanically active a trap, from simple pit falls to complex mechanical pressure plates.

TRIPWIRE

Whether the classic taut wire or pieces of debris placed over a switch this type of trigger requires the victim to disturb an element of the environment whilst traversing it to activate any trap effects.

TRAPS

TRAP EFFECTS

The second component of a trap is the Effect, which determines what happens once a trap is activated.

ALARM

Loud bells ring out from concealed chambers sounding an alarm across the entire dungeon area.

This will alert and attract denizens. If there are no denizens in this dungeon area, add an [Equal] group of [Standard] denizens.

ARROW STORM

The trap unleashes a hail of arrows or crossbow bolts. Anyone in the area of effect would have a [Very Difficult] challenge to avoid [Major] damage from the onslaught.

BEAR TRAP

A set of spring powered metal jaws slam shut, this is [Near Impossible] to dodge, causes [Major] damage and immobilises an affected Character until a [Very Difficult] effort is made to pry the jaws open.



BOMB

The trap causes an explosion to rip through the area of effect causing [Major] damage to those caught in the blast.

It's likely that a number of fires will be left after the explosion.

BUG SWARM

The trap unleashes a swarm of vicious flesh eating bugs that are treated as a [Horde] of [Easy] beasts that are vulnerable to fire.

CAGE

A reinforced cage the size of the area of effect drops down trapping those inside.

If the rolled area of effect is too large just size the cage so it fits the area around the trigger.

CHASING TRAP

A large corridor filling object or substance emerges and proceeds to move from its entry point to the end of the area it is in. This could take one of the following forms:

(40%) Boulder - a corridor filling boulder hurtles along crushing everything in its way, those that can't out run it take [Lethal] damage.

(40%) Spiked Log - A log covered in spike rolls along the space, those that can't out run or jump the log will take [Major] damage.

(20%) Wave - A wave of water gushes along the corridor sweeping all with it, it'd be [Very Difficult] to avoid being swept along.

Whilst this sort of trap suits a corridor best, feel free to use it in any other space.

COMBUSTIBLE GAS

The trap area of effect is filled with a highly combustible gas.

There is no effect unless a naked flame is present, in which case it explodes causing [Major] damage to anyone in the area and sets flammable objects alight.

There is a chance [40%] that the trap also includes a source of naked flame that will ignite shortly after the gas is released.

The gas has a distinct smell that makes it [Routine] to identify.

TRAPS

CONCEALED PIT

A hole in the ground that has either been camouflaged in some way or has a hidden trap door style mechanism.

The pit is ten foot square and is as deep as the Trap's area of effect.

Apply falling damage as per the system you are running.

There is a chance (30%) of spikes that add extra [Light] damage.



CONSTRICTING

The area starts to shrink, via moving walls, floor or ceiling.

The walls/floor/ceiling are either mechanically or magically being moved to crush those in the area of effect.

It's [Difficult] to find the mechanism to stop the crushing.

It'll take a few minutes to fully crush the area, causing [Lethal] damage to those stuck inside.

There is a chance (20%) that there are spikes that extend prior to the crushing, these will hit before the crushing and cause [Light] damage.



ELEMENTAL FORCES

The effect of this trap is provided by a bound raw elemental creature that counts as an [Elite] Monster.

Roll even odds for each element to determine type.

ENCHANTED TREASURE

Mundane looking items in the vicinity will animate and attack, or simply be thrown at the Character(s) who triggered the trap.

This could include more dangerous items like weapons included in a storm of animated objects that are [Difficult] to defend against and cause [Light] damage.

FLAME BLAST

A blast of flame that is five foot wide and as long as the area of effect fires out.

This causes [Major] damage to those not able to make the [Difficult] check to dodge it.

Flammable items in the area will also be set alight.



FLOODGATE

A series of gates open and water pours out.

Immediately apply the Flooded Sections dungeon encounter to the area of effect.

This would be getting deeper and deeper until after a medium period of time this dungeon area will be underwater.

IMPALING SPEARS

Retractable metal spears shoot out from the walls and floor of the area of effect, causing [Major] damage to anyone unable to perform the [Very Difficult] task of avoiding them.



LIGHTNING FIELD

A storm of electrical arcs fill the entire area of effect causing [Light] damage to anyone or anything in that area.

If a Character is surrounded in abundant amounts of metal, such as plate armour, then it's increased to [Major] damage.

The storm stops as quickly as it started but can be triggered multiple times.

LOCKDOWN

All nearby entrances are blocked as doors slam and lock shut, or iron grates slide from the ceiling locking the victims in to the area of effect.

MAGICAL HOLD

Either via a magical spell or via enchanted restraints of some form, this trap seeks to immobilise anyone in its area of effect.

It's [Difficult] to resist the hold.

MIND STORM

A barrage of psionic attacks are unleashed within the area of effect that are [Difficult] to defend against.

Those unable to protect their minds take [Major] damage.

MONSTER SURPRISE

This trap deploys an [Elite] Monster that will try and surprise attack the unfortunate Character that triggered the trap.

The monster could appear from a fake section of floor/wall, via a trapdoor or be summoned by magic.

NECROMANCERS GIFT

A necromantic raise and summon dead spell is triggered.

Roll an enemy encounter and swap the enemies for undead versions of what it would have been.

In addition any corpses within the area of effect will also animate.

TRAPS

POISON DARTS

A swarm of small poison tipped darts fly out across the area of effect for the trap.

These are [Difficult] to avoid but are unlikely to pierce armour.

The poison could be debilitating (80%), or [Major] damage causing (20%).

POISON GAS CLOUD

A cloud of deadly gas hisses out and fills the area of effect.

This gas causes [Major] damage when inhaled and will irritate the eyes and noses of those caught in it.

Those able to quickly cover up and get out of the cloud before breathing may avoid the effects.

RIGGED STONE FALL

The trap triggers a fall of large rocks from the walls and ceiling throughout the area of effect.

The falling stones cause [Major] damage and are [Difficult] to avoid.

The area will have a covering of rubble following the rock fall.

SLICING PENDULUMS

Large curved blades slice out from the wall, floor and/or ceiling across the area of effect.

These are [Very Difficult] to avoid when the trap is triggered and they continue to slice in and out for a long time after triggering.

They follow a [Routine] to predict pattern that could make them [Standard] to avoid.

SNARE

One or more simple snares or snare nets are hidden around the area of effect, and when triggered it's [Difficult] to avoid being hoisted up in the air to be left dangling by a limb, or trapped in a net.

If this area of the dungeon is populated by monsters there may already be a rather dangerous inhabitant of the snare trap.

SONIC BLAST

An ear splitting blast of noise that causes [Light] damage to all in the area of effect will also alert any enemies in the same dungeon area to the presence of intruders.

SPINNING BLADES

Long blades scythe out of the wall(s) or a central pillar each five foot long and moving with deadly speed.

These blades will be [Very Difficult] to dodge and cause [Major] damage if they hit.

Once activated they will continue to spin for a period of time before retracting back to whence they came.



TRAPS

SPRING SPIKE GRATE

This is a ten foot wide metal grate that is almost as tall as the ceiling and covered in spikes.

When activated it swings open and is [Difficult] to dodge for anyone in it's spring powered arc.

Anyone hit will take [Major] damage and is likely to be knocked down.

The grate takes a while to return to its ready state.

STAIR SLIDE

Once activated this changes the angle of the steps on a stair case so they form a ramp.

It's [Very Difficult] to avoid falling and sliding if a Character is on a set of stairs that changes to a slide.

This sort of trap is often combined with either (20%) a [Pair] of [Standard] Beasts or another trap (20%) at the bottom of the slide.

STICKY LEVER

Large metal lever coated in alchemical super glue that will create an instant bond with whatever first touches it.

The glue is [Very Difficult] to spot when examining the lever.

The lever itself may do nothing, although there could (20%) be another trap effect activated by moving the lever.

Breaking the lever will be [Very Difficult] as it's been made to withstand a lot of damage.

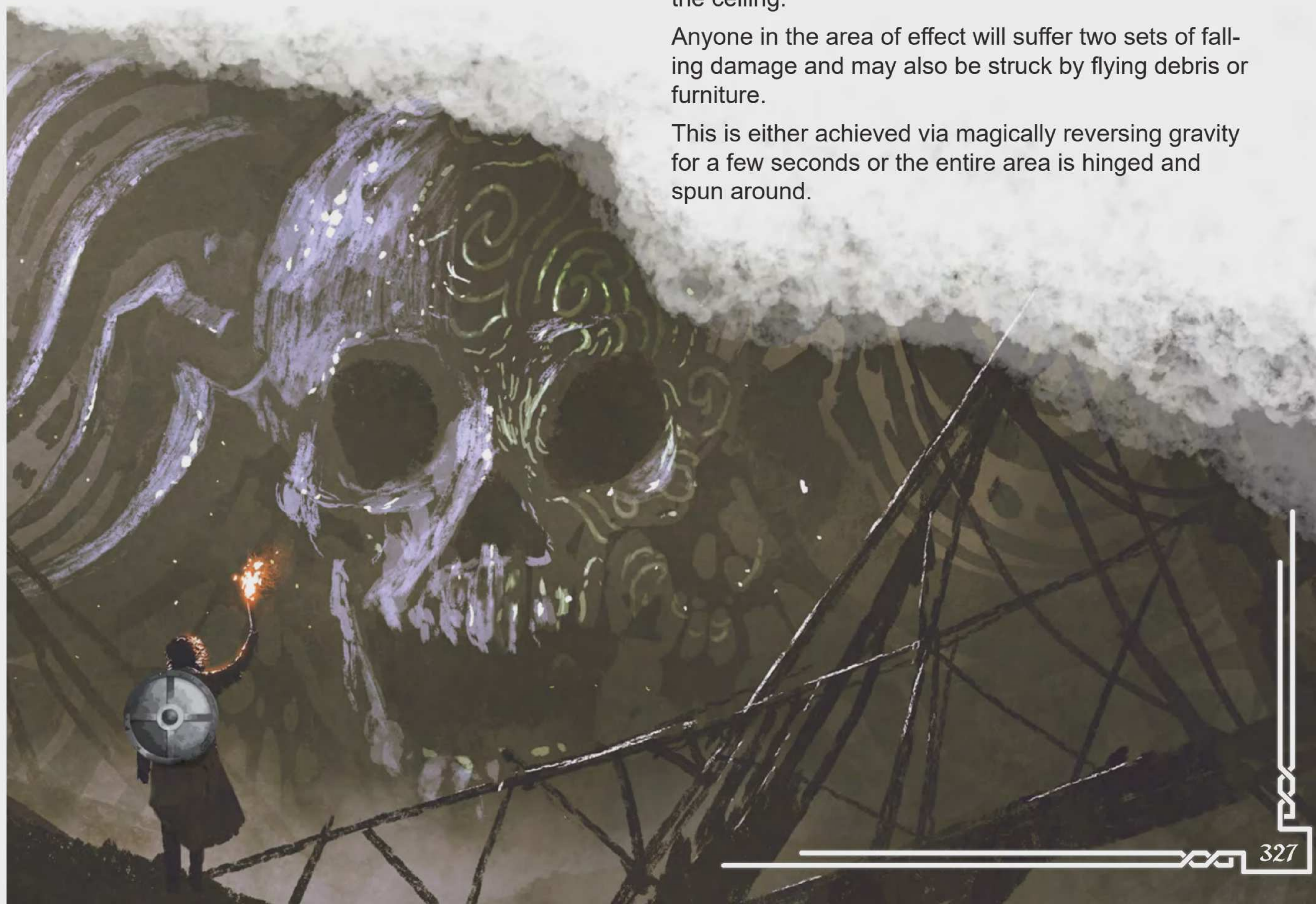
Either a solvent, magic or a lot of brute force will see the hand freed.

UP IS DOWN

The area of effect for this trap has a sudden, short and violent reversal of what is the floor and what is the ceiling.

Anyone in the area of effect will suffer two sets of falling damage and may also be struck by flying debris or furniture.

This is either achieved via magically reversing gravity for a few seconds or the entire area is hinged and spun around.





DUNGEON ADVENTURES

DUNGEON ADVENTURES

This section offers tables and a method to take the dungeon you've built and add one or more adventures to it. These will add a plot, some goals and add some flavour around the encounters to be found in each encounter zone.

The elements we will generate are Dungeon Plot, Dungeon Complications, Dungeon Encounter Stages and the all important Dungeon Boss.

BUILDING THE DUNGEON

Before starting, make sure to read through the 'Building the Dungeon' section at the start of the Dungeon Chapter, as this provides the dungeon structure.

JOURNEY TO THE DUNGEON

Journeys to a dungeon location can be adventures too, with the Characters having to trek through the wilds before stepping into the dungeons depths.

If you wanted to add the journey to the adventure, just add a Wilderness adventure as the prelude, and possibly add another Wilderness adventure for the journey home.

VILLAINS

We reference villains during these dungeon adventure generation steps. In this context, villains are re-occurring enemies of the Characters that would play a part in your longer campaigns. They're the big bads that have grand long term plans.

Where your Characters are actively aware of and trying to thwart a villain, you could make most dungeon adventures linked to goals in this mission

REVISITING A DUNGEON

It's always a great moment when the Characters realise that something they saw and dismissed during an early delve into a dungeon has gained significance, and they need to revisit the same dungeon later in a campaign. Of course other than the layout, things may have changed and the dungeon is ready for their return.

Note: As a GM this has the added bonus of some world continuity and you get to re-use some maps!

DUNGEON ADVENTURES

DUNGEON PLOT

Why do the Characters want to enter this Dungeon?

ROLL (D20)	DUNGEON PLOT
1 - 6	GOLD AND GLORY - The dungeon is rumoured to be full of both treasure to loot and enemies to defeat.
7 - 10	PROTECT CIVILISATION - The local population centre is threatened by the presence of the dungeon, the common folk seek the Characters aid.
11 - 12	REWARD - An authority wants the dungeon dealt with in some manner and are willing to pay.
13	ITEM(S) - There is an item or items in the dungeon that are desirable. This could be anything from legendary artifacts, ancient tomes or even rare ingredients required for a plague cure.
14	RESCUE - Someone or multiple people are held prisoner within the dungeon, and the Characters have reason to try and rescue them.
15	RECOVERY - Item(s) have been stolen and carried in to the dungeon. Either they are important to the Characters or a reward is being offered for the safe return of the item(s).
16	INVESTIGATION - A mystery needs solving and the answer looks to be found in the dungeon. This could be anything from a murder, evidence required for a truce or even seeking the knowledge required for a magical ritual.
17	COMPETITION - There is a competition to see who can conquer the dungeon first and fastest.
18	SLAYERS - A monster that terrorises the land must be slain.
19	PRISON BREAK - The Characters have been captured somehow and start in the depths of the dungeon.
20	QUEST - An item must be taken to the very heart of the dungeon to complete a ritual or prophecy.

DUNGEON COMPLICATIONS

Add a twist to proceedings.

ROLL (D12)	DUNGEON COMPLICATIONS
1	AGAINST THE CLOCK - There is a time limit on the adventure, and if it's not completed promptly then the Characters will fail.
2	DILEMMA - Completing the adventure will also make something bad happen, so the Characters will have to choose either to let the adventure fail or let the bad thing go ahead.
3	DIVERSION - The adventure is actually just a diversion for other activities the villain has planned, and is a good way to keep the Characters occupied.
4	ESCALATION - The denizens are building in strength. The longer the Characters take to complete the adventure, the stronger or more numerous the denizens will become.
5	NO ESCAPE - Once entered there is no way back out of the entrance and another way out of the dungeon must be found.
6	PLAGUE - Some mundane, divine or magical contagion is rife in the dungeon.
7	PLOT TWIST - Roll an additional plot and switch to the new plot half way through the adventure.
8	RIVALS - Another adventuring party have also decided to complete this adventure and don't like the idea of the Characters finishing first.
9	SET UP - The adventure is actually an elaborate setup and not what it appears, with a villain collecting evidence to frame the Characters for some form of crime.
10	SURPRISE - The dungeon starts as a complete surprise to the Characters, they were teleported in, fell down an unseen hole or just woke up at the entrance after a nights sleep.
11	THE LONG GAME - A villain will actually benefit from the success of this adventure more than the Characters as part of a broader strategy. Will the Characters find out?
12	UNEASY ALLIANCE - The denizens of the dungeon have some form of truce or alliance in place that makes attacking them a possible political problem. The Characters may need to work around combat, or cover their tracks.

DUNGEON ADVENTURES

ADVENTURE STAGES

Adventure stages give some purpose to each dungeon area, and are essentially mini missions that when combined will provide a series of steps required to complete the adventure. Adventure stages are optional, so add as many or as few as you like, we suggest one per dungeon area.

These stages can be linear, requiring that each is completed in a sequence or non-linear where the Characters can complete them in any order.

GOALS AND METHODS

Each adventure stage is a combination of a Goal and a Method, just roll once to find the Goal and again to find the Method.

If you want a complex adventure then just add more Methods required to achieve a Goal.

First roll up a Goal.

ROLL (D20)	ADVENTURE STAGE GOALS
1 - 2	BOSS WEAKNESS - Completing this adventure stage reveals a weakness that the dungeon boss has.
3 - 4	LAIR SECRET - Completing this adventure stage gives vital information on the dungeon boss lair, including how to reduce its effects.
5 - 6	RECHARGE - Completing this adventure stage will give a chance to fully rest, magically heal, recharge spells and abilities etc.
7 - 8	RESTOCK - Regain equipment. Whether it's potions, herbs, arrows, scrolls and similar consumables or other more mundane weapons, armour and kit.
9 - 10	POWERFUL ITEM - Gain a powerful item, magical or mastercrafted, that will help in the dungeon.
11 - 12	TREASURE - A valuable treasure will be found by completing this adventure stage.
13 - 18	UNLOCK NEXT AREA - The way ahead is blocked. Completing this adventure stage allows access to the next dungeon area.
19 - 20	VALUABLE INFORMATION - This Information is worth much to powerful factions in the world, and could be military plans, secrets, arcane lore etc.

Then roll a method.

ROLL (D20)	ADVENTURE STAGE METHODS
1	BLIND LUCK - Whether a hidden switch, a movable book in a bookcase or similar, the only way to complete this stage is pure blind luck. Touch everything and see what happens.
2 - 3	CARRIED ITEM - An item (key, Amulet etc.) is needed to complete the adventure stage. This item is in the possession of the most powerful denizen in this dungeon area.
4 - 5	CLUE - Collect a Clue in the dungeon area
6 - 7	CLUES - Collect 2 Clues in the dungeon area.
8	CODE WORD - A denizen would know the code word but you'd need them alive to find out what it is.
9 - 10	COLLECT THE PIECES - An item required to complete the adventure stage is in 1d4 pieces scattered throughout the dungeon area.
11	DESTROY THE GUARDIAN - A monster in this dungeon zone must be stopped. If there is no monster add an [Elite] one.
12 - 13	KNOWLEDGE - The adventure stage can be completed by finding and studying the right book, scroll, wall carving, painting etc.
14	MACHINERY - A piece of engineering needs to be activated to complete the adventure stage. It may need to be repaired first.
15 - 16	NEGOTIATE - Someone can help (Interaction encounter), if they can be convinced or bought.
17 - 18	PLACE THE ITEM - An item (Gem, Statue, rod etc.) needs to be placed on a plinth found in the dungeon area.
19	RITUAL - An arcane or divine ritual is needed to complete the adventure stage.
20	TIMER - All you have to do is survive long enough and the adventure stage will become complete.

Note: If there aren't enough Clues in a dungeon area just add some more to the existing encounters. You can do this arbitrarily or roll some additional intrigue encounters.

DUNGEON ADVENTURES

DUNGEON BOSS

At the heart of the dungeon lies its master and final challenge in the form of a dungeon boss.

The dungeon boss is generally found in the last dungeon area which is referred to as the dungeon boss lair. It's also likely there will be some choice loot available in this area.

This table can be used to determine what type of dungeon boss rules here.

ROLL (D20)	DUNGEON BOSS
1 - 2	WARRIOR LORD - The dungeon boss is a mighty [Boss Warrior] denizen.
3 - 4	MAGE LORD - The dungeon boss is a powerful spell casting [Boss Wizard] denizen.
5 - 6	PRIEST LORD - The dungeon boss is a chosen [Boss Priest] of the denizen god(s).
7 - 8	MONSTROUS OVERLORD - The dungeon boss is a potent [Boss] monster.
9 - 10	MASTERMIND - The dungeon boss is a brilliant non-denizen [Boss *] humanoid that has managed to take over this dungeon.
11 - 12	RELUCTANT TYRANT - This dungeon boss would be an important friendly figure [Boss * NPC] acting under evil influences, either magical or mundane.
13 - 14	THE COUNCIL - The dungeon boss is actually an [Equal] group of [Elite *] denizens.
15 - 16	OUTSIDER - The dungeon boss is a demon, devil or similar [Boss] Monster.
17 - 18	PUPPETMASTER - This dungeon boss is incorporeal and possesses hosts.
19	THE TWINS - The dungeon boss is actually a pair of denizens, one a [Boss Warrior] denizen lord and the other a [Boss Wizard] denizen lord.
20	POWER BEHIND THE THRONE - This dungeon boss is just the public face for the real dungeon boss. Roll again for both the public boss and the real boss who'll reveal themselves if the situation calls for it.

DUNGEON BOSS LAIR

This optional table can be used to generate some additional complications for the dungeon boss's lair.

Some adventure stages may have goals which reduce the effects of the dungeon boss lair.

ROLL (D20)	DUNGEON BOSS LAIR
1 - 2	KENNEL MASTER - The dungeon boss lair has access to [Easy] beasts that are [Beyond Count].
3 - 4	TRAP MASTER - The dungeon boss lair has a [Large] number of traps.
5 - 6	HONOUR GUARD - The dungeon boss has a guard consisting of an [Equal] sized group of [Elite] denizens.
7 - 8	BEAST MASTER - The dungeon boss has an [Equal] number of [Elite] beasts as companions.
9 - 10	MONSTROUS GUARDS - The dungeon boss has a [Small] number of [Elite] monsters as guards.
11 - 12	MINION SHIELD - The dungeon boss has a [Horde] of [Easy] denizen minions that will sacrifice themselves to protect their boss.
13 - 14	MOUNTED - The dungeon boss is mounted on an [Elite] monster or beast that increases their mobility significantly either just by increased movement or special movement, like flying.
15 - 16	WAR MACHINE - The dungeon boss has a war machine, a mechanical or magical construct that increases their armour and has significant weapon attacks.
17 - 18	SEAT OF POWER - The dungeon boss lair has an item or area that can heal and recharge the dungeon boss.
19	PROTECTION RITUAL - The dungeon boss lair has an area with powerful protective magic that only protects the dungeon boss.
20	TRUE FORM - The dungeon boss returns as an even more powerful version of itself when killed.

Note: For a small dungeon with a single dungeon area with a boss, just have the boss in the encounter zone furthest from the entrance.

A dungeon doesn't have to have a dungeon boss, if you'd prefer to leave them out, feel free.

THE CURSED FOLLY

5E ADVENTURE FOR A PARTY OF 4 LEVEL 4 CHARACTERS

You are standing looking at a not unpleasant folly. Stone built with a pleasant aspect it has stood in the grounds of the Hythe estate for as long as anyone can remember. It has a rather unpleasant history and has been comprehensively sealed for the last four generations.

Judith, the Dowager Duchess of Hythe, has decided to live in the Folly. Having very large amounts of both money and time on her hands, Judith set about planning extensive renovations. A small team of local builders are camped one field over, all wearing their family charms and every ward they can think of is carved into the grass behind an optimistic line of salt.

Of course the Folly is comprehensively cursed. Judith has offered enough coin to sink a dingy to the adventurer party who can clean out the place. Which is where you come in.

Judith's personal manservant, deadly pale and sweating, steps forwards to unlock the front door and reads from a family ledger, lifting the magical seals.

He then retreats as fast as his legs will carry him. Judith is watching from half a field away. The look on her face, even from this distance, clearly says "get on with it".

Bold entries refer to 5E monsters.

[Red] entries refer to Dungeon encounters in this book.

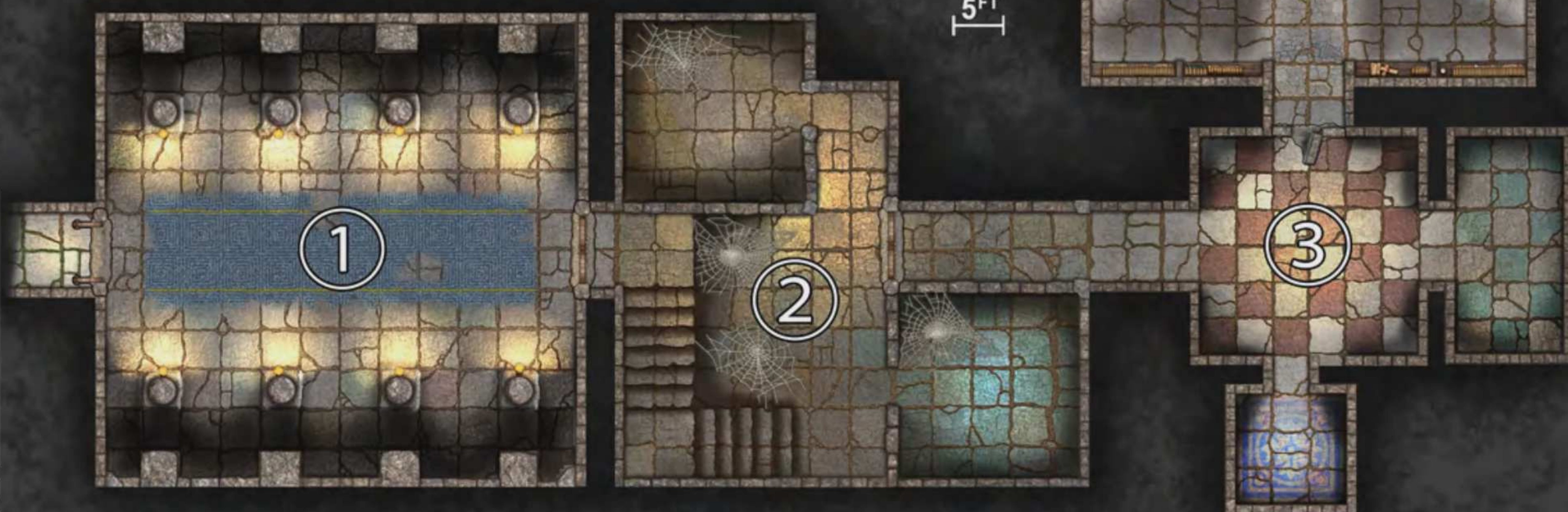
These allow us to show how we constructed this adventure.

DUNGEON MASTER SYNOPSIS

A Vampire Spawn broke into the Folly in recent times in search of the secret Hythe family library for its master. After forcing a way in via underground tunnels the spawns master took a few select tomes and has left them to guard the library.

They filled their new home with spiders to deter visitors, trapped the lobby and settled in.

They were very much at home, and rightly so as the Vampire Spawn is actually Albern Cairl, a distant relative of the Hythes who had an unfortunate vampire encounter a few years back.



1. THE LOBBY

Through the entrance door is a large room with four stone pillars to each side and a long worn blue carpet leading to a large set of double doors, all bathed in the light of crackling magical torches on each pillar.

A set of doors are set in the wall ahead, which, according to your instructions, lead down into the bowels of the folly.

This Encounter Zone is trapped with a **[Magic Trigger]** that will activate a **[Lightning Field]** and has a **[Heavy Door]**.

If a Character steps in to the light of the torches then arcs of electrical energy strike all within 10ft of a torch for 1d8 lightning damage (increased to 2d8 if wearing metal armour).

The only safe routes are via the shadows behind the pillars, magical darkness, creating shade to move in or by destroying the torches from range.

The sturdy door that exits this area is unlocked and will creak open on rusty hinges when pushed.

2. THE STAIRWELL

A staircase descends in to a dark chamber with two side rooms and a stout exit door, giant strands of ghostly white spiders webs are everywhere and cover everything.

This Encounter Zone is home to a **[Beast Group]**, is covered in **[Spider Webs]**, has a **[Coin Stash]** and a **[Stuck Door]**

This area is covered in large spiders webs and is home to 4 **Giant Spiders**.

The spiders will make use of their Stealth, Spider Climb, Web Sense and Web Walker abilities to attempt to surprise the Characters, and will opt to begin any combat by using their Web ability.

There is a bag of 18gp hidden amongst the webs and broken furniture that requires a DC15 Perception check to find.

The heavy door that exits this area is blocked and will require a DC15 Athletics check to push open.

3. THE OLD PARLOUR

These once grand rooms smell of damp and are draped in more dusty webs. A pair of hunched, purple, spider faced monsters rise to face you.

This Encounter Zone has a **[Pair of Monsters]**.

There are a pair of **Ettercap** lurking here that act as guards for Albern Cairl and care for the spiders.

4. THE LIBRARY

This room is somehow protected from the damp of the previous rooms. The books and jewelery display cases are dusty but in good condition, albeit somewhat covered in spiderwebs.

The library is not empty and the pale faced young nobleman browsing a bookcase turns and greets you.

This Boss Encounter Zone is home to a **[Boss]** with the **[Kennel Master]** lair type and has some **[Jewelery]**

Albern Cairl

The **Vampire Spawn** called Albern Cairl has made his residence here and is browsing the old tomes on the shelf.

He will not immediately attack, instead trying to talk to the Characters and insist that this is his rightful property as a Hythe descendant.

There is an infestation of arachnids here and Albern can call forth 2d4 **Spiders** to assist in battle as a bonus action every turn while in this Dungeon.

If Albern is reduced to below 20 hit points he will flee through the tunnel after calling upon spiders to cover a retreat.

There are many pieces of Jewelery in dusty display cases throughout the library with a total value of 150gp.

5. TUNNEL

This roughly dug tunnel is held up from collapse by a series of makeshift wooden props.

This Encounter Zone has the environment **[Repair Scaffold]**

The Characters must seal the breach and return to Judith with proof the area is safe.

Knocking the props down safely will require four successful DC15 Athletics checks, any failures will result in 2d8 damage from falling rubble.

WHAT NEXT?

Return to Judith and collect the reward.

Who is the vampire, what are their plans, maybe the Characters could find out for more rewards?

Did Albern escape the fight? If so the Characters will have made enemies of both Albern and his master.

If the Characters listened to Albern and left him alone in the folly, Judith would be furious and give no reward, you had 'one job'.



SKORN

5E ADVENTURE FOR A PARTY OF 4 LEVEL 8 CHARACTERS

This area is seemingly uninhabited, characterised by many miles of craggy hills and deep dales. Seemingly an ideal little escape from the dangers of town and the political wranglings of court. However this area was very heavily mined in the past, and the miners strayed far too close to the surface leading to a local issue with sink holes.

Which explains why you are now sitting 40 feet below the surface on a pile of earth looking up at an impossible climb.

As you look into the gloom, dimly illuminated by the small holes in the ceiling you just made, you can just about make out the signs of the ancient mines. You set off in that direction.

DUNGEON MASTER SYNOPSIS

The Characters have accidentally stumbled upon, and made a new entrance to, the lair of Skorn, a young red dragon.

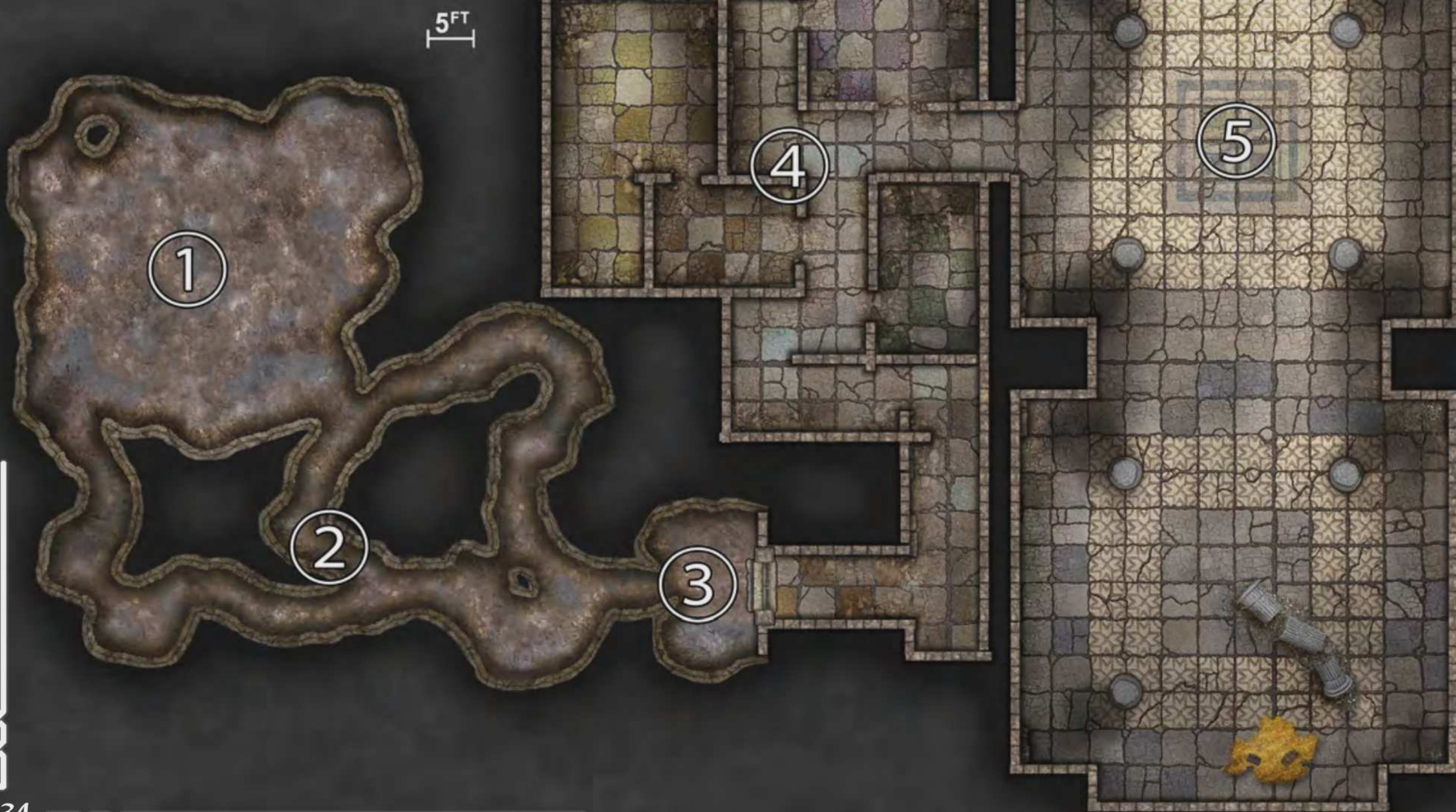
And the only way out is past the arrogant young dragon and his minions.



Bold entries refer to 5E monsters.

[Red] entries refer to Dungeon encounters in this book.

These allow us to show how we constructed this adventure.



1. CAVERN

You regain your feet after the impromptu slide down into this cavern, checking to make sure you and your gear are intact. The hole you all fell through has already been sealed by more rockfall, blocking that route out.

The ceiling is also still shedding chunks of stone, which smash on the ground in ear splitting explosions of flint and dust.

In the dim light you can just make out two dark exits that look like old mine tunnels.

This Encounter Zone has a [Collapsing Ceiling]

The roof of this large empty cavern is unstable. Every 1d4 rounds there will be a rockfall. Each time this happens, everyone in the cavern must make a DC16 Dexterity saving throw. A target takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Both exits lead into the Tunnels.

2. TUNNELS

There is no light source here and the dim daylight from the cavern does not penetrate far into these old mining tunnels.

This Encounter Zone is home to a [Lone Monster]

These dark tunnels are home to a **Cloaker** who will use the darkness and the winding tunnels here to ambush the Characters after first using its Phantasms action.

3. THE BACK DOOR

Your lights glint back from a large bronze relief of a suns rays, set into a slab of well worked stone that looks to be a doorway.

The walls surrounding this door are covered in ancient hieroglyph style carvings.

This Encounter Zone has [Ancient Carvings] and [The Sun Door]

Set into the surface of this stone door are a series of stylised bronze sun rays.

The door has a darkness activated magical lock that will only open if a bright enough light is shone on the bronze rays. Lantern light is not enough on its own to trigger the lock.

A Character studying the old carvings and passing a DC16 Investigation check will find out how the door works and the location of a light focusing mirror.

Once the door slides open with stone grating upon stone, it leads into the Ruined Chambers.

4. RUINED CHAMBERS

These corridors and rooms are full of small, dirty sleeping dens, discarded bones and patches of shedded lizard skin.

This Encounter Zone is home to a [Very Large Denizen Group]

There are 12 **Kobolds** currently in residence throughout these four rooms, which contain the living quarters for all of Skorns minions.

These will present little challenge, and will all attempt to flee as soon as possible. If a single Kobold escapes to the Great Hall, then Skorn will be forewarned and will greet the Characters with some surprise flames.

5. GREAT HALL

This large echoing hall reeks of brimstone and echoes to the breathing of a large creature. A booming voice rings out. "Who dares to trespass in the realm of Skorn?!"

This Boss Encounter Zone is home to a [Boss] with the [Minion Shield] lair type and has a [Royal Banner]

This is home to Skorn, a vicious **Young Red Dragon**.

Skorn

Skorn will attempt to talk and wait for all of his minions to be present before attacking. He will start any fight with his Fire Breath before switching to mocking while he tries to bite and claw any survivors. If the players prove powerful opponents he will keep his distance and breathe fire when possible.

If reduced to 40 hit points or less, Skorn will attempt to flee, heading to the end of the hall and flying away.

Skorns Minion Shield

The hall is also home to more of Skorns minions, with 20 **Kobolds** in the room. They will use sling attacks and enjoy watching the dragon at work. But if Skorn is reduced to half hit points they will use their daggers.

If any **Kobolds** are still in the Ruined Chambers they will join the fight in 1d4 rounds.

Loot

There is a considerable pile of coins near the south wall of the hall (8d6x100gp and 2d4 x 250gp in gems).

A tattered banner that belonged to a prince that Skorn ate also lies here, the king would welcome it's return.

WHAT NEXT?

If Skorn survived, he's the sort to hold a grudge and has a long memory.

RANDOM TABLES

D20	TOWN NAMES
1	Fairview
2	Woodlands Reach
3	Hillcrest
4	Haven
5	Wayside
6	Windyridge
7	Lealand
8	Brookvale
9	Hunter's Wood
10	Mullberry
11	Stillness
12	Robin's Hedge
13	Silverwood
14	High Trees
15	Willow Acres
16	The Warren
17	Dreamwood
18	Chestnuts Rest
19	Mile End
20	Greenacres

D20	TAVERN NAME (1)	TAVERN NAME (2)
1	The Stickyfloor	Lounge
2	Palehops	Speakeasy
3	Forget-it-all	Grogshop
4	Unsteady Duke's	Saloon
5	Half Lemon	Lodge
6	Snuffer's	Taproom
7	The Drunken Duck's	Suds rooms
8	Severed Head	Holstery
9	The Royalist's	Tavern
10	Cross Keys	Bloodhouse
11	The Star's	Inn
12	Pound's	Pub
13	Bay Horse's	Punchbowl
14	Red Dragon's	Alehouse
15	Resting Traveller's	Arms
16	Angry Beehive's	Roadhouse
17	Freeman's	Beerhouse
18	All coin's good	Watering Hole
19	Nofleas'	Parlour
20	Boarman's	Taproom

D20	STREET NAMES (1)	STREET NAMES (2)
1	Old	Road
2	New	Lane
3	East	Side
4	West	Street
5	North	Folly
6	South	Dell
7	River	Twitten
8	Hillside	Jitty
9	Sunnyside	Walk
10	Windy	Cottages
11	Lower	View
12	Upper	Reach
13	Stoney	Close
14	Uphill	Avenue
15	Forest	Hill
16	Flatfield	Dale
17	Tavernnear	Fields
18	Guildhouse	Pathway
19	Dockside	Way
20	Market	Alley

D20	VILLAGE NAMES (1)	VILLAGE NAMES (2)
1	Greenfield	Hamlet
2	Riverwalk	Thicket
3	Maymarch	Burg
4	Vagrant's	Seat
5	Stonewall	Sticks
6	Rainsafe	Cottages
7	Warmhearth	Nest
8	Worker's	Digs
9	Voyagend	Place
10	Sunnyside	Haunt
11	Peacedell	Turf
12	Sparkle's	Copse
13	Innear	Snug
14	Uphill	Rest
15	Woodtree	Well
16	Shelter's	Close
17	Wildwood	Easy
18	Longsticks	Smalltown
19	Sourapple	Nigh
20	Boredcow	Handy

RANDOM TABLES

D20	MOUNTAIN NAMES (1)	MOUNTAIN NAMES (2)
1	Old Mother	Crags
2	White Tops	Heights
3	Climber's Peril	Bluff
4	High Tall	Peaks
5	Grey Beard	Ridge
6	Grey King's Head	Drifts
7	Sheer Face	Mound
8	Windy Shank	Range
9	Traveller's Ruin	Mount
10	Tall Choke	Alp
11	Rock Foot	Butte
12	Screestream	Hump
13	Doom White	Pike
14	Vation's	Hill
15	Treasure's Cap	Downs
16	Safeside	Tops
17	Hundred tips	Climb
18	Looming	Summit
19	Long Side	Tor
20	Green Toes	Mountain

D20	VALLEY NAMES (1)	VALLEY NAMES (2)
1	Percival	Valley
2	Sheldon	Dip
3	Mare's Lay	Bottom
4	Rille	Trough
5	Once Sea	Canyon
6	Stalemate	Gorge
7	Aramits	Lowland
8	Emlyn	Deep Plain
9	Denholm	Channel
10	Holden	Low Dale
11	Ogden	Dells
12	Slade	Depression
13	Footprint	Down Vale
14	Sinking	Notch
15	Kielo	Slump
16	Elsdon	Glen
17	Camden	Fissure
18	Owl Plummet	Basin
19	Cave Mouth	Hollow
20	Blind Alley	Descent

D20	RIVER NAMES (1)	RIVER NAMES (2)
1	Clearwater	Brook
2	Lesser	River
3	Wildrun	Waters
4	Saltides	Estuary
5	Durance	Brook
6	Sweetsplash	Rivulet
7	Icecold	Beck
8	Downpour	Branch
9	Resting	Tributary
10	Snatcher's	Springs
11	Arunrun	Runs
12	Mudouze	Trickle
13	Deepcross	Stream
14	Fetcher's	Surge
15	Mountaindown	Torrents
16	Underhill	Runnel
17	Glasstop	Creek
18	Thirsty	Drift
19	Splasher's	Tide
20	Redrock	Flows

D20	TRAIL NAMES (1)	TRAIL NAMES (2)
1	Lady Time	Tramp
2	Tall Grass	Pathway
3	Under Cliff	Road
4	Blue Ridge	Causeway
5	Old Red	Route
6	Little Tree	Marches
7	Blue Boy	Walk
8	Wolf Ridge	Lane
9	Goat Foot	Trek
10	Turtle Backed	Way
11	Eagle View	Trail
12	Red Field	Ride
13	Moose Head	Steps
14	The Brother's	Strides
15	Brave Sticks	Treader
16	Fool's	Footpath
17	Sunny Side	Openway
18	Open View	Climb
19	Fearless	Slog
20	Lion Heart	Haul

RANDOM TABLES

D20	DUNGEON NAME (1)	DUNGEON NAME (2)
1	Forgotten	Deep
2	Sunken	Chambers
3	Shielded	Vaults
4	Hidden	Crypts
5	Cursed	Subterrains
6	Fabled	Underways
7	Secured	Evacuations
8	Treasured	Lowers
9	Sheltered	Underkeep
10	Haunted	Fasthold
11	Bejewelled	Downtowers
12	Abundant	Hoard
13	Treasure's	Mines
14	Perilous	Retreat
15	Dreaded	End
16	Distressed	Snuggery
17	Suspicious	Catacombs
18	Abandoned	Mausoleum
19	Cold foot	Caverns
20	Forebode's	Tombs

D20	ENTRANCES (1)	ENTRANCES (2)
1	Trapdoor in	Old Sewers
2	Hole in	Ivy Covered Wall
3	Concealed in	Dry Well
4	Stairs from	Castle Gatehouse
5	Opening in	Tavern Cellar
6	Door in	Ice Cellar
7	Cave in	Derelict Tavern
8	Crack in	Cliff Wall
9	Ivy Covered	Hollow Tree
10	Weak spot in	Shaded Dell
11	Trail leading from	Abandoned Chapel
12	Behind the	Mausoleum
13	Through the	Well kept grave
14	Down into	Dark Alley
15	Underneath the	Ruined Castle
16	Grill in the	Sunken Shrine
17	Hatch by the	Old Statue
18	Window near the	Haunted Manor
19	Grate in the	Walled Garden
20	Drain by the	Broken Fountain

D20	DUNGEON TWISTS (1)	DUNGEON TWISTS (2)
1	Suggestive	Brickwork
2	Unseen	Window
3	Magnetic	Corridor
4	Tempting	Stone Wall
5	Trapped	Passage
6	Guarded	Ingress
7	Hidden	Tapestry
8	Cursed	Antechamber
9	Disarming	Hollow
10	Anti-Magic	Opening
11	Suspicious	Cracked Wall
12	Baited	Bench
13	Alluring	Drawbridge
14	Elusive	Chest
15	Expansive	Mouse-hole
16	Appearing	Step
17	Invisible	Curtains
18	Blurred	Hole in floor
19	Magnetic	Trapdoor
20	Slippery	Portcullis

D20	DUNGEON ROOMS (1)	DUNGEON ROOMS (2)
1	Basement	Guard Room
2	Untidy	Bed Chamber
3	Suspiciously Nice	Library
4	His & Hers	Lobby
5	Attic	Hallway
6	Inaccessible	Cells
7	Populated	Torture Room
8	Vermin Ridden	Armoury
9	Ivy Covered	Storeroom
10	Blood Stained	Kitchen
11	Carpeted	Mess
12	Mirrored	Treasury
13	Abandoned	Grand Hall
14	Forgotten	Stateroom
15	Forbidden	Mausoleum
16	Inviting	Chapel
17	Homely	Common Room
18	Cold	Parlour
19	Damp	Antechamber
20	Airless	Hallway

RANDOM TABLES

D20	TOWNSFOLK NAME (1)	TOWNSFOLK NAME (2)
1	Glan	Fletcher
2	Erong	Roofwell
3	granlin	Goodshoes
4	Evant	Throwgood
5	Slant	Smithwell
6	Gritlim	Deadeye
7	Rilms	Watcheye
8	Braum	Tiller
9	Tilt	Farmhand
10	Flanght	Alewell
11	Mottle	Cooksmore
12	Whastle	Fallsinwell
13	Pintlebrook	Inksmith
14	Diwsre	Otterproof
15	Leem	Fleetfoot
16	Oblent	Bigtoe
17	Stroaf	Crownbegone
18	Went	Tripsdown
19	Lisple	Swordsmith
20	Fronc	Arrowmagnet

D20	WIZARD NAMES (1)	WIZARD NAMES (2)
1	Twinkles	Ninefingers
2	Magus	The Singer
3	Augurer	Albright
4	Darkly	Singed
5	Palmer	The Loudest
6	Testy	Longshot
7	Copperfield	Earthsunk
8	Teller	Stonefoot
9	Herm	Firebrand
10	Morgan	The fourth
11	Rince	Wander
12	Puck	Summonwish
13	Prospero	Glasscannon
14	Halen	Soothsayer
15	Caster	Twoforms
16	Alseer	Truthsayer
17	Iyes	Dragonworn
18	Dex	Moltenmind
19	Quick	Moonburst
20	Smarts	Starstun

D20	WARRIOR NAMES (1)	WARRIOR NAMES (2)
1	Smasher	Strongarm
2	Knightly	Greataxe
3	Knuckles	Twoswords
4	Hamfist	Shielddent
5	Shar	Swordswinger
6	Crashes	Tankmon
7	Pugil	Bloodflail
8	Hitsit	Wallbreaker
9	Thudders	Greataxe
10	Fisty	Ironskull
11	Tanker	One Handed
12	Vigor	Sharpedge
13	Quickswing	DeCorbin
14	Heavyhands	Broken Nose
15	Bombard	Stonejaw
16	Kilted	Axesmasher
17	Tor	Dooropener
18	Macey	Rockstand
19	Bludgeon	Frontline
20	Morning Star	Ballista

D20	ROGUE NAMES (1)	ROGUE NAMES (2)
1	Daggers	Stabintheback
2	Sneakers	Anelace
3	Pointy	Baselard
4	Chary	Poignard
5	Hush	Mesericords
6	Sly	Icepick
7	Lurky	Rondel
8	Shroud	Bollock
9	Shifty	Reticent
10	Hushful	Veiled
11	Swift	Lightfingers
12	Dropper	Nimble
13	Hatchet	Lissome
14	Clipper	Sprightly
15	Spider	Hit
16	Bezz	Purloins
17	Pilfs	Privateer
18	Owl	Prowler
19	Klept	Catfoot
20	Plugger	pirate

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